Usenet Newsgroup Archive: comp.sys.atari.st

1992-07 - 1992-12

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1992-07-01 through 1992-12-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 7,368

Message records with no readable body available in the source text: 10

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: New version of QD Play (PLAY.PRG) available from atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 00:38:25 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9193@uqcspe.cs.uq.oz.au>
Source record: 220320

dmb@wam.umd.edu (David M. Baggett) writes:

>warwick@cs.uq.oz.au writes:
>>Why not just give us the source?

>I wouldn't mind giving out source, but I'd have to give you source to
>the entire sample playing subsystem of Game Workbench for it to do you
>any good. Needless to say, I'm not going to do that. (For one thing,
>it's 2515 lines of code.)

Damn :-(.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / No witticism?
_.-._/ University of Queensland, /
v Brisbane, Australia. / ... so sue me.

2. Re: Uniterm (was: anyone heard of "Vanterm")

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 01:59:10 UTC
From: dinsmm@marcus.its.rpi.edu
Message-ID: <-z0wh8@rpi.edu>
Source record: 220321

jansteen@cwi.nl (Jan van der Steen) writes:

>molin@crs.cl.msu.edu (Michael Olin) writes:

>>What's more... One can ftp anon to chsun.chuug.ch, look under archive.
>>software.atari.UniTerm and always have the latest version.

>Does anyone know how to use customised fonts in Uniterm instead of
>the default system fonts? I would highly appreciate any pointers.

>Jan van der Steen

From what I have gathered, the fonts do not work.
You are supposed to use macro-command load_font
but it doesn't work. If you would like more info,
write back. If someone fixed this, please tell me.

Mike Dinsmore
dinsmm@rpi.edu

3. Wanted: Word Perfect for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 02:42:50 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1992Jul1.024250.9137@newshub.ariel.yorku.ca>
Source record: 220322

I would like to get a copy of WP (4.1 preferred, but would go for earlier versions if cheaper) but I am on a tight budget. I do recall that someone was selling a copy for $35-45 which is the range I am looking at. It would be best if I got it from a fellow Canadian (shipping charges are definately cheaper, and no need to worry about exchanges and charges for exchanging currency, which I have been fed up with lately), but I will always buy a copy from the US if need be. If you have a copy for sale, leave me mail!

____
/ o n y.

4. Re: New Randplay Version (should it be here.?)

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 04:17:42 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.rtrWn1BmtHM@jonh.wimsey.bc.ca>
Source record: 220325

In <1992Jun30.175806.4549@wam.umd.edu>, David M. Baggett writes:
>
>Now that many of the archive sites have mail robots, there's really no
>reason for the binaries group anymore either. It's a tremendous waste
>of resources to send bits all around the planet when you can send them
>to an archive once and retrieve them on-demand.

I have to disagree at this point. If 6-10 users from your site
all request the mail version, you've just upped bandwidth. Plus
the mail transport system is less geared to moving masses of binaries
around, and sites with small spools are going to be a bit upset.
The whole purpose of binary groups is that site who cannot handle
the traffic do not subscribe. With mail, you don't know how it would
be routed.

--
jhenders@jonh.wimsey.bc.ca

5. Make Offer on 1040ST System

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 04:55:36 UTC
From: ba014@cleveland.Freenet.Edu
Message-ID: <1992Jul1.045536.24498@usenet.ins.cwru.edu>
Source record: 220323

I've got a 1040ST System I'd like to sell so I can get a GEMulator when
they come out.

1040STf CPU
SC1224 12" Color Monitor
Supra ST DMA-SCSI Host Adaptor
Seagate ST-125N SCSI Drive (Broken, may be repairable ???)

Make an offer... Unreasonable offers will be ignored.

--
0--0
/ That's the history eraser | Internet: ba014@cleveland.freenet.edu /
/ button, you fool! -Ren | Real Life: Matt C. Brinkhoff, jerk /
o--o

6. Re: Z-modem for MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 05:15:10 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul1.051510.4756@peponi.wcc.govt.nz>
Source record: 220326

In article <TERJEVE.92Jun30201020@kolsaas.ifi.uio.no>, terjeve@ifi.uio.no (Terje Vernly) writes:
>
>Can someone please tell me where I can get hold of source for a
>MiNT-friendly Z-modem package? The one I have uses GEM and is
>therefore not very usefull (as I very rarely use GEM).
>
>--
>Terje Vernly----------------
>InterNet: terjeve@ifi.uio.no
>----------------------------

It sounds like you need to get a PC...?? :-)..

I have a 'GEM' of a computer....

Do you get new fingers every week..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

7. Re: no support

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 06:30:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <61377@cup.portal.com>
Source record: 220324

Kenneth Hartlen writes:

>>For a free sample copy of Atari Interface magazine, send your
>>name and address to:

> I hope this isn't a sign of trouble at Atari Interface magazine. Our
> users group just sent for a club subscription.

Sorry.. you lost me there... is AIM offering free sample copies
to potential subscribers a problem..?

BoBR

8. nroff, manpages, ...

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 06:53:04 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul1.085304@disuns2.epfl.ch>
Source record: 220327

Why are all these mint utils manpages nroffed ?

How could I translate them into readable form ?
I found an nroff package for ST but it didn't work the way I wanted
(no matter which manpage I wanted to translate it always told me there
were unknown commands (even for the .SH command)) and, even better,
it always crashed at the end of a file !

Where could I find an util to translate into nice ASCII form ?

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

9. Re: New Randplay Version Is Here (long)

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 07:33:40 UTC
From: msmith@lssec.bt.co.uk
Message-ID: <1992Jul1.083340@lssec.bt.co.uk>
Source record: 220333

In article <1992Jun30.175806.4549@wam.umd.edu> you write:

|> Come on; is there any real basis for this comment? There are many
|> possible criticisms of QD Play, but I don't see "inaccurate playback
|> frequencies" as one of them, unless you're talking about speeds below
|> 600Hz or something. (Samples that slow are useless anyway.) Seriously,
|> rather than reinventing the wheel you could have mentioned your
|> criticisms to me and I could have changed QD Play to accomodate your
|> needs. That's what Ed Krimen did, and he got a new version of QD Play
|> the next day.
|>
|> Dave Baggett
|> dmb@wam.umd.edu

What? I hadn't realised you had a monopoly on these kinds of programs. I've obviously committed a bigger crime than I realised. BTW there was a smiley on my comment.

All that happened is that I got, what is probably a very early version of your program, decided it didn't do what I wanted and wrote my own. Now that I have I'm willing to share it with the net. What's the problem?

If I'd asked you to change QD Play I'd have missed out on all the fun of fiddling with samples. Like last night's session adding .AU file support and auto gain control. OK, maybe its a weird way of having fun but I'm a weird kind of guy.

|>Jeez; I never thought I'd see the day when we'd have a contest over
|> whose cheesy AUTO folder/command line sample playing program was best.

Who's having a contest? I'm sorry if you regard ST samples as your private patch as I do get that impression. Surely this town's big enough for the both of us?

Martin

Martin Smith | +44 71 728 7154 | I was lined up for glory
| | But the tickets sold out in advance
BT D&P London | msmith@uk.co.bt.lssec | - RUSH, The Big Wheel.
---

10. Re: AN COOL

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 08:01:24 UTC
From: tim@spc.nl
Message-ID: <1992Jul01.080124.12646@spc.nl>
Source record: 220328

I recently saw the An Cool demo as well. To begin with I thought it was some sort of joke, but after talking to Tanis of TCB we found out that An Cool was really serious about this demo. IT IS THE LAMEST PIECE OF SHIT I HAVE SEEN IN TWO YEARS. Don't bother getting a copy of it unless you want all of your opinions of TCB to dissapear in an instant.

There are two other acid type demos that I know of on the ST. One is on a demo by a group called Chaos from Manchester in England, the other is by a group called The Lost Boys from England. It contains a screen called Komische Sackratten von der Hohle (Strange Pubic lice from the crevice!) which will probably be what you are looking for.

I don't really mean to be to offensive about this demo but I really must tell you that there are literally hundreds of demos on the ST that are many times better than 'An Cool demo 3'. It is almost embarrassing.

Manikin & Digital Insanity
of The Lost Boys.

11. Hybrid Arts (Barefoot Software)

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 08:11:40 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Jul1.011140.1@violet.ccit.arizona.edu>
Source record: 220329

COuld somebody please send me the article posted here recently which
talked about Barefoot software and Hybrid Arts? Thanks!
--

Doug Tarico
dtarico@ccit.arizona.edu This is not a witty saying.
doug@catalina.sie.arizona.edu
(602)795-7633
---

12. Re: Help on installing EMACS

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 09:40:47 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jul1.094047.20108@aber.ac.uk>
Source record: 220332

In article <12q67jINNhm@matt.ksu.ksu.edu> raycole@matt.ksu.ksu.edu (Ray Cole) writes:
>HELP! I'm trying to install the binaries to EMACS 18.57 and am having trouble.
>I'm using EMACS 18.57 with the 8 bit patches applied from a.a. and have
>uncompressed it fine. As a shell I'm using Gulam and my computer is a 1040ST
>with no memory upgrade (I know, 1 meg isn't really enough to run EMACS, but
>its become a point of honor to get this installed.) I have plenty of space on
>my hard drive, >20meg, so I don't think that's the problem.
>
>What it does is when I run the dump program it all appears to go fine until it
>tries to make the second xemacs file. When it attempts to do this it reports
>that its unable to rename xemacs.2. Any ideas on this? I'm at a loss over what
>to try.
>
>On a side note, I seem to remember seeing Bash 1.12 ported to the ST, but I
>can't find it now. Where can I get a hold of this? Or was I dreaming when I
>saw this?
>
>Thanx in advance
>
>--
>Ray Cole | raycole@matt.ksu.ksu.edu
>Computer Consultant | This space for rent or hire
>Manhattan KS USA | Make an offer
I had exactly the same problem recently and seem to have tracked it
down to the lack of memory. When I increased that all was OKm except
that emacs.ttp refused to run becuase it said my terminal wasn't good enough,
I tried every combination in TERMCAP but no luck.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

13. CHinDEX: English version now available!

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 10:37:05 UTC
From: bohn@utrurt.uucp
Message-ID: <1992Jul1.103705.24042@utrurt.uucp>
Source record: 220331
Cross-posted to: sci.lang,comp.sys.atari.st

```
The English version of CHinDEX is now available! It gives the
exact page number(s) of any looked-up characters in "A Chinese-
English Dictionary", Beijing: Shangwu yinshuguan, 1985.

For further information contact the author at:
"bohn@utrurt.uucp"
or "...!unido!utrurt!bohn"
or "bohn%utrurt@unido.informatik.uni-dortmund.de"

------------------------------------------------------------
C H i n D E X

the Electronic Index to
"A Chinese-English Dictionary"
and
"Das Neue Chinesisch-Deutsche Woerterbuch"
by Hartmut Bohn

(Demo version available on ftp!)
------------------------------------------------------------

CHinDEX - and looking up Chinese characters becomes a pleasure!

* The ideal tool for people who have to do a large quantity of
translation from Chinese to English or German!

* Highly optimized radical index with graphical user interface,
ordering of radicals according to radical productivity,
multiple indexing of characters and consideration of character
lookup frequencies!

* Optimized Pinyin index. You forgot the correct tone? No problem!

* Simplified four corner index - nothing is faster!

* Stroke index of characters hard to identify.

* In the full version, as the result of the lookup all pronun-
ciations and corresponding page number(s) of the selected
character in the dictionary are given!

* Change lookup method with a single mouse click!

* Favourite lookup method can be preset!

* All character lists are ordering dynamically according to
individual lookup frequency!
```

* Can be used both as program and desk accessory! Dictionary lookup from within your word processor!

* Indexes to other special dictionaries planned!

Hardware requirements:

ATARI ST/STE with monochrome monitor (SM 124)
and at least 1 MB of RAM. Hard disc recommended.

A demo version is available via ftp at:

kth.se (130.237.72.201) in the directory "CJK/atari/CHINDEX"

--
Hartmut Bohn ,'|_____, / ---, | Computerlinguistik / Sinologie
Klemensstr. 13 /| | | | -/--- __/_ | Universitaet Trier
5500 Trier Ruwer | / | \ \ / | | Internet: bohn@utrurt.uucp
Germany | \| /\ \/ o UUCP: ...!unido!utrurt!bohn

14. Re: Background in MINT.CNF and symbolic links

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 11:43:26 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul01.114326.19600@convex.com>
Source record: 220334

In article <1992Jun30.161641.9282@sci.kun.nl> vince@sci.kun.nl (V.G.J.M. Stoks) writes:
>BTW, are there any manpages about the MiNTutils? I have to just guess
>what all the options do after I manage to get a "usage:..." msg.
>What options can I give LPD?

i recently took the 0.94 utils readme and turned them into manpages
(eg bg, stty, top, etc). if there is interest, i can post them.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

15. Re: nroff, manpages, ...

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 11:52:48 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul01.115248.19967@convex.com>
Source record: 220335

In article <1992Jul1.085304@disuns2.epfl.ch> monnier@disuns2.epfl.ch (Stefan Monnier) writes:
>Why are all these mint utils manpages nroffed ?

because this is the "unix" way of doing documentation

>How could I translate them into readable form ?
>I found an nroff package for ST but it didn't work the way I wanted
>(no matter which manpage I wanted to translate it always told me there
>were unknown commands (even for the .SH command)) and, even better,
>it always crashed at the end of a file !

read the readme in nroff. it mentions that u have to have the macro packages in order to deal with manpages. i assume u are using a shell like gulam, bash, ksh, tcsh, etc. in this case copy the tmac.an file to a convenient place (say c:\lib) and setenv TMACDIR c:\lib. then doing:

nroff -man nroff_man_file >ascii_man_file

should do the job.

the other alternative is to do this on a unix system. for pure ascii output, try:

nroff -man nroff_man_file | ul -t dumb >ascci_man_file

ul will strip out the stuff to make bold, underline, etc.

i have finally decided to work on nroff (again) after i finish a port of paul vixie's cron/crontab to MiNT. expect a new nroff this summer.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

16. lh5 for UNIX, now stop whining

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 12:39:39 UTC
From: winfrvk@dutiws.tudelft.nl
Message-ID: <1847@dutiws.tudelft.nl>
Source record: 220336

Hello all,

I have been using a UNIX lha which understands lh5 archives for a couple of months now. Unfortunately, I forgot where I got it from, so I did 'archie lha'

And guess what: the very first site it comes up with contains the version which I know works with Quester-generated lh5 archives.

Host akiu.gw.tohoku.ac.jp

Location: /pub/unix
DIRECTORY drwxr-xr-x 512 Apr 1 17:44 lha

I would be happy to put it on atari.archive if someone mails me the proper procedure (like where to put it and who to inform).

Let's hope this settles the (incorrectly named) lz5 war.

Bart.
schuller@dutikos.tudelft.nl
winfrvk@dutiws.tudelft.nl

17. ACMGDOS & EASYTEXT don't work

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 13:38:40 UTC
From: pate@ra.cs.man.ac.uk
Message-ID: <5199@m1.cs.man.ac.uk>
Source record: 220347

Has anybody got 'acmgdos' to work with the DTP program 'EasyText' ??

Am I missing something glaringly obvious? I use the 'assign.sys' file
that comes with 'EasyText', put the fonts in the correct directory, and
stick 'acmgdos' in the Auto directory. Acmgdos does not complain or
anything and seems to work fine, but when I run EasyText it says that
no fonts are loaded because GDOS hasn't run.

If anyone knows how to fix this, do you also know how to get it to print
to an Oki Microline 182, 9 dot matrix printer (IBM Proprinter compatable
I think).

The setup is a 520STFM (soon to be upgraded to 2.5 Meg, yipeee!) with
two double sided drives.

(Is it acmgdos or amcgdos? Cant remember, dont care)
--
%% %% &&&& %%%%% && && %% %% &&&&&& >> ATARI-ST Owner :)
%%%%%%%% && %%% && && %% %% && >>
%% %% %% && %% &&&& %% === && >> pate@cs.man.ac.uk
%% %% && %%% && && %% && && >> csg021@cck.cov.ac.uk
%% %% &&&& %%%%% && && %% &&&& %% >> mleaver@fiveg.icl.co.uk

18. unix lha-1.00 uploaded to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 14:34:30 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul01.143430.26375@convex.com>
Source record: 220337

i was informed of an lharc (100% C) that runs on unix (presumably can
be ported to VMS). i grabbed lha-1.00.tar.Z from ftp.uni-muenster.de.
it does seem to work on lh5 archives (i tried 2 that i had laying around).
i only tested the "t", "v", and "x" options and only visually inspected
extracted text files. i don't recall if dates were preserved either.

i uploaded lha-1.00.tar.Z to atari.archive.umich.edu. i did not find it
there before. if this is a duplicate, ignore. otherwise, it should probably
go in the archivers/unix dir eventually.

it is now in atari/new and should find its way to newitems eventually.
in the mean time, you can retrieve it if u know its name from the new dir
(eventho u can't do a dir list there, u can still cd to that dir).

docs are mostly japanese. "lha" with no args prints a synopsis which is
fine for most needs (at least mine). perhaps someone can translate the
manpage or has an english version they can post.

i also suggest this be formally posted to comp.{sources,binaries}.atari.st
for "orthogonality" if it is found to be robust after more testing.

hopefully we can get back to work now, and stop flaming lharc (myself
included), at least until the format changes (again). i also suggest
we standardize on this. i am going to build it with gcc 1.40 tonite with
optimizations (-O, inlining, etc) to see how much faster questor's assembly
coded lharc is (i have 2.01e, i think). if C is within 10% of assembler,
i suggest that we standardize on one (portable) version. as i recall, gcc
compiled zoo is within +/-10% in speed of lharc 2.01e. the i have not
checked the latest and greatest asm lharc, but will endeavor to do so, in
the interest of objectivity. i can't check PC lharc archives, so if someone
has one, perhaps you could make arrangements to either send it to me or
test it yourself and report your findings. i also suggest that someone
with gcc 2.x try the new optimization options (-O2) and report their
performance findings relative to the assembler version. my past experience
is that gcc produces tight optimized code. it might not be a bad idea to
test laser C, sozobon, and other popular compilers, too.

the GEM-only crowd may be able to convince the archiver shell developers
to incorporate lha as well.

if this lha works, mention of it should be made in this group's FAQ as well.
this should reduce net traffic and lharc flame wars :-).

i also tend to agree with the poster (who mentioned that there are shareware
versions of lharc) that requiring $$$ for "guilt-free" use of such a code
is unacceptable. i believe in shareware, but not for things like archivers.
note that i have not personally seen a shareware version of lharc so this

may or may not be accurate information.

note: this does NOT imply that i am willing to become the focal point for lharc, in any way. i just want to resolve this issue. it also does not imply that i endorse lharc in any way. personally i don't care what is used so long as it is consistent and universal (as much as possible). if anything, i prefer tar/compress myself, tho zoo has been acceptable, too. all of these have their warts (TOS can't handle file.tar.Z, zoo 2.1 needs TZ set correctly, etc).

enjoy...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

19. Re: nroff, manpages, ...

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 15:03:15 UTC
From: susher@vax.oxford.ac.uk
Message-ID: <1992Jul1.160315.7233@vax.oxford.ac.uk>
Source record: 220349

In article <1992Jul01.115248.19967@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:
> In article <1992Jul1.085304@disuns2.epfl.ch> monnier@disuns2.epfl.ch (Stefan Monnier) writes:
>>Why are all these mint utils manpages nroffed ?
>
> because this is the "unix" way of doing documentation
>
>>How could I translate them into readable form ?
>>I found an nroff package for ST but it didn't work the way I wanted
>>(no matter which manpage I wanted to translate it always told me there
>>were unknown commands (even for the .SH command)) and, even better,
>>it always crashed at the end of a file !
>
> read the readme in nroff. it mentions that u have to have the macro packages
> in order to deal with manpages. i assume u are using a shell like gulam,
> bash, ksh, tcsh, etc. in this case copy the tmac.an file to a convenient
> place (say c:\lib) and setenv TMACDIR c:\lib. then doing:
>
> nroff -man nroff_man_file >ascii_man_file
>
> should do the job.
>
> the other alternative is to do this on a unix system. for pure ascii output,
> try:
>
> nroff -man nroff_man_file | ul -t dumb >ascci_man_file
>
> ul will strip out the stuff to make bold, underline, etc.
>
> i have finally decided to work on nroff (again) after i finish a port of
> paul vixie's cron/crontab to MiNT. expect a new nroff this summer.

There's no need to port vixiecron.. Dave Gymer and I have done it, I'm in the testing phase now.

>
> -bill
> rosenkra@convex.com
>
> --
> Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
> Convex Computer Corp. |ARPA: rosenkra@convex.com

Steve

Addresses:-
JANET steve@ox.earth susher@ox.vax ucacmsu@ucl
Internet steve@earth.ox.ac.uk susher@vax.ox.ac.uk
ucacmsu@ucl.ac.uk

20. Re: New Randplay Version (should it be here.?)

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 16:02:17 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul1.160217.2251@wam.umd.edu>
Source record: 220338

In article <H.rtrWn1BmtHM@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <1992Jun30.175806.4549@wam.umd.edu>, David M. Baggett writes:
>>
>>Now that many of the archive sites have mail robots, there's really no
>>reason for the binaries group anymore either. It's a tremendous waste
>>of resources to send bits all around the planet when you can send them
>>to an archive once and retrieve them on-demand.
>
> I have to disagree at this point. If 6-10 users from your site
>all request the mail version, you've just upped bandwidth. Plus
>the mail transport system is less geared to moving masses of binaries
>around, and sites with small spools are going to be a bit upset.

But that's simply not true. This mail message will be mailed around
the world to thousands of sites at a nontrivial cost. The same goes
(even more) for any binary posts. The point is that news is not an
on-demand transmission, while archive servers are. Your 6-10 argument
only works if you assume that *every* site that gets the newsgroup
makes that many requests. In reality the 6-10 redundant requests at
your site are easily made up for by the 1,000 sites that get this group
at which no one makes a request at all.

This group is read by something like 40,000 people and is automatically
fed to many sites. (Consult the latest arbitron statistics in news.lists
for the exact number.) Not only that, but it's tied to the info-atari
mailing list which has who-knows-how-many subscribers.

Your argument that sites that can't take the bandwidth of a group can
decline it is well taken but made somewhat less convincing by the fact
that if one site doesn't take a group then none of the sites
"downstream" from it can have it either. So their are other
implications of the decision not to carry a group.

While meta-discussion about bandwidth are tiresome, it's clear that an
occassional reminder is necessary. You can't really expect every news
reader to learn how Usenet works overnight. It's easy to read news for
years without ever knowing (or caring) about how the underlying
transport mechanism functions. But rampant ignorance can unfortunately
run up the overall cost of Usenet enormously and threaten its very
existence.

Dave Baggett
dmb@wam.umd.edu

21. For Sale: ST and Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 16:59:41 UTC
From: detlef@miles.com
Message-ID: <1992Jul1.165941.7648@miles.com>
Source record: 220153

It's time to sell off the ST stuff to make room for new toys...

Atari 520STfm with 1M RAM and 720K internal floppy
Atari Mono Monitor
Excellent condition. All original packaging and manuals
Asking $250 or best offer.

6 month old Connor CP340 (40M SCSI 3 1/2") in full height
"shoebox" enclosure with ICD controller (includes clock).
Asking $250 or best offer.

I'll take care of UPS shipping within the continental US.
Please email replies or call (evening) 219-233-6889.

Mike
--
Mike Detlef | ...uunet!miles!detlef | (219) 294-8890
N9JDB | Miles Inc. Diagnostics Division | Elkhart, Indiana 46515

22. Re: New Randplay Version Is Here (long)

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 17:28:36 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul1.172836.6232@wam.umd.edu>
Source record: 220339

In article <1992Jul1.083340@lssec.bt.co.uk> msmith@lssec.bt.co.uk (Martin Smith) writes:
>What? I hadn't realised you had a monopoly on these kinds of programs.
>I've obviously committed a bigger crime than I realised. BTW there was
>a smiley on my comment.

I don't have a monopoly on anything; I just said I couldn't *understand*
why anyone would write a subset of someone else's free program and then
denigrate the original in the documentation. Seems like a contest to
me. You're pretending to be a lot more naive than you are, and it's
obvious.

>All that happened is that I got, what is probably a very early version
>of your program, decided it didn't do what I wanted and wrote my own.
>Now that I have I'm willing to share it with the net. What's the
>problem?

Since you asked, the problems include the following:

1. You posted the binary to this group.
2. You (admittedly) rewrote a subset of QD Play without
giving any credit to the original author.
3. You put snide (and incorrect) remarks about QD Play
in your doc file.

All of these are minor; come to think of it, I really don't care enough
about any of them to be responding to this message. Send me email if
you want to continue this utterly pointless discussion.

>If I'd asked you to change QD Play I'd have missed out on all the fun
>of fiddling with samples. Like last night's session adding .AU file
>support and auto gain control. OK, maybe its a weird way of having fun
>but I'm a weird kind of guy.

Fine. It's not like I don't understand the concept of hacking for the
sake of hacking. But why not at least say, "Randplay, inspired by
Dave's QD Play?" That's what I did when I wrote Beep; I at least
mentioned that I'd based it on Dan Wilga's newbell. It costs nothing.
And why the urge to slam QD Play in your docs? Did you think I'd never
read them?

>Who's having a contest? I'm sorry if you regard ST samples as your
>private patch as I do get that impression. Surely this town's big
>enough for the both of us?

Well you've got the wrong impression. I regard net etiquette,
politeness, and giving credit where credit is due as important. If you
don't, that's fine with me, but don't expect me to sit silenty by while

you rewrite one of my programs without giving me any credit and then insult the original.

Dave Baggett
dmb@wam.umd.edu

23. Re: nroff, manpages, ...

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 17:38:46 UTC
From: wmagro@uiuc.edu
Message-ID: <Bqq10n.172@news.cso.uiuc.edu>
Source record: 220340

In article <1992Jul1.085304@disuns2.epfl.ch>, monnier@disuns2.epfl.ch (Stefan Monnier) writes:

> Why are all these mint utils manpages nroffed ?
>
> How could I translate them into readable form ?
> I found an nroff package for ST but it didn't work the way I wanted
> (no matter which manpage I wanted to translate it always told me there
> were unknown commands (even for the .SH command)) and, even better,
> it always crashed at the end of a file !

nroff uses 'macro' packages to define what all those commands mean.
To preview man pages on my system, I use (the macro package is called
'an'):

```
nroff -man butt.man | more
```

(See why the macro package is called 'an' ? *:^))

--Bill

24. termcap/curses problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 18:12:06 UTC
From: sjaak@research.ptt.nl
Message-ID: <sjaak.710014326@athena.research.ptt.nl>
Source record: 220343

The following short program does not behave correctly, when compiled
using gcc-1.40 and the termcap/cursus-libraries from crsolb12.zoo.

```
#include <curses.h>

main() {
initscr();
mvaddstr(0,0,"this is text");
refresh();
mvaddstr(0,0,"this is junk");
refresh();
getch();
endwin();
}
```

In the output the string "this is " gets erased by the second refresh.
The cursor is positioned on the 8th column using a tab, and a tab seems
to be erasive. I used several termcaps, including the one that comes
with crssrc12.zoo, and tried both tos and mint but to no avail. Ideas?

Sjaak Schilperoort J.W.Schilperoort@research.ptt.nl
PTT Research, The Netherlands

25. Re: Spectre CGR for sale

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 18:34:34 UTC
From: c-nims@nwu.edu
Message-ID: <1992Jul1.183434.5149@news.acns.nwu.edu>
Source record: 220342

c-nims@nwu.edu (Christopher D. Nims) writes:

> For sale:

> Spectre CGR with 128K roms, disk cable, system software.
> Works like a charm...I bought a real mac so this has to go.

> $100 or best offer, shipping included!

It's gone...thanks for the interest!

Chris
--
--
Christopher D. Nims c-nims@nwu.edu
Academic Computing and Network Services Northwestern University

26. mint util manpages uploaded...

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 18:35:23 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul01.183523.2480@convex.com>
Source record: 220341

i posted a set of manpages for the MiNT utilities that came with 0.94.
all i did was take the readme.utl file and split it up, creating a
small manpage for each program. since many of these utilities are
designed for shells with missing features (eg bg, pipe), these manpages
may be of little use. however, i saved you the time. manpages for
some (including ps, mintvers, top, limit) would probably be handy.

look for mutl94m.zoo at atari.archive.umich.edu. included are both
nroff source and nroffed manpages (for manpager).

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

27. Re: notators great...but...???

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 19:02:38 UTC
From: CCC_BALL@RZMAIN.RZ.UNI-ULM.DE
Message-ID: <1992Jul1.190238.24720@wega.rz.uni-ulm.de>
Source record: 220344

In <52170002@hpsgm2.sgp.hp.com> nunis@hpsgm2.sgp.hp.com writes:

> anyway, i still have some questions i need answered before i go and
> spend my hard money...the system he suggested was a 520ste with a
> 2mb upgrade of memory and a sm124 monitor. this system would cost
> me S$2,790 (that's Singapore dollars, which comes up to about $1,800
> US dollars at an exchange rate of US$1:S$1.62). so how does the cost
> add up? does this sound like a reasonable offer? can i get the same
> thing for less in the US? how about a used one?
>
> another thing, can we really run notator without a harddisk? i mean,
> how can we right? where can i store my sequences without a harddisk?
> and how big a disk should i get and how much would that cost? the
> guy at the store said i do not need a disk...but what do YOU think?

Hi!
I would suggest a Mega STE/4, a 80 Meg HDD and a SM146.
I think you will get this for the same prize (without software, naturally),
if you look for a cheap dealer.

! Bitnet: ccc_ball@dulruu51.bitnet Internet: ccc_ball@rzmain.rz.uni-ulm.de !
! Joerg Ballschmiter Gartenhalde 68 W-7900 ULM-Maehringen GERMANY !
! Chaos Computer Club ULM !

\ [DISCLAIMER] /
_____/

28. dpaint & HD's

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 19:14:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.502084@cix.compulink.co.uk>
Source record: 220162

Someone mentioned problems with Dpaint and hard drives.
If you use Dpaint on a HD, make sure that all the caches are off.
This works OK with the ICD drivers.

```
/*********************************************************************
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
*********************************************************************
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
*********************************************************************/
```

29. 520st,ss/dd drive,color monitor,epson printer, software ->$275

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 21:26:00 UTC
From: v5914ane@ubvmsd.cc.buffalo.edu
Message-ID: <Bqq8t7.6zE@acsu.buffalo.edu>
Source record: 220345

The title says it all.

30. Re: no support

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 22:02:46 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jul1.220246.6890@newton.ccs.tuns.ca>
Source record: 220346

In article <61377@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>> I hope this isn't a sign of trouble at Atari Interface magazine. Our
>> users group just sent for a club subscription.
>
>
>Sorry.. you lost me there... is AIM offering free sample copies
>to potential subscribers a problem..?
>
>BoBR
No, free samples is a great idea. I just meant that I hope it is an effort
to expand a strong readership and not a sign of a shrinking readership.

Ken Hartlen

31. Re: notators great...but...???

Newsgroup: comp.sys.atari.st
Date: 1992-07-01 23:03:45 UTC
From: darling@cellar.org
Message-ID: <yw09mB1w164w@cellar.org>
Source record: 220348

bgilbert@cs.washington.edu (Benjamin Gilbert) writes:

> Well I don't know Notator but you probably can run it from floppy.

You can. It will take a while to load off the floppy, but once it's in memory, it never uses the disk except to store and retrieve user files. So if you use your machine on Notator all day (like I do), you won't notice crippling problems (naturally, disk functions will be reeeeal slow; it's not hard to make a pretty big Notator file).

> Nope, you can't use an EGA monitor. You can choose either Atari
> monochrome monitor (SM124 or SM147), which is probably a good idea
> since you can then use high-res monochrome for your sequencing and
> notation. Or, use the Atari color monitors (SC1224 or SC1435), although
> I have no idea whether Notator runs in medium res -- be sure to check
> on this before deciding on a monitor.

The C-Lab people say that Notator won't run on a colour monitor. I tried it anyway, since I have one sitting around. It works, but it looks like shit; truly unusable for score editing. It's kind of nice to know that I can use it as an emergency backup monitor if my monochrome monitor dies, tho.

Notator looks great on the SM124 and 147. I have a 147 now and it's superb; very crisp and easy on the eyes. The SM124 has a smaller display area, so can cause a little eye fatigue on late-night sessions, but it's also a good monitor.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

32. Re: Tired of mindless flaming (FLAME ON!)

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 00:49:45 UTC
From: ziggy@grafted.UUCP
Message-ID: <m2B0mB1w161w@grafted.UUCP>
Source record: 220187

dmb@wam.umd.edu (David M. Baggett) writes:

> In article <1992Jun29.090036.8954@unix.brighton.ac.uk> mm68@unix.brighton.ac.
> >Here here! Bravo that man!
>
> What? Tired of mindless flaming means tired of Usenet! Love it or
> leave it, you malcontent! And isn't that supposed to be "Hear, hear?"
> Learn to write English before you post, you ignorant cretin! And
> while you're at it, pare down that absurd .signature file!
>
> For the massively humor-disabled:
>
>
> :-)
>
> Dave Baggett
> dmb@wam.umd.edu

I hope this was not directed towards me, I would hate to
think my grammar deserves " ingnorant cretin ", but I still hate
DESTRUCTIVE flaming, but do adocate discussions on differences in
opinions, if they are rational. (not just, your IBM sucks, but why
does it suck..).

Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

33. v17i088 - cla_v1r1 questions

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 03:01:19 UTC
From: azog@thoth.rent.com
Message-ID: <1992Jul2.030119.21424@thoth.rent.com>
Source record: 220163

Anyone else try this out? I get a TOS error 53?!

Thanx

--
Billy D'Augustine | "Wave upon wave of demented avengers march
...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
azog@thoth.rent.com | -- Pink Floyd
---

34. Re: AN COOL

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 03:29:52 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.710047792@odin>
Source record: 220350

You are a serious lamer, dude... Although I agree that that isn't one of TCB's greatest demos (Crikey is really cool, it includes the demo you mentioned) but M Demo 3 had some of the best soundtracker music I have ever heard. It is better than the crappy chip music copied from Mad Max, if thats what you enjoy.

I have about 40 to 50 demos by over 20 coding groups. Although I wouldn't claim to have a very large demo collection (let me tell ya right now, I don't...) compared to others, I have seen a lot of demos on the ST (and the Amiga, for that matter) I believe AN Cool did a GREAT job on this demo (as well as his Acid Burn demos) and his demos are some of the most enjoyable demos to have. (Who needs a lame disting sprite and a lamer scrolline that does tricks?)

Obiwan Kenobi

35. Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 04:00:48 UTC
From: dcurtis@isis.cs.du.edu
Message-ID: <1992Jul2.040048.19921@mnemosyne.cs.du.edu>
Source record: 220151

The June/July issue with the extensive review of the Falcon can be ordered by sending four dollars to the address below. I'm not affiliated with the magazine.

Keep in mind that one developer has stated that the Falcon '030 can be upgraded to 50 Mhz and about 1200x900 rez without too much trouble or expense.

```
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36. Re: AN COOL

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 04:56:58 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Jul2.045658.24566@usenet.ins.cwru.edu>
Source record: 220152

In a previous article, tim@spc.nl (Tim Moss) says:

>I recently saw the An Cool demo as well. To begin with I thought it was some
>sort of joke, but after talking to Tanis of TCB we found out that An Cool was
>really serious about this demo. IT IS THE LAMEST PIECE OF SHIT I HAVE SEEN IN
>TWO YEARS. Don't bother getting a copy of it unless you want all of your
>opinions of TCB to dissapear in an instant.
>
>There are two other acid type demos that I know of on the ST. One is on a demo
>by a group called Chaos from Manchester in England, the other is by a group
>called The Lost Boys from England. It contains a screen called Komische
>Sackratten von der Hohle (Strange Pubic lice from the crevice!) which will
>probably be what you are looking for.
>
>I don't really mean to be to offensive about this demo but I really must tell
>you that there are literally hundreds of demos on the ST that are many times
>better than 'An Cool demo 3'. It is almost embarrassing.
>
> Manikin & Digital Insanity
> of The Lost Boys.
>
Yeesh! I guess the TCB-TLB rivalry is still alive!

That demo from TLB Finalle is great, but i'm sorry I like this one too!

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@tasha.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

37. FOR SALE: A T A R I S T 4 9 M E G H A R D D I S K <<<<<<<<<

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 05:14:35 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <1992Jul2.051435.12486@uwm.edu>
Source record: 220154
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers,wi.forsale,uwisc.forsale

I have a 49 Megabyte Atari ST hard disk for sale:

-shoebox case, power supply, fan
-host adaptor card (I think it is an older Adaptec
drive controller and an older IDE host adaptor)
-DMA through for connecting multi hd's or laser printers
-all necessary cables
-room for another 1/2 ht hard drive (includes cables for this)
-3 1/2 " hard disk unit
-40ms access time
-reliable
-includes some hd software such as:
format, compression, caching, etc.
-The unit is 4-5 years old, but used only about 2 hrs/week
at the most.

PRICE: $250 you pay UPS COD shipping.
(or BEST OFFER)

Reason for selling: It isn't used much, because I haven't
made time for my Atari.

Please send E-Mail if interested.
Make me an offer!!!
--
Scott
_-_-_-

38. who knows shensom?

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 06:12:42 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0885.07.92@troja.stgt.sub.org>
Source record: 220169

Hi!

I'm searching for Mr. 'shenson', he wrote the minix filesystem for MiNT.
The email address, I found in the docs (shenson@nyx.cs.du.edu), seems to
be invalid.

stefan

--
!! stenny@troja.stgt.sub.org !!
with lots of luck: stenny@iemars1.e-technik.uni-stuttgart.de
alias Stefan Schober, Stuttgart FRG, +49-711-681151
// never change a winning team - it could get better! //

39. Shareware Trap.

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 06:44:03 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul2.064403.20555@peponi.wcc.govt.nz>
Source record: 220155

Well after seeing all the messages about shareware, etc, and the option
came for me to lay a trap..

I mentioned in a light harted way that to get the source caode for LZH201
you should pay Thomas Quester his shareware fee, a few of you fell for this..

I was aghast at the replies that were posted here..

How come you developers are so two faced, you wan't some one to pay for your
shareware software but you won't pay for anothers developers shareware
software fee..

No excuses can be made that its a archiving utitlity, if a developer
spends time and money developing a piece of software and askes for a small fee,
I thing that there is nothing wrong with this, mind you its up to your
conscious to pay..

You can't just make your own laws on this..

Note: 1. Is this why Atari is in such a disarray, that we have 2 faced
developers, and that they have to much pride to help each other.??

Note: 2. ZIP/AJR and Zmodem are not PD, you have to pay to get the source
code for it....!!!

By the way, from memory Thomas Questers fee is not Money, did any of you E-Mail
Thomas to find out..??, I don't think so, but I do hope you find out, and do
enclose a Reply Coupon and a disk...

So I do hope that these 2 faced developers will E-Mail me and tell me what
Thomas Questers Fee is, I do know, it has been posted here before.

Note: 3. Thomas Quester has no access to FTP...

Get with it you guyes....

Roger.....
sheppard_r@kosmos.wcc.govt.nz

40. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 08:00:39 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <da8lbh3k@csv.warwick.ac.uk>
Source record: 220156

In article <1992Jul2.040048.19921@mnemosyne.cs.du.edu> dcurtis@isis.cs.du.edu (Dave Curtis) writes:
>The June/July issue with the extensive review of the Falcon can be
>ordered by sending four dollars to the address below. I'm not
>affiliated with the magazine.

Anybody care to post some details of the review for the benifit of people outside America?

- Leo Hendry

41. Atari.archive upload...

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 08:23:32 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1992Jul2.082332.23841@usenet.ins.cwru.edu>
Source record: 220157

Anyone willing to send a small (<20k) file to a.a if I Uuencode it to
you by e-mail? (Ack, I hate not having real FTP access.)

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

42. Re: RAMDISK for TT in TT-RAM

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 08:36:18 UTC
From: ttinfo@rusmv1.rus.uni-stuttgart.de
Message-ID: <1992Jul2.083618.6960@news.uni-stuttgart.de>
Source record: 220160

In article <1992Jun29.221112.5541@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>Subject says it all really, anybody know of a ramdisk that will sit
>itself in TT-RAM rather than ST-RAM?

Take MDisk. It is included in the cs-TeX-package and should be available
on ftp.uni-stuttgart.de located in /soft/tex/machines/atari/cs-tex.
Fast RAM disk <-> floppy transfer is included!

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* /etc/motd >> Luck is believing you're lucky! << *

43. Ramdisk for MiNT??? HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 09:07:35 UTC
From: AHOFFMAN@CIPVAX.BIOLAN.UNI-KOELN.DE
Message-ID: <1992Jul02.090735.110630@rrz.uni-koeln.de>
Source record: 220158

Hello MiNTers!

Can anybody tell me if there is a Ramdisk that works ok when started from MINT.CNF? I have tried the LUFTSCHLOSS from CLaus Brod's german book 'Schebenkleister', but it didn't work (I got a message about a memory allocation error/conflict/problem or something like that, a rather unfriendly 'bye-bye' from MiNT --- and bombs). As I know now, LUFTSCHLOSS hacks around with the MPB and such dirty things, which work ok as long as you use a single-user-TOS.

Does anybody know a MiNT-clean Ramdisk, and where it can be found?
Thanks for your help!

cu, Andreas

44. Re: tcsh and temcap etc..

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 09:09:05 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92184.100906MEBEB@LIVERPOOL.AC.UK>
Source record: 220186

In article <86010026@hpbbrd.bbn.hp.com>, jensk@hpbbrd.bbn.hp.com (Jens Kilian) says:
>
>You need to set the `ku', `kd' etc. termcap entries to refer to the codes that
>MiNT assigns to the cursor keys. By default, MiNT sends the VT52 sequences for
>`cursor up', `down', ...
>This will work only for MiNT >= 0.94.
>
In my mint 0.94 docs it says you need to do an 'stty vt52' to get this to happen. Unfortunately I've yet to find a version of stty that will do this.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

45. Re: Shareware Trap.

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 09:46:47 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Jul2114636@moth.cs.tu-berlin.de>
Source record: 220161

Hy,

> I mentioned in a light harted way that to get the source caode for LZH201
> you should pay Thomas Quester his shareware fee, a few of you fell for this.

There is no Shareware fee to pay for Questers LHarc! Only when you use
the other Programs PFX (Program File Packer, onlinepacking for
Programs) or AFX (onlinepacking for other stuff (RSC's, texts,
fonts, ...)) containing in LHarc, you have to pay (you can get them and
the other stuff including in the Archive on dubble-clicking
LZH201L.TTP and tipe in >>x -rmh LZH201L .TTP<<).

As a service for the peoples which pay the shareware fee, Thomas
Quester gives out the Source of LHarc when you send him a disk for
updating and a second for the Source.

I don't know the rules for getting the LHarc-Source for someone, who
is not registered by him, but I can ask Thomas.

Ciao
Herwig

--
Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

46. Re: New Randplay Version (should it be here.?)

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 10:59:28 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.lXNRiPYuZx6@jonh.wimsey.bc.ca>
Source record: 220171

In <1992Jul1.160217.2251@wam.umd.edu>, David M. Baggett writes:
>
>But that's simply not true. This mail message will be mailed around
>the world to thousands of sites at a nontrivial cost. The same goes
>(even more) for any binary posts. The point is that news is not an
>on-demand transmission, while archive servers are.

This is getting waty off the original topic, and we should go to
news.admin to continue, but your above statement is completely wrong.
When you set up your sys file for your site, and get your sender's site
to build a sys file, you specifically ask for groups, unless you just
ask for all. Newgroups can be done automatically, or news can be
configured to mail notice to admins, who then decide whether to
add the new group or not.
If your agrument was true, it would directly contradict the
recent shutting down of several mail servers due to complaints from
admins who's siotes were paying to deliver megabytes of mail they
didn't want, didn't ask for, and sdindn't want to pay for shipping.
When you request files by mail, you have nop idea how it will
be routed to you, and who's site it will pass through.
Currently, many sites in Ontario Canada are changing their map
entries to "terminal" because up here, we pay a lot to ship stuff around,
and doubling of your monthly bill can make you rather anoyed. This of
course is screwwing up and slowing down regular mail, as pathalias now
has a bad weighting builtin when it routes mail, what with all the private
sites dropping routing info.
While it may look like a free network to a user at an .edu site(this
is not a flame), there is a large percentage of sites which pay to get
and ship news.
If you have access to an archie server, find a site that archives
news.admin. I beleive the discussion on these issues occured ~3 months
ago.

Your 6-10 argument
>only works if you assume that *every* site that gets the newsgroup
>makes that many requests. In reality the 6-10 redundant requests at
>your site are easily made up for by the 1,000 sites that get this group
>at which no one makes a request at all.
>
As noted above, and to expand, the whole purpose of the .binaries
hierarchy, back in the great renaming, was so sites who wanted binaries
could specifically ask for them, while sites that didn't delete them from
their sys files.

>This group is read by something like 40,000 people and is automatically
>fed to many sites. (Consult the latest arbitron statistics in news.lists
>for the exact number.) Not only that, but it's tied to the info-atari
>mailing list which has who-knows-how-many subscribers.
>
By this group, I assume you mean comp.sys.atari.st, as the last
time I saw the info-atari list, it did not carry binaries.

>Your argument that sites that can't take the bandwidth of a group can
>decline it is well taken but made somewhat less convincing by the fact
>that if one site doesn't take a group then none of the sites
>"downstream" from it can have it either. So their are other
>implications of the decision not to carry a group.

But this is the whole point. If your feed site doesn't supply a group,
you find a seperate feed. If this costs you money, so be it. The net is
not free, and no site is obligated to carry all groups. This argument
comes up a lot in censorship discussions. The general concensus is that
if you really want to read a group, you can always find a feed. No one
is obligatd to supply you a group or feed. If you read Nixpub, you'll
find a listing of suites willing to supply feeds, some for free, some not.
It might cost you long distance charges, but that is your choice.
>
>While meta-discussion about bandwidth are tiresome, it's clear that an
>occassional reminder is necessary. You can't really expect every news
>reader to learn how Usenet works overnight.

Well, if all users would at least read news.announce.newusers,
before posting, there'd be a lot less people making idiots of themselves
in public. (that was not directed at you)
One of the newuser docs recommends reading a group for several months
before posting. I know that that certainly works for me, and the people
who don't follow this guideline stand out like sore thumbs, as I'm sure
you've noticed. As well, there are monthly postings of all newsgroups,
with short descriptions of their charters. (Though you'd never know it
from the number of for sale postings in c.s.atari.tech)

Try reading news.admin and news.groups for a while. All these issus
come up regularly.

>It's easy to read news for
>years without ever knowing (or caring) about how the underlying
>transport mechanism functions. But rampant ignorance can unfortunately
>run up the overall cost of Usenet enormously and threaten its very
>existence.

That was my next paragraph. ;-)

--
jhenders@jonh.wimsey.bc.ca

47. MiNT/MGR Questions.....

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 12:09:36 UTC
From: woocm@essex.ac.uk
Message-ID: <4292@sersun1.essex.ac.uk>
Source record: 220164

Just a couple of questions,

1) Should program packers, such as ice and the pompey
packer be used with MiNT, i.e. are they legal? If so
which can be used?

2) Before I download MGR, what are the minimum
requirements for running it? What are the 'suggested'
minimum requirements?

Thanks,

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

48. Re: Z-modem for MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 12:38:25 UTC
From: d09c@alf.zfn.uni-bremen.de
Message-ID: <d09c.710079440@alf.zfn.uni-bremen.de>
Source record: 220166

sheppard_r@kosmos.wcc.govt.nz writes:

>In article <TERJEVE.92Jun30201020@kolsaas.ifi.uio.no>, terjeve@ifi.uio.no (Terje Vernly) writes:
>>
>>Can someone please tell me where I can get hold of source for a
>>MiNT-friendly Z-modem package? The one I have uses GEM and is
>>therefore not very usefull (as I very rarely use GEM).
>>...

>It sounds like you need to get a PC...?? :-)..

how helpful.

well there are rz/sz .ttps on atari.archive... but has anyone tried compiling the `normal' un*x zmodem sources with MiNT libraries? could be you don't have to change very much, and the result probably will run faster than any `TOS-only' port. (think of system calls per bytes transferred...)

just a thought :-)
Juergen

49. Re: Shareware Trap.

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 13:39:31 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jul2.133931.22350@news2.cis.umn.edu>
Source record: 220165

In article <1992Jul2.064403.20555@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>How come you developers are so two faced, you wan't some one to pay for your
>shareware software but you won't pay for anothers developers shareware
>software fee..

>No excuses can be made that its a archiving utitlity, if a developer
>spends time and money developing a piece of software and askes for a small fee,
>I thing that there is nothing wrong with this, mind you its up to your
>conscious to pay..

I'm against the use of ANY archiving utility which requires the user to purchase software to de-archive publicly available software.

Why is this?

1. There are plenty of FREE archiving utilities available. ZOO and GNU Tar are examples.

2. IF someone is going to charge money for an archiving utility, then that utility should NOT be used to archive programs available via FTP or via on-line services such as GEnie and CompuServe.

3. I remember the sometimes bitter battles on GEnie with regard to introducing ANYTHING other than .ARC archives. I also remember the brouhaha over other folks demanding 'shareware fees' for their archiving/dearchiving software. It was because of things like this that Xlharc was written -- a publicly available LHarc archiver which didn't cost any money to use.

4. IF LZH201 -requires- a shareware fee in order to be 'legal', then I simply request people use Xlharc or ZOO or GNU Tar to archive the things they place on atari.archive.umich.edu (and other sites). I think it is patently unfair to require payment of a shareware fee to a third party in order to obtain a bit better compression ratio, AND in order to actually unarchive these offerings.

>You can't just make your own laws on this..
>
>Note: 1. Is this why Atari is in such a disarray, that we have 2 faced
>developers, and that they have to much pride to help each other.??

No. We apparently have two-faced ARCHIVE developers, who are out to make a quick buck at the expense of EVERYONE on the network.

>Note: 2. ZIP/AJR and Zmodem are not PD, you have to pay to get the source
>code for it....!!!

Yep. But I don't have to pay to unarchive ZIP files, nor to download files using the Zmodem protocol.

>By the way, from memory Thomas Questers fee is not Money, did any of you E-Mail >Thomas to find out..??, I don't think so, but I do hope you find out, and do >enclose a Reply Coupon and a disk...

If you don't have the faintest idea what the 'shareware' fee is, why are you bringing up charges of '2 faced'?

-- David Paschall-Zimbel

P.S. The latest version of LZH201 (as noted last night) on GEnie specifically states that the archive is SHAREWARE. I again ask all people to STOP USING LZH201 TO ARCHIVE PROGRAMS WHICH YOU WILL PLACE AT AN FTP-ABLE (OR ON-LINE SERVICE) SITE. Use it privately and pay the shareware fee. Don't use it publicly!

Use ZOO instead. It has -lh5- compression AND it doesn't demand a shareware fee in order to be used.

50. Re: New Randplay Version Is Here (long)

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 14:17:44 UTC
From: msmith@lssec.bt.co.uk
Message-ID: <1992Jul2.151744@lssec.bt.co.uk>
Source record: 220168

I'm sorry I'm having to continue this discussion here and apologise
to the vast legions of the disinterested. I was going to E-mail but
I can't let Dave's last article pass without comment.

> 1. You posted the binary to this group.

I`ve already explained why and accepted that it was probably a
mistake. I hereby apologise to anyone who feels I wasted their
resources.

> 2. You (admittedly) rewrote a subset of QD Play without
> giving any credit to the original author.

Please do NOT describe my work as a subset of yours. It is NOT a sub
or super set. It is a different set of features that meets my needs.
If it was a subset I wouldn't have needed to write it. It was NOT a
rewrite and I did NOT disassemble your program. As such I believe you
have no basis for the above statement of being the original author. My
program was written after trying out several sample players.

You are now doing to me what you complained I did to you.

> 3. You put snide (and incorrect) remarks about QD Play
> in your doc file.

You have interpreted my remarks in the worst way possible and assumed
they were all directed at you as personal attacks. I stand by what I
said at the time but if it is now incorrect I will be glad to strike
it from the documents. How about a review copy of your latest version
to settle things.

> All of these are minor; come to think of it, I really don't care enough
> about any of them to be responding to this message. Send me email if
> you want to continue this utterly pointless discussion.

Aha, a classic usenet line "I don't care really and it's so trivial
but ...", then a personal attack, then I should send E-mail so you get
to feel good about having put me down in public. You sent the article
anyway didn't you?

>Fine. It's not like I don't understand the concept of hacking for the
>sake of hacking. But why not at least say, "Randplay, inspired by
>Dave's QD Play?" That's what I did when I wrote Beep; I at least
>mentioned that I'd based it on Dan Wilga's newbell. It costs nothing.
>And why the urge to slam QD Play in your docs? Did you think I'd never
>read them?

Inspired? You are trying to extend your monopoly here again. Yours was not the only such program I looked at and none of the others mentioned you as the inventor of sample replay. Oh by the way the SunOS play(6) man page left your name out, perhaps you should give them a ring and have it corrected. As I understand your complaint I should credit every program I've ever looked at that plays sampled sounds in any way. Where do you draw the line? Presumably after I credit you.

I did give credit in the program to 2-Bit from whom I got the sound tables and will credit anyone who provides code, material help, assistance in testing, reports problems or suchlike. I do not knowingly claim credit for the work of other people and believe I did not do so in this case. You are entitled to your opinion on the matter.

Slam? You are very touchy on this subject while also claiming above that it is 'minor'. Did I mention you by name? Did I call you bad things? No I didn't. You are now publicly accusing me of stealing ideas, if not code. It's typical usenet style again. It's a terrible thing for me to criticise you, but you can have a go at me and that's fine.

> Well you've got the wrong impression. I regard net etiquette,
> politeness, and giving credit where credit is due as important. If you
> don't, that's fine with me, but don't expect me to sit silenty by while
> you rewrite one of my programs without giving me any credit and then
> insult the original.

I also believe in politeness, witness the tone I have conducted this thread in. Do you expect me to sit idly by while you accuse me of plagiarism in a public forum?

I think you overreacted and were looking for an argument. I would point out that this 'pointless discussion' was instigated by you, under cover of the old bandwidth chestnut. You could have saved quite a bit of it by E-mailing me with your concerns in the first place.

I would like to see this moved to E-mail too, or dropped. I doubt most people are interested in this predictable squabble.

Martin

Martin Smith | +44 71 728 7154 | We can walk our road together,
| | If our goals are all the same.
BT D&P London | msmith@uk.co.bt.lssec | - RUSH, 2112.
---

51. Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 15:47:34 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul2.154734.18971@wam.umd.edu>
Source record: 220167

In article <1992Jul2.133931.22350@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>I'm against the use of ANY archiving utility which requires the user to
>purchase software to de-archive publicly available software.
>
>1. There are plenty of FREE archiving utilities available. ZOO and GNU Tar
> are examples.

I'm still not sure I understand Roger's experiment, but yeah, Zoo is the hands-down favorite now that it has "h" compression and better command line argument parsing (IMHO). Zoo and LHarc have nearly equivalent compression ratios, but Zoo runs on every machine in creation and source is freely available. (Note: before v2.1 of Zoo came out I was an ardent LHarc supporter. But in the absence of enormously better compression factors, I see no reason to use LHarc.)

>2. IF someone is going to charge money for an archiving utility, then that
> utility should NOT be used to archive programs available via FTP or via
> on-line services such as GEnie and CompuServe.
>
>[...]
>
>We apparently have two-faced ARCHIVE developers, who are out to make a
>quick buck at the expense of EVERYONE on the network.

I don't really see why an archiver writer shouldn't be allowed to make a "buck" if everyone loves their archiver so, though I do see your point. You could argue the same thing about terminal programs; after all, many users won't be able to get the software if they have to pay a shareware fee to use a program that will let them download it.

An easy solution for the archiver developer is to have TWO programs: un<name> and <name>. The un<name> version would be free, but could only extract files. The <name> version would be shareware but could create the archives (and do all the other neat stuff that archivers do).

It would be important for the author of <name> to keep un<name> up to date with respect to compression algorithms, etc., so that an archive created with *any* version of <name> could be extracted with the latest version of un<name>.

Archivers are difficult to write and are an essential part of computer users' everyday lives. Their authors should be compensated for their work (if they choose to be). In practice, freeware with source (like Zoo) may win out anyway, but that's a free market for you.

Dave Baggett
dmb@wam.umd.edu

52. Re: MiNT/MGR Questions.....

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 16:13:32 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jul2171332@solb1.essex.ac.uk>
Source record: 220170

In article <4292@sersun1.essex.ac.uk> woocm@essex.ac.uk (Chris Wood) writes:

>1) Should program packers, such as ice and the pompey
>packer be used with MiNT, i.e. are they legal? If so
>which can be used?

This is NOT a good idea. I know for a fact that the Pompey Pirates'
packer crashes every time under MiNT (and so does anything packed
with it) and so decided that trying to use any other packers would
probably not be worth the trouble.

>2) Before I download MGR, what are the minimum
>requirements for running it? What are the 'suggested'
>minimum requirements?

MGR runs fairly happily on my (2.5 Mb) ST, though it tends to
run out of memory a lot when I try to run a couple of shells, Prolog-68,
micro emacs...
Must get some more SIMMs.

It is said that MGR will run on an ST with only 1 megabyte of RAM, but
I didn't try it.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

"God I hate floppies" - Karl Brandt.

53. Re: MiNT & logical GEMDOS drives ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 18:09:10 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jul2.140910.1@uwovax.uwo.ca>
Source record: 220172

In article <1992Jun29.094659.14342@unibi.uni-bielefeld.de>,
itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
> Has anyone out there the slightest idea how to prevent (!!!) MiNT from
> recognizing some logical drives?

You could write a small program that uses the Dlock() system call to lock
all non-minix partitions. This will prevent all access to those drives.
Run this program before allowing any users to log on.

I really must say that the current version of MiNT is not really set up
for multi-user operation (as you've no doubt noticed!) and so I do urge
caution in allowing remote access to your system.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

54. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 18:16:00 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jul2.141600.1@uwovax.uwo.ca>
Source record: 220173

In article <1992Jul2.040048.19921@mnemosyne.cs.du.edu>, dcurtis@isis.cs.du.edu (Dave Curtis) writes:
[rumors about Atari's new machines]
> Keep in mind that one developer has stated that the Falcon '030
> can be upgraded to 50 Mhz and about 1200x900 rez without too
> much trouble or expense.

Also keep in mind that you shouldn't believe everything you read (or hear); *especially* when what is stated is what everyone would like to hear.

I gather that Atari's official announcement of the Falcon is not too far off. Let's not build up false expectations before then.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

55. Re: New Randplay Version Is Here (long)

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 18:28:14 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul2.182814.23360@wam.umd.edu>
Source record: 220175

In article <1992Jul2.151744@lssec.bt.co.uk> msmith@lssec.bt.co.uk (Martin Smith) writes:
>I'm sorry I'm having to continue this discussion here...

No, you're not. You're only interested in convincing people that you
didn't do what it's obvious that you did. If you hadn't come back and
outright lied about this I would have just let this go, as I said, but
I suppose now I'll have to dig into your .zoo and pull out the relevant
details that called you to my attention in the first place (well aside
from the bandwidth thing).

>If it was a subset I wouldn't have needed to write it. It was NOT a
>rewrite and I did NOT disassemble your program. As such I believe you
>have no basis for the above statement of being the original author. My
>program was written after trying out several sample players.

I never claimed you disassembled PLAY.PRG. I just said you used it as
a baseline upon which to add minimal additional functionality. This is
clear from what you have in your doc file:

```
*------------------------------------------------------------------------*
The playback program is more flexible than others of similar function
The basic task of RANDPLAY is to choose a sample from a list and play
it at boot time. There are no silly limits on the number of samples in
the list.

# RANDPLAY.INF file last edited MHS 23/1/92. PLAY.PRG Beater!

f:\replay\mysample\aliens.spl 10000
[...]

[From file RANDPLAY.INF:]

# RANDPLAY.INF file last edited MHS 23/1/92. Beats PLAY.PRG by miles !
*------------------------------------------------------------------------*
```

It's only complete coincidence that you mention PLAY.PRG in your doc
file, right? Mine was just one of many programs called PLAY.PRG, and
with a "silly limit on the number of samples in the list" and an .INF
file of exactly the same format as yours, right?

>You have interpreted my remarks in the worst way possible and assumed
>they were all directed at you as personal attacks.

No, I interpreted them as what they where: simple obnoxious and
baseless put-downs of PLAY.PRG, which I happen to have written. I said
I didn't care that much, but if you're going to publicly lie about the
situation and still refuse to give me credit, I don't see why I
shouldn't be a bit annoyed. What if this were a Ph.D. thesis?

>Aha, a classic usenet line "I don't care really and it's so trivial
>but ...", then a personal attack, then I should send E-mail so you get
>to feel good about having put me down in public. You sent the article
>anyway didn't you?

I wasn't trying to put you down, I was just trying to respond to your not-so-subtle implication that I'm totally out of line here. If I'm more sensitive than some, it's because I've had things plagiarized in the past (the picture formats list, for one). It seems like a trivial matter until it's YOU who's been stolen from.

And, actually, I do think this is a matter of general interest; just as we need to be aware of (and discuss) rules of conduct regarding the net, shareware, etc., so do we need to discuss when it's important to credit sources and when it's not. Especially in our community, which has a lot of good hackers looking for a challenge, you see a lot of this "Joe's program SUCKS; I can do that same thing but ten times better" attitude. Again, I really don't have a problem with that, provided "Joe" is at least given some mention of his pitiful attempt at writing the program in the first place.

In this case perhaps it's a fine line; there may have been programs like QD Play before QD Play was written, and there may have been similar things written independently; when I wrote it I wasn't of aware of any similar programs, otherwise I would have mentioned them. But to use QD Play as a baseline for your own program, mentioning it *by name* in your doc file, and then to criticize it is really unacceptable, IMHO. Like I said, if these were Ph.D. theses and you'd written in the introdcution, "This beats 'Data Abstraction and Lab Rats' by a mile," I bet the author of 'Data Abstraction and Lab Rats' would be pretty annoyed. It's the same concept.

>Inspired? You are trying to extend your monopoly here again. Yours was
>not the only such program I looked at and none of the others mentioned
>you as the inventor of sample replay.

As far as I know I was the first person to write a program like that for the ST. And no, of course I'm not the "inventor of sample replay," but that doesn't mean you can copy my implemenation freely. The Bitmap Brothers didn't invent "video games," but that doesn't mean you can clone Speedball II and not get them pretty upset. Yes, it's a fairly simple program. But it's also simple to credit the author. I mean, jeez, it doesn't cost anything.

>Oh by the way the SunOS play(6) man page left your name out, perhaps
>you should give them a ring and have it corrected.

You're being sarcastic again. SunOS play doesn't run on an ST, doesn't have an .INF file, doesn't run in an AUTO folder, doesn't play samples on a Yamaha sound chip that doesn't even have true D/A capabilities, doesn't support the ST Replay cartridge, etc. It's a completely different program.

>As I understand your complaint I should credit
>every program I've ever looked at that plays sampled sounds in any
>way. Where do you draw the line? Presumably after I credit you.

I draw the line at the point where you decided, "I'm going to write a program that beats PLAY.PRG," as you alluded to in your documentation. You didn't think to yourself, "Gee, I'm going to write a program that plays sounds in the AUTO folder," you thought, "Gee, I have this nifty PLAY.PRG but I'd like to add features to it. I'll make a program that's just like it but better." I don't have a problem with that; I just have a problem with you not giving PLAY.PRG any credit. And for that matter if you hadn't made the obnoxious comments in the doc file I wouldn't have even brought it up. You put the remarks in there to get attention, and you got it.

>I did give credit in the program to 2-Bit from whom I got the sound
>tables and will credit anyone who provides code, material help,
>assistance in testing, reports problems or suchlike.

But you won't credit the person whose program you copied in the first place.

>I do not knowingly claim credit for the work of other people and
>believe I did not do so in this case. You are entitled to your opinion
>on the matter.

Just as you are entitled to lie to save face. Fine. You can post whatever story you want; I'm not posting anything more about this. I've posted my side; I only hope that anyone foolish enough to be reading this thread has been made more aware of the sensitivity surrounding issues of inspired works and outright plagiarism.

>Did I mention you by name?

No, that's the problem!

>I also believe in politeness, witness the tone I have conducted this
>thread in.

Personally, I have witnessed a sarcastic, obnoxious tone. Perhaps I'm the only one who feels that way, though. (Really.)

>I would point out that this 'pointless discussion' was instigated by
>you, under cover of the old bandwidth chestnut. You could have saved
>quite a bit of it by E-mailing me with your concerns in the first
>place.

Ah, and then the world would have never known, right? If you're going to publicly denigrate my program, why should I keep my criticism of yours private?

You could likewise have saved yourself all the trouble by not calling attention to your own transgressions in your doc file.

Dave Baggett
dmb@wam.umd.edu

56. Shareware fees in non-$US

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 19:35:32 UTC
From: rrk@vixen.uucp
Message-ID: <1992Jul2.193532.1562@porthos.cc.bellcore.com>
Source record: 220178

Neither of the two banks with which I do business can provide
me a money order in non-$US currency. How do others in the
USA send shareware fees to, for instance, British vendors?

As more and more of the available software is of non-USA
origin, being able to do transactions in non-$US currency
is becoming increasingly important.

Thanks for any help.

Randy Kutz rrk@vixen.cc.bellcore.com (NOTE: my .sig is wrong if it says
@nvuxl)

P.S. I have received valuable net help in the past and have been unable
to figure out how to send mail conveying thanks - not for want of
trying. So I'll say thanks while I'm here, and apologize for my email
ineptitude.
Randy Kutz Bellcore ..!bellcore!nvuxl!rrk
or rrk@nvuxl.cc.bellcore.com

57. HACKER / BORROWED TIME hints....?

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 19:55:52 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Jul2.195552.26127@unlinfo.unl.edu>
Source record: 220174
Cross-posted to: bit.listserv.games-l,comp.sys.atari.st,comp.sys.ibm.pc.games

Anybody know where I can get solutions/cheats for two rather
elderly Activision titles -- HACKER and BORROWED TIME?

I've tried the main ftp sites, but there are probably many
I don't know about.

Thanks!

Gary Anderson
ganderso@unlinfo.unl.edu

58. Phase/4 package for Lynx TRADE

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 19:57:42 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1992Jul2.195742.17210@cs.wayne.edu>
Source record: 220176

I purchased a complete Lexicor Phase/4 system last year and have used ti
it about 2 hours total. It includes the 3-D animator, the picture
translator, the paint package and the renderer. Of course the package
comes with all manuals and the dongle for using it.

The package retails for
somewhere between $300 and $500 dollars. I will trade this package for
an Atari Lynx game system and a game or two. This is a high end
graphics system, currently being ported to the SGI Indigo line of RISC
workstations. Way more than 1 meg and a hard drive is recommended.
This ain't Degas.

If interested, call 313-368-6915 and ask for Patrick. The project I was
working on which used the Lexicor software has been cancelled, I wanna
console myself with a portable video game system, and I can't spare any
cash 'cause my wife and I are trying to save for a house. Thank you for
your support.

Or, just email me and we'll discuss specifics.
--
"Again, the kingdom of heaven is like unto a net," | DoD #1966
Matthew 13:47 | 81 Honda CB400T Hawk

59. Re: AN COOL

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 20:19:04 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul2.201904.936@actrix.gen.nz>
Source record: 220177

```
Besides, somewhere in one of the scroll-texts, AN-COOL SAYS that it's
not his best demo, he states that it is a bit lame, as it's only his
first attempt at a music demo - so don't complain, I reckon the music
is pretty cool!
--

Nil Mortifi Sine Lucre
```

60. Fax Software

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 20:46:19 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jul2.164619.21908@newstand.syr.edu>
Source record: 220189

Does anybody use the Fax-software that Joppa sells? Or does
anybody use any fax-software for that matter? How do you find
it? Also, will these packages (or, are there any packages)
that work with a basic (i.e. non-specifically-fax) modem?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

61. TT serial ports

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 21:18:32 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Jul2.141833.3428@arizona.edu>
Source record: 220180

Most programs running on a TT which use the serial/modem ports use the particular one selected by the modem CPX.

My question is: Is there some way (I'm sure there is) to change what the selected port is (e.g., with GFA Basic) without calling up the CPX?

Also, I have a serial printer, and with the printer set to the modem port, a screen dump ALWAYS goes to Modem 1, no matter what the CPX is set to (though other outputs go where I want them). Is there some way to change this?

This would all be quite helpful to know, since I have three deviced currently hooked up to serial ports (modem, printer, roommates's computer).

Thanks
Paul Harris
paul@jupiter.ame.arizona.edu

62. TT-RAM Compatibility?

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 21:25:27 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Jul2.142530.3429@arizona.edu>
Source record: 220181

Just wondering, if I were to invest in some TT RAM (I definitely need some), how much would existing programs be able to use it? From what I've heard, it seems to operate a bit differently than ST RAM. Specifically, the Spectre GCR 3.0 manual says that it can only handle 4M RAM, but is this only ST RAM or TT RAM too?

And while I'm at it, does anybody know some good sources for 32M (or 64M?) RAM boards?

Thanks
Paul Harris
paul@jupiter.ame.arizona.edu

63. How does ST Xformer work?

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 21:30:55 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Jul2.143059.3430@arizona.edu>
Source record: 220182

(And now! the third in series of pointless questions:)

I have two versions of ST Xformer (2.33 and 2.5, I think), neither of which I have been able get to work. With 2.5 I get a startup menu and can load virtual disks, but after that I get nothing but a blank screen. Does it hurt that I'm useing a TT? Is there some place I can get decent documentation (none comes with it)?

Paul Harris
paul@jupiter.ame.arizona.edu

64. *FOR SALE* Atari Computer System

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 21:38:57 UTC
From: nelson@hepxvt.ps.uci.edu
Message-ID: <nelson.710112818@skid.ps.uci.edu>
Source record: 220179
Cross-posted to: comp.sys.atari.st,rec.photo

I am posting the following for a friend without net access. Please direct responses to:

dasun!nexus!quanh@sunkist.west.sun.com

If this address doesnt work for you, I will be willing to forward messages to him.

**********Atari 520 ST System for Sale**********

I am selling the following:

o Atari 520 ST CPU w/serial, parallel ports, midi port, mouse, pad
o Atari SF354 Single sided floppy drive
o Atari monochrome monitor (needs one capacitor)
o Indus GTS-100 double sided floppy drive
o Epson Spectrum LX-80 dot-matrix printer with tractor feed
o Various software, Atari joystick
o Box of printer paper, other miscellaneous items

This stuff has been sitting in my closet for the last two years. I have no use for it since I have a computer at work. This package is priced to move at $400 (or trade for Nikon Camera lenses?). We can work a deal on the shipping, depending on where you live, etc. No separations, please.

65. Program for STereo Replay owners

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 21:56:00 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1992Jul2.215600.10166@usenet.ins.cwru.edu>
Source record: 220183

Just had a file upload to the /new directory at atari.archive.

It takes stereo samples and produces bar graph and oscilliscope displays
on a starfield with a few other options. This is the first version of a
program that's main purpose is to supply a video source when taping
music onto video tape.

The filename is "homebrew.lzh", it's very small, so give it a try and
drop me a line letting me know what you think.

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

66. OS/9 on an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 22:01:13 UTC
From: azog@thoth.rent.com
Message-ID: <1992Jul2.220113.26829@thoth.rent.com>
Source record: 220022
Cross-posted to: comp.sys.atari.st,comp.os.os9

The subject pretty much says it all. Ive got a 4mb STe, and considering
that its a 68k processor, OS/9 should run on it.

Thanx

--
Billy D'Augustine
azog@thoth.rent.com

%SET-E-NOTSET, error modifying process name
-SYSTEM-F-DUPLNAME, duplicate name

67. 1040ste / sm124 problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 22:21:04 UTC
From: kort@fwi.uva.nl
Message-ID: <1992Jul2.222104.14175@fwi.uva.nl>
Source record: 220185

I recently bought a 1040ste, and everything seemed to work for a couple of weeks, then I wanted to debug some machine code and my monitor crashed temporarilly... I'll try and explain what happened:
After starting up monst2.prg, the debugger from hisoft, and quitting with control-c my monitor display shifted to the left (so the black band on the left side gets shorter and the band on the other side longer), and the image is shifted to the right in the new area, the part that would scroll out at the right side wrapped in on the left side... After I got back in the debugger everything returned to normal. I've never had a problem like this with my old 520stm. Anybody know what this is ?

Jan kort
kort@fwi.uva.nl

68. Re: ACMGDOS & EASYTEXT don't work

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 22:34:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A43177@MS.maus.de>
Source record: 220242

Micky J. Leaver wrote:

>(Is it acmgdos or amcgdos? Cant remember, dont care)

AMCGDOS.

>Am I missing something glaringly obvious? I use the 'assign.sys' file that
>comes with 'EasyText', put the fonts in the correct directory, and stick
>'acmgdos' in the Auto directory. Acmgdos does not complain or anything and
>seems to work fine, but when I run EasyText it says that no fonts are loaded
>because GDOS hasn't run.

Perhaps it will help to edit your ASSIGN.SYS and move the lines between
"01p screen.sys" and "02p screen.sys" to a different location.
If in ST-Low: To 02p
If in ST-Mid: To 03p
If in ST-High: To 04p
...

Regards,
Patrick

69. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 22:42:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A43178@MS.maus.de>
Source record: 220243

Michel Forget wrote:

>I have seen a file (an accessory) that has german documentation. From what I
>could gather (from the file itself, since I couldn't make sense out of the
>documentation) the program supports 38400 baud, 72600, and 15600 baud. Is
>this true and will it work?

No!!! It doesn't work! The only thing that runs is a hardware modification.
Stephan Skrodzki@ka.maus.de has developed an upgrade, which he sells for
~ DM 50 (in germany) and that works fine, at least on a 16 Mhz-ST. You could
try to ask him if an english documentation would be possible.

Regards,
Patrick

70. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-02 22:59:05 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul02.225905.19804@convex.com>
Source record: 220184

In article <1992Jul2.154734.18971@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>I'm still not sure I understand Roger's experiment, but yeah, Zoo is
>the hands-down favorite now that it has "h" compression and better
>command line argument parsing (IMHO). Zoo and LHarc have nearly
>equivalent compression ratios, but Zoo runs on every machine in
>creation and source is freely available. (Note: before v2.1 of Zoo
>came out I was an ardent LHarc supporter. But in the absence of
>enormously better compression factors, I see no reason to use LHarc.)

we should learn also that this sort of technology tends to leapfrog. for
a time lharc was faster/more efficient. zoo caught up (and may even overtake
it since with perhaps thousands of potential developers, since everyone
has the source, it may benefit from the next advance, if any).

i hypothesize that this may be the case. in which case we might all just
take a step back and ask more basic questions of "alignment" and what
are the important issues in achivers. in short, how about rational thinking
for a change?

since roger dragged me in, i offer my two cents...

to start things off, here are my own ideas (which i "mentioned" to roger
in private mail). perhaps we could use this to once and for all determine
how atari files are passed on the net. that is the issue. not whether someone
makes money or not. personally, i don't care if thomas questor becomes a
zillionaire from lharc, so long as i can get 100% portable source from him,
even if i have to pay for it. to my knowledge, that is not possible today
for any price. heck, if the issue is he needs a hard disk to support a C
compiler like GNU C, i'd even go so far as to encourage a modest collection
for the guy, so long as he concurrently supports his assembler and a C version.
I think he will soon find, however, that the non-portable asm version would
be a pain to continue, and not worth it with current (and future) C compiler
technology.

and what happens on BBSs or at home is of no concern to us
here. the ONLY issue is the public nature of information exchange here.
perhaps we could use this to either make a final selection (implying a vote)
or (heaven forbid) develop a standard for a new, "universal" archiver. leave
me out of the latter, however (i am neither qualified nor have the stomache
for it :-).

with that said, here are the things i look for in an archiver, with my own
(subjective) weightings:

weight parameter
100 preservation of data (timestamps, dir structures, etc)

99 availability/portability of source code (in case i have
problems with preservation of data, or in other words,
"Use the Source, Luke")
98 fixed file format (published, ideally promulgated as in
tar: IEEE Std 1003.1-1990 and ISO/IEC 9945-1:1990 (E))
50 speed
49 efficiency (packing ratio)
48 features (essentials)
30 features (desirables)
10 features (fluff)

people reversing this list and weightings, IMHO, are either naive or not
serious computer users. this is ok, so long as they don't determine the
fate of the rest of us less naive and more serious users who, in theory
and like any good governing body, know better. "Trust us. You'll thank us
in the long run when 5 years form now you can still get at your data from
your $2000 POSIX/X/RISC workstation since there are STs only in museums and
nobody remembers the 68k instruction set anymore..." :-)

as a minimum, with an eye to the future, i want these features (non-compliant
programs get my ax, with one exception since it is exceptional at the first
3 items above and not bad at the next two):

universal user interface (today that is a command line, tomorrow
it may be X. it will never be GEM, however. here universal
implies TOS, MS-DOS, unix, AMIGADOS, VMS, VM, MVS, etc and
NOT ST/STe/TT/... models. apologies to more esoteric OS's :-)
ability to pack/unpack directory hierarchies
ability to test archive integrity
ability to list contents

lharc, zoo, arc 6.02, zip(?) fill the bill. tar does not offer tests, but
then you can always pack the output of sum(1) as the first file. you could
also zoo (or lharc) the tarfile.

note that lharc is no more than 15% faster than zoo, despite assembler, and
no more than 2% more efficient than zoo in the scores of files i have tested.
the use of assembler has nothing to do with the size of the file, BTW.
its time has passed. and as i recall, there was less than a year between
the emergence of lharc (on the ST, that is) and zoo 2.1 (again on the ST).
feel free to provide more accurate info since this is now just an ultra-vague
memory for me.

i have a question: lharc 2.01e is not able to preserve timestamps on TOS 1.2.
this is a fact that i can demonstrate and have told thomas about it.
has this been fixed in a more recent release? if the answer is "yes", then
lharc is ok (since then things like "make" and "RCS" will work). if the
answer is "no", then it just fell off my list of possible archivers since
it won't allow me to store work in progress (ie source code). note
that lha (the C version) does in fact preserve timestamps, tho it runs much
slower (so far) than either zoo or lharc. to me timestamps are more important
than speed (try fixing the timestamps on a few hundred files and you, too,

will recognize this fact). for this reason, i think if we decide that lharc
is "the way", i think we should adopt unix lha 1.00. at least we have source.
and i'd also recommend letting the japanese developers either coordinate
future development or designate someone (thomas would be a logical choice,
at least in the ST world).

i might also mention that when considering both the time to pack and unpack
an archive, compressed tar files win on the ST. i ran a test that took
268 seconds to tar/compress/uncompress/untar and 306 seconds to lharc/unlharc
and 318 seconds with zoo. very interesting. the .tar.Z was 40% larger than
the .lzh (or .zoo). i imagine that using the "z" option on tar would slow
thing down dramatically, unless compress were loaded from ramdisk.

on the next rung (desirable, tho not essential) are:

add comments (global and on each file)
built-in help or synopsis
intuitive user interface ("x" for extract, "a" for add, etc)

anything else for me is fluff. i only need workmanlike features, not glitz.

i think it fair to assume that:

1) computers will tend to get more powerful, have more memory, etc.
2) more and more users will get hard disks over time.
3) unix is a decent model and may ultimately be atari's direction.
4) GEM is a dead-ended GUI. we should look towards X for now. in
the meantime, tho it might be inconvenient, the LCD is the lowly
CLI (eg gulam). everyone has access to it.
5) C compiler technology is advancing to the point that assembler
is probably only necessary for real-time (games). certainly not
for archivers, as GNU C and zoo have demonstrated.

it is also interesting to note that (not that we need to be "copycats", but
we should understand the reasoning here):

1) comp.binaries.ibm.pc almost exclusively uses zoo (now 2.1).
2) most usenet amiga groups use shar (with uuencoded binaries).
you really wouldn't want to admit an amiga user is smarter
than you, now would you? :-)
3) more "prestigious" groups (eg comp.sources.unix) use shar also
and do not allow binaries (except when essential to the post).
the archive sites preserve the shar files by compressing them
or creating tar files and compressing them. same for GNU.
4) comp.sources.atari.st used to use shar. what happened?

food for thought...

comments?

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

71. A Few ATSpeed Questions

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 03:57:02 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jul2.235702.23040@newstand.syr.edu>
Source record: 220210

I've come up with a few questions about ATSpeed for all you
ATSpeed users out there:
1. Anybody using AutoCad v. 9?
(I'm interested in whether or not it works)
2. Will programs that require a math-coprocessor (80287) work
with ATSpeed.
3. Is the ATSpeed system software interchangeable between the
8 and 16 mhz versions of ATSpeed?

Thanks very much for any input.
--Gerry
ggreenbe@rodan.acs.syr.edu

72. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 05:29:27 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul3.052927.4403@peponi.wcc.govt.nz>
Source record: 220188
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Lq29mB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>Hi.
>
>I'm soon going to be buying a high speed modem, but I think I may have
>run across a problem. I have a regular ST, which means that the maximum
>serial speed is 19200 baud. The modem is a BOCA 14,400. On compressed
>files, everything will be fine. But on text data, the modem will
>compress the data and send it. Even if the compression ratio were only
>2:1 the text would come in at faster than 19,200. Then the ST will limit
>it to 19,200. So the modem will work with the computer, but I would like
>to be able to take full advantage of the text compression. I have seen a
>file (an accessory) that has german documentation. From what I could
>gather (from the file itself, since I couldn't make sense out of the
>documentation) the program supports 38400 baud, 72600, and 15600 baud.
>Is this true and will it work?
>
>Any information would be greatly appreciated. By the way, I have Serial
>FIX installed in my AUTO folder if that makes a difference.
>
>
><< -- >>
><< mforget@ersys.edmonton.ab.ca >>
><< ~~~~~~ >>
><< Michel Forget >>
><< The Key: Spirit over mind over matter. >>
><< -- >>
>

From what I can remember there is a Hardware hack that is required to get a faster clock rate to the MPF (MC68901) chip, but its stuck at that rate, unless you put in a switch....

Roger..... sheppard_r@kosmos.wcc.govt.nz

73. Re: Shareware Trap.

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 05:40:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul3.054035.4581@peponi.wcc.govt.nz>
Source record: 220190

In article <1992Jul2.133931.22350@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
>In article <1992Jul2.064403.20555@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>How come you developers are so two faced, you wan't some one to pay for your
>>shareware software but you won't pay for anothers developers shareware
>>software fee..
>
>>No excuses can be made that its a archiving utitlity, if a developer
>>spends time and money developing a piece of software and askes for a small fee,
>>I thing that there is nothing wrong with this, mind you its up to your
>>conscious to pay..
>
>I'm against the use of ANY archiving utility which requires the user to
>purchase software to de-archive publicly available software.
>
>Why is this?
>
>1. There are plenty of FREE archiving utilities available. ZOO and GNU Tar
> are examples.
>
>2. IF someone is going to charge money for an archiving utility, then that
> utility should NOT be used to archive programs available via FTP or via
> on-line services such as GEnie and CompuServe.
>
>3. I remember the sometimes bitter battles on GEnie with regard to introducing
> ANYTHING other than .ARC archives. I also remember the brouhaha over
> other folks demanding 'shareware fees' for their archiving/dearchiving
> software. It was because of things like this that Xlharc was written --
> a publicly available LHarc archiver which didn't cost any money to use.
>
>4. IF LZH201 -requires- a shareware fee in order to be 'legal', then I
> simply request people use Xlharc or ZOO or GNU Tar to archive the things
> they place on atari.archive.umich.edu (and other sites). I think it is
> patently unfair to require payment of a shareware fee to a third party
> in order to obtain a bit better compression ratio, AND in order to
> actually unarchive these offerings.
>
>>You can't just make your own laws on this..
>>
>>Note: 1. Is this why Atari is in such a disarray, that we have 2 faced
>>developers, and that they have to much pride to help each other.??
>
>No. We apparently have two-faced ARCHIVE developers, who are out to make a

>quick buck at the expense of EVERYONE on the network.
>
>>Note: 2. ZIP/AJR and Zmodem are not PD, you have to pay to get the source
>>code for it....!!!
>
>Yep. But I don't have to pay to unarchive ZIP files, nor to download files
>using the Zmodem protocol.
>
>>By the way, from memory Thomas Questers fee is not Money, did any of you E-Mail
>>Thomas to find out..??, I don't think so, but I do hope you find out, and do
>>enclose a Reply Coupon and a disk...
>
>If you don't have the faintest idea what the 'shareware' fee is, why are you
>bringing up charges of '2 faced'?
>
>-- David Paschall-Zimbel
>
>P.S. The latest version of LZH201 (as noted last night) on GEnie specifically
>states that the archive is SHAREWARE. I again ask all people to STOP USING
>LZH201 TO ARCHIVE PROGRAMS WHICH YOU WILL PLACE AT AN FTP-ABLE (OR ON-LINE
>SERVICE) SITE. Use it privately and pay the shareware fee. Don't use it
>publicly!
>
>Use ZOO instead. It has -lh5- compression AND it doesn't demand a shareware
>fee in order to be used.

For one thing you NEVER READ WHAT I HAD POSTED AT ALL, just glosed over,
I stated that I do know what the shareware fee is, do you...!!!

ZOO 2.1 the USA port is just a load of rubish, most Atari users that I know
can't even use it, the Z-Net BBS here has all its files in LZH201 format,
I for one state that its ZOO 2.1 that should be droped as its far to bugy and
hard to use, and has far to many limitations that LZH201 does not have...

Note: we don't have the latest Z-Modem or the latest Zip at all, so why the
reference that we have..???

From what I know Zip is now upto version 2.0 and Z-Modem is now 1990...

Roger..... sheppard_r@kosmos.wcc.govt.nz

They did a Vote on GEnie and Z-Net on archivers and LZH201 was voted for..!!

74. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 06:14:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul3.061400.4984@peponi.wcc.govt.nz>
Source record: 220192

In article <1992Jul02.225905.19804@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:
>with that said, here are the things i look for in an archiver, with my own
>(subjective) weightings:
>
>
>food for thought...
>
>comments?
>
>-bill
>rosenkra@convex.com
>
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

Well Bill, here is some more food for thought, you must provide a achiving util for the masses, ZOO 2.1 is not that at all, to bugy and to hard for a lot of users, and Has very severe limitations...

Please look further than your nose, there are a lot of types of people that use Atari computers, and you are only looking at a very small type of users, the Achiving util must be usefull for all types of uses, ie, disk drives only and it MUST be able to work with GEM, a lot of people buy the Atari because of the Simple GUI, so stop being selfish...

They did a vot on GEnie and Z=Net on the Archiver to use and LZH201 was voted for, need I say any more, you are out voted by some 100,000:1

How is the for ZLH201... using disk drives... a:\file.lzh B:\unpack\

This will unpack all the files/folder in files/lzh and create the unpack folder with all the suff within...

Try that with the USA version on Zoo 2.1...

Also Zoo 2.1 will crash with some types of ZOO files........

Roger.............. sheppard_r@kosmos.wcc.govt.nz

he is upto that rogering again...!!!

By the way as none of you knew this, Thomas Quester collects Stamps, and from memory that is his shareware fee, just send hime some stamps...

Ge you are a tight lot over there....

Roger......

75. Re: 1040ste / sm124 problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 06:21:40 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul3.062140.5244@peponi.wcc.govt.nz>
Source record: 220194

In article <1992Jul2.222104.14175@fwi.uva.nl>, kort@fwi.uva.nl (Jan Kort (I89)) writes:
>I recently bought a 1040ste, and everything seemed to work for a couple of
>weeks, then I wanted to debug some machine code and my monitor crashed
>temporarilly... I'll try and explain what happened:
>After starting up monst2.prg, the debugger from hisoft, and quitting with
>control-c my monitor display shifted to the left (so the black band on the
>left side gets shorter and the band on the other side longer), and the image
>is shifted to the right in the new area, the part that would scroll out at the
>right side wrapped in on the left side... After I got back in the debugger
>everything returned to normal. I've never had a problem like this with my
>old 520stm. Anybody know what this is ?
>
>Jan kort
>kort@fwi.uva.nl
>

There is a Pot inside to set this, these monitors must be warm before you do
this.

Its VR701 Horiz Centering, use a long plastic trimmer to do this, a plastic
knitting neadle will do, filed to a screw driver end....

NOTE: there are some 10 thousands volts (10,000v) inside this case to
please keep one hand in pocket...

Roger..... sheppard_r@kosmos.wcc.govt.nz

76. Lyric

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 06:39:45 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul3.063945.22383@actrix.gen.nz>
Source record: 220193

Does anyone out there know the FTP / Internet address of the lyrical
server? (or A lyrical server) - as some friends want some for their
band (and I want some for general interest)
--

Nil Mortifi Sine Lucre

77. Re: Shareware fees in non-$US

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 06:50:23 UTC
From: nigel@us-es.sel.de
Message-ID: <1992Jul3.065023.23568@us-es.sel.de>
Source record: 220202

In article <1992Jul2.193532.1562@porthos.cc.bellcore.com>, rrk@vixen.uucp (24115-kutz) writes:
|> Neither of the two banks with which I do business can provide
|> me a money order in non-$US currency. How do others in the
|> USA send shareware fees to, for instance, British vendors?
|>
|> As more and more of the available software is of non-USA
|> origin, being able to do transactions in non-$US currency
|> is becoming increasingly important.
|>
|> Thanks for any help.
|>

With respect to British Shareware, quite a lot of it can be registered through handling agencies, such as ShareWare Marketing. These do accept Visa and MasterCard. It is worthwhile writing to the vendors and seeing if they have an arrangement with such a company.

With Dutch and German vendors you will often find that Bank Account or Giro details are supplied in the documentation. Payment can then be made by doing a Dollar transfer to that account. The banks at the receiving end will do the transfer.

Within Europe of the problem has been solved to some extent by the use of Eurocheques, which are also accepted in a number of countries outside Europe. These enable one to issue cheques from your local bank in other currencies.

A possible solution is to send CASH by REGISTERED POST. All European Banks will accept Dollars, and in some parts of Europe DMarks or Dollars are prefered to the local currency.

Be careful about bank transfers to England. A couple of years ago I received a payment of $40 from the USA by bank transfer. After taking commission fees, transaction charges, and transmission reciept fees charged by the bank off the amount transfered, I ended up getting -$23.

In England, it is possible to buy Dollar Bank Drafts issued by American Express. These are accepted by most European Banks, and I would expect you could get them in the States also from American Express. I have in the past received Sterling and DMark bank drafts issued by American Express, but have not seen any of these for some time, so they may have gone out of use.

Regards

Nigel

Nigel Backhurst, nigel@us-es.sel.de
IE Technical Services Holland, Deventerstr 150, 7321 CE Apeldoorn, NL
Currently on assignment at SEL-Stuttgart.

The opinions stated in this posting are my own and do not represent the views of my employer or their client.

---

78. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 06:50:50 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Jul3085040@sand.cs.tu-berlin.de>
Source record: 220191

Hy,

> makes money or not. personally, i don't care if thomas questor becomes a
> zillionaire from lharc, so long as i can get 100% portable source from him,
> even if i have to pay for it. to my knowledge, that is not possible today
> for any price.

Since today, you can get the english version of LHarc V2.01l AND the
source-code for LHarc V2.01l (C & 68k, comments (not completely in
english)) from ftp.cs.tu-berlin.de (130.149.17.7, pub/atari/archiver
lzh201le.ttp & lzhsourc.lzh).

Everyone now can make his own Version, if he place in his own name and
change versionnumber and perhaps the name of the archiver.

Everybody happy?

Herwig

PS: The source is free since one or two month.
--
Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

79. LHarc <-> Zoo

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 07:16:56 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul3.091656@disuns2.epfl.ch>
Source record: 220196

Personally, I think there are two main differences:

- Zoo sources are more commonly available (although Lha is
also available in source (for Unix))

- LHarc has some more utilities: AFX, SFX, PFX

As I'm mainly a user, (and as my HD as shrunk from 46M to 26M due
to a hardware problem) I prefer LHarc which is faster on my ST and
which permits me to put 30M on my HD and still have some place to live !

It's a question of taste.

-- Stefan Monnier --

```
-------------------------------------------------------------
----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----
```

80. Problems with the machine

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 08:14:45 UTC
From: bartjan@cs.kun.nl
Message-ID: <1992Jul3.081445.13426@sci.kun.nl>
Source record: 220197

Hi,

I own a Atari 1040 STf machine and have the following problem: the machine keeps resetting when I boot it from diskette and when I just let it boot without anything it resets when I touch some disk icon on the desktop with the mouse and the whole sequence starts all over.
Before this there were problems with the power supple getting too hot but it went worse even though I bought a fan.
Has anybody else had experiences like these and do you know 'bout this f*****g problem.

Thank you.

Bart-Jan J. Bouwers | phone: +31-80652551 | |\ |\
Dept. of Computer Science | internet: bartjan@cs.kun.nl | |/_.|/
University of Nijmegen | bitnet: U055025@HNYKUN11 | |\ ||\
The Netherlands | | |/ ||/
---------- / ---------

"Quit dreaming this is real life baby,
Real life is the only life what's it all about" - Simple Minds
---

81. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 08:39:17 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Jul3.083917.5876@unix.brighton.ac.uk>
Source record: 220198

What TOS 1.02 ???

Crap I say, Try forgetting 'my hex->decimal program says..' and think in terms of BINARY CODED DECIMAL.

This should be put in the FAQ ?

Dom

82. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 08:42:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul3.084200.6877@peponi.wcc.govt.nz>
Source record: 220201

In article <HESCHE.92Jul3085040@sand.cs.tu-berlin.de>, hesche@cs.tu-berlin.de (Herwig Schelauske) writes:
>Hy,
>
> > makes money or not. personally, i don't care if thomas questor becomes a
> > zillionaire from lharc, so long as i can get 100% portable source from him,
> > even if i have to pay for it. to my knowledge, that is not possible today
> > for any price.
>
>Since today, you can get the english version of LHarc V2.01l AND the
>source-code for LHarc V2.01l (C & 68k, comments (not completely in
>english)) from ftp.cs.tu-berlin.de (130.149.17.7, pub/atari/archiver
>lzh201le.ttp & lzhsourc.lzh).
>
>Everyone now can make his own Version, if he place in his own name and
>change versionnumber and perhaps the name of the archiver.
>
>Everybody happy?
>
> Herwig
>
>PS: The source is free since one or two month.
>--
>Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
> 1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
>Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

Herwig is it posible to get these files posted to a better site, there are real big usenet timing problems with your site from the USA, and from here as, we go via the USA, other users that I talk to have the same problems, the best German site is rusmv1.rus.uni-stuttgart.de (129.69.1.12) unless some one can fix these timing problems with cs.tu-berlin.de ...

It looks like that site needs better route....???

Roger..... sheppard_r@kosmos.wcc.govt.nz

83. Re: who knows shenson?

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 08:43:36 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul03.084336.4032@bas-a.bcc.ac.uk>
Source record: 220199

In article <0885.07.92@troja.stgt.sub.org> stenny@troja.stgt.sub.org (Stefan Schober) writes:
>
> Hi!
>
>I'm searching for Mr. 'shenson', he wrote the minix filesystem for MiNT.
>The email address, I found in the docs (shenson@nyx.cs.du.edu), seems to
>be invalid.
>
> stefan
>
>--
>!! stenny@troja.stgt.sub.org !!
>with lots of luck: stenny@iemars1.e-technik.uni-stuttgart.de
>alias Stefan Schober, Stuttgart FRG, +49-711-681151
>// never change a winning team - it could get better! //

Steve can now be contacted at the following address:-

shenson@csm.ac.uk

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

84. Re: New Randplay Version Is Here (long)

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 08:45:22 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.rP2hg2_s38g@marsu.tynet.sub.org>
Source record: 220102

I think comp.binaries.atari.st was introduced in order to avoid
posting binaries into comp.sys.atari.st !!!

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu *
* /etc/motd "Hey, Dave, what about releasing Spectre 3.1 ?" *

85. Re: TT serial ports

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 08:47:08 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul03.084708.5231@bas-a.bcc.ac.uk>
Source record: 220200

In article <1992Jul2.141833.3428@arizona.edu> paul@jupiter.ame.arizona.edu writes:
>Most programs running on a TT which use the serial/modem ports use the particular
>one selected by the modem CPX.
>
>My question is: Is there some way (I'm sure there is) to change what the selected
>port is (e.g., with GFA Basic) without calling up the CPX?

The way to do it is to use the Bconmap() system call, but I doubt that GFA
Basic supports it yet.

[rest deleted]

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

86. Re: v17i088 - cla_v1r1 questions

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 09:10:22 UTC
From: gaertner@rz-berlin.mpg.de
Message-ID: <1992Jul3.101022.7648@rz-berlin.mpg.de>
Source record: 220062

In article <1992Jul2.030119.21424@thoth.rent.com>, azog@thoth.rent.com (Billy D'Augustine) writes:
> Anyone else try this out? I get a TOS error 53?!
>
> Thanx
>
> --
> Billy D'Augustine | "Wave upon wave of demented avengers march
> ...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
> azog@thoth.rent.com | -- Pink Floyd
> --

Grabbed it yesterday (july 2nd), set it up this morning. The lib_v1.prg
worked well, but with th e cla prog. I also got TOS error 53.
This happened with TOS 1.04, Gemini 1.2 and NDVI 2.03

Ralf

~~~~~~~~~~~~~~~~~~

Ralf Gaertner
FHI Berlin
~~~~~~~~~~~~~~~~~~

87. MiNT: How to suppress access to drives? (2)

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 10:06:37 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jul3.100637.9963@unibi.uni-bielefeld.de>
Source record: 220195
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello world! (2nd try)

This is my second attempt to ask anybody if there is any information on how to prevent MiNT from accessing some GEMDOS drives: The idea is that if you run a multi-user system, you'd probably like some users not to access some data. One problem might be, that the ST can only run one GEM, but what if a remote user calls it too? On Minix partitions you can set the access permissions so that stuff like this will never happen. But there will be the entries in drive U:/ left which can be accessed by anybody. Is there any way to prevent MiNT from recognizing these drives or any other way to make them not occur in drive U: or to make then not accessable by all users? Patching the _DRVBITS system variable works fine, but how should MiNT load the minix partition driver, if its own boot partition c: has dissappeared?

Any ideas? I'll appreciate them!

TeSche
--
Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
==> Technische Fakultaet, Universitaet Bielefeld, Germany
Internet E-Mail : itschere@techfak.uni-bielefeld.de

88. termcap/curses problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 10:36:56 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010029@hpbbrd.bbn.hp.com>
Source record: 220238

/ hpbbrd:comp.sys.atari.st / sjaak@research.ptt.nl (Schilperoort J.W.) / 12:12 pm Jul 1, 1992 /
> In the output the string "this is " gets erased by the second refresh.
> The cursor is positioned on the 8th column using a tab, and a tab seems
> to be erasive. I used several termcaps, including the one that comes
> with crssrc12.zoo, and tried both tos and mint but to no avail. Ideas?

On the ST, TAB is destructive. Curses assumes a non-destructive TAB. The fix
is to remove the TAB capability from your termcap entry.
BTW, this is not a bug. The TAB capability is really only usable with terminals
that have a non-destructive TAB (that's why it exists in the first place).

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

89. Re: Ramdisk for MiNT??? HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 10:50:21 UTC
From: cb@informatik.uni-kiel.dbp.de
Message-ID: <9965@lucy.informatik.uni-kiel.dbp.de>
Source record: 220204

In <1992Jul02.090735.110630@rrz.uni-koeln.de> AHOFFMAN@CIPVAX.BIOLAN.UNI-KOELN.DE (Andreas Hoffmann) writes:

>Hello MiNTers!

>Can anybody tell me if there is a Ramdisk that works ok when started from
>MINT.CNF? I have tried the LUFTSCHLOSS from CLaus Brod's german book
>'Schebenkleister', but it didn't work (I got a message about a memory
>allocation error/conflict/problem or something like that, a rather
>unfriendly 'bye-bye' from MiNT --- and bombs). As I know now, LUFTSCHLOSS
>hacks around with the MPB and such dirty things, which work ok as long as
>you use a single-user-TOS.

>Does anybody know a MiNT-clean Ramdisk, and where it can be found?
>Thanks for your help!

>cu, Andreas

The RAMDISK.PRG from Max B"ohm, who wrote the famous MAXIDISK.PRG
as well, works with MInT. It is on some PD-floppy from the ST-Magazin.

So long
christoph

90. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 11:36:05 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Jul3.113605.2978@ugle.unit.no>
Source record: 220203

```
>
> Herwig is it posible to get these files posted to a better site, there are real
> big usenet timing problems with your site from the USA, and from here as, we go
> via the USA, other users that I talk to have the same problems, the best German
> site is rusmv1.rus.uni-stuttgart.de (129.69.1.12) unless some one can fix
> these timing problems with cs.tu-berlin.de ...
>
> It looks like that site needs better route....???
>
> Roger.......... sheppard_r@kosmos.wcc.govt.nz
>
```

This site is indeed very slow, but I shall try to download the files to Norway and from here I will send them to a.a.u.e.

Stig Vidar Hovland - stigvi@lise.unit.no

91. Re: TT serial ports

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 12:01:55 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992Jul3.120155.20728@rz.uni-karlsruhe.de>
Source record: 220205

Hatari!

> Most programs running on a TT which use the serial/modem ports use the particu
> r
> one selected by the modem CPX.

No. Most programs have a kind of popup to select the right port. Just
look at such programs like rufus, connect, etc.

> My question is: Is there some way (I'm sure there is) to change what the sele
> ed
> port is (e.g., with GFA Basic) without calling up the CPX?

There is a very simple way: take Bconout and Bconin, (XBIOS-Calls), they
allow you to choose the port, you want the datas going out.

I think (I don't have a book here, sorry) that the numbers where:

Bconout(5,byte) = MODEM1,
Bconout(6,byte) = MODEM2,
Bconout(7,byte) = SERIAL1,
Bconout(8,byte) = SERIAL2.

Maybe the numbers where from 6-9, if you don't have any papers about
this, send me an Email, I will look for it.

Remember, that this will only work on a TT, if you use this on a ST
you will get many bombs...also vice versa!

> Also, I have a serial printer, and with the printer set to the modem port, a s
> een
> dump ALWAYS goes to Modem 1, no matter what the CPX is set to (though other ou
> uts
> go where I want them). Is there some way to change this?

Well, best thing to do is to take a spooler, which allows you to choose
the port, the data should go. Or try to use the parallelport or the
SCSI, some printers can do so.

> This would all be quite helpful to know, since I have three deviced currently
> oked
> up to serial ports (modem, printer, roommates's computer).

Well, I also need 3 of my 4 ports: modem, terminal to a NeXT and
sometimes a second modem ... :)

Greetings, Roland.

```
*********************************************************
* uk1t@dkauni2.bitnet uk1t@ibm3090.rz.uni-karlsruhe.de *
* Roland_Schorr@ka.maus.de ATARI/NeXT/INGENIUM *
* "each computer is as perfect, as its programmers" *
*********************************************************
```

92. Joppa Send-FAX

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 12:29:16 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <3JUL92.08291638@cc4.crl.aecl.ca>
Source record: 220206

A netter asked if anyone used Joppa's FAX software. I have the send only version (do not want to leave my system on line for the receive function) and I think the software is GREAT. For the Atari dealership that I run, it has been a terrific tool for reducing costs (send FAXes at discount times).

I highly recommend the product.

93. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 14:00:38 UTC
From: nollert@nova.tat.physik.uni-tuebingen.de
Message-ID: <nollert.710172038@nova>
Source record: 220212

sheppard_r@kosmos.wcc.govt.nz writes:

>Well Bill, here is some more food for thought, you must provide a achiving util
>for the masses, ZOO 2.1 is not that at all, to bugy

I'm using ZOO 2.1 a lot on various UNIX boxes, on VMS machines, and,
oh yes, on my Atari. I haven't found any bugs yet.

>and to hard for a lot of users,

You seem to say that having to choose from "-add" and "a" for adding
and (Horror!) from "-extract", "e", and "x" for extracting files is
too hard vor the mass of Atari users. In this case, I must be a very
exceptional Atari User. Oh, well...

> and Has very severe limitations...

Such as?

[...]

>They did a vot on GEnie and Z=Net on the Archiver to use and LZH201 was voted
>for, need I say any more, you are out voted by some 100,000:1

So let me put in my vote for ZOO.

When I was still running ZOO 2.01 on my Atari and came across an
archive which could not be unpacked with it, it politely told me that
I needed ZOO 2.1 to unpack it. Got it from the nearest server, and voila...

In contrast, I've spend hours wondering whether LZH archives were
corrupted or whether I was using the wrong LHA version, and more
hours figuring out which the latest version is and which server
carries it.

This is ok if you are having fun keeping up with the latest software
releases and if you enjoy spending a lot of time upgrading your Atari.
However, it's far from ok if your main purpose is to get some work
done with your machine.

>How is the for ZLH201... using disk drives... a:\file.lzh B:\unpack\

>This will unpack all the files/folder in files/lzh and create the unpack
>folder with all the suff within...

>Try that with the USA version on Zoo 2.1...

Creating b:\unpack first, making it the working dir, and then unpacking
a:\file.lzh is probably too much to ask...

(This will work with the ZOO 2.1 I use, I doubt that there is a
different USA version around.)

Hans-Peter
--
Lehr- und Forschungsbereich Theoretische Astrophysik (TAT),
Universitaet Tuebingen, Auf der Morgenstelle 10, D-7400 Tuebingen, Germany
Tel.: 49-7071-295921 Telefax: 49-7071-295400 Telex: 726 2867 UTNA D
nollert@tat.physik.uni-tuebingen.de PSI%45050260314::NOLLERT

94. Re: v17i088 - cla_v1r1 questions

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 14:02:27 UTC
From: UJ9W@DKAUNI2.BITNET
Message-ID: <1992Jul3.140227.23507@rz.uni-karlsruhe.de>
Source record: 220207

> Billy D'Augustine writes:
> Anyone else try this out? I get a TOS error 53?!
>
> Thanx

Yes, i tried !!
Same Error or later i got TOS error 7 and a good Crash !!
But i could play a little bit around, and the GUI is realy nice, but
the construction of a circuit isn't it..
more questions ??? Martin

95. Zoo & Minix partitions

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 14:02:36 UTC
From: sundsted@cis.uab.edu
Message-ID: <1992Jul3.140236.13586@cis.uab.edu>
Source record: 220208

Does anyone know of the existance of a Minix (extended filename)
compatible version of Zoo. I have been using Zoo 2.1 for some
time now, and it works perfectly, except for the fact that it is
limited to TOS 8+3 filename. Without the UNIXMODE variable set,
it simply truncates filenames, with it set, it creates the .dir file
even on Minix parititions which can handle long files names.
Obviously, there is no need for the unixmode business on
a Minix file system. Hense, my question...
Thanks for the help!
Todd

```
/*
* Todd Sundsted
* sundsted@amnese.eng.uab.edu
*
*/
```

96. Re: Tired of mindless flaming (FLAME ON!)

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 14:10:45 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul3.141045.12155@wam.umd.edu>
Source record: 220209

In article <m2B0mB1w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis) writes:
> I hope this was not directed towards me, I would hate to
>think my grammar deserves " ingnorant cretin ", but I still hate
>DESTRUCTIVE flaming, but do adocate discussions on differences in
>opinions, if they are rational. (not just, your IBM sucks, but why
>does it suck..).

Well it was following up your post, but it was completely unserious.
The "ignorant cretin" comment was just an example of what Usenet
grammar weenies tend to say (and there are many of them). Sorry if you
took it as a serious comment!

Actually the last post where I wrote "hear, hear" I wrote it as "here,
here." A weenie corrected me, so it seemed like an appropriate thing
(i.e., the weenie's correction) to make fun of.

Dave Baggett
dmb@wam.umd.edu

97. Re: Zoo & Minix partitions

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 14:46:10 UTC
From: rb420@rbhp24.rbg.informatik.th-darmstadt.de
Message-ID: <1992Jul03.144610.12314@infoserver.th-darmstadt.de>
Source record: 220211

Well, I found a ZOO for Minix, but I didn't ftp-ed it yet. So, I cannot say whether it works or is just that what you wanted.

You can find it on ftp:
rs3.hrz.th-darmstadt.de (130.83.75.55 I guess, for me 'ftp ftp' is enough)
Look out for /pub/incoming/atari/minix_15.zoo

Well it is packed with a TOS-ZOO and it seems to me, it is a source for running on MINIX 1.5...

98. Need some help with a dodgy keyboard!

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 15:13:52 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jul3.151352.24784@crc.ac.uk>
Source record: 220214

Hello, it's me again!

Can anybody help me this time. A few months ago about half of the keyboard (from the diskdrive side up to about f and g) stopped working. I got a bit worried about this (BTW the keys that stopped working varied from time to time but it was always around the same area) anyway, back to the story.
I was just about to take it into the shop where I bought it. BUT it was OK when I went to pack it up.
Seeing as it started to work again I forgot all about it. A couple of weeks ago it did it again. This time I took it to the shop straight away. After a week I got it back and it worked. The reason why it stopped according to them was a switch on the mouse being in the wrong place and locking up the keyboard. This sounded a bit dodgy to me, simply because my mouse hasn't got any switches! It has worked OK up until now.
This time I got a bit mad and shook it around a bit. To my surprise it actually worked properly. I don't really want to keep doing this though.

So basically, has anyone got an idea about what is going on and what can I do about it?

Thanks for any help (and any help you might have gave me about earlier questions

Phil
E-mail naffara@uk.ac.crc

99. Re: Shareware Trap.

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 15:18:10 UTC
From: umoeller@rzdspc14.informatik.uni-hamburg.de
Message-ID: <umoeller.710176690@rzdspc14>
Source record: 220213

sheppard_r@kosmos.wcc.govt.nz writes:

>I mentioned in a light harted way that to get the source caode for LZH201
>you should pay Thomas Quester his shareware fee, a few of you fell for this..

Thomas doesn't want anything for LHarc! The PFX packer is shareware, but LHarc
isn't. The LHarc source is available in a German BBS (phone +49 40 6564031).
I might upload it to an ftp server, but it probably wouldn't be too useful for
you, because the docs are only German.

Regards,
Ulf

100. Re: AN COOL

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 16:05:42 UTC
From: stefan@spc.nl
Message-ID: <1992Jul03.160542.29124@spc.nl>
Source record: 220134

lombardo@odin.unomaha.edu (Obiwan Kenobi) writes:

>You are a serious lamer, dude... Although I agree that that isn't one of
Thanks, you're ever so kind.

>TCB's greatest demos (Crikey is really cool, it includes the demo you
>mentioned)
Thanks for pointing that out, we forgot that after we wrote it...

>I have about 40 to 50 demos by over 20 coding groups. Although I wouldn't
>claim to have a very large demo collection (let me tell ya right now, I
>don't...) compared to others, I have seen a lot of demos on the ST (and
>the Amiga, for that matter) I believe AN Cool did a GREAT job on this
>demo (as well as his Acid Burn demos) and his demos are some of the
>most enjoyable demos to have. (Who needs a lame disting sprite and a lamer
>scrolline that does tricks?)
I still can't believe Mr. An Cool was serious when he released this 'demo',
it's definately NOT up to anything we've seen before from TCB. I mean we
haven't heard from them in years and then this?? We actually saw some screens
from the new (maybe) TCB demo, they were fucking brilliant. Although it has
to be said that they will probably never release it.
And also, it has to be said that we're the best of buddies with TCB, may they
be chainsawed in half by rabid TLB zombies for the rest of eternity!

D.I. and Manikin
--
"We convoke the Nephilim and they come {*} Stefan Posthuma, SPC Company
to us, strangers with the eyes of men." | stefan@spc.nl

101. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 16:35:06 UTC
From: bigham@acpub.duke.edu
Message-ID: <3637@news.duke.edu>
Source record: 220066

From the Holy Book of <1992Jul3.061400.4984@peponi.wcc.govt.nz>
as spake by sheppard_r@kosmos.wcc.govt.nz :
>Well Bill, here is some more food for thought, you must provide a achiving util
>for the masses, ZOO 2.1 is not that at all,

Oh really? Here's some food for thought for _you_, Roger:

- Of the ~250 GNU packages on atari.archive, over 150 are .zoo's. Most
of the rest are .tar.Z's. Three are .lzh's.

- Of all the MiNT-related packages on a.a (many by Eric Smith himself),
most are .zoo's. _Two_ are .lzh's.

If such high-profile figures as these use Zoo almost exclusively, it
can't be as bad as you make out.

> to bugy

Name one.

> and to hard for a lot of
>users,

If typing 'x filename' in a parameters dialog is too difficult for you,
Roger, I suggest you move to the Mac.

> and Has very severe limitations...

Name one.

>Please look further than your nose, there are a lot of types of people that use
>Atari computers, and you are only looking at a very small type of users, the
>Achiving util must be usefull for all types of uses, ie, disk drives only and
>it MUST be able to work with GEM, a lot of people buy the Atari because of the
>Simple GUI, so stop being selfish...

Zoo runs from the desktop as well as anything else. And I had no
problems with Zoo before I got my hard drive.

>How is the for ZLH201... using disk drives... a:\file.lzh B:\unpack\
>
>This will unpack all the files/folder in files/lzh and create the unpack
>folder with all the suff within...
>
>Try that with the USA version on Zoo 2.1...

Trivial. You can even do it from the desktop:

- Open a window on the directory that contains ZOO.TTP.

- Open a window on B:. Create directory UNPACK and open it.

- Hold the right mouse button down while left-double-clicking on ZOO.TTP. In the parameters dialog, type 'x a:\file'.

Too complicated for you, Roger?

>Also Zoo 2.1 will crash with some types of ZOO files........

Never heard of this.

Roger, have you ever, _ever_ seen an article saying "Hey, has anyone managed to unpack frobule.zoo? I've tried five different versions of Zoo and none of them work."? I see LHarc complaints in this vein at least once a month. Why do you think this is? I've downloaded literally hundreds of .zoo and .lzh files from a.a and have _never_ found a .zoo file I couldn't unpack; .lzh files, on the other hand, give trouble as often as not. I can also unpack and manipulate any .zoo archive here on my Unix account just as easily as at home; try that with LHarc (though with any luck the recently-released lha 1.00 sources might take care of that).

Face it, Roger, Zoo has virtually identical functionality and compression ratio to LHarc, is just as widely available and infinitely more standardized. Stop whining.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

102. How does XBIOS 16 do it?

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 16:43:22 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Jul3.164322.8314@mits.mdata.fi>
Source record: 220006

I've done a little program that switches between the normal keyboard layout and a self-created (with Simon Poole's) layout. It uses ALT-HELP to switch between these two keyboard layouts, and the routine that does the switch uses XBIOS 16 and XBIOS 24 to do the switching. However, I've heard that it's not wise to use GEMDOS/BIOS/XBIOS calls from within a interrupt routine, and I have been getting bombs every once in a while, especially if I hold ALT-HELP down for a few seconds. I'd like to know if it's possible to switch between two keyboard tables without using XBIOS calls. So please anybody who knows about this, tell me how it is done!

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
---

103. Re: notators great - use with RD_STY

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 16:46:27 UTC
From: ian@unipalm.co.uk
Message-ID: <1992Jul3.164627.22865@unipalm.co.uk>
Source record: 220215

darling@cellar.org (Thomas Darling) writes:

>bgilbert@cs.washington.edu (Benjamin Gilbert) writes:

>> Well I don't know Notator but you probably can run it from floppy.

>You can. It will take a while to load off the floppy, but once it's in
>memory, it never uses the disk except to store and retrieve user files.

True indeed, and I used it in this manner for quite a while. I had 1Mb total, which meant that as the version numbers of Notator crept up, the free memory went down :-(and when we reached 3.1, I upgraded my ST to an STE with 4Mb. (After an unsuccessful attempt to use a third-party memory product).

What I do now is to load the whole thing on to an "RDE" ramdisk which loads from floppy in about 20 seconds. Notator loads from the ramdisk in about 5 seconds. You could blow away the ramdisk copy of the Notator programs, but with 4MB total, I've not had to.

Harddisks are bigger and permanent, but ramdisks are so *quiet* :-)

RDE was posted to comp.binaries recently; the files it makes are executable, and you just run them to create and load the disk - superb program! I also compress the executables to get >1Mb of junk into my machine at boot-time.

Ian

--
Ian Phillipps, Unipalm Ltd, 216 Science Park, Phone +44 223 420002
Milton Road, Cambridge, CB4 4WA, England. Phax +44 223 426868

104. Re: TT serial ports

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 16:47:50 UTC
From: steve@thelake.mn.org
Message-ID: <A1576605923@thelake.mn.org>
Source record: 220216

```
[In article <1992Jul3.120155.20728@rz.uni-karlsruhe.de>,
UK1T@DKAUNI2.BITNET writes ... ]

> I think (I don't have a book here, sorry) that the numbers where:
>
> Bconout(5,byte) = MODEM1,
> Bconout(6,byte) = MODEM2,
> Bconout(7,byte) = SERIAL1,
> Bconout(8,byte) = SERIAL2.
>
> Maybe the numbers where from 6-9, if you don't have any papers about
> this, send me an Email, I will look for it.

Yes, I think you're probably off by one. Device 5 is the ``raw'' console
(no vt52, very fast) output.

---
Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve
```

105. LISTSERV@UOGUELPH.BITNET

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 17:09:53 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Jul3.170953.8841@mits.mdata.fi>
Source record: 220005

I've tried to get files via Email from listserv@uoguelph.bitnet, but
it always says that it doesn't know the file. The filelist I obtained
from there was really a mess, I couldn't figure what was the filename
and what was the filetype. Could somebody give an clear example of
using this fileserver?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
----

106. Re: How does ST Xformer work?

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 17:59:02 UTC
From: darekm@microsoft.com
Message-ID: <1992Jul03.175902.28566@microsoft.com>
Source record: 220224

In article <1992Jul2.143059.3430@arizona.edu> paul@jupiter.ame.arizona.edu writes:
>
>I have two versions of ST Xformer (2.33 and 2.5, I think), neither of which I have
>been able get to work. With 2.5 I get a startup menu and can load virtual disks,
>but after that I get nothing but a blank screen. Does it hurt that I'm useing a TT?
>Is there some place I can get decent documentation (none comes with it)?

The TT is not compatible with the ST Xformer. I did make a TT version which never got released because I was disappointed with the speed. You actually got better speed running ST Xformer on a 16Mhz ST (like a Mega STE) than running on the TT's 68030. Figure that out. What's worse is that the PC version running on a 386SX is even faster than the TT. It's due to the fact that the TT is really a 16Mhz machine, not a full 32Mhz machine as some would have you believe. A 16 Mhz 68030 is not that much faster than a 16 Mhz 68000, and due to the changes required to make it run on the 68030 it actually ran slower. So don't lose sleep over it. Of course, I did post the source code to ST Xformer 2.55 up to the boards about 3 years ago, so feel free to hack away at it. I doubt there's much that can be done to it.

As for documentation, there is the manual for Xformer. Most of the PD mail order places that sell the Xformer disk should also be including the manual. If you can't find one, send me a small bribe to cover return postage and I'll send you one.

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

107. Allan Pratt's address.

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 18:10:20 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <75170@ut-emx.uucp>
Source record: 220218

Can someone tell me how to get internet mail to Atari's Allan Pratt?

Thanks,

-Tim Gallivan
timg@landau.ph.utexas.edu

108. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 18:41:14 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Jul3204058@dinar.cs.tu-berlin.de>
Source record: 220217

> Herwig is it posible to get these files posted to a better site,

No, that's not posible, because I don't think that exist a better site
then ftp.cs.tu-berlin.de :-)

> there are real
> big usenet timing problems with your site from the USA, and from
> here as, we go via the USA, other users that I talk to have the
> same problems, the best German site is rusmv1.rus.uni-stuttgart.de
> (129.69.1.12) unless some one can fix these timing problems with
> cs.tu-berlin.de ...

I have the same timing-problems the other way :-(
But when stuttgart will be a good compromise, you can find
-rw-r--r-- 1 infoserv info2 67894 Jul 3 20:19 lzh201le.ttp
-rw-r--r-- 1 infoserv info2 76668 Jul 3 20:17 lzhsourc.lzh
there in soft/atari/incoming (you see: world-readabel!). Perhaps you
find it in soft/atari/archivers when the ftpadm there moved it.

> It looks like that site needs better route....???

I hope we will get our ISDN-connection as soon as posible...

Bye
Herwig
--
Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

109. Re: A Few ATSpeed Questions

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 19:25:56 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Jul3.122556.1@violet.ccit.arizona.edu>
Source record: 220222

In article <1992Jul2.235702.23040@newstand.syr.edu>, ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
> I've come up with a few questions about ATSpeed for all you
> ATSpeed users out there:
> 1. Anybody using AutoCad v. 9?
> (I'm interested in whether or not it works)

I don't know

> 2. Will programs that require a math-coprocessor (80287) work
> with ATSpeed.

Only if your AT-Speed board has a 80287 chip installed. There is
a socket for a 80287 on the ST-Speed board.

> 3. Is the ATSpeed system software interchangeable between the
> 8 and 16 mhz versions of ATSpeed?
>
I don't know

> Thanks very much for any input.
> --Gerry
> ggreenbe@rodan.acs.syr.edu
--

Doug Tarico
dtarico@ccit.arizona.edu This is not a witty saying.
doug@catalina.sie.arizona.edu
(602)795-7633
---

110. Re: Tired of mindless flaming (FLAME ON!)

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 19:29:25 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jul3.192925.8047@ucsu.Colorado.EDU>
Source record: 220226

In article <m2B0mB1w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis) writes:
>dmb@wam.umd.edu (David M. Baggett) writes:
>
>> In article <1992Jun29.090036.8954@unix.brighton.ac.uk> mm68@unix.brighton.ac.
>> >Here here! Bravo that man!
>>
>opinions, if they are rational. (not just, your IBM sucks, but why
>does it suck..).
(and not just your ATARI sucks, but why it sucks alot..).

111. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 19:29:39 UTC
From: ekrimen@wet.UUCP
Message-ID: <4080@wet.UUCP>
Source record: 220227

In article <1992Jul2.141600.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>In article <1992Jul2.040048.19921@mnemosyne.cs.du.edu>, dcurtis@isis.cs.du.edu (Dave Curtis) writes:
>[rumors about Atari's new machines]
>> Keep in mind that one developer has stated that the Falcon '030
>> can be upgraded to 50 Mhz and about 1200x900 rez without too
>> much trouble or expense.
>
>Also keep in mind that you shouldn't believe everything you read (or
>hear); *especially* when what is stated is what everyone would like
>to hear.
>
>I gather that Atari's official announcement of the Falcon is not too
>far off. Let's not build up false expectations before then.

While that's true that we shouldn't build up false expectations, Jim Allen did indeed say on GEnie what Dave Curtis mentioned above: that the Falcon can be upgraded to 50Mhz and about 1200x900 res without too much trouble or expense.

Nonetheless, I don't doubt what Jim Allen has said, but I also agree that we should kept cool with our expectations. Just wait until you can buy them, and then you can go wild, all right? :^)

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

112. More AT-Speed Questions

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 19:33:03 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Jul3.123303.1@violet.ccit.arizona.edu>
Source record: 220223

Does anybody have a newer version of the AT-Speed C-16 system software than ver 3.02? I know that a version 3.5 was put out, but I'm not sure if that is the latest. Where can the newer versions be obtained?

Also, does anybody else have trouble with the CGA screen colors? When I run things like the Norton utilities, the screen colors are weird, and it makes the software difficult ot use. For example, to select options in some of the programs, you move a colored bar. But under AT-Speed, the bar doesn't show up, or the text is the wrong color, etc. Under PC-Ditto, the colors are just fine. Is this a problem with my setup or with the way AT-Speed handles color?

Any info would be appreciated. Thanks.
--
Doug Tarico
dtarico@ccit.arizona.edu This is not a witty saying.
doug@catalina.sie.arizona.edu
(602)795-7633

113. Re: Allan Pratt's address.

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 19:33:27 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jul3.193327.20465@usenet.ins.cwru.edu>
Source record: 220219

In a previous article, timg@ccwf.cc.utexas.edu (Tim Gallivan) says:

>Can someone tell me how to get internet mail to Atari's Allan
>Pratt?
>
>Thanks,
>
>-Tim Gallivan
>timg@landau.ph.utexas.edu
>
>
>

In case you didn't know, he left Atari. He now works for Apple & IBM.

--

114. Re: Shareware Trap.

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 19:35:59 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul03.193559.3969@convex.com>
Source record: 220220

In article <1992Jul3.054035.4581@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>ZOO 2.1 the USA port is just a load of rubish, most Atari users that I know
>can't even use it, the Z-Net BBS here has all its files in LZH201 format,
>I for one state that its ZOO 2.1 that should be droped as its far to bugy and
>hard to use, and has far to many limitations that LZH201 does not have...

frankly, roger, i find this very, no EXTREMELY hard to believe since there
are many users of zoo 2.1 who have zero problems with it, myself included.

what happens on znet or any BBS has little to do with usenet.

if you consider zoo buggy, let's fix it. please post (or send me) a list of
what you consider to be bugs. there may very well be actual bugs in the
code (i know there are serious bugs in lha2.01i). note that i do NOT propose
we all go out and fix zoo. so i will volunteer to examine your list, see if
i can duplicate it, and fix the code as needed. but please be very specific.
same for your list of limitations. the fact that there are probably 100's
if not 1000's of users running the GNU C compiler, MiNT, and other interesting
software, all posted with zoo 2.1, means that it can't be nearly as bad
as you perceive it to be. [i actually suggest you post this since i use
only a tiny subset of zoo's capabilities, and only from a command shell
and only with a large hard disk, etc. there are others who can round out
the review team.]

i also hope you are learning to understand what we consider to be portability
issues. many (most?) of us read usenet from non-atari computers, grab posted
things, and want to examine them BEFORE we spend hours of time downloading.
this wastes both time and money. that is why we want to use an archiver that
offers portable source code. that is why we want either tar or zoo. it has
absolutely nothing to do with shareware, people getting rich, cute features,
ease of use or any other peripheral issue. it has EVERYTHING to do with
basic ability to share data with others and with dissimilar systems, no
matter whether it is considered easy to use or feature-rich. as long as it
works. that is step one. zoo is at least at step one. lharc is not in the
opinion of many of us.

i would suspect that many zoo/tar users are developers (producers). we are
the ones who write the software that users (consumers) use. as such, and
especially with the producers who post free code here, we can derive some
power base by electing to use our own "proprietary" scheme distributed
amongst ourselves and thus cutting out the non-producers of free software.
it does not make much sense to raise our dander! :-) in other words, "look
before you leap". [note that i do NOT propose this, but this is just an
example of how extreme things can get if we don't use portable tools.
we actually did have partial experience with this since non-atari owners
could not unpack lh5 archives for a time. thus lharc posters were in fact

discriminatory against non-atari users, though all usenet newsgroups are meant for everyone. doing this is just not in the spirit of free software development which i doubt anybody has a serious problem with.]

i would suggest, however, that freeware developers stick with zoo. commercial and shareware authors need to make their decision based on marketing considerations (ie i they don't want to p*ss off prospective customers). fortunately, freeware developers (who expect no payment other than user satisfaction, if users are saavy enough to appreciate their tools) do not have this "problem". you get (at least) what you pay for...

another thing to consider are the less vocal "lurkers" in this newsgroup. the silent majority. the one's that read this and shake their heads. the ones that don't even read these diatribes since they kill anything related to lharc, zoo, archiver, sheppard, and rosenkra. :-)

>Note: we don't have the latest Z-Modem or the latest Zip at all, so why the
>reference that we have..???

don't understand you here. there is a portable unzip program that was posted to comp.sources.misc or c.s.unix. there are portable zmodem programs, too.

>They did a Vote on GEnie and Z-Net on archivers and LZH201 was voted for..!!

means nothing on usenet...

first things first. we must get the basics working, then go on to add features. let's not put the cart before the horse, however. IMHO both zoo and lharc can fill the bill, eventually. i (and many others) believe that zoo is already there and lharc is not for some very rational reasons. if you think zoo is bad, let's see what you mean and try and fix them or educate if there are just misunderstandings.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

115. 50Hz on a color monitor, how?

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 19:48:45 UTC
From: automan@milton.u.washington.edu
Message-ID: <1992Jul3.194845.8319@u.washington.edu>
Source record: 220221

Greetings Netters!

First let me say thanks to all those who responded to my questions about
Supra Hard Drives and TOS 1.98.

The Supra is working perfectly, (thanks to Dan Alwayrd) and after extensive
therapy (and flames, slams, etc) I now believe I have TOS 1.62.

My next problem is that I have downloaded Dynamite and some other great
demos, but the screen starts rolling uncontrollably after I run it.
I am sure this has something to do with the frequency, but after running
50hzswap or using control panel to config monitor for 50hz, I still get
the rolling screen. Do these programs only work on monochrome monitors?

Thanks in advance,

Roger Mcghee (automan@milton.u.washington.edu)

"All I ask is a chance to PROVE that money does not buy happiness"

116. Crackart - english docs???

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 19:57:38 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jul3.195738.13236@peponi.wcc.govt.nz>
Source record: 220228

Hello,
I was just wondering if some kind person could tell me if the
crackart file at a.a has the english docs in it?
If not, I have them and i'll try to send them there.

Crackart.lzh is in the graphics dir there, but as it's so huge I
don't really want to d/l it to find out!

Answers by mail only please, i'm having a few problems getting
access to the news lately. Please send it to here only
(shore_c@kosmos.wcc.govt.nz)

Thanks,
Craig.
* Craig Shore | Phone (voice) | Internet:shore@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :shore_c@kosmos.wcc.govt.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

117. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 20:22:22 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul03.202222.5958@convex.com>
Source record: 220225

In article <HESCHE.92Jul3085040@sand.cs.tu-berlin.de> hesche@cs.tu-berlin.de (Herwig Schelauske) writes:
>Since today, you can get the english version of LHarc V2.01l AND the
>source-code for LHarc V2.01l (C & 68k, comments (not completely in
^^^ NO,NO,NO
>english)) from ftp.cs.tu-berlin.de (130.149.17.7, pub/atari/archiver
>lzh201le.ttp & lzhsourc.lzh).

well, this is at least a step in the right direction...

>Everyone now can make his own Version, if he place in his own name and
^^ NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO
NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO
NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO
>change versionnumber and perhaps the name of the archiver.

...but this reverses the direction again! this is how it all started in the first place. sheesh...

if i read between your lines, i believe this is a sarcastic remark. note that everyone has access to zoo 2.1 but there are not a zillion (public) versions. and you may find this hard to believe comming from the likes of me, but i actually think thomas q has HELPED the lharc situation by eliminating the massive confusion that existed (now there is only massive confusion for newcommers and frustration and disdain for zoo pundits).

and i realize that in order for him to do this, people needed a compelling reason to use his version. that reason was speed. hence the assembler. however, this was also his basic mistake since only the ST is well serviced, not the rest of the world. fortunately i can sit here with 20-20 hindsight and say "he should have kept the C code he started with on track with the assembler and freely distribute the (slow) C code, and shareware the asm".

i also suspect that some of the people who cry loudest when someone knocks atari or speculates on its demise, are the same who laud lharc (and may even be into the fancy desktop things -- the GEMsters :-). in essense, this tends to orphan the ST from the rest of the world (ie non-open system which it is already) and in fact contributes to its death. those of us who screech about the superiority of zoo are in fact helping the atari into the mainstream. it could be argued that nothing has helped this happen more than GNU C and MiNT. as much as the GEMsters may cringe, these things turn people on to a reasonable, inexpensive, unix-like environment (which is important to an awful lot of us) because now all the tools from unix are now almost trivial to port. these and other key tools, which also happen to be free and centrally supported, have turned out to be crucial in this respect.

look, i suggest that we either 1) totally ignore lh* and use zoo, 2) use
the portable lha 1.00 (unix), or 3) let thomas questor coordinate development.
the last thing we need is 50 more of "his own Version" floating around.

i have a feeling we are just not getting the point across for some reason.

thus i propose a split of this newsgroup into:

comp.sys.atari.st.i_like_lharc
comp.sys.atari.st.i_like_zoo

i had considered other alternatives... :-)

>Everybody happy?

grrrr...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

118. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 21:15:53 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul03.211553.7832@convex.com>
Source record: 220229

let's continue this offline. no sense in the rest of the world seeing this :-)

however, since it's a holiday (here) let me comment on two things:

Roger, you're just bein' you when you say:
>Please look further than your nose
[...]
>They did a vot on GEnie and Z=Net on the Archiver to use and LZH201 was voted
>for, need I say any more, you are out voted by some 100,000:1

the issue is usenet and public FTP sites, not private/commercial BBSs. they can do what they want. as long as my tax $$$ support the internet, and being a resident of michigan (hence supporting umich.edu with state taxes), it should be used in a proper fashion. there are rules here. if anyone has a right to impose things, it's us here. personally, i don't want to impose anything. i want to remove constraints.

you see, my vision extends further than you think, even to NZ. :-)

>there are a lot of types of people that use
>Atari computers, and you are only looking at a very small type of users, the
>Achiving util must be usefull for all types of uses, ie, disk drives only and
>it MUST be able to work with GEM, a lot of people buy the Atari because of the
>Simple GUI, so stop being selfish...

i am only considering readers of comp.sys.atari.st[.tech]. i don't know how many 10 year old kids own atari STs for games or whatever on Genie.

if you insist, i invite you to prove your position. whenever i speculate, i say so ("i suspect" or "probably" or "more than likely", etc). i don't have a specific demographic profile of our readers. i can _guess_: college students and professionals would probably account for 80-90%, 50-50 color-mono, 60-40 hard disk/floppy-only, 25-25-50 GEM-only/cli-only/both, >50% have TOS 1.4, >50% have >1MB memory, etc. reasonable (for usenet not ACME BBS)? do you have a better guess or (even better) real stats? remember, we are not talking about ALL atari owners, just readers of this group. there are some readers here who don't even own an atari. do we prevent them from getting "our stuff" by forcing them to buy an atari to use a program which can only be compiled/run on an atari? ask them. remember this is a tax-supported, public forum. not a commercial BBS.

>Also Zoo 2.1 will crash with some types of ZOO files........

send them to me...

>Ge you are a tight lot over there....

ok, three things...

i am afraid it is not only cranky, overstressed yankees that feel the same way. there are cranky, overstressed germans, canadians, and dutch that i can recall expressing a similar opinion. perhaps the isolation-induced parochialism afforded by the Pacific is what we need. maybe its the difference in hemispheres? (reminder to me: think of this next time i flush...). maybe it's all those bleeting sheep you have. :-)

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

119. July FRAUG meeting confirmed

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 21:30:32 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jul03.213032.27110@yuma.ACNS.ColoState.EDU>
Source record: 220230

```
The FRAUG president has just notified me that it's now confirmed, Dave Small
will be showing his SST in the upcoming FRAUG meeting, all are welcomed to
attend the meeting.
Time : 7PM
Date : July 8
Place: Run PC at Fort Collins. CO

Tang
sytang@lamar.colostate.edu
```

120. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 22:57:46 UTC
From: bart@bluemoon.rn.com
Message-ID: <ZyycNB3w164w@bluemoon.rn.com>
Source record: 220237
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

> gather (from the file itself, since I couldn't make sense out of the
> documentation) the program supports 38400 baud, 72600, and 15600 baud.
> Is this true and will it work?

it will work. the speed will be set at 38,400, but the computer
will lose characters at that speed. i know because I've used the
accessory you're talking about with my USR DS HST modem, which
seemed to report 38,400 as the port speed, but characters would
get lost, and garbage was all over the screen.

if perhaps you have a 16+ mhz ST, you might be able to get it to work.

ciao..

This is from
bart@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

121. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 23:19:54 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.506100@cix.compulink.co.uk>
Source record: 220231

In article <1992Jul3.052927.4403@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>In article <Lq29mB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>>Hi.
>>
>>I'm soon going to be buying a high speed modem, but I think I may have
>>run across a problem. I have a regular ST, which means that the maximum
>>serial speed is 19200 baud. The modem is a BOCA 14,400. On compressed
>>files, everything will be fine. But on text data, the modem will
>>compress the data and send it. Even if the compression ratio were only
>>2:1 the text would come in at faster than 19,200. Then the ST will limit
>>it to 19,200. So the modem will work with the computer, but I would like
>>to be able to take full advantage of the text compression. I have seen a
>>file (an accessory) that has german documentation. From what I could
>>gather (from the file itself, since I couldn't make sense out of the
>>documentation) the program supports 38400 baud, 72600, and 15600 baud.
>>Is this true and will it work?
>>
>>Any information would be greatly appreciated. By the way, I have Serial
>>FIX installed in my AUTO folder if that makes a difference.
>>
>>
>><< -- >>
>><< mforget@ersys.edmonton.ab.ca >>
>><< ~~~~~~ >>
>><< Michel Forget >>
>><< The Key: Spirit over mind over matter. >>
>><< -- >>
>>
>
>From what I can remember there is a Hardware hack that is required to get a
>faster clock rate to the MPF (MC68901) chip, but its stuck at that rate,
>unless you put in a switch....
>
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz
>

i have tried one of these hardware patches . It doesn't work unless you
have an accelerator. It works fine for uploads, but lots of CRC's and
other errors for downloads. The standard ST is simply not up to the task.

Adam.

122. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-03 23:51:10 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul3.235110.15450@peponi.wcc.govt.nz>
Source record: 220232

In article <1992Jul03.202222.5958@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:
>thus i propose a split of this newsgroup into:

All trivial stuff removed..:-)

> comp.sys.atari.st.i_like_lharc
> comp.sys.atari.st.i_like_zoo
>
>i had considered other alternatives... :-)
>
>>Everybody happy?
>
>grrrr...
>
>-bill
>rosenkra@convex.com
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

Come on Bill get with it, just must support the masses, and I don't think you are the masses...

I have used ZOO 2.1 USA many many times and have big problems with it, some types of ZOO files would not unpack, this is because of a known bug, and confirmed by the Author, and it does not do extract redirection easly when run from a TTP, and will not create added folders, these must be created before..

Is assembler to hard for you Bill :-)..

Come on Bill lighten up and go with the wind or break as they say...

By the way why not try LZH201L when you get it..:-), you might even like it..! it has the new PFX/AFX inside it...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

123. Re: How does ST Xformer work?

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 01:13:07 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Jul4.011307.29417@news.uit.no>
Source record: 220234

In article <1992Jul03.175902.28566@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>ran slower. So don't lose sleep over it. Of course, I did post the source
>code to ST Xformer 2.55 up to the boards about 3 years ago, so feel free
>to hack away at it. I doubt there's much that can be done to it.

Is there any ftp-site which carries this?

>| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
--
/// borgen@stud.cs.uit.no (Boerge Noest)	\\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northermost university	Life is worth living. |

124. I just don't get it. (was Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.))

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 01:53:05 UTC
From: chu@acsu.buffalo.edu
Message-ID: <BquD8H.JsK@acsu.buffalo.edu>
Source record: 220233

In article <1992Jul3.235110.15450@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>I have used ZOO 2.1 USA many many times and have big problems with it,

I have used ZOO 2.1 (not sure if it's USA or not) many many times and have never had *any* problems with it.

> some
>types of ZOO files would not unpack, this is because of a known bug, and
>confirmed by the Author,

Is this known bug so serious that the Author can not possibly ever fix it? Would fixing this bug render utterly and totally incompatible with previous versions of itself? (I ask this seriously because known bugs in any program are a problem. I look forward to a thoughtful answer backed up with documentation.)

(I have heard something of a bug involving timestamping, so that you might run into trouble if TZ is set improperly. Is this what you're talking about?)

> and it does not do extract redirection easly when run
>from a TTP,

don't know about this one.

> and will not create added folders, these must be created before..

I have archived directory trees with Zoo on a Un*x machine and on my ST. It saves paths to files and recreates the directories when I unarchive with no intervention on my part. I don't have to recreate the directory structure ahead of time. It does it for me while extracting files.

Perhaps there are variants of Zoo 2.1 after all... :-)

My own personal take on the matter is that I couldn't care less what archiver becomes "the standard" for the ST as long as it also has a fully compatible Un*x version. (Ideally, of course, portable source should be available so it can be on any platform.)

My rationale is simple. Before I decide to download anything to my ST, I would like to know what I am downloading.

john
chu@acsu.buffalo.edu

125. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 02:55:05 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul04.025505.19311@convex.com>
Source record: 220235

In article <1992Jul3.235110.15450@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>Is assembler to hard for you Bill :-)..

i asked you to take this offline. i see no need for insults. i first learned an assembler 20 years ago. no, it is not too hard for me. what does it get me tho? 20% speed improvement over C for LHarc? why bother? what does it cost me? non-portability. is it worth it? i say no. you say yes. stalemate.

i've wasted far too much time on this discussion with you. consider me gone...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

126. Re: I just don't get it. (was Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.))

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 03:46:26 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul04.034626.21006@convex.com>
Source record: 220236

In article <BquD8H.JsK@acsu.buffalo.edu> chu@acsu.buffalo.edu (John C. Chu) writes:
>I look forward to a thoughtful answer backed up with documentation.

seek enlightenment elsewhere, friend...

>(I have heard something of a bug involving timestamping, so that
>you might run into trouble if TZ is set improperly. Is this what you're
>talking about?)

this is really something related to different GNU libraries. i have
allan pratt's original port of RCS. it likes TZ to be :EST5EDT while zoo 2.1
prefers EST5EDT. both are POSIX compliant as i read it. i assume it is because
of the 6-12 month diff in compile dates (hence lib versions). it is more an
annoyance than a bug if you use both (i do). i suppose i should just
recompile both with the same lib and fix it. at the moment, i just alias
zoo to 'setenv TZ EST5EDT ; zoo21 \!* ; setenv TZ EST5EDT' and all is
well.

the code that has the bug with timestamping is actually lharc <=2.01i.
on TOS < 1.4, it does not (by default) preserve timestamps (like virtually
every other archiving system available). i am not sure if there is a
switch to override this. of the docs i have, the ones in english only
mention timestamping in context of comparing 2 files (ie should i add/extract
a file to/from an archive if it is newer or should i reset the timestamp
of the archive itself). i can't find anything talking about if the file
in the archive is dated x and today's date is y, should i make the extracted
file's time x instead of y. lha will make it x (as will zoo, GNU tar, arc,
etc). lharc 2.01i and earlier seem to make it y (today's date). note that
i really mean date/time. this behavior may be limited to TOS 1.2 and earlier.
i run TOS 1.2 on my mega. (i also have the TOS 1.4 roms, tho i have not
installed them. this is NOT the solution, anyway.)

now that i have the unix version for lha 1.00, this is moot anyway until
lharc changes format on us again. thanx, BTW, to the people in germany who
pointed me to this code. i uploaded the original to atari.archive since i
did not find it there. i believe the file is lha-1.00.tar.Z. compiled on
the ST with gcc -O (so far) it seems to extract just as fast as LHarc but
is 1.7x slower on archive creation. if i have time, i will look into this.
the diffs, BTW, are trivial. if anyone is interested, i will post them
when i look into the performance issue. i suspect that lha should run as
fast as zoo on archive creation. in that case it will be only 10-20% slower
than LHarc, but the source will be portable. i suspect that whatever
features from LHarc that are missing from lha can be suitably #ifdef'ed
and backed into the source so it will remain portable to unix/VMS/MSDOS/etc.

there is really no need to convert the LHarc assembler to C now.

i you can't wait for the diffs, look at lharc.h and util.c. the header
had the "rb" and "wb" macros commented out. should have been #ifdef'ed
(i used #ifdef FORCEBINARY). i built with MiNT libs at PL 19. does not
have ftruncate(2) so must -DNOFTRUNCATE. in util.c, find the ifdef dealing
with NOFTRUNCATE (#if defined(NOFTRUNCATE) && !defined(_Minix)) and add
this to the end: && !defined(atarist). this will eliminate code for rename(2)
which mint .olb has. the only other thing i remember is -DSYSV_SYSTEM_DIR is
needed. somewhat of a misnomer since this is really POSIX. i could not get
the nested make to work, so i built a script. oh, you probably need
-traditional, too. i did not need any code changes on a 4.3BSD/POSIX system.
just -DSYSV_SYSTEM_DIR and a switch for pcc. nice implementation. it came
from the japanese guys. near perfect so far (tho not really ANSI/POSIX)...

ciao

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

127. Re: How does ST Xformer work?

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 06:24:36 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <61508@cup.portal.com>
Source record: 220239

Boerge Noest asks:

>>ran slower. So don't lose sleep over it. Of course, I did post the source
>>code to ST Xformer 2.55 up to the boards about 3 years ago, so feel free
>>to hack away at it. I doubt there's much that can be done to it.

>Is there any ftp-site which carries this?

I don't have my listing of files on atari.archive handy, but
I'd imagine it would be in their \emulators directory.

BobR

128. Battle Chess for sale?

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 06:49:22 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <3JUL92214922@acad3.alaska.edu>
Source record: 220240

Anyone have a legitimate copy of ST Battle Chess for sale???

129. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 07:01:27 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Jul4.070127.19702@terminator.cc.umich.edu>
Source record: 220241

```
drwxrwxr-x atari 1024 Jun 28 11:19 .
-rw-rw-r-- weiner 144124 Jun 28 11:19 ./Index
-rw-rw-r-- weiner 65451 Jun 28 11:19 ./CompInd.Z
```

130. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 09:05:00 UTC
From: only_bbs!Pizza_Thief@overmind.mind.org
Message-ID: <2151905@overmind.citadel>
Source record: 220112

to mlkaaden @
cip.infromatik.uni (regarding MIDIMAZE II):
the problem with reading the docs is: THEY'RE IN GERMAN and I don't read
german. I do have an english version that someone has translated (some user
group) but they neglected to include any information as to where to direct
shareware payments. Have you indeed sent a shareware payment and recieved
this editor? If so, please send information regarding the address and amount
to send for shareware payment (as well as how you suggest best sending
american money to germany!). thanks again.

131. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 10:14:00 UTC
From: only_bbs!King_Midas@overmind.mind.org
Message-ID: <2151974@overmind.citadel>
Source record: 220111

Pizza Thief:
Try going to a local bank (the main branch of one) and they can exchange
your money for foreign currency (according to my dad).

132. LHarc V201l-Source

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 10:39:53 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Jul4123942@centime.cs.tu-berlin.de>
Source record: 220244

In article <1992Jul03.202222.5958@convex.com> rosenkra@convex.com (William Rosenkranz) writes:

> >lzh201le.ttp & lzhsourc.lzh).

> >Everyone now can make his own Version, if he place in his own name and
> ^^^ NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO,NO
> >change versionnumber and perhaps the name of the archiver.
>
> ...but this reverses the direction again! this is how it all started in
> the first place. sheesh...

There are ever two sides... I think its a good idea make the source free available, so everybody can add his own features. I don't think, that many people realy want make her own version. Take a look at zoo: there are only 3 or 4 people working on the Source.

> look, i suggest that we either 1) totally ignore lh* and use zoo, 2) use
> the portable lha 1.00 (unix), or 3) let thomas questor coordinate
> development. the last thing we need is 50 more of "his own Version"
> floating around.

Point 3) is what Thomas Quester offered in the README (but only in german, I think...), so that will be the best choise before offering a own version!

Programers can contact Thomas when they have a good idea for LHarc that would be interesting for everybody. (MausNet: Thomas Quester @ HH2, from Internet Thomas_Quester@hh2.maus.de should work.)

Ciao
Herwig
--
Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

133. Re: notators great...but...???

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 11:04:05 UTC
From: skershaw@loki.une.edu.au
Message-ID: <2909@loki.une.edu.au>
Source record: 220245

From article <yw09mB1w164w@cellar.org>, by darling@cellar.org (Thomas Darling):
> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>
>> Nope, you can't use an EGA monitor. You can choose either Atari
>> monochrome monitor (SM124 or SM147), which is probably a good idea
>> since you can then use high-res monochrome for your sequencing and
>> notation. Or, use the Atari color monitors (SC1224 or SC1435), although
>> I have no idea whether Notator runs in medium res -- be sure to check
>> on this before deciding on a monitor.
>
> The C-Lab people say that Notator won't run on a colour monitor. I tried it
> anyway, since I have one sitting around. It works, but it looks like shit;
> truly unusable for score editing. It's kind of nice to know that I can use
> it as an emergency backup monitor if my monochrome monitor dies, tho.

Well, I hate to disagree here (;^) but I only have a colour monitor and have
been using Notator with it since early '89. No real problems. Sure, it's a
bit scrunched up, but I haven't had a real job since the end of '88 and can't
afford a mono monitor yet, so I'm not complaining. It starts it up in black and white and
it stays black and white after exiting too. One thing I found I had
to do was turn the brightness and chrominance levels way down to get a useable
screen colour to work with.

Speaking for me and my experiences,

Shane.
--
Shane Kershaw, Business and Computing, |"Life! Don't talk to me about life!"
University of New England - Northern Rivers|Douglas Adams via Marvin
Lismore NSW Australia |Internet: skershaw@loki.une.edu.au
You call me a professional? No way! If I was a professional I'd have to take it seriously.
Now where's the fun in that, I ask you?

134. Re: Tired of mindless flaming (FLAME ON!)

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 11:11:26 UTC
From: skershaw@loki.une.edu.au
Message-ID: <2910@loki.une.edu.au>
Source record: 220246

```
From article <m2B0mB1w161w@grafted.UUCP>, by ziggy@grafted.UUCP (anthony lewis):
> dmb@wam.umd.edu (David M. Baggett) writes:
>> In article <1992Jun29.090036.8954@unix.brighton.ac.uk> mm68@unix.brighton.ac.
>> >Here here! Bravo that man!
>>
>> What? Tired of mindless flaming means tired of Usenet! Love it or
>> leave it, you malcontent! And isn't that supposed to be "Hear, hear?"
>> Learn to write English before you post, you ignorant cretin! And
>> while you're at it, pare down that absurd .signature file!
>>
>> For the massively humor-disabled:
^^^^^

that's humour, isn't it?

>> :-)
>> Dave Baggett
>> dmb@wam.umd.edu
>
> I hope this was not directed towards me, I would hate to
> think my grammar deserves " ingnorant cretin ", but I still hate
^^^^^^^^^

That's ignorant isn't it?

> DESTRUCTIVE flaming, but do adocate discussions on differences in
^^^^^^^

that's advocate isn't it?

> opinions, if they are rational. ( not just, your IBM sucks, but why
> does it suck.. ).
>
> Ziggy.
> --
> anthony lewis

Just my tuppences worth on the spelling front. It annoys me no end that
people attempt to type faster than fingers and brain really want them to.
No wonder we're going nowhere in a hurry: everyone's trying to get there
before we've even started ;^{)).

Shane.

--
Shane Kershaw, Business and Computing, |"Life! Don't talk to me about life!"
University of New England - Northern Rivers|Douglas Adams via Marvin
```

Lismore NSW Australia |Internet: skershaw@loki.une.edu.au
You call me a professional? No way! If I was a professional I'd have to take it seriously.
Now where's the fun in that, I ask you?

135. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 13:45:17 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jul4.134517.1386@a.cs.okstate.edu>
Source record: 220247

I've never heard of zoo 2.1 USA, and if you have so mych trouble with it
DUMP it. Get zoo2.1x off atari.archive as it is solid. Doesn't mention "USA"
anywhere.... so maybe it'll work in NZ too!

Better luck this time!
jc

136. Re: Forced-freeware archivers considered harmful (was Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 14:48:08 UTC
From: steve@thelake.mn.org
Message-ID: <A1308891364@thelake.mn.org>
Source record: 220249

[In article <1992Jul3.235110.15450@peponi.wcc.govt.nz>,
sheppard_r@kosmos.wcc.govt.nz writes ...]

> I have used ZOO 2.1 USA many many times and have big problems with it, some
> types of ZOO files would not unpack, this is because of a known bug, and
> confirmed by the Author, and it does not do extract redirection easly when run
> from a TTP, and will not create added folders, these must be created before..

This is true: There is one known bug in the original ST release of
ZOO 2.1 that crops up in rare circumstances when unpacking ZOO 2.0
archives. Bill Schroka fixed it and send me a copy of the fixed
binaries, but so far as I know, he never publicly distributed the
fixed version.

I've seen the ``won't create added folders'' complaint several times,
and unless I misunderstand the reference, it's either misinformed or
silly. ZOO *will* create folders as needed to house the files in the
archive. If you want everything placed in some newly named folder, of
course you have to create it yourself. I don't see why it should be
considered harder to create a base folder using the GEM Desktop than
by passing some obscure command switch to LHARC.

> By the way why not try LZH201L when you get it..:-), you might even like it..!
> it has the new PFX/AFX inside it...

... But Roger still doesn't get the message. LZH201L won't run on a SPARC,
VAX, NeXT, Iris, Pyramid, or Apollo. That is not a good situation.

If the recently unearthed Unix LHA sources prove to be portable,
reliable and compatible, that may be a partial solution. (The problem
of LHARC screwing up timestamps still needs to be fixed.)

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

137. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 14:56:59 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Jul04.145659.37067@infoserver.th-darmstadt.de>
Source record: 220248

This discussion has been going on for months...

How about this as a settlement:

People may pack their binaries&doc in whatever format they like.
((zoo|lharc) & arc) preferred.

People are encouraged to archive their sources with ZOO as the chances
that zoo will be available on future machinery is somewhat larger than
for any of the others.

People ought to split cleanly between sources and documentation.

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Waiting for the time when chips are measured in color.

138. Re: notators great...but...???

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 17:12:42 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <VNDeNB1w164w@oneb.almanac.bc.ca>
Source record: 220250

skershaw@loki.une.edu.au (Shane Kershaw) writes:
>Well. I hate to disagree here (:^) but I only have a colour monitor
>and have been using Notator with it since early '89. No real problems
>Sure, it's a bit scrunched up, but I haven't had a real job since the
>end of '88 and can't afford a mono monitor yet, so I'm not complaining.
>It starts it up in black and white after exiting too. One thing I
>found I had to do was turn the brightness and chrominance levels way
>down to get a useable screen colour to work with.

I have been using Notator 3.0 since early '91, originally with a colour monitor, and for the most part agree. However, the problems I encountered were with the score printout. On a colour monitor, the score printouts will contain some missing note heads and stems. (I have a 1040 STe with 4 meg, Syquest 44 hard drive, and print to a DeskJet 500). After switching to a mono monitor some months later, the print out was perfect. It was explained to me, that Notator uses a screen dump to print, and the colour monitor definately was NOT recommended.

My suggestion is to go ahead and use the colour monitor for sequencing, as it works just fine, but for notation scoring, a mono monitor is a must.

Notator IS a great program!!

Bruce.

bhawker@oneb.almanac.bc.ca (Bruce Hawker)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

139. Re: My vote for ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 17:35:48 UTC
From: nollert@nova.tat.physik.uni-tuebingen.de
Message-ID: <nollert.710271348@nova>
Source record: 220101

sheppard_r@kosmos.wcc.govt.nz writes:

[...]

>I have used ZOO 2.1 USA many many times and have big problems with it, some
>types of ZOO files would not unpack, this is because of a known bug, and
>confirmed by the Author, and it does not do extract redirection easly when run
>from a TTP, and will not create added folders, these must be created before..

We must be talking about different programs...

I agree with Bill Rosenkranz that this discussion is going around in
circles. However, it's my impression that you keep repeating rather
sweeping or even wrong statements about ZOO in order to turn people
away from it. As long as you do that, I take the liberty to contradict
your statements.

I have obtained ZOO 2.1 from the server rusmv1 in Stuttgart, but it
should be identical to the one available from a.a. As stated before, I
have used it heavily on a rather heterogeneous set of machines.
- I have NOT found any serious bug,
- I have NOT encountered any archive which I could not extract, or
which gave me trouble in any other way,
- ZOO 2.1 does create the directories it needs for unpacking (this can
be disabled, though).

And just what do you mean by "extract redirection"??

Hans-Peter
--
Lehr- und Forschungsbereich Theoretische Astrophysik (TAT),
Universitaet Tuebingen, Auf der Morgenstelle 10, D-7400 Tuebingen, Germany
Tel.: 49-7071-295921 Telefax: 49-7071-295400 Telex: 726 2867 UTNA D
nollert@tat.physik.uni-tuebingen.de PSI%45050260314::NOLLERT

140. Re: LHarc V201I-Source

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 21:35:11 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul04.213511.27929@convex.com>
Source record: 220103

In article <HESCHE.92Jul4123942@centime.cs.tu-berlin.de> hesche@cs.tu-berlin.de (Herwig Schelauske) writes:
>Point 3) is what Thomas Quester offered in the README (but only in
>german, I think...), so that will be the best choise before offering a
>own version!

i hope thomas does offer to coordinate lharc. he appears to be the most knowledgable about it and well known to this newsgroup. he should also consider lharc in a larger context and do his best to satisfy all needs if possible. a 100% portable C version for CLI use has to be the lowest common denominator. i suspect that anyone with a telephone can get a CLI. being able to deal with systems with only
a single drive is necessary, tho you should realize that more and more people have hard drives. consider the expansion in memory from 8KB to 4MB. note that larger context includes other operating systems (especially MS-DOS, Unix, and VMS), various ST configurations (i don't think he should have to worry about "foreign" system peculiarities), user's language, etc.

he should also consider writing in C with a decent compiler. asm has to be a pain to program. "modern" compilers like gnu C generate pretty good code, all things considered. and this gets better all the time. asm is asm. there are no advances. that is the limit. other archivers are already within 20% of the speed of LHarc. consider this a trend.

>Programers can contact Thomas when they have a good idea for LHarc that
>would be interesting for everybody. (MausNet: Thomas Quester @ HH2,
>from Internet Thomas_Quester@hh2.maus.de should work.)

i think it might be appropriate to send him code as well. ideas are great but code saves dev time. i'll leave it up to thomas to figure out how to handle this. i'd recommend starting with freezing a recent LHarc release in both asm and asm converted back to C. add features to both concurrently. or abandon the asm if he gets a decent C compiler. have the code submissions diff'ed to the C baseline. odds are all that will be added are features. note that the C baseline should be portable (no GEM, bios, etc unless they are #ifdef atari or something). he might find it helpful to contact someone like the zoo author (rahul dhesi (sp?)) for sage advice.

if he needs/wants the GNU C compiler/libs, i'll be glad to mail him floppies of much of my dev environment...

ciao

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

141. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 22:30:00 UTC
From: Christoph_Bregulla@k2.maus.de
Message-ID: <A43166@K2.maus.de>
Source record: 219975

a>i have tried one of these hardware patches . It doesn't work unless you
a>have an accelerator. It works fine for uploads, but lots of CRC's and
a>other errors for downloads. The standard ST is simply not up to the task.
You need a RTS/CTS-Patch, cause the serial-in buffer becomes flooded if
something slows down the comp...

bye

142. Re: 50Hz on a color monitor, how?

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 22:56:36 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul4.225636.3105@solace.hsh.se>
Source record: 220104

automan@milton.u.washington.edu ( ) writes:

>My next problem is that I have downloaded Dynamite and some other great
>demos, but the screen starts rolling uncontrollably after I run it.

>Roger Mcghee (automan@milton.u.washington.edu)

This is probably due to that the demos often sets the refreshrate to 50Hz
(european demos). They often do this because if they for an example wants
to 'open the borders' they change the refreshrate between 50/60/71Hz in
a special way. There is only one thing you can do, if your monitor can't
handle 50Hz and that is to adjust it so the picture stops rolling.

/Hasse
--
+---+
!email: hasse@solace.hsh.se snail-mail: Hans Holmberg !
!irc: Knightman Sommarv. 5 !
!flames: /dev/null 854 67 Sundsvall !

143. PLAYING MUSIC FILES

Newsgroup: comp.sys.atari.st
Date: 1992-07-04 23:45:26 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jul4.234526.16729@ucsu.Colorado.EDU>
Source record: 220105

I was wondering is there any PD warez that will allow me to play some .mod files? I assume these are AMIGA formats? If there are any, please send me the ftp site where I can locate it (the name too please).

Thanks,
Jeff

144. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 03:42:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul5.034222.1713@peponi.wcc.govt.nz>
Source record: 220106

In article <1992Jul4.134517.1386@a.cs.okstate.edu>, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>I've never heard of zoo 2.1 USA, and if you have so mych trouble with it
>DUMP it. Get zoo2.1x off atari.archive as it is solid. Doesn't mention "USA"
>anywhere.... so maybe it'll work in NZ too!
>
>Better luck this time!
> jc

Thats were it came from, its a solid as piece honey comb, try using it with one or two disk drives from the TTP...

And it fails on some types of archives....

I will stick to LZH201 as all otheres have here in NZ...

Roger..... sheppard_r@kosmos.wcc.govt.nz

145. Re: Forced-freeware archivers considered harmful (was Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 03:51:27 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul5.035127.1912@peponi.wcc.govt.nz>
Source record: 220107

In article <A1308891364@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <1992Jul3.235110.15450@peponi.wcc.govt.nz>,
> sheppard_r@kosmos.wcc.govt.nz writes ...]
>
>
> > I have used ZOO 2.1 USA many many times and have big problems with it, some
> > types of ZOO files would not unpack, this is because of a known bug, and
> > confirmed by the Author, and it does not do extract redirection easly when run
> > from a TTP, and will not create added folders, these must be created before..
>
>This is true: There is one known bug in the original ST release of
>ZOO 2.1 that crops up in rare circumstances when unpacking ZOO 2.0
>archives. Bill Schroka fixed it and send me a copy of the fixed
>binaries, but so far as I know, he never publicly distributed the
>fixed version.
>
>I've seen the ``won't create added folders'' complaint several times,
>and unless I misunderstand the reference, it's either misinformed or

---
Well LZH201 will redirect extraction just like this...

a:\file.lzh b:\unpack\

No funny switches use here, is there, and it extracts to the b: drive and
creates the unpack folder, zoo2.1 does not do that at all..??

> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

Roger.............. sheppard_r@kosmos.wcc.govt.nz

146. Re: My vote for ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 03:56:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul5.035605.1986@peponi.wcc.govt.nz>
Source record: 220108

In article <nollert.710271348@nova>, nollert@nova.tat.physik.uni-tuebingen.de (Hans-Peter Nollert) writes:
>
>I have obtained ZOO 2.1 from the server rusmv1 in Stuttgart, but it
>should be identical to the one available from a.a. As stated before, I
>have used it heavily on a rather heterogeneous set of machines.
>- I have NOT found any serious bug,
>- I have NOT encountered any archive which I could not extract, or
> which gave me trouble in any other way,
>- ZOO 2.1 does create the directories it needs for unpacking (this can
> be disabled, though).
>
>And just what do you mean by "extract redirection"??

Try this with Zoo 2.1 ... a:\file.lzh b:\unpacks\

LZH 201 is that simple...

>Hans-Peter
>--
>Lehr- und Forschungsbereich Theoretische Astrophysik (TAT),
>Universitaet Tuebingen, Auf der Morgenstelle 10, D-7400 Tuebingen, Germany
>Tel.: 49-7071-295921 Telefax: 49-7071-295400 Telex: 726 2867 UTNA D
>nollert@tat.physik.uni-tuebingen.de PSI%45050260314::NOLLERT

Roger.............. sheppard_r@kosmos.wcc.govt.nz

147. Re: Forced-freeware archivers considered harmful (was Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 04:04:11 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul5.040411.2215@peponi.wcc.govt.nz>
Source record: 220109

In article <A1308891364@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
>
>If the recently unearthed Unix LHA sources prove to be portable,
>reliable and compatible, that may be a partial solution. (The problem
>of LHARC screwing up timestamps still needs to be fixed.)

I have tested it with TOS 1.4 and there is no problem with it, it is TOS
dependant, Atari did some changes with the GDOS date routines between
tos 1.2 and 1.4 from memory, may be Thomas Quester does not have TOS 1.2 to
test this out on..??.

Why not try to help, rather that hinder all the time..!!

> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

Roger..... sheppard_r@kosmos.wcc.govt.nz

148. Re: 50Hz on a color monitor, how?

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 07:05:05 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul5.070505.17947@msuinfo.cl.msu.edu>
Source record: 220110

automan@milton.u.washington.edu ( ) writes:

>I am sure this has something to do with the frequency, but after running
>50hzswap or using control panel to config monitor for 50hz, I still get
>the rolling screen. Do these programs only work on monochrome monitors?

It's more likely just a matter of a minor vertical hold adjustment on
the back of the monitor (you may have to reach in withan adjustment
tool of some sort...) to get your monitor to be stable at both Hz
settings.

149. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 09:16:34 UTC
From: ue@nathan.do.open.de
Message-ID: <H.T0ekbSb6sZs@nathan.do.open.de>
Source record: 219865

In <1992Jun22.172907.3639@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:

>In article <H.1HZSKJmjjs2@nathan.do.open.de>, ue@nathan.do.open.de (Udo Erdelhoff)
writes:
>>As you see, it's no problem to get sources for lh5, so I can't understand
>>why some people are always saying the .LZH files cause problems.
>
>It IS a problem to get sources for lh5! Of the off-the-cuff sources you've
>mentioned in this article, I was unable to come up with a single, verifiable
>version of LHARC source code which incorporated the -lh5- format.
Ok, I'm gonna get the sources from that Hamburg BBS and -uh- how do I upload
to a.a.u.e via Mail? Time to read that welcome posting again...
/s/
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

150. Re: Hard Drive backup to 1.44's

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 09:21:08 UTC
From: ue@nathan.do.open.de
Message-ID: <H.MYEevRF78oo@nathan.do.open.de>
Source record: 219868

In <92173.005844JJL101@psuvm.psu.edu>, J.J. Lehett writes:

> Besides the new Diamond Back II, are there any other HD backup progs that
>support high density drives? (even PD or shareware ones?)
Yeah, The Vault works fine with High Density Disks, allthough it's format
option doesn't support formatting them. Fortunately, relabel works with HD
Disks so you can format the disks before starting The Vault and go...
/s/

--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

151. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 09:26:44 UTC
From: ue@nathan.do.open.de
Message-ID: <H.CuRG5Bed7HU@nathan.do.open.de>
Source record: 219866

In <1992Jun24.165342.26478@crc.ac.uk>, Dr. N.A. Affara writes:

>This might sound like a stupid question but I am asking it anyway.
There are no stupid questions but stupid answers...

>What version of TOS is Rainbow TOS (I had a piece of paper about it but
>it got lost:-).
That's TOS 1.04 (or 1.4 in the old, wrong fashion)

>Also, what difference does the version of TOS you have make?
Hmm, 1.00 is absolutely buggy, 1.02 has less bugs but working RTS/CTS, 1.04
is really stable (especially when hard disk are used) much faster but has
no working RTS/CTS, TOS 2.XX and 3.XX contain the new desktop (3.XX only for TT,
2.00-2.05 only for Mega STE), TOS 2.06 works on Mega STE and all other STs,
has the new desktop, less bugs (there are some really anoying ones) and working
RTS/CTS.. the best choice for any 68K-Atari except TT...

/s/
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

152. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 09:33:28 UTC
From: ue@nathan.do.open.de
Message-ID: <H.&9VCNcIsO&U@nathan.do.open.de>
Source record: 219867

In <1992Jun22.104105.26694@urz.unibas.ch>, Capt.J.T. Kirk writes:
^^^^^^^^^^^^^^
Grin...

>I am using WINX on my 1040STFM (4MB), TOS 1.4 (or rather 1.04).
>I installed it with 16 windows. Works fine with most gem-progs that
>use windows, but in the ATARI-DESKTOP I still can open only 4
>windows.
Blame Atari for it, the desktop doesn't use normal system calls (via trap)
but jumps directly into the routines. So there's no chance for more than
4 windows in desktop except....

>Is everything the way it is supposed to be (still only 4 windows in desktop),
>or do I have to change something ?
Yeah, get WINX 2.0, it offers 40 windows within the desktop, control elements
in all window (not only the topped one). The only problem is that you've got
to copy the whole GEM into the RAM in order to give WINX a chance to patch it.
That shouldn't be a problem on a 4 MByte machine like yours or mine, but the
512 KByte or 1 MByte are going to get some trouble....
/s/

--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

153. post failed

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 12:34:45 UTC
From: jbunch@ISIS.CS.DU.EDU
Message-ID: <9207051247.AA29088@isis.cs.du.edu>
Source record: 220113

```
/home/lib/nn/aux: /usr/lib/news/inews: not found
/usr/lib/news/inews failed

Your response has been saved in ~/dead.letter

Your article/letter follows:
Newsgroups: comp.sys.atari.st
Subject: Flash II and call waiting...

Is anybody out there using Flash II? I seem to have run into a bug.
I have call waiting, and when I dial I send a dial string that looks
like the one below:

atdt *70, 4534110

With the *70, disabling call waiting for that call. If I try this in
Flash II it bombs. Everytime. I have tried putting it in the dial
string and putting it in the number field on the boards field. Any
clues? Is this a known problem.....

John
```

154. Re: Forced-freeware archivers considered harmful (was Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 13:40:48 UTC
From: chu@acsu.buffalo.edu
Message-ID: <Bqx4o0.4pL@acsu.buffalo.edu>
Source record: 220114

In article <1992Jul5.035127.1912@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Well LZH201 will redirect extraction just like this...
>
>a:\file.lzh b:\unpack\
>
>No funny switches use here, is there, and it extracts to the b: drive and
>creates the unpack folder, zoo2.1 does not do that at all..??

I guess it all boils down to this:

The convenience of being able to do "redirect extraction" (LHARC) vs.
the convenience of being able always to use the *exactly* the *same*
archiver across many platforms (ZOO).

I realize that a portable version of lharc is available, for now.
Until someone coordinates development of lharc, that could get
seriously out of sync. I, like others on the net, think that the best
choices for a coordinator would be Thomas Questor or the originators
of lharc, who could release the portable source. Then if Thomas
Questor wished, he could make a version optimized for the ST and make
that shareware, or a commercial product or whatever else he might
wish.

Also, it doesn't sound too hard to add "extract redirection" to Zoo.
(It certainly is easy enough to "emulate" this manually. :-))

In any case, if Lharc development were coordinated, then both Lharc
and Zoo would be consistent across platforms, and people could simply
choose which ever archiver they have a preference for (religious or
otherwise) and know that anybody who wishes to unarchive will be able
to do so with a minimum of hassle. I think this solves everyone's
problems and stops this waste of bandwidth.

Does anyone have access to Thomas Questor?

(BTW, Roger is half right, screwing timestamping is a TOS (not GDOS)
problem that Atari fixed with TOS>=1.4)

john
chu@acsu.buffalo.edu

155. Re: Sozobon-C

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 14:55:52 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jul17223952@acae127.cadence.com>
Source record: 219563

In article <1992Jul10.102511.4036@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:

> In article <A1111562470@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
> >Yes, the object table in 1.4 has been expanded to link twice as many
> >object modules and ignore (skip over) up to 300 library modules.
>
> 300? Is that all? Game Workbench is about 450 and fast approaching 500!
> Now you see why folks are gonna want the source.
>

i could not let this pass :-) i give you the following out of context
quote of an out of context quote (form obstack.h) (and yes gcc-ld does
dynamically create everything):

One motivation for this package is the problem of growing char strings
in symbol tables. Unless you are "fascist pig with a read-only mind"
[Gosper's immortal quote from HAKMEM item 154, out of context] you
would not like to put any arbitrary upper limit on the length of your
symbols.

appropraite huh!!

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

156. Re: OS/9 on an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 15:20:45 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jul17230445@acae127.cadence.com>
Source record: 219564
Cross-posted to: comp.sys.atari.st,comp.os.os9

CIS: 71515,155
In article <1992Jul2.220113.26829@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:

> The subject pretty much says it all. Ive got a 4mb STe, and considering
> that its a 68k processor, OS/9 should run on it.
>
os/9 has been available on the st/tt for a long while now.
unfortunately micrcom marketing dept have'nt gotten their collective
heads out of their you know what about the pricing to make this a
success it could have been. what a shame....
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

157. Re: C compilers and Resource Editors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 15:45:12 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jul17232912@acae127.cadence.com>
Source record: 219565

In article <1992Jul13.100125.11426@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
> The only 2 RSC programs that I have seen, and not counting Ataries one,
> were the HiSoft WERCS and K-Resource2, I have used both of these,
> but the one I liked best was the K-Resource and this was version 1.0,

dont forget jim charltons PD resource editor. you get source with it,
so the possibilities are endless.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

158. Information about MetaDOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 17:43:36 UTC
From: hoefer@rwthi3.informatik.rwth-aachen.de
Message-ID: <1992Jul5.174336.23571@Urmel.Informatik.RWTH-Aachen.DE>
Source record: 220115

```
Hi there, out in the net!

I am looking for _ALL_ available information about Atari's MetaDOS.
Especially technical documentation would be warmly appreciated.
(Please reply via E-Mail.)

Thanx in advance!

---
+-----------------------------------------------------------------------+
| Frank Hoefer hoefer@mozart.informatik.rwth-aachen.de |
+-----------------------------------------------------------------------+
| Lehrstuhl fuer Informatik III | Hainbuchenstrasse 6 |
| Technical University of Aachen | W-5100 Aachen |
| Ahornstrasse 55 | Germany |
| W-5100 Aachen | |
| Germany | Voice: (+49) 241 / 86752 |
+-----------------------------------------------------------------------+
```

159. Re: Tired of mindless flaming (FLAME ON!)

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 18:51:36 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul5.185136.8461@wam.umd.edu>
Source record: 220117

In article <2910@loki.une.edu.au> skershaw@loki.une.edu.au (Shane Kershaw) writes:
>From article <m2B0mB1w161w@grafted.UUCP>, by ziggy@grafted.UUCP (anthony lewis):
>> dmb@wam.umd.edu (David M. Baggett) writes:
>>> For the massively humor-disabled:
> ^^^^^
> that's humour, isn't it?

Not in the United States. Must you people insist on putting u's where
they don't belong?! I mean how am I supposed to pronounce "colour,"
anyway? "Kuhlower?"

:-)

Dave Baggett
dmb@wam.umd.edu

160. Re: Forced-freeware archivers considered harmful (was Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 18:53:16 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul05.185316.12371@convex.com>
Source record: 220116

In article <1992Jul5.040411.2215@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>I have tested it with TOS 1.4 and there is no problem with it, it is TOS
>dependant, Atari did some changes with the GDOS date routines between
>tos 1.2 and 1.4 from memory, may be Thomas Quester does not have TOS 1.2 to
>test this out on..??.

what does GDOS have to do with this? or do you mean GEMDOS?

this is what i'd call a serious bug. timestamps are part of the data and
integrity is thus compromised with this program on TOS < 1.4. this program
is not even portable across the ST let alone beyond. the more i hear about
this program, the less i like its basic design. it overlooks the basics.

i will grab the newly released src and see what i can do. however, if i
don't have the particular assembler that TQ uses, it will be excruciating
to change anything, let alone compile. this is near-trivial if it were in
ANSI C with POSIX bindings. with C you can have all the features you
want/need, it will run no more than 20% slower, and it will be portable.
what roger fails to understand is that there are as many source formats
for assembler code as there are assemblers. for example, if this code is
written with assembler macros, and your assembler does not support them,
conversion is difficult at best. i have the following assemblers: madmac,
gas, as68 (alcyon/DRI) and a few PD ones. is LHarc written with any of
these? it would be helpful to know before i waste my time getting the src.

-bill
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

161. Re: More AT-Speed Questions

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 18:54:49 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jul5.145449.8209@newstand.syr.edu>
Source record: 220118

In article <1992Jul3.123303.1@violet.ccit.arizona.edu> dtarico@violet.ccit.arizona.edu writes:
>Does anybody have a newer version of the AT-Speed C-16 system software than
>ver 3.02? I know that a version 3.5 was put out, but I'm not sure if
>that is the latest. Where can the newer versions be obtained?
>Any info would be appreciated. Thanks.
> Doug Tarico
Good question, Doug. Let me take it one step further:
Where does one turn for "official" info about the upkeep of
ATSpeed in the states? Is there a place? or is the net still
the BEST place to turn to?
--Gerry
ggreenbe@rodan.acs.syr.edu

162. Re: termcap/curses problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 19:33:41 UTC
From: sjaak@research.ptt.nl
Message-ID: <sjaak.710364821@athena.research.ptt.nl>
Source record: 220119

jensk@hpbbrd.bbn.hp.com (Jens Kilian) writes:

>/ hpbbrd:comp.sys.atari.st / sjaak@research.ptt.nl (Schilperoort J.W.) / 12:12 pm Jul 1, 1992 /
>> In the output the string "this is " gets erased by the second refresh.
>> The cursor is positioned on the 8th column using a tab, and a tab seems
>> to be erasive. I used several termcaps, including the one that comes
>> with crssrc12.zoo, and tried both tos and mint but to no avail. Ideas?

>On the ST, TAB is destructive. Curses assumes a non-destructive TAB. The fix
>is to remove the TAB capability from your termcap entry.
>BTW, this is not a bug. The TAB capability is really only usable with terminals
>that have a non-destructive TAB (that's why it exists in the first place).

I don't think that would help. I've scanned the curses/termcap code
and found out that if no tab character is specified in the termcap
file (ta-entry), curses assumes the '\t'-character. The only
condition on which curses doesn't output tabs is when the tty-mode
indicates that tabs are replaced by spaces on output, namely when
XTABS is set in the tty-flags. It seems that this is not the case
when using the gcc libraries (mntlib20) with their emulation of ioctl,
so maybe the problem lies there.

Having found this, a workaround is simple. Just set XTABS before
using curses routines. Knowing that curses on the Atari uses file
descriptor 0 for checking tty-modes, we get something like:

```
#include <ioctl.h>
#include <curses.h>

main() {
#ifdef atarist
struct sgttyb tty;
gtty(0, &tty);
tty.sg_flags |= XTABS;
stty(0, &tty);
#endif
initscr();
mvaddstr(0,0,"this is text");
refresh();
mvaddstr(0,0,"this is junk");
refresh();
getch();
endwin();
}
--
```

Sjaak Schilperoort J.W.Schilperoort@research.ptt.nl
PTT Research, The Netherlands

163. Any other Atomic Robokid fans out there?

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 19:38:55 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Jul5.194528.12343@ryn.mro4.dec.com>
Source record: 220073

Well, I spent most of the 4th playing Atomic Robokid on my friend's ST. I was never able to defeat that creature that you're trapped in the golden brick room with...

ANYWAY, after SERVERAL hours, I finally found its weakness and defeated it. (I won't spoil it, in case anyone is trying to figure it out themselves).

I was wondering if anyone out there knows of any "cheats", "backdoors", etc. for this game. It seems to allow you 9 lives total, 3 lives each game, and the ability to continue the game (only) twice.

ANYWAY, if anyone has any good info, please post it!

AND, if you are desperately seeking the "secret of the creature with the long swinging deadly arm", EMAIL me, and I'll fill you in!

Thanks,

John

164. need a B/W monitor and a HD

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 22:50:22 UTC
From: g0omen@CDF.TORONTO.EDU
Message-ID: <92Jul5.185027edt.30987@marvin.cdf.toronto.edu>
Source record: 220120

Hiya all,

Does anyone out there have a monitor or a HD they'd be willing
to part with? Email me what you have, and what you want for it.
Thanks,

Damian
--
"I have plenty of common sense... I just choose to ignore it!"
- Calvin & Hobbes
Damian R. Kanarek : g0omen@cdf.utoronto.ca
Department of Computer Science, University of Toronto, CANADA

165. Re: PLAYING MUSIC FILES

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 23:21:57 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jul5.232157.11395@ucsu.Colorado.EDU>
Source record: 220122

In article <1992Jul4.234526.16729@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>I was wondering is there any PD warez that will allow me to play some
> .mod files? I assume these are AMIGA formats? If there are any, please
>send me the ftp site where I can locate it (the name too please).
>
>

Thanks for all those that responded, I ended up getting DIGICOMP.LZH and its quite nice. I did this because I wanted to move all my .mod files from the PC to the ST system to allow my ST to show off a little. Thanks again people.

Jeff

166. Laser printer compatibility with Ghostscript problems

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 23:41:20 UTC
From: hofmann@cs.uiuc.edu
Message-ID: <1992Jul5.234120.29670@sunb10.cs.uiuc.edu>
Source record: 220121

I recently purchased an HP laserjet II+ with 512kb memory. It prints dvi files with no problem (1 and 2 pages) but it prints nothing with ghostscript (mega ST4, TOS 1.4). My question is, does ghostscript work with laserjets, and how much laserjet memory does it require? On a related note, what kind of printer drivers are available for the ST-HP combination?

Any help getting it working will be greatly appreciated.
--

J. Scott Hofmann | "Work for a living? I don't WORK for
hofmann@cs.uiuc.edu (NeXTmail accepted) | a living! I'm doing this for fun."
Epoch development team, UIUC | - The Doctor
--

J. Scott Hofmann | "Work for a living? I don't WORK for
hofmann@cs.uiuc.edu (NeXTmail accepted) | a living! I'm doing this for fun."
Epoch development team, UIUC | - The Doctor

167. Re: I just don't get it. (was Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.))

Newsgroup: comp.sys.atari.st
Date: 1992-07-05 23:43:36 UTC
From: mhughes@visual.spk.wa.us
Message-ID: <1992Jul05.234336.6612@visual.spk.wa.us>
Source record: 220124

> the code that has the bug with timestamping is actually lharc <=2.01i.
> on TOS < 1.4, it does not (by default) preserve timestamps (like virtually
> every other archiving system available). i am not sure if there is a
> switch to override this. of the docs i have, the ones in english only
> mention timestamping in context of comparing 2 files (ie should i add/extrac
> a file to/from an archive if it is newer or should i reset the timestamp
> of the archive itself). i can't find anything talking about if the file
> in the archive is dated x and today's date is y, should i make the extracted
> file's time x instead of y. lha will make it x (as will zoo, GNU tar, arc,
> etc). lharc 2.01i and earlier seem to make it y (today's date). note that
> i really mean date/time. this behavior may be limited to TOS 1.2 and earlier
> i run TOS 1.2 on my mega. (i also have the TOS 1.4 roms, tho i have not
> installed them. this is NOT the solution, anyway.)

Now, wait a moment. I've been using LHA201G for quite a long time now, and
it preserves the time/date in archives just fine on my Mega 2ST (TOS 1.02).
Perhaps your clock batteries are dead? |-)

I archive my work-in-progress daily, and I've had to restore and re-Make
from them several times. For what it's worth, I'd have to say LHA is the best
archiver to use, especially on ftp sites. Even the "10-year-old game players"
can get LHA to extract an archive to the correct directories without a shell.
If you work from the desktop (or NeoDesk, as I do), ZOO is nearly useless.

- Mark Hughes mhughes@visual.spk.wa.us
"It's all opinion, really, but then, what isn't? Even this is just my opinion."

168. Downloading from UNIX system.. how?

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 00:10:42 UTC
From: lewis@trantor.trl.OZ.AU
Message-ID: <1992Jul6.001042.4365@trl.oz.au>
Source record: 220123

Hi all,

I have a 1040STE with 2MByte and HD. I have a very low success rate in unpacking archives or getting binaries to run when I download from a UNIX system (with Internet access). The two methods I have tried to date have been:

1) Use MTOOLS to copy binaries to MSDOS floppy and subsequently to the Atari. More than half of these attempts fail with problems with archive headers, bombs or TOS error 35. The archives I can unpack on the UNIX machine but I still have trouble with the binaries.

2) Using KERMIT to download to the Atari. This is generally more successful but is sssslllloooowww!

I find this most frustrating. Can anyone suggest a better way?

Ian Lewis, Voice: +61 3 253 6317 Fax: +61 3 253 6144
Telecommunications Research Laboratories
Australian and Overseas Telcommunications Corporation
P.O. Box 249, Clayton, Victoria 3168, AUSTRALIA
Internet: i.lewis@trl.oz.au
X400: g=ian s=lewis ou=trl o=telecom prmd=telecom006 admd=telememo c=au

169. Re: Forced-freeware archivers considered harmful (was Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 02:00:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul6.020014.15512@peponi.wcc.govt.nz>
Source record: 220126

In article <Bqx4o0.4pL@acsu.buffalo.edu>, chu@acsu.buffalo.edu (John C. Chu) writes:
>In article <1992Jul5.035127.1912@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz
writes:
>>Well LZH201 will redirect extraction just like this...
>>
>>a:\file.lzh b:\unpack\
>>
>>No funny switches use here, is there, and it extracts to the b: drive and
>>creates the unpack folder, zoo2.1 does not do that at all..??
>
>I guess it all boils down to this:
>
>The convenience of being able to do "redirect extraction" (LHARC) vs.
>the convenience of being able always to use the *exactly* the *same*
>archiver across many platforms (ZOO).
>
>I realize that a portable version of lharc is available, for now.
>Until someone coordinates development of lharc, that could get
>seriously out of sync. I, like others on the net, think that the best
>choices for a coordinator would be Thomas Questor or the originators
>of lharc, who could release the portable source. Then if Thomas
>Questor wished, he could make a version optimized for the ST and make
>that shareware, or a commercial product or whatever else he might
>wish.
>
>Also, it doesn't sound too hard to add "extract redirection" to Zoo.
>(It certainly is easy enough to "emulate" this manually. :-))
>
>In any case, if Lharc development were coordinated, then both Lharc
>and Zoo would be consistent across platforms, and people could simply
>choose which ever archiver they have a preference for (religious or
>otherwise) and know that anybody who wishes to unarchive will be able
>to do so with a minimum of hassle. I think this solves everyone's
>problems and stops this waste of bandwidth.
>
>Does anyone have access to Thomas Questor?
>
>(BTW, Roger is half right, screwing timestamping is a TOS (not GDOS)
>problem that Atari fixed with TOS>=1.4)
>
> john
> chu@acsu.buffalo.edu

Thanks for the first constructive reply that has been posted here, and with out all this emotional stuff added, and that Internet is some exclusive club, and the first one that just does not jump down my throat, and sugest that I don't know what I am on about..

On this system that I use, well any one can get on it and have full Internet access, even 10 year olds, and its all Free...

Roger..... sheppard_r@kosmos.wcc.govt.nz

170. Re: Tired of mindless flaming (FLAME ON!)

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 02:05:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul6.020505.15654@peponi.wcc.govt.nz>
Source record: 220125

In article <1992Jul5.185136.8461@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
>In article <2910@loki.une.edu.au> skershaw@loki.une.edu.au (Shane Kershaw) writes:
>>From article <m2B0mB1w161w@grafted.UUCP>, by ziggy@grafted.UUCP (anthony lewis):
>>> dmb@wam.umd.edu (David M. Baggett) writes:
>>>> For the massively humor-disabled:
>> ^^^^^
>> that's humour, isn't it?
>
>Not in the United States. Must you people insist on putting u's where
>they don't belong?! I mean how am I supposed to pronounce "colour,"
>anyway? "Kuhlower?"
>
>:-)
>
>Dave Baggett
>dmb@wam.umd.edu

But then again you don't speak the Queens English...:-)..

Roger.......... sheppard_r@kosmos.wcc.govt.nz

171. Re: How does ST Xformer work?

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 02:20:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Jul6.022010.15220@csi.uottawa.ca>
Source record: 220129

In article <1992Jul03.175902.28566@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>...
>it ran slower. So don't lose sleep over it. Of course, I did post the source
>code to ST Xformer 2.55 up to the boards about 3 years ago, so feel free
>to hack away at it. I doubt there's much that can be done to it.

I must thank Darek for the respectful and thoughtful posting. If you'd done more like this (perhaps not discussing "free source" for the more commercial offerings!), the ST world might be a little happier with you, and probably vice versa as well.

A little kindness DOES go a long ways.
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

172. Re: I just don't get it. (was Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.))

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 02:22:41 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul6.022241.15955@peponi.wcc.govt.nz>
Source record: 220128

In article <1992Jul05.234336.6612@visual.spk.wa.us>, mhughes@visual.spk.wa.us (Mark Hughes) writes:
>
>> the code that has the bug with timestamping is actually lharc <=2.01i.
>> on TOS < 1.4, it does not (by default) preserve timestamps (like virtually
>> every other archiving system available). i am not sure if there is a
>> switch to override this. of the docs i have, the ones in english only
>> mention timestamping in context of comparing 2 files (ie should i add/extrac
>> a file to/from an archive if it is newer or should i reset the timestamp
>> of the archive itself). i can't find anything talking about if the file
>> in the archive is dated x and today's date is y, should i make the extracted
>> file's time x instead of y. lha will make it x (as will zoo, GNU tar, arc,
>> etc). lharc 2.01i and earlier seem to make it y (today's date). note that
>> i really mean date/time. this behavior may be limited to TOS 1.2 and earlier
>> i run TOS 1.2 on my mega. (i also have the TOS 1.4 roms, tho i have not
>> installed them. this is NOT the solution, anyway.)
>
> Now, wait a moment. I've been using LHA201G for quite a long time now, and
>it preserves the time/date in archives just fine on my Mega 2ST (TOS 1.02).
>Perhaps your clock batteries are dead? |-)
>
> I archive my work-in-progress daily, and I've had to restore and re-Make
>from them several times. For what it's worth, I'd have to say LHA is the best
>archiver to use, especially on ftp sites. Even the "10-year-old game players"
>can get LHA to extract an archive to the correct directories without a shell.
>If you work from the desktop (or NeoDesk, as I do), ZOO is nearly useless.
>
> - Mark Hughes mhughes@visual.spk.wa.us
> "It's all opinion, really, but then, what isn't? Even this is just my opinion."

Thanks for the Back Up, I don't think that these chaps can come down to our level of use....:-) but may be we can teach them a thing or two...

Roger..... sheppard_r@kosmos.wcc.govt.nz

173. Mine Sweeper??

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 03:34:22 UTC
From: pinelr@aix.rpi.edu
Message-ID: <+2-xa6f@rpi.edu>
Source record: 220127

Hi there! A little while ago my girlfriend saw a game called "Mine Sweeper" on a clone with a window manager. While she has her own clone, it serves as an expensive paperweight, and I don't want her to spend $$$ to get a window manager (and mouse, and mouse card...) that I know she'll never use just so she can play Mine Sweeper (apparantly it comes with Windows). A friend told me he has a PD version of it for his Amiga. My question is: is there a PD version of it for the ST? I've never really seen the game myself but I would like to get it for her since she uses my computer to play Defender of the Crown more than she's used her computer ever! If there is a commercial version of it that's ok too... I'd just like to find it. Thanks.

--
||| | Rob Pinelli |5\ "Uh-oh, your quantum string is becoming | /|
/ | \ | pinelr@rpi.edu |18\ relativistic! Pretty soon your electron | \'o.O'
Atari ST| 203 North Hall |276\ will have enough momentum to penetrate | =(___)=
Mega 2 | Troy, NY 12180 |7080\ her classically forbidden region!!!!" | U

174. Re: My vote for ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 04:18:34 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1830@sheoak.bcae.oz.au>
Source record: 220130

In article <1992Jul5.035605.1986@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <nollert.710271348@nova>, nollert@nova.tat.physik.uni-tuebingen.de (Hans-Peter Nollert) writes:
>>
<stuff deleted>
>>And just what do you mean by "extract redirection"??
>
>Try this with Zoo 2.1 ... a:\file.lzh b:\unpacks\
>
>LZH 201 is that simple...
>
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz

I don't know.........I've been unable to get LZH to extract from ramdisk to floppy or vice versa. Just a lot of errors....With and without an arcshell. I still haven't found a copy of LZH which works to my liking, but as long as everyone else is using it, looks like I'm stuck.

Jared Quinert
i921652@redgum.ucnv.edu.au

175. Re: post failed

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 04:49:56 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jul6.044956.18219@a.cs.okstate.edu>
Source record: 220131

```
In article <9207051247.AA29088@isis.cs.du.edu> jbunch@ISIS.CS.DU.EDU (John Bunch) writes:
>
>I have call waiting, and when I dial I send a dial string that looks
>like the one below:
>
> atdt *70, 4534110

Try "atdt 1170, 4534110" instead

jc
```

176. ST for sell

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 05:25:56 UTC
From: szhu@prism.poly.edu
Message-ID: <1992Jul6.052556.19521@prism.poly.edu>
Source record: 220132

If you are interest in any of the following items, please make a resonable
offer.

ST Computer:
Mega4 ST
1040 STFM (problem in formating double side disks??)
1 meg 520 STFM

ST Monitor:
2 Atari SC1224 color monitor
1 Atari SC124 mono monitor

ST Hard drive:
Megafile20
Supra Hard Drive (with/without harddrive meg)

ST other:
Atari Laser Printer
1 extra Atari Mouse
Atari SF 354 Sigle Side Drive

ST software packages
TimeWork Publish, Word Writer, PageStream,
IS Talk, Isgur Profolio, Atari ST Developer package,
LOGO User's Guide

Other:
Panasonic RK-P440 four color Penwriter
4 colors, 9 sizes, 6500 character memory,
24 character LCD, 4 graph functions, uses battery or AC.

Panasonic PV-4160 4 head VCR
Brand new, still in the box. Have no idea why we got it for.

Leave message here (which I don't check message often)
or szhu@prism.poly.edu
or call me at (718) 238-0551

177. LZH Date Problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 06:42:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul6.064232.19025@peponi.wcc.govt.nz>
Source record: 220135

I think I have found the reason for the Date problem that Bill
is on about with LZH201..

It has nothing to do with LZH201 at all, there is a problem with moving files
with TOS less than 1.4, if you move/copy a file with TOS less than 1.4,
the date will get changed to the current date, this is a TOS fault not a
LZH201 Fault...

LZH201 generates temporary files for extraction, from memory, but then they can
get moved to the destination drive, hence the problem, you can from memory set
the drive that is used for these temporary files...???

As ZOO 2.1 does not have extraction redirection, it dose not have this problem..

Note: This is my theory to this problem and could be incorrect...!!

Iam just one of those stupid 10 year old games players...:-) that they
let on here....!!!

So Bill its time to get TOS 1.4, gee I could not live with out it..

Roger... sheppard_r@kosmos.wcc.govt.nz

178. Re: Tired of mindless flaming (FLAME ON!)

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 06:55:32 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Jul6.065532.13493@ccu.umanitoba.ca>
Source record: 220133

In article <1992Jul6.020505.15654@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1992Jul5.185136.8461@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
>>In article <2910@loki.une.edu.au> skershaw@loki.une.edu.au (Shane Kershaw) writes:
>>> that's humour, isn't it?
>>
>>Not in the United States. Must you people insist on putting u's where
>>they don't belong?! I mean how am I supposed to pronounce "colour,"
>>anyway? "Kuhlower?"
>>
>>:-)
>>
>>Dave Baggett
>>dmb@wam.umd.edu
>
>But then again you don't speak the Queens English...:-)..
^^
Judging by the sloppy spelling in most of your posts, you certainly
don't write the Queen's English. :-)

179. Re: Sozobon-C

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 08:15:47 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jul6.081547.25094@cs.hw.ac.uk>
Source record: 220136

In article <1992Jun29.193453.25296@cs.unca.edu> mcmahan@cs.unca.edu (Scott McMahan --
Genesis mailing list owner) writes:
>I'm not objecting to H&S sozo, which is a fantastic free C
>compiler, but...will the limit on identifiers be fixed in this
>release? (At least make it > 32 chars or so! :))

I'm interested in seeing H&S support big libraries. I mean really BIG!
I modified 1.2's linker to support bigger libraries and 2.0 eats them up just
fine.

>That's one reason I'm using 2.0 instead of H&S

And that's one of my reasons.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

180. New version of Prolog-68 on a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 08:41:01 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010030@hpbbrd.bbn.hp.com>
Source record: 220071

There's a new version of Prolog-68 available on atari.archive.umich.edu,
currently in atari/new.
It is not yet TT-proof, and several features remain unimplemented. The main
reasons for posting this version are: (1) it fixes several nasty bugs in the
compiler and (2) I will adapt the system to the draft ISO Prolog standard, so
the next version may take a long time to emerge (I work full-time nowadays).

Thanks to Marinos Yannikos for uploading this (I don't have access to the
public Internet).

Jens Kilian.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

181. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 08:53:44 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul6.085344.20345@peponi.wcc.govt.nz>
Source record: 220139

In article <2A580F39.3296@noiro.acs.uci.edu>, jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
>
>>sheppard_r@kosmos.wcc.govt.nz writes:
>>>Well Bill, here is some more food for thought, you must provide a
>>>achiving util for the masses, ZOO 2.1 is not that at all, to bugy
>>>and to hard for a lot of users,
>>>[...]
>>>How is the for ZLH201... using disk drives... a:\file.lzh B:\unpack\
>>>This will unpack all the files/folder in files/lzh and create the unpack
>>>folder with all the suff within...
>
>nollert@nova.tat.physik.uni-tuebingen.de (Hans-Peter Nollert) writes:
>>You seem to say that having to choose from "-add" and "a" for adding
>>and (Horror!) from "-extract", "e", and "x" for extracting files is
>>too hard vor the mass of Atari users. In this case, I must be a very
>>exceptional Atari User. Oh, well...
>>
>>[Try] Creating b:\unpack first, making it the working dir, and then
>>unpacking a:\file.lzh is probably too much to ask...
>
> Do you know how many Atari users can figure out how to "x
>a:\archive.ext b:\destination" using ZOO?? Not many. I don't think
>it's really even covered in the documentation. In GEM (which is what
>*most* atari users use right?) you have to open or "top" the drive b
>window then either select zoo from there (if you had the room to put
>it on drive b) or, if you need all the space on drive b, use the
>"right button select in non active window" method. I'd call this too
>difficult for most Atari users. The usage of ZOO obviously comes from
>a UNIX environment, which is not what most Atari users are used to.
> If there were a few things added to the Atari version of ZOO, like
>command line redirection of files, or a good ZOO shell (is there a
>good one?) I suppose more atari users would go for it. But somehow I
>doubt it. There's not a "good" enough reason.
> The only reason lharc beat out arc is better compression. The two
>main points I see touting the value of zoo over lharc is file info
>handling (folders, timestamps, etc), and portability. Neither reason
>is likely to be very important to most users. Especially if lha can
>be compiled anywhere, and the new version of Questor's lharc fixes the
>other reason.
> Don't get me wrong. I rather like ZOO 2.1 now. (it grew on me :)
>I just don't see the populous taking to it.
>
> On a similar side note, Bill said something about how promoting ZOO

>and MiNT and moving away from GEM was helping move the ST into the
>mainstream. Mainstream UNIX users maybe. But not the mainstream
>public. I can't see any form of UNIX or X becoming *that* much of a
>mainstay for Atari's. Too cumbersome no mater how cool it is.
>Something more along the lines of Multi-TOS seems more mainstream.
>People seem to like easy WIMPY over CLI etc.
>
>
>--
>Joachim Vance

Very well put, I do know about running ZOO in untoped windows, but gee what a pain, I thought this it was 1992..

Zooboy was the shell that I have used for some time, the other arcgshell41 from memory has to many bugs for me, no test archive option, plus not much help in driving it, it needs better documentation...

A lot of the problems that I had with ZOO is when I could no longer use the Shell (Zooboy) and I had run it from 2 disk drives and the desk top..

To me LZH201 was a dream to use...

There is I think a PD date fix program to correct the copy of dates with TOS < 1.4, ICD does have one with there software, but I have read it can be a bit buggy, but it has been updated, are there any other date copy fixers, Gribnif comes to mind..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

182. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 09:15:38 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A580F39.3296@noiro.acs.uci.edu>
Source record: 220138

>sheppard_r@kosmos.wcc.govt.nz writes:
>>Well Bill, here is some more food for thought, you must provide a
>>achiving util for the masses, ZOO 2.1 is not that at all, to bugy
>>and to hard for a lot of users,
>>[...]
>>How is the for ZLH201... using disk drives... a:\file.lzh B:\unpack\
>>This will unpack all the files/folder in files/lzh and create the unpack
>>folder with all the suff within...

nollert@nova.tat.physik.uni-tuebingen.de (Hans-Peter Nollert) writes:
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>too hard vor the mass of Atari users. In this case, I must be a very
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>
>[Try] Creating b:\unpack first, making it the working dir, and then
>unpacking a:\file.lzh is probably too much to ask...

Do you know how many Atari users can figure out how to "x
a:\archive.ext b:\destination" using ZOO?? Not many. I don't think
it's really even covered in the documentation. In GEM (which is what
most atari users use right?) you have to open or "top" the drive b
window then either select zoo from there (if you had the room to put
it on drive b) or, if you need all the space on drive b, use the
"right button select in non active window" method. I'd call this too
difficult for most Atari users. The usage of ZOO obviously comes from
a UNIX environment, which is not what most Atari users are used to.
If there were a few things added to the Atari version of ZOO, like
command line redirection of files, or a good ZOO shell (is there a
good one?) I suppose more atari users would go for it. But somehow I
doubt it. There's not a "good" enough reason.
The only reason lharc beat out arc is better compression. The two
main points I see touting the value of zoo over lharc is file info
handling (folders, timestamps, etc), and portability. Neither reason
is likely to be very important to most users. Especially if lha can
be compiled anywhere, and the new version of Questor's lharc fixes the
other reason.
Don't get me wrong. I rather like ZOO 2.1 now. (it grew on me :)
I just don't see the populous taking to it.

On a similar side note, Bill said something about how promoting ZOO
and MiNT and moving away from GEM was helping move the ST into the
mainstream. Mainstream UNIX users maybe. But not the mainstream
public. I can't see any form of UNIX or X becoming *that* much of a
mainstay for Atari's. Too cumbersome no mater how cool it is.

Something more along the lines of Multi-TOS seems more mainstream.
People seem to like easy WIMPY over CLI etc.

--
Joachim Vance
^~^~^~

183. Re: Z-modem for MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 09:20:22 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92188.102022MEBEB@LIVERPOOL.AC.UK>
Source record: 220083

In article <1992Jul1.051510.4756@peponi.wcc.govt.nz>,
sheppard_r@kosmos.wcc.govt.nz says:
>It sounds like you need to get a PC...?? :-)..
>
>I have a 'GEM' of a computer....
>
>Do you get new fingers every week..??
>
Err yes, right, some of us are a bit more concerned with productivity. 8-)
Have you tried xyz.ttp? I use it all the time, and its faster than rz/sz.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

184. Crackart English Docs

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 09:52:29 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jul6.095229.21035@peponi.wcc.govt.nz>
Source record: 220140

Hello,
well it seems to be the case that the english docs aren't on a.a,
so i'll upload them there as soon as I can work out how to do it!!!
Sending them from here (wcc) to a.a isn't a prob, it's getting them
from ChCh (where I live) to wcc (a hell of a long way away!). It's
a VAX, and i'm using Uniterm on my atari! - yup, an atari owner reading
the atari newsgroup at home using UUCP, and online internet with his
atari!! - gee, I bet there's not many that can lay claim to that!

Yeah, well anyway, i've sent a message to Roger asking him to explain how
to get the VAX's ZModem going (I can get it to send ok, it's receiving
that I don't know), so as soon as I can, i'll upload the docs.

Craig.

* Craig Shore | Phone (voice) | Internet:shore@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :shore_c@kosmos.wcc.govt.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

185. New GNU and G++ libs: Any experience ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 09:55:30 UTC
From: ASI503@DJUKFA11.BITNET
Message-ID: <92188.105530ASI503@DJUKFA11.BITNET>
Source record: 220137

I've compiled the new gnu.olb PL81 and g++.olb PL12 and it works fine.
Only exception: the iostream.cc of Patchlevel 12 results in an error message.
So I've built the library with iostream.cc PL11, which compiles without an
error. The resulting g++.olb stands all the tests as far as I checked it.

Is there anyone who managed to built the complete g++.olb PL12 ? What are
your experiences with the new libs?

Erik Sodtke <asi503@djukfa11.bitnet>

186. Help - 2 questions - please read

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 12:37:25 UTC
From: rlw@ukc.ac.uk
Message-ID: <1285@eagle.ukc.ac.uk>
Source record: 220141

I have a couple of questions which are of quite high importance given the amount of time I have invested in solving the problem.

I have been after an American Football simulator on the ST for some time now, I had heard about one called TV Sports (US) football which sounded ideal, but I have since found that noone can get it for me (a couple of mail order places said they could deliver and didn't, and one -Lazer Software- even cashed my cheque and then said they could not get it (I did get a refund however after a bit of hassle).

I think this may be illegal, but does anyone (preferably in the UK) have a second hand copy they wish to sell, reasonable offers are considered (the mail order places have it advertised for 8 squids plus P+P - but then they can't get it can they).

Also on the same problem - does anyone know when John Madden Football will be released on the ST (or even if it will).

Second problem. I have been using the excellent KAOSdesk. There are 2 questions about this.

Is there a complete english version, mine is about 75%english and 25%german. I would like to get hold of 100%english (alert boxes are still german at the mo).

Second - there is no mention of the program being shareware, but on the other hand it does not say it is free either, what is the case with the program?

Cheers All

Dick
--
Dear Sir, I want to be a rock and roll preacher; ! DoD #246, Squid Rating 1.5
Crunch the boards, a regular incendiary teacher; ! Dick to my friends!!
Tour the world and go to places I can't name; !----------
Taste a little luxury, resplendent in my fame. ! WOLFSBANE!

187. Re: Laser printer compatibility with Ghostscript problems

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 13:02:49 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992Jul6.130249.10334@rz.uni-karlsruhe.de>
Source record: 220142

Hatari!

> From: hofmann@cs.uiuc.edu (J. Scott Hofmann)
>
> I recently purchased an HP laserjet II+ with 512kb memory. It prints dvi
^^^^^
> files with no problem (1 and 2 pages) but it prints nothing with ghostscript
> (mega ST4, TOS 1.4). My question is, does ghostscript work with laserjets,
> and how much laserjet memory does it require? On a related note, what kind
> of printer drivers are available for the ST-HP combination?

I also had a HP-Laserwriter for my TT, and I also got only 512KB Ram.
There is a big problem: YOU NEED ALMOST 1.5 MB RAM for printing usual
ST-Graphix! Why? Well, If you do not take the internal fonts of your
printer, you will have to send graphix to the printer. Now, guess, how
many KB will that be, sending 300*300 dpi on a legal-paper?

But why can you print DVI-Files? Maybe there is much space and less
graphix, so the Laserjet can pack the datas.

Ghostscript can print to a HP, but you will have to put more RAM in
your printer... :)

Greetings, Roland.

****
* UK1T@DKAUNI2.BITNET uk1t@ibm3090.rz.uni-karlsruhe.de *
* Roland_Schorr@ka.maus.de ATARI/NeXT/INGENIUM *
* "each computer is as perfect, as its programmers" *
****

188. Re: Help - 2 questions - please read

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 13:05:16 UTC
From: rb420@rbhp24.rbg.informatik.th-darmstadt.de
Message-ID: <1992Jul06.130516.18653@infoserver.th-darmstadt.de>
Source record: 220143

In article <1285@eagle.ukc.ac.uk>, rlw@ukc.ac.uk (R.L.Wall) writes:
|> I have a couple of questions which are of quite high importance given the
|> amount of time I have invested in solving the problem.
|>
|> I have been after an American Football simulator on the ST for some time now, I
|> had heard about one called TV Sports (US) football which sounded ideal, but I
|> have since found that noone can get it for me (a couple of mail order places
|> said they could deliver and didn't, and one -Lazer Software- even cashed my
|> cheque and then said they could not get it (I did get a refund however after a
|> bit of hassle).
|>
|> I think this may be illegal, but does anyone (preferably in the UK) have a
|> second hand copy they wish to sell, reasonable offers are considered (the mail
|> order places have it advertised for 8 squids plus P+P - but then they can't get
|> it can they).
|>
|> Also on the same problem - does anyone know when John Madden Football will be
|> released on the ST (or even if it will).
|>

Dunno, coz I hate football.

|>
|> Second problem. I have been using the excellent KAOSdesk. There are 2 questions
|> about this.
|>
|> Is there a complete english version, mine is about 75%english and 25%german. I
|> would like to get hold of 100%english (alert boxes are still german at the mo).

As far as I know, there is no. But most of those alerts are a german translation for TOS errors.
But I guess you can figure out what the boxes are about? Perhaps, when I'm less busy, I could translate them and post them here... (right ?)

|>
|> Second - there is no mention of the program being shareware, but on the other
|> hand it does not say it is free either, what is the case with the program?

There is no mention about share- or freeware or even public domain, because it is *NONE* of all above! It is sold, I guess Ippen & Prentzsch (or so). I don't know yet, because I forgot to look before coming in here.

|>
|> Cheers All
|>
|> Dick

```
|> --
|> Dear Sir, I want to be a rock and roll preacher; ! DoD #246, Squid Rating 1.5
|> Crunch the boards, a regular incendiary teacher; ! Dick to my friends!!
|> Tour the world and go to places I can't name; !---------------------------
|> Taste a little luxury, resplendent in my fame. ! WOLFSBANE!
```

189. Re: Sozobon-C

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 13:18:02 UTC
From: steve@thelake.mn.org
Message-ID: <A1111562470@thelake.mn.org>
Source record: 220144

[In article <1992Jul6.081547.25094@cs.hw.ac.uk>,
neil@cs.hw.ac.uk (Neil Forsyth) writes ...]

> I'm interested in seeing H&S support big libraries. I mean really BIG!
> I modified 1.2's linker to support bigger libraries and 2.0 eats them up just
> fine.

Yes, the object table in 1.4 has been expanded to link twice as many
object modules and ignore (skip over) up to 300 library modules. You can't
reliably use GEMFAST 1.8 without the expanded linker -- the new GEM
library has many more pieces.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

190. Atari & MIDI

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 13:47:01 UTC
From: aa596@cleveland.Freenet.Edu
Message-ID: <1992Jul6.134701.13995@usenet.ins.cwru.edu>
Source record: 220146

To all Atari ST/TT MIDI users:

I am compiling a list of common configurations/software/hardware and what
is actually being used by Atari ST/TT owners for MIDI. This list is for
an Atari MIDI forum on the Cleveland Freenet. So if you have a few minutes,
could you answer the following questions:

1. Type of machine you are using (Hardware model/memory/harddrives etc)

2. Software you use/have and its relative merits:

3. Utilities for MIDI you use (Comercial/PD):

4. Reference materials:

5. General Comments about Atari for MIDI:

Thanks in advance for all replies. Reply via e-mail if possible, but
this is not manditory. I will post the compilation here when it is
finished. Thanks again.

PCH
--
Peter C. Haller | 'If you do what you
Lorain Products | have always done,
aa596@cleveland.Freenet.Edu | expect what you have
"Are we having fun yet?" | always received.'

191. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 13:52:52 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1063@usdtsg.DaytonOH.NCR.COM>
Source record: 220148
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Lq29mB1w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>Hi.
>
>I'm soon going to be buying a high speed modem, but I think I may have
>run across a problem. I have a regular ST, which means that the maximum
>serial speed is 19200 baud.
[stuff deleted]
>I have seen a
>file (an accessory) that has german documentation. From what I could
>gather (from the file itself, since I couldn't make sense out of the
>documentation) the program supports 38400 baud, 72600, and 15600 baud.
>Is this true and will it work?

Well, I can't say if it will work for your case or not, but I have used the accessory (HSPD_232.ACC) to do null-modeming between my MegaSTe and 286 with no problems at 38400 baud. At least in this case, yes the accessory does work as advertised (it's real cool seeing the files fly at 38400 baud). In case anyone wonders, yes, I know I can put PC disks in my ST, etc. The reason I null-modem is because my PC has a 720k drive, and I'm using 1.44M disks on my ST (now there's a switch, eh? :-)

I do have one "problem" however with this accessory, or rather with its options. The accessory does give the choice of 38400 and two higher speeds, but the speeds that it does have (above 38400) do not match any of the high speeds that my PC term programs handle (namely Procomm and Telix). If there was a way to set a custom baud rate, then that would be even more useful (BTW the PC term supports 57600 and 115200 baud, while the ST supports 38400, 72600 (I think) and 156000 (I think))...

Robert J. Anisko

192. Another pointless benchmark..

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 14:05:50 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul06.140550.40539@bas-a.bcc.ac.uk>
Source record: 220147

Here's another set of useless benchmark timings, I've included the program I used to generate them... Note it only tests straight integer performance.

Steve

PS. I don't care if the program is wrong, it had the same error on every platform :-).

-- Start of Results --

A prime number finding program (included below) was run on the following systems until it had found 3000 prime numbers. The time take to do this in user cpu seconds is quoted below. The operating system running at the time is noted in brackets below the machine type.

Machine CPU Clock C compiler User CPU time (seconds)
------- --- ----- ---------- ----------------------
Convex C240 ? ? Standard 10.75
(ConvexOS 9.1)

DEC
VAX 6620 VAX ? VAXC 20.66
(VMS 5.5)

IBM
R/S6000 R/S6000 ? Standard 22.97
(AIX 3.1)

Kubota Pac.
3000 series MIPS R3000 32MHz Standard 25.17
(SYSV Rel 4.1)

Sun
SPARCstation 2 SPARC 2 40MHz Unbundled C 30.85
(SunOS 4.1.1) GCC 2.1.2 30.56(6)

Sun
SPARCstation
ELC SPARC 2 ? Unbundled C 36.95
(SunOS 4.1.1) GCC 2.1.2 35.79(9)

Sun 4/390 SPARC 1 ? Unbundled C 49.36(6)
(SunOS 4.1.1) GCC 2.1.2 47.68

Sun
SPARCstation 1+ SPARC 1 ? Unbundled C 56.15
(SunOS 4.1.1) GCC 2.1.2 54.56(6)

```
Sun
SPARCstation
IPC SPARC 1 ? Unbundled C 56.16(6)
(SunOS 4.1.1) GCC 2.1.2 54.58

Atari TT030/8 68030 32MHz GCC 1.40.1 (mntlib20) 60.84
(MiNT 0.95pl0)

Kubota Pac.
GS2000 ? ? Standard 62.16
(Stellix 2.3)

Sun
SPARCstation 1 SPARC 1 ? Unbundled C 69.80
(SunOS 4.1.1) GCC 2.1.2 68.31(6)

Sun
SPARCstation
SLC SPARC 1 ? Unbundled C 69.90
(SunOS 4.1.1) GCC 2.1.2 67.88

Convex C240 ? ? Standard 73.65
(ConvexOS 9.1)

Sequent Symmetry
i386 (Intel 80386?) ? Standard 82.75
(DYNIX)

Sun 4/260 SPARC 1 ? Unbundled C 84.51(6)
(SunOS 4.1.1) GCC 2.1.2 82.05

Orion ? ? ? Standard 86.50
(BSD 4.2)

The program used to generate these results follows:-

-8<---------- Cut ------------- Here ----------------
#include <stdio.h>
#include <signal.h>
#ifndef VMS
#include <sys/types.h>
#include <sys/times.h>
#include <sys/param.h>
#else
#include <time.h>
#define tms_utime proc_user_time
#endif

#define NO_OF_PRIMES 3000

#ifndef HZ
#ifdef CLK_TCK
#define HZ CLK_TCK
#else
#define HZ 60
```

```
#endif
#endif

static int num_of_primes = 0;
#ifndef VMS
struct tms start, finish;
#else
tbuffer_t start, finish;
#endif

main()
{
register unsigned long cur, i, j, limit, mod;

times(&start);

cur = 5;

while ( num_of_primes < NO_OF_PRIMES )
{
limit = cur / 2 + 1;
mod = 1;

for (i = 2; ((i < limit) && (mod != 0)); i++)
mod = cur % i;

if (i >= limit)
{
num_of_primes++;
}

cur++;
}

times(&finish);

printf("%d primes took %f seconds (user CPU time).\n", NO_OF_PRIMES,
(float)((float)(finish.tms_utime - start.tms_utime) / (float) HZ));
}
-8<---------- Cut ------------- Here ----------------

The following optimisation levels were used:-

GCC 1.40.1 -0
GCC 2.1.2 -O2
Sun Unbundled -O4
Rest -O

-- End of Results --
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)
```

193. Re: Downloading from UNIX system.. how?

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 14:17:43 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1064@usdtsg.DaytonOH.NCR.COM>
Source record: 220149

In article <1992Jul6.001042.4365@trl.oz.au> lewis@trantor.trl.OZ.AU (Ian Lewis) writes:
>Hi all,
>
>I have a 1040STE with 2MByte and HD. I have a very low success rate in
>unpacking archives or getting binaries to run when I download from a
>UNIX system (with Internet access). The two methods I have tried to
>date have been:
>
>1) Use MTOOLS to copy binaries to MSDOS floppy and subsequently to the
> Atari. More than half of these attempts fail with problems
> with archive headers, bombs or TOS error 35. The archives I can
> unpack on the UNIX machine but I still have trouble with the binaries.

Are you FTPing the files, either from a site to your unix system,
or from your unix system to the PC? Make sure that the transfer is
set as BINARY and not ASCII (i.e. type "binary" at the FTP prompt).
FTPing in ASCII will convert carriage-return/linefeeds in various
ways, and I can see that posing a definite problem if that's what's
happening...

I'm not real familiar with MTOOLS, however. Can you give a short
explanation of what it does?

>2) Using KERMIT to download to the Atari. This is generally more
> successful but is sssslllloooowww!

You might want to get the source code for Zmodem (SZ and RZ) and
compile it on your unix system. That way you can use zmodem to
transfer the files, which is LIGHT YEARS faster than Kermit.
Someone on this newsfeed could probably point out a source for the
zmodem sources...

Robert J. Anisko
anisko@usdtsg.daytonoh.ncr.com
Fnet Node 410
GEnie R.ANISKO

194. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 14:31:25 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3489@richsun.cpg.trs.reuter.com>
Source record: 220056

In article <1992Jun30.204423.7131@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>>
>>
>>Umm, well as far as comparitive application tests go, my TT seems quite
>>capable of holding its own against ye average 486 - that's TOS/DOS
>>comparisons - I don't have ASV so I can't make ASV/ESIX (or whatever)
>>comparisons.

Speaking of ASV (i.e. Unix) for the TT: I was told by a local dealer that Atari's Unix SysVr4 should be available to the end user (not developer) in June. Does anyone know if it will be available soon?

CUL,
Chuck

195. does atari make 2 different laser printers?

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 14:52:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <Bqyzux.68r@acsu.buffalo.edu>
Source record: 220145

I'm just curious...

I've seen reference to different laser printer number, 804 & 806 I believe. What's the difference, if any? Also, if I were to buy one used, what is a good/fair price? And (finally) what should I know about the barrel, ink, and any other changeable parts...

Maybe that shouldn't say "I'm just curious" up top but "I'm just a little bit more than curious", instead...

.Philip

196. Help using GDOS fonts in C

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 15:10:13 UTC
From: avp@garfield.cs.mun.ca
Message-ID: <1992Jul6.151013.21932@cs.mun.ca>
Source record: 220081

I was hoping some kind soul could point me in the direction (or
just mail me some) of some C sources that shows how to load and
use GDOS fonts?

Much thanks in advance

Anthony V. PauL AV VPPPP
137 Rennies Mill Rd. A V V P
St. John's, Nf A V V P
CanadA AAAAV VPPPP
A1B 2P2 A V V
A VV

avp@garfield.UUCP || It wasn't me. || Electrical '9
avp@garfield.cs.mun.ca || Boston Celtics in 92-93 || Engineering 4
|| The best defense is a good offense. --- How do you Drive? ||

197. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 15:52:36 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Jul6.155236.15216@digi.lonestar.org>
Source record: 220068

```
>In article <1992Jul03.202222.5958@convex.com>, rosenkra@convex.com (William Rosenkranz)
writes:
>thus i propose a split of this newsgroup into:
>
> comp.sys.atari.st.i_like_lharc
> comp.sys.atari.st.i_like_zoo
>

I *vote* for: comp.sys.atari.st.i_do_not_care

Sheesh! :-)

Roy C. Gosewehr

************************
* Extract your favorite:*
* sig.arc *
* sig.lzh *
* sig.zoo *
* sig.zip *
* sig.null :-) *
************************
```

198. Re: Mine Sweeper??

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 16:06:22 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Jul6.160622.15313@digi.lonestar.org>
Source record: 220069

In article <+2-xa6f@rpi.edu> pinelr@aix.rpi.edu (Rob Pinelli) writes:
>
> ... "Mine Sweeper" ... is there a PD
>version of it for the ST? ...

Yes. It is called Demolition Man, although I don't know whether it is freeware or shareware. It is available on GEnie (with the name appropriately scrunched to 8 characters, such as "demolitn" or something :-) I have also read about another version, but I forget the name of it.

Good luck.

Roy C. Gosewehr

199. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 16:39:09 UTC
From: royce@splunge.uucp
Message-ID: <1992Jul6.163909.18105@splunge.uucp>
Source record: 220058

jvance@maxwell.oac.uci.edu (Joachim Vance) writes:

>[...]
> Do you know how many Atari users can figure out how to "x
>a:\archive.ext b:\destination" using ZOO?? Not many. I don't think
>it's really even covered in the documentation. In GEM (which is what
>*most* atari users use right?) you have to open or "top" the drive b
>window then either select zoo from there (if you had the room to put
>it on drive b) or, if you need all the space on drive b, use the
>"right button select in non active window" method. I'd call this too
>difficult for most Atari users.
>[...]
>People seem to like easy WIMPY over CLI etc.

While I will agree that adding useful features to software is a good idea, I definitely disagree that software should be blamed in cases where people don't know how to use their computers. I also disagree in principle that software should do things within itself that can be easily accomplished in another way. (Although sometimes this principle must be set aside in favor of being nice & considerate to software users.)

The whole point of "right button select in non active window" is to allow programs -- ANY programs, not just ZOO -- to be run in a current working directory other than the directory containing the program itself. Thus extraction redirection is not a problem with ZOO, but a problem with people who don't understand the use of GEM. Whether or not ZOO ever incorporates command-line redirection of the target directory, there IS a way to handle it within GEM, using a normal, documented feature of the operating environment.

(And despite Roger Sheppard's statement "gee what a pain, I thought this it was 1992", I think it's better to let your OS take care of things like this if it can. Why waste code putting in a feature that forces people to know about directory structures and makes them type full path names in a TTP parameter box that might be too small to fit everything in, when the right button method will do the same thing with two mouse clicks and no typing?)

Perhaps Bill Shroka or somebody further upstream will add this feature, or at least document the right button method explicitly in a README.ST file, for those who haven't read about it in their ST manual. But in the meantime, I'd say it seems clear that redirection is not an issue between ZOO and LZH; therefore (for me at least), I choose on the basis of other factors. (And I happen to have chosen ZOO.)

BTW, at the end of your message, you stated that people seem to prefer "easy WIMPY to CLI", but what you're advocating is adding a CLI feature to ZOO to make up for a WIMP feature that you claim is too difficult for people to understand and use. Seems inconsistent. We'll make a total ZOO convert of you yet. :~) :~)

--

Royce Howland -- Everything is IMHO | "I can eat enormous quantities
royce@splunge.uucp (NeXTMail OK) | of ice-cream without being sick,
or royce%splunge@atlantis.uucp | Mrs. S-C-U-M." --Mr. Neutron
or alberta!atlantis!splunge!royce or ... | C86Net: Mr._Neutron@RT.Alta

200. Re: I just don't get it. (was Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.))

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 16:56:45 UTC
From: d09c@alf.zfn.uni-bremen.de
Message-ID: <d09c.710440531@alf.zfn.uni-bremen.de>
Source record: 220150

rosenkra@convex.com (William Rosenkranz) writes:

>In article <BquD8H.JsK@acsu.buffalo.edu> chu@acsu.buffalo.edu (John C. Chu) writes:
>>...

>>(I have heard something of a bug involving timestamping, so that
>>you might run into trouble if TZ is set improperly. Is this what you're
>>talking about?)

>this is really something related to different GNU libraries. i have
>allan pratt's original port of RCS. it likes TZ to be :EST5EDT while zoo 2.1
>prefers EST5EDT. both are POSIX compliant as i read it. i assume it is because
>of the 6-12 month diff in compile dates (hence lib versions). it is more an
>annoyance than a bug if you use both (i do). i suppose i should just
>recompile both with the same lib and fix it. at the moment, i just alias
>zoo to 'setenv TZ EST5EDT ; zoo21 \!* ; setenv TZ EST5EDT' and all is
>well.

theres at least another problem with these `negative' timezones we
europeans have (1 or 2 hours east of GMT, like TZ=CET-1). it adds
files with `+64' instead of `-2', and if you unpack that they are
sent 3 days into the future... and if you run it with TZ=GMT instead
you lose 2 hours.

anyway, solution is to recompile with GETTZ #undef'd, then it doesn't
care about timezones. (neither does lharc... :-)

>ciao

>-bill
>rosenkra@convex.com

cheers,
Juergen

201. Re: 50Hz on a color monitor, how?

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 17:01:56 UTC
From: paul@jupiter.noname
Message-ID: <1992Jul6.100158.3449@arizona.edu>
Source record: 220053

In article 8319@u.washington.edu, automan@milton.u.washington.edu ( ) writes:

> My next problem is that I have downloaded Dynamite and some other great
> demos, but the screen starts rolling uncontrollably after I run it.
> I am sure this has something to do with the frequency, but after running
> 50hzswap or using control panel to config monitor for 50hz, I still get
> the rolling screen. Do these programs only work on monochrome monitors?

Dynamite works fine on my TT with a color monitor, just load and run.

-Paul Harris
paul@jupiter.ame.arizona.edu

202. Re: How does ST Xformer work?

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 17:17:04 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Jul6.171704.22430@news.uit.no>
Source record: 220054

In article <61508@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>Is there any ftp-site which carries [ST Xformer source] this?
>I don't have my listing of files on atari.archive handy, but
>I'd imagine it would be in their \emulators directory.

I got CompIndex, but I couldn't find it anywhere. Are there any other ftp
sites that has the source?

>BobR
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northermost university	Life is worth living. |

203. Re: Downloading from UNIX system.. how?

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 17:24:25 UTC
From: wmagro@uiuc.edu
Message-ID: <Bqz9op.BMo@news.cso.uiuc.edu>
Source record: 220051

In article <1992Jul6.001042.4365@trl.oz.au>, lewis@trantor.trl.OZ.AU (Ian Lewis) writes:

|> I have a 1040STE with 2MByte and HD. I have a very low success rate in
|> unpacking archives or getting binaries to run when I download from a
|> UNIX system (with Internet access). The two methods I have tried to
|> date have been:
|>
|> 1) Use MTOOLS to copy binaries to MSDOS floppy and subsequently to the
|> Atari. More than half of these attempts fail with problems
|> with archive headers, bombs or TOS error 35. The archives I can
|> unpack on the UNIX machine but I still have trouble with the binaries.
[...]

When unarcing on the Unix side, you need to specify the 'i' flag or your
binaries will be corrupted. The reason is that arc (at least the version
I have) has the default behavior of newline/return translation (which makes
your text files look right). The 'i' option suppresses that translation.

As a test, after you have unarc'ed an archive containing both text files
and binaries, use 'vi' to look at a text file. You should see a '^M'
at the end of each line. This is your guarantee that your binaries are ok.
You can also compare the size of the file after extraction to the file size
inside the archive, i.e.:

```
host% arc l fatspeed.arc
Name Length Date
============ ======== =========
FATSPEED.PRG 7408 19 May 88
README 3987 3 Jun 88
==== ========
Total 2 11395
host% arc xi fatspeed.arc
...
host% ls -l FATSPEED.PRG
-rw-r--r-- 1 wmagro 7408 May 19 1988 FATSPEED.PRG
```

The sizes of the two files match. Now you can transfer with mtools, and all
will be well.

--Bill

204. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 17:27:15 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jul6.172715.21797@news2.cis.umn.edu>
Source record: 220052

In article <1992Jul3.235110.15450@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>By the way why not try LZH201L when you get it..:-), you might even like it..!
>it has the new PFX/AFX inside it...

Since the PFX/AFX package included with previous LZH201 archives has been shareware, does this make the 'inclusive' version (LZH201L) shareware as well?

(The fee, if memory serves, was somewhere between 20 and 50 DM for PFX...)

Or are you trying to say something different when you say "it has the new PFX/AFX inside it..."?

-- David Paschall-Zimbel

205. Re: Mine Sweeper??

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 17:34:00 UTC
From: wmagro@uiuc.edu
Message-ID: <BqzA4q.But@news.cso.uiuc.edu>
Source record: 220057

In article <+2-xa6f@rpi.edu>, pinelr@aix.rpi.edu (Rob Pinelli) writes:
|> Hi there! A little while ago my girlfriend saw a game called "Mine Sweeper"
[...]
|> me he has a PD version of it for his Amiga. My question is: is there a PD
|> version of it for the ST? I've never really seen the game myself but I would
[...]

I think I've seen 'Mine Sweeper.' Tell me if I am correct: you try to find all the 'mines' in a rectangular grid. Each time you find a spot with no mine, the computer gives you a number, indicating how many mines are on surrounding grid locations. Using logic and luck you try to 'mark' the locations of all the mines.

If this is the game, then there is indeed an Atari version, and a very nice one indeed. You can get it on atari.archive, and I think the name is blaster.lzh. Because of the dreaded LZH packing, I couldn't check the contents of the archive, so I am not sure.

If this is incorrect, I can find the name of the archive after a trip to my atari tonight.

ARGHH! Can someone add the 'extract redirection' feature to zoo to quiet these desktop-only types. Then they too can move over to zoo, and the world will be a better place. *:^)

--Bill

206. new uploads to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 17:35:39 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul06.173539.4076@convex.com>
Source record: 220055

uploaded to atari.archive.umich.edu:

strsed.zoo string function which works with reg exps (like sed or ed)
includes GNU grep 1.6 regex package.
tpipe.zoo like tee, only pipes to commands not files (MiNT only).
which5.zoo nice which(1) that has -a option (all) to find all things in
path, not just first. intended as replacement for tcsh's
builtin which. can also find aliases.

all these were originally posted to comp.sources.misc some time ago. i find
them useful. all were compiled with gcc 1.40 MiNT libs PL 19. source, .ttp
(or .o for strsed) manpages, and makefiles included.

enjoy...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

207. Prime Benchmark Results on SGIs

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 18:03:50 UTC
From: lsh1@Ra.MsState.Edu
Message-ID: <lsh1.710445830@Ra.MsState.Edu>
Source record: 220059

```
Hello,
I was interested in your benchmark so I ran it
on my SGI 4D/30 (30 MHz R3000). This is what I got:

using bundled cc
3000 primes took 26.379999 seconds (user CPU time).
using bundled cc -O4
3000 primes took 26.190001 seconds (user CPU time).
gcc 2.2.2 -O2
3000 primes took 27.379999 seconds (user CPU time).

On an SGI 4D/35 (36 MHz R3000)
cc -O
3000 primes took 21.860000 seconds (user CPU time).
cc -O4
3000 primes took 21.840000 seconds (user CPU time).
gcc -O
3000 primes took 24.520000 seconds (user CPU time).
gcc 2.2.2 -O2
3000 primes took 21.860001 seconds (user CPU time).

On an Indigo (33 MHz R3000)
gcc -O2
3000 primes took 23.990000 seconds (user CPU time).
cc -O4
3000 primes took 24.000000 seconds (user CPU time).

On an SGI Power Iris 360 (4-33MHz R3000s 2-40MHz R3000s)
bundled cc
3000 primes took 19.629999 seconds (user CPU time).
cc -O4
3000 primes took 21.000000 seconds (user CPU time).
gcc 2.2.2 -O2
3000 primes took 23.740000 seconds (user CPU time).

We may be able to try on a Crimson later today....

+-------------------------------------------------------------------------+
| | Shane Hebert | Disclaimer: |
| This space | hebert@erc.msstate.edu | My opinions |
| for rent! | hebert@ee.msstate.edu | are my own. |
| | lsh1@ra.msstate.edu | |
+-------------------------------------------------------------------------+
```

208. Re: I just don't get it. (was Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.))

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 18:14:34 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul06.181434.6071@convex.com>
Source record: 220060

In article <1992Jul05.234336.6612@visual.spk.wa.us> mhughes@visual.spk.wa.us (Mark Hughes) writes:
> Now, wait a moment. I've been using LHA201G for quite a long time now, and
>it preserves the time/date in archives just fine on my Mega 2ST (TOS 1.02).
>Perhaps your clock batteries are dead? |-)

batteries are fine. zoo, lha (the unix one), arc, and gnu tar all "do the right thing". here is what i did:

download a .lzh file to st.
lha201i v file.lzh
(shows dates/times < today)
lha201i x file.lzh
(all files have today's date and time of extraction)

this was done on mega4 (TOS 1.2) under MiNT 0.94. i will double check this, but i also recall this behavior without mint. these are US ROMs, BTW. roger sheppard also indicated that this was a bug in LHarc because there was a change in GEMDOS Fdatime() at TOS 1.4. i don't have my TOS 1.4 release notes handy to confirm this. i also tried this with LHarc 2.01e with similar results. i have not tried with 2.01l. i also use the IDC hard disk driver at rev 5.5.0 (if that matters). i also have GDOS 1.1 installed. the harddisk i have has an ICD Adscsi host adapter which is supposed to have a clock. the mega also has a clock. from what i can tell everything should be sync'ed since all the other archivers work fine as does things like "cp +t file..." from gulam and "cp -p file..." with the gnu file utilities. it could very well be a problem with my config, but then again why does everything else that deals with file dates work correctly?

if you can preserve the timestamp with a command line switch, i'd be interested to hear about it. i could not find anything in the docs (most of which are either in japanese or german that i have) that seemed relevant. i think this should be the default behavior anyway (ie preserve the dates without having to ask for it). if you think i have a funky config, this would also be nice to know. i set the system clock with the control panel and with an ICD utility. i also have a touch(1) utility that works fine (GNU) and my own version that calls Fdatime() directly.

actually this no longer matters since i have the unix lha 1.00 running on my st and plan to use it when i have to deal with .lzh, at least until lh6 happens :-(. so far it looks like it is going to work tho it is still slow on creating archives. since it is as fast as LHarc on extraction, i presume i will continue the (time consuming) practice of .lzh -> .zoo conversion...

thanx

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

209. Re: LZH Date Problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 18:36:00 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul06.183600.7052@convex.com>
Source record: 220061

In article <1992Jul6.064232.19025@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>It has nothing to do with LZH201 at all, there is a problem with moving files
>with TOS less than 1.4, if you move/copy a file with TOS less than 1.4,
>the date will get changed to the current date, this is a TOS fault not a
>LZH201 Fault...
>
>LZH201 generates temporary files for extraction, from memory, but then they
>can get moved to the destination drive, hence the problem, you can from
>memory set the drive that is used for these temporary files...???

ok, this explains it. i also think this can be fixed by simply doing an Fdatime() on the moved file. we can argue, but i think this is an oversight at least in LHarc. it should be a trivial fix (that would make me happy :-). actually, i was not using the redirection option of LHarc, so why does it need to make copies? if it does, this seems like a wasteful step (meaning LHarc should thus run faster).

do u know if LHarc creates a temporary ramdisk or holds the files in memory? how does this "redirection" work? where are the temp files?

>So Bill its time to get TOS 1.4, gee I could not live with out it..

i have TOS 1.4, rog. i just don't want to upgrade all 3 ST systems i own. hey, in the same vein, get a hard disk. you won't need "redirection" then.

are we pals again? i note a distinct aire of civility in our articles these days... :-)

ciao

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

210. Re: Mine Sweeper??

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 19:31:15 UTC
From: bigham@acpub.duke.edu
Message-ID: <3669@news.duke.edu>
Source record: 220067

From the Holy Book of <BqzA4q.But@news.cso.uiuc.edu>
as spake by wmagro@uiuc.edu (William Magro) :
>I think I've seen 'Mine Sweeper.' Tell me if I am correct: you try to find
>all the 'mines' in a rectangular grid. Each time you find a spot with no mine,
>the computer gives you a number, indicating how many mines are on surrounding
>grid locations. Using logic and luck you try to 'mark' the locations of all
>the mines.

>If this is the game, then there is indeed an Atari version, and a very nice
>one indeed. You can get it on atari.archive, and I think the name is
>blaster.lzh.

I have the game you describe. It's called Demolition Man, and is on
atari.archive at atari/games/dmltnman.arc. Hopefully this is what was
wanted.

[Blaster is a completely different game, sort of a Defender clone.]

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

211. Re: TI TMS320xx Assembler

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 19:45:59 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340103@hpfcso.FC.HP.COM>
Source record: 220070

I have one that I wrote for the TMS320C30 and TMS320C31 processors. It is somewhat limited but it does enough to get me by. If you would like the source or executables drop me a line:

Ted Rossin
rossin hpfctgr.fc.hp.com
303-229-4179

By the way, the code is written in C and was compiled using Mark Williams C version 1.1 on the Atari ST. The code does compile and run on MACs and on HP 9000 series 300, 400 and 700 workstations. The series 700 (Snakes) machines are really fast.

212. Mono Monitor Flakiness

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 19:54:29 UTC
From: klassa@aurs01.UUCP
Message-ID: <60886@aurs01.UUCP>
Source record: 220065

My mono monitor (bought used about six months ago... looks like it's NOT one of the original, "nice" models due to the placement of the controls) has started to weird out on me. While running Uniterm this morning, it suddenly jumped (i.e. without provocation) into a mode where the height of each of the 24 text lines decreased seemingly linearly from top to bottom. The top lines were quite large while those at the bottom were about 1/3 to 1/2 the size of those at the top (those in between were somewhere in between, in height). Pressing ALT-F2 (I believe) to put Uniterm into 24-row mode helped once, but failed to help any at all after the monitor entered the strange new mode for the second and subsequent times.

Is this the same kind of death that others have reported seeing in their mono monitors? Is the end near? Any info would be greatly appreciated!

Thanks in advance,
John

<><>

213. Calamus 1.09 and Font Editor for sale

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 20:07:19 UTC
From: ekrimen@wet.COM
Message-ID: <4083@wet.UUCP>
Source record: 220072
Cross-posted to: misc.forsale.computers,ba.market.computers,comp.sys.atari.st

```
<<<<< FOR SALE >>>>>

Calamus 1.09 (dated 07.02.90, which I think is the latest version)

and

Calamus Font Editor 1.0 (dated May 9, 1989)

* Original disks and manuals (of course), in good condition.
* Reason for sale: I bought it and I don't use it.

* Both for $105 -- I pay non-COD shipping within U.S.

Please respond via e-mail or at 415-751-3693.
```

214. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 20:21:05 UTC
From: mistik@grex.ann-arbor.mi.us
Message-ID: <BqzHv8.uq@grex.ann-arbor.mi.us>
Source record: 220089

In article <1992Jul5.034222.1713@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1992Jul4.134517.1386@a.cs.okstate.edu>, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>>I've never heard of zoo 2.1 USA, and if you have so mych trouble with it
>>DUMP it. Get zoo2.1x off atari.archive as it is solid. Doesn't mention "USA"
>>anywhere.... so maybe it'll work in NZ too!
>>
>>Better luck this time!
>> jc
>
>
>Thats were it came from, its a solid as piece honey comb, try using it with one
>or two disk drives from the TTP...
>
>And it fails on some types of archives....
>
>I will stick to LZH201 as all otheres have here in NZ...
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz
>

The Atari archive version off zoo worked very fine for me so far, and it
does know about the unixmode, getting the long filenames right. You need
it, if you are going to compile unix software, since the names are longer
than 8.3 . I don't thinkany lzh program does that.

On the contrary, I had trouble with the initial lzh programs, and don't like
using them anymore.

--
Mustafa Soysal

215. Keyboard remapping software

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 20:29:16 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Jul6.202916.24813@magnus.acs.ohio-state.edu>
Source record: 220063

Hullo.

I just finished download tcsh from atari.archive last night, and I was quite dismayed to find out that the arrow keys only work if you use MiNT's stty, or have another program to rebind keys to something approximating a vt100. I use tcsh on most of my other systems, and I would have (still would) like to use it on my Atari too.

So I'm asking. Does anyone know of a program I can get via ftp (or other similar method) that will allow me to remind my keys properly for this?

Thanks in advance for any/all info.

Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | This patient has hyperwhosiwawah. Prepare for gobble
`---- | degoogoo surgery. Hand me the nanu-whatchamadosits.

216. How can I extract Font data from TOS?

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 20:49:04 UTC
From: Terry_C._Wells.ES_AE@XEROX.COM
Message-ID: <".6-Jul-92.13:49:04.PDT".*.Terry_C._Wells.ES_AE@Xerox.com>
Source record: 220064

I'm building a project using my ST and I need to read the Font data from ROM (or RAM).

The documentation I have (Atari ST Internals, TackleBox ST) isn't very clear about Fonts and gives no useful clues as to how to read it. TackleBox ST did have an address where the font data was supposed to be, but it appears that the address they give is only valid for TOS 1.0.

What I want to do is get the Font data (hopefully as an 8x8 grid, but I can deal with something more complicated if need be) and send it to a printer-like device attached to the parallel port.

If I need to use GDOS to load Fonts into RAM, that's ok, as long as the characters are 8 bits tall.

I know the data is in there, I just need to find out where. Any help at all will be greatly appreciated. Thanks.
Terry

"Any technology distinguishable from magic is insufficiently advanced."

TWells:ES AE:Xerox
TWells.ES_AE@xerox.com
(310)333-5839
Message: Bell:ES AE:Xerox (165.25220325666.0)
Call: KC6VCL

217. Re: Information about MetaDOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 20:54:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A43337@MS.maus.de>
Source record: 219974

Frank Hoefer wrote:

>I am looking for _ALL_ available information about Atari's MetaDOS.

Forget MetaDos. Device Drivers for MiNT will be the way for the future.

Regards,
Patrick

218. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 22:08:46 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Jul6.220846.15366@mits.mdata.fi>
Source record: 220001
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1063@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:

<Stuff about the high speed ACC deleted>

> Well, I can't say if it will work for your case or not, but I have used
>the accessory (HSPD_232.ACC) to do null-modeming between my MegaSTe and
>286 with no problems at 38400 baud. At least in this case, yes the
>accessory does work as advertised (it's real cool seeing the files fly
>at 38400 baud). In case anyone wonders, yes, I know I can put PC disks
>in my ST, etc. The reason I null-modem is because my PC has a 720k drive,
>and I'm using 1.44M disks on my ST (now there's a switch, eh? :-)
>
> I do have one "problem" however with this accessory, or rather with
>its options. The accessory does give the choice of 38400 and two higher
>speeds, but the speeds that it does have (above 38400) do not match any
>of the high speeds that my PC term programs handle (namely Procomm and
>Telix). If there was a way to set a custom baud rate, then that would
>be even more useful (BTW the PC term supports 57600 and 115200 baud,
>while the ST supports 38400, 72600 (I think) and 156000 (I think))...
>
> Robert J. Anisko
>

The reason it works for you is probably that you have a Mega STe,
which can handle the 38400 serial speed. I tried it with my 8 MHz STe
with a Courier HST DS, and there were characters lost and garbage in
everything the modem sent. Probably even the MegaSTe couldn't handle
speeds like 57600 even if the Accessory supported it.
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
---

219. Re: Mine Sweeper??

Newsgroup: comp.sys.atari.st
Date: 1992-07-06 22:47:22 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <7571@lee.SEAS.UCLA.EDU>
Source record: 220074

In article <BqzA4q.But@news.cso.uiuc.edu> wmagro@uiuc.edu
(William Magro) writes:
>
>ARGHH! Can someone add the 'extract redirection' feature to zoo to quiet
>these desktop-only types. Then they too can move over to zoo, and the world
>will be a better place. *:^)

The problem is in using atari's ttp feature itself. Perhaps a better
solution than hacking ZOO (which is my preferred archival program) is
to write a simple "ttp wrapper" function. What I envision is something
similar to the "gtp" program posted here several months ago; what the
program should do when installed properly is this:

1) User double-clicks on a foo.ttp file.
2) ttp.prg is launched with the desired foo.ttp as an argument.
3) It displays a dialog like that of the desktop's ttp handler.
4) The box has a field for arguments _AND_ a field for the
"current directory" that foo.ttp should be run under.
5) Then ttp.prg changes the current directory, launches foo.ttp
with the right arguments, restores the directory after foo.ttp
exits.

This way, the "current directory" problem with many cli-type programs
can be solved easily for people who prefer ttp launching of their
programs.

I don't have the time to write such a utility, but perhaps the person who
wrote the "gtp" program might be persuaded to knock this one off in a
couple of hours.

-- Scott Willingham // willing@icsl.ucla.edu

220. Re: Downloading from UNIX system.. how?

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 00:11:39 UTC
From: lewis@titan.trl.oz.au
Message-ID: <1992Jul7.001139.16957@trl.oz.au>
Source record: 220075

From article <1064@usdtsg.DaytonOH.NCR.COM>, by anisko@usdtsg.DaytonOH.NCR.COM (anisko):
> In article <1992Jul6.001042.4365@trl.oz.au> lewis@trantor.trl.OZ.AU (Ian Lewis) writes:
>>Hi all,
>>
>>I have a 1040STE with 2MByte and HD. I have a very low success rate in
>>unpacking archives or getting binaries to run when I download from a
>>UNIX system (with Internet access). The two methods I have tried to
>>date have been:
>>
>>1) Use MTOOLS to copy binaries to MSDOS floppy and subsequently to the
>> Atari. More than half of these attempts fail with problems
>> with archive headers, bombs or TOS error 35. The archives I can
>> unpack on the UNIX machine but I still have trouble with the binaries.
>
> Are you FTPing the files, either from a site to your unix system,
> or from your unix system to the PC? Make sure that the transfer is
> set as BINARY and not ASCII (i.e. type "binary" at the FTP prompt).

My latest attempt was with CS-TEX. I ftp`d the zoo archive to my UNIX
system in binary mode (I can unpack it on my UNIX system).

> FTPing in ASCII will convert carriage-return/linefeeds in various
> ways, and I can see that posing a definite problem if that's what's
> happening...
>
> I'm not real familiar with MTOOLS, however. Can you give a short
> explanation of what it does?

MTOOLS is a package for UNIX systems that allows them to read/write
MSDOS floppies. People I work with have no trouble using this method to
copy binaries/archives to Amigas. I thought Atari's could read/write
MSDOS floppies also???

>
>>2) Using KERMIT to download to the Atari. This is generally more
>> successful but is sssslllloooowww!
>
> You might want to get the source code for Zmodem (SZ and RZ) and
> compile it on your unix system. That way you can use zmodem to
> transfer the files, which is LIGHT YEARS faster than Kermit.
> Someone on this newsfeed could probably point out a source for the
> zmodem sources...

Problem is: I wish to use the disk drive if I can since at 1200 Bd, the
transfer of the CS-TEX package will take hours (even with zmodem),
assuming the connection stays up (which it regularly doesn't).

Ian Lewis, Voice: +61 3 253 6317 Fax: +61 3 253 6144
Telecommunications Research Laboratories
Australian and Overseas Telcommunications Corporation
P.O. Box 249, Clayton, Victoria 3168, AUSTRALIA
Internet: i.lewis@trl.oz.au
X400: g=ian s=lewis ou=trl o=telecom prmd=telecom006 admd=telememo c=au

221. .ttp from desktop (was Re: Mine Sweeper??)

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 00:13:28 UTC
From: sourada@iastate.edu
Message-ID: <sourada.710468008@vincent1.iastate.edu>
Source record: 220076

In <7571@lee.SEAS.UCLA.EDU> willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:

[stuff]

>This way, the "current directory" problem with many cli-type programs
>can be solved easily for people who prefer ttp launching of their
>programs.

This is easy for TOS 1.4 and higher, see the FAQ under :TIPS:. I'm not
gonna tell you what it says :-)

>I don't have the time to write such a utility, but perhaps the person who
>wrote the "gtp" program might be persuaded to knock this one off in a
>couple of hours.

There are four things that I think would be nice for the .ttp launcher in
the desktop: real wildcard expansion, alterable current directory, filename
completion, and the option to load the program before entering the parameters
and running the .ttp. Of course, by this time, you have most of a shell...

>-- Scott Willingham // willing@icsl.ucla.edu

Later,
Steven Ourada
--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

222. What are the basics to downloading to an ST ???

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 00:16:51 UTC
From: davy@capalo
Message-ID: <1992Jul7.001651.22110@capalo>
Source record: 220077

I have been reading this group for a while now and finally

have broken down to ask this (simple?) question:

I have an Atari ST 1040. Color Monitor with a single internal disk drive.

Could somebody reply to me or post the STEP by STEP method or methods

(with what required software is needed) to simply download/upload

something to/from my ST via a standard 1200/2400 baud modem using

FLASH (since that what I have in the way of modem interface software).

If this is a FAQ I will be glad to look it up. If I knew where to

look exactly.

Thank You in advance for any help,

Dave "I ask only simple questions" Whalen

223. Re: Crackart English Docs

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 01:19:59 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul7.011959.8949@actrix.gen.nz>
Source record: 220078

Vax-Zmodem is pretty basic.

downloading:
(Z-Modem Send)

parameters: type -b
filenames: type name of file/s to download. (if you want to download
more than one file, just put a space between each filename)

uploading:

(Z-Modem Receive)

just type -b for the parameters, and commence uploading!
--

Nil Mortifi Sine Lucre

224. Re: Any other Atomic Robokid fans out there?

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 01:23:40 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul7.012340.9155@actrix.gen.nz>
Source record: 220079

Okay, one cheat coming up:

on the title screen type:

TUESDAY 14TH

(including the space)

then hit fire to start the game. You now get a customiser menu, where you can choose your weapons, lives, invincibility, or which level to start from.

From /: The Cheat King "The Mercenary"!!!

Chow!
--

Nil Mortifi Sine Lucre

225. AHDI 5.0 and SH204

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 02:11:02 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul7.021102.8400@solace.hsh.se>
Source record: 220082

Is there anyone who knows why the latest version of AHDI (5.0) and HDX
doesn't recognize a SH204 when you want to low level format it??

If you use an older version it works okay, but not 5.0. When you boot
with AHDI 5.0 it types out the type of harddisk you have (ie. ST225,SY555)
but with the SH204 it only types out some garbage. Could have something
to do with that the SCSI->ST506 adapter can't handle the 'mode sense' that
the new AHDI uses?

Anyway, the problem isn't serious so I can manage as it is, but I would like
to know why.

/Hasse
--
+---+
!email: hasse@solace.hsh.se snail-mail: Hans Holmberg !
!irc: Knightman Sommarv. 5 !
!flames: /dev/null 854 67 Sundsvall !

226. Has anyone successfully ftp'd GCC 2.1 from atari.archive....

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 02:43:00 UTC
From: dholland@cc.weber.edu
Message-ID: <6JUL199219431520@cc.weber.edu>
Source record: 220080

I recently ftp'd gcc 2.1 from atari.archive.umic.edu in binary mode.

I tried both the large file gcc21b02.zoo, and the 4 smaller ones (zaa-zad) in the subdirectory (catting them together) but was unable to un-zoo them due to an invalid directory entry error.

Is the new version worth installing compared to G++ 1.39.1 (which I might add is wonderful).

Any response would be greatly appreciated,

Sincerely,

David Holland
dholland@cc.weber.edu

227. Re: Forced-freeware archivers considered harmful

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 03:13:20 UTC
From: mhughes@visual.spk.wa.us
Message-ID: <1992Jul07.031320.14011@visual.spk.wa.us>
Source record: 220088

> There is I think a PD date fix program to correct the copy of dates with
> TOS < 1.4, ICD does have one with there software, but I have read it can
> be a bit buggy, but it has been updated, are there any other date copy fixer
> Gribnif comes to mind..

Indeed there is, and that's why LHA201G's been working for me. Oops. I'd
better get a new version of lha... I didn't upgrade from LHA130 until after
I bought my hard drive, so I never noticed any date problems. My apologies to
any who were confused/bemused/annoyed by my assertion that 2.01g worked fine.

I still prefer LHA, tho'.

- Mark Hughes mhughes@visual.spk.wa.us

228. HELP with ZMODEM

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 03:33:56 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <6JUL92.23335617@cc4.crl.aecl.ca>
Source record: 220085

For several months now, I have moved files back and forth between a VAX and my TT using STalker3 and an SL/1 digital modem. Transfers take place at 19,200 baud with no problems at all (use SERIALFX.PRG and AUXINIT.PRG, the latter set to a 30K buffer).

A few days ago I received a Supra V.32bis modem and tried file transfers at 9600 baud. The xfers stop and restart after the first 5120 bytes and then stop/restart after every 6144 bytes thereafter. Obviously, I have to set some parameter on the VMS or the STalker ZMODEMs. Problem is, I have no idea WHAT to set.

For info, the VMS version of ZMODEM tells me the following:

```
Send file(s) with ZMODEM/YMODEM/XMODEM Protocol
(Y) = Option applies to YMODEM only
(Z) = Option applies to ZMODEM only
Usage: sz [-2+abdefkLlNnquvwYy] [-] file ...
sz [-2Ceqv] -c COMMAND
\ Force next option letter to upper case
sb [-2adfkquv] [-] file ...
sx [-2akquv] [-] file
+ Append to existing destination file (Z)
a (ASCII) change NL to CR/LF
b Binary file transfer override
c send COMMAND (Z)
e Escape all control characters (Z)
f send Full pathname (Y/Z)
i send COMMAND, ack Immediately (Z)
k Send 1024 byte packets (Y)
L N Limit subpacket length to N bytes (Z)
l N Limit frame length to N bytes (l>=L) (Z)
n send file only if source newer (Z)
N send file only if source newer or longer (Z)
o Use 16 bit CRC instead of 32 bit CRC (Z)
p Protect existing destination file (Z)
r Resume/Recover interrupted file transfer (Z)
q Quiet (no progress reports)
v Verbose - provide debugging information
w N restrict Window to N bytes (Z)
Y Yes, overwrite existing file, skip if not present at rx (Z)
y Yes, overwrite existing file (Z)
Z Activate ZMODEM compression(Z)
sz 3.07 2-02-90 for VMS by Chuck Forsberg, Omen Technology INC
```

"The High Reliability Software"

The VMS version of ZMODEM uses all that UNIX type crap for parameters (antithesis of user friendly). Could someone PULEEZE help me out.

229. Dialog replacements

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 03:41:51 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Jul7.034151.28734@magnus.acs.ohio-state.edu>
Source record: 220084

Well, I just downloaded Let `Em Fly v1.17 from atari.archive. It's a dialog replacer much like FormDoIt. All the docs are in German, but it's fairly easy to understand.

And boy it is neat! You can drag dialogs and alerts around the screen, you can have the dialog hot keys in color instead of underlined, alert box icons can be in color, there is a history to allow you to recall the last several dialog test lines you've edited, control-arrow keys move you left and right by words in an editable field, and of course it has almost all of the features that FormDoIt has!

I was all set to install it as my new dialog replacement when I discovered the dreaded catch. It doesn't work with UIS III's extension menu. Arrrrrrrrrgh! (And it also leaves droppings on the screen occasionally, but I could learn to live with that).

So, does anyone know if there is a newer version of this program available that might have these bugs fixed? If so, where can I get it? Or maybe the folks at Gribnif would be kind enough to add features like these to FormDoIt (I almost feel traitorous to be switching dialog customizers).

If you want to check out Let `Em Fly for yourself, it's in /atari/utilities/lmf117.zip.

Please, let there be a perfect solution to my dilemma!

Thanks for listening to my slightly deranged ravings,
Joe
--
__________ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | No response on any Starfleet channel, sir. However,
`---- | there is a related thread ongoing in rec.arts.startrek.

230. Re: Has anyone successfully ftp'd GCC 2.1 from atari.archive....

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 03:57:45 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul7.035745.13571@actrix.gen.nz>
Source record: 220086

It's a bug with .ZOO.

The file's been ZOO'd in such a way that the directories look like:

C:/DIRECTORY/

instead of

C:\DIRECTORY\

like they should. (The direction of the slash reverses) - ZOO 2.1
doesn't like that - I was told how to fix that a couple of days ago,
but I've since forgotten, (I usually whip out Disk-Doctor and
re-reverse the slashes). How's this by-passed guys?
--

Nil Mortifi Sine Lucre

231. Re: LZH Date Problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 04:23:45 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul7.042345.3895@peponi.wcc.govt.nz>
Source record: 220090

In article <1992Jul06.183600.7052@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:
>
>>So Bill its time to get TOS 1.4, gee I could not live with out it..
>
>i have TOS 1.4, rog. i just don't want to upgrade all 3 ST systems i own.
>hey, in the same vein, get a hard disk. you won't need "redirection" then.
>
>are we pals again? i note a distinct aire of civility in our articles these
>days... :-)

No, I did not think that we had fallen out, well it could be my bad English,
not one of my best subjects...

Does not help when you are trying to put your case across...

>ciao
>
>-bill
>rosenkra@convex.com
>
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

I read read some were, way back, that one reason that LZH201 was fast was
that it used Ram for its temporary files..??

I think that the E option sets the working drive...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

232. Re: Building GNU Src Tree

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 04:29:56 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jul19121356@acae127.cadence.com>
Source record: 219591

In article <1992Jul16.141541.3991@sae.com> malay@sae.com (Bob Malay) writes:

>
> I'm in the process of building a GNU source code tree and I have come across
> files that are not in the 8.3 format. Would it be feasible to create a Minix
> file system and build the source tree on it - then use mint and mfs to "mount"
> this file system under TOS?? I have built most of the source from the original
> GNU packages and then applied the Atari-specific patches. Has anybody built and
> maintained gcc (for example) under TOS?? What problems will I encounter (besides
> this file name problem)??

as you can imagine i do maintain several such source trees
under TOS (thank god for removable cartdridge syquests!), i use
UNIXMODE with a set of unixmode aware utils (ls, rm, mv ...) (while
eric is off doing penance!), and have'nt really encountered any
teething problems. anyways, even if you truncate the 8.3 names i think
there are only a few clashes, so i suspect its quite feasable.
attached below is a script to help you discover what clashes if any
you would find.

of course using mfs with MiNT is a nice solution.

extract and run with perl (available on A.A in ...languages/perl*.zoo)
(probably a good idea to set UNIXMODE whilst running this script):

```
-------------------------cut-------------------------------------------
#
# check 8+3 filename clashes recursively
# usage: perl 83.pl [dirs] (. default)
#
# ++jrb bammi@cadence.com
#

sub checkdir {
local($dir) = @_;
local(*DIR);
local(@dirstack);
local(%longnames);
local($clashes) = 0;

print "Examining $dir:\n";
opendir(DIR, $dir) || die "could not process $dir";
local(@filelist) = readdir(DIR);
closedir(DIR);

foreach (@filelist) {
next if $_ eq '.';
```

```
next if $_ eq '..';
next if $_ eq 'CVS';
next if $_ eq 'RCS';
next if /~$/;
next if /,v$/;
next if /^#/;
next if /\.o$/;
next if $_ eq 'SymbolicRevs';
if (-d "$dir/$_") {
push(@dirstack, "$dir/$_");
} else {
local($f) = $_;
tr/A-Z/a-z/;
local($name, $ext) = split(/\./, $_, 2);
if((length($name) > 7) || (length($ext) > 2)) {
local($shortname) = substr($name, 0, 8) . '.' . substr($ext,0, 3);
if (defined $longnames{$shortname}) {
print "\t$dir/$f clashes with $dir/$longnames{$shortname}\n";
$longnames{$shortname} = $longnames{$shortname} .
' and ' . $f;
$clashes++;
} else {
$longnames{$shortname} = $f;
}
}
}
}
print $dir, ': ', $clashes, ' clashe(s)'. "\n";
local($f);
while(($f = pop(@dirstack))) { &checkdir($f); }
}

if($#ARGV > -1) {
while(@ARGV) { &checkdir($ARGV[0]); shift ARGV; }
} else {
&checkdir(".");
}
exit 0;
--------------------------cut----------------------------------------
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

233. Re: Z-modem for MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 04:34:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul7.043454.4087@peponi.wcc.govt.nz>
Source record: 220091

In article <92188.102022MEBEB@LIVERPOOL.AC.UK>, MEBEB@LIVERPOOL.AC.UK writes:
>In article <1992Jul1.051510.4756@peponi.wcc.govt.nz>,
>sheppard_r@kosmos.wcc.govt.nz says:
>>It sounds like you need to get a PC...?? :-)..
>>
>>I have a 'GEM' of a computer....
>>
>>Do you get new fingers every week..??
>>
>Err yes, right, some of us are a bit more concerned with productivity. 8-)
>Have you tried xyz.ttp? I use it all the time, and its faster than rz/sz.
>
>Kev
>-----
>Kevin O'Donovan | D'you wear a black armband when they shot the man
>kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
>mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
> | when I learned to see...
>~~~~~~

One thing that I don't like with xyz.ttp is that it does not batch uploads
very well, all the file names have to be in a Temp file, it should use the arcv
method for this...

I prefer to use the GEMRZSZ or GEMRXSX programs...

234. Position Available -- new Portfolio SIGOp for CFN

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 04:56:18 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jul7.045618.10653@usenet.ins.cwru.edu>
Source record: 220087

The position of Portfolio SIGOp for the Cleveland Free-Net is
available.

You should have a knowledge of the Portfolio, the programs available for it,
and a little or a lot about programming it.

Also, you must have enthusiasm, perserverance, and enough time to shape
up the Portfolo Support Area into a great informaton source for users.

Some of the benefits are that since we are planning the release of
a "new" Atari SIG in less than two weeks, you will be able to create
the Portfolio Support Area that you desire.

Also, unlimited amount of time on the Cleveland Free-Net.

If you think you think the Portfolio is a great machine and would love
to help other users with their Portfolio, why not think about it?

A present Free-Net ID would also help.

Send all interests to: aa399@cleveland.Freenet.Edu

Len Stys

--

235. Crackart Docs

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 05:03:48 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jul7.050348.4613@peponi.wcc.govt.nz>
Source record: 220092

Ok, I've managed to upload the docs!! all I needed to get zmodem going
was to type -b for binary (so simple, but so difficult!), so thanks
to Roger for that little tip! :-)

The file is ckartdoc.zoo in the directory /atari/new on
atari.archive.umich.edu

It's a translation of the german docs done by Kervyn D. Mach from
the Miami Valley Atari Computer Enthusiasts.

Someone mentioned about an incomplete translation to me in mail, this
appears to be complete, but I only took a quick look, i've never read
the whole thing!

BTW: the zoo file is 32758 bytes.

Craig.
* Craig Shore | Phone (voice) | Internet:shore@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :shore_c@kosmos.wcc.govt.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

236. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 05:26:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul7.052647.4849@peponi.wcc.govt.nz>
Source record: 220093

In article <3637@news.duke.edu>, bigham@acpub.duke.edu (Scott Bigham) writes:
>From the Holy Book of <1992Jul3.061400.4984@peponi.wcc.govt.nz>
> as spake by sheppard_r@kosmos.wcc.govt.nz :

** Scott's rantings and Drivel removed **

>Face it, Roger, Zoo has virtually identical functionality and
>compression ratio to LHarc, is just as widely available and infinitely
>more standardized. Stop whining.
>
> -sbigham
>--
>Scott Bigham | The opinions expressed above are
>bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
> | copied or distributed without
> | Darn Good Reason(tm).

Can't you be constuctive are you just distuctive, with comments like this I
wonder why you bother to post..

It looks like you are just a Unix bigot..

And you also, don't know what you are talking about, or may be go back to
school and learn some manners..

Roger..... sheppard_r@kosmos.wcc.govt.nz

237. Re: New version of Prolog-68 on a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 07:08:52 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jul7.070852.27576@email.tuwien.ac.at>
Source record: 220094

jensk@hpbbrd.bbn.hp.com (Jens Kilian) writes:

>There's a new version of Prolog-68 available on atari.archive.umich.edu,
>currently in atari/new.

You can get it with 'get prolog68.zoo' from the above directory...

Marinos

238. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 08:55:00 UTC
From: only_bbs!Pizza_Thief@overmind.mind.org
Message-ID: <2156215@overmind.citadel>
Source record: 220025

I'm having somewhat of a problem with a door I'm trying to write, perhaps someone can help me. My local sysop is running Fnordadel and I've written a program to run as a door for some misc. maintenance functions....my program assumes that the output is already redirected when it is activated (since I haven't a clue how to do this it a good thing fnordadel does it) so it uses ONLY stadard input and output. Yet when the door return control to fnordadel the console will not respond (this is the console of the computer the bbs is running on....) but the modem still seems to be working fine. Minor evidence exists that the output is STAYING redirected to the modem (completely, all standard I/O) from that point on. The bbs simply continues to work normally, but the keyboard entry appears to be completely unrecognized. Does this situation ring a bell with anyone? Can someone help?

239. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 09:30:45 UTC
From: prevot@smr.slb.com
Message-ID: <1992Jul7.093045.15604@slcs.slb.com>
Source record: 220023

In article <3489@richsun.cpg.trs.reuter.com>, chuck@cpg.trs.reuter.com (Chuck Menard) writes:
>In article <1992Jun30.204423.7131@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>>>
>>>
>>>Umm, well as far as comparitive application tests go, my TT seems quite
>>>capable of holding its own against ye average 486 - that's TOS/DOS
>>>comparisons - I don't have ASV so I can't make ASV/ESIX (or whatever)
>>>comparisons.
>
>Speaking of ASV (i.e. Unix) for the TT: I was told by a local dealer that Atari's
>Unix SysVr4 should be available to the end user (not developer) in June. Does
>anyone know if it will be available soon?
>
>CUL,
>Chuck

Hello,

I recently had some first hand experience with Atari SVr4, while doing a quick evaluation for the French ST-Magazine. Well, it's not bad, not bad at all, but unfortunately it's quite s l o w.... Although I think some stuff was not properly configured and memory was insufficient (16 megs, out of which I was left with about 1 (!) once X was running - the disk was not very fast, either), I'd be enclined to say that ASVr4 would really shine only on a '040 (the mythical Super Falcon, maybe :-). Anyway, there are still some loose ends, but the system is quite functional, documentation is well written (even if it's a bit short), and the NSL development tools are great...

Voila, as for availability, there's already a small number of systems out in France, but there still is (to my knowledge) no official line on the subject. IMHO, I'd like to know first WHO to develop for, before going on ASVr4 development.

Greetings,

Nicolas Spengos
(spengos@germinal.ibp.fr
spengos@envvx1.sinet.slb.com)

240. Re: Dialog replacements

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 09:50:24 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Jul7115010@bohus.cs.tu-berlin.de>
Source record: 220095

Hy,

> Well, I just downloaded Let `Em Fly v1.17 from atari.archive. It's a

> So, does anyone know if there is a newer version of this program
> available that might have these bugs fixed? If so, where can I get
> it?

Newest Version is v1.18. Many Bugs are fixed, I don't know about this
UIS III bug, but perhaps its fixed. Should I send it to you?

You can contact the author via email: Oliver_Scheel@k.maus.de

Ciao
Herwig
--
Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

241. Re: Forced-freeware archivers considered harmful (was Re: Shareware Tr

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 10:16:46 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92189.111646MEBEB@LIVERPOOL.AC.UK>
Source record: 219905

In article <1992Jul3.061400.4984@peponi.wcc.govt.nz>,
sheppard_r@kosmos.wcc.govt.nz says:
>
>Well Bill, here is some more food for thought, you must provide a achiving
>util
>for the masses, ZOO 2.1 is not that at all, to bugy and to hard for a lot of
>users, and Has very severe limitations...
>
How about mentioning what some of these bugs and limitations are? I use zoo
frequently, and have yet to find a bug in it, unlike lharc which has on more
than one occasion trashed my hard disk (recoverably, thankfully). And what's
so difficult about typing zoo -a, zoo -x, etc? For the most part, the options
the inexperienced user are interested in are almost identical to lharc's
anyway. Then there's zoo's online help, at least 5 pages, including examples
of how to achieve various bits and bobs with zoo. Far superior to lharcs list
of options.

>Please look further than your nose, there are a lot of types of people that
>use
>Atari computers, and you are only looking at a very small type of users, the
>Achiving util must be usefull for all types of uses, ie, disk drives only and
>it MUST be able to work with GEM, a lot of people buy the Atari because of the
>Simple GUI, so stop being selfish...
>
Stop being selfish?? Come on, own up, are there two people using this account?
I've noticed two distinct style of writing on it, one somewhat more mature than
the other. IS someone using their father's account?

Anyway, back to the point. There are several GUIs for zoo, and absolutely no
reason why the GUI for any archiver couldn't work with zoo. Remember, lharc
is no more GEM aware than zoo in its native form.

>They did a vot on GEnie and Z=Net on the Archiver to use and LZH201 was voted
>for, need I say any more, you are out voted by some 100,000:1
>
Hmm, 100,000 people voted for lharc, and not one voted for zoo. So what?

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

242. Re: termcap/curses problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 10:29:48 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010032@hpbbrd.bbn.hp.com>
Source record: 219908

/ hpbbrd:comp.sys.atari.st / sjaak@research.ptt.nl (Schilperoort J.W.) / 1:33 pm Jul 5, 1992 /
> >On the ST, TAB is destructive. Curses assumes a non-destructive TAB. The fix
> >is to remove the TAB capability from your termcap entry.
> >BTW, this is not a bug. The TAB capability is really only usable with terminals
> >that have a non-destructive TAB (that's why it exists in the first place).
>
> I don't think that would help. I've scanned the curses/termcap code
> and found out that if no tab character is specified in the termcap
> file (ta-entry), curses assumes the '\t'-character. The only

Sorry - I didn't check the curses docs. I forgot to mention that there is a separate capability that you have to set to disallow use of the `\t' character. This is an `old style' capability, i.e., new programs shouldn't use it because there is a better way to check for this case (presumably the XTABS flag that you mentioned).

So we are both right: The MiNT library should be fixed to handle XTABS, but if you are stuck with a binary program, you can also get it to work via the termcap entry.

Jens.

(Sorry, can't look up the name of that capability right now - our central file server is down, so I can't access Emacs and its info system. Arrgh.)
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

243. Re: WordPerfect 5.1

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 10:50:00 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jul7.105000.11276@Informatik.TU-Muenchen.DE>
Source record: 220096

```
|> There is and will be no 5.1 for Atari.

WRONG !!!
On the SYSTEMS fair in Munich last autum the people from WordPrefect
told me that WP 5.1 is ready for the ATARI but they expect ATARI-Germany
to buy 10.000 to 15.000 PRG before they sell it themselves.

But ATARI hasn't made the deal up to now.

--
================================================================================
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
================================================================================

(* = Maerchen aus 1001 Nacht
```

244. Re: WordPerfect 5.1

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 12:34:48 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992Jul7.123448.4899@rdg.dec.com>
Source record: 220097

In article <1992Jul7.105000.11276@Informatik.TU-Muenchen.DE>,
seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:
>
>On the SYSTEMS fair in Munich last autum the people from WordPrefect
>told me that WP 5.1 is ready for the ATARI but they expect ATARI-Germany
>to buy 10.000 to 15.000 PRG before they sell it themselves.
>
>But ATARI hasn't made the deal up to now.
>
I'm sure that I read more about this at the time but didn't this all
die off when WordPerfect couldn't persuade Atari-Germany to bundle WP
with all their new ST's?

--
+===+
| Gwyn Evans | evansg@uproar.enet.dec.com | Uxbridge, Middlesex, UK |
| DESISCo - Digital Equipment Service Industries Solutions Company Ltd |
| Views expressed and statements made are mine and not those of DEC |
+===+

245. Re: Laser printer compatibility with Ghostscript problems

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 12:39:26 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0904.07.92@troja.stgt.sub.org>
Source record: 220048

UK1T@DKAUNI2.BITNET writes:

>But why can you print DVI-Files? Maybe there is much space and less
>graphix, so the Laserjet can pack the datas.

If you use a reasonable dvilj program, this should be able, to use the
font download facilities of HP's laser printers. I used to dump dvi files
to a file with my dvilj and packed them to a disk. With pure graphics
output, a document of about 40 pages would have filled my HD with ~40MB of
data. But the output was only about 800K :-)

I know of two laserjet drivers for dvi files. The last version of the
program for Lindner TeX, I saw, used pure graphics. The other one, of CS,
supported font downloading!
With this technique, it is possible to print TeX output on a 512k laser
printer.

>Ghostscript can print to a HP, but you will have to put more RAM in
>your printer... :)

Doesn't GS support font downloading?

btw, I have another problem with GS and laser output. If I call:
`gs -sDEVICE=laserjet <ps-file>' I always get an error message, when
preloading fonts. The message says: `error in \Vdict'. If I use another
output device, e.g. epson or stmono, everything goes well.

Is the laser driver of ghostscript broken, or does it need more memory I
can spend for it?

stefan
--
!! stenny@troja.stgt.sub.org !!
with lots of luck: stenny@iemars1.e-technik.uni-stuttgart.de
alias Stefan Schober, Stuttgart FRG, +49-711-681151
// never change a winning team - it could get better! //

246. Memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 13:37:04 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jul7.133704.3584@crc.ac.uk>
Source record: 220098

Hello,
Yes I am back again!

A simple question this time.
How can I find out how much memory was put in when I had the ram upgraded?
You might think that seeing as I bought the upgrade that I should know
how much there is. That's what I thought as well.
After I read the instructions on how to put it in I decided to take it
back to the shop and let them do it.
I paid for a "1 meg" upgrade (which I thought would make 1 meg in total)
It is a simms upgrade (I think) which will let me slot in more memory if
I need it.
Anyway back to the point.
Last week I got a whole load of different acc's. One of these was called
freeram.acc (probably). When I ran this it said just under 2.5 megs free.
So did the shop install 2.5 megs instead or is it just a crap program??
(I hope it's the 2.5 megs!)

BTW Thanks for everyone who has answered my many questions!!!

:-) (I just had to put one in somewhere!)

Phil
E-mail naffara@uk.ac.crc

247. Delivered Software (was: Re: WordPerfect 5.1)

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 13:54:26 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jul7.135426.15231@unibi.uni-bielefeld.de>
Source record: 220099

In article <...>, evansg@uproar.enet.dec.com (Gwyn Evans @ IME) writes:
|>
|> I'm sure that I read more about this at the time but didn't this all
|> die off when WordPerfect couldn't persuade Atari-Germany to bundle WP
|> with all their new ST's?
|>

(flames on)

How could you persuade Atari-Germany to do anything at all? And how do you think you can persuade them to ship a program with their machines? Glory days are gone, days when every ST was delivered with a programming language, so that you could start immediately... Mine came without any (MSTE/2 March '91)

(flames off)

(Comment: Well, I know this old BASIC was only some kinda text adventure, but looking at the above mentioned I can see the time arising when you buy your ST (or whatever its name might be in future) and have to pay another 100$ for the OS, just like in the IBM nightmare-world :-))

TeSche

Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
==> Technische Fakultaet, Universitaet Bielefeld, Germany
Internet E-Mail : itschere@techfak.uni-bielefeld.de

248. Re: More AT-Speed Questions

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 13:57:04 UTC
From: holger@zelator.in-berlin.de
Message-ID: <AOV4NDC@zelator.in-berlin.de>
Source record: 220010

In <1992Jul3.123303.1@violet.ccit.arizona.edu> dtarico@violet.ccit.arizona.edu writes:

>Does anybody have a newer version of the AT-Speed C-16 system software than
>ver 3.02? I know that a version 3.5 was put out, but I'm not sure if
>that is the latest. Where can the newer versions be obtained?

Yes, there is a version 3.5, but it has only one advantage over 3.02:
it is able to format high-density-disks, if your ST has the necessary
hardware-extension. But it has also new bugs, e.g. it does not work
with a 68020-board (version 3.02 does !).
It is available at a BBS in germany... but if anybody is interrested
in, i can send it to him/her via email.

Holger
--

##
Holger Lesch email (privat) :
Sybelstrasse 23 holger@zelator.in-berlin.de
W-1000 Berlin email (non-privat):
Tel. (030) 3243615 holger@kom.sietec.de
##

249. 8031 assembler for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 14:17:47 UTC
From: idh@cns.umist.ac.uk
Message-ID: <1992Jul7.141747.11924@cns.umist.ac.uk>
Source record: 220021

In the recent FAQ (software) a 8031 cross assembler for the ST was mentioned. I have been unable
to locate such an animal in the servers that I have investigated. What is it called (the filename,
so that I can use ARCHIE to find it), and/or where is it?
Cheers,
Ian H.

250. Re: AN COOL

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 15:40:03 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.710523603@odin>
Source record: 220003

Mr. D.I. and Manikin:

With the utmost sincerity, I assure you I never meant to offend TLB in any way by making that post. I was merely defending Mr. AN Cool, because I believe he is an amazing demo coder and composer. In the middle of M Demo 3, it flashes up on the screen "This demo is lame!". Obviously, AN Cool wasn't serious about it at all!

BUT, I still believe that the demo has some value, for the music is better than anything I have heard so far from either TLB or TCB. But, I must mention that this M Demo 3 was not put out by TCB, but just by AN Cool!

If the truth be known, I enjoy TLB's demos much more than TCB's, but I really enjoy AN Cool's music more than anything. Ahhh, I doubt you even care...

In fact, when I said "You are a serious lamer, dude... " I was referring to Mr. Tim Moss, because I thought he made wrote the post in the first place... (sigh)

Well, on with my futile attempts at assembly. Long live the masters!

251. INFO: All submissions have been posted (finally)

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 15:47:40 UTC
From: koreth@twitterpater.Eng.Sun.COM
Message-ID: <l5jf4sINN1rn@appserv.Eng.Sun.COM>
Source record: 220002
Cross-posted to: comp.sources.atari.st,comp.binaries.atari.st,comp.sys.atari.st

Thanks to a nice vacation last week, the comp.binaries.atari.st and comp.sources.atari.st submission queues are now empty. Time to send in some more!

The rest of this message will sound a lot like a similar one in comp.sources.unix not long ago. You can stop reading here if you don't plan to submit things to either group.

My response time is usually nothing to write home about. Part of the reason is that I try to send things out in more or less the order they arrive (with some exceptions.) When I get a slew of three or four submissions that have problems (both source and binary included in one archive, weird archiver used to pack, whatever) they tend to sit at the head of the queue until I have time to deal with them. Perfectly clean submissions further back in the queue suffer as a result, and it takes a big chunk of free time like last week to get everything moving again.

So, in the name of keeping the trains running on time, I'm going to be a little stricter about rejecting submissions in the future. Up until now, the only reasons I rejected things were if I couldn't get them to unpack at all (usually due to data corruption) or if I tried them out and they didn't work. I'll still reject things for those reasons, of course, but I'll no longer spend time going through the zillions of different versions of LHarc one at a time to try to unpack something, trying to figure out which of the datafiles need to be included with both the source version and the binary version of something that arrived all in one chunk, or searching through the source code for a big comment in the middle that can be used as a description for the top of the article. If it's not pretty much ready to go when I get it, I'll tell you what's wrong with it and move to the next item. I'm still perfectly willing to repackage things with zoo if they come in packaged with arc (I feel the space savings, sometimes in excess of 30%, are worth it) or whatever -- but I'll limit myself to fiddling with the format of the submission in a coarse way, rather than shuffling through its contents.

There's nothing really new here; I'm not asking anything that hasn't been in the two groups' introductory articles pretty much from the start. Most submitters will be perfectly fine; in many cases, I don't have to touch incoming submissions at all, except to change the mail header to a news header. I don't expect to be able to do that all the time, or even most of the time, but I'd like to stop the practice of spending three hours trying to get a single submission into a form people can use.

Feel free to post or mail comments or replies.

-Steve

252. Gravis MouseStick - How to get it?

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 15:56:19 UTC
From: gernot@ira.uka.de
Message-ID: <13cer3INNdth@iraul1.ira.uka.de>
Source record: 220100

Hello out there. My problem is as follows:
I have bought 'Flight of the Intruder', a SpectrumHolobyte Flight Simulator.
However, I am really tired of the imprecise feeling of digital joysticks,
and the FOTI manual mentions the Gravis MouseStick, a joystick that somehow
uses the Mouse port to simulate an analog joystick.

My question goes out to the German, and/or European readers of this group.
Does anybody know the importer of Advanced Gravis products in Germany, or
some mail order business that can help me? Or even an idea of how much I can
expect to pay for one?

I'd be very thankful for any information that helps me obtain one of those.

Gernot
e-mail: gernot@ira.uka.de

253. Re: AN COOL

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 16:00:08 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.710524808@odin>
Source record: 220004

BTW, before I am flamed for this one, I had no idea Tim Moss was a member or anyway related to TLB, and I was only responding to some lamers account that AN Cool had no idea what he was doing.

Please forgive me.

(And NOW, back to my futile attempts at coming anywhere near TLB's demos!)

Obiwan Kenobi

254. Re: v17i088 - cla_v1r1 questions

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 17:02:45 UTC
From: acher@Informatik.TU-Muenchen.DE
Message-ID: <1992Jul7.170245.15912@Informatik.TU-Muenchen.DE>
Source record: 220007

```
In article <1992Jul3.101022.7648@rz-berlin.mpg.de>, gaertner@rz-berlin.mpg.de writes:
|> In article <1992Jul2.030119.21424@thoth.rent.com>, azog@thoth.rent.com (Billy
D'Augustine) writes:
|> > Anyone else try this out? I get a TOS error 53?!
|> >
|> > Thanx
|> >
|> > --
|> > Billy D'Augustine | "Wave upon wave of demented avengers march
|> > ...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
|> > azog@thoth.rent.com | -- Pink Floyd
|> > ------------------------------------------------------------------------------
|>
|> Grabbed it yesterday (july 2nd), set it up this morning. The lib_v1.prg
|> worked well, but with th e cla prog. I also got TOS error 53.
|> This happened with TOS 1.04, Gemini 1.2 and NDVI 2.03
|>
|> Ralf
|>
|> ~~~~~~~~~~~~~~~~~~
|>
|> Ralf Gaertner
|> FHI Berlin
|>
Read MANUAL.DOC, it says how to install all the files in folders. If you forget
this, cla generates TOS-Error 53 (file not found).

Bye
Georg Acher
--
+------------------------------------------------------------+
| Georg Acher, acher@informatik.tu-muenchen.de |
+------------------------------------------------------------+
```

255. Re: HELP with ZMODEM

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 17:18:28 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Jul7.171828.23054@sfu.ca>
Source record: 220008

In article <6JUL92.23335617@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
[...]
>A few days ago I received a Supra V.32bis modem and tried
>file transfers at 9600 baud. The xfers stop and restart
>after the first 5120 bytes and then stop/restart after
>every 6144 bytes thereafter. Obviously, I have to set
>some parameter on the VMS or the STalker ZMODEMs. Problem
>is, I have no idea WHAT to set.
>
[...]
>
>The VMS version of ZMODEM uses all that UNIX type crap for
>parameters (antithesis of user friendly). Could someone
>PULEEZE help me out.

I had a similar problem when I first tried using zmodem (though at a lowly
2400 bps): the transfers just hung after the first 4096 bytes. My solution
was to try a `ps -ef |grep sz' and see what options other people were using
(yes, its user hostile UNIX). From this, I found that the -w 4096 option
solved the problem (just don't ask me why :-)).

Gordon

256. Atari User Group Meeting - Wed July 8/92

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 17:36:07 UTC
From: daroloso@math.waterloo.edu
Message-ID: <Br14w9.1s5@math.waterloo.edu>
Source record: 220014
Cross-posted to: uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit,kw.micro,ont.micro

In July, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have an informal general meeting.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our disk-of-the-month.
Our 8-bit library is also available at this meeting.

We will also give attendees the July issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, July 8, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

257. Using SC1224 with VGA on IBM

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 17:49:36 UTC
From: Kevin Maher <KDM101@psuvm.psu.edu>
Message-ID: <92189.134936KDM101@psuvm.psu.edu>
Source record: 220013
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm posting this for a friend. You can reply to me (I'll forward) or directly to him at bouv@ncc1701.psu.edu.

Posting follows:

Hello Everyone,

First off, I would like to say that I am by no means a regular reader of this newsgroup, so I apologize if this sort of project has been discussed before at length. Also, I would request that responses be emailed, since I don't really have the time to wade through the volume of postings in this group. Thanks!

I have been a long time Atari fan and owner (way back to the 400 days..) and I currently have a 1040STf, with both the SM124 and SC1224 monitors.

Recently I have been considering building a 386 PC compatible system and looking at component prices, it seems that over half my costs would go towards a decent VGA color monitor.

Since the SC1224 is an analog RGB monitor, I have been thinking that it might be possible to use it for VGA. Does anyone out there know if this is possible ?

I would hope it could be as simple as making a new cable and matching the pin outs (with the exception of the audio and some others).

Has anyone out there had any experience with doing this sort of thing?

Thanks for your time.
-Mark

258. Sony KV-1311CR TV/RGB Monitor, ST compatible, $225.

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 18:23:23 UTC
From: stevela@beach.csulb.edu
Message-ID: <STEVELA.92Jul7112316@beach.csulb.edu>
Source record: 220012

I am selling my Sony KV-1311CR monitor (built-in TV, remote control, A/V input/output, etc.) The monitor supports both Digital and Analog RBG. I have two monitor cables for Atari ST and IBM compatible (DB9). The monitor is in perfect condition. I am asking $225 + shipping... Email me if you need more info...

-Steve

___ _____ ____ _ _ ____ _ __ Steve La
/ ___) (_ _) | ___) | || | | ___) | | / \ Network Manager
__ \ | | | _)_ | || | | _)_ | |__ | || | stevela@csulb.edu
(____/ |_| |____) __/ |____) |____) |_||_| (310) 985-4750
CALSTATE UNIVERSITY LONG BEACH, 1250 Bellflower Blvd. Long Beach, CA 90840

259. Guide to Modem Programming

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 18:25:53 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92189.142553JJL101@psuvm.psu.edu>
Source record: 220011

I think I remember a lengthy text file floating around somewhere on
a tutorial for using the ST modem ports. Ie... designing term progs and the
like. Does anyone remember such a file and if so where is it located?
I can't seem to find it anywhere.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: JLEHETT2 Delphi: JLEHETT

260. Re: Another pointless benchmark..

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 18:29:55 UTC
From: andyc@hplsla.hp.com
Message-ID: <5440180@hplsla.hp.com>
Source record: 220017

ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

| Here's another set of useless benchmark timings, I've included the program I
| used to generate them... Note it only tests straight integer performance.

Results from an HP Apollo Series 9000/730 running HP-UX 8.07, compiled with
bundled cc (-O option):

3000 primes took 23.500000 seconds (user CPU time).

%%
% Andy Cassino %
% Hewlett-Packard - Lake Stevens Instrument Division %
%%

261. Re: How does XBIOS 16 do it?

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 18:36:17 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Jul7193617@kolsaas.ifi.uio.no>
Source record: 220009

In article <1992Jul3.164322.8314@mits.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:

> I've done a little program that switches between the normal keyboard
> layout and a self-created (with Simon Poole's) layout. It uses
> ALT-HELP to switch between these two keyboard layouts, and the routine
> that does the switch uses XBIOS 16 and XBIOS 24 to do the switching.
> However, I've heard that it's not wise to use GEMDOS/BIOS/XBIOS calls
> from within a interrupt routine, and I have been getting bombs every
> once in a while, especially if I hold ALT-HELP down for a few seconds.
> I'd like to know if it's possible to switch between two keyboard
> tables without using XBIOS calls. So please anybody who knows about
> this, tell me how it is done!

It might not be the XBIOS call that crashes your system, it might be that you are getting another interrupt while you're still handling the last one.

Try this :

```
INTERRUPT:
tst.b busy
bne exit
move.b #1,busy

{Your routine}

clr.b busy
EXIT:
rte (or whatever)

busy dc.b 0
```

--
Terje Vernly----------------
InterNet: terjeve@ifi.uio.no
----

262. FOR SALE: atari 1040st system/software

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 20:46:13 UTC
From: dph@astro.psu.edu
Message-ID: <Br1Ax9.I2B@cs.psu.edu>
Source record: 220015

```
For Sale: $500 takes all...

Hardware:
o Atari 1040-ST, SM124 monochrome monitor (originally $800)
o 1200 baud modem (originally $85)
o Epson FX-85 printer (was $200?)
o Supra 20Mb hard drive (bad controller - needs to be repaired) ($400
new)

Software:
Commercial:
o Mark Williams C 3.0, C Source Debugger
o Beckmeyer C-shell
o TeX/LaTeX (Tools, GmbH)
o PC-Ditto
o AnsiGraf (UniTerm is better)
o DegasElite

Free/share-ware:
o UniTerm
o NetHack
o and other miscellaneous software
(ramdisks, PC-disk formatters, games...)
---
o Manuals, cables, original packing.

David Huenemoerder
Silver Spring, MD

internet: dph@astro.psu.edu or dhuenemo@nhqvax.hq.nasa.gov
span: nhqvax::dhuenemo
301-585-7011 (home, evenings or leave message)
202-453-1469 (office)
```

263. Re: Accelerators and compatibility - Looking for advice

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 21:00:18 UTC
From: harold@alice.hobby.nl
Message-ID: <H.DzZ3W9&y&Uk@alice.hobby.nl>
Source record: 220041

In <1992Jun30.152620.3927@jet.uk>, David J Stevenson writes:
>machine (eg does an 8Mhz 68020 perform exactly as per a 8Mhz 68000, given that
>the program does not use priviledged instructions in user mode?)
>
No, they are some small diffrences that may cause some problems. For one
you need the latest TOS version (before 2.05 I believe)
The main difference is the the width of the adress bus (32 bits versus 24)
old TOS version and some older programs use the highest byte to store
some extra info in the address which is interpreted as addressing bits
on the 68020. The second problem may be programs that install themself in
some exception vector since the 68020 may use different sized stackframes
on some exceptions this may cause problem.

Most well behaving programs however will run without any problem.
--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

264. Re: Allan Pratt's address.

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 21:04:10 UTC
From: harold@alice.hobby.nl
Message-ID: <H.DSHOtza_ido@alice.hobby.nl>
Source record: 220043

In <1992Jul3.193327.20465@usenet.ins.cwru.edu>, Len Stys writes:
>>Can someone tell me how to get internet mail to Atari's Allan
>>Pratt?
>
>In case you didn't know, he left Atari. He now works for Apple & IBM.

Hmm that's a pitty for Atari good for Apple & IBM he always seems to know
very well what he was talking about, anyone know who replaced him?

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

265. Re: Forced-freeware archivers considered harmful

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 21:26:40 UTC
From: harold@alice.hobby.nl
Message-ID: <H.v_mLBu2MvnY@alice.hobby.nl>
Source record: 220042

In <HESCHE.92Jul3085040@sand.cs.tu-berlin.de>, Herwig Schelauske writes:
>Since today, you can get the english version of LHarc V2.01l AND the
>source-code for LHarc V2.01l (C & 68k, comments (not completely in
>english)) from ftp.cs.tu-berlin.de (130.149.17.7, pub/atari/archiver
>lzh201le.ttp & lzhsourc.lzh).
>
Any other sites that have it.
^^^^ I once tried to ftp from amsterdam to
tu-berlin (sunday evening) and reached the amazing speed of less than
240 bps (they warn you about there slow international connection).
Ofcourse then I still had to transfer the download stuff to my ST over
my 2400 baud modem.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

266. Wanted.. PD verified 68030+68882 FP lib (Atari TT)

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 21:26:57 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul07.212657.33590@bas-a.bcc.ac.uk>
Source record: 220016

Does anyone know of a public domain/freeware verified IEEE floating point library for the 68030 with a 68882 co-processor?

After doing many tests PML (Fred Fish's Portable Maths Library) isn't quite right and the version on atari.archive doesn't compile with GCC 1.40 or 2.1 (as barfs at some of the assembler) with the 68881/2 option defined.

If you know of any, even if they aren't for the ST/TT (I doubt they would be), please tell me.

Thanks in advance,

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

267. Re: Memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 21:40:11 UTC
From: mhughes@visual.spk.wa.us
Message-ID: <1992Jul07.214011.26058@visual.spk.wa.us>
Source record: 220019

> How can I find out how much memory was put in when I had the ram upgraded?

Well, just write a very small program that prints the result of Malloc(-1). The BIOS Malloc function returns the size of the largest unallocated chunk of RAM when it's passed -1. Be sure to reset your ST and disable all of your accessories and such-like first... It won't be precise, but pretty close.

(if you had a 520ST, a "1 Meg upgrade" usually means to bring you up to 1.5MB total, but who knows?)

- Mark Hughes mhughes@visual.spk.wa.us

268. looking for SPC source

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 21:58:30 UTC
From: d89-sla@nada.kth.se
Message-ID: <1992Jul7.215830.29342@kth.se>
Source record: 220018

I need the C source code for compression of *.SPU files.
Please mail me if you have it or know where to find it. Thank you.
--
Stefan

269. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 22:13:14 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <RkBkNB2w164w@ersys.edmonton.ab.ca>
Source record: 220033
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

paetau@mits.mdata.fi (Rasmus Paetau) writes:

> In article <1063@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
>
> <Stuff about the high speed ACC deleted>
>
> > Well, I can't say if it will work for your case or not, but I have used
> >the accessory (HSPD_232.ACC) to do null-modeming between my MegaSTe and
> >286 with no problems at 38400 baud. At least in this case, yes the
> >accessory does work as advertised (it's real cool seeing the files fly
> >at 38400 baud). In case anyone wonders, yes, I know I can put PC disks
> >in my ST, etc. The reason I null-modem is because my PC has a 720k drive,
> >and I'm using 1.44M disks on my ST (now there's a switch, eh? :-)
> >
> > I do have one "problem" however with this accessory, or rather with
> >its options. The accessory does give the choice of 38400 and two higher
> >speeds, but the speeds that it does have (above 38400) do not match any
> >of the high speeds that my PC term programs handle (namely Procomm and
> >Telix). If there was a way to set a custom baud rate, then that would
> >be even more useful (BTW the PC term supports 57600 and 115200 baud,
> >while the ST supports 38400, 72600 (I think) and 156000 (I think))...
> >
> > Robert J. Anisko
> >
>
> The reason it works for you is probably that you have a Mega STe,
> which can handle the 38400 serial speed. I tried it with my 8 MHz STe
> with a Courier HST DS, and there were characters lost and garbage in
> everything the modem sent. Probably even the MegaSTe couldn't handle
> speeds like 57600 even if the Accessory supported it.
> --
> ---
> | Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
> ---
>

This is interesting. So far I have been told with absolute certainty
that the software program both works and does not work, and the hardware
modifications both work and do not work.

It was mentioned above that characters were lost. Was that only when the
speed approached the maximum speed, or was that all the time? Did you
have RTS/CTS working and active when you tried it? I noticed dropped
characters and garbage on the screen when I turned off RTS/CTS on my

Supra 2400+ and sent a stream of text at it. Things went fine until the modem started receiving too fast for the computer to handle. Instant garbage...:) This was when I first got the modem. I don't see why the same thing shouldn't happen with faster modems. The principle should be the same?

Does anyone have any comments or help to add? When I get the modem, I'd like to be able to use it to it's full advantage...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

270. Spectre GCR on a TT (again)

Newsgroup: comp.sys.atari.st
Date: 1992-07-07 23:07:49 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Jul7.230749.29435@ccu.umanitoba.ca>
Source record: 220020

Thanks to everyone that responded after my last query about a GCR on
a TT. Most informed me about a hardware modification necessary for
the GCR. I got a copy of the document and made the modification
but I still get the same behaviour:

I have a new TT with TOS 3.06, and a 1.4M floppy and 10 Mbyte ST RAM.
I connected the (modified) GCR and connected a HD containing Spectre
3.0 and a MAC partition to the ACSI port. With or without the Cache
on, Spectre gets up to the "Welcome to Macintosh" screen and then
freezes. The GCR and HD work fine on a 1040.

Is it relevant that the GCR test fails even though I am not using
the floppy drive at this stage?

If anyone has more ideas I would be happy to hear them.

Werner Ens
ens@ccu.umanitoba.ca

271. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 04:19:24 UTC
From: only_bbs!Pizza_Thief@overmind.mind.org
Message-ID: <2156402@overmind.citadel>
Source record: 220024

to clarify that last
message, if the modem is used the bbs seems fine, but the sysop can type
nothing on the console.

272. Re: AN COOL

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 04:20:39 UTC
From: as423@cleveland.Freenet.Edu
Message-ID: <1992Jul8.042039.13596@usenet.ins.cwru.edu>
Source record: 220026

I have not seen the An Cool demo, but I believe I will
take your word as advice. Your Demos are great works and I keep
them handy to show the power of the ST. All I got to say is
'Oh Crikey, Whatta Scorcher'. Keep up the good work! :-}
Ken Wallace

273. Help with IBM clone formatting -> ST Single Sided

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 05:47:35 UTC
From: dont@klic.rain.com
Message-ID: <1992Jul8.054735.9647@klic.rain.com>
Source record: 220029

IBM clone has Teac 1.44 meg b drive with Adaptek 2732b controller.

I was given instructions on formatting disks on an IBM clone
to be read on an ST. I did it and it worked just fine.

Then I needed to do the same thing for another ST. I did it,
mailed the disks, and they said they couldn't be read. I
repeated the process, same result. I asked over the net, got
a different set of instructions, tried it again, no luck.

Then someone else mentioned that there might be single sided
disks involved. Snews to me, the instructions said nothing
about anything like this, everyone just said "do this".
Turned out the first ST had double sided disks.

Ok, so the second destination does have single sided disks.
Grab the IBM clone, MSDOS v 3.3, and try
format b: /1
to format one side of a disk, did this once with 5 1/4" disks.
Got an error message
Parameters not supported by drive
Format Failure
Ask half a dozen people, no luck. Finally try
device=C:\driver.sys /d:1 /h:1 /f:1
in config.sys, which seems to make an e drive that is 360k
and seems to only have one head when I
format e: /n:9 /t:80
Fill up the disk, go find an ST to test the disks, but it has
double sided disks. It can read the disks just fine. Mail
the disks, can read part of the directory, part of one file
and then crashes the machine.

Take two blank disks to an ST and ask the person to format
them for single sided. Does this without problem, and copies
my data onto the disks. Bring the disks back and the IBM clone
doesn't see them as empty disks, as I thought I had seen before,
but now doesn't even seem to think the disks are formatted.

Will someone please take pity on me, explain what I am doing
wrong, and tell me where I can get the tools to do this, or
email a uuencoded something that will do this on an IBM clone?

(I was told all about the 3? bytes in the boot sector that are
supposed to be the issue between the IBM clone and ST. But I
was told that this was only a problem going from ST TO IBM clone.
I was told about the IBM clone seeing ST disks as blank, and this

is what I thought I saw at an earlier time. For what it is worth
both the IBM clone and ST seem to be reading and writing disks
within their species without problem)

Thank you for your assistance
Don Taylor
503-235-6853
dont@klic.rain.com
qiclab!loop!dont

(anyone else having problems with atari archive umich files not
arriving by email, like subclii4 turning out to be subcl114 when I had
someone check with ftp, after trying to get it umpteen times by mail?)

274. Re: What are the basics to downloading to an ST ???]

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 06:29:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <61695@cup.portal.com>
Source record: 220027

Dave Whalen asks about up/downloading with Flash and an ST...

While it's not the very most well written manual ever produced,
the Flash documentation should explain the procedures needed
to download and upload...

I'll see if I can dig up my original manual and find some page
number references for U/D loading..

BobR

275. jpg files

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 08:48:25 UTC
From: ca806@cleveland.Freenet.Edu
Message-ID: <1992Jul8.084825.4821@usenet.ins.cwru.edu>
Source record: 220028

Does anyone know how to convert jpg files into something useable
like a gif or spectrum format?

276. MiNT / MGR RC files.

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 09:13:59 UTC
From: jonc@status.gen.nz
Message-ID: <126JNB1w164w@status.gen.nz>
Source record: 220046

HI netters,

Can someone help me with the following questions please.

[1] How do I get the MGR.RC to configure with windows OPEN and
software running from the shell in the windows.

[2] How do I initiate the termcaps in MGR (from the mint or mgr RC?)

If someone could email me some sample MiNT and MGR .rc files so I can
look at them that would be great.

[3] Can someone recommend a good terminal program (in TOS not GEM) that
is MiNT aware and will allow several copies to be run in MGR windows
so I can monitor various serial devices here. (I have used te in
Gulam but it not well behaved on this Mega ST and crashes alot).

Thanks for your help in advance .....

Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

277. Re: MicroProse -- good news and bad news

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 09:19:33 UTC
From: adrian@cs.hw.ac.uk
Message-ID: <1992Jul8.091933.3194@cs.hw.ac.uk>
Source record: 220030

In article <1992Jun29.183401.15582@unlinfo.unl.edu> ganderso@unlinfo.unl.edu (gary anderson) writes:
>
>The good news is that both CIVILIZATION and B-17 will be released
>for the ST around the end of September.
>
>The bad news is MicroProse shortly thereafter will be joining the
>long list of companies who no longer support the ST. --Which is
>a shame: arguably the consistently best software for the ST
>had the MicroProse name on it.
>
>(I got the above info from a MicroProse (UK) rep a few days ago.)

I can well believe that you got the last part from a MicroProse rep. You certainly didn't get it from anyone who owns, for example, "F-19 Stealth Fighter". Rather than post the full list of complaints, I'll content myself on this occasion with commenting on a few things said on the back of the box.

"With dazzling graphics and authentic, real-world scenarios, F-19 creates action-packed excitement that keeps you coming back for more!"
The first three words are accurate. The "real-world scenarios" include such things as destroying a Soviet fuel dump during the Cold War.

"Hundreds of strategically-accurate missions."
Of which you only see a handful. In the Persian Gulf, for example, at least half the time I keep getting the same mission to destroy one missile boat and photograph another.

"Realistic bridges, carriers, terrain and targets."
Most of which you can fly straight through. The realistic terrain consists of flat land with a few identical mountains scattered round the place.

"Latest technology in electronics/weapons."
Including laser-guided cluster bombs. Even the USAF aren't stupid enough to put a laser-guidance system on a weapon which scatters bomblets over a wide area; sort of like putting a telescopic sight on a sawn-off shotgun.

"Intelligent enemy threats and weapons."
Such as enemy aircraft which don't fire at you.

"Unique threat displays and tracking systems."
So unique that not only do other games not have them, neither does the USAF. Actually, that's not true. Other games do have them. Most of

MicroProse's flight simulators, for a start.

And when I reported a list of bugs, MicroProse's responses were a combination of "It doesn't affect the game", "That's a feature, not a bug" and "We play-tested it for hours, and that doesn't happen". And from email exchanges I've had with other people, all the above apply to the Amiga version of the game as well. But not to the original PC version. My guess is that MicroProse have decided to fire the ST programmers to save themselves further such embarrassment.

--
"Keyboard? How quaint!" - M. Scott

Adrian Hurt | JANET: adrian@uk.ac.hw.cs
UUCP: ..!ukc!cs.hw.ac.uk!adrian | ARPA: adrian@cs.hw.ac.uk

278. Symbolic Math package ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 10:29:05 UTC
From: TOBIAS@bonnie.physik.uni-stuttgart.de
Message-ID: <1992Jul8.102905.20967@news.uni-stuttgart.de>
Source record: 220031

Hi Ho !

Anything known about doing symbolic maths with the ST ?
I need a program that is good in symbolic simplificatioon
of terms.

RIEMANN ST isn`t quite good and SYMBMATH you can forget.

So, do you know any other programm to do this ?

Bye and thanks in advance. Tobias.

279. Need help on using ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 11:30:30 UTC
From: otv@hal.nta.no
Message-ID: <1992Jul8.113030.279@nntp.nta.no>
Source record: 220032

Please help me to start zoo21.ttp. arc602.ttp starts unpacking when using parameters "x <filename>" but what is the parameter to start unpacking with zoo21.ttp?

When I start zoo21.ttp without parameters it just terminates without giving me any hints on usage. arc602.ttp shows a help listing for about 400ms (!!!) before it terminates. I was just lucky to see the parameter "x" for unpacking in the listing. Is this normal?

I know there are some documentation in zoo21bin.zoo (I read FAQ_Software), but zoo21bin.zoo has to be unpacked using zoo21.ttp, so ..... It seems to me that everything that could help me to start zoo21.ttp is archived with zoo.

- Oddvar Tveito

280. Re: Accelerators and compatibility - Looking for advice

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 12:32:45 UTC
From: vince@sci.kun.nl
Message-ID: <1992Jul8.123245.7897@sci.kun.nl>
Source record: 220034

In article <1992Jun30.152620.3927@jet.uk> djs@jet.uk (David J Stevenson) writes:
>I am looking for a processor upgrade for my STE to speed my programming work,
>but still need to be able to run 'timing sensitive' programs such as Steinberg
>Cubase.
>
>Does anyone have experience using accelerators with Real Time programs? Are
>the 8MHz modes offered by some accelerators TOTALLY compatible with a standard
>machine (eg does an 8Mhz 68020 perform exactly as per a 8Mhz 68000, given that
>the program does not use priviledged intructions in user mode?)

No. Some instructions are REALLY faster on a >68000, especially the
bit shifts and arithmetic ones. So it's not just *more* instructions
on those CPU's and a higher clock that makes them faster. Even programs
not specifically written for the new processors can benefit (or, in
your case, suffer) from the speed increase. This is why a 68030@32
board sometimes shows 4000% values on some benchmarks. And this is why
some of those >68000 boards have a good old 68000@8 mounted on them,
to ensure a 100% compatible switchdown. You could also look at 68000
@ >8 MHz. There are even 25 MHz ones which make your ST fly!

>Thanks for any advice

You're welcome.

>--
>
>+---+
>| David Stevenson djs@jet.uk Tel: +44 235 465028 |
>+---+
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

Sander SToks
vince@sci.kun.nl

281. Re: termcap/curses problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 12:49:52 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010033@hpbbrd.bbn.hp.com>
Source record: 219909

> (Sorry, can't look up the name of that capability right now - our central file
> server is down, so I can't access Emacs and its info system. Arrgh.)

OK, here's the relevant entry from the Termcap documentation:

`xt'
Flag whose presence means that the ASCII tab character may not
be used for cursor motion. This flag exists because old
programs assume, when the `ta' capability is missing, that ASCII
tab can be used for the purpose. We use `xt' to tell the old
programs not to use tab.

New programs should not assume any default for `ta', so they
need not look at `xt' in connection with cursor motion. Note
that `xt' also has implications for standout mode (*Ref
Standout::.). It is obsolete in regard to cursor motion but not
in regard to standout.

In fact, `xt' means that the terminal is a Teleray 1061.

Have fun,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.
---

282. Re: Delivered Software (was: Re: WordPerfect 5.1)

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 12:51:01 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92190.125101RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 220036

```
In article <1992Jul7.135426.15231@unibi.uni-bielefeld.de>,
itschere@techfak.uni-bielefeld.de (Torsten Scherer) says:
>(flames on)
>
>How could you persuade Atari-Germany to do anything at all? And how do you
>think you can persuade them to ship a program with their machines? Glory days
>are gone, days when every ST was delivered with a programming language, so
>that you could start immediately... Mine came without any (MSTE/2 March '91)
>
>(flames off)

Why should Atari _Germany_ a lot of money to Wordperfect, when there are
a _lof_ of wordprocessing packages from Germany that work just fine?
WP 4.1 was a failure in Germany, and it's simply unfair to blame Atari
Germany for that. What do you think all there small german software companies
(like Application Systems, Shift, Compo (not german...) and so on) would
say when Atari _would_ bundle Wordperfect?

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________
```

283. Re^2: Z-modem for MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 13:25:56 UTC
From: lp@shlink.hanse.de
Message-ID: <1111165@shlink.hanse.de>
Source record: 219918

Im Artikel <92188.102022MEBEB@LIVERPOOL.AC.UK>
schreibt MEBEB@LIVERPOOL.AC.UK (unknown):
>
> Err yes, right, some of us are a bit more concerned with productivity. 8-)
> Have you tried xyz.ttp? I use it all the time, and its faster than rz/sz.

I must agree: I tested an old version of xyz (may be xyz2 !?) and it works
fine. But it seems to allocate a lot of memory - so use limit.ttp.

lp

--

\\ lutz petersen, 22oo elmshorn, germany, +49 4121-65023 \\
\\ e-mail: lp@shlink.hanse.de oder lp@shlink.zer.sub.org \\

284. What's the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 14:04:15 UTC
From: jawalsh@copper.ucs.indiana.edu
Message-ID: <Br2pr4.66z@usenet.ucs.indiana.edu>
Source record: 220035

I'm curious about the Atare ST. I don't want anyone to spend a lot of time on this, but I'd appreciate a brief overview and answers to some of the following questions. I know the Atari is supposed to be exceptionally good with midi and music software--something I'm interested in. That's all I know. So, why would someone get an Atari rather than a Mac or PC? Can one run DOS (or OS/2 or Windows) on an Atari? What's it known for besides being good for music? How powerful are they (or at least the new ones) compared to a 386 or a 68030? How much do they run?

Thank you to all who respond.

John

--
**********John A. Walsh, Dept. of English, Indiana University***********
* jawalsh@copper.ucs.indiana.edu (Internet) *
* jawalsh@iubacs.bitnet (Bitnet) 812/323-1035 (Voice) *
* 1216 S. Stull Ave. #2, Bloomington, IN 47401 (US Mail) *

285. Demo request

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 14:48:17 UTC
From: dh108@cs.city.ac.uk
Message-ID: <1992Jul8.144817.14796@city.cs>
Source record: 220037

```
Can some kind soul please upload an old demo enititled 'The Run'
to the atari.archive as a .msa file (or two :-) as I've heard
that it was regarded a classic of its time.

Cheers,
Mark.

--
| "Wrathchild" | e-mail : dh108@cs.city.ac.uk | ||| Atari - Power|
| dh108 | ** All views expressed are my own - ** | ||| Without |
| Mark Keates. | UNTIL I GET MARRIED !! | / | \ Our Support |
```

286. Re: OS/9 on an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 15:39:30 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Jul8.153930.24988@ugle.unit.no>
Source record: 220038
Cross-posted to: comp.sys.atari.st,comp.os.os9

In article <1992Jul2.220113.26829@thoth.rent.com>, azog@thoth.rent.com (Billy D'Augustine) writes:
> The subject pretty much says it all. Ive got a 4mb STe, and considering
> that its a 68k processor, OS/9 should run on it.
>
> Thanx
>
> --
> Billy D'Augustine
> azog@thoth.rent.com
>
> %SET-E-NOTSET, error modifying process name
> -SYSTEM-F-DUPLNAME, duplicate name

Yes, OS/9 is available for both the ST and TT computers. But the price is very high. Almost 10 times as a 1040STE.

Stig Vidar Hovland - stigvi@lise.unit.no

287. Re: does atari make 2 different laser printers?

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 16:14:17 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jul8.161417.13145@Informatik.TU-Muenchen.DE>
Source record: 220039

In article <Bqyzux.68r@acsu.buffalo.edu>, ugafence@ubvmsb.cc.buffalo.edu (UB FENCING CLUB) writes:
|> I'm just curious...
|>
|> I've seen reference to different laser printer number, 804 & 806 I believe.
|> What's the difference, if any? Also, if I were to buy one used, what is a
|> good/fair price? And (finally) what should I know about the barrel, ink, and
|> any other changeable parts...
|>
|> Maybe that shouldn't say "I'm just curious" up top but "I'm just a little bit
|> more than curious", instead...
|>
|> .Philip

The SLM804 is the old, big and slow one, but it's possible to upgrade it to
300x600 DPI.
The SLM806 is the newest one on sale. It's faster (in use, but not technically)
and it's cheaper
1.998 DM with a 4 year warranty

The SLM604 might be released on the ATARI-Fair in Duesseldorf (21. -23.8).
It is said to be a SCSI-Printer (even smaller). And cheaper (under 2000
list-price; list for SLM806 is 2498DM

--
==========
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

288. Re: OS/9 on an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 16:17:44 UTC
From: clint@artech.UUCP
Message-ID: <316@artech.UUCP>
Source record: 220050
Cross-posted to: comp.sys.atari.st,comp.os.os9

In article <1992Jul2.220113.26829@thoth.rent.com>, azog@thoth.rent.com (Billy D'Augustine) writes:
> The subject pretty much says it all. Ive got a 4mb STe, and considering
> that its a 68k processor, OS/9 should run on it.
>
Yes. Microware occasionally sells an ST copy of OS-9. It costs over $500, but I don't remember the exact price. The Microware rep had an interesting story about visiting Atari for negotiations about releasing a version of OS-9 with the new machines. Turned out Atari wanted it for next to free because the machines are priced so near to recurring costs.

289. 3270 Emulation. Docu needed.

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 16:59:47 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1992Jul8.165947.12791@dxcern.cern.ch>
Source record: 220040

I'd need all avaible information about the 3270 terminal emulation.
With the great SCC chip used in the TT and MEGA STE series, a direct
link to a 3270 host should be possible. Does anybody know, where to get
information about this emulation?

Thanks,
Wolfgang Wander
.

290. Re: Need help on using ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 17:44:18 UTC
From: paul@jupiter.noname
Message-ID: <1992Jul8.104420.3464@arizona.edu>
Source record: 220044

In article 279@nntp.nta.no, otv@hal.nta.no (Oddvar Tveito FTO) writes:
> Please help me to start zoo21.ttp. arc602.ttp starts unpacking when using
> parameters "x <filename>" but what is the parameter to start unpacking with
> zoo21.ttp?
>
> When I start zoo21.ttp without parameters it just terminates without giving me any
> hints on usage. arc602.ttp shows a help listing for about 400ms (!!!) before it
> terminates. I was just lucky to see the parameter "x" for unpacking in the
> listing. Is this normal?
>
> I know there are some documentation in zoo21bin.zoo (I read FAQ_Software), but
> zoo21bin.zoo has to be unpacked using zoo21.ttp, so .... It seems to me that
> everything that could help me to start zoo21.ttp is archived with zoo.
>
> - Oddvar Tveito

Try "zoo h" or "zoo H" for help and to get a listing of commands.

-Paul Harris
paul@jupiter.ame.arizona.edu

291. Screensaver for the TT?

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 17:52:18 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Jul8.105220.3465@arizona.edu>
Source record: 220045

Does anyone know of a good screensaver (i.e., more than a blank screen) that works on TT screen resolutions? And where can I get it?

Thanks.

-Paul Harris
paul@jupiter.ame.arizona.edu

292. 1st Wordplus

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 18:39:48 UTC
From: jan@janhh.hanse.de
Message-ID: <3896.07.92@janhh.hanse.de>
Source record: 219919

Does anybody have a documentation about the file format of
1st Wordplus ?

Im specifically interested in the way pictures are included.

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

293. Disassembly - GEN ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 19:44:46 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.710624686@odin>
Source record: 220047

Hello everyone!

Could someone please give me an introduction on how to disassemble a program using Mon ST (included with GEN ST). I have tried to disassemble even MY OWN programs, but for some reason I can't get it down. I have studied the GEN ST manual, and it gives info on the files header information, and I tried using that to differentiate between the main program code and the programs data.

For example:

```
move.l #text,-(sp)
move.w #9,-(sp)
trap #1
addq.w #6,sp

clr.w -(sp)
trap #1

text: dc.b 'This is this amazing programs data.',0
```

Now, if I assembled the above program to disk, and somehow lost it's precious source code (I betcha want this code, eh TLB? :)

How do I disassemble it so I get the above in a .S file? Does the programs header info have anything to do with this?

Ahhhh, btw, I thought I would slip in another question related to asm... what does pc relative mean, when is it used, why is it used and when do I have to use it? :)

Obiwan Kenobi
242 242 242

294. Re: 3270 Emulation. Docu needed.

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 21:28:32 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Jul8.212832.9037@mnemosyne.cs.du.edu>
Source record: 220049

> I'd need all avaible information about the 3270 terminal emulation.
> With the great SCC chip used in the TT and MEGA STE series, a direct
> link to a 3270 host should be possible. Does anybody know, where to get
> information about this emulation?
>
> Thanks,
> Wolfgang Wander

The 3270 (all 327x family) hardware is not a usual serial communications device; connections are made with coax cable, not twisted-pair. You can get hardware devices that convert the coax's signals to standard RS232 signals, but all such devices I've seen also do protocol conversion so that you can hook a standard ANSI, VT100, or whatever, terminal to them. (IE, it removes the need to emulate 327x commands.)

The only source I know of for full information on the 3270 hardware and command set is IBM. (And generally their manuals are NOT cheap.)

--
- Ian
(void *) where prohibited by law

295. Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 21:30:45 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul8.213045.17715@actrix.gen.nz>
Source record: 219904

Who knows how you sort out the 'Prisoner Mummy' puzzle at the end of level 3 on the game 'Dungeon Master' by FTL.

I'm pretty sure it's something to do with the alcoves in the wall - but haven't been able to get past it yet, and killing it results in being lynched by neverending hordes of those annoying purple worms.

Help!

(Sign in front of mummy says:)

Here is my Prisoner
Let Him Suffer.

(Making him suffer kills him, which is a bad idea - or am I wrong?)
--

Nil Mortifi Sine Lucre

296. TT screen save

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 21:44:16 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <8JUL92.17441613@cc4.crl.aecl.ca>
Source record: 219901

Just get TTPRORSAV from Dr. Bob (Image CAT and MVG fame). Any recent copy of Current Notes should have Dr. Bob's address. E-mail me a request if you need me to send it directly (do not have it with me right now).

297. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 22:01:07 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Jul8.220107.15746@cheshire.oxy.edu>
Source record: 219903

I've been hearing about the Falcon for six months or more... I assume the machine is real... but why did they wait so long? 6 months is an eternity in the computer world?

Thom

298. ST still for sell

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 22:08:23 UTC
From: szhu@prism.poly.edu
Message-ID: <1992Jul8.220823.13957@prism.poly.edu>
Source record: 219902

If you are interest in any of the following items, please make a resonable
offer.

ST Computer:
Mega4 ST
1040 STFM (problem in formating double side disks??)
1 meg 520 STFM

ST Monitor:
2 Atari SC1224 color monitor
1 Atari SC124 mono monitor

ST Hard drive:
Megafile20
Supra Hard Drive (with/without harddrive meg)

ST other:
Atari Laser Printer
1 extra Atari Mouse
Atari SF 354 Sigle Side Drive

ST software packages
TimeWork Publish, Word Writer, PageStream,
IS Talk, Isgur Profolio, Atari ST Developer package,
LOGO User's Guide

Other:
Panasonic RK-P440 four color Penwriter
4 colors, 9 sizes, 6500 character memory,
24 character LCD, 4 graph functions, uses battery or AC.

Panasonic PV-4160 4 head VCR
Brand new, still in the box. Have no idea why we got it for.

Leave message here (which I don't check message often)
or szhu@prism.poly.edu
or call me at (718) 238-0551

299. Compustore in Toronto, Canada

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 23:42:10 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jul8.234210.16817@newton.ccs.tuns.ca>
Source record: 219906

Any Toronto Atari ST users reading this?

I just read some disturbing news on our club's BBS. It mentioned that Compustore on McCaul Street in Toronto has closed it's doors! Is this true? I just recieved an order from them last week and no indication was given that it would be that last time they could send my magazines.

If this is true it is not a good sign for Atari users in Canada. This was one of the BEST dealers as far as I'm concerned.

Please say this isn't so!!!

==========
Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
School of Computer Science
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

300. Re: does atari make 2 different laser printers?

Newsgroup: comp.sys.atari.st
Date: 1992-07-08 23:57:18 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <92190.155718REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 219907

In article <1992Jul8.161417.13145@Informatik.TU-Muenchen.DE>,
seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) says:
>
>The SLM804 is the old, big and slow one, but it's possible to upgrade it to
>300x600 DPI.
>

Just curious, what's the secret to this. Are there commercial products to do
this? Is it primarily software?

Terry W. Reeves

301. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 04:29:02 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jul9.042902.1333@peponi.wcc.govt.nz>
Source record: 219914

In article <1992Jul5.034222.1713@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

>I will stick to LZH201 as all otheres have here in NZ..

Well i've got to agree with that bit... only LZH & ARC is really used here in ChCh. When I first struck a zoo file, I had to track down someone that could get me a copy of zoo!

Over here, ZOO is rearly seen, Amiga uses LZH, IBM uses ZIP, Atari uses ARC & LZH, Archemedies(sp?) uses ARJ (and so does IBM in some places)

Unlike Roger, i've never had any problems with zoo, but I hardly have any use for it (apart from files on a.a)
Maybe your copy is corrupt Roger?

Craig.

* Craig Shore | Phone (voice) | Internet:shore@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :shore_c@kosmos.wcc.govt.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

302. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 04:31:01 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul9.043101.8034@msuinfo.cl.msu.edu>
Source record: 219910
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>have RTS/CTS working and active when you tried it? I noticed dropped
>characters and garbage on the screen when I turned off RTS/CTS on my
>Supra 2400+ and sent a stream of text at it. Things went fine until the
>modem started receiving too fast for the computer to handle. Instant
>garbage...:) This was when I first got the modem. I don't see why the

Don't you think it's a little unlikely that a 2400+ could EVER receive
data faster than an ST could take it in? Even an 8MHz ST can deal
with the MAXIMUM speed (9600) of the 2400+...

303. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 04:34:16 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul9.043416.8579@msuinfo.cl.msu.edu>
Source record: 219911

leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:

>I've been hearing about the Falcon for six months or more... I assume
>the machine is real... but why did they wait so long? 6 months is an
>eternity in the computer world?

It's Atari. What do you expect? Same shit, different day.

304. Color Monitor for Atari ST, NLQ Printer $60

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 05:13:42 UTC
From: seattle@hydra.unm.edu
Message-ID: <6f8l32q@lynx.unm.edu>
Source record: 219912
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Newsgroups: misc.forsale.computers,comp.sys.atari.st

Hardware:
SC1224 Color Monitor $160 Both include manuals
Citizen 120D 9-pin NLQ Printer $ 60 and cables.
Original boxes.
David G Adams
Seattle@hydra.unm.edu
(505) 268-0876

--
/|\ | Lords of the / seattle@hydra.unm.edu < <>--<> > David G. Adams \
< |/\ | Earth: | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! \ Don't bug the University 'bout nuthin' I've said. /

305. SST demo was good, MetaTalk is ready

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 05:38:35 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jul09.053835.21876@yuma.ACNS.ColoState.EDU>
Source record: 219913

Well, Mr. Small kindly show us the SST tonight. It's a 40MHz with 8MB RAM in a Mega and runs very good. Seeing is believing. The space shutter redraw in the Calamus is very quick.
He also show the production box of MegaTalk and announced it's shipping out tomorrow. Yes, MegaTalk is ready for shipping now.
The Spectre 3.1 is still in the work, in fact he is working hard to get it done , and the true color board for SST is also in the work.

Tang
sytang@lamar.colostate.edu

306. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 07:33:38 UTC
From: dave@admiral.uucp
Message-ID: <1992Jul09.073338.25669@admiral.uucp>
Source record: 219946

In article <1992Jul8.213045.17715@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:
>
>Who knows how you sort out the 'Prisoner Mummy' puzzle at the end of
>level 3 on the game 'Dungeon Master' by FTL.
>
>I'm pretty sure it's something to do with the alcoves in the wall -
>but haven't been able to get past it yet, and killing it results in
>being lynched by neverending hordes of those annoying purple worms.
>
>Help!
>
>
>(Sign in front of mummy says:)
>
>Here is my Prisoner
>Let Him Suffer.
>
>(Making him suffer kills him, which is a bad idea - or am I wrong?)

No, letting him suffer means letting him live-- which you do not want to do.
True, killing him releases hordes of Purple worms, but they are by no means
neverending. Once you destroy all the worms that come after you, you'll
discover the exit to level four in the back of the room that they come from.

--
"Dammit Jim, I'm a free man, not a number!"

This is a copy of the mnemonic signature virus. Remember to copy it into
your .signature file later. Join the fun!

307. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 07:36:49 UTC
From: dave@admiral.uucp
Message-ID: <1992Jul09.073649.25761@admiral.uucp>
Source record: 219947

In article <1992Jul8.220107.15746@cheshire.oxy.edu> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>I've been hearing about the Falcon for six months or more... I assume
>the machine is real... but why did they wait so long? 6 months is an
>eternity in the computer world?

This is Atari Computer we're talking about here. Atari "Annouce new machines that are state-of-the-art, cutting edge, latest technology, then release them when they're obsolete" Computer. Did you really expect them to get on the ball at this late date?

--
"Dammit Jim, I'm a free man, not a number!"

This is a copy of the mnemonic signature virus. Remember to copy it into your .signature file later. Join the fun!

308. Atari SLM804 and SLM605 laser printers

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 07:45:23 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul9.074523.9653@sactoh0.sac.ca.us>
Source record: 219923

In <Bqyzux.68r@acsu.buffalo.edu> ugafence@ubvmsb.cc.buffalo.edu (UB FENCING CLUB) writes:

>I'm just curious...

> I've seen reference to different laser printer number, 804 & 806 I believe.
>What's the difference, if any? Also, if I were to buy one used, what is a
>good/fair price? And (finally) what should I know about the barrel, ink, and
>any other changeable parts...

>Maybe that shouldn't say "I'm just curious" up top but "I'm just a little bit
>

Quickly, there are two Atari laser printers, the SLM804 and SLM605.

The SLM805 is the larger and older of the two, and currently is
being sold for $799.

The SLM605 is a smaller, trimmer printer, although only prints 6
pages per minute, as opposed to the 8 pages per minute that the
SLM804 was rated at. It is being sold for $899

(Prices from a recent B&C Computervisions catalog)

The SLM804 and SLM605 use different drums, and parts aren't really
interchangeable.

Oh, I forgot to mention, the prices quoted above INCLUDE
Ultrascript.

--
##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
#################### default .signature file ####################

309. Re: Using SC1224 with VGA on IBM

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 07:49:50 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul9.074950.9821@sactoh0.sac.ca.us>
Source record: 219922
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, this is probably what you didn't want to hear, but here's my
suggestion.

How about Atari's PTC1426 monitor? It is the monitor that graces
the brochure for Atari's ABC line of 386SX and DX computers, and is
also compatible with the Atari TT/030.

--
###
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

310. Re: jpg files

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 08:09:49 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A5BF44D.8023@noiro.acs.uci.edu>
Source record: 219915

ca806@cleveland.Freenet.Edu (Roger M. Selby) writes:
>
>Does anyone know how to convert jpg files into something useable
>like a gif or spectrum format?

The version 3 jpeg utilities are available on atari.archive in the graphics directory as jpegv3.zip. DJPEG.TTP will convert JPG pictures to GIF format. It can require quite a bit of memory sometimes for larger picures, but it does have a memory limiting feature that is supposed to help with that (though I have never gotten it to work right.)
From there, DMJGIF (also in the graphics directory as dmjgif3.lzh) is, IMHO, the best shareware (or anywhere) program for converting GIFs to SPC. I have also found fastgif (graphics/fastgif.lzh) to be very valuable in peforming a quick conversion (less than 20 sec most times) in order to view the picture before committing the time that DMJ gif takes to do a more detailed conversion (though fastgif is better than most other gif converters).

I think this question should go into the FAQ (Steven?). I've seen this question quite a few times now.

--
Joachim Vance
^~^~^~

311. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 08:30:22 UTC
From: jyoung@isis.cs.du.edu
Message-ID: <1992Jul9.083022.22758@mnemosyne.cs.du.edu>
Source record: 219916

In article <1992Jul8.220107.15746@cheshire.oxy.edu> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>I've been hearing about the Falcon for six months or more... I assume
>the machine is real... but why did they wait so long? 6 months is an
>eternity in the computer world?
>
>Thom

6 months is TOO LONG?! Maybe you should ask Irving and Mehdi
about Commodore Ranger machine!! After many many years WHERE
is it?? Apple Computer is making computers every 6 months
and specs look like enginneers spend only SIX MINUTES designing
computer! Maybe you know some company selling 68030, DSP, SCSI 2,
LAN, MIDI, 16 bit stereo input/output, 386 slot, superVGA, blitter,
video overlay, 1.44 MB floopy, 4 joystick, AND $700-900 price???

IF you are buying NEW computer every 6 months WHAT company are
you buying from??

312. Need help on using ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 10:15:06 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010034@hpbbrd.bbn.hp.com>
Source record: 219990

/ hpbbrd:comp.sys.atari.st / otv@hal.nta.no (Oddvar Tveito FTO) / 5:30 am Jul 8, 1992 /

Try
zoo -extract <archive> <file> ...

That's the `beginner' option for extracting. You probably also want to try

zoo -help

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

313. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 11:09:03 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jul9.110903.13277@Informatik.TU-Muenchen.DE>
Source record: 219917

In article <1992Jul9.043416.8579@msuinfo.cl.msu.edu>, molin@crs.cl.msu.edu (Michael Olin) writes:
|> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
|>
|> >I've been hearing about the Falcon for six months or more... I assume
|> >the machine is real... but why did they wait so long? 6 months is an
|> >eternity in the computer world?
|>
|> It's Atari. What do you expect? Same shit, different day.

The Falcon is real (and working), MultiTOS is real and inproving (MiNT 0.94) the only (and important difference:

The machine will be presented with new software and good old software will be updated
--
==
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==

(* = Maerchen aus 1001 Nacht

314. PageStreem Update

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 11:25:27 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul9.112527.5974@peponi.wcc.govt.nz>
Source record: 219921

Well I have just uploaded the Pagestreem Update from 2.1 to 2.2b.

NOTE: this is ONLY for the USA version..

These files are now in the atari/new on A.A. and are called
patch.arc printers.arc and modules.arc, you will need all of these
files for the update, there sizes are 296k, 43k and 74k bytes
in there archive state..

If you are tring to update your master program disk, the updates
will not fit on the disk as provided, format a disk 10/80
and then copy all the files onto it, then the update will just fit,
there are no problems with any other disks..

These files are the same as the files on GEnie provided by SoftLogic..

Roger..... sheppard_r@kosmos.wcc.govt.nz

315. pc ditto

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 11:52:23 UTC
From: mike@r-node.gts.org
Message-ID: <1992Jul09.115223.25541@r-node.gts.org>
Source record: 219939

Hi.
I'm trying to get Pcditto (software) to run on my 1040,1meg 1 floppy mono screen.

When I start the program up, the screen goes blank and the drive just keeps spinning.

I presume it's trying to boot MSDOS. The disk is an MSDOS 5.0 boot disk.

Any ideas?

316. ST Keyboard Problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 12:09:16 UTC
From: ae258@cleveland.Freenet.Edu
Message-ID: <1992Jul9.120916.27961@usenet.ins.cwru.edu>
Source record: 219920

Consistently, after about 10 minutes of running my ST 1040, which
is connected to a SUPRA 30 MEG hard drive, while running a word proceccor
processor, the keyboard begins giving off unexpected characters.
For example, when I type a "G", I get a "&" or some other
character. The whole keyboard does this. I ran the word proc-
essor without the hard drive and the keyboard is just fine
, it does not go crazy. Does anyone know what the problem is?
Is my hard drive messed up? I took the machine , the ST and hard drive
drive to work, and ran the word processor. It did the same
thing, the keyboard was going crazy. After it goes crazy,
I turn the machine off, and back on. It works for a while
then goes crazy again. Help! Thank you.

317. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 14:12:50 UTC
From: tbrown@elm.cis.ohio-state.edu
Message-ID: <1992Jul9.141250.23878@cis.ohio-state.edu>
Source record: 219924

>In article <1992Jul8.220107.15746@cheshire.oxy.edu> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>>I've been hearing about the Falcon for six months or more... I assume
>>the machine is real... but why did they wait so long? 6 months is an
>>eternity in the computer world?
>>
>>Thom
>

Six months lagging behind is an eternity in the computer world. Six months on *design* is a blink of an eye. Apple has crowed lately about how fast they can make a machine appear in the market, yet at best, they can't beat six months. I've been hearing about the ci/si replacement for about six months now, and about as long as the Falcon. The falcon is at least in production!

I just hope the machine is as hot as they are making it out to be...but time will tell that. If I don't have specifics by September 26th, THEN I'll start hollering. (Atari has promised to unveil the falcon once again, on the site they introed the ST, on September 23. I'm giving them a few days to get the info out.)

Ted Brown

318. Minix 1.5.10.3 Problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 14:23:08 UTC
From: malay@sae.com
Message-ID: <1992Jul9.142308.5751@sae.com>
Source record: 219926

Hi all,

I finally got around to applying patches 1,2 & 3 to MINIX 1.5 - I recompiled the libraries, commands and built a new kernel. When I run "diskrtc icd" I get the following error message:

bmsrtc: ASSERT(idx=9 0>=1 && 0 <=12) fatal

I set "CLOCKS=-DCLOCKS" in the kernel Makefile.

The interesting thing is that if I use my previous kernel with the new commands then "diskrtc icd" works without errors so it appears to be a kernel problem. Is there something else that needs to be set??

Bob Malay

319. Re: Delivered Software (was: Re: WordPerfect 5

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 14:28:09 UTC
From: malay@sae.com
Message-ID: <1992Jul9.142809.5815@sae.com>
Source record: 219927

In article 15231@unibi.uni-bielefeld.de, itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>In article <...>, evansg@uproar.enet.dec.com (Gwyn Evans @ IME) writes:
>|>
>|> I'm sure that I read more about this at the time but didn't this all
>|> die off when WordPerfect couldn't persuade Atari-Germany to bundle WP
>|> with all their new ST's?
>|>
>
>(flames on)
>
>How could you persuade Atari-Germany to do anything at all? And how do you
>think you can persuade them to ship a program with their machines? Glory days
>are gone, days when every ST was delivered with a programming language, so
>that you could start immediately... Mine came without any (MSTE/2 March '91)
>
>(flames off)
>
>(Comment: Well, I know this old BASIC was only some kinda text adventure, but
>looking at the above mentioned I can see the time arising when you buy your
>ST (or whatever its name might be in future) and have to pay another 100$ for
>the OS, just like in the IBM nightmare-world :-))
>
>TeSche
>------

The days of "bundled software" are gone. Even Sun MicroSystems will be charging for additional packages (cc will not be free anymore - this starts with Solaris 2.0)

Bob Malay

320. Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 14:35:18 UTC
From: lsh1@Ra.MsState.Edu
Message-ID: <lsh1.710692518@Ra.MsState.Edu>
Source record: 219925

Just what is this Falcon that I am seeing so much about?

```
+--------------------------------------------------------------------------+
| | Shane Hebert | Disclaimer: |
| This space | hebert@erc.msstate.edu | My opinions |
| for rent! | hebert@ee.msstate.edu | are my own. |
| | lsh1@ra.msstate.edu | |
+--------------------------------------------------------------------------+
```

321. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 16:13:48 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jul9.161348.11078@usenet.ins.cwru.edu>
Source record: 219928

In a previous article, leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) says:

>I've been hearing about the Falcon for six months or more... I assume
>the machine is real... but why did they wait so long? 6 months is an
>eternity in the computer world?
>
>Thom
>
>

You have been hearing about it for so long BECAUSE Atari users are the
best informed when it comes to rumors.

I mean when it comes to information, Atari users are the best.

Atari has not formally announced the Falcon yet so I'm not upset by it.
Remember, Greg Pratt, former president of Atari U.S. stated at the November,
1991 Chicago Atari show that he didn't expect the machine to appear
in the United States until early 1993. This is so that developers have
time to put out some good stuff.

If Atari announces it in late September and 90-days has passed and I still
can't purchase it, I'll start complaining then.

This is would be the end of December.

Also, anyone that brings up the features and price of the Falcon in argument
with someone else, don't. Chances are that they are both wrong.

I'm hoping a version of Multi-TOS is almost finished. I'm also hoping
that they put the base of it in ROM and only add things to it with disk.
Why take up extra RAM room when you can put it in ROM?

Len Stys (aa399@cleveland.Freenet.Edu)

--

322. Hard Drives and DTP's

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 16:36:52 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jul9.163652.23474@crc.ac.uk>
Source record: 219933
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

Can anyone tell me what sort of hard drive do you need for an atari STFM with TOS 1.4?
I basically need to know everything.
How much are they? (approx. 30-40 mb)
Do you need any cables, adaptors etc?
Do these come with the drive and if not how much are these?
How fast are they compared to a floppy?

Also, I am looking for a Desk Top Publisher that will work with a Canon BJ10ex printer. It will preferably have a variety of fonts and sizes and be capable of including good quality pictures. (Will I need another program to draw these pictures? again advice will be greatly appreciated)

Any reasonable and cheap offers for either of these will be appreciated as well. (I can afford up to about 100 pounds for the DTP and no more than about 250 pounds for the hard drive)

A list of good places to buy these new from will be helpful as well but at the moment I don't know what I'm looking for.

Thanks,
Phil

Please E-mail naffara@uk.ac.crc or post to comp.sys.atari.st
NOT misc.forsale.computers (there is too much traffic here to read.)

323. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 16:54:32 UTC
From: zxmgn01@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmgn01.710700872@mailserv>
Source record: 219930

In <lsh1.710692518@Ra.MsState.Edu> lsh1@Ra.MsState.Edu (Shane Hebert) writes:

>Just what is this Falcon that I am seeing so much about?

Nodody knows except those who know and don`t say :)

```
>+--------------------------------------------------------------------------+
>| | Shane Hebert | Disclaimer: |
>| This space | hebert@erc.msstate.edu | My opinions |
>| for rent! | hebert@ee.msstate.edu | are my own. |
>| | lsh1@ra.msstate.edu | |
>+--------------------------------------------------------------------------+
```

;-)

```
--
~~~~~~~ "And even if you think you are at the bottom, something else
(~ O O ~) happens which makes everything even worse."
| > | Philipp Knirsch, Peter-Imhoffstr. 57 7402 K-furt, Germany
\ \_/ / email: knirsch@mailserv.zdv.uni-tuebingen.de
```

324. SHEET.PRG spreadsheet program...HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 17:16:14 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992Jul9.131614.1@vaxr.sscl.uwo.ca>
Source record: 219929

Any SHEET.PRG users out there...help! I acquired SHEET from STFormat magazine and really hadn't looked too much at it. I had a couple of spare hours this week so I looked at a couple of the examples. It seems like an excellent spreadsheet package, enabling basic commands to be used, extensive editing etc. and imports Lotus stuff...BUT! I tried getting the prog to read an external data file (ASCII) and put the data in cells...no luck! One of the example supposedly does this, but damned if I could get it to work! Has anyone tried this package and got imported data to be entered correctly...anyone?

Also, while i'm asking for help :^) I haven't been too successful in getting the VIEWPORT or WINDOWS commands to work very well (okay not at all!). When I try to get stuff printed in a window it overwrites the display and looks rather messy. Anyone got this sussed out either? This post sounds rather pathetic and begging-like and i'm really not an idiot [:^)], but I am very definitely SHEET-illiterate! Thanks in advance for any help,
T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

325. FSMGDOS...a few questions!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 17:31:20 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992Jul9.133120.1@vaxr.sscl.uwo.ca>
Source record: 219931

Has anyone heard of when the new Atari F(ont)S(caling)M(odule)GDOS (FSMGDOS) is going to be released? Also, will fonts be provided with this or will we only have access to PD fonts such as the O-line type ones? Oh, hell, while I think of it...will O-line fonts be compatible with it? Any answers will be much appreciated!

p.s Anyone in the know: is it a straight GDOS replacement or simply an 'upgrade'

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

326. Pagestream vs. Calamus

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 18:41:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <Br4uGr.63u@acsu.buffalo.edu>
Source record: 219932

Hi - I'm hoping to get some opinions on this: which package is considered to be the superior. What are the most recent update numbers, and can they provide a postscript output that can be saved to disk - and printed somewhere else.

Oh, and of course, what are reasonable costs for them; new & used. I'm hoping to purchase one or the other to assist in the production of a newsletter..

Thank you,
.Philip

327. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 18:45:05 UTC
From: barber@ad.enet.dec.com
Message-ID: <1992Jul9.184505.379@ryn.mro4.dec.com>
Source record: 219936

In article <1992Jul9.141250.23878@cis.ohio-state.edu>, tbrown@elm.cis.ohio-state.edu (ted croft brown) writes:
|>Six months lagging behind is an eternity in the computer world. Six months
|>on *design* is a blink of an eye. Apple has crowed lately about how fast they

Well, I know that here where I work, a six month slip in the design schedule is a very serious problem. I am interested in seeing Falcon come out, however. Actually, I would like to see an atari run with Alpha CPU! That would be incredible.

Andrew
- An original 520StFm owner and Proud of it! (almost)

328. 4 MegaBytes with SIMMs

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 19:04:33 UTC
From: liman@cppdo.ruhr.de
Message-ID: <1992Jul9.190433.24154@cppdo.ruhr.de>
Source record: 219958

Hello,

maybe it's a FAQ, I am not familiar with this news group.

Anyway, is it possible to upgrade an ATARI ST520 (512KB RAM, no flames
please...) to 4 MB with 4 x 1MB SIMMs???

I think, there must be a way to do this, but is there someone out there
who know what I need? Is there a little board, which does this for
me?

Arnd
--
__ _
/) _// Mail Addr. liman@cpp.do.open.de
/--/ / Baroper Strasse 261
/ (_ rnd /___ iman D-4600 Dortmund 50

329. Hard Drive and Accelerator Questions (separate)

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 19:09:33 UTC
From: elvis@watserv.ucr.edu
Message-ID: <5316@ucru2.ucr.edu>
Source record: 219934

Hi,
I have a couple of questions that I was hoping someone could answer.
First, I was recently given two SCSI drives (the person wasn't sure if they worked or not, so he gave them to me). They both , as it turns out, so I now have three hard drives. This leads to my question: can I have all three hooked up to a single controller? I have a Supra controller (software version 3.21 if that matters). The SCSI cable with it only has connectors for two drives, but I don't know if that's just because they thought no one would have more than two drives, or if the controller can only handle two devices.
My second question is actually more of a request. I'm interested in adding an accelerator to my 1040st. I've heard fairly good things about the adspeed from ICD, but have also seen ads for ones from turbo-technologies (I think): the t-16, t-20 and t-25. Does anyone know anything about these? Are they reliable? Have nifty features? Dirt cheap beyond all belief?
Or does anyone know of other accelerators in the low price range (can't quite afford an 030 at the moment...)?

Thanks for any help,
Andrew Cullum (elvis@watserv.ucr.edu)

330. Re: FSMGDOS...a few questions!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 20:00:13 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul9.200013.3384@actrix.gen.nz>
Source record: 219935

FSM-GDOS is a complete replacement for the slow GDOS. But it fully supports the original for compatibility purposes.

Technically, FSM-GDOS HAS been released, but as of yet, can only be purchased when it is combined with other packages. (As GDOS was released with Degas Elite etc.) - in the April ST-Format, there is a large column on the subject in the first few pages. Telling how to get a copy of it.

--

Nil Mortifi Sine Lucre

331. STfm --> TV

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 20:33:35 UTC
From: booga@ibmpa.awdpa.ibm.com
Message-ID: <1992Jul9.203335.6355@ibmpa.awdpa.ibm.com>
Source record: 219938

It would seem this is an age old question, but I've slogged through
the last months worth of articles in c.s.atari.st and didn't find much
information.

I've got an old 1040ST (before there was a distinction between STfm, STE, etc)
that I want to hook to my TV. The connection can be through RF or NTSC
video, I don't care. I understand the problem is non-trivial, so I'm
willing to spend a little $$ to make this work.

A couple products have been loosely mentioned in the group: VideoKey
(company out of business), CVBS-video (??), and SCART-connector (??).

If someone could tell me about these or other things I might use, that
would be great (features, recommendations, addresses and mail-orders)
If you've got something you want to sell, let's talk.

Thanks

--
Steve Jankowski - - - - - - - - - - - - - - - booga@ibmpa.awdpa.ibm.com - -
IBM, Personal Systems Programming Booga says,
"I just work here, they don't let me speak for them." "Software's great!"

332. Re: PageStream Update

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 20:57:32 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Jul9.205732.8433@magnus.acs.ohio-state.edu>
Source record: 219937

In article <1992Jul9.112527.5974@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Well I have just uploaded the Pagestreem Update from 2.1 to 2.2b.
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz

Um, maybe I'm out of it (probably am), but what is this new version?
I haven't heard the usual ballyhoo about any new release. Not that
I'm not grateful...

So, what's improved/changed/fixed in this new version? Haven't had a
chance to pull it off a.a yet, but even when I do, it'll be a good
while before I get it down to my atari (300+ kb is quite a bit when
running at 2400bps :-)

Thanks for any info.
Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | The addition of a witty remark to a .SIG is illogical.
`---- | Nevertheless, it is a fascinating concept worth study.

333. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 22:28:10 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Jul9.222810.20833@gumby.cc.wmich.edu>
Source record: 219940

In article <da8lbh3k@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>
> Anybody care to post some details of the review for the benifit of people
> outside America?

Since the magazine isn't out yet (and won't be until at least next week),
that would be difficult to do ;-).

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

334. Re: FSMGDOS...a few questions!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 22:53:12 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Jul9.225312.21066@sfu.ca>
Source record: 219942

In article <1992Jul9.133120.1@vaxr.sscl.uwo.ca> richardson@vaxr.sscl.uwo.ca writes:
>Has anyone heard of when the new Atari F(ont)S(caling)M(odule)GDOS (FSMGDOS) is
>going to be released? Also, will fonts be provided with this or will we only
>have access to PD fonts such as the O-line type ones? Oh, hell, while I think
>of it...will O-line fonts be compatible with it? Any answers will be much
>appreciated!

Well, FSMGDOS is and isn't released. You can get it (as I have) if you
purchase Wordflair II from Goldleaf Publishing. When I bought it, FSMGDOS
was available as a $US35.00 upgrade. The set of disks contains FSMGDOS,
FONTGDOS (new version of GDOS -- bitmap fonts only), and 4 typefaces
(Lucida Sans Typewriter, Lucida Roman, Lucida Sans Roman (all in normal,
bold, italic, and bolditalic), and Lucida Calligraphy (normal only)).

I'm not familiar with O-line fonts, so I can't really say if they're
compatible, but I doubt it. As far as I know, FSMGDOS uses PC-style
UltraScript fonts (that's what I've read, though it doesn't actually say
in the documnetation; the file extensions are .QFM, if that helps).

I have no idea when of even if Atari will be making FSMGDOS generally
available, or why they've chosen to distribute it this way. The fonts
are a VAST improvement over the old GDOS, and even look pretty good on
a 9-pin dot-matrix printer! I've had some trouble with bombs in Wordflair II,
but I'm not sure yet who to blame: FSMGDOS, TOS 3.01 (slightly incompatible),
or Wordflair II. On the whole, I'm quite happy with it.

>
>p.s Anyone in the know: is it a straight GDOS replacement or simply an
>'upgrade'

It's a straight replacement, but is backward compatible (can still use bitmap
fonts and doesn't crash what little old GDOS software I have :-)).

>
> T.T.F.N.
> JR.
>
>+--------------------------------+ +--------------------------------------+
>| John Richardson | | "An animal psychologist is a person |
>| Dept. of Psychology | | who pulls habits out of rats!" |
>| University of Western Ontario, | | |
>| London, Ontario | | - ANON. |
>| CANADA | +-+--------------------------------------+
>+--------------------------------+ +-*-+- +--------------------------------+
>+-----------------------------------+--+ | The preceding opinions do not |
>| e-mail: RICHARDSON@VAXR.SSCL.UWO.CA | | necessarily reflect those of |

```
>| | | the Dept. of Psychology, or |
>| phone: (519) 657-5102 | | UWO...unless by coincidence!! |
>+---------------------------------------+ +--------------------------------+
>
```

```
-------------------------------------------------------------------------------
Gordon Farrell |e-mail:gfarrell@sfu.ca |"Shee, you guys are so unhip
Computing Science Major | gfarrell@cs.sfu.ca | it's a wonder your bums
Simon Fraser University | gordonf@sfu.ca | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox
```

335. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 23:15:00 UTC
From: cpw8034@zeus.tamu.edu
Message-ID: <9JUL199218152794@zeus.tamu.edu>
Source record: 219941

>
>You have been hearing about it for so long BECAUSE Atari users are the
>best informed when it comes to rumors.
>
>I mean when it comes to information, Atari users are the best.

That's because our machine is so not as supported as other platforms. Atari users MUST get (or fabricate) their own information...

>Why take up extra RAM room when you can put it in ROM?

..because it's more difficult to upgrade. Sure it's a good idea now, but what will happen when something new is in the works? Then you're going to have to buy new roms and compatibility problems are going to rampant.

Alan

336. How can I use my own fonts in programs?

Newsgroup: comp.sys.atari.st
Date: 1992-07-09 23:49:29 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Jul9.234929.27995@mits.mdata.fi>
Source record: 219943

How can I force a program to use a different font set than the
original one? And in what kind of format are the fonts stored in
memory?
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
---

337. Mega STE for sale

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 00:49:00 UTC
From: ekrimen@wet.COM
Message-ID: <4090@wet.UUCP>
Source record: 219945
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,ba.market.computers

I'm considering selling my Mega STE and getting a TT. It has 4meg RAM, 50meg hard drive, and the FPU. It's in great condition and I have all the original packaging and manuals. Anyone interested? Leave e-mail. Serious offers only please.

338. GEM docs

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 03:14:12 UTC
From: paulb@world.std.com
Message-ID: <Br5Kzp.2Gs@world.std.com>
Source record: 219948

I'm trying to find some serious docs, possibly mail order, preferably originating in USA, that will help me write graphics and sound routines in C (GCC). Probably something explaining line-a, etc. would be nice.

Does anyone have/know where to obtain such docs? New England has little available on the subject.

Please reply thru email, unless there is such an amazing doc that everyone would like to read it!
Thanx in advance

-paulb paulb@world.std.com

339. Dungeon Master. (Ta!)

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 03:44:57 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul10.034457.12073@actrix.gen.nz>
Source record: 219949

Thanks to the dozens (literally) that gave me info on Dungeon Master.
For sorting out the end-of-level 'puzzle'. NO more please!! (grin!)

Thanks very much guys! Got it sussed now, just sorting out the
Fire-staff at the moment!
--

O O
.
Wells_S@Kosmos.WCC.Govt.NZ _/ Steven.Wells@BBS.Actrix.Gen.Nz

340. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 04:14:15 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <gmHoNB5w164w@ersys.edmonton.ab.ca>
Source record: 219951
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

molin@crs.cl.msu.edu (Michael Olin) writes:

> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>
> >have RTS/CTS working and active when you tried it? I noticed dropped
> >characters and garbage on the screen when I turned off RTS/CTS on my
> >Supra 2400+ and sent a stream of text at it. Things went fine until the
> >modem started receiving too fast for the computer to handle. Instant
> >garbage...:) This was when I first got the modem. I don't see why the
>
> Don't you think it's a little unlikely that a 2400+ could EVER receive
> data faster than an ST could take it in? Even an 8MHz ST can deal
> with the MAXIMUM speed (9600) of the 2400+...

If I did think that, would I have written what I did? :)

I can not think of any other explanation for what happened, since the problem went away immediately after I turned on RTS/CTS. That isn't really important, though, since my original question was whether or not it was possible to make the ST take data at 38,400 baud since I am planning on purchasing a 14.4K modem and the fastest speed the ST can now receive data at is 19.2K. Since the modem compresses text as it receives it, it is fairly likely that the throughput might exceed 19,200 baud (in which case I am losing valuable speed.)

Thanks for your interest, though...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>

<< The Key: Spirit over mind over matter. >>
<< -- >>

341. Supra SCSI (Atari) Board For Sale (build a hard disk)

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 07:48:37 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <Br5xp2.KHI@watserv1.waterloo.edu>
Source record: 219950
Cross-posted to: misc.forsale,kw.forsale,uw.forsale,ont.forsale,comp.sys.atari.st

For Atari ST:

I have a SCSI adapter board for a Supra hard disk system for sale.
The board plugs into a standard multi-pin connector on a SCSI hard disk.
All that is required is an appropriate drive and power supply. I'll
include a case (and a broken power supply). The card works well. It comes
with a utilites disk. For more info please email. I'd like maybe $60
for this board or best offer (1.22CDN$ = 1US$).

brett maraldo
519 742 0370
--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

342. Re: Need help on using ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 08:22:46 UTC
From: rb420@rbhp5.rbg.informatik.th-darmstadt.de
Message-ID: <1992Jul10.082246.44885@infoserver.th-darmstadt.de>
Source record: 219952

```
Well, perhaps this "little" docu will help you...

sincerely,
Chris

ZOO(1) REFERENCE MANUAL ZOO(1)

NAME
zoo - manipulate archives of files in compressed form

SYNOPSIS
zoo {acfDeghHlLPTuUvVx}[aAcCdEfghImMnNoOpPqSu1:/.@n+-=]
archive [file] ...
zoo -command archive [file] ...
zoo h

DESCRIPTION
Zoo is used to create and maintain collections of files in
compressed form. It uses a Lempel-Ziv compression algorithm
that gives space savings in the range of 20% to 80% depend-
ing on the type of file data. Zoo can store and selectively
extract multiple generations of the same file. Data can be
recovered from damaged archives by skipping the damaged por-
tion and locating undamaged data with the help of fiz(1).

This documentation is for version 2.1. Changes from previ-
ous versions are described in the section labelled CHANGES.

The command zoo h gives a summary of commands. Extended
multiscreen help can be obtained with zoo H.

Zoo will not add an archive to itself, nor add the archive's
backup (with .bak extension to the filename) to the archive.

Zoo has two types of commands: Expert commands, which con-
sist of one command letter followed by zero or more modifier
characters, and Novice commands, which consist of a hyphen
(`-') followed by a command word that may be abbreviated.
Expert commands are case-sensitive but Novice commands are
not.

When zoo adds a file to an existing archive, the default
action is to maintain one generation of each file in an
archive and to mark any older generation as deleted. A
limit on the number of generations to save can be specified
by the user for an entire archive, or for each file indivi-
dually, or both. Zoo deletes a stored copy of an added file
```

if necessary to prevent the number of stored generations from exceeding the user-specified limit.

Deleted files may be later undeleted. Archives may be packed to recover space occupied by deleted files.

All commands assume that the archive name ends with the characters .zoo unless a different extension is supplied.

Novice commands

Novice commands may be abbreviated to a hyphen followed by at least one command character. Each Novice command works in two stages. First, the command does its intended work. Then, if the result was that one or more files were deleted in the specified archive, the archive is packed. If packing occurs, the original unpacked archive is always left behind with an extension of .bak.

No Novice command ever stores the directory prefix of a file.

The Novice commands are as follows.

-add Adds the specified files to the archive.

-freshen
Adds a specified file to the archive if and only if an older file by the same name already exists in the archive.

-delete
Deletes the specified files from the archive.

-update
Adds a specified file to the archive either: if an older file by the same name already exists in the archive or: if a file by the same name does not already exist in the archive.

-extract
Extracts the specified files from the archive. If no file is specified all files are extracted.

-move
Equivalent to -add except that source files are deleted after addition.

-print
Equivalent to -extract except that extracted data are sent to standard output.

-list
Gives information about the specified archived files including any attached comments. If no files are

specified all files are listed. Deleted files are not
listed.

-test
Equivalent to -extract except that the extracted data
are not saved but any errors encountered are reported.

-comment
Allows the user to add or update comments attached to
archived files. When prompted, the user may: type a
carriage return to skip the file, leaving any current
comment unchanged; or type a (possibly null) comment
of up to 32,767 characters terminated by /end (case-
insensitive) on a separate line; or type the end-of-
file character (normally control D) to skip all remain-
ing files.

-delete
Deletes the specified files.

The correspondence between Novice and Expert commands is as follows.

Novice Equivalent
Command Description Expert Command
____
-add add files to archive aP:
-extract extract files from archive x
-move move files to archive aMP:
-test test archive integrity xNd
-print extract files to standard output xp
-delete delete files from archive DP
-list list archive contents VC
-update add new or newer files aunP:
-freshen by add newer files auP:
-comment add comments to files c

Expert commands

The general format of expert commands is:

zoo {acfDeghHlLPTuUvVx}[aAcCdEfghImMnNoOpPqSu1:/.@n+-=]
archive [file] ...

The characters enclosed within {} are commands. Choose any
one of these. The characters enclosed within [] just to the
right of the {} are modifiers and zero or more of these may
immediately follow the command character. All combinations
of command and modifier characters may not be valid.

Files are added to an archive with the command:

zoo {au}[cfhIMnPqu:+-] archive [file] ...

Command characters are:

a Add each specified file to archive. Any already-archived copy of the file is deleted if this is necessary to avoid exceeding the user-specified limit on the number of generations of the file to maintain in the archive.

u Do an update of the archive. A specified file is added to the archive only if a copy of it is already in the archive and the copy being added is newer than the copy already in the archive.

The following modifiers are specific to these commands.

M Move files to archive. This makes zoo delete (unlink) the original files after they have been added to the archive. Files are deleted after addition of all files to the archive is complete and after any requested packing of the archive has been done, and only if zoo detected no errors.

n Add new files only. A specified file is added only if it isn't already in the archive.

h Use the high performance compression algorithm. This option may be used with either the add (a) or filter (f) commands to gain extra compression at the expense of using somewhat more processor time. Extracting files compressed with the method is usually slightly faster than those saved with the default method.

P Pack archive after files have been added.

u Applied to the a command, this modifier makes it behave identically to the u command.

The combination of the n modifier with the u modifier or u command causes addition of a file to the archive either if the file is not already in the archive, or if the file is already in the archive but the archived copy is older than the copy being added.

: Do not store directory names. In the absence of this modifier zoo stores the full pathname of each archived file.

I Read filenames to be archived from standard input. Zoo will read its standard input and assume that each line of text contains a filename. Under AmigaDOS and the **IX family, the entire line is used. Under MS-DOS and VAX/VMS, zoo assumes that the filename is terminated by a blank, tab, or newline; thus it is permissible for the line of text to contain more than one field separated by white space, and only the first field will be used.

Under the **IX family of operating systems, zoo can be used as follows in a pipeline:

find . -print | zoo aI sources

If the I modifier is specified, no filenames may be supplied on the command line itself.

+,- These modifiers take effect only if the a command results in the creation of a new archive. + causes any newly-created archive to have generations enabled. - is provided for symmetry and causes any newly-created archive to have generations disabled; this is also the default if neither + nor - is specified.

Files are extracted from an archive with the command:

zoo {ex}[dNoOpqS./@] archive [file] ...

The e and x commands are synonymous. If no file was specified, all files are extracted from the archive.

The following modifiers are specific to the e and x commands:

N Do not save extracted data but report any errors encountered.

O Overwrite files. Normally, if a file being extracted would overwrite an already-existing file of the same name, zoo asks you if you really want to overwrite it. You may answer the question with `y', which means yes, overwrite; or `n', which means no, don't overwrite; or `a', which means assume the answer is `y' for this and all subsequent files. The O modifier makes zoo assume that files may always be overwritten. Neither answering the question affirmatively nor using O alone will cause read-only files to be overwritten.

On **IX systems, however, doubling this modifier as OO will force zoo to unconditionally overwrite any read-protected files with extracted files if it can do so.

The O, N, and p modifiers are mutually exclusive.

S Supersede newer files on disk with older extracted files. Unless this modifier is used, zoo will not overwrite a newer existing file with an older extracted file.

o This is equivalent to the O modifier if and only if it is given at least twice. It is otherwise ignored.

p Pipe extracted data to standard output. Error messages are piped to standard output as well. However, if a bad CRC is detected, an error message is sent both to

standard error and to standard output.

/ Extract to original pathname. Any needed directories must already exist. In the absence of this modifier all files are extracted into the current directory. If this modifier is doubled as //, required directories need not exist and are created if necessary.

The management of multiple generations of archived files is done with the commands:

```
zoo gl[Aq]{+-=}number archive files ..
zoo gc[q]{+-=}number archive files ..
zoo gA[q]- archive
zoo gA[q]+ archive
```

The first form, gl, adjusts the generation limit of selected files by the specified value. If the form =n is used, where n is a decimal number, this sets the generation limit to the specified value. If + or - are used in placed of = the effect is to increment or decrement the generation limit by the specified value. For example, the command

```
zoo gl=5 xyz :
```

sets the generation limit of each file in the archive xyz.zoo to a value of 5. The command

```
zoo gl-3 xyz :
```

decrements the generation limit of each file in the archive to 3 less than it currently is.

If the A modifier is used, the archive-wide generation limit is adjusted instead.

The number of generations of a file maintained in an archive is limited by the file generation limit, or the archive generation limit, whichever is lower. As a special case, a generation limit of 0 stands for no limit. Thus the default file generation limit of 0 and archive generation limit of 3 limits the number of generations of each file in a newly-created archive to three.

The generation limit specified should be in the range 0 through 15; any higher numbers are interpreted modulo 16.

The second form of the command, using gc, adjusts the generation count of selected files. Each file has a generation count of 1 when it is first added to an archive. Each time a file by the same name is added again to an archive, it receives a generation count that is one higher than the highest generation count of the archived copy of the file. The permissible range of generation counts is 1 through

65535. If repeated manipulations of an archive result in files having very high generation counts, they may be set back to lower numbers with the gc command. The syntax of the command is analogous to the syntax of the gl command, except that the A modifier is not applicable to the gc command.

The third form, gA-, disables generations in an archive. Generations are off when an archive is first created, but may be enabled with the fourth form of the command, gA+. When generations are disabled in an archive, zoo will not display generation numbers in archive listings or maintain multiple generations. Generations can be re-enabled at any time, though manipulation of an archive with repeated interspersed gA- and gA+ commands may result in an archive whose behavior is not easily understandable.

Archived files are listed with the command:

zoo {lLvV}[aAcCdfgmqvV@/1+-] archive[.zoo] [file] ...

l Information presented includes the date and time of each file, its original and current (compressed) sizes, and the percentage size decrease due to compression (labelled CF or compression factor). If a file was added to the archive in a different timezone, the difference between timezones is shown in hours as a signed number. As an example, if the difference is listed as +3, this means that the file was added to the archive in a timezone that is 3 hours west of the current timezone. The file time listed is, however, always the original timestamp of the archived file, as observed by the user who archived the file, expressed as that user's local time. (Timezone information is stored and displayed only if the underlying operating system knows about timezones.)

If no filename is supplied all files are listed except deleted files.

Zoo selects which generation(s) of a file to list according to the following algorithm.

If no filename is supplied, only the latest generation of each file is listed. If any filenames are specified, and a generation is specified for an argument, only the requested generation is listed. If a filename is specified ending with the generation character (`:' or `;'), all generations of that file are listed. Thus a filename argument of the form zoo.c will cause only the latest generation of zoo.c to be listed; an argument of the form zoo.c:4 will cause

generation 4 of zoo.c to be listed; and an argument of the form zoo.c: or zoo.c:* will cause all generations of zoo.c to be listed.

L This is similar to the l command except that all supplied arguments must be archives and all non-deleted generations of all files in each archive appear in the listing.

On **IX systems, on which the shell expands arguments, if multiple archives are to be listed, the L command must be used. On other systems (VAX/VMS, AmigaDOS, MSDOS) on which wildcard expansion is done internally by zoo, wildcards may be used in the archive name, and a multiple archive listing obtained, using the l command.

v This causes any comment attached to the archive to be listed in addition to the other information.

V This causes any comment attached to the archive and also any comment attached to each file to be listed.

Both the V and v command characters can also be used as modifiers to the l and L commands.

In addition to the general modifiers described later, the following modifiers can be applied to the archive list commands.

a This gives a single-line format containing both each filename and the name of the archive, sorted by archive name. It is especially useful with the L command, since the result can be further sorted on any field to give a master listing of the entire contents of a set of archives.

A This causes any comment attached to the archive to be listed.

g This modifier causes file generation information to be listed about the archive. For each file listed, the user-specified generation limit, if any, is listed. For example, `3g' for a file means that the user wants no more than three generations of the file to be kept. In archives created by older versions of zoo, the listing will show `-g', meaning that no generation information is kept and multiple generations of the file are not being maintained.

In addition to the generation information for each file, the archive-wide generation limit, if any, is shown at the end of the listing. If generations have

been disabled by the user, this is so indicated, for example:

Archive generation limit is 3 (generations off).

For more information about generations see the description of the g command.

m This modifier is currently applicable to **IX systems only. It causes the mode bits (file protection code) of each file to be listed as a three-digit octal number. Currently zoo preserves only the lowest nine mode bits. Their meanings are as described in the **IX documentation for the chmod(1) command.

C This modifier causes the stored cyclic redundancy code (CRC) for each archived file to be shown as a four-digit hexadecimal number.

1 This forces one filename to be listed per line. It is most useful in combination with the f modifier.

/ This forces any directory name to be always listed, even in fast columnized listings that do not normally include any directory names.

+,- The - modifier causes trailing generation numbers to be omitted from filenames. The + modifier causes the trailing generation numbers to be shown, which is also the default if neither - nor + is specified.

Files may be deleted and undeleted from an archive with the following commands:

zoo {DU}[Pq1] archive file ...

The D command deletes the specified files and the U command undeletes the specified files. The 1 modifier (the digit one, not the letter ell) forces deletion or undeletion of at most one file. If multiple instances of the same file exist in an archive, use of the 1 modifier may allow selective extraction of one of these.

Comments may be added to an archive with the command:

zoo c[A] archive

Without the modifier A, this behaves identically to the -comment command. With the modifier A, the command serves to add or update the comment attached to the archive as a whole. This comment may be listed with the lA, LA, v, and V commands. Applying the cA command to an archive that was created with an older version of zoo will result in an error message requesting that the user first pack the archive with

the P command. This reorganizes the archive and creates space for the archive comment.

The timestamp of an archive may be adjusted with the command:

zoo T[q] archive

Zoo normally attempts to maintain the timestamp of an archive to reflect the age of the newest file stored in it. Should the timestamp ever be incorrect it can be fixed with the T command.

An archive may be packed with the command:

zoo P[EPq] archive

If the backup copy of the archive already exists, zoo will refuse to pack the archive unless the P modifier is also given. The E modifier causes zoo not to save a backup copy of the original archive after packing. A unique temporary file in the current directory is used to initially hold the packed archive. This file will be left behind if packing is interrupted or if for some reason this file cannot be renamed to the name of the original archive when packing is complete.

Packing removes any garbage data appended to an archive because of Xmodem file transfer and also recovers any wasted space remaining in an archive that has been frequently updated or in which comments were replaced. Packing also updates the format of any archive that was created by an older version of zoo so that newer features (e.g. archive-wide generation limit, archive comment) become fully available.

Zoo can act as a pure compression or uncompression filter, reading from standard input and writing to standard output. This is achieved with the command:

zoo f{cu}[h

where c specifies compression, u specifies uncompression, and h used in addition requests the high-performance compression be used. A CRC value is used to check the integrity of the data. The compressed data stream has no internal archive structure and contains multiple files only if the input data stream was already structured, as might be obtained, for example, from tar or cpio.

Modem transfers can be speeded up with these commands:

zoo fc < file | sz ... rz | zoo fu > file

General modifiers

The following modifiers are applicable to several commands:

c Applied to the a and u commands, this causes the user to be prompted for a comment for each file added to the archive. If the file being added has replaced, or is a newer generation of, a file already in the archive, any comment attached to that file is shown to the user and becomes attached to the newly-added file unless the user changes it. Possible user responses are as described for the -comment command. Applied to the archive list command l, the c modifier causes the listing of any comments attached to archived files.

. In conjunction with / or // this modifier causes any extracted pathname beginning with `/' to be interpreted relative to the current directory, resulting in the possible creation of a subtree rooted at the current directory. In conjunction with the command P the . modifier causes the packed archive to be created in the current directory. This is intended to allow users with limited disk space but multiple disk drives to pack large archives.

d Most commands that act on an archive act only on files that are not deleted. The d modifier makes commands act on both normal and deleted files. If doubled as dd, this modifier forces selection only of deleted files.

f Applied to the a and u commands, the f modifier causes fast archiving by adding files without compression. Applied to l it causes a fast listing of files in a multicolumn format.

q Be quiet. Normally zoo lists the name of each file and what action it is performing. The q modifier suppresses this. When files are being extracted to standard output, the q modifier suppresses the header preceding each file. When archive contents are being listed, this modifier suppresses any header and trailer. When a fast columnized listing is being obtained, this modifier causes all output to be combined into a single set of filenames for all archives being listed.

When doubled as qq, this modifier suppresses WARNING messages, and when tripled as qqq, ERROR messages are suppressed too. FATAL error messages are never suppressed.

Recovering data from damaged archives

The @ modifier allows the user to specify the exact position in an archive where zoo should extract a file from, allowing damaged portions of an archive to be skipped. This modifier must be immediately followed by a decimal integer without intervening spaces, and possibly by a comma and another decimal integer, giving a command of the form l@m or l@m,n (to list archive contents) or x@m or x@m,n (to extract files from an archive). Listing or extraction begin at position m in the archive. The value of m must be the position within the archive of an undamaged directory entry. This position is usually obtained from fiz(1) version 2.0 or later.

If damage to the archive has shortened or lengthened it, all positions within the archive may be changed by some constant amount. To compensate for this, the value of n may be specified. This value is also usually obtained from fiz(1). It should be the position in the archive of the file data corresponding to the directory entry that has been specified with m. Thus if the command x@456,575 is given, it will cause the first 456 bytes of the archive to be skipped and extraction to begin at offset 456; in addition, zoo will attempt to extract the file data from position 575 in the archive instead of the value that is found in the directory entry read from the archive. For example, here is some of the output of fiz when it acts on a damaged zoo archive:

```
****************
2526: DIR [changes] ==> 95
2587: DATA
****************
3909: DIR [copyrite] ==> 1478
3970: DATA
4769: DATA
****************
```

In such output, DIR indicates where fiz found a directory entry in the archive, and DATA indicates where fiz found file data in the archive. Filenames located by fiz are enclosed in square brackets, and the notation "==> 95" indicates that the directory entry found by fiz at position 2526 has a file data pointer to position 95. (This is clearly wrong, since file data always occur in an archive after their directory entry.) In actuality, fiz found file data at positions 2587, 3970, and 4769. Since fiz found only two directory entries, and each directory entry corresponds to one file, one of the file data positions is an artifact.

In this case, commands to try giving to zoo might be x@2526,2587 (extract beginning at position 2526, and get file data from position 2587), x@3090,3970 (extract at 3090, get data from 3970) and x@3909,4769 (extract at 3909, get

data from 4769). Once a correctly-matched directory entry/file data pair is found, zoo will in most cases synchronize with and correctly extract all files subsequently found in the archive. Trial and error should allow all undamaged files to be extracted. Also note that self-extracting archives created using sez (the Self-Extracting Zoo utility for MS-DOS), which are normally executed on an MS-DOS system for extraction, can be extracted on non-MSDOS systems using zoo's damaged-archive recovery method using the @ modifier.

Wildcard handling

Under the **IX family of operating systems, the shell normally expands wildcards to a list of matching files. Wildcards that are meant to match files within an archive must therefore be escaped or quoted. When selecting files to be added to an archive, wildcard conventions are as defined for the shell. When selecting files from within an archive, wildcard handling is done by zoo as described below.

Under MS-DOS and AmigaDOS, quoting of wildcards is not needed. All wildcard expansion of filenames is done by zoo, and wildcards inside directory names are expanded only when listing or extracting files but not when adding them.

The wildcard syntax interpreted by zoo is limited to the following characters.

* Matches any sequence of zero or more characters.

? Matches any single character.

Arbitrary combinations of * and ? are allowed.

/ If a supplied pattern contains a slash anywhere in it, then the slash separating any directory prefix from the filename must be matched explicitly. If a supplied pattern contains no slashes, the match is selective only on the filename.

c-c Two characters separated by a hyphen specify a character range. All filenames beginning with those characters will match. The character range is meaningful only by itself or preceded by a directory name. It is not specially interpreted if it is part of a filename.

: and ;
These characters are used to separate a filename from a generation number and are used when selecting specific generations of archived files. If no generation character is used, the filename specified matches only the latest generation of the file. If the generation char-

acter is specified, the filename and the generation are matched independently by zoo's wildcard mechanism. If no generation is specified following the : or ; character, all generations of that file will match. As a special case, a generation number of 0 matches only the latest generation of a file, while ^0 matches all generations of a file except the latest one. If no filename is specified preceding the generation character, all filenames will match. As a corollary, the generation character by itself matches all generations of all files.

MS-DOS users should note that zoo does not treat the dot as a special character, and it does not ignore characters following an asterisk. Thus * matches all filenames; *.* matches filenames containing a dot; *_* matches filenames containing an underscore; and *z matches all filenames that end with the character z, whether or not they contain a dot.

Usage hints

The Novice command set in zoo is meant to provide an interface with functionality and format that will be familiar to users of other similar archive utilities. In keeping with this objective, the Novice commands do not maintain or use any subdirectory information or allow the use of zoo's ability to maintain multiple generations of files. For this reason, users should switch to exclusively using the Expert commands as soon as possible.

Although the Expert command set is quite large, it should be noted that in almost every case, all legal modifiers for a command are fully orthogonal. This means that the user can select any combination of modifiers, and when they act together, they will have the intuitively obvious effect. Thus the user need only memorize what each modifier does, and then can combine them as needed without much further thought.

For example, consider the a command which is used to add files to an archive. By itself, it simply adds the specified files. To cause only already-archived files to be updated if their disk copies have been modified, it is only necessary to add the u modifier, making the command au. To cause only new files (i.e., files not already in the archive) to be added, the n modifier is used to create the command an. To cause both already-archived files to be updated and new files to be added, the u and n modifiers can be used together, giving the command aun. Since the order of modifiers is not significant, the command could also be anu.

Further, the c modifier can be used to cause zoo to prompt the user for a comment to attach to each file added. And the f modifier can cause fast addition (addition without compression). It should be obvious then that the command auncf will cause zoo to update already-archived files, add new files, prompt the user for comments, and do the addition of files without any compression. Furthermore, if the user wishes to move files to the archive, i.e., delete the disk copy of each file after it is added to the archive, it is only necessary to add the M modifier to the command, so it becomes auncfM. And if the user also wishes to cause the archive to be packed as part of the command, thus recovering space from any files that are replaced, the command can be modified to auncfMP by adding the P modifier that causes packing.

Similarly, the archive listing commands can be built up by combining modifiers. The basic command to list the contents of an archive is l. If the user wants a fast columnized listing, the f modifier can be added to give the lf command. Since this listing will have a header giving the archive name and a trailer summarizing interesting information about the archive, such as the number of deleted files, the user may wish to "quieten" the listing by suppressing these; the relevant modifier is q, which when added to the command gives lfq. If the user wishes to see the **IX mode (file protection) bits, and also information about multiple generations, the modifiers m (show mode bits) and g (show generation information) can be added, giving the command lfqmg. If the user also wishes to see an attached archive comment, the modifier A (for archive) will serve. Thus the command lfqmgA will give a fast columnized listing of the archive, suppressing any header and trailer, showing mode bits and generation information, and showing any comment attached to the archive as a whole. If in addition individual comments attached to files are also needed, simply append the c modifier to the command, making it lfqmgAc. The above command will not show any deleted files, however; to see them, use the d modifier, making the command lfqmgAcd (or double it as in lfqmgAcdd if only the deleted files are to be listed). And if the user also wishes to see the CRC value for each file being listed, the modifier C will do this, as in the command lfqmgAcdC, which gives a fast columnized listing of all files, including deleted files, showing any archive comment and file comments, and file protection codes and generation information, as well as the CRC value of each file.

Note that the above command lfqmgAcdC could also be abbreviated to VfqmgdC because the command V is shorthand for lcA (archive listing with all comments shown). Similarly the command v is shorthand for lA (archive listing with archive

comment shown). Both V and v can be used as modifiers to any of the other archive listing commands.

Generations

By default, zoo assumes that only the latest generation of a specified file is needed. If generations other than the latest one need to be selected, this may be done by specifying them in the filename. For example, the name stdio.h would normally refer to the latest generation of the file stdio.h stored in a zoo archive. To get an archive listing showing all generations of stdio.h in the archive, the specification stdio.h:* could be used (enclosed in single quotes if necessary to protect the wildcard character * from the shell). Also, stdio.h:0 selects only the latest generation of stdio.h, while stdio.h:^0 selects all generations except the latest one. The : character here separates the filename from the generation number, and the character * is a wildcard that matches all possible generations. For convenience, the generation itself may be left out, so that the name stdio.h: (with the : but without a generation number or a wildcard) matches all generations exactly as stdio.h:* does.

If a generation is specified but no filename is present, as in :5, :*, or just :, all filenames of the specified generation will be selected. Thus :5 selects generation 5 of each file, and :* and : select all generations of all files.

It is important to note that zoo's idea of the latest generation of a file is not based upon searching the entire archive. Instead, whenever zoo adds a file to an archive, it is marked as being the latest generation. Thus, if the latest generation of a file is deleted, then no generation of that file is considered the latest any more. This can be surprising to the user. For example, if an archive already contains the file stdio.h:5 and a new copy is added, appearing in the archive listing as stdio.h:6, and then stdio.h:6 is deleted, the remaining copy stdio.h:5 will no longer be considered to be the latest generation, and the file stdio.h:5, even if undeleted, will no longer appear in an archive listing unless generation 5 (or every generation) is specifically requested. This behavior will likely be improved in future releases of zoo.

FILES
xXXXXXX - temporary file used during packing
archive_name.bak - backup of archive

SEE ALSO
compress(1), fiz(1)

BUGS
When files are being added to an archive on a non-MS-DOS system, it is possible for zoo to fail to detect a full disk and hence create an invalid archive. This bug will be fixed in a future release.

Files with generation counts that wrap around from 65535 to 1 are not currently handled correctly. If a file's generation count reaches a value close to 65535, it should be manually set back down to a low number. This may be easily done with a command such as gc-65000, which subtracts 65000 from the generation count of each specified file. This problem will be fixed in a future release.

Although zoo on **IX systems preserves the lowest nine mode bits of regular files, it does not currently do the same for directories.

Currently zoo's handling of the characters : and ; in filenames is not robust, because it interprets these to separate a filename from a generation number. A quoting mechanism will eventually be implemented.

Standard input cannot be archived nor can a created archive be sent to standard output. Spurious error messages may appear if the filename of an archive is too long.

Since zoo never archives any file with the same name as the archive or its backup (regardless of any path prefixes), care should be taken to make sure that a file to be archived does not coincidentally have the same name as the archive it is being added to. It usually suffices to make sure that no file being archived is itself a zoo archive. (Previous versions of zoo sometimes tried to add an archive to itself. This bug now seems to be fixed.)

Only regular files are archived; devices and empty directories are not. Support for archiving empty directories and for preserving directory attributes is planned for the near future.

Early versions of MS-DOS have a bug that prevents "." from referring to the root directory; this leads to anomalous results if the extraction of paths beginning with a dot is attempted.

VAX/VMS destroys case information unless arguments are enclosed in double quotes. For this reason if a command given to zoo on a VAX/VMS system includes any uppercase characters, it must be enclosed in double quotes. Under VAX/VMS, zoo does not currently restore file timestamps; this will be fixed as soon as I figure out RMS extended attribute blocks, or DEC supplies a utime() function, whichever occurs first. Other VMS bugs, related to file struc-

tures, can often be overcome by using the program bilf.c that is supplied with zoo.

It is not currently possible to create a zoo archive containing all zoo archives that do not contain themselves.

DIAGNOSTICS

Error messages are intended to be self-explanatory and are divided into three categories. WARNINGS are intended to inform the user of an unusual situation, such as a CRC error during extraction, or -freshening of an archive containing a file newer than one specified on the command line. ERRORS are fatal to one file, but execution continues with the next file if any. FATAL errors cause execution to be aborted. The occurrence of any of these causes an exit status of 1. Normal termination without any errors gives an exit status of 0. (Under VAX/VMS, however, to avoid an annoying message, zoo always exits with an error code of 1.)

COMPATIBILITY

All versions of zoo on all systems are required to create archives that can be extracted and listed with all versions of zoo on all systems, regardless of filename and directory syntax or archive structure; furthermore, any version of zoo must be able to fully manipulate all archives created by all lower-numbered versions of zoo on all systems. So far as I can tell, this upward compatibility (all manipulations) and downward compatiblity (ability to extract and list) is maintained by zoo versions up to 2.01. Version 2.1 adds the incompatibility that if high-performance compression is used, earlier versions cannot extract files compressed with version 2.1. This is the only incompatibility that is permissible. You are forbidden, with the force of copyright law, to create from the zoo source code any derivative work that violates this compatibility goal, whether knowingly or through negligence. If any violation of this compatibility goal is observed, this should be considered a serious problem and reported to me.

CHANGES

Here is a list of changes occurring from version 1.50 to version 2.01. In parentheses is given the version in which each change occurred.

- (1.71) New modifiers to the list commands permit optional suppression of header and trailer information, inclusion of directory names in columnized listings, and fast one-column listings.

- (1.71) Timezones are handled.

- (1.71) A bug was fixed that had made it impossible to individually update comments for a file whose name did not correspond to MS-DOS format.

- (1.71) A change was made that now permits use of the shared library on the **IX PC.

- (1.71) VAX/VMS is now supported reasonably well.

- (2.00) A comment may now be attached to the archive itself.

- (2.00) The OO option allows forced overwriting of read-only files.

- (2.00) Zoo will no longer extract a file if a newer copy already exists on disk; the S option will override this.

- (2.00) File attributes are preserved for **IX systems.

- (2.00) Multiple generations of the same file are supported.

- (2.00) Zoo will now act as a compression or decompression filter on a stream of data and will use a CRC value to check the integrity of a data stream that is uncompressed.

- (2.00) A bug was fixed that caused removal of a directory link if files were moved to an archive by the superuser on a **IX system.

- (2.00) The data recovery modifier @ was greatly enhanced. Self-extracting archives created for MS-DOS systems can now be extracted by zoo on any system with help from fiz(1).

- (2.01) A bug was fixed that had caused the first generation of a file to sometimes unexpectedly show up in archive listings.

- (2.01) A bug was fixed that had caused the MS-DOS version to silently skip files that could not be extracted because of insufficient disk space.

- (2.01) A bug was fixed that had sometimes made it impossible to selectively extract a file by specifying its name, even though all files could be extracted from the archive by not specifying any filenames. This occurred when a file had been archived on a longer-filename system (e.g. AmigaDOS) and extraction was attempted on a shorter-filename system (e.g. MS-DOS).

- (2.01) A change was made that will make zoo preserve the mode (file protection) of a zoo archive when it is

packed. This is effective only if zoo is compiled to preserve and restore file attributes. Currently this is so only for **IX systems.

- (2.01) A bug was fixed that had caused an update of an archive to not always add all newer files.

- (2.01) Blanks around equal signs in commands given to "make" were removed from the mk* scripts for better compatiblity with more **IX implementations including Sun's.

- (2.1) Compression is now greatly improved if the "h" option is used.

- (2.1) The default behavior is to preserve full path-names during extraction.

- (2.1) On some systems, extraction of files using the older (default) compression method is greatly speeded up.

- (2.1) Extended multiscreen help is available.

- (2.1) Memory allocation is improved, so that the MS-DOS version will not prematurely abort when updating a large archive.

- (2.1) The VAX/VMS version preserves file timestamps during extraction.

- (2.1) The default archive-wide generation limit, when generations are enabled, is 3.

FUTURE DIRECTIONS

A revised version of zoo is in the works that will be able to write newly-created archives to standard output and will support multivolume archives. It will be upward and down-ward compatible with this version of zoo.

ACKNOWLEDGEMENTS

The zoo archiver was initially developed using Microsoft C 3.0 on a PC clone manufactured by Toshiba of Japan and almost sold by Xerox. Availability of the following systems was helpful in achieving portability: Paul Homchick's Compaq running Microport System V/AT; The Eskimo BBS somewhere in Oregon running Xenix/68000; Greg Laskin's system 'gryphon' which is an Intel 310 running Xenix/286; Ball State University's AT&T 3B2/300, UNIX PC, and VAX-11/785 (4.3BSD and VAX/VMS) systems. In addition J. Brian Waters provided feedback to help me make the code compilable on his Amiga using Manx/Aztec C. The executable version 2.0 for MS-DOS is currently compiled with Borland's Turbo C++ 1.0.

Thanks are due to the following people and many others too numerous to mention.

J. Brian Waters <jbwaters@bsu-cs.bsu.edu>, who has worked diligently to port zoo to AmigaDOS, created Amiga-specific code, and continues keeping it updated.

Paul Homchick <rutgers!cgh!paul>, who provided numerous detailed reports about some nasty bugs.

Bill Davidsen <davidsen@crdos1.crd.ge.com>, who provided numerous improvements to this manual, contributed multiscreen help, and provided many useful bug reports, bug fixes, code improvements, and suggestions.

Mark Alexander <amdahl!drivax!alexande>, who provided me with some bug fixes.

Haruhiko Okumura, who wrote the ar archiver and some excellent compression code, which I adapted for use in zoo.

Randal L. Barnes <rlb@skyler.mavd.honeywell.com>, who (with Randy Magnuson) wrote the code to support the preservation of file timestamps under VAX/VMS.

Raymond D. Gardner, who contributed replacement uncompression code that on some systems is twice as fast as the original.

Greg Yachuk and Andre Van Dalen, who independently modified MS-DOS zoo to support multivolume archives. (This support is not yet in this official release.)

AUTHOR
Rahul Dhesi

343. Re: pc ditto

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 08:23:52 UTC
From: dave@admiral.uucp
Message-ID: <1992Jul10.082352.10350@admiral.uucp>
Source record: 219983

In article <1992Jul09.115223.25541@r-node.gts.org> mike@r-node.gts.org (Mike Stramba) writes:
>Hi.
>I'm trying to get Pcditto (software) to run on my 1040,1meg 1 floppy
>mono screen.
>
>When I start the program up, the screen goes blank and the drive just
>keeps spinning.
>
>I presume it's trying to boot MSDOS. The disk is an MSDOS 5.0 boot
>disk.
>
>Any ideas?

I think the original pc-ditto can only handle MS-DOS 3.2/3.3. 5.0 may give it seizures.

--
"Dammit Jim, I'm a free man, not a number!"

This is a copy of the mnemonic signature virus. Remember to copy it into your .signature file later. Join the fun!

344. Re: Forced-freeware archivers considered harmful (was Re: Shareware Tra

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 08:32:08 UTC
From: michael.smith@f842.n680.z3.fido.zeta.org.au
Message-ID: <a5fb34d0@Kralizec.fido.zeta.org.au>
Source record: 219879

Original to: rosenkra@convex.com
In a message of <03 Jul 92 20:56:18>, rosenkra@convex.com (3:713/602) writes:

r> i am afraid it is not only cranky, overstressed yankees that feel the
r> same way. there are cranky, overstressed germans, canadians, and dutch
r> that i can recall expressing a similar opinion. perhaps the isolation-
r> induced parochialism afforded by the Pacific is what we need. maybe its
r> the difference in hemispheres? (reminder to me: think of this next time
r> i flush...). maybe it's all those bleeting sheep you have. :-)

Hey! Don't forget us australians!

Like, I run a BBS, and have for quite a while... I use LHarc as my default archiver, simply because J Random Luser probably has a 1/2 meg st with a single-sided floppy drive. But if you riffle through my filebase, you suddenly find that all of the larger packages, ones that require a real machine, also require a real archiver to unpack. I feel much more comfortable, from _long_ experience, with zoo than I ever will with LHarc. It's atually possible with zoo to recover parts of a damaged archive, which can be a real plus when you've just downloaded this monster archive from the other side of the word on a whim... With LHarc, one broken byte, and it's history... with zoo, well, you extract what you can, mug it with FiZ, get the rest, and drop the sysop there a nasty little message about his local phone company...

Needless to say I fail to give a damn about speed - they both run at comparable rates on the TT.

Roger - face it. You need some Valium. Probably lots. Sit down and let the 'ol ticker relax for a while.

Bill - why not ignore him?? 8) (btw I can't get that nroff of yours to compile with anything... 8(HSC 1.33i and gcc1.40/mintlib pl20 are both bogi... HSC bombs while compiling (automatic arrays initialised inside functions??) and gcc produces an unusable binary.) Seeing as it's not available as a binary distribution, how about a gcc-able version??)

r> -bill
\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:680/842)

345. Help on using ZOO - THANKS!

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 08:35:26 UTC
From: otv@hal.nta.no
Message-ID: <1992Jul10.083526.26214@nntp.nta.no>
Source record: 219953

This article is to thank all of you who e-mailed me whith useful hints on using archivers!!! Now everything is working fine. The reason why "x <filename.zoo>" as parameter input from desktop did not work with zoo21.ttp was probably one of the following:

1. The archive to be depacked was not in the same directory as zoo21.ttp, or

2. I used a X instead of x

I also got lots of other useful information - maybe some of it should be put in the next FAQ (The FAQ's was great for me as a novice).

Thanks again,

Oddvar

346. New ST Format - c/w STOS....

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 08:37:02 UTC
From: woocm@essex.ac.uk
Message-ID: <4391@sersun1.essex.ac.uk>
Source record: 219954

Just letting you folks know that the new ST Format
is out and is bundled with a free copy of STOS basic. Also
included in the Animaster v3.4 sprite editor. Not bad for
3.95! Of course there isn't a full manual that will cost an
extra 11 sheets! Also includes cheap offers for the rest of
the STOS programs.

Personally I probably wont use it, but it's a nice
thing to have in my Disk Box :-)

C.W.

P.S. It also includes a fairly good review of ST Monitors!

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

347. Re: I just don't get it. (was Re: Forced-freeware archivers considered

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 08:41:00 UTC
From: michael.smith@f842.n680.z3.fido.zeta.org.au
Message-ID: <a5fb34d1@Kralizec.fido.zeta.org.au>
Source record: 219880

Original to: chu@acsu.buffalo.edu
In a message of <04 Jul 92 01:53:05>, chu@acsu.buffalo.edu (3:713/602) writes:

c> chu@acsu.buffalo.edu (John C. Chu), via *IXgate 3:713/602
c>
c> In article <1992Jul3.235110.15450@peponi.wcc.govt.nz>
c> sheppard_r@kosmos.wcc.govt.nz writes:
>> I have used ZOO 2.1 USA many many times and have big problems with it,
c>
c> I have used ZOO 2.1 (not sure if it's USA or not) many many times and
c> have never had *any* problems with it.

Roger has problems with 2.1 because he's roger, not because 2.1 has problems.

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:680/842)

348. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 09:25:44 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul10.092544.1699@bas-a.bcc.ac.uk>
Source record: 219955

In article <1992Jul9.184505.379@ryn.mro4.dec.com> barber@ad.enet.dec.com (ANDREW BARBER) writes:
>
>In article <1992Jul9.141250.23878@cis.ohio-state.edu>,
> tbrown@elm.cis.ohio-state.edu (ted croft brown) writes:
>|>Six months lagging behind is an eternity in the computer world. Six months
>|>on *design* is a blink of an eye. Apple has crowed lately about how fast
>they
>
>Well, I know that here where I work, a six month slip in the design schedule
>is a very serious problem. I am interested in seeing Falcon come out,
>however. Actually, I would like to see an atari run with Alpha CPU! That
>would be incredible.

The only problem would be the refrigeration plant to go with it :-).

>
>Andrew
>- An original 520StFm owner and Proud of it! (almost)

Steve

PS. Could you please press the <Return> key more often..

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

349. Re: Sozobon-C

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 10:25:11 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jul10.102511.4036@cs.hw.ac.uk>
Source record: 219957

In article <A1111562470@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>Yes, the object table in 1.4 has been expanded to link twice as many
>object modules and ignore (skip over) up to 300 library modules.

300? Is that all? Game Workbench is about 450 and fast approaching 500!
Now you see why folks are gonna want the source.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

350. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 11:29:47 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92192.112947RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 219956

In article <1992Jul9.043416.8579@msuinfo.cl.msu.edu>, molin@crs.cl.msu.edu (Michael Olin) says:
>
>leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>
>>I've been hearing about the Falcon for six months or more... I assume
>>the machine is real... but why did they wait so long? 6 months is an
>>eternity in the computer world?
>
>It's Atari. What do you expect? Same shit, different day.

The first official announcement I heard was just this week. Atari says, that they'll ship it next month. So, where's the problem???????????

_____________________________ cut here _____________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
_____________________ correct me if I'm wrong _____________________

351. Re: PageStream Update

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 12:22:28 UTC
From: nelson@that_machine.Kodak.COM
Message-ID: <3390@eastman.UUCP>
Source record: 219964

In article <1992Jul9.205732.8433@magnus.acs.ohio-state.edu>
jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
>
>So, what's improved/changed/fixed in this new version?

First, in the files on a.a., the pscript.hdr file is in modules.arc - it should be moved to the printers folder if you're using the postscript driver.

2.2 improves on the user interface and introduces some minor changes to the toolbox, and adds some shortcuts (shift + click on toolbox icon).

The macro processor is fixed.

Lots of new printers and import/export modules (Calamus Vector Graphics, Calamus text, That's Write, Calligrapher), improved modules (ASCII, EPS, Adobe Illustrator, GEM).

Big improvements to the PostScript printer driver.

PageStream is now stable on 1MB machines and will let the user recover from low memory situations.

When typing over highlighted text the first character is now redrawn.

More efficient screen redraws are employed for Move to Page, Set Grid, Show Pictures and Create Columns.

The Fonts/Points dialog box opens more quickly.

And lots more changes that you won't immediately see, but will probably appreciate.

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@kodak.com
Eastman Kodak Company |
Rochester, NY 14653-5221 |

352. Re: pc ditto

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 12:35:20 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul10.123520.16376@peponi.wcc.govt.nz>
Source record: 219961

In article <1992Jul09.115223.25541@r-node.gts.org>, mike@r-node.gts.org (Mike Stramba) writes:
>Hi.
>I'm trying to get Pcditto (software) to run on my 1040,1meg 1 floppy
>mono screen.
>
>When I start the program up, the screen goes blank and the drive just
>keeps spinning.
>
>I presume it's trying to boot MSDOS. The disk is an MSDOS 5.0 boot
>disk.
>
>Any ideas?

Yes try it with the DOS they recomment PC DOS 3.3 , it you don't intend
to boot from the Hard Disk then MSDOS 3.3 will be ok...

Have you Run the menu program..??

Roger.................. sheppard_r@kosmos.wcc.govt.nz

353. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 12:59:54 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jul10.125954.23006@elroy.jpl.nasa.gov>
Source record: 219959

In article <1992Jul02.225905.19804@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>it is also interesting to note that (not that we need to be "copycats", but
>we should understand the reasoning here):
>
> 1) comp.binaries.ibm.pc almost exclusively uses zoo (now 2.1).

Sounds OK.

> 2) most usenet amiga groups use shar (with uuencoded binaries).
> you really wouldn't want to admit an amiga user is smarter
> than you, now would you? :-)

Irrelevant.

> 3) more "prestigious" groups (eg comp.sources.unix) use shar also
> and do not allow binaries (except when essential to the post).
> the archive sites preserve the shar files by compressing them
> or creating tar files and compressing them. same for GNU.

Shar files are inconvenient. Compressed tar files are great. Generally, any compressed format that yields an immediately usable document after uncompressing is preferred. Different archive sites do different things, but most sites that archive usenet postings just preserve the actual articles themselves. On atari.archive, I tried to fully extract all the postings and then repackage them with arc or zoo or whatever, because it saved space and was more useful afterward. Unfortunately, I never got a satisfactory script going to automate this procedure and it required too much attention to deal with by hand all the time. So it goes.

> 4) comp.sources.atari.st used to use shar. what happened?

Dunno. Shar files are definitely nice for usenet postings since you can browse thru the posting and it'll make sense. But they're definitely not desirable for archival format...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

354. Re: How can I use my own fonts in programs?

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 13:03:02 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992Jul10.130302.19276@rz.uni-karlsruhe.de>
Source record: 219963

Hatari!

> From: paetau@mits.mdata.fi (Rasmus Paetau)
>
> How can I force a program to use a different font set than the
> original one? And in what kind of format are the fonts stored in
> memory?

I know 2 possibilities: Either there is GDOS (use vq_gdos();), then
you can use the GEM-Fontload-commands. If there is no GDOS installed,
you have to generate your own GEM-Font-header for the aes to use.

Greetings Roland

355. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 13:35:52 UTC
From: lsh1@Ra.MsState.Edu
Message-ID: <lsh1.710775352@Ra.MsState.Edu>
Source record: 219960

Julian F. Reschke <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE> writes:

>In article <1992Jul9.043416.8579@msuinfo.cl.msu.edu>, molin@crs.cl.msu.edu
>(Michael Olin) says:
>>
>>leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>>
>>>I've been hearing about the Falcon for six months or more... I assume
>>>the machine is real... but why did they wait so long? 6 months is an
>>>eternity in the computer world?
>>
>>It's Atari. What do you expect? Same shit, different day.

>The first official announcement I heard was just this week. Atari says, that
>they'll ship it next month. So, where's the problem???????????

I would still like to know what the thing is....
So far, many people have said that it has been announced, that it is
make believe, and that it will ship next month.
What I would like to know is what is inside the thing, hardware, guys,
please respond either on here or through email....

+---+
	Shane Hebert	Disclaimer:
This space	hebert@erc.msstate.edu	My opinions
for rent!	hebert@ee.msstate.edu	are my own.
	lsh1@ra.msstate.edu	
+---+

356. Re: PageStream Update

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 14:02:44 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jul10.140244.7629@chinet.chi.il.us>
Source record: 219966

The main features that the Pagestream update to 2.2 adds (from my perspective: I mostly do things like flyers and forms) are greatly improved screen redraw speed, more rational font handling and more direct access to the screen magnification features. There are also the new graphics and printer drivers (Deskjet 500C is said to work now), and the macro handling bugs are said to be fixed. I think there may be a new bug in screen display under some conditions, but a nasty bug in printing to devices with non-square pixels is said to be fixed.

The improved working speed matters most to me, and it's a worthwhile upgrade.

Steve

357. Re: pc ditto

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 14:05:52 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jul10.140552.22417@newshost.lanl.gov>
Source record: 219962

In article 25541@r-node.gts.org, mike@r-node.gts.org (Mike Stramba) writes:
>Hi.
>I'm trying to get Pcditto (software) to run on my 1040,1meg 1 floppy
>mono screen.
>
>When I start the program up, the screen goes blank and the drive just
>keeps spinning.
>
>I presume it's trying to boot MSDOS. The disk is an MSDOS 5.0 boot disk.

Make sure you are trying to use PCDitto version 3.0 as it was the only version (to my knowledge) that supported the mono monitor.

Otherwise, perhaps it doesn't like DOS 5.0. Try an earlier version, say 3.x something and see what happens.

When you execute PCDitto itself, you should get a copyright screen with a prompt asking you to insert a DOS disk and press Return. If you haven't got this far, then I'd suspect your copy of PCDitto software is bad. Try it on someone else's machine, if possible. Unfortunately, Bill Teal and Avant Garde are not in business anymore so there is no support for PCDitto.

Good Luck,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

358. ST Format Fire and Ice demo difficulty

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 14:16:01 UTC
From: rrk@vixen.uucp
Message-ID: <1992Jul10.141601.10158@porthos.cc.bellcore.com>
Source record: 219965

I just purchased (July 10) two copies of the July issue of ST Format (which is when I can get it here in New Jersey, USA) - the issue featuring the Kuma spreadsheet. On the accompanying disk is a demo for the Bitmap Brothers "Fire and Ice." I can't get it to run. I tried giving it its own disk, and I tried both of the individual copies I bought - all I get is a dark screen on a 1 meg STfm and a dark screen with an upper band of blue on a 2 meg STe. The spreadsheet runs fine, but hasn't as much action as I was hoping Fire and Ice would provide.

Is this a problem common to all July ST Format issues, or uniquely mine, all mine? Did I miss a critical instruction? I looked for booting instructions - they were rather spare. Any help appreciated.

Randy Kutz rrk@vixen.cc.bellcore.com

P.S. Thanks incidentally for the responses on shareware fees to UK et al. I think I will try the dollars option with extra padding for conversion on arrival.
Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

359. Re: ST Format Fire and Ice demo difficulty

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 15:32:15 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Jul10.153215.542@unlinfo.unl.edu>
Source record: 219967

In <1992Jul10.141601.10158@porthos.cc.bellcore.com>
rrk@vixen.uucp (24115-kutz) writes:

>I just purchased (July 10) two copies of the July issue of ST Format
>(which is when I can get it here in New Jersey, USA) - the
>issue featuring the Kuma spreadsheet. On the accompanying disk
>is a demo for the Bitmap Brothers "Fire and Ice." I can't
>get it to run. ...

>Is this a problem common to all July ST Format issues, or uniquely
>mine, all mine? ...

Same here (Lincoln, NE, USA). Sounds like it's not you, or me, but
them.

360. Re: AHDI 5.0 and SH204

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 15:57:21 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jul10.155721.26360@Informatik.TU-Muenchen.DE>
Source record: 219968

In article <1992Jul7.021102.8400@solace.hsh.se>, hasse@solace.hsh.se (Hans Holmberg) writes:
|> Is there anyone who knows why the latest version of AHDI (5.0) and HDX
|> doesn't recognize a SH204 when you want to low level format it??
|>
|> If you use an older version it works okay, but not 5.0. When you boot
|> with AHDI 5.0 it types out the type of harddisk you have (ie. ST225,SY555)
|> but with the SH204 it only types out some garbage. Could have something
|> to do with that the SCSI->ST506 adapter can't handle the 'mode sense' that
|> the new AHDI uses?
|>
|> Anyway, the problem isn't serious so I can manage as it is, but I would like
|> to know why.

ATARI says to its technicians:

HDX 5.0 is neither able to format nor to partition neither a SH204/5 nor a
MEGAFILE 20/30/60. you have to use HDX3.02.
But you may install AHDI 5.0 it works.

--
==========
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Herlschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

361. Re: pc ditto

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 17:01:42 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jul10.170142.5629@news2.cis.umn.edu>
Source record: 219969

In article <1992Jul10.123520.16376@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1992Jul09.115223.25541@r-node.gts.org>, mike@r-node.gts.org (Mike Stramba) writes:
>>Hi.
>>I'm trying to get Pcditto (software) to run on my 1040,1meg 1 floppy
>>mono screen.

Every version of PC Ditto (with the possible exception of the very LAST release) will not work with a monochrome monitor. I'm personally unsure whether the last version worked with a monochrome monitor, since I don't have one anymore. You will need to find a color monitor to use PC Ditto.

>Yes try it with the DOS they recomment PC DOS 3.3 , it you don't intend
>to boot from the Hard Disk then MSDOS 3.3 will be ok...

MS DOS 5.0 works quite nicely with PC Ditto. Don't expect to be able to use the "goodies" like the new editor or the DOS Shell program. They are simply too slow (and, in the case of the editor, too confusing) under the emulator.

-- David Paschall-Zimbel

362. Re: ST Format Fire and Ice demo difficulty

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 17:06:06 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jul10.170606.5731@news2.cis.umn.edu>
Source record: 219970

In article <1992Jul10.141601.10158@porthos.cc.bellcore.com>, rrk@vixen.uucp (24115-kutz) writes:
>...is a demo for the Bitmap Brothers "Fire and Ice." I can't
>get it to run.

>Is this a problem common to all July ST Format issues, or uniquely
>mine, all mine? Did I miss a critical instruction? I looked for
>booting instructions - they were rather spare. Any help appreciated.

I, too, had a problem getting the "Fire and Ice" demo to run on a Mega 4 ST (TOS 1.4) with much the same symptoms. Either the demo requires an STe (my suspicions, given the behavior of the opening screen), or the demo file was corrupted on at least two individual magazines.

-- David Paschall-Zimbel

363. Re: FSMGDOS...a few questions!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 17:15:51 UTC
From: dunham@mpd.tandem.com
Message-ID: <2032@devnull.mpd.tandem.com>
Source record: 219972

This is prabably a FAQ, but I'll use the excuse that I'm a newbie and ask
anyway. What software out there uses GDOS and its various replacements?
I apparently don't have any of it, because I've not seen the need for GDOS.
I primarily use Flash, WordWriter, 1st Word, and (just starting) WordPerfect.

--Jerry Dunham
dunham_jerry@tandem.com

364. Re: Mega STE for sale

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 17:51:51 UTC
From: CDA70141@UCF1VM.BITNET
Message-ID: <92192.125151CDA70141@UCF1VM.BITNET>
Source record: 219992

Can the MegaSTE be used with the original JVC colour monitor? If so, I'd be interested in entertaining some possible prices on it (I'm looking to buy a machine that I can dedicate to a BBS, and I'm currently leaning toward the MegaSTE with a built-in hard disk as the best solution for me).

I'd send this in EMAIL, but MAIL here at UCF doesn't seem to be talking to me right at the moment.

Erik Williams, SunFox Productions Ltd. (UCF-West Bithlo, FL)

365. Re: ST Format Fire and Ice demo difficulty

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 17:52:13 UTC
From: madsen@admin.usask.ca
Message-ID: <1992Jul10.175213.13604@access.usask.ca>
Source record: 219971

In article <1992Jul10.141601.10158@porthos.cc.bellcore.com>, rrk@vixen.uucp (24115-kutz) writes:
|>I just purchased (July 10) two copies of the July issue of ST Format
|>(which is when I can get it here in New Jersey, USA) - the
|>issue featuring the Kuma spreadsheet. On the accompanying disk
|>is a demo for the Bitmap Brothers "Fire and Ice." I can't
|>get it to run. I tried giving it its own disk, and I tried
|>both of the individual copies I bought - all I get is a dark
|>screen on a 1 meg STfm and a dark screen with an upper band of blue
|>on a 2 meg STe. The spreadsheet runs fine, but hasn't as much action
|>as I was hoping Fire and Ice would provide.
|>
|>Is this a problem common to all July ST Format issues, or uniquely
|>mine, all mine? Did I miss a critical instruction? I looked for
|>booting instructions - they were rather spare. Any help appreciated.
|>
|>Randy Kutz rrk@vixen.cc.bellcore.com
|>
|>P.S. Thanks incidentally for the responses on shareware fees to
|>UK et al. I think I will try the dollars option with extra padding
|>for conversion on arrival.
|>Randy Kutz Bellcore ..!bellcore!vixen!rrk
|> or rrk@vixen.cc.bellcore.com
|>

The problems is with the frequency your monitor is running at. This demo of Fire and Ice, and the one on the ST Action magazine both require the system to be running at 50Hz. The best way to do this is to get a copy of DC Bootit, which is a great little utility for changing frequencies and boot devices.

Jorgen Madsen madsen@sask.usask.ca

366. Can't link using gcc and gnumake

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 19:15:32 UTC
From: mistik@grex.ann-arbor.mi.us
Message-ID: <Br6tHy.HG8@grex.ann-arbor.mi.us>
Source record: 219861
Cross-posted to: gnu.misc.discuss,gnu.gcc.help,comp.sys.atari.st,comp.sys.atari.st.tech,alt.test

Hi GNU netters,

I recently got GNU gcc and gnumake from terminator.cc.umich.edu. The latest version of gnumake (3.62) seems not to work, it always complains about not enough memory, although it has about 3 MB available (I use a Mega ST4). However, I was able to get the previous version (3.60) to work. I use tcsh in unixmode to work with.

When I say I got gnumake 3.60 to work, it is not completely accurate. I don't know where the problem lies, but I wasn't able to make the programs invoke gcc-ld instead of ld. When gas tries to invoke ld, it does not find it, and it stops. All the other compiler programs work but not the linking part of it. I don't think renaming gcc-ld to ld would be the right solution.

Another problem I have found is, that the binary archive for the libraries do not include crt0.o and gcrt0.o, you have to get the sources additionaly to make them.

How should I go about letting the gnu assembler know that the linker is called gcc-ld? (I tried to define LD and LINKER in environment, and in makefile leading to no solution.)

Thanks for any help in advance.

Mustafa Soysal

367. Re: pc ditto

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 19:16:17 UTC
From: dunham@mpd.tandem.com
Message-ID: <2034@devnull.mpd.tandem.com>
Source record: 219973

In article <1992Jul10.170142.5629@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>
>Every version of PC Ditto (with the possible exception of the very LAST
>release) will not work with a monochrome monitor. I'm personally unsure
>whether the last version worked with a monochrome monitor, since I don't have
>one anymore. You will need to find a color monitor to use PC Ditto.
>
>-- David Paschall-Zimbel

I use PC-Ditto semi-regularly to run Microsoft Word 5.0, and I ALWAYS run it
on the monochrome monitor. No one told my it shouldn't work, so I just did
it. (Now that I know better it'll probably stop working.) I have run it
with MS-DOS 3.2 and 5.0 with equal success, usually launching from PathMinder
4.00. I fired up PC-Ditto once on the color monitor and didn't much like
what I saw so never tried again. Please tell my why it won't work so I can
pass that information along to my obviously ignorant 520ST.

--Jerry Dunham
dunham_jerry@tandem.com

368. Re: Can't link using gcc and gnumake (please remove alt.test when you followup)

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 21:00:39 UTC
From: mistik@grex.ann-arbor.mi.us
Message-ID: <Br6yD6.IBv@grex.ann-arbor.mi.us>
Source record: 219862
Cross-posted to: gnu.misc.discuss,gnu.gcc.help,comp.sys.atari.st,comp.sys.atari.st.tech,alt.test

I forgot to edit the followup header in my previous post to exclude alt.test
for the responses. This one is set correctly.

--
Mustafa Soysal

369. Re: pc ditto

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 22:09:50 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul10.220950.14110@actrix.gen.nz>
Source record: 219976

I own PC-Ditto version 3.96, which fully supports mono' I used to
have version 3.6? (3.6 something) which also seemed to work with
monochrome. To knowledge 3.96 was the last-ever release of PC-Ditto.
(Apart from the hardware & software PC-Ditto][)
--

O O
.
Wells_S@Kosmos.WCC.Govt.NZ _/ Steven.Wells@BBS.Actrix.Gen.Nz

370. Re: pc ditto

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 22:37:25 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jul10.223725.9297@news2.cis.umn.edu>
Source record: 219977

In article <2034@devnull.mpd.tandem.com>, dunham@mpd.tandem.com (Jerry Dunham) writes:
>In article <1992Jul10.170142.5629@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>>Every version of PC Ditto (with the possible exception of the very LAST
>>release) will not work with a monochrome monitor.

>I use PC-Ditto ... on the monochrome monitor. No one told my it shouldn't work, so I just did it.... Please tell my why it won't work so I can
>pass that information along to my obviously ignorant 520ST.

See the line you quoted above, which I wrote? Read the words between the parentheses. Note that I said there was a possible exception. I wrote it that way because (a) I don't have a monochrome monitor and can't check; (b) the folks who put together PC-Ditto are long out of business, so there are no newer releases.

Congratulations. You obviously have the last release of PC-Ditto. You would have been out of luck if you had an earlier version.

Next time READ first, then post your "obviously ignorant 520ST" questions.

-- David Paschall-Zimbel

371. Re: New uploads problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 22:40:47 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jul10.224047.9384@news2.cis.umn.edu>
Source record: 219978

In article <9303@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall Harris (G.M.)) writes:
>I have been unable to access recent uploads to a.a at umich. The directory
>"new" returns the message "unreadable" for its contents.
>Is it just me, or is it a matter of waiting until the sysop releases them?

The 'new' directory is writable, but not readable. You can get files from the directory IF you know the name (like mntemacs.zoo), but you cannot do a regular directory listing. They'll get moved to the 'newitems' directory when Jeff gets down to the University of Michigan campus next.

-- David Paschall-Zimbel

372. Re: HOW MANY OF US ARE LEFT ??

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 22:59:11 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jul10.225911.9595@news2.cis.umn.edu>
Source record: 219979

In article <1992Jul10.205351.11288@unlinfo.unl.edu>, ganderso@unlinfo.unl.edu (gary anderson) writes:
>I have days when I contemplate jumping ship myself...but who would I sell
>my Atari to?

Because of the relatively low cost of most Atari ST computers, I would urge anyone considering moving to another platform to seriously consider donating their ST to a teacher in your community.

There is PD/Shareware software available for a teacher to

1. Prepare lesson plans
2. Keep a gradebook
3. Write up tests
4. Generate scientific plots and graphs

Many teachers don't own a computer, either because they cost so much (which was the case with the Apple // series of computers which many schools use), or because they don't have any idea how useful they might be.

The Atari ST is a perfect computer for many teachers because of its graphical interface and the IBM disk-format compatibility.

You're going to spend $1600-$2500 on a new computer platform. Your initial investment in an Atari ST could have been as low as 1/4 that amount, and the current value of a used Atari ST is more like 1/8 to 1/16 that amount. You're not going to recoup a lot from selling the ST ... consider donating it to one of the teachers in your community.

-- David Paschall-Zimbel

Note: Hard disk drives and commercial software are another thing entirely. You can always find someone to purchase a hard drive or a commercial program by placing a notice in misc.forsale.computers or, say, GEnie or CompuServe --- or contact your local user group.

373. NVDI

Newsgroup: comp.sys.atari.st
Date: 1992-07-10 23:12:56 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jul10.231256.28523@u.washington.edu>
Source record: 219980

Does anyone know anything about NVDI? Is it worth getting since I already have Warp 9? I heard it has a type of G-DOS included... how is it better than regular G-DOS? Also, is there an internet address I can find out about it from?

374. Re: pc ditto

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 00:32:30 UTC
From: dunham@mpd.tandem.com
Message-ID: <2038@devnull.mpd.tandem.com>
Source record: 219981

In article <1992Jul10.223725.9297@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <2034@devnull.mpd.tandem.com>, dunham@mpd.tandem.com (Jerry Dunham) writes:
>>I use PC-Ditto ... on the monochrome monitor. No one told my it shouldn't
>work, so I just did it.... Please tell my why it won't work so I can
>>pass that information along to my obviously ignorant 520ST.
>
>Congratulations. You obviously have the last release of PC-Ditto. You would
>have been out of luck if you had an earlier version.
>
>Next time READ first, then post your "obviously ignorant 520ST" questions.
>
>-- David Paschall-Zimbel

The problem with that is that I believe my version of PC-Ditto to be a rather old one. I purshased this 1985 vintage 520ST for my father-in-law back around '87 third hand, and this copy of PC-Ditto came with it. By the time my father-in-law gave it back to me a couple of years later he'd lost all the documentation (he never used it). I assume that the boot screens I never look at would tell me the version, so I can check this weekend. Does anyone know which version is the one that's supposed to work okay? I'm still fumbling around in the ST world after only recently making the jump from the 8-bit (and still having one foot back there).

But I DO regularly use PC-Ditto, and always in monochrome.

--Jerry Dunham
dunham_jerry@tandem.com
400, 600XL, 800XL, 520ST

375. ~~ Starfleet Command BBS ~~

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 01:25:18 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.710817918@odin>
Source record: 219982

```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~ ~~~~~
~~~ Starfleet Command ~~~
~~~ 24 hours/7 days ~~~
~~~ ~~~
~~~ (402) 331-1020 ~~~
~~~ ~~~
~~~ 11 Online games! ~~~
~~~ ~~~
~~~ 9600/2400/1200 baud! ~~~
~~~ ~~~
~~~ Operating on a 14.4k modem, but for now ~~~
~~~ limited to 9600 baud. We hope for 14.4k ~~~
~~~ access soon! ~~~
~~~~~ ~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~ Call the board and check everything out! We have ~~
~~ a lot to offer for the ST. Give us a try! ~~
~~ ~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

376. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 01:40:28 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.OTIen_&1EWM@jonh.wimsey.bc.ca>
Source record: 219984
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <gmHoNB5w164w@ersys.edmonton.ab.ca>, Michel Forget writes:
>
>I can not think of any other explanation for what happened, since the
>problem went away immediately after I turned on RTS/CTS.

It would be more understandale if you turned off erro correction,
though if the modem expected flow control to work and it didn't who
know what would result. <Maybe the modems using error correction protocals
need to use rts/cts. anyone know?>

That isn't
>really important, though, since my original question was whether or not
>it was possible to make the ST take data at 38,400 baud since I am
>planning on purchasing a 14.4K modem

Michel, despite what it says on the boxes and in the advertising
blurbs, I don't think any of the current crop of 19200 modems ever
even get near 19200 on 90% of the transfers over normal phone lines.
Only under really optimal conditions are the compression functions
going to achieve their claimed compression, and if, like most people,
you mainly transfer compressed binaries, they're useless anyway. MNP5
will actually slow your trnsfer down, and v42 is just smart emough to
know enough to leave it alone if it's already compressed, so it also
uses cycles checking that.
For screen updates on login sessions, usually the updates are
quite reasonable(faster than you can read), so basically trying to go
faster is not really possible, at least in my experience connecting
with many different machine/modem combinations.

--
jhenders@jonh.wimsey.bc.ca

377. ShadowTerm II -- Available (c.b.a.st, c.s.a.st)

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 03:08:27 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <s99PNB5w164w@ersys.edmonton.ab.ca>
Source record: 219991

ShadowTerm II has been released and sent to comp.binaries.atari.st and atari.archive.umich.edu. The file should appear soon as SHDWTERM.ZOO!

Here is a description of ShadowTerm II. It is Shareware. More information about that can be found inside the ZOO file, rather than here, since this is not a forum for advertising.

Description

Over the last several years, there have been many Shareware and public domain terminal programs available for the Atari ST series of computers. They all claimed to meet the special needs of the user. Some of them were able to come through on this claim, but most fell short in several key areas, such as:

a) the user interface

Do you hate muddled, non-standard user interfaces? I do. ShadowTerm II provides a crisp, clean, and direct menu-driven user interface. Each command *ALSO* has an easy-to-remember keystroke equivalent so that the expert user can move through the program with ease and speed. ShadowTerm II runs in medium AND high resolution.

b) program functionality

Some programs do one thing extremely well, and completely neglect other important functions. ShadowTerm II does nearly everything you could ever want! It has a host of disk functions, an exceptional dialing interface, a wide range of terminal mode commands not found in any other terminal program, a comprehensive viewing buffer, a great file transfer front-end, a facility that will allow you to have your computer perform logon sequences for you, and even a special interface that allows you to run up to ten programs with a single keystroke! That is only half of what ShadowTerm II can do for you!

c) ability to do what it claims to do

They say that humility is good for the soul. I'm not so sure about that, but I am sure that there are certain programming feats that I am simply not able to perform. While developing ShadowTerm II, I had to make a hard choice; do it all myself, or make use of available facilities. Since I wanted ShadowTerm II to perform all functions as well as possible, I decided to follow the latter method. That is why ShadowTerm II uses the excellent

XYZ external transfer protocol written by Alan Hamilton of
Starfall Software and the superb Ymodem-G external transfer
protocol from Zipline software.

ShadowTerm II does all the work of calling XYZ and Ymodem-G
All you have to do is choose a transfer protocol and then choose
the file(s) using the file selector.

Please note that this demo is FULLY FUNCTIONAL. There is a thirty
(30) minute time limit that starts counting the first time you enter
Terminal mode.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

378. High speed modem connection

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 03:31:41 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.710825501@odin>
Source record: 219987

Well, after people assuring me that I needed a rs232 serialfix program, I finally found one, but it says it is for Tos versions 1.4 and up! I have 1.0, and users told me I definitely needed a fix program. I have turbocts.... which program on a.a is specifically for 1.0?

Anyway, now that I have a 14.4k modem, I tried calling a couple of long distance bbs's. I connected at 14.4k/ARQ to the Thieve's Guild BBS and was amazed that I was actually connected at 14.4! I tried uploading a file using Ymodem G and got a blazing 3000 cps on the first 50 or so blocks of the upload! BUT, then the modem just sat there as if it was waiting for some sort of miracle to happen! Nothing happened for about 5 seconds, and then the modem started transfering again! It went on like this and finally completed the upload at a slow 1200 cps... (well, compared to the 3000 it was doing to begin with!) Each block was sent at about 2500-3100 cps, but that annoying pause about every 50 blocks sent the average cps WAY down.

The sad part is, the upload was never completed! At the end of the transfer using zmodem (which got the same annoying pauses!) my xyz.ttp program said 100% of the file was transfered, and again just sat there. No, it didn't want to send an EOF or anything, it just wanted to sit there. So, I waited patiently, and it finally returned to the terminal mode, where it sat for a little while, and finally reported "Upload aborted, try again?" give me a break! I just spent 20 minutes of useless time long distance! What is the problem here?

Thieve's Guild is a Turbo board (well, can we really call it "turbo"?) and it IS a registered version of the software. Is this a fault of long distance lines? I doubt it. They would slow the cps down throughout the transfer, not just in little 5 second pauses... Is it my modem? I really doubt it, since I can connect to other 14.4 boards in my area and not duplicate the problems... (although I have never gotten 3000cps on even a local board at 14.4k/arq)

Why am I getting these pauses? Why can't I get 3000+ cps on other 14.4 boards? Why wasn't the upload completed in the first place?

Obiwan Kenobi
Frustrated as hell

379. fatspeed help needed

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 03:32:52 UTC
From: wmagro@uiuc.edu
Message-ID: <Br7GIt.LBw@news.cso.uiuc.edu>
Source record: 219985

Under MiNt I recently did a:

```
tar cf - * | ( cd e:\;tar xvf - )
```

and then sent the files back to c:. This little activity was performed in order to defragment drive c:. I noticed that the writes become slower and slower as the once empty partition fills up. I have been told that 'fatspeed' fixes this, though I have been unable to get it to work.

I got the latest version of fatspeed I could find, and the docs say that it works on ALL tos'es up to 1.4 or so. I have a nov 11 1985 TOS 1.0. When I run fatspeed, even off of a bare boot disk, it reports that it can't install.

Does anyone know what the problem is? Is there another utility I can use? Untarring 1000 *.tfm files really chews up time with slow fat lookups. Help!

Thanks in advance,

Bill

380. copy rights?

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 03:37:13 UTC
From: wmagro@uiuc.edu
Message-ID: <Br7Gq2.LEB@news.cso.uiuc.edu>
Source record: 219986

Does anyone know what the official copyright status is of programs like PC Ditto, once their copyright holder dissolves and discontinues the product.

Are we allowed to snap up copies from our friends and neighbors, or are the copyrights still valid, so that we can only legitimately obtain the program by purchasing a used original?

Just curious. Flame me for asking an honest question, and I will call you a fool.

--Bill

381. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 04:28:13 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jul11.002813.1@uwovax.uwo.ca>
Source record: 219988

In article <1992Jul09.073649.25761@admiral.uucp>, dave@admiral.uucp (Dave Litchman) writes:
> In article <1992Jul8.220107.15746@cheshire.oxy.edu> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>>I've been hearing about the Falcon for six months or more... I assume
>>the machine is real... but why did they wait so long? 6 months is an
>>eternity in the computer world?

> This is Atari Computer we're talking about here. Atari "Annouce new machines
> that are state-of-the-art, cutting edge, latest technology, then release them
> when they're obsolete" Computer. Did you really expect them to get on the ball
> at this late date?

Far be it from me to be an Atari apologist (in general), but in this case
Atari is not at fault:

Atari certainly did not announce the Falcon 6 months ago. Indeed, it's
somewhat arguable that they've "announced" the Falcon yet at all; they've
shown it to certain groups of developers, but I've never heard an official
Atari announcement of the Falcon aimed at the general public and giving
any specifications for it.

What I *have* heard are lots of unsubstantiated rumors (here and elsewhere)
and all sorts of claims about the Falcon from people *outside* Atari. It's
hardly fair to blame Atari for other people's rumor-mongering, though.
For once, I think Atari has got the right idea; they're going to build
the machines, and *then* they're going to announce them. Hence the silence
from Sunnyvale.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

382. Re: FSMGDOS...a few questions!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 04:54:00 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1992Jul11.045400.25577@usenet.ins.cwru.edu>
Source record: 219989

In a previous article, gfarrell@fraser.sfu.ca (Gordon James Farrell) says:

>I've had some trouble with bombs in Wordflair II,
>but I'm not sure yet who to blame: FSMGDOS, TOS 3.01 (slightly incompatible),
>or Wordflair II. On the whole, I'm quite happy with it.

I've had bomb problems too. With TOS 1.06. The program seems
to want somewhere between 2 and 3 megs of RAM, so I have to run it on
a clean system. If run from Gemini, it only takes 800K, but WON'T PRINT.
I suspect (although the problems seem to be unduplicatable!) that it's
memory related. Maybe FSM bombs if you run out of memory. Even with
the clean setup I have, I can only edit a little and run a few copies
before it bombs and I have to reboot.

The bombs happen 95% of the time in the print function, after about
20 seconds.
--
Doug Wokoun | If consumer laws of full disclosure
(aa384@cleveland.Freenet.Edu) | applied to the "sale" of religions,
- - - | Eastern Mysticism would probably be
Atari S I G | left on the shelf.

383. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 07:01:53 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Jul11.070153.12966@terminator.cc.umich.edu>
Source record: 219993

```
drwxrwxr-x jrd 5120 Jul 9 14:24 ./8bit
drwxr-xr-x jrd 1024 Jul 9 14:24 ./8bit/telecomm
drwxr-xr-x jrd 512 Jul 9 14:19 ./8bit/graphics
drwxr-xr-x jrd 512 Jul 9 14:24 ./8bit/sound
drwxr-xr-x jrd 512 Jul 9 14:20 ./8bit/editors
drwxr-xr-x jrd 512 Jul 9 14:19 ./8bit/archivers
-rw-r--r-- jrd 23105 Jul 9 10:19 ./8bit/games2.arc
drwxr-xr-x jrd 512 Jul 9 14:21 ./8bit/diskutils
-rw-rw-r-- jrd 23094 Jul 9 10:05 ./8bit/Index
drwxr-xr-x jrd 512 Jul 9 14:20 ./8bit/sio2pc
drwxr-xr-x jrd 512 Jul 9 10:20 ./8bit/demos
-rw-r--r-- jrd 31213 Jul 9 10:20 ./8bit/demos/t1000.arc
-rw-r--r-- jrd 12165 Jul 9 10:05 ./8bit/faq.txt
drwxr-xr-x jrd 512 Jul 9 14:21 ./8bit/utilities
```

384. Re: New uploads problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 08:14:41 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul11.081441.26038@actrix.gen.nz>
Source record: 219851

It is impossible to list the files themselves that are located in the atari/new/ directory on atari.archive. the only way you can get files from there, is by knowing the exact filename, and typing

get [filename]

in the usual way. Otherwise, you have to wait until the 'Sysop' updates the new files list, and seeing as he very rarely gets to access the computer system at the moment, this may take a while - in another couple of months, it should return to it's usual high-standard! (As well as a HUGE new files list, as it hasn't been properly updated in quite some time!)
--

O O
.
Wells_S@Kosmos.WCC.Govt.NZ _/ STeven.Wells@BBS.Actrix.Gen.Nz

385. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 09:35:38 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <46qqNB2w164w@ersys.edmonton.ab.ca>
Source record: 219994
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> In <gmHoNB5w164w@ersys.edmonton.ab.ca>, Michel Forget writes:
> >
> >it was possible to make the ST take data at 38,400 baud since I am
> >planning on purchasing a 14.4K modem
>
> Michel, despite what it says on the boxes and in the advertising
> blurbs, I don't think any of the current crop of 19200 modems ever
> even get near 19200 on 90% of the transfers over normal phone lines.
> Only under really optimal conditions are the compression functions
> going to achieve their claimed compression, and if, like most people,
> you mainly transfer compressed binaries, they're useless anyway. MNP5
> will actually slow your trnsfer down, and v42 is just smart emough to
> know enough to leave it alone if it's already compressed, so it also
> uses cycles checking that.
> For screen updates on login sessions, usually the updates are
> quite reasonable(faster than you can read), so basically trying to go
> faster is not really possible, at least in my experience connecting
> with many different machine/modem combinations.
>
> --
> jhenders@jonh.wimsey.bc.ca
>

I'm not really sure what you mean. What would make for "optimal
conditions"? A lack of line noise? I have never had problems with line
noise before, so it must be safe to assume that the lines are at least
good enough in that regard. What else makes for better conditions?

Also, shouldn't a true 14,400 modem go at least that fast, so long as
there are no errors? What kind of speeds should I be expecting?

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

386. Re: How can I use my own fonts in

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 12:07:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A43608@MS.maus.de>
Source record: 219672

p>How can I force a program to use a different font set than the original one?
p>And in what kind of format are the fonts stored in memory?

The program has to be capable of using GDOS and GDOS-fonts. Then you can choose. If you want the system font to be replaced, you must (still) take a whole vdi driver like those delivered with NVDI.

Regards,
Patrick

387. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 16:19:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <2161459@overmind.citadel>
Source record: 219860

replying to mike @ r-node.gts.org,

>I'm trying to get Pcditto (software) to run on my 1040, 1meg 1 floppy
>mono screen.
>...
>I presume it's trying to boot MSDOS. The disk is an MSDOS 5.0 boot
>disk.
>
>Any ideas?

I had the same trouble. Apparently PC Ditto 1.0 does not like MS-DOS 5.0. I switched to dos 4.01, and have had no problems since. However, I never did get PC-DITTO to access my hard drive. Perhaps someone's figured that out? The manual was not exactly helpful.

...But it's not too important. The last thing I want is MS-DOS trashing the directory of my hard drive. GEMDOS is quite capable of doing that all by itself...

388. Re: Forced-freeware archivers considered harmful (was Re: Shareware

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 16:26:55 UTC
From: jonc@status.gen.nz
Message-ID: <k40PNB1w164w@status.gen.nz>
Source record: 219858

shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:

> Over here, ZOO is rearly seen, Amiga uses LZH, IBM uses ZIP, Atari uses
> ARC & LZH, Archemedies(sp?) uses ARJ (and so does IBM in some places)

Well this is a bit of a general statement Craig. I use all those formats
here both on the ST and on the IBM machines, zoo included.

>
> Unlike Roger, i've never had any problems with zoo, but I hardly have
> any use for it (apart from files on a.a)
> Maybe your copy is corrupt Roger?
>

I have never had any problem with zoo at all. I have several version but
prefer to use the zoo_boy shell as it seems to work well. I also use the
archiver shell for zoo on Windows 3.1 and it works equally as well. Maybe
Roger got a bad copy or his shell (if he uses one) is not set up for the ttp
he is using.

Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

389. Email to Joppa Software ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 17:16:06 UTC
From: jan@janhh.hanse.de
Message-ID: <3918.07.92@janhh.hanse.de>
Source record: 219788

Can Joppa Software Develpoment (the company that made Straight FAX) be
reached via Internet ?

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

390. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 18:03:00 UTC
From: dford@cix.compulink.co.uk
Message-ID: <memo.517805@cix.compulink.co.uk>
Source record: 219872

Well, this here V32 MNP5 modem has been known to hit the limit several times. MNP will slow your transfir down but I've never seen it slow to unacceptable levels. Unfortunatly for some reason connecting to a DS (or DS+, not sure which) can cause problems but I think that is a DS problem.

David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)
Please send all flames to dev/nul. All contributions happily ignored

391. Re: High speed modem connection

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 18:03:00 UTC
From: dford@cix.compulink.co.uk
Message-ID: <memo.517806@cix.compulink.co.uk>
Source record: 219873

I often appear to get 100% of the file transfired but get an error at the end for some reason. However the download is usually okay. This may be a bug in xyz.ttp I think.

David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)
Please send all flames to dev/nul. All contributions happily ignored

392. Re: 4 MegaBytes with SIMMs

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 18:03:00 UTC
From: dford@cix.compulink.co.uk
Message-ID: <memo.517804@cix.compulink.co.uk>
Source record: 219875

Yes, what you need is the Extra RAM delux board. It comes with full instructions
for fitting and has a test program with it. You will need to switch off th
memory in you computer but that is explained in the manual.
David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)
Please send all flames to dev/nul. All contributions happily ignored

393. Another ST Format disk prog. problem!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 18:15:17 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992Jul11.141517.1@vaxr.sscl.uwo.ca>
Source record: 219995

Perhaps I can get some feedback from netland on another ST Format cover disk problem. On 2 recent cover disks a game (PENGUINS) and database (SUPER CARD 2) were included. Both were compressed and use some sort of self extracting process to first format and then write auto-bootable disks of these programs. The problem is I can't get either to extract, or whatever they do! STF said you simply need a blank formatted disk, but the program asks for a 'new' disk! I suppose this is irrelevant since it's supposed to format the disk anyway!!! I tried running both programs and I get the format warning, proceed and the display goes funny. This is supposed to happen though. The format starts at track 80 and proceeds backwards. When I run it though it gets to track 79 or 78 (77 once) then tells me the disk is write prtected!!!!!!! NOT! I've tried variety of disks formatted various ways and NOTHING works. I have a 520STm (@1985, TOS 1.0) upgraded to 2.5 megs. The only thin I could think is that the funny disply means the program accesses video ram, at the top of memory, and my upgrade is causing the program to screw up...any other suggestions!

If anyone got these to work, and they're any good, I wouldn't mind getting hold of them! As usual thanks in advance for any help,
T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

394. Re: Using SC1224 with VGA on IBM

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 18:38:20 UTC
From: tonyl@status.gen.nz
Message-ID: <L7FqNB1w164w@status.gen.nz>
Source record: 219859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

KDM101@psuvm.psu.edu (Kevin Maher) writes:

> I'm posting this for a friend. You can reply to me (I'll forward) or
> directly to him at bouv@ncc1701.psu.edu.
>
> Posting follows:
> ---------------------------
>
> Hello Everyone,
>
> First off, I would like to say that I am by no means a regular reader
> of this newsgroup, so I apologize if this sort of project has been
> discussed before at length. Also, I would request that responses be
> emailed, since I don't really have the time to wade through the volume
> of postings in this group. Thanks!
>
> I have been a long time Atari fan and owner (way back to the 400 days..)
> and I currently have a 1040STf, with both the SM124 and SC1224 monitors.
>
> Recently I have been considering building a 386 PC compatible system
> and looking at component prices, it seems that over half my costs would
> go towards a decent VGA color monitor.
>
> Since the SC1224 is an analog RGB monitor, I have been thinking that
> it might be possible to use it for VGA. Does anyone out there know if
> this is possible ?
>
> I would hope it could be as simple as making a new cable and matching
> the pin outs (with the exception of the audio and some others).
>
> Has anyone out there had any experience with doing this sort of thing?
>
> Thanks for your time.
> -Mark

I am using a CGA monitor with my atari ST. As far as I know the
SC1224 is similar in design. VGA uses a totally different approach.
Sorry, but it will probably not work.

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

395. Re: Delivered Software (was: Re: WordPerfect 5.1)

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 19:57:06 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Jul11.195706.28105@zooid.guild.org>
Source record: 219998

Julian F. Reschke <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE> writes:
>In article <1992Jul7.135426.15231@unibi.uni-bielefeld.de>,
>itschere@techfak.uni-bielefeld.de (Torsten Scherer) says:
>>(flames on)
>>
>>How could you persuade Atari-Germany to do anything at all? And how do you
>>think you can persuade them to ship a program with their machines? Glory days
>>are gone, days when every ST was delivered with a programming language, so
>>that you could start immediately... Mine came without any (MSTE/2 March '91)
>>
>>(flames off)
>
>Why should Atari _Germany_ a lot of money to Wordperfect, when there are
>a _lof_ of wordprocessing packages from Germany that work just fine?
>WP 4.1 was a failure in Germany, and it's simply unfair to blame Atari
>Germany for that. What do you think all there small german software companies
>(like Application Systems, Shift, Compo (not german...) and so on) would
>say when Atari _would_ bundle Wordperfect?
>
>
>
>_____________________________ cut here _____________________________________
>JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
>EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
>_____________________ correct me if I'm wrong ______________________________

Julian, you are right but I have to disagree with you. There are some very
nice packages for the Atari ST which are sold separately. However, WordPerfect
for the Atari ST (v 4.1) can not be compared to the PC version. It's just day
and night. The version is slow, crash prone and has never been updated. The
PC version has always been updated, and the Windows/OS 2.0 versions are very
nice and reliable. I am not certain if there ever be an updated ST version,
since WordPerfect corporation has stated that the most important market for
them is currently the OS/2 corporate market.

I am certain that if WordPerfect would release an ST version which would be
the equivalent to the PC, it would certainly be a major advantage for both,
the ST users and the company itself. I haven't found any ST package that
are as powerful as the PC WordPerfect package. Some do to a certain degree
but they still lack many features.
If the ST packages suits a person's need it's fine though. Let's hope that
the support for ST packages continues...

PS: What software did you use for producing 'ST-STE-TT Profibuch'? Which
for schematics?

Mark Kovarski
E-Mail: kovarski@zooid.guild.org

396. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 20:22:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.517920@cix.compulink.co.uk>
Source record: 219871

In article <A43166@K2.maus.de>, Christoph_Bregulla@k2.maus.de (Christoph Bregulla) writes:
>a>i have tried one of these hardware patches . It doesn't work unless you
>a>have an accelerator. It works fine for uploads, but lots of CRC's and
>a>other errors for downloads. The standard ST is simply not up to the task.
>You need a RTS/CTS-Patch, cause the serial-in buffer becomes flooded if
>something slows down the comp...
>
>bye

i thought i did. Must be something else. What if it's coming in so fast
that it doesn't even reliably get to the buffers. i presume there is some
kind of interrupt to service the buffers. i presume if it can't respond
quick enough to grab the data from the USART and shove it into memory then
you'll get overun errors.

i'm not familiar with the modern chips for serial ports. My recollections
of ACIA's are that they don't do much buffering and will spit out an over-
run error if the buffer is full and has not been serviced. (i.e read)

You are right the handshaking must be breaking down somewhere. i had set my
host to zmodem streaming (i.e 0 window size). My guess is that this is a
little flakey in terms of handshaking (it doesn't renegotiate block sizes
at all for a start !). i have noticed that on very big flushes to disk
when there are longish pauses that there will often be some repositioning
errors/sub-packets too long, so there is obviously a difference of opinion.
This is at a DTE of 19200 so at double that it must blow a hole in the
handshaking somehow.

Adam.

397. Game Workbench

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 20:39:07 UTC
From: mhughes@visual.spk.wa.us
Message-ID: <1992Jul11.203907.26071@visual.spk.wa.us>
Source record: 219997

Okay, here's a few questions: Has the GW been released yet? If so, where can I get it? How much? If not, when? Why not? Which versions of Sozobon will it work with (will it work with other compilers?)

I could seriously use the GW Real Soon Now.

- Mark Hughes mhughes@visual.spk.wa.us

398. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 21:00:30 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.oK6MphbOcJ2@jonh.wimsey.bc.ca>
Source record: 219999
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <46qqNB2w164w@ersys.edmonton.ab.ca>, Michel Forget writes:
>
>I'm not really sure what you mean. What would make for "optimal
>conditions"? A lack of line noise? I have never had problems with line
>noise before, so it must be safe to assume that the lines are at least
>good enough in that regard. What else makes for better conditions?
>
>Also, shouldn't a true 14,400 modem go at least that fast, so long as
>there are no errors? What kind of speeds should I be expecting?

Actually, a true 14400 will go even faster. ;-) As to speed to
expect, I see actual speeds around 1550-1650 cps, using a USR dual
standard. As to noise on phone lines, you may not have noticed much at
2400, or by voice, but once and a while on my unix dial-up, one of the
older modems doesn't set error correction, and you should see the garbage
spew out.
I don't know what the limitations are, but no one I know has ever
gotten a real 19200 out of any current 14400 on the Atari, so worrying
about hacking up to 38k is silly(IMHO)

My advice is to just install the new serial fix program, (the one
Eric Rosenquist says _really_ works), and a serial buffer expander (works
sort of like a hd cache). Depending on what modem you get, check out the
various setting files people have uploaded to various bbs's, and unless
you're getting rediculously low rates compared to everyone else, don't
worry about it.

I asked a freind to hook his HST up to his TT port that can do >19200,
if he reports a speed improvement, I'll let you know.
Also, many programs use processor dependant loops to calculate speed
when doing transfers. With my Adspeed on, several zmodem programs were
reporting 2000+ cps. Flip the Adspeed off, and down it went.

p.s. Eric R, please e-mail if you read this, my last mail bounced.

--
jhenders@jonh.wimsey.bc.ca

399. Re: pc ditto

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 21:27:28 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1992Jul11.212728.26313@newshub.ariel.yorku.ca>
Source record: 219996

PC Ditto does work with MS DOS 5 and a Monochrome monitor! I am using Telix
right now on my ST! (albeit a tad bit slow, but it still does the job)

/ o n y.

400. Questions:

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 21:29:18 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul11.212918.20644@actrix.gen.nz>
Source record: 219852

Okay, some questions:

1. Was there ever an STE version of Protracker 1.2 (or higher) released?

2. Does anyone know what happened to the 16-voice tracker?

3. Is there any way of getting the .MOD files from within the An-Cool
M Demo 3, or can I get them from somewhere.

And, does anyone know a good FTP site with a decent assortment of .CPX files?
--

O O
.
Wells_S@Kosmos.WCC.Govt.NZ _/ STeven.Wells@BBS.Actrix.Gen.Nz

401. Re: Atari Falcon hands-on revi

Newsgroup: comp.sys.atari.st
Date: 1992-07-11 21:41:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A43653@MS.maus.de>
Source record: 219673

Eric Smith wrote:

>Atari certainly did not announce the Falcon 6 months ago. Indeed, it's
>somewhat arguable that they've "announced" the Falcon yet at all; they've
>shown it to certain groups of developers, but I've never heard an official
>Atari announcement of the Falcon aimed at the general public and giving any
>specifications for it.
>

Hello Eric,

some days ago, Atari Germany started to advertise the Falcon for mid August -
without giving information about its specifications to the public.

Kind regards,
Patrick

402. Atari spec release policy

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 02:00:03 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <44490@ucbvax.BERKELEY.EDU>
Source record: 220000

Has atari changed its "developer" policy yet? They keep bringing out hardware that is really pretty hot, for what it costs, and then leave it up to people who want to pay $300 to be in-with-the-in-crowd, random geniuses like Dave Small, and demo-club-teens to exploit the hardware.

It's ridiculous. The Amiga is holding its own in the desktop video field, the Mac is making inroads, and the PC is trying to get started. The Amiga uses a "standard" zorro bus which we can get specs for, the PC is generic and there is a book on how to make cards and write drivers for the Macs. Can we get timing diagrams, API specs, etc for the new Falcon?

C.S.A.st is proof positive that its far better to have lots of information, and have a little bad information, than to have little information and less bad information.

--
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

403. Re: Game Workbench

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 03:14:43 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul12.031443.17615@wam.umd.edu>
Source record: 219853

In article <1992Jul11.203907.26071@visual.spk.wa.us> mhughes@visual.spk.wa.us (Mark Hughes) writes:
>
> Okay, here's a few questions: Has the GW been released yet? If so, where
>can I get it? How much? If not, when? Why not? Which versions of Sozobon
>will it work with (will it work with other compilers?)

GW has not been released yet. The system is finished and has been through substantial beta-testing, but the documentation is still being written. (GW is a *big* system and excellent documentation is therefore extremely important.) You will be able to obtain it through the usual channels as of mid-September if all goes well. Double Click is distributing it, hence they'll set the prices; I don't know what the current ideas are w.r.t pricing so you should probably contact them directly for that info.

GW will work with all versions of Sozobon; in fact the system itself was developed with Sozobon. Versions also exist for GCC, Mark Williams C, and Lattice C. Laser C support exists but I don't recommend anyone using Laser C for serious development since the environment has serious bugs. I personally favor Sozobon and GCC as I've had major headaches with all the commercial compilers. GCC in particular seems to compile just about anything properly given correct paramter tuning. :)

> I could seriously use the GW Real Soon Now.

I'm glad to hear it and I'm confident it will meet your needs. No one is more eager to see the product out there than Neil (Forsyth) and me!

BTW, it's just "GW," not "the GW." We decided to drop the "the."

Dave Baggett
dmb@wam.umd.edu

404. Re: Mega STE for sale

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 03:48:50 UTC
From: ekrimen@wet.UUCP
Message-ID: <4102@wet.UUCP>
Source record: 219863

In article <92192.125151CDA70141@UCF1VM.BITNET> CDA70141@UCF1VM.BITNET writes:
>Can the MegaSTE be used with the original JVC colour monitor? If so, I'd
>be interested in entertaining some possible prices on it (I'm looking to buy
>a machine that I can dedicate to a BBS, and I'm currently leaning toward
>the MegaSTE with a built-in hard disk as the best solution for me).
>
>I'd send this in EMAIL, but MAIL here at UCF doesn't seem to be talking to
>me right at the moment.
>
>Erik Williams, SunFox Productions Ltd. (UCF-West Bithlo, FL)

Erik, you're on the Fnet, aren't you? E-mail me at node 512.

Yes, the Mega STE will work with the JVC monitor (SC1224, right?!).

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

405. Re: Sozobon-C

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 04:16:33 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul12.041633.20663@mnemosyne.cs.du.edu>
Source record: 219854

> Sozobon/HSC Linker table overflow
> 1.33 limit is 100, 1.4 limit is 300
> [my need is 450] ... see why folks want the source

No problem. Once the 1.4 version is tested and debugged, source will
be distrubuted (unlike v1.33). I warn y'all now though: some of it is
Not Pretty. ::grin::

In the next linker (after 1.4), I'll up the external name limit from
7 to 22 (or maybe 36) chars, and that'll be a big enough change to require
basically rewriting the linker, so I'll remove all that silly object
table stuff, and then there won't be any limits (other than available
memory).

(PS, you're better off posting Sozobon/HSC-related stuff in
comp.sys.atari.st.tech instead of here. This newgroup is so noisy I
often just skip all the new messages.)

--
- Ian
(void *) where prohibited by law

406. Re: copy rights?

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 04:25:15 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul12.042515.20835@mnemosyne.cs.du.edu>
Source record: 219855

> Does anyone know what the official copyright status is of programs
> like PC Ditto, once their copyright holder dissolves and
> discontinues the product.

This was discussed extensively in the law conference on BIX. The legal minds there were in concensus on the fact that a copyright does not cease to exist when the owner of the copyright goes out of business or dies. So in a legal sense, it is still a crime to make copies even after the company goes out of business.

On the other hand, if the company is gone, who's gonna prosecute you? I guess you'll have to let your own moral standards apply. (But consider: an out-of-biz company could still license the product to another firm at a later date. But, if widespread illegal copying has occurred, chances are it would be prevented from doing that...who'd buy a copy at that point?)

--
- Ian
(void *) where prohibited by law

407. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 04:32:02 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul12.043202.19943@msuinfo.cl.msu.edu>
Source record: 219856
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>I can not think of any other explanation for what happened, since the
>problem went away immediately after I turned on RTS/CTS. That isn't

Hmmm... Well, ya got me there. Doesn't make any sense to me at all.

>it was possible to make the ST take data at 38,400 baud since I am
>planning on purchasing a 14.4K modem and the fastest speed the ST can now
>receive data at is 19.2K. Since the modem compresses text as it receives
>it, it is fairly likely that the throughput might exceed 19,200 baud (in
>which case I am losing valuable speed.)

I am interested in this as well, although the notion that my machine would
be LOCKED at 38,400 isn't acceptable to me. I often times use my ST
to connect to another machine that runs at a maximum of 9600, so I'd need
to be able to set the system back down.

For what it's worth, I'm using a Supra 14.4 data/FAX modem right now
and it's working out just GREAT. I wondered about it being limited by
the ST operating at a max of 19.2, but often times I'm transferring
compressed data, so I don't think it's being held back TOO much...

408. Re: New uploads problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 07:37:12 UTC
From: marshall@cs.uq.oz.au
Message-ID: <9319@uqcspe.cs.uq.oz.au>
Source record: 219857

In <9303@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au (Marshall Harris (G.M.)) writes:

>I have been unable to access recent uploads to a.a at umich. The directory
Thanks to all who responded. I now know I can access them as long as I know
the exact file names.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

409. GTAR/TAR and appending

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 08:50:04 UTC
From: H.Koepke@hkhh.hanse.de
Message-ID: <1550.07.92@hkhh.hanse.de>
Source record: 219811

Hello,

I'm searching for a TAR/GTAR which is able to use the APPEND-command.

Infos for FTP-availibility, or P-Mails are welcome.

Thanks in advance,
Holger
--
Disclaimer: Expressed opinions are mine and not necessarily those of MMS GmbH.
---
* Holger Koepke | U.S.Robotics & | tel.: +49 40 211591 *
* Eissendorfer Str.43 | WorldPort | fax : +49 40 211598 *
* W-2100 Hamburg 90 | Distribution | h.koepke@mms2.rmi.de *
* Fed. Rep. of Germany | MMS communication GmbH | h.koepke@hkhh.hanse.de *
---

410. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 09:58:00 UTC
From: thart@cix.compulink.co.uk
Message-ID: <memo.518564@cix.compulink.co.uk>
Source record: 219870

In article <H.oK6MphbOcJ2@jonh.wimsey.bc.ca>,
jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>
> I don't know what the limitations are, but no one I know has ever
>gotten a real 19200 out of any current 14400 on the Atari, so worrying
>about hacking up to 38k is silly(IMHO)

Sorry, but I get 19200 regularly (daily!) with my HST DS+ (V32bis
connection) on text files. Note that this is with *text* files. I
suppose it depends on whether or not you are downloading buckets of
uncompressed text (I am!). This is with a standard ST Mega4. One thing
that I *do* change is that I try to use this speed with a "clean" machine,
with no accessories or auto folder programs that aren't necessary. If I try
high speed comms with a machine crammed with installed progs, I get errors.
I didn't bother checking to see which programs were causing problems, I just
ditch the lot for comms.

The figure for compressed files *is* lower, of course. More like 16,000
or a bit less. It depends on how well the compression has been done, but
V42bis appears able to squeeze a bit more out.

> My advice is to just install the new serial fix program, (the one
>Eric Rosenquist says _really_ works), and a serial buffer expander (works
>sort of like a hd cache).

Serialfix does seem to be the best program to fix flow control problems.
I haven't had any problems at all since I started using it. I've never needed
to worry about expanding the buffer. Maybe the programs I use do it for me
(XYZ 2.01 and Uniterm) but I've never noticed :-)

>--
>jhenders@jonh.wimsey.bc.ca
>
>
Toby Hart Dyke thart@cix.compulink.co.uk

411. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 11:43:00 UTC
From: Thomas_Leonhaeuser@f.maus.de
Message-ID: <A11140@F.maus.de>
Source record: 219670

DA>Does anyone know anything about NVDI? Is it worth getting since I already
DA>have Warp 9? I heard it has a type of G-DOS included...

Hi, this is correct. In New VDI is included a complete G-DOS.
^ ^^^ = NVDI
DA>how is it better
DA>than regular G-DOS? Also, is there an internet address I can find out
DA>about it from?

NVDI is not only a G-DOS because it is a complete new VDI -> much faster than
the old one. In NVDI are all VDI bugs corrected and a complete G-DOS too.
I use it since about two years and I don't want to miss it on my ST!

Bye ____
/homas L.
E-mail: _____
_____/ (MausNet) Thomas Leonhaeuser @ F _____
/// (UseNet) Thomas_Leonhaeuser@F.maus.de \\\
||| (Z-Netz) Thomas_Leonhaeuser%f@ZERMAUS.ZER |||
\\\ Mailbox: Maus Frankfurt am Main (germany) //

412. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 13:19:00 UTC
From: thart@cix.compulink.co.uk
Message-ID: <memo.518729@cix.compulink.co.uk>
Source record: 219874

In article <H.oK6MphbOcJ2@jonh.wimsey.bc.ca>,
jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>
> I don't know what the limitations are, but no one I know has ever
>gotten a real 19200 out of any current 14400 on the Atari, so worrying
>about hacking up to 38k is silly(IMHO)

Sorry, but I get 19200 regularly (daily!) with my HST DS+ (V32bis
connection) on text files. Note that this is with *text* files. I
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uncompressed text (I am!). This is with a standard ST Mega4. One thing
that I *do* change is that I try to use this speed with a "clean" machine,
with no accessories or auto folder programs that aren't necessary. If I try
high speed comms with a machine crammed with installed progs, I get errors.
I didn't bother checking to see which programs were causing problems, I just
ditch the lot for comms.

The figure for compressed files *is* lower, of course. More like 16,000
or a bit less. It depends on how well the compression has been done, but
V42bis appears able to squeeze a bit more out.

> My advice is to just install the new serial fix program, (the one
>Eric Rosenquist says _really_ works), and a serial buffer expander (works
>sort of like a hd cache).

Serialfix does seem to be the best program to fix flow control problems.
I haven't had any problems at all since I started using it. I've never needed
to worry about expanding the buffer. Maybe the programs I use do it for me
(XYZ 2.01 and Uniterm) but I've never noticed :-)

>--
>jhenders@jonh.wimsey.bc.ca
>
>
Toby Hart Dyke thart@cix.compulink.co.uk

413. RE: 38400 BAUD -- POSSIBL

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 16:05:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <1580.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 219895

It is possible to set your system at 38400 via HSPD_232.ACC or by using a hardware modification. Locking your port at 38400 would affect a connect to a 9600 baud BBS... just leave your FLOW control on, and avoid using DIRECT connects. So how do you like your fax/modem? I have one as well, and am disappointed by it's cps. I figured I would get around 2000 at least, and instead I get like 1450 - 1650. I've been told that that is good, but I dont think so...

Also, have you found any FAX software that works with the Modem? I haven't found any yet... I have heard of a program called Fastfax or something like that though that should work. It's too expensive though.

414. QuickBasic equiv?

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 17:16:06 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <12JUL92081606@acad3.alaska.edu>
Source record: 219864

I've been using QuickBasic at work and am impressed with how easy it is
to use. Is there something equivalent in the ST world? I fiddled with MWC a
little and its not for me. ST Basic seemed buggy and unsupported when I looked
at it. This seems to leave GFA Basic.... any users want to comment? Especially
those familiar with QuickBasic?
I saw an ad for GFA claiming some sort of easy conversion to the MSDOS
world (for a price, of course). Any experience with this as well?
thanks for any info
jharris/fairbanks

415. COPYFIX date/time patch

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 18:48:26 UTC
From: dumgrunt@ccwf.cc.utexas.edu
Message-ID: <75683@ut-emx.uucp>
Source record: 219894

Does anyone have a copy of the latest version of COPYFIX? Yes, I'm _still_ running TOS 1.0, but I'd like to have the timestamp kept correctly when I do file copies. I understand that the newest version of COPYFIX finally no longer causes conflicts with other programs. It's supposed to be available from the ICD BBS, but since I don't have one of their host adapters I don't have access. (And I can't find it on a.a.u.e either.) If you've got it, please post it here or e-mail me. Thanks a lot.

416. Re: ST Format Fire and Ice demo difficulty

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 19:04:47 UTC
From: ken@isgtec.com
Message-ID: <2841@isgtec.isgtec.com>
Source record: 219748

In article <1992Jul10.141601.10158@porthos.cc.bellcore.com> rrk@vixen.uucp (24115-kutz) writes:
> I just purchased (July 10) two copies of the July issue of ST Format
> ... I can't get it to run ...

I don't know about this particular issue, but this is something you have to live with when you buy British magazines. I have dozens of cover disks from UK magazines, both ST and Amiga, and I would say fully half of the games do not work on North American, NTSC machines. The assholes that produce these things do not test them at all on NTSC machines or different memory configurations. I've even seen magazine disks that put their own homebrew menu system on the disk which is pure garbage and IT doesn't work on NTSC machines even though the games might. Pathetic, and a very annoying waste of money for NTSC customers. I hope some magazines in the UK wake up soon.

--

"Things should be as simple as possible, but no simpler." - Albert Einstein

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

417. C compilers and Resource Editors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 20:17:30 UTC
From: basil@eniac.seas.upenn.edu
Message-ID: <82876@netnews.upenn.edu>
Source record: 219869

Hello! Well, I am currently stuck with the infamous Laser C with all its annoying bugs and ridiculously bad Resource editor. I'd be happy to try Sozobon or GCC if I knew what the best resource editor out there is -- ie.

are there any RCS that are nice enough to allow you to simply load graphics /icon files for creating icons, or do you have to edit them all from scratch?

Are there any that, like on other platforms, actually write the C code for you after you describe how you want the interactions?

Are there any that allow you to easily customize things like buttons (make 'em round) for creation of nifty interfaces (much like Neodesk, and Cubase have)?

Also, I have heard good things about Pure C, and know it is being released here by Gribnif (who make a nice icon editor -- wish they'd expand it for making resources). But, will the docs still be in German?

-- Brian Stokes
Atari fan since Pong
basil@eniac.seas.upenn.edu

418. Re: PageStream Update

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 23:26:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9320@uqcspe.cs.uq.oz.au>
Source record: 219876

sheppard_r@kosmos.wcc.govt.nz writes:
>Well I have just uploaded the Pagestreem Update from 2.1 to 2.2b.

Here some very good news:

Pagestream 2.2b can import Calamus Vector Graphics files (CVG).

Now there is no excuse to use Calamus (except that the Softlogic programmers
still haven't worked out how to optimise screen-area redraws).

--
Warwick
ps. The BJ10e driver works perfectly now.
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

419. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 23:40:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9321@uqcspe.cs.uq.oz.au>
Source record: 219878

cpw8034@zeus.tamu.edu (ALAN CHIPIN WEN (409)693-2924) writes:

>>
>>Why take up extra RAM room when you can put it in ROM?

>..because it's more difficult to upgrade. Sure it's a good idea now, but
>what will happen when something new is in the works? Then you're going to
>have to buy new roms and compatibility problems are going to rampant.

Choke, choke, choke! Having the OS in ROM is the best way to PREVENT
incompatibility problems - it freezes development at a point. One
computer system with the OS loaded from a disk is plagued with
incompatibility. We have very few programs that don't work at all
under a version of our OS, while on that machine, you have to keep all
the official versions you can get your hands on - and some that have
been patched by third-parties.

I like the idea of having the OS in ROM, and using AUTO programs to apply
patches, although having a jump table in RAM for each OS routine would be
a more efficient way to link in patches (the way things work now, all
patches must chain them selves into 1 or 2 trap vectors.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

420. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-12 23:44:48 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l61gvgINN3d2@aludra.usc.edu>
Source record: 219877

In article <1992Jul9.083022.22758@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu (Jeff Young) writes:
>computer! Maybe you know some company selling 68030, DSP, SCSI 2,
>LAN, MIDI, 16 bit stereo input/output, 386 slot, superVGA, blitter,
>video overlay, 1.44 MB floopy, 4 joystick, AND $700-900 price???

Not to nit-pick or anything (I mean, heck, this is basically vapour-
ware we are talking about - except for the fact it HASN'T been _officialy_
announced), but the SCSI 2 capability has _NOT_ been reported in any of the
reviews I have seen. In fact, the only time where I have heard Falcon (or
other alias) and SCSI-2 mentioned in the same article was in one of my earlier
speculative posts on whether Atari would Make The Right Move (tm) and Do
The Smart Thing (tm) by going to SCSI-2. :)

-Mike

Ps: I still hope that they go to SCSI-2, even in the lower Falcon model - I
should think that SCSI-2 would be a staple item if they get around to doing
a high-performance (ie '040/many slots) Falcon.

421. Re: FSMGDOS...a few questions!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 00:37:09 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l61k1lINN4q0@aludra.usc.edu>
Source record: 219881

In article <1992Jul11.045400.25577@usenet.ins.cwru.edu> aa384@cleveland.Freenet.Edu (Doug Wokoun) writes:
>
> I've had bomb problems too. With TOS 1.06. The program seems
>to want somewhere between 2 and 3 megs of RAM, so I have to run it on
>a clean system. If run from Gemini, it only takes 800K, but WON'T PRINT.
>I suspect (although the problems seem to be unduplicatable!) that it's
>memory related. Maybe FSM bombs if you run out of memory. Even with
>the clean setup I have, I can only edit a little and run a few copies
>before it bombs and I have to reboot.

Have you tried to limit the amount of "font caching" memory that FSM uses? If I remember right, FSM is initially set up to hog a whole lot of memory, and by limiting the size of the font cache, it will allocate less memory. Of course, if you documents use a lot of fonts, your speed will go down (as it will then have to load/unload fonts on the fly), but if you don't use a lot of fonts (and if I remember right, the initial setup was for an outrageous number of fonts) then shrinking the font cache should help a lot.

> The bombs happen 95% of the time in the print function, after about
>20 seconds.

This is likely due to the FSMGDOS and not enough memory, as when printing (I assume to a SLM laser printer) the bit-maps take up a huge chunk o' memory. Try that resizing trick and let us know how it works out.

>--
> Doug Wokoun | If consumer laws of full disclosure
>(aa384@cleveland.Freenet.Edu) | applied to the "sale" of religions,
> - - - | Eastern Mysticism would probably be
> Atari S I G | left on the shelf.

-Mike

422. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 01:02:02 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l61lgaINN5j5@aludra.usc.edu>
Source record: 219882
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jul12.043202.19943@msuinfo.cl.msu.edu> molin@crs.cl.msu.edu (Michael Olin) writes:
>I am interested in this as well, although the notion that my machine would
>be LOCKED at 38,400 isn't acceptable to me. I often times use my ST
>to connect to another machine that runs at a maximum of 9600, so I'd need
>to be able to set the system back down.

Why should you care if your system is LOCKED at 38,400 if your modem can handle it? Remember that the speed of the link from the computer to the modem is irrelevent to the speed at which the modem connects to another modem. You could conceivably have a 76.8k connection to your modem (if it could handle it ie: 19.2k w/.42bis) and still be able to connect to a 9600bd modem. Remember that even if you are transferring info at > 9600, the modems are still transferring info at their base-rate (with compression).

The modems deal with the computer rater >= link rate by caching the data and requesting new data once it has spit out the old data. The great thing about it is you don't have to think about it - the modem does all the finagling neccessary for getting a workable link (you just have to make sure that your link to the modem is correct - RTS/CTS, bps, right cable, etc.).

>
>For what it's worth, I'm using a Supra 14.4 data/FAX modem right now
>and it's working out just GREAT. I wondered about it being limited by
>the ST operating at a max of 19.2, but often times I'm transferring
>compressed data, so I don't think it's being held back TOO much...

You shouldn't be (worried). Even with v42bis on, it would recognize that the data is already compressed and still send it off at 14.4k (which if you read above it does anyway). BTW, does anyone know if v42bis compression is better than say ARC? I would presume so (I have yet to see ARC do 4:1 compression) but would it necessarily be able to compress it further or would the ARC compression hamper the compression routines of V42bis? In other words, would it be faster to send unARCed files as opposed to ARCed files (I know it would be futile to do so with .LZH or .ZOO)?

-Mike

423. Re: Forced-freeware archivers considered harmful (was Re: Shareware Tra

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 01:28:03 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l61n13INN6be@aludra.usc.edu>
Source record: 219883

In article <a5fb34d0@Kralizec.fido.zeta.org.au>
michael.smith@f842.n680.z3.fido.zeta.org.au (michael smith) writes:
>Original to: rosenkra@convex.com

Sorry, just had to post about this when I read it.

>Bill - why not ignore him?? 8) (btw I can't get that nroff of yours to
>compile with anything... 8(HSC 1.33i and gcc1.40/mintlib pl20 are both
>bogi... HSC bombs while compiling (automatic arrays initialised inside
^^^^
>functions??) and gcc produces an unusable binary.) Seeing as it's not
>available as a binary distribution, how about a gcc-able version??)

What is this? I'm not an English (or anything else) professor, but
isn't the plural of bogus, bogus? (like sheep, its plural is the same). Or
perhaps it should be "bogum"?
Actually, since you were using it as an adjective (ie: substitute
flakey, or non-functional), should it be "bogy"? Or perhaps "bogey"?
"Bogusey" sounds stupid and therefore shouldn't be considered.
"bogussal" perhaps?

:-)

> r> -bill
>\`miff` /|\
>--- ScanMail 0.68 X0501
> * Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:680/842)

And, yes, I do realize that it is usually useless to apply rules to
slang. It just sounded funny.

-Mike

PS: I won't criticize someone elses' speling anymore ... I promose, I promese,
I promise.

424. Re: PageStream Update

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 02:59:01 UTC
From: ekrimen@wet.UUCP
Message-ID: <4108@wet.UUCP>
Source record: 219893

In article <9320@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
> Pagestream 2.2b can import Calamus Vector Graphics files (CVG).
>
>Now there is no excuse to use Calamus (except that the Softlogic programmers
>still haven't worked out how to optimise screen-area redraws).

Or, one might say, there's still no excuse to use Pagestream, even though it
can now import CVG files. ;^D

<nudge nudge> <poke poke> :^)

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

425. Re: pc ditto

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 03:47:21 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul13.034721.25434@actrix.gen.nz>
Source record: 219885

I'm using PC-Ditto v3.96, and MS-DOS 5.0. As of yet, MS-DOS 5.0 seems
to be working 100%. And seems to work noticable faster than dos 3.3
(This may just be me, but it looks faster!)
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

426. pagestream offer

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 04:02:36 UTC
From: ca806@cleveland.Freenet.Edu
Message-ID: <1992Jul13.040236.17267@usenet.ins.cwru.edu>
Source record: 219884

```
Does anyone know about that pagestream offer to user groups?
ie, is it still valid, etc...?
--
Roger Selby
Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
ca806@freenet
```

427. apl 68000

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 04:15:32 UTC
From: noam@ooc.uva.nl
Message-ID: <31027@slice.ooc.uva.nl>
Source record: 219887

Hi all,

I got apl68000.arc from a ftp site in germany.
I ussume it is the same as in atari.archive.umich.edu
The problem is that it is a demonstration version only.
I like the apl environment very much.
Much better than the j_41_st.zoo that i got from umich and
it seems pretty useless to me.
If I knew more about 68000 assembler I could path the
demonstration version.
The only thing it doesn't do is saving files aparently.
Anyone can help?
Is there a commercial version of apl68000 or a fully functional one?

please mail me at noam@ooc.uva.nl

428. Re: fatspeed help needed

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 04:29:28 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul13.042928.7711@peponi.wcc.govt.nz>
Source record: 219886

In article <Br7GIt.LBw@news.cso.uiuc.edu>, wmagro@uiuc.edu (William Magro) writes:
>
>Under MiNt I recently did a:
>
>tar cf - * | (cd e:\;tar xvf -)
>
>and then sent the files back to c:. This little activity was
>performed in order to defragment drive c:. I noticed that
>the writes become slower and slower as the once empty partition
>fills up. I have been told that 'fatspeed' fixes this, though
>I have been unable to get it to work.
>
>I got the latest version of fatspeed I could find, and the docs
>say that it works on ALL tos'es up to 1.4 or so. I have a nov
>11 1985 TOS 1.0. When I run fatspeed, even off of a bare boot
>disk, it reports that it can't install.
>
>Does anyone know what the problem is? Is there another utility
>I can use? Untarring 1000 *.tfm files really chews up time
>with slow fat lookups. Help!
>
>Thanks in advance,
>
>Bill

Well FatSpeed does not even work with TOS 1.4 and is not needed, would be a lot
better for you to get TOS 1.4 Roms fitted, TOS 1.4 has a lot less bugs and some
nice features..

Note: FatSpeed must be the first thing in your Auto folder and not what is
shown by the desktop directory..

Get Autosort from memory, this lets you place files were ever you like them..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

429. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 05:56:40 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l626ooINNdv2@aludra.usc.edu>
Source record: 219888

In article <3637@news.duke.edu> bigham@acpub.duke.edu (Scott Bigham) writes:
>
>If typing 'x filename' in a parameters dialog is too difficult for you,
>Roger, I suggest you move to the Mac.

I don't claim to have the latest/greatest version of zoo, but the
version I have has a bug that I am sure has shown up in all versions (no, its
a feature!) because it is in the documentation. Actually, it probably only
applies to zoo for Atari and IBM:

You _CANNOT_ simply click on your zoo.ttp (or if you have zoo.ttp
installed for *.zoo, your .zoo file) and type "x filename" because the Atari
(and the IBM) are NOT case sensitive and you end up calling the "X fileneame"
command which is DIFFERENT and will not extract your files.

You can however use the "-extract filename" (but I don't use this much
- I consistantly, like ~60%, get bombs, but I haven't investigated it enough
to know if it is due to my 512k machine, or my 40+ folder limit - the plus
is there because I have the ICD boot software). It is not due to autoprogs.

>
>> and Has very severe limitations...
>
>Name one.

That nasty bug of not creating folders for you - this is a serious
bug if you are making relative restores and _do not_ have the original
directory structure so that you can go ahead and make the folders yourself
(which is precisely counter to making relative archivals in the first place).
Even if the archive has only a simple, single-directory structure, the
inability to create a folder to match the destination string is an oversight
that should be a relatively minor fix, and the fact that it (apparently) has
not been fixed makes you wonder why it hasn't.

>
>>Please look further than your nose, there are a lot of types of people that use
>>Atari computers, and you are only looking at a very small type of users, the
>>Achiving util must be usefull for all types of uses, ie, disk drives only and
>>it MUST be able to work with GEM, a lot of people buy the Atari because of the
>>Simple GUI, so stop being selfish...
>
>Zoo runs from the desktop as well as anything else. And I had no
>problems with Zoo before I got my hard drive.

But you must have been using a shell, or you could not have used the
ol' "x filename" bit - only shells impart case sensitivity, and not all of them

do (but most do). Granted, you can use the "basic" commands.

>
>>How is the for ZLH201... using disk drives... a:\file.lzh B:\unpack\
>>
>>This will unpack all the files/folder in files/lzh and create the unpack
>>folder with all the suff within...
>>
>>Try that with the USA version on Zoo 2.1...
>
>Trivial. You can even do it from the desktop:
>
>- Open a window on the directory that contains ZOO.TTP.
>
>- Open a window on B:. Create directory UNPACK and open it.
>
>- Hold the right mouse button down while left-double-clicking on
> ZOO.TTP. In the parameters dialog, type 'x a:\file'.
>
>Too complicated for you, Roger?

This is not too complicated (come on!), but it _is_ completely counter
to the reasons for making relative restores (see above). Also, this is TOS
dependant - you can't do that two-button default directory setting on
preTOS1.4, and believe it or not, there are a lot of us still around with those
old TOSes.

>>Also Zoo 2.1 will crash with some types of ZOO files........
>
>Never heard of this.
>
>Roger, have you ever, _ever_ seen an article saying "Hey, has anyone
>managed to unpack frobule.zoo? I've tried five different versions of
>Zoo and none of them work."? I see LHarc complaints in this vein at
>least once a month. Why do you think this is? I've downloaded
>literally hundreds of .zoo and .lzh files from a.a and have _never_
>found a .zoo file I couldn't unpack; .lzh files, on the other hand, give
>trouble as often as not. I can also unpack and manipulate any .zoo
>archive here on my Unix account just as easily as at home; try that with
>LHarc (though with any luck the recently-released lha 1.00 sources might
>take care of that).

You are right that you see more questions pertaining to LZH than to
zoo, but isn't that because ZOO started out with the LHA5 compression? Even
if it didn't, I am sure that the pre-LHA5 versions didn't work on the high
compression zoo files either. Most of the problems with LHZ disappear once
the user gets a LHA5 compatible version. So since when is change for the
better, at the price of incompatibility, reason for dumping the program?
Just get the new version - nothing hard or even new about that, is there?
As far as I know the LHA sources are not new, just no one bothered to find
them. However, I think someone posted they will put them up so you power-

user types can use your crays to compress/uncompress those demos 2 minutes faster. :)

>Face it, Roger, Zoo has virtually identical functionality and
>compression ratio to LHarc, is just as widely available and infinitely
>more standardized.

Granted, similar algorithms give rise to similar stats. You say poe-tay-toe, I say poe-tah-toe. Pick yer flavor. But I don't see that it is "infinately" more stadardized. If you have ever used Archie, try a "prog .lzh" and come back to the screen the next day after it finally stops scrolling the files with the .lzh extension.

> Stop whining.

Come off the high horse.

>
> -sbigham
>--
>Scott Bigham | The opinions expressed above are
:AC4 nwwww|>bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot beQ9l+
Cy(4
> | copied or distributed without a
> | Darn Good Reason(tm).

430. Re: ~~ Starfleet Command BBS ~~

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 05:59:49 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jul13.055949.8782@peponi.wcc.govt.nz>
Source record: 219889

In article <lombardo.710817918@odin>, lombardo@odin.unomaha.edu (Obiwan Kenobi) writes:
> ~~~ Starfleet Command ~~~
> ~~~ 24 hours/7 days ~~~
> ~~~ ~~~
> ~~~ (402) 331-1020 ~~~
...

>~~ Call the board and check everything out! We have ~~
>~~ a lot to offer for the ST. Give us a try! ~~

Sure, not a problem, as long as you pay the toll bill at $2.7360
or off-peak $1.9008 per minute!! :-)
(NZ $ there, 1/2 it for US$)

Craig.

* Craig Shore | Phone (voice) | Internet:shore@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :shore_c@kosmos.wcc.govt.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

431. Re: High speed modem connection

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 06:07:54 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jul13.060754.8980@peponi.wcc.govt.nz>
Source record: 219891

In article <lombardo.710825501@odin>, lombardo@odin.unomaha.edu (Obiwan Kenobi) writes:
>blocks of the upload! BUT, then the modem just sat there as if it was
>waiting for some sort of miracle to happen! Nothing happened for about
>5 seconds, and then the modem started transfering again! It went on
>like this and finally completed the upload at a slow 1200 cps... (well,
>compared to the 3000 it was doing to begin with!) Each block was sent at
>about 2500-3100 cps, but that annoying pause about every 50 blocks sent
>the average cps WAY down.

[heaps deleted!...]

>Why am I getting these pauses? Why can't I get 3000+ cps on other 14.4
>boards? Why wasn't the upload completed in the first place?

Not knowing a thing about the tech side of things i'll add this...
how long distance was that call.... Was it going through a satellite(sp?)?
If so, you may have noticed when you've been using voice through one of
them that there is a delay of a few seconds in the time it takes the
air-waves to go around the world (I think that's why). Also, some
LD calls i've made seem to be 1/2 duplex.. i.e. only one person could
talk at a time (like a speakerphone).

Craig.

* Craig Shore | Phone (voice) | Internet:shore@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :shore_c@kosmos.wcc.govt.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

432. What's up with STReport?

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 06:08:39 UTC
From: lectro@hardy.u.washington.edu
Message-ID: <1992Jul13.060839.22290@u.washington.edu>
Source record: 219890

Howdy,

Is issue #817 the last of STReport, or is it being stored someplace
other than atari.archive.umich.edu now?

Signed: "Trying to stay informed"

Jonathan E. Maier # ## # lectro@u.washington.edu
----------------------------- # ## # ---------------------------------------
Weekend Operator ## ## ## University of Washington
UCS Operations ## ## ## Seattle, Washington

433. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 06:12:50 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jul13.061250.9050@peponi.wcc.govt.nz>
Source record: 219892

In article <1992Jul11.002813.1@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>For once, I think Atari has got the right idea; they're going to build
>the machines, and *then* they're going to announce them. Hence the silence
>from Sunnyvale.

I'd have to agree with that, the only message from atari about it that i've seen is one that said they have been released to developers that someone posted here from GEnie. The rest have been people that have seen them or just heard a rumor from someone else.

Tell me something, do the owners of older machines from other companies go as crazy in the rumors like we do over new releases??? :-)

Craig.

* Craig Shore | Phone (voice) | Internet:shore@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :shore_c@kosmos.wcc.govt.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

434. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 07:15:49 UTC
From: CASTAN@bonnie.physik.uni-stuttgart.de
Message-ID: <1992Jul13.071549.13427@news.uni-stuttgart.de>
Source record: 219751

In <1992Jul10.231256.28523@u.washington.edu> dud@hardy.u.washington.edu writes:

> Does anyone know anything about NVDI? Is it worth getting since I already
> have Warp 9? I heard it has a type of G-DOS included... how is it better
> than regular G-DOS? Also, is there an internet address I can find out
> about it from?
>
In VDI-Benchmarks (Text, Polygon...) my Mega STE+NVDI is in each case faster
than a plain TT.
NVDI is a full sreen-driver. Warp 9 only patches the old one. This
makes much trouble with new TOS releases (It is documented what a
driver does, not how).

Gerd

##
internet: CASTAN@bonnie.physik.uni-stuttgart.de
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 #

435. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 09:05:25 UTC
From: umoeller@rzdspc14.informatik.uni-hamburg.de
Message-ID: <umoeller.711018325@rzdspc14>
Source record: 219896

As I have just noticed, lzhsourc.lzh already is available via ftp from ftp.cs.tu-berlin.de (pub/atari/archiver)

Ulf

436. HELP - Filecopy betw. floppies of diff. format

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 09:29:42 UTC
From: otv@hal.nta.no
Message-ID: <1992Jul13.092942.10322@nntp.nta.no>
Source record: 219897

Does anyone know about a way to make *file*copies between floppydisks of different format?

I am considering to start formating my floppies to 86 Tracks/11 Sectors to increase the capacity from 720k to 930k. But I have to use the DOS format (79/9) sometimes, e.g. when I do ftp via a SPARC- and a DOS-machine. I get problems when I try to copy a file from a 79/9 to a 86/11 floppydisk. The destination floppy becomes "unreadable" and impossible to open from desktop and sometimes the system hangs up. I use the UIS III for filecopy. I have a STe 1040 with TOS 1.6, 2Mb of RAM and 2 floppies.

I know about the possibility to make a *disk*copy between different formats using Fast Copy III, but this doesn't seem to be a very efficient solution when there is only one file to be copied onto a floppy that is already half filled up with other stuff. This would then include a third floppy.

- Oddvar Tveito

437. Atari Mega 4, SM124 Mono Monitor, 50MB Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 09:34:15 UTC
From: meggin@epas.utoronto.ca
Message-ID: <MEGGIN.92Jul13093415@epas.utoronto.ca>
Source record: 219808
Cross-posted to: ont.forsale,misc.forsale.computers,comp.sys.atari.st

For Sale in South-Central Ontario (all prices in Canadian dollars):

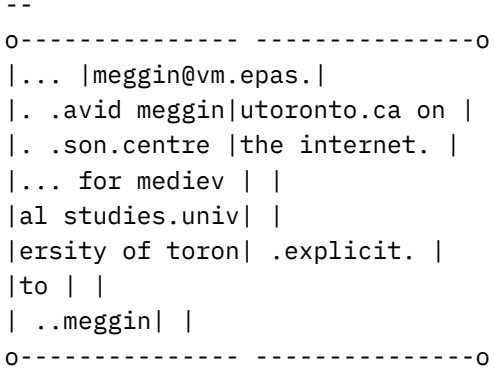
Mega ST 4 (3.5 years old, new internal floppy drive).....$350.-
Byte Size Systems 50MB 28ms hard drive.....$300.-
SM124 Mono Monitor, good alignment.....$100.-
A _lot_ of software, with manuals.....(very cheap, or free with above)

Entire package, plus free power bar.....$700.-
(save more than $50.-)

(Newer) mouse, detached keyboard, etc. included with the Mega 4. This is an ideal system for a current ST user who wants to upgrade without losing software compatibility. It is very reliable.

Free delivery and installation within 60-90 minutes of Metro Toronto for a large (>$200.-) purchase. Payment by money order or certified cheque, but WE WILL PAY YOU BACK FOR THE SERVICE FEE (just keep the receipt). Send me a message at meggin@epas.utoronto.ca, or call at (416)778-5494.

David

--


438. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 09:45:27 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul13.094527.11186@peponi.wcc.govt.nz>
Source record: 219898

In article <H.T0ekbSb6sZs@nathan.do.open.de>, ue@nathan.do.open.de (Udo Erdelhoff) writes:
>In <1992Jun22.172907.3639@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
>
>>In article <H.1HZSKJmjjs2@nathan.do.open.de>, ue@nathan.do.open.de (Udo Erdelhoff)
writes:
>>>As you see, it's no problem to get sources for lh5, so I can't understand
>>>why some people are always saying the .LZH files cause problems.
>>
>>It IS a problem to get sources for lh5! Of the off-the-cuff sources you've
>>mentioned in this article, I was unable to come up with a single, verifiable
>>version of LHARC source code which incorporated the -lh5- format.
>Ok, I'm gonna get the sources from that Hamburg BBS and -uh- how do I upload
>to a.a.u.e via Mail? Time to read that welcome posting again...
>/s/
>--
>Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

I do have them here ready to upload to A.A. and note: you Unix chaps, I repacked
them in ARC format..:-)..

But the problem was that LZH201le that was uploaded to Berlin looks like
version LZH201ie and is still in part German, I have asked Thomas if he can get
a copy of LZH201le to Herwig Schelauske, one of the admin chaps of
cs.tu-berlin.de

So I have been holding off till I got the lot..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

439. Re: C compilers and Resource Editors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 10:01:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul13.100125.11426@peponi.wcc.govt.nz>
Source record: 219899

In article <82876@netnews.upenn.edu>, basil@eniac.seas.upenn.edu (Brian J. Stokes) writes:
>Hello! Well, I am currently stuck with the infamous Laser C with all its
>annoying bugs and ridiculously bad Resource editor. I'd be happy to try
>Sozobon or GCC if I knew what the best resource editor out there is -- ie.
>
>are there any RCS that are nice enough to allow you to simply load graphics
>/icon files for creating icons, or do you have to edit them all from scratch?
>
>Are there any that, like on other platforms, actually write the C code for
>you after you describe how you want the interactions?
>
>Are there any that allow you to easily customize things like buttons
>(make 'em round) for creation of nifty interfaces (much like Neodesk,
>and Cubase have)?
>
>Also, I have heard good things about Pure C, and know it is being released
>here by Gribnif (who make a nice icon editor -- wish they'd expand it for
>making resources). But, will the docs still be in German?
>
>-- Brian Stokes
>Atari fan since Pong
>basil@eniac.seas.upenn.edu

The only 2 RSC programs that I have seen, and not counting Ataries one,
were the HiSoft WERCS and K-Resource2, I have used both of these,
but the one I liked best was the K-Resource and this was version 1.0,
you can cut and paste between RSC's, this is the same one that is suplied
with Mark Williams C...

Roger.......... sheppard_r@kosmos.wcc.govt.nz

440. Re: Allan Pratt's address.

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 10:09:31 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jul13.100931.21065@cs.hw.ac.uk>
Source record: 219900

In article <H.DSHOtza_ido@alice.hobby.nl> harold@alice.hobby.nl writes:
>In <1992Jul3.193327.20465@usenet.ins.cwru.edu>, Len Stys writes:
>>>Can someone tell me how to get internet mail to Atari's Allan
>>>Pratt?
>>
>>In case you didn't know, he left Atari. He now works for Apple & IBM.
>
>Hmm that's a pitty for Atari good for Apple & IBM he always seems to know
>very well what he was talking about, anyone know who replaced him?

The Keeper of GEMDOS and Chief Loremaster, as he once called himself,
has not been replaced yet. I believe Ken Badertscher has taken up the slack
and is now 'running the show'.

First Landon Dyer then Alex Leavens and now Allan too. I'll miss him too.
He did good work for Atari shaping up TOS and writing the ALN linker to name
some. He was also pretty good at slapping us about for abusing TOS. :-)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

441. Re: HELP - Filecopy betw. floppies of diff. format

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 10:32:09 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul13.123209@disuns2.epfl.ch>
Source record: 219752

In article <1992Jul13.092942.10322@nntp.nta.no>, otv@hal.nta.no (Oddvar Tveito FTO) writes:
: Does anyone know about a way to make *file*copies between floppydisks of different
: format?
:
: I am considering to start formating my floppies to 86 Tracks/11 Sectors to
: increase the capacity from 720k to 930k. But I have to use the DOS format (79/9)
: sometimes, e.g. when I do ftp via a SPARC- and a DOS-machine. I get problems when
: I try to copy a file from a 79/9 to a 86/11 floppydisk. The destination floppy
: becomes "unreadable" and impossible to open from desktop and sometimes the system
: hangs up. I use the UIS III for filecopy. I have a STe 1040 with TOS 1.6, 2Mb of
: RAM and 2 floppies.
:
: I know about the possibility to make a *disk*copy between different formats using
: Fast Copy III, but this doesn't seem to be a very efficient solution when there
: is only one file to be copied onto a floppy that is already half filled up with
: other stuff. This would then include a third floppy.
:
: - Oddvar Tveito

That's a rather surprising question: filecopy should be MUCH easier than diskcopy between different format (don't forget that a floppy hasn't the same format than a harddrive but there should be no problems copying a file between fd and hd).

The only problem could be that your format is too big: reliability suffers a lot when using 11 sectors/track and a lot of floppy drives can't acces 86 tracks !

Please limit your wishes: 10 sectors are just nice !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

442. Re: High speed modem connection

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 12:04:36 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Jul13.120436.23706@mits.mdata.fi>
Source record: 219753

In article <lombardo.710825501@odin> lombardo@odin.unomaha.edu (Obiwan Kenobi) writes:
>Well, after people assuring me that I needed a rs232 serialfix program, I
>finally found one, but it says it is for Tos versions 1.4 and up! I have
>1.0, and users told me I definitely needed a fix program. I have
>turbocts.... which program on a.a is specifically for 1.0?

I believe there is something named "serialfx.arc" somewhere there. I
used it for a while and when I uploaded with XYZ.TTP, I always got a
message saying something about the receiver not notifying the end of
the transfer. Still, after the upload, the file I uploaded was in the
file directory of the BBS. Anyway, I switched back to TurboCTS which
works fine.

>Anyway, now that I have a 14.4k modem, I tried calling a couple of long
>distance bbs's. I connected at 14.4k/ARQ to the Thieve's Guild BBS and
>was amazed that I was actually connected at 14.4! I tried uploading
>a file using Ymodem G and got a blazing 3000 cps on the first 50 or so
>blocks of the upload! BUT, then the modem just sat there as if it was
>waiting for some sort of miracle to happen! Nothing happened for about
>5 seconds, and then the modem started transfering again! It went on
>like this and finally completed the upload at a slow 1200 cps... (well,
>compared to the 3000 it was doing to begin with!) Each block was sent at
>about 2500-3100 cps, but that annoying pause about every 50 blocks sent
>the average cps WAY down.

Unless you have some hardware patch that upgrades your serial port to
38400 bps, it isn't possible to upload (or download) at 3000 cps. I
too get that kind of CPS ratings when uploading, but I think it's
because the can't count the CPS rate right at so high speeds, it's too
busy sending stuff to the serial port. I too get those pauses between
blocks, only they are more frequent, maybe each 20 blocks or so, but
the average transfer rate (according to the receiving BBS) tends to
result in about 1600 cps.

> <Text deleted>
>
>Why am I getting these pauses? Why can't I get 3000+ cps on other 14.4
>boards? Why wasn't the upload completed in the first place?

The pauses during the upload (I assume they only occur while
uploading?) happen because your modem can't send data out on the line
as fast as your computer transfers data to it. So, when the modems
buffer becomes full, it drops the CTS line and the computer stops
sending to it. When the modem has emptied it's buffer, the computer is
allowed to transmit data again. I think that i fyou try uploading text
files (which tend to compress very well), there will be no pauses

during upload.

> Obiwan Kenobi
> Frustrated as hell
>

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
---

443. Fire and Ice works - Thanks!

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 12:36:24 UTC
From: rrk@vixen.uucp
Message-ID: <1992Jul13.123624.21746@porthos.cc.bellcore.com>
Source record: 219754

Re: my earlier message on ST Format and Fire and Ice demo

Thanks for the help - it works at 50hz. That very same issue
of ST Format includes a resync program to set the monitor
at either 50hz or 60hz. So all is well (except my son is better
at the game than I).

Randy Kutz

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

444. Re: Delivered Software (was: Re: WordPerfect 5.1)

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 12:39:54 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92195.123954RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 219786

In article <1992Jul11.195706.28105@zooid.guild.org>, Mark Kovarski
<kovarski@zooid.guild.org> says:
>Julian, you are right but I have to disagree with you. There are some very
>nice packages for the Atari ST which are sold separately. However, WordPerfect
>for the Atari ST (v 4.1) can not be compared to the PC version. It's just day
>and night. The version is slow, crash prone and has never been updated. The
>PC version has always been updated, and the Windows/OS 2.0 versions are very
>nice and reliable. I am not certain if there ever be an updated ST version,
>since WordPerfect corporation has stated that the most important market for
>them is currently the OS/2 corporate market.
>

I know that Wordperfect 5 for Windows is a nice program. But it certainly
is NOT Atari Germanys job pay for it (perhaps Atari Sunnyvale could do that).

>I am certain that if WordPerfect would release an ST version which would be
>the equivalent to the PC, it would certainly be a major advantage for both,
>the ST users and the company itself. I haven't found any ST package that
>are as powerful as the PC WordPerfect package. Some do to a certain degree
>but they still lack many features.
>If the ST packages suits a person's need it's fine though. Let's hope that
>the support for ST packages continues...
>
>PS: What software did you use for producing 'ST-STE-TT Profibuch'? Which
> for schematics?
>

Parts of the text have been written with Wordplus, others with MS-Word. The
schematics were drawn with Arabesque Pro. All this was glued together
with Pagemaker on a PC (not by me, luckily).

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

445. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 12:40:46 UTC
From: samm@aifh.ed.ac.uk
Message-ID: <1992Jul13.134046@aifh.ed.ac.uk>
Source record: 219755

In article <l61gvgINN3d2@aludra.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:
In article <1992Jul9.083022.22758@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu (Jeff Young) writes:
>computer! Maybe you know some company selling 68030, DSP, SCSI 2,
>LAN, MIDI, 16 bit stereo input/output, 386 slot, superVGA, blitter,
>video overlay, 1.44 MB floopy, 4 joystick, AND $700-900 price???
#
#
Not to nit-pick or anything (I mean, heck, this is basically vapour-
ware we are talking about - except for the fact it HASN'T been _officialy_
announced), but the SCSI 2 capability has _NOT_ been reported in any of the
reviews I have seen. In fact, the only time where I have heard Falcon (or
other alias) and SCSI-2 mentioned in the same article was in one of my earlier
speculative posts on whether Atari would Make The Right Move (tm) and Do
The Smart Thing (tm) by going to SCSI-2. :)
#

Hmm, ST Format claim from their 'insider' sources at Atari that the Falcon does indeed have SCSI-2, though I'm not sure if I trust STF's speculations any more than Internet's !
As for the Falcon not being officially announced yet, Atari have at least officially announced that they're going to officially announce it :-)

Sam.

446. new upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 12:42:23 UTC
From: boender@dutiws.tudelft.nl
Message-ID: <1895@dutiws.tudelft.nl>
Source record: 219756

```
Hi,
a new upload to atari.archive is the file "mntman02.zoo" in the atari/new
directory. This is a man(1) package for MiNT. It needs an nroff(1), cat(1v)
and a pager like 'less' or 'more'. Source code is included.
Bye, Hildo Biersma (schuller@dutiag.tudelft.nl)
```

447. Re: pc ditto

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 14:37:04 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Jul13.143704.1370@digi.lonestar.org>
Source record: 219764

In article <1992Jul10.170142.5629@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>
>Every version of PC Ditto (with the possible exception of the very LAST
>release) will not work with a monochrome monitor. I'm personally unsure
>whether the last version worked with a monochrome monitor, since I don't have
>one anymore. You will need to find a color monitor to use PC Ditto.
>
>-- David Paschall-Zimbel

Bzzzz! Wrong. (Sorry, couldn't resist.) I have PC Ditto I version 3.71
(if I remember correctly) and it works perfectly FINE on mono. That is
the only way that I use it. (I run Quicken for all of my financial
needs.)

What I did (and my system is super-stable) was to get a copy of PC DOS
3.3 (*not* MSDOS 3.3 - there is a difference) and always boot from
floppy. I used this setup to have Quicken access the CheckFree service
via modem while under PC DOS. Excellent software product. Just make
sure that you run the menu (setup) program and correctly identify your
system config.

FYI - Now I have a SuperCharger and boy does Quicken fly! (BTW, I still
use the same PC DOS 3.3 - works much better (IMHO) than the 4.01 that
comes with SC.)

Regards,
Roy C. Gosewehr

--
Roy C. Gosewehr

| GEnie: R.C.Gosewehr |
| rgoseweh@digi.lonestar.org |

448. Re: fatspeed help needed

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 15:10:49 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul13.151049.21939@bas-a.bcc.ac.uk>
Source record: 219758

I think what we need if a TOS filesystem which waits until the drive is quiecent before writing the FAT out, storing the machine's image of the FAT in a fast-lookup format, preferably a hash table or a tree structure. I'm sure that'd speed disk I/O a great deal.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

449. Atari 1040ST For Sale!

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 15:38:27 UTC
From: orpen@fields.uwaterloo.ca
Message-ID: <BrC3G3.3Gw@watserv1.waterloo.edu>
Source record: 219761
Cross-posted to: uw.forsale,kw.forsale,ont.forsale,misc.forsale,misc.forsale.computers,uwo.forsale,uw.sys.atari,comp.sys.atari.st,rec.music.synth,rec.music.makers,comp.music

I'm offering my Atari 1040ST Computer for sale.
Here's what it's got:

- 1 Meg Memory
- 68000 Processor at 8Mhz
- High Resolution Colour Monitor (Sharp!)
- Macintosh-Style user interface (Mouse-driven)
- Double-Sided 3.5 inch floppy, plenty of disks
- Built in MIDI port for musicians
- Dr. T's MIDI Workbench & MIDI cables
- Lots of Public Domain Software (Gulam, uEmacs, vi, etc.)
- Word Processor, Games (Robotron, King's Quest, Thundercats, Joust)
- Boss Game Controller (Joystick)
- Madmac assembler, Public domain C compilers (Sozobon, MJC)
- Loads of software on the market
- Built in modem port, printer port, hard disk connector

Yours for $600 -- make me an offer!

e-mail to orpen@fields.uwaterloo.ca, or call Keith at (519) 725-9324.

%=%=%=

450. Re: Forced-freeware archivers considered harmful

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 15:46:12 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Jul13.154612.14385@ugle.unit.no>
Source record: 219759

In article <H.v_mLBu2MvnY@alice.hobby.nl>, harold@alice.hobby.nl (Harold van Aalderen) writes:
> In <HESCHE.92Jul3085040@sand.cs.tu-berlin.de>, Herwig Schelauske writes:
> >Since today, you can get the english version of LHarc V2.01l AND the
> >source-code for LHarc V2.01l (C & 68k, comments (not completely in
> >english)) from ftp.cs.tu-berlin.de (130.149.17.7, pub/atari/archiver
> >lzh201le.ttp & lzhsourc.lzh).
> >
> Any other sites that have it.
> ^^^^ I once tried to ftp from amsterdam to
> tu-berlin (sunday evening) and reached the amazing speed of less than
> 240 bps (they warn you about there slow international connection).
> Ofcourse then I still had to transfer the download stuff to my ST over
> my 2400 baud modem.
>
> --
> Harold van Aalderen | harold@alice.hobby.nl
> | {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
> alice: She's not the neighbour girl nor is she living in wonderland
> Who it is? For me to know for you to guess.

I uploaded this to atari.archive.umich.edu almost a week ago, but it seems to take some time before it is available.

Stig Vidar Hovland - stigvi@lise.unit.no

451. Want single sided drive mechanism from an ST, hd interface

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 15:51:11 UTC
From: dont@klic.rain.com
Message-ID: <1992Jul13.155111.20148@klic.rain.com>
Source record: 219762

Anyone have a single sided drive mechanism, pulled from an ST when upgrading to double sided, that they would sell cheap? Looks like 5 years of use has work the old drive out. (would consider a double sided mechanism too)

Would also be interested in an interface to add a hard disk.

How about Sim City, Balance of the Planet, Maple, El Cal?

Thanks
Don Taylor
503-235-6853
dont@klic.rain.com
qiclab!loop!dont

452. Re: 38400 BAUD -- POSSIBL

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 15:55:43 UTC
From: miked@syscon.rn.com
Message-ID: <1992Jul13.155543.23943@syscon.rn.com>
Source record: 219782

Are you thinking of Staright Fax by Joppa? It is about $90 .

453. Cross stitch patterns.

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 16:00:54 UTC
From: sie@fulcrum.bt.co.uk
Message-ID: <SIE.92Jul13160054@introitus.fulcrum.bt.co.uk>
Source record: 219757

Does anyone know of a ST program for producing cross stich patterns,
preferably from .spc/.spu format graphics files.

Cheers

Sie

--
Simon J Raybould (sie@fulcrum.bt.co.uk) // {o.o}
"Only joking ... Or am I ?" - Vic Reeves \X/AMIGA \-/
==
Fulcrum communications L.T.D., Fordrough Lane, Birmingham, B9 5LD, ENGLAND.

454. Re: copy rights?

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 16:25:34 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jul13.162534.575@news2.cis.umn.edu>
Source record: 219760

In article <Br7Gq2.LEB@news.cso.uiuc.edu>, wmagro@uiuc.edu (William Magro) writes:
>
>Does anyone know what the official copyright status is of programs
>like PC Ditto, once their copyright holder dissolves and
>discontinues the product.

Copyright is held by the copyright holder, or such entities as represent the copyright holder (trustees of an estate, court trustees of bankrupt companies, or the 'original author' of a work, for example).

The folks who wrote PC Ditto are still around. I would suspect they would NOT be willing to ignore breaches of copyright.

Unfortunately, there are a number of programs which one can no longer obtain except through second hand purchase. Then again, with the advances in computer technology, and program sophistication, over the past 15 years, I highly doubt that many people would be content with many of the earlier programs.

For example, the software version of PC Ditto is no longer sufficient if you desire the power and speed of an Intel '286, '386 or '486 processor.

-- David Paschall-Zimbel

455. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 17:10:14 UTC
From: bigham@acpub.duke.edu
Message-ID: <3778@news.duke.edu>
Source record: 219763

From the Holy Book of <l626ooINNdv2@aludra.usc.edu>
as spake by baffoni@aludra.usc.edu (Juxtaposer) :

> [...] Also, this is TOS
>dependant - you can't do that two-button default directory setting on
>preTOS1.4, and believe it or not, there are a lot of us still around with those
>old TOSes.

Are you sure about this? I'm almost certain I was using this trick long
before I upgraded.

> You are right that you see more questions pertaining to LZH than to
>zoo, but isn't that because ZOO started out with the LHA5 compression? Even
>if it didn't, I am sure that the pre-LHA5 versions didn't work on the high
>compression zoo files either. Most of the problems with LHZ disappear once
>the user gets a LHA5 compatible version. So since when is change for the
>better, at the price of incompatibility, reason for dumping the program?

Not in itself; it's when this happens every six months or so that it's
a problem. It's aggravating constantly hearing "Stupid, you should
have version XY17" when just last month you got version XY15 on the
assurance that it was the be-all end-all Lharc and would unpack any
.lzh file you threw at it.

>Just get the new version - nothing hard or even new about that, is there?

Ah, but which one? That's my point. There are several versions of
Lharc currently available, half of which are incompatible with the
other half, and most of which claim to be able to unpack everything.
There is _one_ version of Zoo currently available, and it _does_ unpack
everything.

>As far as I know the LHA sources are not new, just no one bothered to find
>them. However, I think someone posted they will put them up so you power-
>user types can use your crays to compress/uncompress those demos 2 minutes
>faster. :)

It's not those two minutes that I'm worried about, it's the half-hour
I'd otherwise have to spend downloading the archive at 1200 baud before
I could even read the README file to see if it's of any use to me.

> [...] But I don't see that it is
>"infinately" more stadardized.

By this I mean that I can have the latest and most compatible version of
Zoo anywhere there's a C compiler. The latest and most compatible
version of Lharc only compiles on an Atari (and probably only with

whichever assembler Questor used), and until recently, the source was nearly impossible to find anyway. With any luck the Lha 1.00 sources that were recently made available will fix this problem [of course, the way things are going, Lharc v2.02 will probably end up being incompatible with it :-( ].

--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

456. Re: Another ST Format disk prog. problem!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 17:29:14 UTC
From: tonyl@status.gen.nz
Message-ID: <FB3TNB1w164w@status.gen.nz>
Source record: 219803

richardson@vaxr.sscl.uwo.ca writes:

> Perhaps I can get some feedback from netland on another ST Format cover disk
> problem. On 2 recent cover disks a game (PENGUINS) and database (SUPER CARD
> were included. Both were compressed and use some sort of self extracting
> process to first format and then write auto-bootable disks of these programs.
> The problem is I can't get either to extract, or whatever they do! STF said
> you simply need a blank formatted disk, but the program asks for a 'new' disk
> I suppose this is irrelevant since it's supposed to format the disk anyway!!!
> I tried running both programs and I get the format warning, proceed and the
> display goes funny. This is supposed to happen though. The format starts at
> track 80 and proceeds backwards. When I run it though it gets to track 79 or
> 78 (77 once) then tells me the disk is write prtected!!!!!!! NOT! I've trie
> variety of disks formatted various ways and NOTHING works. I have a 520STm
> (@1985, TOS 1.0) upgraded to 2.5 megs. The only thin I could think is that t
> funny disply means the program accesses video ram, at the top of memory, and
> upgrade is causing the program to screw up...any other suggestions!
>
> If anyone got these to work, and they're any good, I wouldn't mind getting ho
> of them! As usual thanks in advance for any help,
> T.T.F.N.
> JR.
>
> +--------------------------------+ +--------------------------------------+
> | John Richardson | | "An animal psychologist is a person |
> | Dept. of Psychology | | who pulls habits out of rats!" |
> | University of Western Ontario, | | |
> | London, Ontario | | - ANON. |
> | CANADA | +-+------------------------------------+
> +--------------------------------+ +-*-+- +--------------------------------+
> +-----------------------------------+--+ | The preceding opinions do not |
> | e-mail: RICHARDSON@VAXR.SSCL.UWO.CA | | necessarily reflect those of |
> | | | the Dept. of Psychology, or |
> | phone: (519) 657-5102 | | UWO...unless by coincidence!! |
> +-----------------------------------+ +--------------------------------+
>
I have TOS 1.4 and the programs work fine. Mine is a UK machine.

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

457. Re: FSMGDOS...a few questions!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 18:11:52 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Jul13.181152.13655@sfu.ca>
Source record: 219767

In article <1992Jul11.045400.25577@usenet.ins.cwru.edu> aa384@cleveland.Freenet.Edu (Doug Wokoun) writes:
>
>In a previous article, gfarrell@fraser.sfu.ca (Gordon James Farrell) says:
>
>>I've had some trouble with bombs in Wordflair II,
>>but I'm not sure yet who to blame: FSMGDOS, TOS 3.01 (slightly incompatible),
>>or Wordflair II. On the whole, I'm quite happy with it.
>
> I've had bomb problems too. With TOS 1.06. The program seems
>to want somewhere between 2 and 3 megs of RAM, so I have to run it on
>a clean system. If run from Gemini, it only takes 800K, but WON'T PRINT.
>I suspect (although the problems seem to be unduplicatable!) that it's
>memory related. Maybe FSM bombs if you run out of memory. Even with
>the clean setup I have, I can only edit a little and run a few copies
>before it bombs and I have to reboot.
>
> The bombs happen 95% of the time in the print function, after about
>20 seconds.

I don't think my problems are memory related, since I have 3 megs free, and the symptoms don't seem memory related. Wordflair II bombs if I do any of the following things:
- re-define the size of the printable page.
- define a new point size on the fly (especially a large one!)
- place a text region off of the "Background write" region.

Because of these symptoms, I don't think it's a memory size problem, but a memory allocation problem. Someone is stepping on somebody else's memory (or it's own memory). I'm starting to suspect that Wordflair II is the culprit, though.

>--
> Doug Wokoun | If consumer laws of full disclosure
>(aa384@cleveland.Freenet.Edu) | applied to the "sale" of religions,
> - - - | Eastern Mysticism would probably be
> Atari S I G | left on the shelf.

Gordon Farrell |e-mail:gfarrell@sfu.ca |"Shee, you guys are so unhip
Computing Science Major | gfarrell@cs.sfu.ca | it's a wonder your bums
Simon Fraser University | gordonf@sfu.ca | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

458. PC Ditto release numbers

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 18:32:48 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jul13.183248.1880@news2.cis.umn.edu>
Source record: 219765

Just a quick note to go with the current discussion about the software version of PC Ditto ...

Version numbers may vary depending upon the country of posting. As an example, the last version of PC Ditto for which I have reliable information in the United States is either 3.01 or 3.1. Several folks from New Zealand have mentioned a version 3.96.

It would perhaps be best to make note of the version number and any other information (copyright dates, country of origin) when asking and/or answering questions about this program. It is entirely possible that enhancements and/or bug fixes were made in a particular version.

-- David Paschall-Zimbel

P.S. To the person inquiring about Hard Drive partition recognition ... Do you have an Atari hard drive? Atari drives formatted under AHDI require a special program which writes some information in the boot block which PC Ditto needs to recognize the drive. I haven't encountered this problem with the ICD drivers, but seem to remember similar problems with early SUPRA drives.

459. Atari Trakball to mouse conversion

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 18:35:28 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <1992Jul13.183528.13079@tom.rz.uni-passau.de>
Source record: 219766

Yo!

I am searching for instructions to make an Atari CX80 Trakball behave as a mouse. Does anyone have some? And, is the right Trakball button working as a right mouse button or just as an additional left one? I hope the CX80 is the Atari Trakball model that is to be modified, the package was quite old ((c)1983), and as far as I have heard, there are newer models one cannot modify.

Weregoose

```
-------------------------------------------------------------------------------
- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
- Dr.Stein grows funny creatures, lets them run into the night, -
- they become great politicians and their time is right. (Helloween) -
-------------------------------------------------------------------------------
```

460. Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 18:47:48 UTC
From: elendir@quasar.enst.fr
Message-ID: <2360@quasar.enst.fr>
Source record: 219774

This machine will be released SOON. I cannot say the date, but it is SOON. You see what I mean ?

As for the hardware inside, what is to be said ? It is now fixed. The machine was still evolving one month ago. There have been things changed between May and June, but now, I guess, dice are rolled.

Be a little more patient, and I promise, you won't regret it.

Bonne fete nationale a tous les ataristes francais et ou francophones du monde.

Vincent.

461. For Sale: 80 MEG EXTERNAL MAC SCSI DRIVE

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 18:53:59 UTC
From: joey@elysium.CS.Berkeley.EDU
Message-ID: <13sjg7INN1g1@agate.berkeley.edu>
Source record: 219769
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st,comp.sys.mac.wanted,comp.sys.mac.hardware,ba.market.computers,su.market,ucb.general,ucb.wanted

I'm selling an 80-meg external SCSI hard drive. The case/power supply is by LaCie (originally housed a LaCie Cirrus 30), and the drive in the case is a Quantum, purchased from Hard Drives International in November 1990. Comes with a recent version of Silverlining formatting software (from winter 90/91), loads of PD software, and System 7 installed.

If desired, I can also sell MS Word 4.0, THINK C 4.0, and/or Fastbask II, including original floppies and manuals.

I'm selling the drive because my Mac died. It works great -- fast and quiet. I have original invoices for both the case and the drive. I also have mounting hardware if you prefer to install the drive internally.

I paid $500 for the Quantum alone in 1990. The case and power supply is worth about $100. I will, of course, accept substantially less than that, given that the drive is used. Asking $300, but make an offer.

Mail offers to joey@postgres.berkeley.edu, as I do not read these groups with any frequency.

Joe Hellerstein

462. Looking for SC1224

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 18:59:14 UTC
From: Terry_C._Wells.ES_AE@XEROX.COM
Message-ID: <"13-Jul-92.11:59:14.PDT".*.Terry_C._Wells.ES_AE@Xerox.com>
Source record: 219768

I am looking for a SC1224 color monitor for use with my 1040. I am
willing to pay in the neighborhood of $200 for a monitor in good condition.
I will buy from the person who offers me the best monitor for the
lowest price.
Thanks.
Terry

"Any technology distinguishable from magic is insufficiently advanced."

TWells:ES AE:Xerox
TWells.ES_AE@xerox.com
(310)333-5839
Message: Bell:ES AE:Xerox (165.25220325666.0)
Call: KC6VCL

463. Re: 8031 assembler for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 19:35:01 UTC
From: tobl@sbustd.rz.uni-sb.de
Message-ID: <19952@sbsvax.cs.uni-sb.de>
Source record: 219770

Hello Ian,

about a year ago I had the same problem and found the
Frankenstein Cross Assembler for the Atari ST called
AS8051.ZOO

It's (how one easily can see) for the 8051, but I think
there are no diffences in the memnonic to the 8031.

I'm sorry that I can't remember where I found the file,
but ARCHIE should solve this problem.

I hope I could help you.

Bye,
Tobias

/--\
Tobias Blickle	
	2 B	! 2 B = ?
TOBIAS@EE.UNI-SB.DE	
TOBL@STUD.UNI-SB.DE	
\--/

464. Morse-training software wanted

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 19:44:20 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Jul13.194420.18513@tdb.uu.se>
Source record: 219773

As the subject says I'm looking for some good morse-training software.
I've already got MorseMagic v1.81 (or whatever the name is), but it
would be nice with a program with some more options (and perhaps a way
to train transmission too).

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

465. Re: apl 68000

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 20:00:58 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <1992Jul13.200058.4873@nntp.hut.fi>
Source record: 219771

APL.68000 is available commercially from

MicroAPL Ltd.
South Bank Technopark,90 London Road
London SE1 6LN
U.K.

The latest price I know of (January '91) was GBP 87 (for Level I) and
GBP170 (for Level II). Level I has filled my modest needs nicely.
--

Sakari Aaltonen Helsinki University of Technology
Email: sakaria@vipunen.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

466. Re: pc ditto

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 20:50:10 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <63294@hydra.gatech.EDU>
Source record: 219772

From what I can remeber of PC-Ditto (software emulator) is that
v1.xx was the original (cartridge based?), v2.xx added hard drive
support, v3.xx added monochrome monitor support.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

467. mono monitor problems

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 20:54:43 UTC
From: klassa@aurs01.UUCP
Message-ID: <60915@aurs01.UUCP>
Source record: 219775

Hi-

This is sort of a repost... I didn't get any responses on my last
post so I started to wonder whether my message had made it to the net.

At any rate, my mono monitor has started to flake out. The width of
a line of text has started to vary from place to place on the screen...
At the top, a line of text is about a half inch or more tall; at the
bottom, perhaps an eighth. In between, it seems to vary more or less
linearly from top to bottom. The number of scanlines per line of text
hasn't changed, just the width of each scanline, really.

Are these the same symptoms I've seen reported elsewhere -- the "infamous"
symptoms that mark the impending death of my monitor? Does this sound
familiar to anybody? Is the end near? Can it be fixed?

Thanks!
John

<><>

468. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 21:07:52 UTC
From: dunham@mpd.tandem.com
Message-ID: <2049@devnull.mpd.tandem.com>
Source record: 219780

In article <3778@news.duke.edu> bigham@acpub.duke.edu (Scott Bigham) writes:
}From the Holy Book of <l626ooINNdv2@aludra.usc.edu>
} as spake by baffoni@aludra.usc.edu (Juxtaposer) :
}
}> [...] Also, this is TOS
}>dependant - you can't do that two-button default directory setting on
}>preTOS1.4, and believe it or not, there are a lot of us still around with
}>those old TOSes.
}
}Are you sure about this? I'm almost certain I was using this trick long
}before I upgraded.

When I saw this on usenet sometime over the past couple of weeks, I went home and tried it. It worked fine, and I've found good uses for it ever since. AFTER I tested it, I read on here that it didn't work on the early TOSes. I guess you'll have to chalk this one up to another case of my ST being too ignorant to know it can't do it, since I'm running TOS 1.0 (1985).

To whomever originally posted this trick, thanks. I would never have discovered this on my own, and it's handy for many tasks far beyond unarchiving. It should probably go in the FAQ for new users.

--Jerry Dunham
dunham_jerry@tandem.com
400, 600XL, 800XL, 520ST

469. pagestream upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 21:12:38 UTC
From: wmagro@uiuc.edu
Message-ID: <BrCIx3.4u@news.cso.uiuc.edu>
Source record: 219777

I upgraded my pagestream 2.1->2.2b yesterday. It seems that screen redraws are a bit quicker, though the same font display bugs are there.

The real joy came when I went to print on my deskjet. Two bombs is all I got. I rebooted with a completely clean system, and still got two bombs. I reloaded the old deskjet driver--two bombs. Whether printing to file or to the printer I always get two bombs.

As a test I printed to disk with other drivers, and there was no problem. Is anyone else seeing this wacky behavior?

--Bill Magro
CUSTUG Secretary

470. Re: Forced-freeware archivers considered harmful (was Re: Shareware Tra

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 21:14:25 UTC
From: wmagro@uiuc.edu
Message-ID: <BrCJ04.64@news.cso.uiuc.edu>
Source record: 219776

```
In article <l61n13INN6be@aludra.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:
|> In article <a5fb34d0@Kralizec.fido.zeta.org.au>
michael.smith@f842.n680.z3.fido.zeta.org.au (michael smith) writes:
|> >Original to: rosenkra@convex.com
|>
|> Sorry, just had to post about this when I read it.
|>
|> >Bill - why not ignore him?? 8) (btw I can't get that nroff of yours to
|> >compile with anything... 8( HSC 1.33i and gcc1.40/mintlib pl20 are both
|> >bogi... HSC bombs while compiling (automatic arrays initialised inside
|> ^^^^
|> >functions??) and gcc produces an unusable binary.) Seeing as it's not
|> >available as a binary distribution, how about a gcc-able version??)
|>
|> What is this? I'm not an English (or anything else) professor, but
|> isn't the plural of bogus, bogus? (like sheep, its plural is the same). Or
|> perhaps it should be "bogum"?
|> Actually, since you were using it as an adjective (ie: substitute
|> flakey, or non-functional), should it be "bogy"? Or perhaps "bogey"?
|> "Bogusey" sounds stupid and therefore shouldn't be considered.
|> "bogussal" perhaps?

The above construction is a predicate adjective. To discuss the plural
form of an adjective is, of course, pointless.
```

471. never mind...

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 21:21:28 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <BrCJBu.DI@news.cso.uiuc.edu>
Source record: 219778

Never mind the adjective thing. I clicked on send instead of abort at this end, and wouldn't you know the cancel function doesn't work on this reader...

--Bill

472. 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 22:10:46 UTC
From: lonewolf@sphere.demon.co.uk
Message-ID: <711065446snx@sphere.demon.co.uk>
Source record: 219834

In article <memo.517920@cix.compulink.co.uk> apelled@cix.compulink.co.uk writes:

>>You need a RTS/CTS-Patch, cause the serial-in buffer becomes flooded if
>>something slows down the comp...
>>
>>bye
>
>i thought i did. Must be something else. What if it's coming in so fast
>that it doesn't even reliably get to the buffers. i presume there is some
>kind of interrupt to service the buffers. i presume if it can't respond
>quick enough to grab the data from the USART and shove it into memory then
>you'll get overun errors.

Exactly the problem, even with a fully functional RTS/CTS patch the ST can
only manage about 2500cps reliably. I've tried this with various things
hooked to the ST and always get around 2500cps. So if you have a 14400bps
modem that's running V42b on a textfile, the ST can't cope with the probable
3300-3400cps data rate, your RTS/CTS patch tells the modem to stop while it
catches up and somewhere along the line you loose some data.

Iain

* Origin: Sphere - There can be only one..

Iain Paton +44-294-221350
Inet: lonewolf@sphere.demon.co.uk ipaton@cix.compulink.co.uk
FidoNet: 2:259/5 NeST: 90:5001/0

473. Re: 38400 BAUD -- POSSIBL

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 22:14:02 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Jul13.221402.27931@beaver.cs.washington.edu>
Source record: 219779

In article <1580.79.uupcb@outlan.ersys.edmonton.ab.ca>
jeff.molofee@outlan.ersys.edmonton.ab.ca (Jeff Molofee) writes:
>It is possible to set your system at 38400 via HSPD_232.ACC or by using
>a hardware modification. Locking your port at 38400 would affect a
>connect to a 9600 baud BBS... just leave your FLOW control on, and avoid
>using DIRECT connects. So how do you like your fax/modem? I have one
>as well, and am disappointed by it's cps. I figured I would get around
>2000 at least, and instead I get like 1450 - 1650. I've been told that
>that is good, but I dont think so...
>

Well, the way I figure it, a 2400 baud modem can never go faster than
300 CPS, at least not without any type of compression (that is, a normal
2400 baud modem). Then add in the error checking and whatnot, and you
get an average (non-compressed, remember) speed of about 230 CPS. So,
a 9600 without any compression would max out at 1200 CPS, with an average
somewhere around 920 CPS. It seems that you're doing pretty good at
1450-1650, especially if you are transferring compressed binaries and
stuff. This is a perfect example of how the compression can eliminate
the overhead required for error checking and then some.

>Also, have you found any FAX software that works with the Modem? I
>haven't found any yet... I have heard of a program called Fastfax or
>something like that though that should work. It's too expensive though.
>
Try Straight Fax from Joppa Computers, I hear it is a very good program
for 9600 Faxmodems.

Good luck,

Ben Gilbert
bgilbert@cs.washington.edu

474. 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 22:25:19 UTC
From: lonewolf@sphere.demon.co.uk
Message-ID: <711066319snx@sphere.demon.co.uk>
Source record: 219835

In article <l61lgaINN5j5@aludra.usc.edu> baffoni@aludra.usc.edu writes:

>if you read above it does anyway). BTW, does anyone know if v42bis> compression
>is better than say ARC? I would presume so (I have yet to see ARC do 4:1
>compression) but would it necessarily be able to compress it further or would
>the ARC compression hamper the compression routines of V42bis? In other
>words, would it be faster to send unARCed files as opposed to ARCed files
>(I know it would be futile to do so with .LZH or .ZOO)?

V42bis will only do 4:1 on the right kind of data, I seem to remember this
has to be a set of repeated 6 character strings.
On 'real world' data 2:1 is probably over optimistic.

For an example of what ARC can do look at this:

```
Name Length Storage SF Size now Date Time CRC
================ ======== ======== ==== ======== ========= ====== ====
TEST.TXT 29867 Crunched 99% 115 13 Jul 92 11:11p 1e1c
```

Again, this is the 'right' kind of data - a file full of spaces, but gives
something like 259:1

Iain

* Origin: Sphere - There can be only one..

Iain Paton +44-294-221350
Inet: lonewolf@sphere.demon.co.uk ipaton@cix.compulink.co.uk
FidoNet: 2:259/5 NeST: 90:5001/0

475. Re: WINX - still only 4 window

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 22:32:00 UTC
From: Mick_Schmidt@hb.maus.de
Message-ID: <A19858@HB.maus.de>
Source record: 219671

>>Is everything the way it is supposed to be (still only 4 windows in
>>desktop) or do I have to change something ?

>Yeah, get WINX 2.0, it offers 40 windows within the desktop, control elements
>in all window (not only the topped one). The only problem is that you've got
>to copy the whole GEM into the RAM in order to give WINX a chance to patch
>it. That shouldn't be a problem on a 4 MByte machine like yours or mine, but
>the 512 KByte or 1 MByte are going to get some trouble....

Well, there is still the option to patch the GEM and burn it.
WINX 2.0 has an Option to patch a TOS.IMG File (or readout the TOS and patch
it). I have just done that and now I have WINX in ROM and save the ~150KByte
which otherwise would be used for the GEM in RAM.

Really nice to have all that nifty features without "loosing" memory. ;-)

Bye Mick
--
Michael Schmidt | Mausnet: Mick Schmidt @ HB | Hear me now
Kopenhagener Str. 145 | Fido : Mick Schmidt%Maus HB (242/2.6)| and believe
2820 Bremen 77 | Usenet : Mick_Schmidt@hb.maus.de | me later!
Germany | g16m@alf.zfn.uni-Bremen.de | (Hans
Tel. +49 421 63 52 70 | | & Franz)

476. Re: Software trashing hardware

Newsgroup: comp.sys.atari.st
Date: 1992-07-13 23:15:48 UTC
From: boyd@phi.cs.fsu.edu
Message-ID: <1992Jun29.004209.3720@mailer.cc.fsu.edu>
Source record: 219781

In article <1992Jun24.153937.27253@usho93.hou281.chevron.com>,
xepama@usmi02.midland.chevron.com (P.Mann) writes:

|> Although the question has been moot for years, I have always been
|> curious as to what actually was going on. Has anyone ever seen another
|> case of a particular piece of software breaking hardware?

I am not sure if either of these two have been mentioned, but:

Pet computers (ancient Commodore stuff): There was a particular
poke one could perform that would case the processor
to get caught in an ever-increasing tight loop. Eventually,
heat would destroy the processor.

Pyro Virus (a bit more violent): PC virus that will detect the
presence of a multisync monitor, wait for several
hours of inactivity, and will resync the monitor to a
very small area in the center of the screen. If it is a
good multisync, you get a dot permanently burned into the
phosphor coating. If it is a cheapy, you get implosion and
possible flames (hence the name).

--
----------------------------------+--
Mickey R. Boyd | "What a terrible thing to have lost
FSU Computer Science | one's mind. Or not to have a
Technical Support Group | mind at all. How true that is."
email: boyd@nu.cs.fsu.edu | -- Vice President Dan Quayle
----------------------------------+--

477. Re: Cross stitch patterns.

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 01:59:19 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul14.015919.21367@peponi.wcc.govt.nz>
Source record: 219783

In article <SIE.92Jul13160054@introitus.fulcrum.bt.co.uk>, sie@fulcrum.bt.co.uk (Simon Raybould) writes:
>Does anyone know of a ST program for producing cross stich patterns,
>preferably from .spc/.spu format graphics files.
>
>Cheers
>
>Sie
>
>--
>Simon J Raybould (sie@fulcrum.bt.co.uk) // {o.o}
>"Only joking ... Or am I ?" - Vic Reeves \X/AMIGA \-/
>==
>Fulcrum communications L.T.D., Fordrough Lane, Birmingham, B9 5LD, ENGLAND.

A firm here is using a TT for some commecial textile work, the complete system was suplied by a USA company..

If you like I can get some more info on this..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

478. Re: PageStream Update

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 02:28:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9342@uqcspe.cs.uq.oz.au>
Source record: 219784

ekrimen@wet.UUCP (Ed Krimen) writes:

>warwick@cs.uq.oz.au writes:
>> Pagestream 2.2b can import Calamus Vector Graphics files (CVG).
>>
>>Now there is no excuse to use Calamus (except that the Softlogic programmers
>>still haven't worked out how to optimise screen-area redraws).

>Or, one might say, there's still no excuse to use Pagestream, even though it
>can now import CVG files. ;^D

Hah! Well, it doesn't matter HOW good Calamus is! The fact is that
more people use PageStream, and that makes it BETTER. Besides, Calamus
is just for games. And to upgrade Calamus, you have to void the
warantee and open it up, while with PageStream, it's a simple matter of
plugging in another bored, because it's an open system. Sure, the
display is slow, but that's just because it isn't designed for
animation, which isn't necessary for SERIOUS decktop publishing. And
now, with PageStream 5, you can have documents larger than 640K
(provided no single object is larger than 64K, but that doesn't matter,
since only game-desktop users need that).

><nudge nudge> <poke poke> :^)

:-)

--
Warwick
ps. Yes, this is an attempt at jest. Both programs have there own
advantages and disadvantages. PageStream, as far as I know is not
limited to 640K, and it's actually EASIER to ad features to Calamus SL
than PageStream (Although the same can probably not be said for
original Calamus.
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

479. Re: Atari Trakball to mouse conversion

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 02:33:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9343@uqcspe.cs.uq.oz.au>
Source record: 219785

guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:

>Yo!
-yo.

>I am searching for instructions to make an Atari CX80 Trakball behave as a
>mouse. Does anyone have some? And, is the right Trakball button working
>as a right mouse button or just as an additional left one? I hope the
>CX80 is the Atari Trakball model that is to be modified, the package was quite
>old ((c)1983), and as far as I have heard, there are newer models one cannot
>modify.

I was given this message just recently:

****

Newsgroups: comp.sys.amiga.hardware
Path:
titan!trlluna!bruce.cs.monash.edu.au!munnari.oz.au!uunet!orca!javelin.sim.es.com!blgardne
From: blgardne@javelin.sim.es.com (Dances With Bikers)
Subject: Trackball hacks collection, LONG (Was: Trackball info wanted.)
Message-ID: <1992Jun19.184940.25461@javelin.sim.es.com>
Reply-To: blgardne@javelin.sim.es.com
Organization: Evans & Sutherland Computer Corporation
References: <Thomas_Bird.0h4z@agwbbs.new-orleans.LA.US>
<1992Jun13.175649.26417@doug.cae.wisc.edu> <1992Jun19.074426.23783@unibi.uni-bielefeld.de>
Date: Fri, 19 Jun 1992 18:49:40 GMT
Lines: 824

iskurtz@techfak.uni-bielefeld.de (Stefan Kurtz) writes:
>In article <1992Jun13.175649.26417@doug.cae.wisc.edu>, kolstad@cae.wisc.edu (Joel
Kolstad) writes:
>|> If you're looking for a cheap trackball for the Amiga, some Commodore
>|> employee (! -- not as one, though, just as himself) posted a hack to let you
>|> use an Atari 2600 trackball. These currently run for $9.95. Atari 5200

>Just what I'm looking for...
>Any idea where i can get this hack ?

It's been a long time since I've reposted this, so here's the "trackball
hack collection". I can't remember if it's mentioned in the stuff below,
but in spite of having a few hacked trackballs around, for the past year
or two I've been using the Microspeed AmTrac trackball. The ball motion
isn't nearly as smooth as my Wico (cheap plastic bushings instead of
ball bearings), but the huge buttons surrounding the ball make it much
easier to use than any other trackball I've seen. Of course I couldn't
leave well enough alone. I've hacked the AmTrac to use the middle button

as either the standard clock-hold function or as the middle mouse button. Sorry, I haven't documented that hack, but all it took was a new (9 wire) cable, a switch, and a bit of fiddling.

NOTE: Some of the info below is redundant, and some hacks are much easier to do than others. Read the whole thing before digging out your tools.

The flow of hacks never stops, appended to the end are a couple of hacks found in comp.sys.atari.st. With minor changes, they'll work on the Amiga.

Blaine Gardner 2/19/91

%%%

A one line mention of my trackball hack has stirred some interest again, and since it's been more than a year since I posted it, I'm reposting my trackball-to-Amiga-mouse hack. I'm also including the other two trackball hacks that have appeared on the net. Choose the one you like best, and kiss your warranty goodbye!

==========
Notes from George Robbins on my original posting:
==========
Per request, I am reposting the original article on converting WICO and perhaps Atari 2600 trackballs to mouse-compatible devices. While I have not tried the conversion, what the original author describes seems to be quite reasonable.

One other approach that might be easier would be to obtain a spare mouse, extract the little logic board and attach it to the various LEDs, photo-sensors and switches...

The original article in comp.sys.amiga describes how to convert WICO and Atari 2600 track balls to work with the Amiga. Converting for the Atari ST is essentially the same, except for some disagreement between Atari and CBM on which quadrature signals go to which "joystick" lines.

Pin	Amiga	Atari
1	Vertical X-B	
2	Horizontal X-A	
3	Vertical-Quatrature Y-A	
4	Horizontal-Quadrature Y-B	
5	Pot X N.C.	
6	Left Button	Left Button
7	+5V	+5V
8	Ground	Ground
9	Pot Y-Right Button	Right Button

As you can see, the pin-outs are compatible enough that no harm will result if the two are interchanged, however since the quadrature outputs don't match up you will get pointless twitching instead of useful motion. Simply switch the wires going to pins 1 thru 4 until you get it right.

A minor problem is that the WICO trackballs are discontinued, so unless you already know where to find one, you may have problems.

==========
My original posting:
==========
Original (corrected) article from blgardne@esunix.UUCP (Blaine Gardner):
~Title: Wico trackball mouse VERSION 2.0 (BUG FIX & ATARI NOTE)

Ok, here it is, sorry I took so long to post it. I have tried to make this understandable, if you don't know what an LM 339 or a DB9 is, maybe you shouldn't try this.

Wico track ball modification.

Converting the Wico track ball into an Amiga mouse compatible track ball is a fairly simple procedure. But if you are uncomfortable with a soldering iron, get some competent help.

You could damage your Amiga if you make a mistake when assembling this project! You could also void your Amiga warranty! You will definitly void your trackball warranty!

YOU HAVE BEEN WARNED!!!

Ok, now that that's out of the way here are the gory details.
The stock trackball contains a small pc board, this will be removed and replaced with one containing an LM 339 quad comparator.

The comparator simply converts the output of the opto-coupler to a TTL level pulse. Both the X and Y axis use two emitter-detector pairs. The output of each of these detectors is fed through one of the comparators. The output of the comparator is then fed to the Amiga's mouse port. Since the output of the trackball will be identical to the mouse's output, the modified trackball will work with ALL software that uses the mouse.

Here we go!
Remove the 6 (six) screws from the bottom of the trackball case and open it (right-side-up please). In the lower-right corner there is a small pc board with two connectors. Remove the board & connectors. You can toss the board, and the cable that has the joystick connector. (The cable only has 7 wires and we need 8. You can scrounge the 11 pin male header off of the board.)

Cut a piece of perf board the same size as the original board. Just make sure it fits in the same place as the original. The plastic grooves will hold it perfectly.

Two cautions here: make sure the top can be screwed down without hanging up on the new board, and make sure all your components will clear the standoff near the board!

Using the (crude) schematics below, wire up the circuit. You will need to drill a hole in the case to mount a second switch (for the right button). Make sure the second switch will clear all existing hardware! Wire the second switch between ground and pin 9 on the DB 9 connector.

It is a good idea to place a medium sized capacitor (10-20 uf) across +5 and ground where power enters the perf board.

Parts List:
Wico Trackball #72-4545
Wico Corporation
Consumer Division
6400 W. Gross Point Road
Niles, Illinois 60648
800-323-4014

Joystick Extension Cord Radio Shack #276-1978
LM 339 Quad Comparator Radio Shack #276-1712

14 pin DIP Socket Radio Shack #276-1999
Soft-Touch Switch Radio Shack #275-1566
Perf Board
11 pin Male Header (can be removed from Wico)
10 - 20 microfarad capacitor (12V or higher)

Resistors (1/4 or 1/8 Watt, 5% tolerance)
280 Ohm (4 each)
3.3K Ohm (4 each)
6.8K Ohm (4 each)
100K Ohm (4 each)

Wico TrackBall Internal Connector

(Color code assumes Wico is consistent in their wiring.)

1 Pushbutton White
2 +5 (Y-axis) Red
3 +5 (X-axis) Red
4 Ground (Pushbutton) White
5 Ground (X-axis) Black
6 Ground (Y-axis) Black
7 N/C ---
8 Y-axis output Violet
9 Y-axis output Blue
10 X-axis output Green
11 X-axis output Yellow

Pinouts for LM 339

```
------------------------
| 14 13 12 11 10 9 8 |
) |
|. 1 2 3 4 5 6 7 |
------------------------
```

1 Output 2
2 Output 1
3 +5 Volts
4 Input 1-
5 Input 1+
6 Input 2-
7 Input 2+
8 Input 3-
9 Input 3+
10 Input 4-
11 Input 4+
12 Ground
13 Output 4

14 Output 3

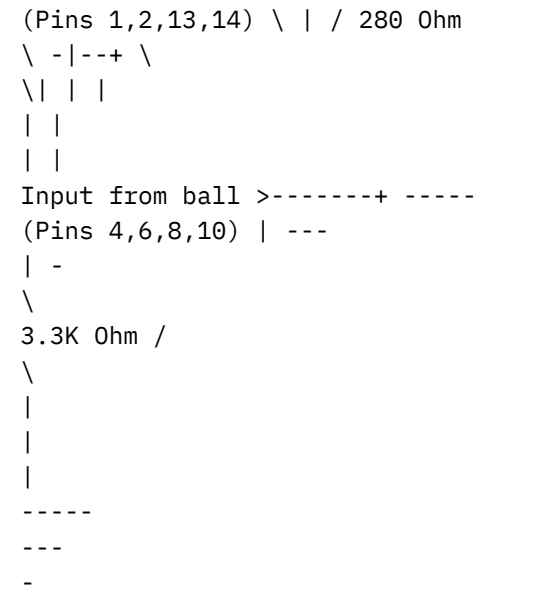
Amiga Mouse Connector (DB 9 Female)

\ 5 4 3 2 1 /
\ 9 8 7 6 /
---

1 V pulse
2 H pulse
3 VQ pulse
4 HQ pulse
5 N/C
6 Button 1 (Left)
7 + 5 Volts
8 Ground
9 Button 2 (Right)

Connections from Wico | Connections from LM 339
11 pin socket to LM 339 | to DB9 (Mouse port connector)
|
Wico -> LM 339 | LM 339 --> DB9
---- ------ | ------ ---
1 (to pin 6 on DB9) | 2 1
2 3 __+5 Volts | 13 2
3 3 / | 1 3
4 12 \ | 14 4
5 12 >--Ground | N/C 5
6 12 / | (pin 1 on Wico) 6
7 N/C | +5 Volts 7
8 4 | Ground 8
9 6 | 9
10 10 |
11 8 |

O +5 Volts O +5 Volts
| |
\ \
3.3K Ohm / / 6.8 K Ohm
\ 100K Ohm \
| |
+-----/\/\/\/-------+ |
| /| | |
| / +|---+------+ (Pins 5,7,9,11)
| /1/4 | |
Output to /__|________/ LM | |
Amiga \ \ 339 | \



There it is! The above information was obtained from the Amiga Hardware Reference Manual, and from tearing apart my mouse & trackball and tracing out the schematics myself. (Mostly from tearing my hardware apart!)

Any errors in the above information are mine (but for a few hours work they can be yours too! |^)), not Evans & Sutherland's. They are kind enough to pay me to play with their computers, they have no control over my ramblings here on usenet.

++
The above infomation is the correct version. In my first posting + 5 volts and button 2 were switched on the DB9 pinouts.

There have been a lot of inquiries about doing the same modification on the Atari 2600 trackball. I hadn't seen the Atari untill two days ago, but I can now tell you that the same procedure will work for it. In fact it is a little easier on the Atari trackball because the LM339 is already present.

Just remove all the components from the board except the 339, the supply voltage filter (inductor + electrolytic cap near the 6 pin header), and resistors R9 - R18. Actually you'll have to remove those too because they are the wrong values, and the 339 socket blocks several traces that need to be cut. (As I remember 430K and 10K should be swapped for 100K and 3.3K respectively.)

The biggest problem is that Atari wired the 339 as a non-inverting comparator, and Amiga uses an inverting comparator. So you'll have to CUT AND JUMPER (those that flinched may leave the room) to get the inverted configuration (see above data for the correct circuit).

I don't plan to do a detailed plan for the Atari trackball, if the above information doesn't mean much, don't try it yourself.

This general plan should work for all trackballs that use a pair of opto-couplers on each axis. The old TG trackball for the Apple II (and probably other computers) will NOT work since it uses a pair of pots.

I hope this helps all you hardware hackers that can't live without a real trackball. Have fun, and don't blow up your Amiga!

==========
Here is the second trackball hack that showed up on the net. This is the easiest one for the Atari 2600 trackball. (This WAS the easiest hack, check the one at the end of this article for the easiest Atari hack.)
==========
>From msl5864@ritcv.UUCP Wed Dec 31 17:00:00 1969
Relay-Version: version B 2.10.1 6/24/83; site esunix.UUCP
Path: esunix!uplherc!utah-gr!utah-cs!ut-sally!husc6!seismo!rochester!ritcv!msl5864
~From: msl5864@ritcv.UUCP
~Newsgroups: comp.sys.amiga
~Subject: Atari Trackball Conversion
Message-ID: <161@ritcv.UUCP>
~Date: Fri, 13-Mar-87 00:19:16 MST
Article-I.D.: ritcv.161
Posted: Fri Mar 13 00:19:16 1987
Date-Received: Sun, 15-Mar-87 00:14:00 MST
~Reply-To: msl5864@ritcv.UUCP (Michael S. Leibow)
Organization: Rochester Institute of Technology, Rochester, NY
~Lines: 43

I just bought a couple of Atari brand trackballs at the local hobby store for 14 bucks and decided to convert one of them to work like a mouse for my Amiga. I followed the instructions that were given a while back for Atari trackballs, and totally ruined the thing. After working on a second one, I studied the circuits myself and have successfully made the modification.

The first part of the modification is quite easy and doesn't need any soldering. THe second part will involve a minor amount of soldering and that is so that the right switch can be disconnected from the left and work like the mouse.

Part I. Open the trackball by removing the screws and prying the two halves apart. There will be a 6 pin connector at the end of the DB-9 cable. Scratch away the foil paths on the circuit board that lead to pins 1 through 4 from left to right. (Two of the foil paths are on one side of the circuit board and the other two are on the other side). Connect the following pins from the 6 pin connector to the pins of the LM339.

6 PIN CONNECTOR LM399
--------------- -----
1 -> 14
2 -> 2
3 -> 13
4 -> 1

I accomplished this by piggy backing a second socket on top of the LM339 and just plugging wires from the connector to the socket. This should complete

part I. To test it out, plug it in to the Amiga and try to use it like a mouse. Both buttons will work like the left button on the mouse.

Part II. In order to make the right button work like the right button on the mouse you will have to buy another cable. In the trackball I bought, there was no wire for pin nine of the DB-9 connector and that is where the right switch goes. So, cut off the old cable and solder the remains of the old cable to the new cable. Cut the red wire connecting the two switches so that the majority of the length is attached to the right switch. COnnect the wire from the right switch to pin nine of the cable. Now the trackball should work just like a mouse. Be very careful that you don't connect the wrong wires from the DB-9 cable to the six pin connector and switches. On my first attempt I switched pins 7 and 8 by accident and blew some of the chips on the circuit board.

I have already built this circuit and I don't believe there are any mistakes in this posting. I am sorry in advance for any mistakes there might be. Also, I have nothing to do with Commodore or Atari.

==========
This is the third (and final?) trackball hack to appear. The advantage of this one is it allows the Atari 2600 trackball to be switched between joystick and Amiga mouse modes. When I built it, the mouse response was pretty jumpy compared to the other two hacks. If you want a game controller, use this hack. If you want a smooth mouse, use one of the other two.
==========
Path: esunix!uplherc!utah-gr!utah-cs!ut-sally!husc6!mit-eddie!mit-amt!mit-caf!rajeev
~From: rajeev@mit-caf.UUCP (Rajeev Jayavant)
~Newsgroups: comp.sys.amiga
~Subject: Atari Trackball Modification
Message-ID: <367@mit-caf.UUCP>
~Date: 8 Jun 87 06:22:47 GMT
~Reply-To: rajeev@mit-caf.UUCP (Rajeev Jayavant)
Distribution: na
Organization: Massachusets Institute of Technology
~Lines: 159

For those of you who've been waiting for an inexpensive trackball, here are the modifications for converting an Atari trackball (model CX22) to emulate an Amiga mouse. This device is different from the Wico trackball which has been previously mentioned on the newsgroup.

One nice feature of the Atari trackball is a joystick emulation mode in which it can be used in place of a joystick. It can be plugged directly into the Amiga and used in the joystick mode. Unfortunately a few modifications are needed to use it in place of the mouse.

KayBee toy stores in the Boston area currently have these things on sale for $9.99 so you should be able to have a fully functional trackball for well under $20.

For those who grow squeamish at the sight of a dismantled trackball, it is possible to build an adapter that can be plugged in between the Amiga and the trackball. The only disadvantage of the adapter apporach is that the second trackball button cannot be used as the right mouse button. Please send me email if you would like instructions for constructing the in-line adapter.

Disclaimer: While I beileve that the instructions provided here are correct, I do not claim any responsibility for the results of your actions. I seriously doubt you can injure your Amiga even if you make a mistake in construction; I do not know if the same can be said for the trackball.

Now for the moment you've all been waiting for. You will need a 74LS86, a 74LS157, and one Radio Shack joystick extention cord (or equivalent 9 conductor cord with a female DB9 connector on the end). Note: Radio Shack does not carry the IC's, but they should be commonly available.

The cord is necessary because the trackball comes with a 7 conductor cord, making it impossible to use both buttons separately. Unfortunately all the Radio Shacks in my area are out of the extention cord thus I had to reuse the cord that came with the trackball and do not yet have a functioning right mouse button.

Open the trackball by removing the four screws on the bottom of the case. Separate the two halves of the case by holding on to the bottom half and pushing a screwdriver through one of the two holes near the middle of the case (they look like they should have recessed screws in them but there aren't any screws). Be careful when separating the two halves otherwise the ball will land on your foot and roll across the floor :-).

In the upper left corner there is a 6 pin connector to which the incoming cable is attached. Remove the connector to expose the six signal pins. I will refer to these as T1 thru T6 (from left to right). The signals on the pins are:

Pin	Joystick Mode	Trackball Mode	Wire Color
T1	left	vertical direction	green
T2	right	vertical pulse	violet
T3	up	horizontal dir	white
T4	down	horizontal pulse	blue
T5	+5 V in	+5 V in	orange
T6	ground	ground	black

The horizontal and vertical pulses (T4 and T2) can be fed directly to the Amiga (to the right pins of the game port, of course), but the HQpulse and VQpulse required by the Amiga must be constructed from the available signals. The HQpulse is simply the XNOR of the Hpulse and the Horiz. direction. Similarly the VQpulse is the XNOR of the

Vpulse and Vert. direction. The two XNOR gates are implemented using a 74LS86 (quad XOR gate). The 74LS157 is a quad 2-to-1 multiplexer that is used to preserve the joystick emulation mode.

CONSTRUCTION NOTES

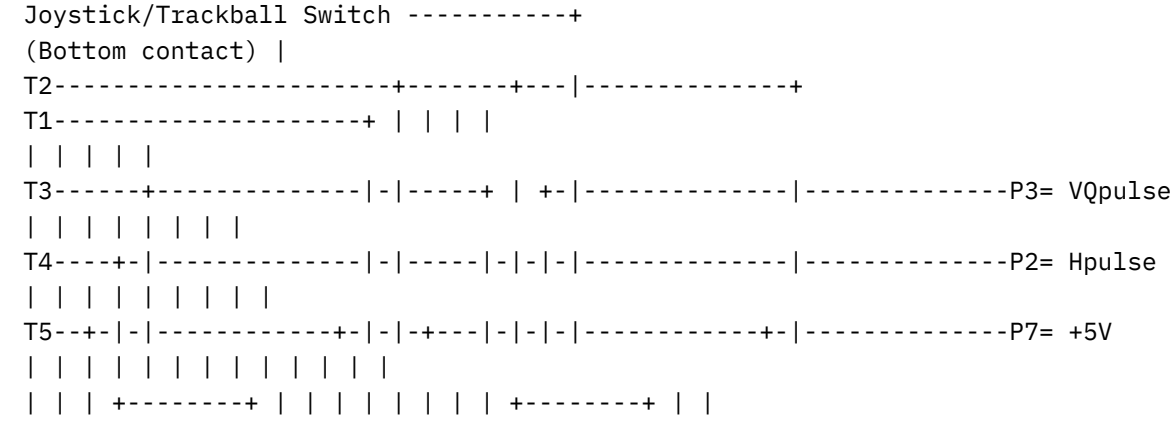
There is plenty of room inside the trackball case, so you can choose just about any construction method you desire. I chose to wire wrap the circuit on a tiny piece of perfboard and mounted it in the right side of the case. I attached the circuit to the trackball by wire wrapping directly onto the posts exposed by removing the six-pin connector. I soldered the incoming cable onto a DIP header (also from Radio Shack) which is then plugged into a third socket on my little circuit board. Being able to easily remove the cable is a big plus since you can keep it out of your way 'til the very end.

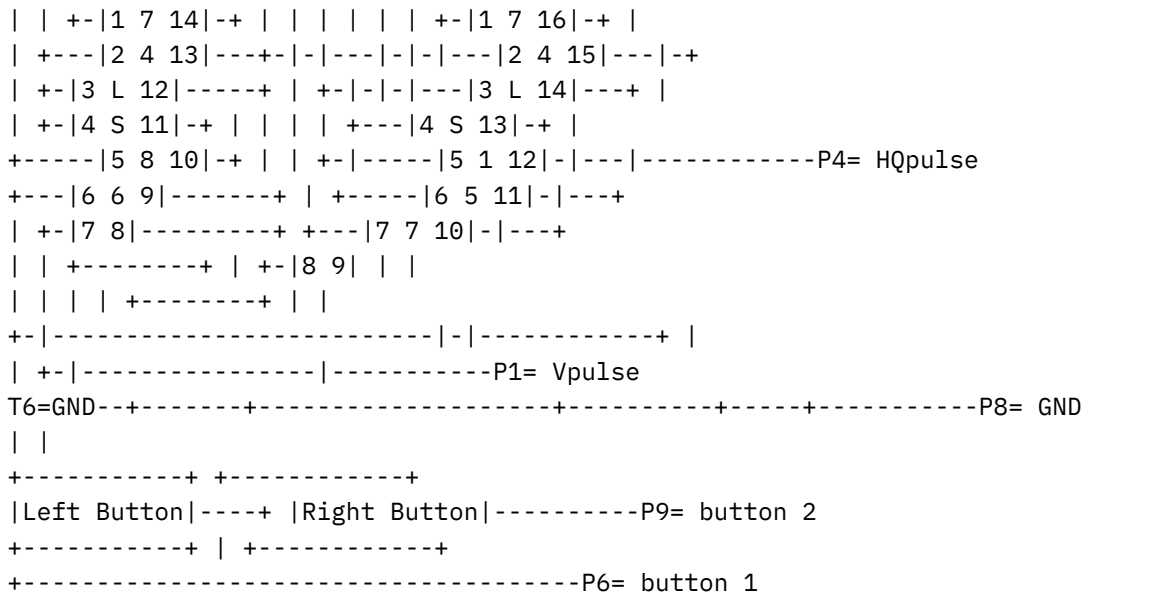
The schematic below shows how to construct the little circuit board. The pins on the gameport connector are referred to as P1 thru P9. Connect the circuit board to the appropriate pins (T1-T6 and P1-P9). The joystick/trackball switch is the little slide switch near the lower left corner of the trackball (top view). You will need to solder a little wire to the bottom-most of the three contacts on the switch.

To get to the contacts on the bottom of the switch, you will need to remove the PC board in the trackball. Lift out the "cue ball" and the two rollers it is resting on. Then remove the two screws holding down the PC board and lift it out. Reverse the process after you've attached the wire to the switch contact with a dab of solder.

To wire the buttons, do the following:
1) Cut the red wire connecting the two switches together.
(also cut the red wire leading to the incoming cable).
2) Connect the black wire to ground (T6).
3) connect the red wire from the left button to P6.
4) connect the red wire from the right button to P9.

SCHEMATIC





TROUBLESHOOTING

Reassemble the trackball after making all connections. Set the joystick/trackball switch to "trackball" and try using the trackball in place of the mouse. If all has gone well, your pointer should move smoothly in response to the trackball movement.

If there is no movement or the movement is *very* jittery, double-check your connections. It is very likely that something is not connected or that two signals have been switched. It may help to try out the joystick emulation mode if you think signals have been crossed (it'll be easier to tell which signals have been crossed!).

Good Luck!
Rajeev

--
/\/\/\

~From: dougp@sbphy.ucsb.edu
~Newsgroups: comp.sys.amiga
~Subject: SIMPLE track ball mod for 2600 track balls
Message-ID: <977@hub.ucsb.edu>
~Date: 12 Nov 88 17:50:18 GMT
~Sender: news@hub.ucsb.edu
Organization: UC, Santa Barbara. Physics Computer Services
~Lines: 32

I just got through reading a whole bunch of ways you can modify
track balls to make them work with the Amiga. I don't know about
the Wico track ball, but for the Atari track ball there is a much
simpler circuit mod than any of those listed. The instructions for
opening the case and adding a second mouse button were correct and
as simple as can be done, so I won't repeat them.

On the 2600 track ball circuit board there are 6 test points along
the front of the circuit board labled TPx where x is a number.
Near the cable connecter there is an IC labled 4019.

instructions:
1) pull out the 4019 IC
2) bend out pins 1,3,5,7
3) put the 4019 back in its socket
4) connect pins 1,3,5,7 to test points TP3,TP2,TP4,TP1 respctively
5) your done, you now have a 1 button track ball.

Comments: This assumes the 4019 is socketed, it was in mine, but since
Tramiel took over that may have changed. This mod keeps the function
of the joystick/track ball switch. I did this back when marble madness
came out, but did not have access to the net to report it at that time.

Disclamer: I poped open my trackball to check this as I wrote it,
however I still disclaim any resposibility for its accuracey or any
problems it causes. Do this at your own risk!

I also modified an Atari 5200 track ball to work as an Amiga mouse,
but I doubt anyone can get one of those, besides, those used brass
shafts to support the ball, and they wear out too fast.

(hows this for a short signature?) Douglas Peale

==========
Ok, as of July 1989, this is the complete list of trackball hacks. If
there are any more, please let me know.

Blaine Gardner.
==========
And one more! As noted at the start of this file, the two hacks below
are for the Atari ST, so make sure you get the pinout right for the
Amiga.
==========
Article 19431 of comp.sys.atari.st:

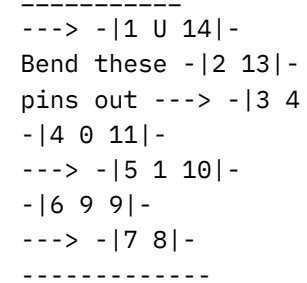
Path: esunix!uplherc!hellgate.utah.edu!cs.utexas.edu!samsung!brutus.cs.uiuc.edu!psuvax1!psuvm!bgb100
~From: BGB100@PSUVM.BITNET (Bruce Blanar)
~Newsgroups: comp.sys.atari.st
~Subject: 2600 track=mouse Mod
Message-ID: <89331.212324BGB100@PSUVM.BITNET>
~Date: 28 Nov 89 02:23:24 GMT
Organization: Penn State University
~Lines: 87

Several people have asked me to post the description of the modifications to
and Atari 2600 trackball to have it work as both a joystick and a mouse for
the ST. Below is the semi-detailed plans I wrote up to perform this mod.
Let me know if any corrections are necessary. Thanks.

Atari 2600 Trackball -----> Atari ST mouse

Here are the mods necessary to convert an Atari 2600 Trackball for use
as a mouse for the ST. Notice that this mod will allow the trackball
to also function as a joystick depending on how the switch on the bottom
of the trackball is set (T=mouse, J=joystick). The only major drawback
of this mod is that the trackball has only one button...the left mouse
button. (but, hey, how many programs use the right mouse button?)

OK, here goes...
1. Figure out how to open the trackball.
There are a few (4?) screws on the bottom of the trackball. Once
the screws are out, you should be able to pry the top half off.
2. Take out the ball (looks like a billard ball!).
Look on the board for a chip marked 4019. If this chip is socketed,
you're lucky (the mod is much easier). If it is not, well...
In any case, this chip has to be removed. DON'T destroy it! It
is still needed. Normal CMOS precautions apply. Static can KILL!
--At this point, you should have the 4019 out of the circuit. If it
was not already in a socket, I would suggest putting a socket in.
3. Find the pins 1, 3, 5 and 7 on the 4019 chip. Use the diagram
below if you are not sure. Bend these pins up so that they point
either up or out to the side. These are the pins that will be used
for the 4 wires in this mod. They will not have to be reinserted
into the socket where the chip belongs.



4. To make things easier to solder, reinsert the 4019 into the socket.
5. Now, 4 wires must be soldered into the circuit. Use the table
below to know which wires go where. All connections to the circuit
are either to the 4019 or to Test Points (TP) on the circuit board.

Pin # on 4019 | Connection point
---------------+--------------------
1 | TP1
3 | TP2
5 | TP4
7 | TP3

6. Recheck all the solder joints to make sure no solder bridges exist.
Reinstall the billard ball onto the rollers.
7. Close up the trackball. Set the selector switch on the bottom of
the trackball to T (trackball=mouse). Plug it into the ST and
Boot up the computer. Try it out. All should be OK. If the
pointer movement is not correct, then a connection was not properly
installed. Pull everything apart and recheck.

You should now have a functioning track-mouse (or whatever you want to
call it). I derived these plans from some I saw on the net for making
the Atari trackball work on the Commodore Amiga. I have also seen
plans for making the trackball work on the ST, but the joystick
functioning was messed up.

If you have any problems/questions don't hesitate to send me a note at:
BGB100@PSUVM.BITNET
No guarantees on a quick reply (final exams and holiday break coming up
in a few weeks). Also, I must include the standard disclaimer. I have
built one of these and will be making another for a friend soon. I
have experience in working with Atari computers and electronics. If
you are not sure of yourself, ask someone you know for help. I don't
mean to discourage anyone from trying, but I cannot take responsibility
for anyone else's mistakes. If I have made an error in these plans,
I appologise. If you find a critical mistake, please let me know.

With all of that said, Good luck and happy trackballing!

Bruce Blanar

=-=-=-

Message-ID: <89331.213325BGB100@PSUVM.BITNET>
~Date: 28 Nov 89 02:33:25 GMT
Organization: Penn State University
~Lines: 48

Below is a decription of the mod need to be made to a Commodore Amiga mouse
to get the mouse to work on an Atari ST. The Amiga mouse offers a faster
(slightly) tracking rate and two very comfortable buttons to use. The
mod is easy to do and provides a very nice mouse. Enjoy!

Commodore Amiga mouse -------> Atari ST mouse

This is the mod for a Commodore Amiga mouse conversion to ST mouse. No
big deal about the difficulty of the conversion, but still be careful
about what you do. I have included the original wire order by color so
that if you do mess something up, it is here. If the wires in your
mouse are different colors, I suggest writing down the color order before
starting in case you switch the wrong wires. Then you can go back to
START and begin again.

OK...here it is. All it involves is switching two wires on the connector
going to the mouse circuit board. I'll give the before and after views e
of the connector wires in order from back to front (of the mouse).

Before To use on an Atari ST
--------- -----------------------
Black Black
Blue Blue That's it!
Brown -----\ /-------- Yellow
Orange \/ Orange
White /\ White
Yellow -----/ \-------- Brown
Red Red
Grey Grey

Like I said, the mod is not difficult. The standard disclaimer applies.
I cannot take responsibility for any misfortunes that may befall you
because of your using these plans for the mod. I have performed this
mod and I know it works. I ripped the whole mouse apart trying to figure
it out before I found out I just had to switch two wires. If you need
help with the mod, ask someone you know who has the expertise to do it.

Good luck!

Bruce Blanar

=-=
__ __ __ Bruce Blanar |"Everybody need a mood lifter,
|__) | _ |__) Penn State University | Everybody need reverse polarity."
|__).|__|.|__). BGB100@PSUVM.bitnet | -Rush
voice: (814)862-8036 |

--
Blaine Gardner @ Evans & Sutherland 580 Arapeen Drive, SLC, Utah 84108
blgardne@javelin.sim.es.com uunet!javelin.sim.es.com!blgardne BIX: blaine_g
DoD #46 My other motorcycle is a Quadracer. FJ1200

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

480. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 02:35:23 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1992Jul14.023523.23814@mnemosyne.cs.du.edu>
Source record: 219787

I get about 1800 cps on my modem/ste setup.. I have a v32/v42.bis
setup with the new serial fix program and cpx.. It really hums.. ;-)

John

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@isis.cs.du.edu
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!john

481. WriteNow3.0 on Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 03:31:40 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jul13.233140.4072@newstand.syr.edu>
Source record: 219798

Is anybody using WriteNow 3.0 on Spectre? I've used earlier
versions of WriteNow and been very happy with its performance
(it is small and fast). I have not been able to get v3.0 to
work, however. It appears to install perfectly fine, but
always "unexpectedly quits" when I try to run it.
Does anybody else have a different experience?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

482. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 03:33:07 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l64injINN14n@aludra.usc.edu>
Source record: 219789

In article <2049@devnull.mpd.tandem.com> dunham_jerry@tandem.com (Jerry Dunham) writes:
>In article <3778@news.duke.edu> bigham@acpub.duke.edu (Scott Bigham) writes:
>}Are you sure about this? I'm almost certain I was using this trick long
>}before I upgraded.
>
>When I saw this on usenet sometime over the past couple of weeks, I went
>home and tried it. It worked fine, and I've found good uses for it ever
>since. AFTER I tested it, I read on here that it didn't work on the early
>TOSes. I guess you'll have to chalk this one up to another case of my ST
>being too ignorant to know it can't do it, since I'm running TOS 1.0 (1985).

I am at home right now and I just tested this. Although I can run the
program in the non-topped window, it does _not_ set the default directory to
the topped window. I ran 1stword with my telcomm directory topped and the
1stword dir was the default. I ran Uniterm with my 1stword dir topped, and
the default for all loads was the Uniterm directory. Were you able to get
the correct default directory? If so, what program were you running? I have
a 520ST with TOS 1.0 in ROMs. I guess perhaps my computer is too smart and
it "learned" some bad habits....:)

>
>To whomever originally posted this trick, thanks. I would never have dis-
>covered this on my own, and it's handy for many tasks far beyond unarchiving.
>It should probably go in the FAQ for new users.

Just out of curiosity (I'm so nosey I can smell a different continent
:) what do you use this feature for? What applications, situations, ...

> --Jerry Dunham
> dunham_jerry@tandem.com
> 400, 600XL, 800XL, 520ST
>

-Mike

483. Re: Cross stitch patterns.

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 03:34:26 UTC
From: nelson@nomad.Kodak.COM
Message-ID: <3397@eastman.UUCP>
Source record: 219806

In article <SIE.92Jul13160054@introitus.fulcrum.bt.co.uk> sie@fulcrum.bt.co.uk (Simon Raybould) writes:
>Does anyone know of a ST program for producing cross stich patterns,
>preferably from .spc/.spu format graphics files.

STITCH_X by Chet Walters produces cross-stitch patterns from Degas files.

There's a copy on atari.archive.umich.edu in /atari/new/stitch_x.lzh.

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@kodak.com
Eastman Kodak Company |
Rochester, NY 14653-5221 |

484. Re: pagestream upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 03:49:54 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Jul14.034954.20097@magnus.acs.ohio-state.edu>
Source record: 219790

In article <BrCIx3.4u@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>
>I upgraded my pagestream 2.1->2.2b yesterday. It seems that
>screen redraws are a bit quicker, though the same font display
>bugs are there.
>
>The real joy came when I went to print on my deskjet. Two bombs
>is all I got. I rebooted with a completely clean system, and
>still got two bombs. I reloaded the old deskjet driver--two
>bombs. Whether printing to file or to the printer I always
>get two bombs.

Well, I can't help you there, but I can say that I'm having the exact
same problem when I try to use the EPSONX driver from v2.1. Two
bombs, then back to the [Neo]desktop. This is VERY ANNOYING! Anybody
out there who knows what's going on or who can forward these problems
to Soft-Logik, please help us out!

Joe

--
__________ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | No response on any Starfleet channel, sir. However,
`---- | there is a related thread ongoing in rec.arts.startrek.

485. CrackArt question

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 03:52:19 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Jul14.035219.20155@magnus.acs.ohio-state.edu>
Source record: 219791

Quite-possibly-stupid question time:

I can't get the relax games in CrackArt to run. I've tried putting the two .GAM files in the same directory as CA, in a subdirectory called GAMES, and in a GAMES directory on the root. No go. I click on the RELAX button, and all I get is an annoying ``PING!''

What am I doing wrong?
Thanx for any help.

Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | No response on any Starfleet channel, sir. However,
`---- | there is a related thread ongoing in rec.arts.startrek.

486. Re: What's up with STReport?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 04:02:56 UTC
From: aj434@cleveland.Freenet.Edu
Message-ID: <1992Jul14.040256.14419@usenet.ins.cwru.edu>
Source record: 219792

In a previous article, lectro@hardy.u.washington.edu (Jonathan E. Maier) says:

>Howdy,
>
> Is issue #817 the last of STReport, or is it being stored someplace
>other than atari.archive.umich.edu now?
>
ST Report and Atari Advantage Online are available on the Cleveland Freenet.

Telnet to freenet-in-a.cwru.edu and sign in as "guest". Once you get through the administrivia, do a "go atari" and follow the menus to the online magazines.

Bruce Nelson
aj434@cleveland.freenet.edu

487. Re: pagestream upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 05:26:34 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <Jul14.052634.18401@yuma.ACNS.ColoState.EDU>
Source record: 219794

In article <BrCIx3.4u@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>
>I upgraded my pagestream 2.1->2.2b yesterday. It seems that
>screen redraws are a bit quicker, though the same font display
>bugs are there.
>
>The real joy came when I went to print on my deskjet. Two bombs
>is all I got. I rebooted with a completely clean system, and
>still got two bombs. I reloaded the old deskjet driver--two
>bombs. Whether printing to file or to the printer I always
>get two bombs.
>
>As a test I printed to disk with other drivers, and there was
>no problem. Is anyone else seeing this wacky behavior?
>
>--Bill Magro
> CUSTUG Secretary

I have printed to Postscript Printer with no problems. I tried the option where
you can avoid sending the header for each page by typing a "special" instruction in the
Printer setup. That also worked well. Maybe the deskjet driver has the bug.

Bob Komvies

488. HSPD_232

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 05:56:04 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul14.055604.18897@msuinfo.cl.msu.edu>
Source record: 219800

Hello... I keep reading news items about an ACCessory called HSPD_232
but can't seem to find it anywhere on atari.archive. Can anyone tell
me where it's hidden or if it's available by ftp from somewhere else?

Thanx!

-MOlin

489. Re: copy rights?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 05:57:13 UTC
From: krs@ardvar.moundst.mn.org
Message-ID: <1992Jul14.055713.460@ardvar.moundst.mn.org>
Source record: 219807

In article <Br7Gq2.LEB@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>
>Does anyone know what the official copyright status is of programs
>like PC Ditto, once their copyright holder dissolves and
>discontinues the product.
>
>Are we allowed to snap up copies from our friends and neighbors, or
>are the copyrights still valid, so that we can only legitimately
>obtain the program by purchasing a used original?
>
>Just curious. Flame me for asking an honest question, and I will
>call you a fool.
>
>--Bill

I would bet that Bill Teal (a.k.a Avant Garde) wouldn't be willing to
come out of hiding long enough to pursue legal action against copiers
of PC-Ditto.

Every time I think about the $150.00 I spent on my utterly worthless
PC-Ditto II, I get extremely angry.

--

I've spent so much on this computer, I can't afford a signature
Kent Schumacher

490. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 06:04:40 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul14.060440.20678@msuinfo.cl.msu.edu>
Source record: 219795
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

baffoni@aludra.usc.edu (Juxtaposer) writes:

> Why should you care if your system is LOCKED at 38,400 if your modem
>can handle it? Remember that the speed of the link from the computer to the
>modem is irrelevent to the speed at which the modem connects to another modem.
>You could conceivably have a 76.8k connection to your modem (if it could

<stuff delete>

Yeah, I know. What I failed to get across is that my 9600 connection to
another computer is done via null modem. I NEED to be able to set my
cpu down to 9600, so I'm not willing to lock my system at 38400 (
although I'd sure like to see it once!)

Got any idea where I can find the HSPD_232.ACC file I keep reading
about around here?

-MOlin

491. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 06:26:00 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jul14.062600.2306@elroy.jpl.nasa.gov>
Source record: 219793
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jul12.043202.19943@msuinfo.cl.msu.edu> molin@crs.cl.msu.edu (Michael Olin) writes:
>mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>>it was possible to make the ST take data at 38,400 baud since I am
>>planning on purchasing a 14.4K modem and the fastest speed the ST can now
>>receive data at is 19.2K. Since the modem compresses text as it receives
>>it, it is fairly likely that the throughput might exceed 19,200 baud (in
>>which case I am losing valuable speed.)
>
>I am interested in this as well, although the notion that my machine would
>be LOCKED at 38,400 isn't acceptable to me. I often times use my ST
>to connect to another machine that runs at a maximum of 9600, so I'd need
>to be able to set the system back down.
>
>For what it's worth, I'm using a Supra 14.4 data/FAX modem right now
>and it's working out just GREAT. I wondered about it being limited by
>the ST operating at a max of 19.2, but often times I'm transferring
>compressed data, so I don't think it's being held back TOO much...

If you do the crystal change, you won't be locked in at 38,400baud, but you *will* need to patch your XBIOS Rsconf routine to set the right delay values for each speed, and to allow you to select faster speeds than 19200. Then as long as all your telecom software uses the standard Rsconf values to set the serial port speed, as opposed to messing with the MFP timer directly, you'll be OK. There's really no good reason for a program to be tweaking the timer itself, unless the program is trying to use the timer for a purpose other than a baud rate generator, which is really reaching...

Hm. I think I missed something, it occurs to me that to get 38400 baud thru the MFP, you need a crystal twice as fast as the current one. The current one is 2.4576MHz, and doubling that would exceed the MFP's maximum clock speed of 4 MHz. That's assuming you stick to playing by the rules and using async mode. If you get rid of that internal divide-by-16 you get a much wider range of possible speeds, but it's never seemed too reliable to me.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

492. Re: Demos....

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 06:41:54 UTC
From: heide@uni-paderborn.de
Message-ID: <1992Jul14.064154.12035@uni-paderborn.de>
Source record: 219797

```
>A while back, someone posted a ftp site in germany that has demos,
>could someone please tell me that site? I had it somewhere, but have
>lost it..

Try one of the following addresses:
- ftp.uni-kl.de (131.246.9.95)
pub/atari/demos
- ftp.uni-stuttgart.de (129.69.1.12)
pub/atari/ftp-kl/demos

Keep ftp'ing

M M IIII K K EEEEE
MM MM II K K E
M MM M II KK EEE
M M II K K E
M M IIII K K EEEEE

*****************************************************************
* Mail-Adress : *
* heide@uni-paderborn.de *
*****************************************************************
```

493. Re: What's up with STReport?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 06:43:07 UTC
From: lectro@hardy.u.washington.edu
Message-ID: <1992Jul14.064307.29250@u.washington.edu>
Source record: 219796

In article <1992Jul14.040256.14419@usenet.ins.cwru.edu> aj434@cleveland.Freenet.Edu (Bruce D. Nelson) writes:
>
>Telnet to freenet-in-a.cwru.edu and sign in as "guest". Once you get through
>the administrivia, do a "go atari" and follow the menus to the online
>magazines.
>
>Bruce Nelson
>aj434@cleveland.freenet.edu

Umm, what's the guest password? It won't let me in. :-(

Jonathan E. Maier # ## # lectro@u.washington.edu
---------- # ## # ----------
Weekend Operator ## ## ## University of Washington
UCS Operations ## ## ## Seattle, Washington

494. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 06:57:32 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jul14.065732.3622@elroy.jpl.nasa.gov>
Source record: 219799

In article <memo.518564@cix.compulink.co.uk> thart@cix.compulink.co.uk writes:
>In article <H.oK6MphbOcJ2@jonh.wimsey.bc.ca>,
> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>> I don't know what the limitations are, but no one I know has ever
>>gotten a real 19200 out of any current 14400 on the Atari, so worrying
>>about hacking up to 38k is silly(IMHO)

> Sorry, but I get 19200 regularly (daily!) with my HST DS+ (V32bis
>connection) on text files. Note that this is with *text* files. I
>suppose it depends on whether or not you are downloading buckets of
>uncompressed text (I am!). This is with a standard ST Mega4. One thing
>that I *do* change is that I try to use this speed with a "clean" machine,
>with no accessories or auto folder programs that aren't necessary. If I try
>high speed comms with a machine crammed with installed progs, I get errors.
>I didn't bother checking to see which programs were causing problems, I just
>ditch the lot for comms.

> The figure for compressed files *is* lower, of course. More like 16,000
>or a bit less. It depends on how well the compression has been done, but
>V42bis appears able to squeeze a bit more out.

Hm, let's think about this a bit, shall we? Say you have a V.32bis modem with a raw throughput rate of 14400bps. You connect it to your ST at 19200bps, and dial up another computer that also has a DTE rate of 19200bps. Now, when you download a plain text file, because of the wonder of V.42bis it arrives at an effective speed of 19200bps over the 14400bps link. Great.

Now - suppose you instead take that plain text file, and run compress on it at the remote site, and transfer without V.42bis. Now it only arrives at 14400bps, but given an average of 2:1 ratio for compress, your true throughput is 28800bps. I submit that on an ST limited to a DTE rate of 19200bps, you are better off manually compressing transferred data instead of relying on MNP5 or V.42bis. I'm somewhat undecided on the overhead for MNP4 or V.42 error correction, but my feeling right now is that those are both worthwhile, despite the error correction in Zmodem and such. (Mainly because they are active all the time, not just during a file transfer, so they prevent line noise garbage from spewing all over whatever you're trying to read at the time. This was an all-too-common occurrence with my non-MNP V.32 modem...)
>
>> My advice is to just install the new serial fix program, (the one
>>Eric Rosenquist says _really_ works), and a serial buffer expander (works
>>sort of like a hd cache).
>
> Serialfix does seem to be the best program to fix flow control problems.
>I haven't had any problems at all since I started using it. I've never needed

>to worry about expanding the buffer. Maybe the programs I use do it for me
>(XYZ 2.01 and Uniterm) but I've never noticed :-)

Uniterm definitely does allow you to reset the buffer in one of its buffer menus; I forgot what the default size is but I have mine set at 8K right now. I think the default is around 1K...

It occurs to me that my troubles with the 38K speed before (on my Mega ST with Turbo16) were caused by the 200 Hz Timer A interrupt, which is a higher priority than the RS232 interrupts. If one were merely to rewrite the RS232 transmit and receive interrupt routines to bump the IPL at entry, the "noise" problem would probably go away, at the expense of maintaining accurate system clock values. Hm, I'll have to try this sometime.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

495. 3DCalc from Microdeal

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 08:12:52 UTC
From: pjc@jet.uk
Message-ID: <1992Jul14.081252.16831@jet.uk>
Source record: 219802

I picked up a copy of 3DCALC, a "3 dimensional" spreadsheet for the ST at the Wembley 16-bit computer fair this weekend. When I installed it on the hard disc and let rip I was massively underimpressed. It bombed the system when I opened a sheet, it bombed when I selected a menu option, [even, one time , the "about 3dcalc" title page.] The mouse and menu handling is very shaky, and after a few menu selections it gets out of sync, ignoring subsequent selections, like EXIT. Time to reboot. Who needs this sort of thing from a commercial product?

Straining to be fair, 3dcalc comes in 2 flavours, the junior-3dcalc version that runs in 512 k, and the grown up version that requires at least a Mbyte. Junior seems a bit more robust, but it still screws up the menu handling. I suppose that with a couple of disc accessories and boot programs , the 1MByte on my old TOS 1.0 st may be marginal for the spreadsheet. Or maybe it needs a newer TOS. On the other hand all the professional software I have seen runs just fine on the old museum piece.. It looks as this might have been a useful application, if it had been debugged before release.

Does anyone have any experience of this product, published by Microdeal in the UK. (It seems to have a German author, judging from the title dialogue - when I finally succeeded in displaying it)
--

__·_____·___·_____·__·____
__|_. ._| ._|_._._|__| Peter Card, Joint European Torus, Abingdon
| | | |_. | | | Oxfordshire OX14 3EA UK. tel 0235-464867 FAX 464404
| | | _| | | | email pjc@jet.uk or compuserve 100010,366
._| | | |_. | | | GLASGOW `95 - The SF Worldcon of the (possible) future
--`--~'-+---+-+-+----+---
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

496. arp68k* on A.A.

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 08:18:32 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Jul14.081832.841@u.washington.edu>
Source record: 219801

Has anyone gone through the arp68k material on atari.archive?
What's in it, and is it useful/correct/complete?

Thanks for any info.
--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

497. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 08:36:51 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jul14.083651.26672@cs.hw.ac.uk>
Source record: 219804

In article <1992Jul10.202951.24395@cheshire.oxy.edu> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes with respect to the Atari Falcon:
> ... LAN built in? What does that mean? Appletalk? Built in ethernet? ...

I don't think it means a whole hell of a lot. The TT and then the Mega STE had LAN ports and to my knowledge there is NO|NIL|ZERO|ZILCH|NADA software that will network Atari's together let alone to other machines. <BTW don't waste my time mentioning MIDI or RS232 networks.> This is total crap! I have two Atari machines one 1986 and one 1992 and if they were both Mac's then they could be networked.

I wish Atari would just drop this home/leisure computing bit and get serious. When these Falcon things do go on sale they should come with similar bundled support software as Mac's and that should include networking as standard.

Since the network hardware in the existing Atari machines (and presumably the Falcon too) is the same as that used in Mac's I think Atari should make a deal with Sun for a version of TOPS.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 network packets!" !
+---+

498. Atari Falcon Review wanted

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 09:04:58 UTC
From: matthews@miranda.co.uk
Message-ID: <1992Jul14.090458.17599@meiko.com>
Source record: 219805

I have just started reading this news group to try and find some information
on the Atari Falcon (not being much of an Atari buff!)
I caught the tail end of the 'Hands on Review', and would much like to read the
review itself!
Please could somebody mail the review to me (the address should be above).

Thanks in advance.

By the way, I am thinking of moving over to the Atari for use as a sequencing
machine (having used an Amiga with MusicX and hated it!!). What I would like to
know is which of the Atari range you recommend (or use) and what software is best.

Mat

499. Re: 8031 assembler for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 10:26:27 UTC
From: atari@cs.ruu.nl
Message-ID: <1992Jul14.102627.25514@cs.ruu.nl>
Source record: 219809

In <19952@sbsvax.cs.uni-sb.de> tobl@sbustd.rz.uni-sb.de (Tobias Blickle) writes:

>about a year ago I had the same problem and found the
>Frankenstein Cross Assembler for the Atari ST called
>AS8051.ZOO
>
>It's (how one easily can see) for the 8051, but I think
>there are no diffences in the memnonic to the 8031.
You're right.

>
>I'm sorry that I can't remember where I found the file,
>but ARCHIE should solve this problem.

You can find the Frankenstein cross assembler in our Atari archive.

We, Computer Science department, Utrecht University, are running an
anonymous FTP server on one of our systems. In addition to the FTP
service we're also running a mail server, for those of you without
direct Internet access.

--> How to get 'as8051.zoo' via anonymous FTP:

Site: ftp.cs.ruu.nl [131.211.80.17]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
File: /pub/ATARI-ST/lang/as8051.zoo

--> How to get 'as8051.zoo' via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is
"fred_flintstone@stone.age.edu"; of course you must substitute
your own address for this.
** PLEASE USE VALID DOMAIN ADDRESSES. DO NOT USE ADDRESSES **
** WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET **

Send the following message to
mail-server@cs.ruu.nl
or the old-fashioned path alternative
uunet!mcsun!sun4nl!ruuinf!mail-server

begin
path fred_flintstone@stone.age.edu (SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/lang/as8051.zoo
end

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:

send HELP

A complete "ls-lR" listing of the archive is kept in the top-level directory, it will be updated every night. To get it, issue the command:

send ls-lR.Z

That's all for now. If you encounter problems using the FTP service and/or the mail-server, feel free to drop me a line (by e-mail, please).

Ate Brink

--
Ate Brink, Systems Administrator
Moderator of the Atari archive at the Utrecht University (ftp.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive.

500. TOS 2.06 Startup Delay Skip

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 11:08:53 UTC
From: mario@rbiffm.informatik.uni-frankfurt.de
Message-ID: <3087@rbiffm.informatik.uni-frankfurt.de>
Source record: 219810

I have just installed TOS 2.06 on my old ST1040.

The startup delay to wait for the SCSI-disk to become ready has been done by the hdw3 bootsector, which tweaks the devices at the DMA bus with test-unit-ready commands.

The new TOS introduces a very long delay to wait for disks to become ready. With an additional utility named "NOROACH" the delay may be adjusted or skipped (also a bootsector).

As I am not satisfied with the adjustable wait solution of NOROACH I was planning to modify the hdw3 bootsector to turn off TOS 2.06 initial spin-up wait. Does anybody know what I have do at bootsector run time to change the time of the initial wait?

Perhaps there is a NOROACH source available somewhere?

- Mario

--
Mario Schulz, Technische Informatik
Postfach 11 19 32, D-6000 Frankfurt 11, Germany
Tel.: +49 69 798 8363, Fax.: +49 69 798 2351, Tlx.: 0413932 unif d
E-Mail: mario@ti.informatik.uni-frankfurt.de

501. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 12:02:52 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jul14.120252.15537@elroy.jpl.nasa.gov>
Source record: 219812
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, I dragged out my hacked up Zmodem to play with again between my Mega ST and my STe. I also had the HS_FIX program installed, with a patch I made to have the receive and transmit routines set the IPL mask all the way up. (As it turns out, this probably did nothing at all, since the RS232 interrupts are just about the highest level in the system already...) What I observed this time around was this: Set at 38400 baud, I got one or two garbage characters every 3 and a half seconds (thereabouts), like clockwork. WHen I dropped down to 19200, using the same high-speed mode, I got a garbage character every 7 or so seconds. Sensing a pattern, I stepped down to 9600, and counted up to 13 before I saw garbage. When last I posted on this topic many months ago, I chalked it up to some other clock interrupt and went on to other things. Now I'm not so sure; it's certainly very regular but it really doesn't seem to be related to any of the system timer interrupts. I thought perhaps it was related to the RS232 buffer size, maybe the overhead of wrapping around inside the circular buffer was killing it, but Zmodem uses a 16K RS232 buffer so that can't be the cause. Who knows, maybe it's a function of the number of bits or bytes sent, and I just noticed a particular time because my key-repeat rate worked out to that value. I guess I need to experiment a little more...

Anyway, the fact that it works at all convinces me that it should work all the time; the fact that it screws up once every N-sized-intervals tells me that something fixable is in the way, but who really knows, eh?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

502. ARMOUR-GEDDON solution

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 12:16:22 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Jul14.121622.3930@unlinfo.unl.edu>
Source record: 219816
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

Does anyone out there have an ARMOUR-GEDDON solution--or cheats?

Thanks.

Gary Anderson
ganderso@unlinfo.unl.edu

503. RUSSIAN on the ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 12:18:21 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Jul14.121821.4027@unlinfo.unl.edu>
Source record: 219818

I'm looking for a Russian language-tutor/vocabulary-builder program
for the ST.

Anyone know of such a thing--public-domain or otherwise?

Thanks.

Gary Anderson
ganderso@unlinfo.unl.edu

504. Trapped in the ZOO.ttp

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 12:22:02 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Jul14.122202.4134@unlinfo.unl.edu>
Source record: 219813

Ok, I can un-arc with arcx.ttp, and I can un-lzh with Lharc.ttp,
but zoo.ttp is eluding me....

Apparently it requires some sort of command, but I don't know
what it is. (I've tried "extract...," etc.) Can someone give
me a quick tutorial -- or direct me to a .zoo readme file?

Thanks!

Gary Anderson
ganderso@unlinfo.unl.edu

505. Gravis Mousestick

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 12:26:18 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Jul14.122618.4328@unlinfo.unl.edu>
Source record: 219814

I've heard some great things about the Gravis Mousestick recently...

Do you use one? Are they worth the money?

506. Re: pagestream upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 12:44:32 UTC
From: nelson@that_machine.Kodak.COM
Message-ID: <3400@eastman.UUCP>
Source record: 219822

In PageStream, the printer drivers other than PostScript need large memory buffers to rasterize the output. Insufficient memory can cause the 2 bombs.

I suggest that you remove the spelling dictionary and all unused import/export modules from your configuration, (and extraneous desk accessories as well) to maximize the memory available to PageStream.

The 2.2b upgrade is a lot more solid about running in 1 meg machines but can still run into trouble when there's not enough memory to print.

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@kodak.com
Eastman Kodak Company |
Rochester, NY 14653-5221 |

507. pagestream 2.2 problem with ramdisk

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 12:45:32 UTC
From: heiden@kboeng.enet.dec.com
Message-ID: <1992Jul14.124532.21300@decuk.uvo.dec.com>
Source record: 219815

Is somebody with the new pagestream version 2.2 using
a ramdisk ? I have been using pagestream version 2.1
with edisk version 2.1 without problems, but after the
pagestream update to version 2.2, I cannot use the file
selector anymore. I traced it down to some interference
with edisk.
Is there any other reliable, reset-resident RAM disk ?

thanks for your help,

Matthias

--
--
digital equipment GmbH heiden@kbomfg.enet.dec.com
advanced system process development
Sudetenstrasse 5
W - 8950 Kaufbeuren (Germany) work: +49 8341 913392
--

508. Re: What's up with STReport?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 13:10:17 UTC
From: aj434@cleveland.Freenet.Edu
Message-ID: <1992Jul14.131017.27634@usenet.ins.cwru.edu>
Source record: 219817

In a previous article, aj434@cleveland.Freenet.Edu (Bruce D. Nelson) says:

>Telnet to freenet-in-a.cwru.edu and sign in as "guest".

I erred. Telnet to freenet-in-a.cwru.edu and select option 2, "visitor".

Once you get through the administrivia, do a "go atari" and follow the menus
to the online magazines.

Bruce Nelson
aj434@cleveland.freenet.edu

509. ST cartridges?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 13:20:22 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jul14.132022.12503@crc.ac.uk>
Source record: 219820

Hello there,

I was just wondering about something.
Are there any cartridges for the ST? I know it has the slot on the side but I have never heard of anything to put on it.
What sort of things are on these cartridges?

Thanks from a curious person,

Phil

510. Where is a FAQ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 13:45:16 UTC
From: jawalsh@copper.ucs.indiana.edu
Message-ID: <BrDsvG.L3q@usenet.ucs.indiana.edu>
Source record: 219819

In article <2049@devnull.mpd.tandem.com> dunham_jerry@tandem.com (Jerry Dunham) writes:
>covered this on my own, and it's handy for many tasks far beyond unarchiving.
>It should probably go in the FAQ for new users.
>

Where is the "FAQ for new users."

Thanks,

John

--
**********John A. Walsh, Dept. of English, Indiana University***********
* jawalsh@copper.ucs.indiana.edu (Internet) *
* jawalsh@iubacs.bitnet (Bitnet) 812/323-1035 (Voice) *
*********1216 S. Stull Ave. #2, Bloomington, IN 47401 (US Mail)**********

511. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 14:40:49 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jul14.144049.6043@a.cs.okstate.edu>
Source record: 219664

It's nice for arc and lharc.

Leave the .ttp fine in c:\util\
put your new files in c:\new\
open c:\util\
open c:\new\
keeping c:\new topped (this should happen if you follow directions... if it doesn't stay topped... maybe your right mousebutton isn't getting through to GEM...)

hold down the right button and then (double?) click on whatever.ttp in the \util\ directory. type a normal command pertaining to the files in the \new\ directory... such as
x newfile.arc
in the TTP dialogue. It will look in the "current directory" (c:\new\) for "newfile.arc" and also place all extracted files there...

Some programs have "setups" that let it know where to find certain files. (arc and lharc don't...) Application software frequently is setup to know
1) where to place newly created documents
2) where to find "modules" to itself
3) (apparently) to ignore what the system calls the current directory.

Flash (my editor of choice... also my telecomm software!) is good about retaining the current directory. I recall opening a window, finding a file to edit/browse and executing flash with that window (with the file to edit) topped. Then I do an "<ins> lo ca" and load the file by selecting it in the fileselector.

Trying out new versions of archivers however is my primary usage.
I seem to recall one of 'em (Won't name names!!!) creating archives in my c:\util directory. Peeved me a bit!!!!

jc

512. Re: copy rights?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 14:51:48 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Jul14.145148.25061@magnus.acs.ohio-state.edu>
Source record: 219823

>Does anyone know what the official copyright status is of programs
>like PC Ditto, once their copyright holder dissolves and
>discontinues the product.
>
>Just curious. Flame me for asking an honest question, and I will
>call you a fool.

I would like to know about this as well, since I would love to get my hands on one of the later versions of PC-DITTO (I understand someone even made a patch to let it use the hard drive?). Unfortunately I can't find it anywhere.

If anyone has any advice, then please advise!
-->
:-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

- "What ever happened to free love anyway?" - Me

||| - There's a statue in the city square
/ | \ Images of heroes that were never there
We rally strong around the statue's base
There is a storm on the way - Willie Phoenix, 1986

513. Re: PageStream Update

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 15:35:02 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Jul14.153502.25739@magnus.acs.ohio-state.edu>
Source record: 219824

>>Well I have just uploaded the Pagestreem Update from 2.1 to 2.2b.
>
>Here some very good news:
>
> Pagestream 2.2b can import Calamus Vector Graphics files (CVG).
>Now there is no excuse to use Calamus (except that the Softlogic programmers
>still haven't worked out how to optimise screen-area redraws).

And except that Calamus has *always* been considerably faster (at EVERYTHING), considerably less crash prone (yes, I *have* used Pagestream 2.x, and it crashed a LOT), and had superior output on any device you can think of. Also, Calamus SL has features Pagestream can only dream of.

Pagestream is, however, quite nice itself, but more for hobyists than professionals. It has a different place in the market, and is quite good at what it does, but comparing it to Calamus is like comparing *Publish IT and Quark Express on the Mac... (no point really).
-->
:-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

- "What ever happened to free love anyway?" - Me

||| - There's a statue in the city square
/ | \ Images of heroes that were never there
We rally strong around the statue's base
There is a storm on the way - Willie Phoenix, 1986

514. New upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 15:40:50 UTC
From: BWWL@IBM.RZ.TU-CLAUSTHAL.DE
Message-ID: <92196.16
Source record: 219828

I have just uploaded the file "stadconv.lzh" to atari.archive...

Contents of archive:
The archive contains assembler-sources to read compress STAD-pics and to
encode a 32k pic to STAD-format. The modules are designed to be used as
inline-code within other programs.
Demo-programs to show the method of using this modules are also included
(demos for GfA-Basic, C, Maxon-Pascal)...
The complete documented sources are also in the archive. Please read the
README-file to obtain further information.

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de
---

515. Re: Trapped in the ZOO.ttp

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 16:13:15 UTC
From: bigham@acpub.duke.edu
Message-ID: <3814@news.duke.edu>
Source record: 219825

```
The 'h' or 'H' command in zoo will get you to the online help --
everything you need to know and more. The quick answer is that the
"-extract" command is what you need (note the `-').

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).
```

516. Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.)

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 16:51:39 UTC
From: dunham@mpd.tandem.com
Message-ID: <2061@devnull.mpd.tandem.com>
Source record: 219826

In article <l64injINN14n@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
}
} In article <2049@devnull.mpd.tandem.com> dunham_jerry@tandem.com (Jerry Dunham) writes:
}>In article <3778@news.duke.edu> bigham@acpub.duke.edu (Scott Bigham) writes:
}>}Are you sure about this? I'm almost certain I was using this trick long
}>}before I upgraded.
}>
}>When I saw this on usenet sometime over the past couple of weeks, I went
}>home and tried it. It worked fine, and I've found good uses for it ever
}>since. AFTER I tested it, I read on here that it didn't work on the early
}>TOSes. I guess you'll have to chalk this one up to another case of my ST
}>being too ignorant to know it can't do it, since I'm running TOS 1.0 (1985).
}
} I am at home right now and I just tested this. Although I can run the
}program in the non-topped window, it does _not_ set the default directory to
}the topped window. I ran 1stword with my telcomm directory topped and the
}1stword dir was the default. I ran Uniterm with my 1stword dir topped, and
}the default for all loads was the Uniterm directory. Were you able to get
}the correct default directory? If so, what program were you running? I have
}a 520ST with TOS 1.0 in ROMs. I guess perhaps my computer is too smart and
}it "learned" some bad habits....:)
}
}>
}>To whomever originally posted this trick, thanks. I would never have dis-
}>covered this on my own, and it's handy for many tasks far beyond unarchiving.
}>It should probably go in the FAQ for new users.
}
} Just out of curiosity (I'm so nosey I can smell a different continent
}:) what do you use this feature for? What applications, situations, ...
}
}
}> --Jerry Dunham
}> dunham_jerry@tandem.com
}> 400, 600XL, 800XL, 520ST
}
} -Mike

It is obvious from the above that my research was flakey. I have been using this feature lately to do things like copy or delete a file or check its size or date without taking the time first to top its directory, particularly when I intended to go right back to the previously topped one anyway. If I have done anything which would test to see if the topped directory were truly the default directory, I can't recall it. I primarily use WordWriter as my word processor, and it defaults to the directory you set in its config, no matter

what's topped, so that wouldn't indicate.

I'm STILL glad I learned about this, even if I CAN'T use it the way it's intended. Sorry about any confusion (including my own).

--Jerry

517. Re: Trapped in the ZOO.ttp

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 17:18:13 UTC
From: dunham@mpd.tandem.com
Message-ID: <2062@devnull.mpd.tandem.com>
Source record: 219827

In article <1992Jul14.122202.4134@unlinfo.unl.edu> ganderso@unlinfo.unl.edu (gary anderson) writes:
>but zoo.ttp is eluding me....

Try typing "h" (for help) when zoo.ttp asks for parameters. If you're running the same version I have, you'll get several pages of information (mine's 2.1).

--Jerry Dunham
dunham_jerry@tandem.com

518. gcc 2.1 library files

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 18:24:45 UTC
From: <>
Message-ID: <bnell.711138285@ferrari>
Source record: 219821
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know where the crt0.o, gcrt0.o, gcrt0+.0, etc. library files
are for gcc 2.1? I've ftp'd all the other files I need but I cannot
link anything. It keeps on complaining about not finding __split_mem
during the link phase. I copied some old versions of these libraries I
had lying about but things still didn't work right. Anyone know what
the problem is? (And yes, I have my environment variables set right)

Thanks,
Bill
--
bnell@ferrari.siemens.com | Quote of the Day:
Siemens Corporate Research | Those who are wise to the words are wise
755 College Road East | to those for whom words are sufficient.
Princeton, NJ 08540 | - Scott Surowiec

519. Re: FOR SALE: computer stuff (C64/128 & Atari ST)

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 18:33:49 UTC
From: woodcock@bnr.ca
Message-ID: <1992Jul14.183349.12562@bnr.ca>
Source record: 219831
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,misc.forsale,misc.forsale.computers

```
OOOOPS messed up the header didn't I?!

Also, here is the phone number and Email address:
--
THANX...Gregg ESN 444 (214) 684-7380 bn202@cleveland.Freenet.Edu
```

520. F-16 Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 18:34:22 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jul14.183422.21538@ucsu.Colorado.EDU>
Source record: 219836

I recently purchased a copy of F-16 Falcon, it didn't come with the
insert explaning how to play over the modem, can anyone help? After I select
the baud rate and manual control the computer displays a dialog box that says
"Manual control" for two seconds, then is displays "press button to start game"
then "Start game" and it just sits there. How can I type in a number to call?
Thanks,\
Jonathan
krakover@spot.colorado.edu

521. comp.sys.atari.st.tech

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 18:45:16 UTC
From: vicb@clark.edu
Message-ID: <1992Jul14.184516.25592@clark.edu>
Source record: 219829

Can anybody tell me where I can get the necessary information or routines to use in Sozobon C to access the joysticks? I'm not familiar enough with 68K assembly language to write my own interrupt routines. Any help will be appreciated, or maybe a BBS number that has a file that can help.

Thanks in advance,
Victor Bruhn
vicb@clark.edu

522. Attn: Gregg Woodcock

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 19:41:12 UTC
From: lsh1@Ra.MsState.Edu
Message-ID: <lsh1.711142872@Ra.MsState.Edu>
Source record: 219833

```
Hey, I couldn't find your email address at the bottom of your
message. Could you email me so I can email you? I would like
to discuss your add.

+-------------------------------------------------------------------------------+
| | Shane Hebert | Disclaimer: |
| This space | hebert@erc.msstate.edu | My opinions |
| for rent! | hebert@ee.msstate.edu | are my own. |
| | lsh1@ra.msstate.edu | |
+-------------------------------------------------------------------------------+
```

523. ST for home automation

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 19:48:10 UTC
From: marks@ssdevo.enet.dec.com
Message-ID: <1992Jul14.185440.28889@nntpd2.cxo.dec.com>
Source record: 219830

```
Greetings:
I've got a 520ST upgraded to 1Meg.
I'm either going to sell it, or attempt to use it for a dedicated home
automation system. Just wondering if there is commercial hardware for
the ST which would allow it to control X-10 modules. And if such
hardware exists, where does one get software for this application?

Thanks,
Randy Marks

(UUCP) {decvax,ucbvax,allegra}!decwrl!ssdevo.enet!marks
(INTERNET) marks@ssdevo.enet.dec.com
(domain-based INTERNET) marks%ssdevo.enet@decwrl.dec.com
.....................................................................
"No man's life, liberty, or property is safe
while the legislature is in session."
.....................................................................
```

524. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 20:07:50 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.Y2VdzNHZjjM@jonh.wimsey.bc.ca>
Source record: 219661

In <1992Jul14.065732.3622@elroy.jpl.nasa.gov>, Howard Chu writes:
>
>Hm, let's think about this a bit, shall we? Say you have a V.32bis modem with
>a raw throughput rate of 14400bps. You connect it to your ST at 19200bps, and
>dial up another computer that also has a DTE rate of 19200bps. Now, when you
>download a plain text file, because of the wonder of V.42bis it arrives at an
>effective speed of 19200bps over the 14400bps link. Great.
>
>Now - suppose you instead take that plain text file, and run compress on it
>at the remote site, and transfer without V.42bis. Now it only arrives at
>14400bps, but given an average of 2:1 ratio for compress, your true throughput
>is 28800bps. I submit that on an ST limited to a DTE rate of 19200bps, you
>are better off manually compressing transferred data instead of relying on
>MNP5 or V.42bis.

I'd go further and say on most machines this is the case. Unless
the phone lines where you live are perfect. This was the whole point
of my note (maybe I didn't make it clear enough) The time taken to
run a text file through a compression program is much less than any
speed increase picked up by hacking your mfp, etc.

>I'm somewhat undecided on the overhead for MNP4 or V.42
>error correction, but my feeling right now is that those are both worthwhile,
>despite the error correction in Zmodem and such. (Mainly because they are
>active all the time, not just during a file transfer, so they prevent line
>noise garbage from spewing all over whatever you're trying to read at the
>time.

Definately stay with error correction. At 9600, obne of the modems on
my feed occasionally connects without error correction. Meedess to say, the
results are garbage.

--
jhenders@jonh.wimsey.bc.ca

525. sharpening the picture on a sm124

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 20:48:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <BrE9os.17y@acsu.buffalo.edu>
Source record: 219832

This has most likely been discussed previously: is there an internal adjustment for picture sharpness on the sm124. I recently purchased a used one over the net. It doesn't look like it has logged more than 2 hours previous use though, so I suspect this is an adjustment needed coming out of the factory. Thanks in advance!

.Philip

p.s. - as I look at the screen, it appears to be most apparent around the borders.

526. Automatic Terminal Progs?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 20:54:17 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92196.165417JJL101@psuvm.psu.edu>
Source record: 219837

I can't remember the the name of this program, but I am pretty sure I remember a program, similiae to quickCIS, and Aladdin, however it was more generic and less powerful. It allowed for automatic logon's and such for numerous pay and other online services. These wee already built into the program, not simply scripts you had to write yourself. Does anyone else know of this program? Whats its name? Where is it found? Etc?

Thanks in advance!

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: JLEHETT2 Delphi: JLEHETT

527. Re: Disassembly - GEN ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 21:21:02 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jul14.212102.9863@elroy.jpl.nasa.gov>
Source record: 219838

In article <lombardo.710624686@odin> lombardo@odin.unomaha.edu (Obiwan Kenobi) writes:
>Hello everyone!
>
>Could someone please give me an introduction on how to disassemble a
>program using Mon ST (included with GEN ST). I have tried to disassemble

Never used it before, sorry.
>
>Ahhhh, btw, I thought I would slip in another question related to asm...
>what does pc relative mean, when is it used, why is it used and when
>do I have to use it? :)

PC-relative addressing means pretty much what it says. An address specified
this way is given as a 16 bit offset from the program counter, instead of as
a 32 bit absolute address. When is it used? Well, it can be used for the source
operand of many instructions. You are not allowed to use a PC-relative address
as the *destination*, though - this restriction is apparently to discourage you
from writing self-modifying code. As to *why* it is used - it saves 16 bits of
space vs. using a 32 bit address, which also means that the instruction can be
loaded and executed 4 cycles sooner than with a 32 bit address. Of course, in
a 16 bit offset, that means you can only use it to address instructions that
are within +32766/-32768 bytes of where you currently are. (Gee, wouldn't it
have been a cool optimization, on the 68K designer's part, to have made the
16 bit offset with an implied 0 bit? After all, you're only allowed to have
instructions on even addresses, so that low order bit is wasted in these guys.
If that 16 bits represented bits 1-17 instead, you'd get double the range, up
to +65534/-65536 bytes distance. Oh well...)

It's really not so mysterious, it's the exact same principle as used in the
various branch/branch to subroutine instructions. You write them as branching
to particular addresses, but they're coded as PC-relative offsets, i.e., the
difference between the address of the current instruction and the destination
address.

When do you *have* to use it? Never, really, but it pays in performance gains
if you choose to use it. You get the same gain from using the address-register
indirect modes...
>
> Obiwan Kenobi
> 242 242 242
>

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

528. Re: Symbolic Math package ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 21:45:06 UTC
From: ljdickey@math.waterloo.edu
Message-ID: <1992Jul14.214506.22426@math.waterloo.edu>
Source record: 219839

In article <1992Jul8.102905.20967@news.uni-stuttgart.de>
TOBIAS@bonnie.physik.uni-stuttgart.de () writes:
>Hi Ho !
>
>Anything known about doing symbolic maths with the ST ?
>I need a program that is good in symbolic simplificatioon
>of terms.

You might consider Maple.
Maple Version 4.2 is available for the ST.

For more info, contact

Joyce Brennan, Distribution Manager
|\^/| Waterloo Maple Software
._|\| |/|_. 160 Columbia St. West
\ MAPLE / Waterloo, Ontario
<____ ____> CANADA N2L 3L3
| Tel: (519) 747-2373 wmsi@daisy.waterloo.edu
Fax: (519) 747-5284 wmsi@daisy.uwaterloo.ca

I have no financial interest in Maple. I am just a happy user.

--
Prof. Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@math.UWaterloo.ca
ljdickey@math.waterloo.edu
UUCP: ljdickey@watmath.UUCP

529. Where is Mark Pugh?

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 22:26:23 UTC
From: eggert@sun.lclark.edu
Message-ID: <1992Jul14.222623.20880@lclark.edu>
Source record: 219840

I am posting this message in order to contact Mark Pugh.

Mark... I talked to you last Monday about the purchase of my remaining Atari items. Since you called me at 6:10 (we're three hours behind Maryland) I was a bit groggy and didn't think to ask for a phone to contact you. I need to tell you the price of shipping the items c.o.d. so that you can have a cashier's check or money order (or cash, I suppose) ready for when it arrives. Please call me or contact me through e-mail. Thanks.
Jon Eggert

530. Doug Plate

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 23:26:05 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <2070@devnull.mpd.tandem.com>
Source record: 219842

Doug Plate, e-mail to you bounced. I am trying to respond to your e-mail
re: uudecoding ST software. Send better address.

--Jerry Dunham
dunham_jerry@tandem.com
dunham@mpd.tandem.com

531. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-14 23:27:58 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.92Jul14172758@piano.adept.ih.att.com>
Source record: 219843

> I have two
> Atari machines one 1986 and one 1992 and if they were both Mac's then they
> could be networked.

Just a small real world note. I have used a powerbook networked to a cx.
ANY significant disk I/O (such as reading a small THINK/C project) makes
the cx unusable. So don't be over impressed with Appletalk. (That still
doesn't excuse Atari from not networking the machines.)

A better comparison would be to the UNIX workstation/ethernet market where
the networks are actually usable; reasonable bandwidth on the network and
reasonable response on the servers.

Daryl Monge AT&T Bell Labs
UUCP: att!adept!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

532. anybody selling a monitor master?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 00:02:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <BrEInq.5FJ@acsu.buffalo.edu>
Source record: 219841

Does anybody care to sell a used monitor master that they are no longer using? That or any switchbox for one color & one monochrome monitor..

.Philip

533. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 00:54:46 UTC
From: ekrimen@wet.UUCP
Message-ID: <4115@wet.UUCP>
Source record: 219850

In article <1992Jul14.083651.26672@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <1992Jul10.202951.24395@cheshire.oxy.edu> leavitt@cheshire.oxy.edu
>(Thomas VanNess Leavitt) writes with respect to the Atari Falcon:
>> ... LAN built in? What does that mean? Appletalk? Built in ethernet? ...
>
>I don't think it means a whole hell of a lot. The TT and then the Mega STE had
>LAN ports and to my knowledge there is NO|NIL|ZERO|ZILCH|NADA software that
>will network Atari's together let alone to other machines. <BTW don't waste
>my time mentioning MIDI or RS232 networks.> This is total crap! I have two
>Atari machines one 1986 and one 1992 and if they were both Mac's then they
>could be networked.

Universal Network and PowerNet both use the LAN ports.

.
.
.
.
.
.
.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

534. Re: copy rights?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 01:29:39 UTC
From: wmagro@uiuc.edu
Message-ID: <BrEpHG.73r@news.cso.uiuc.edu>
Source record: 219844

In article <1992Jul14.055713.460@ardvar.moundst.mn.org>, krs@ardvar.moundst.mn.org (Kent Schumacher) writes:

|> I would bet that Bill Teal (a.k.a Avant Garde) wouldn't be willing to
|> come out of hiding long enough to pursue legal action against copiers
|> of PC-Ditto.
|>
|> Every time I think about the $150.00 I spent on my utterly worthless
|> PC-Ditto II, I get extremely angry.

Who would like to fill me in on exactly what happened with Avante Garde?
I wasn't online at that time, so most of what I heard was word of mouth.

The PCDittoII boards did not work properly on all machines, if I recall.
So did Avante Garde file bancrupcy to avoid claims? Or what?

And is it really true that Bill Teal is in hiding? I.e. is he completely
inaccessible?

--Bill

535. Re: GTAR/TAR and appending

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 01:33:05 UTC
From: wmagro@uiuc.edu
Message-ID: <BrEpn5.764@news.cso.uiuc.edu>
Source record: 219845

In article <1550.07.92@hkhh.hanse.de>, H.Koepke@hkhh.hanse.de (Holger Koepke) writes:
|> Hello,
|>
|> I'm searching for a TAR/GTAR which is able to use the APPEND-command.

I think the gtar at atari.archive can do append. Tar in general can
I think. Though appending to _tapes_ is unsupported on every system
I've seen (including sun tape backups). Perhaps there is a way with
the newer drives...

--Bill

536. Which serial fix is for TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 01:36:07 UTC
From: wmagro@uiuc.edu
Message-ID: <BrEps7.7AB@news.cso.uiuc.edu>
Source record: 219846
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

All this talk about serial patches lately has left me with one question:

Which one do I use with TOS 1.0. I have tried all of them on atari.archive and none of them say they work with tos 1.0.

I have a US robotics hst 14400 baud modem and I lose characters all the time. Help!

--Bill

P.S. Interested in selling your TOS 1.4 cheaps for $25? E-mail me.

537. Re: pagestream 2.2 problem with ramdisk

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 01:40:24 UTC
From: wmagro@uiuc.edu
Message-ID: <BrEpzD.7EB@news.cso.uiuc.edu>
Source record: 219847

In article <1992Jul14.124532.21300@decuk.uvo.dec.com>, heiden@kboeng.enet.dec.com (Matthias Heiden) writes:

> Is somebody with the new pagestream version 2.2 using
> a ramdisk ? I have been using pagestream version 2.1
> with edisk version 2.1 without problems, but after the
> pagestream update to version 2.2, I cannot use the file
> selector anymore. I traced it down to some interference

I use the Harlekin file selector. Pagestream 2.2 works fine with that, though when I boot _without_ harlekin, Pagestream CAN'T FIND THE GEM SELECTOR!! The 'Open...' command always just opens an untitled window, and all other functions which call up the file selector return as if the 'Cancel' button was pushed.

Is anyone sure this is really not a downgrade? Or perhaps pagestream 2.2 is a July Fools joke...

Hmm.

--Bill

538. Re: ST cartridges?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 01:42:55 UTC
From: wmagro@uiuc.edu
Message-ID: <BrEq3K.7GI@news.cso.uiuc.edu>
Source record: 219849

In article <1992Jul14.132022.12503@crc.ac.uk>, naffara@crc.ac.uk (Dr. N.A. Affara) writes:

|> I was just wondering about something.
|> Are there any cartridges for the ST? I know it has the slot on the side but I
|> have never heard of anything to put on it.
|> What sort of things are on these cartridges?

Spectre GCR mac emulation cartridge is one good example. There are also
RAM disk cartridges, clock cartridges, digitizer cartridges, frame capture
cartridges, networking cartridges, and others I am sure.

--Bill

539. Re: pagestream upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 01:45:10 UTC
From: wmagro@uiuc.edu
Message-ID: <BrEq7B.7I9@news.cso.uiuc.edu>
Source record: 219848

In article <3400@eastman.UUCP>, nelson@that_machine.Kodak.COM (Bruce D. Nelson) writes:
|> In PageStream, the printer drivers other than PostScript need large
|> memory buffers to rasterize the output. Insufficient memory can cause
|> the 2 bombs.

But I have 2.5 meg and still have these problems! Wouldn't 'banding' the
output or putting up a dialog after the failed malloc() be a better solution
than two bombs?! Silly pagestream programmer(s).

--Bill

540. Re: WriteNow3.0 on Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 01:48:36 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jul14.214836.23040@newstand.syr.edu>
Source record: 219660

In article <1992Jul13.233140.4072@newstand.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Is anybody using WriteNow 3.0 on Spectre? I've used earlier
>versions of WriteNow and been very happy with its performance
>(it is small and fast). I have not been able to get v3.0 to
>work, however. It appears to install perfectly fine, but
>always "unexpectedly quits" when I try to run it.
>Does anybody else have a different experience?
>Thanks,
>Gerry
>ggreenbe@rodan.acs.syr.edu
>
Well, WriteNow3.0 does indeed work on Spectre. Thanks to those of you who responded, but nobody really came up with the correct answer.
When someone suggested that it might be a problem of the System/Finder version I was using, I checked the manual. Sure enough, WriteNow is made to be able to use fairly old systems...so I was alright here. But this gave me an idea to poke around my system folder. In the folder I found a file called "T/Maker Preferences", which made me suspicious. I decided to delete this file and let WriteNow generate a new one, if necessary. Once I deleted this file, v. 3 worked just fine. I guess these preferences were left around from an earlier version of WriteNow and were giving the newer version problems.
This is definately something to keep in mind when strange incompatibilities arise.
--Gerry

541. Re: pagestream 2.2 problem with ramdisk

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 02:52:38 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9352@uqcspe.cs.uq.oz.au>
Source record: 219653

heiden@kboeng.enet.dec.com (Matthias Heiden) writes:

> Is somebody with the new pagestream version 2.2 using
> a ramdisk ?

I use "ramplus", and have had no problems.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

542. Re: ST cartridges - The Best One!

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 02:53:10 UTC
From: Jim_Cruickshank@mindlink.bc.ca
Message-ID: <13466@mindlink.bc.ca>
Source record: 219651

The abosolute best cartridge to put in an ST is a SPECTRE GCR Mac emulator to turn your ST into a Mac Plus Plus (Double Plus Intentional)

With a GCR your can run software written in the late eighties & ealy nineties.

Jim Cruickshank

543. using the cartridge port as a file device ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 02:54:35 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <18023.2a641903@levels.unisa.edu.au>
Source record: 219652

Is it possible to burn programs into an eprom for use with the
ST's cartridge port ?. I noticed that when you install a drive and use
the _lowercase_ C you get a 'cartridge' icon, which for most things
looks like a drive but you can't copy to (which is obvious) or from it..
.. I was wondering if it is possible to burn my most used programs into
it.

Kym

"`Get back' I screamed, `I'm an Australian!'.I new this was a pretty
lame excuse and prepared myself for the truth. `Australia is merely an
Island of Antarctica' came the voice,`and of no further significance.'
Suddenly I understood the secret of Atlantis."
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.

544. Re: ST cartridges?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 03:04:09 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul15.030409.3687@actrix.gen.nz>
Source record: 219658

Yup, lots of cartridges. Such as samplers etc. I've got an accessory
type cartridge in my STFM - which gives me a calculator, print buffer
etc. etc. all sorts!
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

545. Spectre and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 03:30:51 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1992Jul15.033051.5070@uwm.edu>
Source record: 219654

Has anyone had any luck running Apple's Diskcopy program with the Spectre GCR? I can't get the disk image files to transfer to a floppy disk. I have tried both Mac and Spectre disk formats. Either way, I get Mac error -17 anytime I try to transfer an image file to disk.

What is Mac error -17? Is it possible to run Diskcopy on the Spectre GCR?

I am using Diskcopy to create System and Utility disks for 6.0.7 that I obtained on ftp.apple.com. If Diskcopy isn't compatible with Spectre, is there some other place that the System disks are available in non-image file format? I've had no problems with running binhex, stuffit, etc. on Spectre, just Diskcopy.

Any help appreciated.
--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

546. Re: Spectre and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 05:05:44 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jul15.050544.12432@yuma.ACNS.ColoState.EDU>
Source record: 219655

In article <1992Jul15.033051.5070@uwm.edu> ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes:
>Has anyone had any luck running Apple's Diskcopy program with the Spectre
>GCR? I can't get the disk image files to transfer to a floppy disk. I have
Don't remember been able to get it work also, it might be Apple's short cut.
>
> If Diskcopy isn't compatible with Spectre, is
>there some other place that the System disks are available in non-image file
>format? I've had no problems with running binhex, stuffit, etc. on Spectre,
>just Diskcopy.
>
>Any help appreciated.
>--
>= Andrew Krieg | =
>= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
>= or | =
>= krieg@point.cs.uwm.edu| - Astoroth =

Get the file called MountImage from most Mac ftp site will slolve your problem if you don't have access to a real Mac or the Image files are the image of the 1.44MB disk.
The MountImage will read the image file and put it up on the desktop with a disk icon and you can copy files out of it just like it's physically mounted (it's cdev so just drop it in the system folder and reboot the system then choose the control panel to mount the image files. Oh, yes, it can mount more than 4 image files at a time.) And it works beautifully with GCR.

Have fun

Tang
sytang@lamar.colostate.edu

547. RE: 38400 BAUD -- POSSIBL

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 05:27:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <1681.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 219690

Wow... I can only get 1300cps Roughly with my V.32, V.32bis, V.42, V.42bis modem... it's really depressing... I'm using STALKER mostly and DTERM or ST-TERM the odd while with the new serialfix program in the Autofolder and that's it... I use RTS/CTS in all the Termprograms.

548. FOR SALE: 80 MEG EXTERNAL

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 05:48:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <1682.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 219689

I know this may sound rediculous, but would you trade the 80meg HD for a HighSpeed FAX/MODEM? I payed just about $200.00 more than you are asking for your HD, but I REALLY need a HD, and would be willing to sacrifice my Modem for one. This Modem is BRAND NEW... Like 6 days old today. It has a 5 year warranty along with over 60 in store days on that warranty. (90 day instore warranty). It has V.32bis V.32 V.42bis & V.42 along with MNP 2-5 & 10 (for cellular phones). It is Very small and runs at 14,400 (raw) and up to 57,600baud (throughput). The fax will operate at up to 14400 baud as well. (has SEND & RECEIVE). I really need a HD... I now have over 600 disks and need some way to organize my files...
- Jeff Molofee

549. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 07:10:48 UTC
From: jonc@status.gen.nz
Message-ID: <P1ywNB1w164w@status.gen.nz>
Source record: 219665

shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:

> In article <1992Jul11.002813.1@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric
>
> >For once, I think Atari has got the right idea; they're going to build
> >the machines, and *then* they're going to announce them. Hence the silence
> >from Sunnyvale.
>
> I'd have to agree with that, the only message from atari about it that
> i've seen is one that said they have been released to developers that
> someone posted here from GEnie. The rest have been people that have
> seen them or just heard a rumor from someone else.
>

Craig,

We are now releasing the Z*NET FNET (FoReM-NeT) into fido here in zone 3.
Ask one of your local fido nodes to ask there RC to poll 3:772/35 for the
news group Z*NET and you will read all the lasttestt news releases.

I will be polling for a new news group on usenet soon called
comp.bbs.znet. This will carry all the fnet for the Aari as well as
IBM/unix/etc. If we get it you will no have to go to Genie.

regards,

Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

550. Re: Spectre and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 07:31:06 UTC
From: weiss@uklira.informatik.uni-kl.de
Message-ID: <1992Jul15.073106.23648@uklirb.informatik.uni-kl.de>
Source record: 219656

In article <1992Jul15.033051.5070@uwm.edu> ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes:
>Has anyone had any luck running Apple's Diskcopy program with the Spectre
>GCR? I can't get the disk image files to transfer to a floppy disk. I have
>tried both Mac and Spectre disk formats. Either way, I get Mac error -17
>anytime I try to transfer an image file to disk.
>
>What is Mac error -17? Is it possible to run Diskcopy on the Spectre GCR?
>
Driver does not respond to controll call -> the request Diskcopy makes is
not supported. I get this error too, and there seem to be no chance to get
DiskCopy to work.

>I am using Diskcopy to create System and Utility disks for 6.0.7 that I
>obtained on ftp.apple.com. If Diskcopy isn't compatible with Spectre, is
>there some other place that the System disks are available in non-image file
>format? I've had no problems with running binhex, stuffit, etc. on Spectre,
>just Diskcopy.
>
You can use mountimage to mount a Diskcopy image as a virtual read-only disk

>Any help appreciated.
>--
>= Andrew Krieg | =
>= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
>= or | =
>= krieg@point.cs.uwm.edu| - Astoroth =

Gerd
--
Dipl.-Inform. Gerhard Weiss * Universitaet Kaiserslautern * FB Informatik
AG Prof.Dr. v. Puttkamer * P.O.Box 3049 * W-6750 Kaiserslautern * Germany
Phone +49 631 2052656 * Fax +49 631 2052803 * E-mail weiss@informatik.uni-kl.de

551. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 07:51:55 UTC
From: zxmgn01@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmgn01.711186715@mailserv>
Source record: 219657

In <711066319snx@sphere.demon.co.uk> lonewolf@sphere.demon.co.uk (Iain Paton) writes:

>In article <l61lgaINN5j5@aludra.usc.edu> baffoni@aludra.usc.edu writes:

>>if you read above it does anyway). BTW, does anyone know if v42bis> compression
>>is better than say ARC? I would presume so (I have yet to see ARC do 4:1
>>compression) but would it necessarily be able to compress it further or would
>>the ARC compression hamper the compression routines of V42bis? In other
>>words, would it be faster to send unARCed files as opposed to ARCed files
>>(I know it would be futile to do so with .LZH or .ZOO)?
>
>V42bis will only do 4:1 on the right kind of data, I seem to remember this
>has to be a set of repeated 6 character strings.
>On 'real world' data 2:1 is probably over optimistic.

>For an example of what ARC can do look at this:

>Name Length Storage SF Size now Date Time CRC
>================ ======== ======== ==== ======== ========= ====== ====
>TEST.TXT 29867 Crunched 99% 115 13 Jul 92 11:11p 1e1c

>Again, this is the 'right' kind of data - a file full of spaces, but gives
>something like 259:1

> Iain

Not to blame you, Iain, but i have tested V.42bis with a locked baud of
38400 and a 2400 baud connection and got on a (for sure not very reasonable)
file about 3600 cps... Thats aehm... about 10:1... so the claim that
v.42bis would only do 4:1 in BEST case is surely wrong.

I mean, it is correct to use any good compressionprogramm to transfer data
over the phoneline, and you also may use a bad compressor if it compresses
more than your max. locked baudrate divided by the connection speed would
give. Aehm.. better an example :)

Take a locked baud rate of 38400 and a connection speed of 14400.
Then you get a factor of 2.666 of the maximum achivable compression or
in other words, even if v.42bis would compress better, the modem can`t
send more data (i think i got it right now...:)

Now lets take a good compression programm, like lha or arj or pkzip
or whatever and pack normal textfiles to about 30% of their original
size. Then you will be faster in ANY case with the packed files than you
would be with V.42bis alone.

I mean, V.42bis is not a bad compressor at all. E.g. when i use it with
a plain HST where i get a V.42bis and 2400 baud connect my textoutput

nearly goes up to 9600... and thats nearly the 4:1 claimed by v.42bis.

Read ya, Phil

--
~~~~~~~ "And even if you think you are at the bottom, something else
(~ O O ~) happens which makes everything even worse."
| > | Philipp Knirsch, Peter-Imhoffstr. 57 7402 K-furt, Germany
\ _/ / email: knirsch@mailserv.zdv.uni-tuebingen.de
~~~~~~~

552. Re: Disassembly - GEN ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 07:52:33 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Jul15.075233.5169@tdb.uu.se>
Source record: 219659

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
:[stuff (about PC-relative addressing) deleted]
:When do you *have* to use it? Never, really, but it pays in performance gains
:if you choose to use it. You get the same gain from using the address-register
:indirect modes...

There are actually at least one time when you _almost_ are forced to use
PC-relative addressing - the bootsector. First of all, as Howard Chu
pointed out, it saves space (and space is something you don't have a lot
of in the bootsector :-). Secondly the OS doesn't relocate the boot-
sector (and how could it? there's no relocation-table ;-) when it loads
it into memory.

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

553. Re: Game Workbench

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 08:38:20 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jul15.083820.2523@cs.hw.ac.uk>
Source record: 219663

Well my news program just asked me if I absolutely want to do this and
I just said yes.

In article <1992Jul11.203907.26071@visual.spk.wa.us> mhughes@visual.spk.wa.us
(Mark Hughes) writes:
> Okay, here's a few questions: Has the GW been released yet?

Sorry. Not yet.

> If so, where can I get it?

When available you'll get it mail order from Double Click Software and
presumably from all 'good computer stores/shops'. Never in a million years
will it appear on ST Format's cover disk.

> How much?

Dunno. This is up to Mike Vederman at Double Click.

> If not, when?

It was supposed to be out last December but Mike says this September now and
will also be demonstrating GW at Dusseldorf.

The delay has improved GW though by magnitudes. It was good then it's aweseome
now IMHO.

> Why not?

Manuals. Mike is writing the manuals and there's a LOT to document.
(and we keep changing things :-)

>Which versions of Sozobon will it work with (will it work with other
>compilers?)

Game Workbench was developed using Sozobon 1.2 with a modified linker to
support big libraries. Currently it works with Sozobon 2.0, MWC, Laser and
I think Lattice C. It should work with any DRI compatible compiler that can
handle a big library. At the moment HSC can't. We could slice up the library
but that makes things a bit more complictated.

BTW> Supporting various compilers in the ST market is a MEGA headache.
They all have different object file formats and register usage.
Even the ones that claim DRI support are not truly compatible.
eg. Laser C uses A2 as a register variable.

Since Sozobon is PD I guess it can be included in the box for instant usage.

> I could seriously use the GW Real Soon Now.

I really wish you could have it Right Now but it's out of my hands.
But for now, thank you for your interest and I hope you'll enjoy it when it
is available.

> - Mark Hughes mhughes@visual.spk.wa.us

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

554. Cummunicating serially with a Portfolio, what SW?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 08:44:05 UTC
From: sav@nanette.sni.de
Message-ID: <sav.711189845@nanette>
Source record: 219662

I have been given a Portfolio for mobile use. I write notes whilst on the road with it. I would like to transfer these notes to a PC/AT and/or to my ST. The Portfolio has a serial interface attached but apparently no SW for this purpose. What do you recommend? How should I go about this?
HELP, =B-}
Stu(pid) Savory

555. Canon BJ-10 or Citizen PN48

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 12:09:23 UTC
From: spxpmf@thor.cf.ac.uk
Message-ID: <16567.9207151209@thor.cf.ac.uk>
Source record: 219667

Hi All,
I'm looking to buy a printer for my ST and I think I've narrowed the choice down to two, the Canon BJ-10 and the Citizen PN48. Does anyone out there have either of these connected to their ST ? Are you happy with it ? I'm really looking for someone to comment on the print quality of the Citizen and the printer driver compatibility of the Canon. If you have either of these printers running with your ST could you let me know your opinion of it and whether you would recommend buying it.

Thanks.
--

Phillip Fayers email: fayers@cardiff.ac.uk
Sun admin/support/programming phone: 0222 874000 x 5282 (UK)

556. Pagestream vs Calamus SL

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 12:14:31 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <15JUL92.08143158@cc4.crl.aecl.ca>
Source record: 219666

I have both Pagestream 2 and Calamus SL. Yes, Calamus is more powerful but the learning process is arduous (to be polite). While some may say that Pagestream is for the hobbyist, I can crank out great DTP work in minutes compared with hours for Calamus SL.

However, I am struggling to tackle SL; hell I have invested megabucks into it so I'll give it my best shot. One day I will feel comfortable using it or I'll use the manual as a monitor stand.

For those who bad mouth Pagestream; at least the product is user friendly!

557. Re: ST cartridges?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 12:38:12 UTC
From: johnc@swindon.ingr.com
Message-ID: <1992Jul15.123812.23387@swindon.ingr.com>
Source record: 219669

Does anyone know any well stocked sources of cartridges for the atari st computer in the UK? Also, does anyone know if cartridges are compatible with both the old ST and the new STe machines (planning to upgrade from an STFM to a 1040STe in the near future).

Thanks in advance

John

John Coates
Intergraph UK Ltd, Swindon England

johnc@swindon.swindon.ingr.com
uunet!ingr!swindon!pcgc0!johnc
---

558. Re: I just don't get it. (was Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.))

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 12:49:29 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Jul15.124929.18346@its.bt.co.uk>
Source record: 219681

In article <d09c.710440531@alf.zfn.uni-bremen.de> d09c@alf.zfn.uni-bremen.de (Juergen Lock) writes:
>
> theres at least another problem with these `negative' timezones we
>europeans have (1 or 2 hours east of GMT, like TZ=CET-1). it adds
>files with `+64' instead of `-2', and if you unpack that they are
>sent 3 days into the future... and if you run it with TZ=GMT instead
>you lose 2 hours.

It also does that with DST set. One of my m/c's runs GMT0BST & the +64 bug hit as soon as the hour was added. Still it wouldn't stop me using zoo. My Unix version of lharc insists on writing files owned by root which causes me to curse everytime I'm forced to unpack an archive with it. --- Yes I could go find the bug but I haven't the time !!!

John

--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7SUT
+44 21 308 8892

559. Re: using the cartridge port as a file device ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 12:50:50 UTC
From: mhughes@visual.spk.wa.us
Message-ID: <1992Jul15.125050.25399@visual.spk.wa.us>
Source record: 219680

8918927y@levels.unisa.edu.au writes:
> Is it possible to burn programs into an eprom for use with the
>ST's cartridge port ?. I noticed that when you install a drive and use
>the _lowercase_ C you get a 'cartridge' icon, which for most things
>looks like a drive but you can't copy to (which is obvious) or from it..
>.. I was wondering if it is possible to burn my most used programs into
>it.

Apparently so - there was an article in the old Antic Magazine ST section about just such an endeavor. I'll type it up if it's not too long and if it doesn't have a ton of pictures... Although I must agree that a Spectre is pretty spiffy to put in the cartridge slot. I prefer ST-ware, usually, but I like playing Dark Castle... |-)

- Mark Hughes mhughes@visual.spk.wa.us

560. Calamus font trouble

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 13:10:52 UTC
From: kris@tpki.toppoint.de
Message-ID: <1992Jul15.131052.6242@tpki.toppoint.de>
Source record: 219685
Cross-posted to: gate.maus.atari,comp.sys.atari.st,comp.fonts

[This is a crosspost to gate.maus.atari,comp.sys.atari.st,comp.fonts
and therefore in english language]

My boss had an Atari Mega ST 4 with an old version of calamus
and many commercial fonts (900 DM all together, from different
vendors). The machine was recently upgraded to a TT and we also
upgraded to calamus SL.

Unfortunately the serial number of the SL version is different
from the old calamus, so I can no longer use the old fonts.
Also the old version of calamus does not longer work with the
TT. All in all I am unable to do my work.

I ran into an article about the calamus font format posted to
comp.fonts by

>From: jhelling@cs.ruu.nl (Jeroen Hellingman)
>Newsgroups: comp.fonts
>Subject: Calamus font format [long and in Dutch]
>Summary: An incomplete description of the calamus font format
>Keywords: calamus, font formats
>Message-ID: <1992May11.113649.11032@cs.ruu.nl>
>Date: 11 May 92 11:36:49 GMT

Jeroen explained the font format as far as he was able to
reverse engineer it. His descriptions were right and I was able
to locate the different sections of a .cfn file with his
descriptions.

The .cfn-File contains a variable length description of the
characters outline. All character outlines that make up the
font are assembled together to the form the outline section of
the font. This section is prefixed with an offset table, a
table of pointers relative to the beginning of the first
character in the font.

This offset table, consisting of 224 longwords, is the only
coded part of a calamus font file:

[... from Jeroens text ...]
6. Offset tabel (10B4)

CFN_offsets
word id 5
longword mask initieel masker voor decodering offsets
word size

longword[size] offset gecodeerd als CFN_header.serial != 0000

De offset is als volgt te decoderen:

```
offset[0] = offset[0] XOR mask + CFN_header.serial
while n < size
offset[n] = offset[n] XOR offset[n-1] + CFN_header.serial
endwhile
```

offset -2 == bestaat niet
[... end quote ...]

This is true for not encoded fonts. Unfortunately the given decoding scheme does not work for my fonts (type field is 1001 base ten).

I have mailed Jeroen and he said he also has sometimes trouble with the font protection of calamus. He has created some fonts himself, serial number set to zero, which calamus refuses to load. This also happened with another font he got from a third party vendor.

So my question: Do you have information about the calamus font format or even better, source for a converter program? I have some really urgent work here to do, which I am unable to finish without working fonts.

Thanks in advance,
Kristian
--
Kristian Koehntopp, Harmsstrasse 98, FRG W-2300 Kiel, +49 431 676689
"My parents went to niagara and all they got was this lousy boy." -- Kristian Koehntopp

561. Re: pagestream upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 13:11:16 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Jul15.131116.6680@magnus.acs.ohio-state.edu>
Source record: 219668

In article <BrEq7B.7I9@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>In article <3400@eastman.UUCP>, nelson@that_machine.Kodak.COM (Bruce D. Nelson) writes:
>|> In PageStream, the printer drivers other than PostScript need large
>|> memory buffers to rasterize the output. Insufficient memory can cause
>|> the 2 bombs.
>
>But I have 2.5 meg and still have these problems! Wouldn't 'banding' the
>output or putting up a dialog after the failed malloc() be a better solution
>than two bombs?! Silly pagestream programmer(s).

I don't buy this memory B.S. I was working with the exact same setup
with PageStream 2.1, and everything working perfectly. No bombs when
printing at all, ever! So why does upgrading cause this to fail?

BTW, how many drives are experiencing this problem? I know 2.1's
EPSONX is, because that's what I use. Someone posted problems with
the Deskjet drivers I believe. Anyone have problems with others?

Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | If we keep up at this bandwidth, we'll blow up any
`---- | minute now. Me poor bairns canna take much more.

562. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 13:41:12 UTC
From: alf@skid.north.de
Message-ID: <a9642640@skid.north.de>
Source record: 219713

In <1992Jul14.065732.3622@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <memo.518564@cix.compulink.co.uk> thart@cix.compulink.co.uk writes:
>>In article <H.oK6MphbOcJ2@jonh.wimsey.bc.ca>,
>> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>>> I don't know what the limitations are, but no one I know has ever
>>>gotten a real 19200 out of any current 14400 on the Atari, so worrying
>>>about hacking up to 38k is silly(IMHO)

>> Sorry, but I get 19200 regularly (daily!) with my HST DS+ (V32bis
>>connection) on text files. Note that this is with *text* files. I
>>suppose it depends on whether or not you are downloading buckets of
>>uncompressed text (I am!). This is with a standard ST Mega4. One thing
>>that I *do* change is that I try to use this speed with a "clean" machine,
>>with no accessories or auto folder programs that aren't necessary. If I try
>>high speed comms with a machine crammed with installed progs, I get errors.
>>I didn't bother checking to see which programs were causing problems, I just
>>ditch the lot for comms.

>> The figure for compressed files *is* lower, of course. More like 16,000
>>or a bit less. It depends on how well the compression has been done, but
>>V42bis appears able to squeeze a bit more out.

>Hm, let's think about this a bit, shall we? Say you have a V.32bis modem with
>a raw throughput rate of 14400bps. You connect it to your ST at 19200bps, and
^^^^^^^^
>dial up another computer that also has a DTE rate of 19200bps. Now, when you
>download a plain text file, because of the wonder of V.42bis it arrives at an
>effective speed of 19200bps over the 14400bps link. Great.
^^^^^^^^^^^^^^^^^^^^^^^^^

You made a fault. You said, that the speed between the DTE and the modem is 19200 bps. Between the DTE and the modem the minimum you transfer is 8N1. That meens that every byte has 10 bits. On the phoneline between the modems we have to transfer 8 bits per byte, because of MNP4 and V.42. If I now also uses V.42bis the maximum effective speed between the modems is 15360 bps.

Alf

Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> alf@zfn.uni-bremen.de | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

563. Re: RUSSIAN on the ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 13:42:11 UTC
From: rb420@rbhp24.rbg.informatik.th-darmstadt.de
Message-ID: <1992Jul15.134211.45846@infoserver.th-darmstadt.de>
Source record: 219674

In article <1992Jul14.121821.4027@unlinfo.unl.edu>, ganderso@unlinfo.unl.edu (gary anderson) writes:

> I'm looking for a Russian language-tutor/vocabulary-builder program
> for the ST.
>
> Anyone know of such a thing--public-domain or otherwise?
>

Would you be so kind to post in here, once you get some mail about that.
I was looking, too, but could not find a really (I mean REALLY) good one.
Perhaps, there is none, so someone should sit down to write it. I decided
to do so, but I had no time, yet...

sincerely,
Chris

564. How to send money?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 13:55:37 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jul15.135537.20907@crc.ac.uk>
Source record: 219684

Hello,

I am trying to buy some software and hardware from somebody in America.
(BTW I am in England).
What is the best way to send the money and also what is the best way to
deliver the things I am trying to get.
The software shouldn't be a problem, I suppose just a jiffy bag or something
like that will do. What about something like a hard disk?
What can you do if for example something gets broken or lost in the post?
I would appreciate some detailed instructions as I have never done anything
like this before.

I realise this must be a frequently asked question.
I have heard several people saying "look at the FAQ". How do you do this??

Thanks a lot,

Phil
(E-mail naffara@uk.ac.crc)

565. STOS on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 14:13:06 UTC
From: dillenbu@bert.eecs.uic.edu
Message-ID: <1992Jul15.141306.8275@bert.eecs.uic.edu>
Source record: 219675

Has anyone been able to get STOS to work 100% on a TT? A while back I went through and found the ROM vectors that STOS uses on a TT, but some of the STOS commands still don't work (i.e. circle, arc, box). If anyone from Mandarin is out there, please help!

John Dillenburg
Internet: dillenbu@uicbert.eecs.uic.edu
GENIE: J.DILLENBURG

--
+---+---------------------+
John Dillenburg	"You can't keep a
Univ. of Illinois at Chicago	man down without
Dept. of Electrical Engineering and Computer Science	staying down with

566. Re: Canon BJ-10 or Citizen PN48

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 14:26:49 UTC
From: otv@hal.nta.no
Message-ID: <1992Jul15.142649.23967@nntp.nta.no>
Source record: 219679

In article <16567.9207151209@thor.cf.ac.uk>, spxpmf@thor.cf.ac.uk (Phillip Fayers) writes:
|> Hi All,
|> I'm looking to buy a printer for my ST and I think I've narrowed
|> the choice down to two, the Canon BJ-10 and the Citizen PN48. Does
|> anyone out there have either of these connected to their ST ? Are you
|> happy with it ? I'm really looking for someone to comment on the print
|> quality of the Citizen and the printer driver compatibility of the
|> Canon. If you have either of these printers running with your ST could
|> you let me know your opinion of it and whether you would recommend
|> buying it.
|>
|> Thanks.
|> --
|>
|> Phillip Fayers email: fayers@cardiff.ac.uk
|> Sun admin/support/programming phone: 0222 874000 x 5282 (UK)

I have a Canon BJ-10ex printer running on my ST, and I have no complaines about it. I use it mainly with Write-On (wordprocessor), Cubase (MIDI-sequencer), Revenge Document Displayer and to print out from desktop. I have had some problems with the printout quality in Cubase, but I think that is a problem with Cubase and not the printer.

NB!! You should be aware of the two different models of Canon BJ-10:

Canon BJ-10e (emulates IBM Proprinter)
Canon BJ-10ex (emulates Epson-LQ and IBM Proprinter)

The price is the same, the Canon BJ-10ex is just a newer model. I find the Epson emulation very useful, most software has support for Epson-LQ. And the printout quality is good. Somone might try to sell you the old Canon BJ-10e with a "new" price.

I am still not sure whether the IBM Proprinter and/or Epson-LQ emulation takes full advantage of the capabilities of the printer. I have never found a Canon BJ-10 printer driver, so I haven't been able to compare. If anyone knows more about this, please make a comment!

- Oddvar Tveito (otv@nta.no)

567. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 14:29:14 UTC
From: sourada@iastate.edu
Message-ID: <sourada.711210554@vincent1.iastate.edu>
Source record: 219677
Cross-posted to: comp.sys.atari.st,news.answers

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Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
MAGS What magazines are available for the Atari ST?
*TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
*MAIL E-Mail file servers
*FTP Anonymous FTP servers
*COMP Atari-related companies
*IAAD Independent Atari Developers
*CREDIT Who has contributed to the FAQ?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
```

comp.sources.atari.st ! uuencoded/shar sources

:EMILY:
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of
humor.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways),
Emily has taken time out of her busy schedule to answer a few commonly
asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.
Flame wars are fun. They're the main reason people creted Usenet,

and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS:
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public. See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &
docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa

(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV:
How do I become a developer for the Atari ST?
==========

Contact Gail Bacani, Atari Rep Person, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Gail for
more information.

Atari is now selling the developer's kit (or parts of it) seperately. No
project-in-development or non-disclosure agreement is necessary.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5
Invalid handle.....-37.....6
Insufficient memory.....-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46.....15

```
No more files..................-49...........18
Range error....................-64...........33
Internal error.................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.....................2
Address Error.................3
Illegal Instruction............4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation............8
Trace.........................9
Line 1010 Emulator...........10
Line 1111 Emulator...........11
[unassigned, reserved].......12
[unassigned, reserved].......13
Format Error.................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt...........24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

:FREE:
What is Free-Net and how can I get access?
=========================================

A "Remodeled" Atari S.I.G. Opens
```

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG

P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS:
What magazines are available for the Atari ST?
==========

The information here is preliminary. If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.
As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> for some info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so polished. 2 cover disks per issue.

There are ST sections in New Computer Express (weekly) (this magazine ceased publication in February 1992), Computer Shopper (monthly) and some general-purpose games mags whose names I forget.

There are also, I think, some MIDI mags with strong ST content. I don't have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this information, DP-Z]. Hardware and Software reviews, some commercial software reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100 Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Markt & Technik Verlag AG, Hans-Pinsel-Strasse 2, D-8013 Haar bei Muenchen GERMANY

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

:TIPS:
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

On the Desktop of TOS 1.4 or higher, holding the right mouse button allows you to manipulate files in other windows. This is useful for a number of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window.

:ZNET:
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR:
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

:PD:
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL:
E-Mail file servers

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@twitterpater.eng.sun.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu

archive-server@lancs.pdsoft:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.129]

cs.uni-sb.de [134.96.7.254]

archive.cs.ruu.nl [131.211.80.5]

:COMP:
Atari-related companies
=======================

This is a (still under construction) list of companies and addresses that might be of use to Atari ST users. Please send me addresses for the blank ones on this list. See also IAAD, it lists many more companies that are not on this list.

BMS

GengTec

JRI

Marvin AG

Matrix Datensystem

Supra

TKR

Wittich Computer

:IAAD:
Independent Atari Developers
============================
(Thanks to Ed Krimen (ekrimen@wet.com) for sending this along)

The Independent Association of Atari Developers
Member Directory
Compiled 6/7/92

Please note: Most IAAD members support users through the bulletin board areas on GEnie. References in this file to "Cat" or "Top" refer to the ST RT bulletin board area; other RTs are designated by name. We welcome your comments and inquiries!

James C Allen
FAST TECHNOLOGY
P.O. Box 578
Andover, MA 01810
508 475 3810 (fax)
508 475 3810
GEnie: J.ALLEN27

Cat4 Top11

Todd Bane
Soft-Aware Unlimited
334B North Euclid Avenue
Upland, CA 91786
714 985 2348 (fax)
714 982 8409
GEnie: R.SKRALY
Cat6 Top4

Steve Barker
Flying Pigs Software
P.O. Box 688
St. George, UT 84771
801 628 5764 (fax)
801 628 5713
GEnie: STEVE-B
BBS: 801 628 5773

David Beckemeyer
Beckemeyer Development Tools
P.O. Box 21575
Oakland, CA 94620
510 530 0451 (fax)
510 530 9637
GEnie: D.BECKEMEYER
Intrnt: david@bdt.CO
Cat2 Top34

Robert M Birmingham
13630 SW 101 Lane
Miami, FL 33186-2814
305 385 1942
GEnie: R.BIRMINGHA4
CIS: 73637,1120
Cat25

Dorothy A Brumleve
D.A. Brumleve
P.O. Box 4195
Urbana, IL 61801-8820
217 337 1937
GEnie: D.A.BRUMLEVE
Delphi: DABRUMLEVE
CIS: 71451,1141
Cat29 Top6

Gilbert Callaghan
Double Click Software
P.O. Box 741206
Houston, TX 77274-1206

713 977 6520 (fax jack)
713 977 6520
GEnie: DOUBLE-CLICK
CIS: 75300,577
BBS: 713 944 0108
Cat30

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Phil Comeau Software
43 Rueter Street
Nepean, Ontario Canada K2J 3Z9
613 596 4081 (fax P.C. Soft)
613 825 6721
GEnie: P.COMEAU1
Cat13 Tops7,20

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Jordan, MN 55352
612 492 3913
GEnie: J.CRASWELL
CIS: 73016,27

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Rockford, IL 61101
815 968 6888 (fax)
815 968 2228
GEnie: C.DAYMON
ICD RT

John Eidsvoog
CodeHead Technologies
P.O. Box 74090
Los Angeles, CA 90004
213 386 5789 (fax)
213 386 5735
GEnie: J.EIDSVOOG1
Cat32

Lauren Flanagan-Sellers
Goldleaf Publishing Inc.
700 Larkspur Landing Circle, Suite 199
Larkspur, CA 94939
415 257 3515
GEnie: WORDFLAIR
Cat35

Rick Flashman
Gribnif Software

P.O. Box 350
Hadley, MA 01035
413 584 2565 (fax)
413 584 7887
GEnie: R.FLASHMAN
Cat17

David Fletcher
Ditek International
2800 John Street, Unit 15
Markham, Ontario Canada L3R 0E2
416 479 1882 (fax)
416 479 1990
GEnie: DITEK
Cat6 Top9 / Cat7 Top7

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Cat6 Top32

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216 252 4272
GEnie: T.GILL7
CIS: 73467,777
Cat17

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Rockford, IL 61101
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GEnie: ICDINC
ICD RT

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Shreveport, LA 71105
318 869 1292
GEnie: D.S.HARRISON
Cat2 Top15

Craig Harvey
Clear Thinking
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Ann Arbor, MI 48105
313 971 8671
GEnie: C.HARVEY
BBS: 313 971 6035
Cat2 Top40

John 'Hutch' Hutchinson
Fair Dinkum Technologies
P.O. Box 2
Los Alamos, NM 87544
505 662 7366
GEnie: FAIR-DINKUM
Cat29 Top4

Hagop Janoyan
PDC, Inc.
515 Wing Street
Glendale, CA 91205
206 348 4276 (fax)
818 242 5692 or 206 745 5980
GEnie: H.JANOYAN3 or PDC.SW
Cat13 Tops12,21,22 / Cat10 Top11 / others

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213 386 5789 (fax)
213 386 5735
GEnie: C.F.JOHNSON
Delphi: CFJ
CIS: 76004,2232
Cat32

Todd Johnson
Cherry Fonts
Unit #4, 2250 Tyner Street
Port Coquitlam, B.C. Canada V3C 2Z1
213 386 5735 (CodeHead)

GEnie: CHERRY.FONTS
Cat32 Top27

Deron Kazmaier
Soft-Logik Publishing
P.O. Box 290070
St. Louis, MO 63129
314 894 8608
GEnie: DERON.K
SOFTLOGIC RT

Gene Kane
Xerox Corp
101 Continental Blvd. M/S ESC1-945
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216 539 5623
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Cat7 Top5

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CIS: 76004,2246
Delphi: ISDMARKETING
Cat16

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Cat2 Top19

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201 998 0932 (fax)
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A Ridley
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GEnie: A.RIDLEY1

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406 265 9609
GEnie: DRAGONWARE

Cat13 Top4

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Cat17

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310 595 9799
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GEnie: L.SEILER
Cat25

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GEnie: NEVIN-S
Cat6 Top23

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GADGETS RT

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419 529 9797
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CIS: 71777,3223
Delphi: DATAQUE

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Cat 10 Top 15

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CIS: 75300,577
BBS: 713 944 0108
Cat30

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Delphi: ANALOG4

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Cat7 Top13

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Cat4 Top12

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714 753 9253
GEnie: WUZTEK.OPI
Delphi: OPI
Cat4 Tops12,17,31,32

:CREDIT:
Who has contributed to the FAQ?
==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

Ben Gilbert
John Henders (jhenders@jonh.wimsey.bc.ca)
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Wayne (?) (trek@ihlpb.att.com)
John Townsend
Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

568. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 14:32:50 UTC
From: sourada@iastate.edu
Message-ID: <sourada.711210770@vincent1.iastate.edu>
Source record: 219676
Cross-posted to: comp.sys.atari.st,news.answers

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
*ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
*GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
*MAIL E-Mail file servers
*FTP Anonymous FTP servers
*TEX Is TeX/LaTeX available on the Atari ST?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
```

comp.sources.atari.st ! uuencoded/shar sources

:ARCS:
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using zoo21.ttp.

:CLI:
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell - available under MINT

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4

```
Bad request.....................-5
Seek error......................-6
Unknown media...................-7
Sector not found................-8
No paper........................-9
Write fault....................-10
Read fault.....................-11
General error..................-12
Write protect..................-13
Media change...................-14
Unknown device.................-15
Bad sectors on format..........-16
Insert other disk..............-17
Invalid function number.........-32.............1
File not found.................-33.............2
Path not found.................-34.............3
No handles left................-35.............4
Access denied..................-36.............5
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified.........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35
```

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when you call Frename and the two names you give aren't on the same drive), and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from the 68000 micro-processor.

```
Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
```

```
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:GDOS:
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called FSMGDOS, which should be available commercially from Atari. It is currently included with WordFlair II. FSMGDOS uses scaleable fonts - you do not need to create a font file for every point size. Current word is that the street price for FSMGDOS will be about $50. The Lucida font family comes with FSMGDOS, and the output is very nice, even on a 9-pin Epson printer. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within FSMGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

:GNU:
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2.5 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at cs.uni-sb.de and most other European FTP sites. The latest version of GCC available for the ST is 2.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.1 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System
SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM:
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)

Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG:
Public Domain/Shareware languages...
==========

There are a large number of programming languages available for use with the Atari ST. Programmers seem to flock to the Atari ST, and if you know of a language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN
FORTH
ICON
LISP
Modula2
OPS5
perl
PROLOG
SCHEME
Smalltalk
XLisp
XProlog

XScheme

Check the atari.archive server under /atari/languages. Most other archive
sites will have a language directory which you can also check.

:MINIX:
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386,
and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and
later in 1991, Sun SPARC. It is available with all the source code for
the entire operating system, the libraries, and nearly 200 UNIX-like
utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free
via anonymous FTP for people on the Internet. A Macintosh version will be
online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to
ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME
file describes the contents of the directory and how to use it. Be sure to
fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-
Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T
ask me to send it by email. I have quite enough work already thank you.
The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line,
MINIX itself is copyrighted software and is not available on line. The
demo disks are also copyrighted, but permission is hereby granted to
upload and use them for evaluation purposes. The READ_ME file tells how
MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN
TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix
newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT:
What is MiNT?
==========
MiNT is a free multitasking operating system extension for TOS. It is somewhat
like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM
program along with a lot of character-based programs simultaneously. MGR

and MW2 can both put multiple terminal windows on screen, and bgacc can put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go with it can be found at atari.archive.umich.edu:/atari/mint.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now 'MiNT is Now TOS'. :-)

:DEMOS:
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from atari.archive to allow this.

:PAINT:
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett. The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD:
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL:
E-Mail file servers

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@twitterpater.eng.sun.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access

via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu

archive-server@lancs.pdsoft:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

```
begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end
```

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions to INFO-A16 are also available on this server. INFO-A16 is a digest of messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
----

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.129]

cs.uni-sb.de [134.96.7.254]

archive.cs.ruu.nl [131.211.80.5]

:TEX:
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty

The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request
to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The
latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0.
This consists of 8 disks full of TeX stuff, plus an installation program
that takes care of the details for you.

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

569. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 14:35:10 UTC
From: sourada@iastate.edu
Message-ID: <sourada.711210910@vincent1.iastate.edu>
Source record: 219678
Cross-posted to: comp.sys.atari.st,news.answers

```
Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ACCEL Hardware Accelerators
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks?
GRAPHIC How can I enjoy enhanced graphics on my ST?
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ACCEL:
Hardware Accelerators
=====================
```

(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

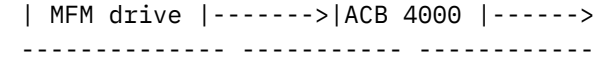
68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:DRIVES:
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:



3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put
the drive internally, you will need a case with power supply to house the
adapter and hard drive. IBM case is very easy to get and has a lot of space
for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive
they use about 20 watts or less, Quantum LPS drive use about 10 watts each,
make sure your power supply has more than the drives need. Again if you
use IBM case, the 150 watts power supply for that type case can drive at
least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup

SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL),
it's 50pins IDC female connector on each end with 50 conductors
cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be
available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again. And check the jumper setting on the drive (consult the drive's manual). If you are using more than one drive with the system, make sure only the last drive has the terminator (either a DIP or a signle inline package of resistor, which usually is socketed and close to the SCSI connector on the drive circle board. Remove the terminator from other drives. [only the last drive should have the terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5 from ftp sites.

:FLOPPY:
Can I use 1.44 meg floppy disks?

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe and TT machines. If you own an older Atari ST, there is a company which offers a $199 kit (including floppy) to install and use the drive. (I will supply the name next month, sorry...)

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the desktop.

:GRAPHIC:
How can I enjoy enhanced graphics on my ST?

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass at listing some of them. The information is based on postings by Ben Gilbert and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different graphics boards available, from hobbyist to professional, from CAD to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync
monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:JOY:
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable units"

:MODEM:
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOOW to you!

:MONITOR:
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150,

used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM:
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE:
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases. The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and the excessive use of disk accesses in Mac software will have you wanting a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File Exchange if you are needing MS-DOS data disks for Mac work. Language configuration support, keyboard support, A4 paper size support for Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a MacIntosh with a decent screen is indescribable. The extra flexibility that you get will also make you feel more confident in the greatness of your Atari. You will also get to see some of the frustrations with one of the other sides of the fence - frustrations like excessive disk access, remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating philosophies of an ST and of a MacIntosh. You really must read the documentation that comes with the Spectre GCR (and I for one found that a real delight. Dave and Sandy have a very different approach to software documentation that makes it enjoyable reading.) You should also read the Mac Operating System docs. One other reference you may need if you are going to do much with Mac software is one of the reference manuals referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on a GCR, don't figure you will get a straight answer. They won't know. The current compatibility list from Gadgets lists about 450 programs and their release numbers that have been tried and found to work with Spectre GCR. In general, if a piece of software won't work with the GCR, it is probably becuase of copy protection. Most serious Mac software is not copy protected.

One last note - earlier versions of the emulator exist that were not capable of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64 KB ROM which is not good) to fully utilize the device. Also it's recommanded to use it with MONO monitor and at least 2MB RAM. The Spectre software takes about 300 some KB of memory, so on a 1040 there is not very much left for Mac, especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most Mac drive is double side). With DOS mounter or software like that you can read /write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM binary. It's only for file transfer). Or you can use Apple File Exchange to read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not run with it.

:UPGRADE:
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

570. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 15:25:41 UTC
From: ai065@cleveland.Freenet.Edu
Message-ID: <1992Jul15.152541.22008@usenet.ins.cwru.edu>
Source record: 219682

Commodore Ranger??? No such beast. Rumors...rumors.
--
"A large creature about 7 1/2 to 8 foot tall. It was greyish black in color,
and as it went away from me I seen the backside of it walking as a man would
walk on it's hind legs."- Former Sheriff Oliver Potter, Vancouver, Washington
The Cryptozoology Information Network. Want on our Email mailing list? Amiga!

571. Re: ST for home automation

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 15:39:05 UTC
From: X049BC@tamvm1.tamu.edu
Message-ID: <1682595E9.X049BC@tamvm1.tamu.edu>
Source record: 219683

In article <1992Jul14.185440.28889@nntpd2.cxo.dec.com>
marks@ssdevo.enet.dec.com (Randy Marks) writes:

>Greetings:
>I've got a 520ST upgraded to 1Meg.
>I'm either going to sell it, or attempt to use it for a dedicated home
>automation system. Just wondering if there is commercial hardware for
>the ST which would allow it to control X-10 modules. And if such
>hardware exists, where does one get software for this application?
>
> Thanks,
> Randy Marks

Randy,
I'm using my ST for this. I use the X-10 box that also works on IBM's
and a program from Michtron called ECHO. Works great! DAK had the best prices
on the hardware, but they're supposed to be Chapter 11, so good luck!
Bill

572. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 16:49:37 UTC
From: dave@admiral.uucp
Message-ID: <1992Jul15.164937.9263@admiral.uucp>
Source record: 219709

In article <1992Jul14.083651.26672@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <1992Jul10.202951.24395@cheshire.oxy.edu> leavitt@cheshire.oxy.edu
>(Thomas VanNess Leavitt) writes with respect to the Atari Falcon:
>> ... LAN built in? What does that mean? Appletalk? Built in ethernet? ...
>
>I don't think it means a whole hell of a lot. The TT and then the Mega STE had
>LAN ports and to my knowledge there is NO|NIL|ZERO|ZILCH|NADA software that
>will network Atari's together let alone to other machines. <BTW don't waste
>my time mentioning MIDI or RS232 networks.>

Ok, can I waste your time mentioning Universal Network? This uses the TT and
Mega STe LAN ports, as well as providing for connections to older ST's without
LAN ports. There is also another piece of network software, I think it's called
Lantastic, but I'm unsure of the specifics of this program. Anyone care to
comment?

Oh, by the way, Universal Network is produced by the same people who make
Universal Item Selector III. You can't say that it's not supported!

--
"Dammit Jim, I'm a free man, not a number!"

This is a copy of the mnemonic signature virus. Remember to copy it into
your .signature file later. Join the fun!

573. Re: Email to Joppa Software ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 16:52:05 UTC
From: dave@admiral.uucp
Message-ID: <1992Jul15.165205.9355@admiral.uucp>
Source record: 219710

In article <3918.07.92@janhh.hanse.de> jan@janhh.hanse.de (Jan Willamowius) writes:
>Can Joppa Software Develpoment (the company that made Straight FAX) be
>reached via Internet ?

I tend to doubt it. Last time I checked, they didn't even have an 800 number.

--
"Dammit Jim, I'm a free man, not a number!"

This is a copy of the mnemonic signature virus. Remember to copy it into
your .signature file later. Join the fun!

574. ST software in a PC...?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 16:54:56 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Jul15.165456.24359@unlinfo.unl.edu>
Source record: 219687

I just heard of an outfit called Branch Always Software in Bellevue, WA (USA), who have released an ATARI-ST emulator for the PC!

Anyone know anything about this? Is it hardware or software? And does it actually work?

Any information -- including a phone # for Branch Always (directory assistance couldn't find them) -- would be warmly welcomed.

575. Re: Disassembly - GEN ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 16:55:40 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <63458@hydra.gatech.EDU>
Source record: 219686

```
In article <1992Jul14.212102.9863@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov
(Howard Chu) writes:
>are within +32766/-32768 bytes of where you currently are. (Gee, wouldn't it
>have been a cool optimization, on the 68K designer's part, to have made the
>16 bit offset with an implied 0 bit? After all, you're only allowed to have
>instructions on even addresses, so that low order bit is wasted in these guys.

And what if you're doing a byte length operation? After all,

lea 13(PC), a0
lea 21(PC), a1
move.b (a0)+, (a1)+

is a vaild operation. If the designers had used an implied bit 0,
you couldn't use PC-relative addressing to find the terminating
null byte in an arbitrary length string (for example).
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu
```

576. Mega STE and other ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 17:14:32 UTC
From: ekrimen@wet.UUCP
Message-ID: <4124@wet.UUCP>
Source record: 219696

```
FOR SALE --

Mega STE (4meg RAM, 50meg HD, 1.44meg floppy, TOS 2.06, FPU) -- $1000
Excellent condition, clean; comes with all manuals and original
packaging

Supra 2400 modem -- $80
Excellent condition, clean; comes with all manuals, power
supply, phone cord, and original packaging.
with modem cable and 9-pin adapter for MSTE/TT -- $90

Calamus 1.09 and Font Editor 1.0 -- $100

Omnimon Peripherals Omnix3 multisync monitor switchbox -- $70
Fine condition. Still has 6 months left on warranty.
All solid-state operation; no mechanical parts.
Mega STE must be sold before this is.

Epson 720K floppy drive pulled from Mega STE -- $60

Three flip-top disk cases: 2 can hold 80-90 disks and have locks
-- All for $20 1 can hold 40-50 disks

I'll sell everything listed above for a total of $1200. UPS Ground
shipping included on everything but disk cases (unless sold as a
package deal of course). Will entertain other offers and package
deals. Please leave e-mail to ekrimen@wet.com or call 415-751-3693.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)
```

577. ++-- ATARI COMPUTER FOR SALE --++

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 18:03:05 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992Jul15.140305.1@vaxr.sscl.uwo.ca>
Source record: 219688

I have the following computer for sale: NOTE THE RAM UPGRADE *TYPE*

520ST w/external floppy drive (TOS 1.0; 1986 machine)

*** upgraded to 2.5 meg with a SIMMS conversion
eg. the memory can be upgraded to 4 meg in a matter of MINUTES
by simply adding more SIMMS

- the machine itself is old but VERY reliable; the new upgrade gives it
a great new lease of life.

- check ST Format for prices on this upgrade (Evesham Micros) it's not
a cheap one!!! It of course has 2meg on board!

I want to upgrade to a mega but I need some capital, make a decent offer and
the computer, upgrade, MANY disks of PD software and a games could be
yours (i'll throw in RESOLUTION 101 and SIM CITY free: a great 3D vector
graphics game and the classic city simulator -- both with all original
packaging etc.)

PLEASE E-MAIL AT BELOW OR CALL NUMBER BELOW (**AFTER 5PM EST.**)

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

578. Re: using the cartridge port as a file device ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 18:08:12 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul15.180812.17154@solace.hsh.se>
Source record: 219692

8918927y@levels.unisa.edu.au writes:

> Is it possible to burn programs into an eprom for use with the
>ST's cartridge port ?. I noticed that when you install a drive and use
>the _lowercase_ C you get a 'cartridge' icon, which for most things
>looks like a drive but you can't copy to (which is obvious) or from it..
>.. I was wondering if it is possible to burn my most used programs into
>it.

>Kym

Yes, it is. I have a friend that has written a program that converts your
favourite files to a binary file that you burn into eprom. You can have
auto-programms if you want too.. I'll see if I can persuade him to let go
of the program.. :)

One one the main problems though is that cartridge only can store about
64KB...

--
+---+
!email: hasse@solace.hsh.se snail-mail: Hans Holmberg !
!irc: Knightman Sommarv. 5 !
!flames: /dev/null 854 67 Sundsvall !

579. Using Ghostscript fonts in Pagestream? Calamus fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 18:10:36 UTC
From: selick@csa.bu.edu
Message-ID: <91101@bu.edu>
Source record: 219694

Is it possible to use Ghostscript fonts or Calamus fonts in Pagestream?
What other sources are there for Pagestream fonts? Particularly public
domain?
-Steve <selick@csa.bu.edu>

580. Re: 38400 BAUD -- POSSIBL

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 18:52:20 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l68sv4INNf9j@aludra.usc.edu>
Source record: 219691

Jeff,

Does Stalker hang up when you quit the program? If not, then why
don't you try connecting to a bbs and have them send something with zmodem.
Then quit Stalker and try XYZ - that seems to be (from the posting so far)
the fastest and most capable zmodem transfer program so far. Hopefully,
whoever wrote XYZ will fix that bug that someone else mentioned (I think
it was sending multiple files, or perhaps sending directories.

Let us know how it goes. (oh, if it is a multi-line BBs, try it when
there is a low number of people on - the load may affect your throughput.

-Mike

581. Need to write Mac and Amiga disks

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 19:29:45 UTC
From: whitcomb@aurs01.uucp
Message-ID: <60928@aurs01.UUCP>
Source record: 219698

I've written an shareware X-oR profile for the Alesis QuadraVerb+, and
I'd like to be able to write it on Mac and Amiga disks for folks who
register (X-oR profiles are compatible for Atari, PC, Amiga and Mac).

Is there a program that will allow me to format and write the profile to
Amiga and Mac disks?

-Jonathan

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

582. Re: pagestream 2.2 problem with ramdisk

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 19:31:16 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <Jul15.193116.55065@yuma.ACNS.ColoState.EDU>
Source record: 219699

In article <BrEpzD.7EB@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>In article <1992Jul14.124532.21300@decuk.uvo.dec.com>, heiden@kboeng.enet.dec.com
(Matthias Heiden) writes:
>|>
>|> Is somebody with the new pagestream version 2.2 using
>|> a ramdisk ? I have been using pagestream version 2.1
>|> with edisk version 2.1 without problems, but after the
>|> pagestream update to version 2.2, I cannot use the file
>|> selector anymore. I traced it down to some interference
>
>I use the Harlekin file selector. Pagestream 2.2 works fine with
>that, though when I boot _without_ harlekin, Pagestream CAN'T
>FIND THE GEM SELECTOR!! The 'Open...' command always just opens
>an untitled window, and all other functions which call up the
>file selector return as if the 'Cancel' button was pushed.
>
>Is anyone sure this is really not a downgrade? Or perhaps pagestream
>2.2 is a July Fools joke...
>
>
>Hmm.
>
>--Bill

I have had no problems with 2.2 using:
520 STE with 4 megs
NeoDesk
Universal Item Selector III
The Supercharger as ramdisk
printing in postscript to a NECSilentwriter 2 Model 90

583. Re: Pagestream vs Calamus SL

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 19:40:11 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Jul15.194011.14756@magnus.acs.ohio-state.edu>
Source record: 219693

>For those who bad mouth Pagestream; at least the product is user friendly!

Must just be me, I find Calamus much more friendly than Pagestream, no weird
font settups for one thing... I found Calamus extremely easy to use, I was up
and running in literally hours with the original, and SL looks only *slightly*
more confusing...
-->
|-) -David Butler- dhbutler@magnus.acs.ohio-state.edu

- "Ultimate players make better lovers. Trust me." - An exceptionally wise man.

||| - There's a statue in the city square
/ | \ Images of heroes that were never there
We rally strong around the statue's base
There is a storm on the way - Willie Phoenix, 1986

584. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 20:01:15 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jul15.200115.20164@newshost.lanl.gov>
Source record: 219697

Each to his own, of course, but I caution everyone to examine the benchmarks used for NVDI v-e-r-y carefully. I'm not saying it is not a worthwhile package as I think it is, but IMHO, some of the benchmarks are suspect; especially those that perform operations which are not at all typical of everyday use. When you combine those "unusual" operations with the others and derive an overall factor, it is easy to sway the statistical results (to be "faster" than Warp 9, for example).

Warp 9 or NVDI? I'd say either one is a winner but no one should need both!

Like a wise man once said though, "you pays yer money and you takes yer choice".

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

585. RAM upgrade for sale

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 20:34:28 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992Jul15.163428.1@vaxr.sscl.uwo.ca>
Source record: 219695

I have a 520->1meg upgrade for sale. It is the plug-in
solderless type and has never been used (I got the SIMMS upgrade before I had a
chance to install this one). It was pretty pricey when I got it but prices
have fallen since then. I guess i'll have to take a bath on it but it's of no
use to me so...best offer gets it! I'd like to get at least $50 for it (it
cost me over @ $100 over a year ago).

if your interested or would like to make an offer call or email,

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

586. Re: mono monitor problems

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 21:09:54 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Jul15.210954.10557@pbhya.PacBell.COM>
Source record: 219700

In article <60915@aurs01.UUCP> klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com (John Klassa) writes:
>Hi-
>At any rate, my mono monitor has started to flake out. The width of
>a line of text has started to vary from place to place on the screen...
>At the top, a line of text is about a half inch or more tall; at the
>bottom, perhaps an eighth. In between, it seems to vary more or less
>linearly from top to bottom.
>

Very un-scientific, but have you made sure that there are no large MAGNETS around your monitor? My teenaged son put monster car speakers under his TV and made some very interesting effects similar to what you describe. I had a similar problem when I put a VCR under a 30 inch TV. The TV's magnetic field fed into the VCR, screwing up the recordings.

There are adjustments that can be made to your monitor inside. Vertical size might be a place to start, BUT WATCH OUT FOR _VERY_HIGH_ VOLTAGE.

Daniel B. Suthers, CCP
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe
==========
= Youth is a difficult time... it gets tougher the longer you draw it out. =
==========

587. Re: Software trashing hardware

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 21:17:48 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Jul15.211748.10723@pbhya.PacBell.COM>
Source record: 219701

```
>In article <1992Jun24.153937.27253@usho93.hou281.chevron.com>,
xepama@usmi02.midland.chevron.com (P.Mann) writes:
>
>|> Although the question has been moot for years, I have always been
>|> curious as to what actually was going on. Has anyone ever seen another
>|> case of a particular piece of software breaking hardware?

Yup, there was the Audi 5000 fuel control system. It wrecked the whole
automobile by accelerating without warning ;^)

Seriosly, there was an Apple BBS package that would loop on disk reads,
thus adding years of wear in a very short time.

Daniel B. Suthers, CCP
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe
================================================================================
= Youth is a difficult time... it gets tougher the longer you draw it out. =
================================================================================
```

588. Populous II - Where from?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 22:01:08 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1992Jul15.220108.156171@cs.cmu.edu>
Source record: 219704

Hello,

I'd like to get Populous II. Could anyone suggest a
good (ie. cheap but reliable) dealer I could get it
from?

TOAD have it, but the price is a little high - $45+
$5 s&h I think, which is where I'll go as a last resort,
but cheaper would be nicer!

Thanks in advance,

Red/.

589. Re: Disassembly - GEN ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 22:35:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jul15.223522.8101@elroy.jpl.nasa.gov>
Source record: 219702

```
In article <63458@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>In article <1992Jul14.212102.9863@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov
>(Howard Chu) writes:
>>are within +32766/-32768 bytes of where you currently are. (Gee, wouldn't it
>>have been a cool optimization, on the 68K designer's part, to have made the
>>16 bit offset with an implied 0 bit? After all, you're only allowed to have
>>instructions on even addresses, so that low order bit is wasted in these guys.
>
>And what if you're doing a byte length operation? After all,
>
> lea 13(PC), a0
> lea 21(PC), a1
> move.b (a0)+, (a1)+
>
>is a vaild operation. If the designers had used an implied bit 0,
>you couldn't use PC-relative addressing to find the terminating
>null byte in an arbitrary length string (for example).

Sorry, I was only thinking of the branch instructions for that comment.
I'm also of the mindset that you only put read-only data in your text
segment, so the above example would not have occurred to me...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

590. Re: using the cartridge port as a file device ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 22:58:57 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jul15.225857.9217@elroy.jpl.nasa.gov>
Source record: 219703

In article <1992Jul15.125050.25399@visual.spk.wa.us> mhughes@visual.spk.wa.us (Mark Hughes) writes:
>8918927y@levels.unisa.edu.au writes:
>> Is it possible to burn programs into an eprom for use with the
>>ST's cartridge port ?. I noticed that when you install a drive and use
>>the _lowercase_ C you get a 'cartridge' icon, which for most things
>>looks like a drive but you can't copy to (which is obvious) or from it..
>>.. I was wondering if it is possible to burn my most used programs into
>>it.
>
> Apparently so - there was an article in the old Antic Magazine ST section
>about just such an endeavor. I'll type it up if it's not too long and if it
>doesn't have a ton of pictures... Although I must agree that a Spectre is
>pretty spiffy to put in the cartridge slot. I prefer ST-ware, usually, but
>I like playing Dark Castle... |-)

Hey, Dark Castle for the ST is in *color*, what are you going loading Spectre to play the Mac version for? Geeze.... }-)

The cartridge can be up to 128K of ROM space. It only acts like a "drive" on the desktop; I don't know of any command shells (like Gulam) that know how to access it, which is kind of unfortunate.

Personally I prefer my Alpha Systems Ultradisk, but it appears that Alpha Systems has left the business; they certainly stopped making Ultradisks. Too bad, these things are Really Excellent. (4 MB of battery-backed RAM, configurable as RAMdisk and print spool.) You get all the benefit of burning your favorite programs into a 128K ROM, but 32 times more space and much much more convenience. (You can configure the RAMdisk to be bootable as well, just like a bootable cartridge.) I think this is by far the most excellent thing to plug into an ST cartridge port....
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

591. Re: pagestream upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 23:15:52 UTC
From: scotty@verdix.com
Message-ID: <1992Jul15.231552.26050@verdix.com>
Source record: 219705

jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:

>Well, I can't help you there, but I can say that I'm having the exact
>same problem when I try to use the EPSONX driver from v2.1. Two
>bombs, then back to the [Neo]desktop. This is VERY ANNOYING! Anybody
>out there who knows what's going on or who can forward these problems
>to Soft-Logik, please help us out!

>Joe

Joe,

The first and best thing to try is to run your PageStream on a "clean" ST, in order to rule out the influence of accessories, auto folder programs, and NeoDesk itself.

If the print effort still fails, look in the back of your PageStream QuickStart Manual under TroubleShooting. This is the thin paperbound booklet that came with your program, not the user manual.

If you didn't find the reason in there, call the Soft-Logik tech-support line at (314) 894-0431. Note: They accept registered users only.

Hope this helps.

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

592. Re: Canon BJ-10 or Citizen PN48

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 23:53:33 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9373@uqcspe.cs.uq.oz.au>
Source record: 219707

spxpmf@thor.cf.ac.uk (Phillip Fayers) writes:

> I'm looking to buy a printer for my ST and I think I've narrowed
>the choice down to two, the Canon BJ-10 and the Citizen PN48. Does
>anyone out there have either of these connected to their ST ?

I have a BJ-10ex with a bin-feeder (extra $90 here), and it is excellent. The BJ10e driver for Pagestream 2.2 uses the absolute maximum amount of the page - 5mm from each edge except one, 14mm. The Calamus driver had a small bug in it (you had to initialise the graphics printing yourself), but the Calamus SL driver works very well (although I think it skipped every second page (which is no big deal with a binfeeder, you just have to put the paper back through later) - I didn't use it much). The bin-feeder is REALLY worth the extra few currency units.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

593. Re: Canon BJ-10 or Citizen PN48

Newsgroup: comp.sys.atari.st
Date: 1992-07-15 23:57:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9374@uqcspe.cs.uq.oz.au>
Source record: 219708

otv@hal.nta.no (Oddvar Tveito FTO) writes:

>I am still not sure whether the IBM Proprinter and/or Epson-LQ emulation takes
>full advantage of the capabilities of the printer.

I have printed from PageStream with the Epson-LQ mode, and it is half-quality.
(360x180 dpi rather than 360x360 [though remember that the dots are larger
than a laser printer so a comparison there is more difficult]). Of course,
this is only for graphics - the BJ10 still uses its internal 360x360dpi fonts
when running in Epson-LQ mode (except maybe if you redefine the character set).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

594. Pagestream offer AGAIN

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 00:16:46 UTC
From: ca806@cleveland.Freenet.Edu
Message-ID: <1992Jul16.001646.3198@usenet.ins.cwru.edu>
Source record: 219706

Does no one know anything of that Pagestream user group offer?
Sheesh.
--
Roger Selby
Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
ca806@freenet

595. Re: Atari Trakball to mouse conversion

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 03:40:22 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Jul16.034022.12753@usenet.ins.cwru.edu>
Source record: 219711

In a previous article, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) says:

>Yo!
>
>I am searching for instructions to make an Atari CX80 Trakball behave as a
>mouse. Does anyone have some? And, is the right Trakball button working
>as a right mouse button or just as an additional left one? I hope the
>CX80 is the Atari Trakball model that is to be modified, the package was quite
>old ((c)1983), and as far as I have heard, there are newer models one cannot
>modify.
>
>
Here is a repost of my modifications:

Article #24523 (24579 is last):
From: al885@CWNS9.INS.CWRU.EDU (Gerard Pinzone)
>Newsgroups: comp.sys.atari.st
Subject: CX80 Trak-Ball to ST mouse conversion!
Reply-To: gpinzone@george.poly.edu
Date: Wed Feb 27 02:12:30 1991

Thanks to the support of:

Jason Sodergren soderg@wsu-end.eng.wayne.edu
Scott R. Chilcote vrdxhq!scotty@uunet.UU.NET

I was able to convert the CX80 style trackball to work as a mouse!

This particular brand is different in appearence to the 2600 trackball.
This one has a black roller, it's smaller and has two big triangular
buttons on each side (alot nicer than the 2600's). The instruction
manual comes in EIGHT different languages including Japanese and Arabic!

I have not figured on how to keep the "trak-ball as a joystick" intact
with this modification as was done with the 2600. If anyone can figure
this out, PLEASE let us all know.

I'm not responsible if you ruin your computer or get hurt or killed doing
this. You have been warned! :-) Seriously, don't attempt this if you don't
have a soldering iron and are not good at soldering (or de-soldering)
since you could burn out a chip. Also, be careful about static electricity.
If you have an Amiga, I've heard stories of damaging the computer by
removing the mouse while the power is on. I have no idea if this is true,
however, this device uses the +5V pin on your joystick port. Don't short it
out!

I used a logic probe set to pulse mode and searched for the elusive pulse trains. They appear in alot of different places. However, you can only use the ones obtained from one of the ICs in the circut.

You will notice that this model is not as easy to take apart as the 2600. Everything is compact and soldered tightly. As an electrical engineering student, it broke my heart having to use tape and loose wires to secure the nessasary electrical connections, but it really is the easiest way as long as you don't plan on opening it back up for any reason. :-)

To open it, pry off the little black rubber feet on the bottom of the case. It will reveal 4 screws. Take the screws out and remove the cover. There isn't anything other than the screws holding the trackball together (unlike the 2600 which has to be pryed apart). The chip you need is the 14 pin IC on the bottom right towards you (the joystick pins are at the top center of the unit). Note that the circut board is upside down (the components are underneath).

Here is a bad diagram of the chip on the ckt board :-)
Pin 1 should be labeled on the ckt board:

```
RED BROWN
| |
| |
1 2 3 4 5 6 7
---------------------------
| |
| |
| |
| |
---------------------------
14 13 12 11 10 9 8
^ ^
| |
ORANGE YELLOW
```

Disconnect the first four joystick connectors (Yellow, Orange, Red, Brown). Leave the rest intact. Push the connectors off, don't pull on the wires.

What I did was get 4 pieces of very thin bell wire, heat up the pin I needed with a soldering iron, and stick one end of the wire into the same hole occupied by that pin. Do this for all four pins (2,4,10,12). Make sure the wires are long enough to reach the joystick connectors.

Now that you have 4 leads hanging out of the IC, just wrap the correct lead around its corresponding joystick wire and insulate with scotch tape. Don't worry, I haven't been shocked yet by using mere scotch tape instead of UL approved "electrical tape" in any joystick application. These are very low currents and voltages....don't worry.....unless you have an Amiga ;-)

Stuff all this along the right side and underneath of the ckt board GENTLY! Test it out before you close it all up. Check to see the wires aren't in the way of the roller. And please, don't get any of the wires crushed when

you are putting on the cover. When you got the cover back on, test it again while holding the cover in place as a final check. Put the screws back in and the little rubber feet and that's it!

If you want this for your Amiga, switch the Brown and Yellow wires around.

If you want a right and left button you will have to run a brand new joystick wire. Get a Radio Shack extention cord and cut off the end you don't need.

WARNING: any similarity between wire colors of the Radio Shack cord and Atari specifications are purely coincidental! Check EVERY pinout! I used a continuity tester (a bulb and a battery) to check which pin goes where. A straightened paperclip fits nicely into the pin acceptors.

Once you've done this, you will somehow have to isolate the right button. I don't remeber what it was like inside. You may have to scratch off part of the copper with a sharp knife. Then you can solder to the exposed copper leading to the right button. The ST doesn't really use the right button that much (it follows the Mac envionment prettly closely). However, Amiga users will find this a MUST.

Remember to make a strain relief so you don't accidentally rip out the cable. You can do this by wrapping electrical tape (so that's what it's for) around the joystick cable before and after it enters the trackball case. Leave a small gap in between the two so you can close the cover. Don't hesitate to use alot of tape to make a suitable strain relief.

Well, that's it. If you have any questions, please reply to me at the address listed in the signature....

=========Gerard Pinzone=======================gpinzone@george.poly.edu=========
_______ ________ ________ Just on the border of your waking mind
/ ___/ / _____/ / __ / There lies another time
/ ___/ / /____ / __ / Where darkness and light are one
/______/ /_______/ /__/ /__/ And as you tread the halls of sanity
East Coast Anime You feel so glad to be unable to go beyond
ELO: "Prologue" -=- Daicon IV I have a message from another time...

Article #24562 (24579 is last):
From: al885@CWNS9.INS.CWRU.EDU (Gerard Pinzone)
>Newsgroups: comp.sys.atari.st
Subject: Re: CX80 Trak-Ball conversion
Reply-To: gpinzone@george.poly.edu
Date: Thu Feb 28 11:19:02 1991

I took another look inside of the trakball and as far as making the right button of the tball work as the right button of the mouse is not as easy as the 2600 model. I didn't bother attempting it. However, there is a much easier and better way to get two button control.

Go to Radio Shack and buy their mini normally open momentary button switch. It's fairly small and can fit in the deep well underneath the regular

buttons. Mount it on the top of the base, not the cover. Put it on the slanty part of the case. This way you can use your left hand to control the buttons and you right to move the trackball (unless you are left handed, then you just put the button on the right side of the trackball). Then again, get fancy and put one on both sides.....Use your index finger for the button you just put in (right mouse) and your thumb for the triangular one (left mouse) already built into the track-ball.

here is a bad diagram of what I mean:

```
--------
mount '
here ' big triangular
' button
' here
'
|
|
```

BTW, remember that you have to get a brand new cable to use the right mouse button. (see previous instructions)

```
=========Gerard Pinzone=======================gpinzone@george.poly.edu=========
_______ ________ ________ Just on the border of your waking mind
/ ___/ / _____/ / __ / There lies another time
/ ___/ / /____ / __ / Where darkness and light are one
/______/ /_______/ /__/ /__/ And as you tread the halls of sanity
East Coast Anime You feel so glad to be unable to go beyond
ELO: "Prologue" -=- Daicon IV I have a message from another time...
--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone ).(
/ ___/ / /____ / __ / gpinzone@tasha.poly.edu ( v )
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/
```

596. Re: Atari Trakball to mouse conversion

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 03:43:45 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Jul16.034345.13108@usenet.ins.cwru.edu>
Source record: 219712

If anyone needs conversion docs for the old CX22 2600 trak-ball, I'll post it up.

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@tasha.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

597. Re: Disassembly - GEN ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 04:45:41 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Jul16.044541.19227@u.washington.edu>
Source record: 219714

In article <1992Jul15.223522.8101@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <63458@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>>In article <1992Jul14.212102.9863@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov
>>(Howard Chu) writes:
>>>are within +32766/-32768 bytes of where you currently are. (Gee, wouldn't it
>>>have been a cool optimization, on the 68K designer's part, to have made the
>>>16 bit offset with an implied 0 bit? After all, you're only allowed to have
>>>instructions on even addresses, so that low order bit is wasted in these guys.
>>
[...]
>
>Sorry, I was only thinking of the branch instructions for that comment.
^^^^^^
>I'm also of the mindset that you only put read-only data in your text
>segment, so the above example would not have occurred to me...
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Of course you mean the jmp/jsr instructions, but that brings me to
a question that's been on my mind: Is there any reason to choose
jmp dest(pc)
over
bra dest ?

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

598. Atari monitor died

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 06:58:22 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul16.065822.9021@sactoh0.sac.ca.us>
Source record: 219716

No, you can not use IBM monochrome monitors, as they are TTL (digital) monitors, and Ataris have an analog output. CGA and EGA monitors are also digital, and as far as I've known, are also unusable.

You can use multican (not multisync) monitors as the VGA standard is analog. You will need an appropriate cable.

But that is out of the question, as these monitors can cost more than the Atari color monitor.

But there is a new Atari 14" monochrome monitor which is a dead ringer for 14" IBM monochromes. But after looking at them awhile, I prefer my SM124.

You might look into the Atari exchange program, where for an exchange fee, you send Atari your dead peripheral, and they will send you a new unit. They may be exchanging SM124s for the new SM147, but I think the SM124 is better.

--
###
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

599. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 07:30:54 UTC
From: ue@nathan.do.open.de
Message-ID: <H._VhZ2zGGXKo@nathan.do.open.de>
Source record: 219589

In <1992Jul14.065732.3622@elroy.jpl.nasa.gov>, Howard Chu writes:

Hi,
>It occurs to me that my troubles with the 38K speed before (on my Mega ST with
>Turbo16) were caused by the 200 Hz Timer A interrupt, which is a higher
>priority than the RS232 interrupts. If one were merely to rewrite the RS232
>transmit and receive interrupt routines to bump the IPL at entry, the "noise"
>problem would probably go away, at the expense of maintaining accurate system
>clock values. Hm, I'll have to try this sometime.
don't reivent the wheel, please. Something like this has already been done.
It's called RS232Enhancer and replaces some parts of the TOS serial-I/O routines.
It works perfect over here. Now just add RS-SPEED (a small hardware allowing
you to use 38400, 57600 and 115200 on a normal ST) and away we go, at least for
sending. Unfortunately, the ST is too slow for recieving at those high speeds,
but that's the reason we've got RTS/CTS ;-)
Speed greetings from Germany...
/s/

--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

600. Re: I just don't get it. (was Re: Forced-freeware archivers considered harmful (was Re: Shareware Trap.))

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 07:41:57 UTC
From: mario@rbiffm.informatik.uni-frankfurt.de
Message-ID: <3091@rbiffm.informatik.uni-frankfurt.de>
Source record: 219715

In article <BquD8H.JsK@acsu.buffalo.edu>, chu@acsu.buffalo.edu (John C. Chu) writes:
> In article <1992Jul3.235110.15450@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
> >I have used ZOO 2.1 USA many many times and have big problems with it,
>
> I have used ZOO 2.1 (not sure if it's USA or not) many many times and
> have never had *any* problems with it.

As a casual user of archivers: The only problem I had with ZOO was the compression of file trees containing file names with non-ascii characters in them. As I happen to have a German keyboard, I sometimes use umlaut characters in my filenames, which is perfectly legal in TOS. Is there any solution to that kind of problem?

BTW: I still prefer zoo to lharc, caused by problems in the past to get incompatible lharc archives unpacked.

- Mario

--
Mario Schulz, Technische Informatik
Postfach 11 19 32, D-6000 Frankfurt 11, Germany
Tel.: +49 69 798 8363, Fax.: +49 69 798 2351, Tlx.: 0413932 unif d
E-Mail: mario@ti.informatik.uni-frankfurt.de

601. Re: RUSSIAN on the ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 09:10:57 UTC
From: johnc@swindon.ingr.com
Message-ID: <1992Jul16.091057.25791@swindon.ingr.com>
Source record: 219723

Please post anything that you find about a Russian Language tutor
for the Atari ST. I have been looking for one in the UK for
quite some time, without any luck.

Regards,

John

John Coates

Intergraph UK

johnc@swindon.swindon.ingr.com
uunet!ingr!swindon!pcgc0!johnc
---

602. My harddisk died on me!

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 09:41:19 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Jul16104119@kolsaas.ifi.uio.no>
Source record: 219717

Help!

I have a Megafile 30 which has been working perfectly for about two
years, but yesterday it died on me.
I was in the process of compressing the partitions whitch CHECDSK3
from Atari. It first reported that it was unable to read the BPB from
drive F, and after a reboot the same happened to drive D. The next
time I had to reboot, there were no drives ledt, and AHDI said NOT
BOOTLOADED.
I can reach the drive with HDX, but I don't really feel like
reformatting it. - I have a 15 meg Minix-partition on it which I
haven't been able to back up :-(

Has anybody experienced this before?

I guess I would be able to restore the BPB's, but it's kind of hard
when my computer doesn't recognise my disk..

--
Terje Vernly----------------
InterNet: terjeve@ifi.uio.no
----

603. Re: ST cartridges?

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 09:45:44 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.526644@cix.compulink.co.uk>
Source record: 219720

>Does anyone know any well stocked sources of cartridges for the
>atari st computer in the UK? Also, does anyone know if cartridges
>are compatible with both the old ST and the new STe machines
>(planning to upgrade from an STFM to a 1040STe in the near
>future).
Do you mean blank cases or carts with a particular function?

/**
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
****
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
**/

604. CLA_V1R1 Not running.

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 10:14:11 UTC
From: rudi@igc.ethz.ch
Message-ID: <1992Jul16.101411.4500@bernina.ethz.ch>
Source record: 219719

Hi all !

I just downloaded cla_v1r1.zoo the digital circuit simulator
from sol.cs.ruu.nl, but have problems running the thing.
The file was correct, did uncompress without a hick, but the
simulator part of the program (cla_v1.prg) gives 3 bombs anytime I
start the thing

I am running on a Mega-1, Tos 1.4, and have tried it with and without
(AMC)Gdos loaded, and NO accessories at all. Iused the paths as in the
zoo archive to install the software.
(PS. I checked for virusses, seems ok ...)

Any clues would be very nice ...
THANKS!

Rudi van Drunen

(rudi@cs.rug.nl)

605. Re: using the cartridge port as a file device ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 10:18:54 UTC
From: q92269@pbhrzx.uni-paderborn.de
Message-ID: <q92269.711281934@pbhrzx.uni-paderborn.de>
Source record: 219718

8918927y@levels.unisa.edu.au writes:
> Is it possible to burn programs into an eprom for use with the
>ST's cartridge port ?. I noticed that when you install a drive and use
>the _lowercase_ C you get a 'cartridge' icon, which for most things
>looks like a drive but you can't copy to (which is obvious) or from it..
>.. I was wondering if it is possible to burn my most used programs into
>it.

The desktop does the handling for lower-case-"c" itself. This is
not included in GEMDOS, but I think it would be easy to write a
file system driver for MiNT to do the same.

I think the easiest thing would be to store your programs in the EPROM
as if it were a block device, then write a little disk driver that
copies the data from the cartridge to the main memory.

Pro: Very easy to write
Con: When you start a program from the cartridge, also the text segment
would have to be copied. The desktop routines support programs that
have their text segment in the ROM area.

--
Daniel Roedding "When your only tool is a hammer a lot of problems look
Detmolder Str. 19 like nails"
D-4790 Paderborn E-Mail: q92269@pbhrzx.uni-paderborn.de
+49 5251 541965 "/: cannot stat ." danny@fiction.ms.sub.org

606. Re: Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 11:00:36 UTC
From: rlw@ukc.ac.uk
Message-ID: <1334@eagle.ukc.ac.uk>
Source record: 219721

OK, I have read the FAQ about Spectre/GCR, but there are still some questions I would like answered about it.

I am currently planning to save up for a Falcon as soon as they come out. My questions are simple.

1) will Spectre work with it and take advantage of the better processor (I am pretty sure it will)? and

2) will it be able to use colour? This is quite important. If the Falcon has a 640x480 65536 colour display then I would like to use it (this would make a mac equivalent to my freinds IIsi at least I believe).

Also - does hypercard work with it?

Cheers all

Dick
--
Dear Sir, I want to be a rock and roll preacher; ! DoD #246, Squid Rating 1.5
Crunch the boards, a regular incendiary teacher; ! Dick to my friends!!
Tour the world and go to places I can't name; !----------
Taste a little luxury, resplendent in my fame. ! WOLFSBANE!

607. Re: gcc 2.1 library files

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 11:08:02 UTC
From: gaertner@rz-berlin.mpg.de
Message-ID: <1992Jul16.120802.7666@rz-berlin.mpg.de>
Source record: 219738

In article <bnell.711138285@ferrari>, bnell@siemens.com. (Bill Nell) writes:
> Does anyone know where the crt0.o, gcrt0.o, gcrt0+.0, etc. library files
> are for gcc 2.1? I've ftp'd all the other files I need but I cannot
> link anything. It keeps on complaining about not finding __split_mem
> during the link phase. I copied some old versions of these libraries I
> had lying about but things still didn't work right. Anyone know what
> the problem is? (And yes, I have my environment variables set right)
>
> Thanks,
> Bill

I would also be interested in these files. Maybe someone could upload an
"update archive" to a.a.u.e and also update the README file?

Ralf

~~~~~~~~~~~~~~~~
Ralf Gaertner
FHI Berlin
~~~~~~~~~~~~~~~~

608. Re: using the cartridge port as a file device ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 11:29:15 UTC
From: rudi@igc.ethz.ch
Message-ID: <1992Jul16.112915.6335@bernina.ethz.ch>
Source record: 219722

In article <q92269.711281934@pbhrzx.uni-paderborn.de>, q92269@pbhrzx.uni-paderborn.de (Daniel 'danny' Roedding) writes:
> 8918927y@levels.unisa.edu.au writes:
> > Is it possible to burn programs into an eprom for use with the
> >ST's cartridge port ?. I noticed that when you install a drive and use
> >the _lowercase_ C you get a 'cartridge' icon, which for most things
> >looks like a drive but you can't copy to (which is obvious) or from it..
> >.. I was wondering if it is possible to burn my most used programs into
> >it.
>

> Pro: Very easy to write
> Con: When you start a program from the cartridge, also the text segment
> would have to be copied. The desktop routines support programs that
> have their text segment in the ROM area.

I recall that The german magazine C't has had some articles on how to make a EPROM cartridge yourself to be used as an EPROM disk. There was software with it. It was a small assembly routine that did the job.

I can look it up if you want me to.

Rudi

(rudi@cs.rug.nl)

609. Spectre GCR / Colour

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 12:02:16 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Jul16.120216.8430@aston.ac.uk>
Source record: 219725

Well, correct me if I'm wrong, but I know that there are at least
two sets of Mac ROMS out there - 128k and 512k versions. Spectre
uses the 128k ROMS, which implies to me that it wouldn't be able
to run the 512k ROMS, which I'm pretty sure are standard in the
IIsi etc.
I don't actually have Spectre, but I use Macs pretty extensively
as part of my course. I think expecting Spectre to emulate a
Mac II is wishful thinking. Of course, it'd be pretty nice...

--
Tim Wright.
wrighttj@cs.aston.ac.uk

610. Re: 1040ste / sm124 problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 12:17:24 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Jul16.121724.20805@cs.ruu.nl>
Source record: 219729

In <1992Jul2.222104.14175@fwi.uva.nl> kort@fwi.uva.nl (Jan Kort (I89)) writes:

>I recently bought a 1040ste, and everything seemed to work for a couple of
>weeks, then I wanted to debug some machine code and my monitor crashed
>temporarilly... I'll try and explain what happened:
>After starting up monst2.prg, the debugger from hisoft, and quitting with
>control-c my monitor display shifted to the left (so the black band on the
>left side gets shorter and the band on the other side longer), and the image
>is shifted to the right in the new area, the part that would scroll out at the
>right side wrapped in on the left side... After I got back in the debugger
>everything returned to normal. I've never had a problem like this with my
>old 520stm. Anybody know what this is ?

It seems to be in the STE. I have the same problem when I switch resolutions
(medium and low) while the Turbo ST Color accessory is active. I then simply
try again and again (getting even weirder shiftings with strange color FX)
until the screen is normal, and then disable Turbo ST.

I found the same problem when I was messing about with the scroll registers.
If you use my program STRETCH.PRG you will see that it horizontally scrolls
in 2-bit resolution. I couldn't make it work with 1-pixel resolution for then
it would give the same whifting trouble when you hit the left or right borders
of the virtual desktop...

Does anybody know what exactly it is that a program can do with the video
registers that causes this? It looks funny, a bit non-digital (greyscale)

>
>Jan kort
>kort@fwi.uva.nl
>
--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

611. Re: Canon BJ-10 or Citizen PN48

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 12:18:40 UTC
From: samm@castle.ed.ac.uk
Message-ID: <23807@castle.ed.ac.uk>
Source record: 219724

In article <1992Jul15.142649.23967@nntp.nta.no> otv@hal.nta.no (Oddvar Tveito FTO) writes:
>In article <16567.9207151209@thor.cf.ac.uk>, spxpmf@thor.cf.ac.uk (Phillip Fayers)
writes:

>I am still not sure whether the IBM Proprinter and/or Epson-LQ emulation takes
>full advantage of the capabilities of the printer. I have never found a Canon
>BJ-10 printer driver, so I haven't been able to compare. If anyone knows more
>about this, please make a comment!
>

Compo sell a BJ-10 specific driver to go with WRITE-ON (5 pounds in UK),
I don't know if it works with anything else though ('cept That's Write,
I expect).

Sam.

612. Re: 1040ste / sm124 problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 12:19:25 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Jul16.121925.20934@cs.ruu.nl>
Source record: 219728

In <1992Jul3.062140.5244@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>>old 520stm. Anybody know what this is ?
>>
>>Jan kort
>>kort@fwi.uva.nl
>>
>
>There is a Pot inside to set this, these monitors must be warm before you do
>this.
>
>Its VR701 Horiz Centering, use a long plastic trimmer to do this, a plastic
>knitting neadle will do, filed to a screw driver end....
>
>
>NOTE: there are some 10 thousands volts (10,000v) inside this case to
>please keep one hand in pocket...

I *DON'T* think this person seriously wants to help you. He's a maniac. Besides
I'm sure this is not the thing we're talking about.

>
>Roger..... sheppard_r@kosmos.wcc.govt.nz
>

sorry Roger

Annius.
--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

613. Re: MiNT & logical GEMDOS drives ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 12:22:32 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Jul16.122232.21113@cs.ruu.nl>
Source record: 219730

In <1992Jul2.140910.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>
>I really must say that the current version of MiNT is not really set up
>for multi-user operation (as you've no doubt noticed!) and so I do urge
>caution in allowing remote access to your system.

What we're really waiting for is the outcome of the combined studies of the
MultiTOS plans and the AtariNET that is being developed here in the NL
(I think) isn't it?

>--
>Eric R. Smith email:
>Dept. of Mathematics eric.smith@uwo.ca
>University of Western Ontario

Annius Groenink
Depts of CS/Math
Utrecht, Netherland
--

Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

614. Re: Software trashing hardware

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 12:27:07 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jul16.122707.24879@newton.ccs.tuns.ca>
Source record: 219726

In article <1992Jul15.211748.10723@pbhya.PacBell.COM> dbsuthe@PacBell.COM (Daniel B. Suthers) writes:
>Yup, there was the Audi 5000 fuel control system. It wrecked the whole
>automobile by accelerating without warning ;^)
>

The amount of press Audi got on this always amazed me. I guess because of the difficulty in finding the problem and it was a pretty dramatic flaw. BTW, GM had similar problems with a few of there models, I forget which ones.

Audi's problems were minor compared to other auto makers. Ford has (maybe its been solved) a problem with an automatic transmission. Seems they like to slip out of park into reverse and run over their owners. A far more frequent occurence than Audi's 'sudden acceleration'.

And then there is Pontiac's pyrotechnic Fiero! If left idling longer than 10 minutes there is a very good chance you'll be able to roast marshmellows! A few hundred Fieros have gone up in smoke.

Anyway, enough car talk and back to the ST world.

==========
Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
School of Computer Science
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

615. Re: mono monitor problems

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 13:13:32 UTC
From: klassa@aurs01.UUCP
Message-ID: <60932@aurs01.UUCP>
Source record: 219731

In article <1992Jul15.210954.10557@pbhya.PacBell.COM> dbsuthe@PacBell.COM (Daniel B. Suthers) writes:

>Very un-scientific, but have you made sure that there are no large MAGNETS
>around your monitor? My teenaged son put monster car speakers under his TV
>and made some very interesting effects similar to what you describe. I had
>a similar problem when I put a VCR under a 30 inch TV. The TV's magnetic
>field fed into the VCR, screwing up the recordings.
>
>There are adjustments that can be made to your monitor inside. Vertical
>size might be a place to start, BUT WATCH OUT FOR _VERY_HIGH_ VOLTAGE.

Nope, there's nothing near the monitor that hasn't been there for months...

I don't remember who suggested it, but I got a message a few days ago
recommending that I adjust the VLIN pot. Having dabbled with the guts of
my 1224 monitor a couple of times in the past, I gave it a shot...
I turned the pot clockwise as far as it would go, then counter-clockwise,
then back to where it was before I started. It seems to have helped,
so I figure maybe the pot was getting a little dirty, or just wasn't
happy with having been in the same position for so long.

If I find that my little fix isn't permanent, I'm not quite sure what
I'll do... At any rate, thanks for the suggestion, Daniel -- it is
appreciated!

TO ANYONE WHO IS CONSIDERING PLAYING AROUND WITH THE INSIDE OF
THEIR MONITOR, B E C A R E F U L !!!

>Daniel B. Suthers, CCP
>Technology Consultant, PCS & IN Development Lab, Pac*Bell
>Voice: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe
>==
>= Youth is a difficult time... it gets tougher the longer you draw it out. =
>==

<><><>

<> Email: klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com <>
<> <>
<> The attitudes and opinions expressed herein do not necessarily <>
<> reflect those of my employer... <>
<><><>

616. Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 14:14:52 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Jul16.141452.7547@infonode.ingr.com>
Source record: 219727
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

Light guns for the NES are bountiful and cheap. Atari light guns on the other hand are harder to find and more expensive when you do find them. Does anyone have information on converting an NES light gun to an Atari 2600/7800/XEGS type? I think it should just be a matter of changing the connector from the NES style to a regular DB-9 female, and redirecting the wires to the proper pins. Unfortunately, I don't have wiring diagrams for either type of light gun.

Can anyone help me with this?

Thanks!


```
==============================================================================
| Ted Drude (drudetb@infonode.ingr.com) | Official |
|------------------------ (205) 730-8060 (8-5 CST) | MST3K |
| "Trust me, I know what| Atari 2600/5200/7800 Game | Closet Fan |
| I'm doing." - S.Hammer| Collector and Trader | Club Member |
==============================================================================
```

617. Building GNU Src Tree

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 14:15:41 UTC
From: malay@sae.com
Message-ID: <1992Jul16.141541.3991@sae.com>
Source record: 219732

I'm in the process of building a GNU source code tree and I have come across files that are not in the 8.3 format. Would it be feasible to create a Minix file system and build the source tree on it - then use mint and mfs to "mount" this file system under TOS?? I have built most of the source from the original GNU packages and then applied the Atari-specific patches. Has anybody built and maintained gcc (for example) under TOS?? What problems will I encounter (besides this file name problem)??

Bob Malay

618. Re: pagestream upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 15:34:57 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3505@richsun.cpg.trs.reuter.com>
Source record: 219733

Well, I didn't test the upgrade much, but I had a different problem with it. A document that I created with Pagestream 2.1 did not display the fonts correctly when I tried it with the upgrade. I think maybe the heading was the only part that was correct. I suppose that it's possible that something was not configured correctly, but I couldn't find the problem.

Chuck

619. PC to Atari ST file transfer

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 16:24:39 UTC
From: cboyd@irus.rri.uwo.ca
Message-ID: <1992Jul16.162439.12108@julian.uwo.ca>
Source record: 219734

I've not been able to keep up with the comp.sys.atari postings, and I
couldn't find this info. in the FAQ postings, so...

I need a fortran compiller for my Atari (520 now with 1024K, single
sided drive, built way back in '85). I have the f77.lzh, as well as the
necessary archive program file from atari.archive.umich.edu sitting on
a Sun 4. I can transfer the files to a PC, but there I run into trouble.

I know that there is some compatabilty between PC and Atari disk formats, but
I need to know if I should format the disk on my machine or the PC. Please
tell me what I need to do to get the file to my Atari. (If I should format
on the PC, what density should I use, etc.)

I hope that someone can help me with this problem. I lose my network
connection (permanently *sniff*) in two weeks. Thanks in advance.

vvvv

620. Re: Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 16:27:08 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jul16.162708.38721@yuma.ACNS.ColoState.EDU>
Source record: 219736

In article <1334@eagle.ukc.ac.uk> rlw@ukc.ac.uk (R.L.Wall) writes:
>OK, I have read the FAQ about Spectre/GCR, but there are still some questions I
>would like answered about it.
>
>2) will it be able to use colour? This is quite important. If the Falcon has a
>640x480 65536 colour display then I would like to use it (this would make a mac
>equivalent to my freinds IIsi at least I believe).

I don't think the color will work, (at least not until Mr. Small has time and
has enough demand to add the color quickdraw support, which is only presented
in newer Mac ROM). The Mac use Color quickdraw to drive its color stuffs and
that codes are not presented in the Mac Plus ROM (the one used in the Spectre
and GCR). So in short, not in awhile at least.

>
>Also - does hypercard work with it?

Yes, Hypercard works with Spectre, in fact most of Mac software works just fine
don't expect MIDI, color quickdraw, or stuffs require Mac II type machines to
work yet.

>
>Cheers all
>
>Dick
>--
>Dear Sir, I want to be a rock and roll preacher; ! DoD #246, Squid Rating 1.5
>Crunch the boards, a regular incendiary teacher; ! Dick to my friends!!
>Tour the world and go to places I can't name; !----------------------------
>Taste a little luxury, resplendent in my fame. ! WOLFSBANE!

Tang
sytang@lamar.colostate.edu

621. Re: CLA_V1R1 Not running.

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 16:31:04 UTC
From: atari@cs.ruu.nl
Message-ID: <1992Jul16.163104.9960@cs.ruu.nl>
Source record: 219737

In <1992Jul16.101411.4500@bernina.ethz.ch> rudi@igc.ethz.ch (Rudi V. Drunen Groningen) writes:

>I just downloaded cla_v1r1.zoo the digital circuit simulator
>from sol.cs.ruu.nl,
^^^
Please note:
We prefer the name ftp.cs.ruu.nl (131.211.80.17) as that name will always be valid. You can also use the old name archive.cs.ruu.nl, but today a more common alias for ftp-archives is ftp.some.place.
Please don't use sol.cs.ruu.nl anymore (or at least: don't tell anybody you are using that name).

>but have problems running the thing.
>The file was correct, did uncompress without a hick, but the
>simulator part of the program (cla_v1.prg) gives 3 bombs anytime I
>start the thing
>
>I am running on a Mega-1, Tos 1.4, and have tried it with and without
>(AMC)Gdos loaded, and NO accessories at all. Iused the paths as in the
>zoo archive to install the software.
>(PS. I checked for virusses, seems ok ...)
>
I don't have a solution. I checked the program before putting it in the archive and on my ST it ran fine. For checking programs I use a 260ST with TOS 1.4 and 2 MByte memory, no programs in the auto folder, and only one desk accessory (the rhocontrol control panel).

Ate Brink

--
Ate Brink, Systems Administrator
Moderator of the Atari archive at the Utrecht University (ftp.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive.

622. Re: 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 17:02:58 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1992Jul16.170258.2771@netfs.dnd.ca>
Source record: 219740
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jul14.120252.15537@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>Well, I dragged out my hacked up Zmodem to play with again between my Mega ST
>and my STe. I also had the HS_FIX program installed, with a patch I made to
>have the receive and transmit routines set the IPL mask all the way up. (As it
>turns out, this probably did nothing at all, since the RS232 interrupts are
>just about the highest level in the system already...) What I observed this
>time around was this: Set at 38400 baud, I got one or two garbage characters
>every 3 and a half seconds (thereabouts), like clockwork. WHen I dropped down
>to 19200, using the same high-speed mode, I got a garbage character every 7
>or so seconds. Sensing a pattern, I stepped down to 9600, and counted up to
>13 before I saw garbage. When last I posted on this topic many months ago, I
>chalked it up to some other clock interrupt and went on to other things. Now
>I'm not so sure; it's certainly very regular but it really doesn't seem to be
>related to any of the system timer interrupts. I thought perhaps it was related
>to the RS232 buffer size, maybe the overhead of wrapping around inside the
>circular buffer was killing it, but Zmodem uses a 16K RS232 buffer so that
>can't be the cause. Who knows, maybe it's a function of the number of bits
>or bytes sent, and I just noticed a particular time because my key-repeat rate
>worked out to that value. I guess I need to experiment a little more...
>
>Anyway, the fact that it works at all convinces me that it should work all the
>time; the fact that it screws up once every N-sized-intervals tells me that
>something fixable is in the way, but who really knows, eh?
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Howard: I think what you're witnessing is a slight variance between
the sending and receiving system's UART clocks. The reason that the
MFP's /0 mode is not recommended for async is that, in async, you
don't have a common clock signal between the sender and receiver. The
receiver detects bits by watching for transitions on the input signal,
and if your clock rate is the same as the bit rate, you'd better be
exactly in step or you'll eventually miss a transition. To illustrate:

Sample time: V V V V V V

_______ _______ _______
Signal: ___1___| 2 |___3___| 4 |___5___| 6 |___7___

Note how transition #5 gets missed, since the samples around it both
catch the input signal in a high state.

In /16 mode, the receiver can sample the line 16 times per bit (the
"sample" line would be full of "V"s in /8 mode) and will therefore not

miss a transition.

In /0 mode you'd also have problems if you wanted/needed to use 1.5 stop bits. 1.5 stop bits may sound impossible ("how can you send half a bit?"), but it simply means that the line is held in an "on" state for the time it takes to send 1.5 bits. In /16 mode, this means that an "on" condition that lasts for 24 samples is a start bit, so the UART begins shifting the input bits into its input register.

I suspect you'd see a similar situation (albeit with a slight change in the error interval) if you communicated with a different brand of machine.

Eric Rosenquist
--
Eric Rosenquist - Software Kinetics Limited
65 Iber Road, Stittsville Ontario Canada, K2S 1E7
Tel: (613) 831-0888, Fax: (613) 831-1836
email: Eric.Rosenquist@crc.sofkin.ca

623. Re: How to send money?

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 17:14:33 UTC
From: cjp@aber.ac.uk
Message-ID: <CJP.92Jul16171433@aberda.aber.ac.uk>
Source record: 219735

Dr Affara writes:

>I am trying to buy some software and hardware from somebody in America.
>(BTW I am in England).
>What is the best way to send the money and also what is the best way to
>deliver the things I am trying to get.

It depends on what you are paying. If it was < 30$, then I would get the money in dollars (as few notes as possible), and stick it in a thick envelope. The cost of an international money order is not worth it at that level.

Above that level, I would want to pay by VISA - if these people don't take VISA, then they probably aren't stable enough to deal with (two exceptions I have made in the past: ordering GNU software from GNU foundation, and paying fees for workshops to educational establishments).

>What can you do if for example something gets broken or lost in the post?
>I would appreciate some detailed instructions as I have never done anything
>like this before.
You are in a similar situation to where that happens when you use mail order within this country. Two differences are that the US people are not covered by UK law (although that doesn't stop British mail order firms from ripping people off), and it will cost you more if you have to mail things back. Your VISA agreement may give some protection here, I'm not sure.

Good rule for any sort of mail order: only deal with people who have been around a while and seem to be pretty upright. If you know someone who has used them before, even better!

Cheers,

Chris Price

624. Atari Networking (was: Atari Falcon hands-on review)

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 17:36:23 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Jul16.173623.109047@rrz.uni-koeln.de>
Source record: 219741

In <1992Jul15.164937.9263@admiral.uucp> dave@admiral.uucp (Dave Litchman) writes:

>In article <1992Jul14.083651.26672@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>In article <1992Jul10.202951.24395@cheshire.oxy.edu> leavitt@cheshire.oxy.edu

>>I don't think it means a whole hell of a lot. The TT and then the Mega STE had
>>LAN ports and to my knowledge there is NO|NIL|ZERO|ZILCH|NADA software that
>>will network Atari's together let alone to other machines. <BTW don't waste
>>my time mentioning MIDI or RS232 networks.>

>Ok, can I waste your time mentioning Universal Network? This uses the TT and
>Mega STe LAN ports, as well as providing for connections to older ST's without
>LAN ports. There is also another piece of network software, I think it's called
>Lantastic, but I'm unsure of the specifics of this program. Anyone care to
>comment?

>Oh, by the way, Universal Network is produced by the same people who make
>Universal Item Selector III. You can't say that it's not supported!

I could waste some more time mentioning networks using ethernet
and the DMA ports or the mega slot. I know there are at least two
German companies (PamsNet and BioData) that sell network adapters
for the ST/STe/TT, and their products will certainly available
for the Falcon too. We are about to install such a network here
at our place, and I know they are running fine at some
universities. I also recall that I saw ANS (Advanced Network
System) at some boot at the CeBIT this year. And it seems to me
that a group at the TU Wien (Vienna) posted that they have
developed some TCP/IP stuff for the ANS hardware some months ago
here in c.s.a.st.
All in all, it seems to me there's quite a bunch of Atari network
stuff available. But still, I agree a system using those LAN
ports may be less expensive than the systems I mentioned, and
therefore nice.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

625. Lynx development system?

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 17:58:57 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1992Jul16.175857.4787@cs.wayne.edu>
Source record: 219742

Is there a Lynx development system for the Atari ST? If so, where
do I go about getting one?

--
"Again, the kingdom of heaven is like unto a net," | DoD #1966
Matthew 13:47 | 81 Honda CB400T Hawk

626. TOS 2.06 & Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 18:05:00 UTC
From: Nick.Smith@f47.n282.z1.tdkt.kksys.com
Message-ID: <711345266.F00001@tdkt.kksys.com>
Source record: 219618

I'm having problems with Spectrum 512 and TOS 2.06 in my upgraded
1040 STE. Spectrum loads okay, the video is in sync, and I can
access all functions with the mouse. (So the hardware is not the problem.) But
any keypress bombs out the program.
Is Trio Engineering still in business? Is its author Boris Tsikanovsky still
alive? Is there hope of some patch to resolve the
keyboard problem?
I've been wondering if I could get ahold of the original ST's TOS on
disk it might be a quick fix to this one incompatible program.
Has anyone tried this with success? Spectrum is too important to
my use of the ST to give it up, I'd like to avoid having the ROMs
switched back to 1.6x. and giving up the Newdesk desktop.
(Please, no flaming on how naughty, irresponsible, and evil Spectrum
is as a program with all its foul, insideous manuevers it foists on
the video shifter chip!) Honestly, 512 color mode is the only thing
that makes the ST line half-viable as a graphics platform in the 90's.
.
Please if you have a solution, know the whereabouts of Boris, or have
a set of 1.6x ROM's - please contact me!

Nick S. Smith 4406 5th Av So Mpls, MN 55409 (612) 824-2594
---

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

627. 38400 Baud -- Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 18:19:47 UTC
From: lonewolf@sphere.demon.co.uk
Message-ID: <711310787snx@sphere.demon.co.uk>
Source record: 219571

In article <zxmgn01.711186715@mailserv> zxmgn01@mailserv.zdv.uni-tuebingen.de writes:

>Not to blame you, Iain, but i have tested V.42bis with a locked baud of
>38400 and a 2400 baud connection and got on a (for sure not very reasonable)
>file about 3600 cps... Thats aehm... about 10:1... so the claim that
>v.42bis would only do 4:1 in BEST case is surely wrong.

Hmm.. I think I'll go and try that on some of the stuff I normally send
around..

>Now lets take a good compression programm, like lha or arj or pkzip
>or whatever and pack normal textfiles to about 30% of their original
>size. Then you will be faster in ANY case with the packed files than you
>would be with V.42bis alone.

Of course this way is better, the problem I usually see is when you have
to logon somewhere, tell the system to archive your mail then download it.
Whether to arc the file or let V42bis/MNP 5 do it's job is then less clear
and is dependant on ho fasr the system can archive the file.

> ~~~~~~~ "And even if you think you are at the bottom, something else
> (~ O O ~) happens which makes everything even worse."
> | > | Philipp Knirsch, Peter-Imhoffstr. 57 7402 K-furt, Germany
> \ _/ / email: knirsch@mailserv.zdv.uni-tuebingen.de

^
| Where did you get this picture of me ? :-)

Iain

* Origin: Sphere - There can be only one..

Iain Paton +44-294-221350
Inet: lonewolf@sphere.demon.co.uk ipaton@cix.compulink.co.uk
FidoNet: 2:259/5 NeST: 90:5001/0

628. RE: Lynx development system?

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 18:33:53 UTC
From: basil@eniac.seas.upenn.edu
Message-ID: <83454@netnews.upenn.edu>
Source record: 219743

Alas, the official development system for the Lynx is based on an Amiga (2000, or 3000) platform plus additional support hardware, and software. No ST version of this (mainly because the lynx and Amiga were created by a few of the same people).

Brian Stokes
Atari fan since Pong

"Like my ST, wish I had a Silicon Graphics Indigo Elan"

629. Dream Machine needs video!

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 18:37:56 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Jul16.133756.1@vaxc.stevens-tech.edu>
Source record: 219739
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

I am finnaly approaching my dream machine status. I have the following:

1. circa 1986 1040st upgraded to 4 meg.
2. a Tower Power (german) Tower case and Seperate Keyboard.
3. A Tiny Turbo 030 (50MHz) with 8 additional meg of ram.
4. Virtual Memory manager for the 030 card.

All I need to put me over the edge is a good video card. A friend of mine has a Crazy Dots 8, and a Eizo 6500 21" (1660x1200) grey scale monitor, and It looks better than one could possibly imagine. Unfortuantly Crazy Dots is either MegaBus or VME.

Does anyone know of a good quality vide add on card for a plain 1040. Space is not a problem as I have the tower case!

P.S.

I promise that tomorrow the new port of Emacs 18.58 will be on a.a.a.e, I just need to polish the doc a bit more. By the way I will put it in the directory new/ with the name "1858b-d3.zoo".

cheers,
scott kolodzieski

630. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 18:45:59 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <63565@hydra.gatech.EDU>
Source record: 219744

In article <1992Jul15.164937.9263@admiral.uucp> dave@admiral.uucp
(Dave Litchman) writes:
>Oh, by the way, Universal Network is produced by the same people who make
>Universal Item Selector III. You can't say that it's not supported!

Wrong. The author of Universal Network and Universal Item Selector
has left and started his own compnay, Powerpoint Software. He will
not be supporting the Universal products, instead he has come out
with his own line. Power Net is available now. A UIS equivalent
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

631. Re: Disassembly - GEN ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 18:52:15 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <63567@hydra.gatech.EDU>
Source record: 219745

In article <1992Jul16.044541.19227@u.washington.edu> mpark@milton.u.washington.edu (Michael Park) writes:
>Of course you mean the jmp/jsr instructions, but that brings me to
>a question that's been on my mind: Is there any reason to choose
> jmp dest(pc)
>over
> bra dest ?

If 'dest' is an address in the range from -128 to +127 bytes from the current PC, a short branch can be made.

jmp dest(PC) is a 4 byte instruction

bra.s dest is a 2 byte instruction.

Otherwise I think they are the same.
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

632. TOS 2.06 - jumper required on 1040STe?

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 19:12:32 UTC
From: jimh@ultra.com
Message-ID: <1992Jul16.191232.6159@ultra.com>
Source record: 219746

Can TOS 2.06 ROMs be plugged directly into a 1040STe?
I have heard that it is necessary to add a jumper
somewhere. The instructions don't mention this.
--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

633. Re: Spectre GCR / Colour

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 20:26:46 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Jul16.202646.28167@sfu.ca>
Source record: 219750

In article <1992Jul16.120216.8430@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
>Well, correct me if I'm wrong, but I know that there are at least
>two sets of Mac ROMS out there - 128k and 512k versions. Spectre
>uses the 128k ROMS, which implies to me that it wouldn't be able
>to run the 512k ROMS, which I'm pretty sure are standard in the
>IIsi etc.
>I don't actually have Spectre, but I use Macs pretty extensively
>as part of my course. I think expecting Spectre to emulate a
>Mac II is wishful thinking. Of course, it'd be pretty nice...
>
>--
>Tim Wright.
>wrighttj@cs.aston.ac.uk

I asked Dave Small about this at the Pacific Northwest Atari Festival here a year or so ago, and he said something to the effect that life was too short to try and figure out the 512k ROMs. Unless he's chaged his mind, a colour Spectre seems pretty unlikely.

Gordon Farrell |e-mail:gfarrell@sfu.ca |"Shee, you guys are so unhip
Computing Science Major | gfarrell@cs.sfu.ca | it's a wonder your bums
Simon Fraser University | gordonf@sfu.ca | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

634. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 20:37:47 UTC
From: Dennis_Noll@abcd.Houghton.MI.US
Message-ID: <Dennis_Noll.05kz@abcd.Houghton.MI.US>
Source record: 219749

Anyone out there interested in a 520STfm (used VERY little). I still have the original boxes, manuals, etc. Make me an offer, you could be surprised.

-Dennis Noll
ddnoll@mtu.edu

-- Via DLG Pro v0.992

635. Atari Messe

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 20:40:10 UTC
From: rollie@cobber.cord.edu
Message-ID: <1992Jul16.204010.22830@cobber.cord.edu>
Source record: 219617

My girlfriend and I will be in Germany for the Atari Messe and I have a few questions for the natives in netland.

1. What is a good/cheep place to stay in the area?

2. Which day will be the best, Friday fits into our schedule the best?

3. I would like to buy a graphics card while I am there, perhaps the Spectrum TC, will they take MasterCard?

Thank you for your help
Craig

rollie@cobber.cord.edu
--

Rollie@cobber.cord.edu
Concordia College Moorhead, MN

636. Re: Lynx development system?

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 20:54:40 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul16.205440.19298@exu.ericsson.se>
Source record: 219747

Patrick Haggood writes:
>
>Is there a Lynx development system for the Atari ST? If so, where
>do I go about getting one?

No, the Lynx development system requires the use of an Amiga,
preferably an A2000 or higher. (Why? The Lynx was developed
by Epyx and was bought by Atari late in the game. Switching
to an ST would be too much trouble I guess. And both the Lynx
and Amiga choose onscreen colors from a possible 4096.)

You can write to Atari Entertainment in Chicago if you are
still interested. Beware, you need $5,000 and your signature
on lots of non-dislosure agreements.
--
James Hague
exuhag@exu.ericsson.se

637. MOSAIC on A.A.

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 21:15:21 UTC
From: randyh@hpsad.sad.hp.com
Message-ID: <750128@hpsad.sad.hp.com>
Source record: 219636

Hello all,

I have just uploaded my port of the tile game MOSAIC (mosaic.arc) to the new directory on A.A. This is the first GEM program I've written and it was real fun. Hope you enjoy it!

Randy

a portion of mosaic.txt follows -

MOSAIC:
Mosaic is played with a set of 81 two-by-two tiles on a 24-by-24 playing area. The objective of the game is to place your tiles such that squares of the same pattern (color) are connected as much as possible.

For the purposes of scoring, similarly patterned squares are connected only if they share a side; touching diagonally on a corner doesn't count.

Each of the 81 tiles is composed of four patterned squares. No two tiles are the same, and each comes up once a game, in random order.

This ATARI ST version of mosaic will run in any ST resolution. It can also be run as either a program or an accessory by changing the extender to .PRG or .ACC.

638. Re: Email to Joppa Software ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 22:30:10 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Jul16.223010.2743@pbhya.PacBell.COM>
Source record: 219601

>In article <3918.07.92@janhh.hanse.de> jan@janhh.hanse.de (Jan Willamowius) writes:
>Can Joppa Software Develpoment (the company that made Straight FAX) be
>reached via Internet ?
>

They do post occasionally on GEnie, and they do have a tech support number.

I have the program, and do like it. It has a few very minor rough edges, but
has worked dependably.

Daniel B. Suthers, CCP
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe
==========
= Youth is a difficult time... it gets tougher the longer you draw it out. =
==========

639. GCR on TT (Summary)

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 23:13:38 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Jul16.231338.24971@ccu.umanitoba.ca>
Source record: 219605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks to everyone that wrote with suggestions on getting my GCR working on my TT. The floppy drive still doesn't work with MAC disks but otherwise Spectre 3.0 is now working from a hard drive; I have to carry the GCR over to a 1040 to convert mac disks to spectre format and then use them on the TT. Hopefully Spectre 3.1 will be available soon to correct this.

Here are a few things I learned that might be useful to other people in similar situations:

1) Spectre does not have to pass the GCR floppy test to work on a TT. If you are booting from a working hard drive plugged into the ACSI port, it should boot up all right. This is true without the modification recommended by gadgets. I was in fact using a hard drive from the beginning but without success because of item 2 below.

2) Spectre does not work at all on a TT with more than 4 Mbytes ST RAM. I discovered this when I tried it on a different TT that had only 4 Mbyte and it worked; mine has 10 Mbytes. I have temporarily swapped memory boards since so I can use Spectre. Someone suggested I try to trick Spectre by replacing the value of the global that indicates the top-of-memory with the value of 4 Mbytes. This might work but I rec'd the suggestion after I swapped boards and haven't had a chance to try it yet.

3) Spectre 3 is not bothered by extra TT RAM, but it also does not benefit from it; I have 32 Mbytes and it works OK (apart from the floppy drive).

4) The recommended modification to the GCR to make it work with MAC floppies on a TT didn't make it make it work on mine. That may be because I have a 1.4 Mbyte floppy drive. As mentioned above, I use Spectre on a TT with a hard drive and Spectre-format floppies. Some people have had success with external 720K floppy drives. (Can anyone tell me how to convert an internal floppy drive from a now defunct 1040 to work as an external drive on my TT?)

5) After the recommended modification for TT use, my GCR did not initially work on a regular 1040. However, by shorting out the capacitor it could again be used on a 1040. (It also works on the TT with the capacitor shorted if MAC floppy disks are not used.)

Werner Ens
ens@ccu.umanitoba.ca

640. Re: Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 23:14:54 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l6c0neINNsu9@aludra.usc.edu>
Source record: 219602

In article <1334@eagle.ukc.ac.uk> rlw@ukc.ac.uk (R.L.Wall) writes:
>OK, I have read the FAQ about Spectre/GCR, but there are still some questions I
>would like answered about it.
>
>I am currently planning to save up for a Falcon as soon as they come out. My
>questions are simple.

And according to the Germans accross the pond, it should be pretty
soon: Does anyone know when A.D.M (or is it A.M.D.?) is? And can anyone (at
Atari) comment on when it will be announced/released in the ol' US? Will it
be at CES again?)

>1) will Spectre work with it and take advantage of the better processor (I am
>pretty sure it will)? and

Well, it probably won't be useable without an update (which I am sure
that Dave Small is working on even as we speak). Remember, even TT needed an
update.

>2) will it be able to use colour? This is quite important. If the Falcon has a
>640x480 65536 colour display then I would like to use it (this would make a mac
>equivalent to my freinds IIsi at least I believe).

Not likely. It might be possible to have colour if GBS ever decided
to use the new Mac Clone ROMs, but I don't know the technical feasibility. It
could be as bad as how the other poster described "Life is to short trying to
figure it out". Using GCR on the TT is roughly equivalent to the IIsi (speed
wise - actually closer to that of the IIci), but the Falcon will not perform
that well - remember, the si is a 20MHz '030 and the Falcon (supposedly) will
be a 16MHz '030 - that plus overhead for translation, older ROMS (and probably
less efficient code) - The only thing that might make it run at IIsi speeds
is the fact that it won't run System 7 software :).

>
>Also - does hypercard work with it?

Sure does! Ain't life grand? :)

>Cheers all
>
>Dick
>--
>Dear Sir, I want to be a rock and roll preacher; ! DoD #246, Squid Rating 1.5
>Crunch the boards, a regular incendiary teacher; ! Dick to my friends!!
>Tour the world and go to places I can't name; !----------------------------
>Taste a little luxury, resplendent in my fame. ! WOLFSBANE!

-Mike

641. Atari 1040 ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 23:21:09 UTC
From: bates@kronos.arc.nasa.gov
Message-ID: <1992Jul16.232109.8156@kronos.arc.nasa.gov>
Source record: 219604

Okay, I'm selling my system:

Atari 1040 ST with built-in double-sided drive
External SF314 Double-sided drive
SC1224 Color Monitor
HP ThinkJet Printer
Miscellaneous software (WordWriter, Falcon, SwiftCalc, STOS: Game Creator,
and more)

Make me an offer!

Andy Bates.

642. Re: ST cartridges?

Newsgroup: comp.sys.atari.st
Date: 1992-07-16 23:26:55 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jul16.232655.6244@elroy.jpl.nasa.gov>
Source record: 219603

In article <1992Jul15.123812.23387@swindon.ingr.com> johnc@swindon.ingr.com (John Coates) writes:
>
>Does anyone know any well stocked sources of cartridges for the
>atari st computer in the UK? Also, does anyone know if cartridges
>are compatible with both the old ST and the new STe machines
>(planning to upgrade from an STFM to a 1040STe in the near
>future).

Simple ROM carts are probably fully compatible. My RAMdisk cart doesn't work in my STe, only in my Mega. Apparently it doesn't get enough power out of the STe.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

643. Re: 1040ste / sm124 problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 00:01:25 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul17.000125.746@solace.hsh.se>
Source record: 219606

avgroeni@cs.ruu.nl (Annius Groenink) writes:

>In <1992Jul2.222104.14175@fwi.uva.nl> kort@fwi.uva.nl (Jan Kort (I89)) writes:

>>After starting up monst2.prg, the debugger from hisoft, and quitting with
>>control-c my monitor display shifted to the left (so the black band on the
>>left side gets shorter and the band on the other side longer), and the image
>>is shifted to the right in the new area, the part that would scroll out at the
>>right side wrapped in on the left side... After I got back in the debugger
>>everything returned to normal. I've never had a problem like this with my
>>old 520stm. Anybody know what this is ?

>It seems to be in the STE. I have the same problem when I switch resolutions
>(medium and low) while the Turbo ST Color accessory is active. I then simply
>try again and again (getting even weirder shiftings with strange color FX)
>until the screen is normal, and then disable Turbo ST.

>Does anybody know what exactly it is that a program can do with the video
>registers that causes this? It looks funny, a bit non-digital (greyscale)

This is due to that if you switch resulotion or screenadress without waiting
for the VBL (VSYNC) the shifter sometimes does this. So it's nothing to worry
about. It's just the programmer that have made a 'shortcut' or haven't been
aware of the problem.

--
+---+
!email: hasse@solace.hsh.se snail-mail: Hans Holmberg !
!irc: Knightman Sommarv. 5 !
!flames: /dev/null 854 67 Sundsvall !

644. Re: 1040ste / sm124 problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 00:03:42 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul17.000342.839@solace.hsh.se>
Source record: 219607

avgroeni@cs.ruu.nl (Annius Groenink) writes:

>In <1992Jul3.062140.5244@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>>There is a Pot inside to set this, these monitors must be warm before you do
>>this.
>>
>>Its VR701 Horiz Centering, use a long plastic trimmer to do this, a plastic
>>knitting neadle will do, filed to a screw driver end....
>>
>>
>>NOTE: there are some 10 thousands volts (10,000v) inside this case to
>>please keep one hand in pocket...

>I *DON'T* think this person seriously wants to help you. He's a maniac. Besides
>I'm sure this is not the thing we're talking about.

>sorry Roger
>Annius.

Roger is correct about this specif problem. I should know, cause I have
been fixing those buggers for an year and a half...

sorry Annius.. ;)

--
+---+
!email: hasse@solace.hsh.se snail-mail: Hans Holmberg !
!irc: Knightman Sommarv. 5 !
!flames: /dev/null 854 67 Sundsvall !

645. FTP Problems

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 01:50:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul17.015006.4055@peponi.wcc.govt.nz>
Source record: 219608

Well I seem to have problems with getting onto ftp.cs.ruu.nl (131.211.80.17)
after entering ftp I then get the ftp> promt, and No Password: promt,
even trying user gives the same problem..??

So what gives..??

Roger.......... sheppard_r@kosmos.wcc.govt.nz

646. Populous II

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 01:53:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul17.015324.4158@peponi.wcc.govt.nz>
Source record: 219609

Can any one tell me what the 1 meg version of Populous II has,
that the 1/2 meg version does not..

Thanks.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

647. connect 1.08i

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 01:54:42 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul17.015442.1784@solace.hsh.se>
Source record: 219610

I have just downloaded connect 1.08i and tested, and before that 1.06i.
The problem I'm having is that the program gives 2 bombs when I try to
write in the terminal window. I suspect that it's the my tos version
that makes it do that. I have 2.06SWE and a STE with 4MB. Anyone got any
ideas why it does this? Any suggestions what I can do about it??

--

--
+---+
!email: hasse@solace.hsh.se snail-mail: Hans Holmberg !
!irc: Knightman Sommarv. 5 !
!flames: /dev/null 854 67 Sundsvall !

648. New Demo on a.a

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 02:25:41 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <54306@mentor.cc.purdue.edu>
Source record: 219611

I have just uploaded a 4 disk demo called Phaleon to the atari archives.
It is big, and it will take a long time to download, but it is worth it.

There a 9 files (msa'ed) and 2 readme files
They are in the new subdirectory.

Here are the filenames, since they are hidden at a.a.

phaleo1a.msa phaleo1b.msa phaleo2a.msa phaleo2b.msa phaleo3a.msa
phaleo3b.msa phaleo4a.msa phaleo4b.msa phaleon_disk1_fix.msa

phaleon.readme phaleon_fix.readme

Make sure you read the readme file to get it up and running without a hitch!!!

Jody Lenn

649. GL viewers?

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 03:18:02 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jul17.031802.12226@ucsu.Colorado.EDU>
Source record: 219613

Just wondering does a GL viewer exist for the ST? I also was wondering
is there a gif viewer for the ST? (I currently have one but its really
bad in displaying colors). I think a friend mine said to convert
the GIF to a spectrum format and then display it, am I on the right
track or am I just way off. Anyways if anyone knows of a good way to
view gifs on the ST please inform me. THANKS,
email: chuj@horton.colorado.edu

Jeff

650. The new Multi-TOS ....

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 03:55:01 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l6ch4lINNjbp@aludra.usc.edu>
Source record: 219612

Hi y'all,

I was thinking the other day (now stop laughing!) about how we all pretty much have heard what the Falcon specs will be, and that since it will be 'announced' in Germany soon, it is not likely to change in any major way. However, we haven't heard much about MTOS other than it will enable MiNT to multitask GEM progs as it presently does TOS progs. However, is that _ALL_ it will provide?

Just on the off chance that 1) Someone from Atari will actually read this, 2) that they would not hit the 'k'ill button after seeing Falcon in the body, 3) That they _do_ give a hoot what is said on this board, here is a list of some features that _I_ would like to see in the new TOS alongside the ability to Mtask (and I am assuming it will be built from a 3/2.06 base).

{These are _not_ posted in order of importance}

1) I'd like to see more (perhaps dynamically resizable from .cpx) windows on the desktop.

2) More usuable colors for icons! Lets make the desktop at _least_ as good as what you seen in a piddly Windows desktop. Resolution should be limiting factor with max being 256colors if having as many colors as the resolution allows causes problems for structure.

3) A ram-based jump table for bios routines to facilitate (unavoidable) patches. As someone pointed out, it is ridiculous for so many programs to all fight over one or two interrupts.

4) Get rid of the 8.3 name limit. 24 chars, or if you wish to keep the .3 for compatibility reasons how about 21.3 structure?

5) Either get rid of the limitation on the number of unique icons usable, or increase the number of unique icons usable if eliminating the limit is impossible.

6) Software support for 2.88MB floppies (Last I heard, there isn't a greyed out option for 2.88), and the possibility of swapping a: from the floppy bay to a specified SCSI ID (such as for one of the new 20MB flopticals).

Anyway, that is what _I_ would like to see in MTOS. Does anyone else have anything they would like to add to the list (try and be reasonable - Cray compatibility and similar requests will be heartily laughed at)?

-Mike

651. Re: The new Multi-TOS ....

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 05:12:52 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Jul17001252@leidecker.gsfc.nasa.gov>
Source record: 219614

```
If it featured virtual memory, I would buy TT.
```

652. Re: The new Multi-TOS ....

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 05:14:54 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Jul17001454@leidecker.gsfc.nasa.gov>
Source record: 219615

```
If MultiTos featured virtual memory, I would buy a TT.
```

653. Re: The new Multi-TOS ....

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 05:37:39 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jul17.053739.12625@u.washington.edu>
Source record: 219616

baffoni@aludra.usc.edu (Juxtaposer) writes:

> 1) I'd like to see more (perhaps dynamically resizable from .cpx)
>windows on the desktop.

> 2) More usuable colors for icons! Lets make the desktop at _least_ as
>good as what you seen in a piddly Windows desktop. Resolution should be
>limiting factor with max being 256colors if having as many colors as the
>resolution allows causes problems for structure.

> 3) A ram-based jump table for bios routines to facilitate (unavoidable)
>patches. As someone pointed out, it is ridiculous for so many programs to all
>fight over one or two interrupts.

> 4) Get rid of the 8.3 name limit. 24 chars, or if you wish to keep the
>.3 for compatibility reasons how about 21.3 structure?

> 5) Either get rid of the limitation on the number of unique icons
>usable, or increase the number of unique icons usable if eliminating the limit
>is impossible.

> 6) Software support for 2.88MB floppies (Last I heard, there isn't a
>greyed out option for 2.88), and the possibility of swapping a: from the
>floppy bay to a specified SCSI ID (such as for one of the new 20MB flopticals).

I have heard that 1) and 4) are supposed to be true...

654. Re: using the cartridge port as a file device ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 07:38:26 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0927.07.92@troja.stgt.sub.org>
Source record: 219648

hasse@solace.hsh.se (Hans Holmberg) writes:

>One one the main problems though is that cartridge only can store about
>64KB...

Hmmm..., as far as I remeber, the german magazine C'T published a hardware
to extend the address space of the Rom-Port. They installed a 512K eprom
disk.

But I just can't remember the issue. Must be about two years ago :-). If
someone is interested in, I will look it up.

stefan

--
!! stenny@troja.stgt.sub.org !!
with lots of luck: stenny@iemars1.e-technik.uni-stuttgart.de
alias Stefan Schober, Stuttgart FRG, +49-711-681151
// never change a winning team - it could get better! //

655. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 08:38:07 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jul17.083807.15893@cs.hw.ac.uk>
Source record: 219619

In article <4115@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <1992Jul14.083651.26672@cs.hw.ac.uk> I wrote:
>>I don't think it means a whole hell of a lot. The TT and then the Mega STE had
>>LAN ports and to my knowledge there is NO|NIL|ZERO|ZILCH|NADA software that
>>will network Atari's together let alone to other machines. <BTW don't waste
>>my time mentioning MIDI or RS232 networks.> This is total crap! I have two
>>Atari machines one 1986 and one 1992 and if they were both Mac's then they
>>could be networked.
>
>Universal Network and PowerNet both use the LAN ports.

Mmm, yum, yum. Can you please give any more information on these products
eg. Who sells them, where, how much they cost and specs (like whether they
can talk to a Mac network).

Thanks in advance

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 goads!" !
+---+

656. Re: Fax Software

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 08:53:04 UTC
From: pkor@phoenix.oulu.fi
Message-ID: <1992Jul17.085304.12726@ousrvr.oulu.fi>
Source record: 219582

Yo !

I'm also interested in fax software for Atari. What kind of stuff exists, and
how do you get it ? Any FTP'able ones ? Commercial products ?
Any info is welcome...thanks !

Pasi

--
Pasi Korhonen pkor@phoenix.oulu.fi
Saaristonkatu 3 A 6 ar660@cleveland.freenet.edu
90100 Oulu pkorhone@nyx.cs.du.edu
981-377 811 bronx/OuluBox,IRC

657. Re: Joppa Send-FAX

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 08:56:13 UTC
From: pkor@phoenix.oulu.fi
Message-ID: <1992Jul17.085613.12789@ousrvr.oulu.fi>
Source record: 219581

How do you get this Joppa fax prog ? Any hints for a good shopping
place ? Any alternatives for fax program ? Send-only ? Is there a send-and-
receive version also ?

Thanks,
Pasi

--
Pasi Korhonen pkor@phoenix.oulu.fi
Saaristonkatu 3 A 6 ar660@cleveland.freenet.edu
90100 Oulu pkorhone@nyx.cs.du.edu
981-377 811 bronx/OuluBox,IRC

658. Re: How does ST Xformer w

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 08:58:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <1855.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 219558

Hi Derek,

I have a few questions:

1. Are you still working on the ST X-Former?
2. If so, what is the current release and what are some features?
3. How can I get the X-Former (newest version) along with cables?
4. Have you written any STe versions? Will it work on the STe?

Comments: Most software I have tried does not work. (2.14 and 2.10)
Does Warp 9 not work with GFA? What is it's latest release?
and does Warp 9 run slower than Quick ST? I tested it with
the supplied program and got lower rates.

659. Falcon price and poss. release date?

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 09:11:59 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jul17.091159.12291@crc.ac.uk>
Source record: 219620

Hello,
I have read quite a lot of "info" about the falcon. I have no idea what the specs will be but I do have an idea of the price and release date.
This is a reply to a letter in ST Review issue 3.

Well first of all I am surprised that you actually have to outline some of the reasons why the ST is superior to the Amiga games machine, although as someone who owns both machines you really are in a position to know.
As to the Falcon, well we've all seen Commodore's A600 which is retailing at 399 (english pounds) and next to the Falcon it's just a very poor games machine, and it (the Falcon) can even give consoles a run for their money. (must be good graphics!) Add to this the fact that you have a real computer with computing power, then for less than 600 (english pounds again) it
^^
represents fantastic value for money. It's not easy to take my word for it, but once you see the machine you'll believe a computer can really fly....

I hope this isn't something you already know but I thought I would post it anyway.

As to the release date (I forgot to write it down so this might be a bit out) It should be on show (or even for sale!) at a show in Dusseldorf? on August 12-15? (these numbers might be wrong but it's not far off. It's definitely in the middle of August)

Does anyone have any real info on the specs? (not just rumours or I would like to see ??? on it)

Thanks,

Phil
(E-mail naffara@uk.ac.crc)

660. BJ10ex installed in desktop?

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 09:15:22 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jul17.091522.12393@crc.ac.uk>
Source record: 219623

Just a quick question this time.
Is there any way to install a Canon BJ10ex on the desktop?
The menu only has dot matrix or daisy wheel printers on.
I need this because I would like to print out pictures from Neochrome and
this uses the printer installed on the desktop.
Can you get a separate driver for this?

Thanks for any help,

Phil
(E-mail naffara@uk.ac.crc)

661. Re: Falcon price and poss. release date?

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 09:43:14 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Jul17.094314.14314@cheshire.oxy.edu>
Source record: 219621

If the Falcon sells for less than the 600, I will eat my boots (and then go buy one). $700, more likely $800 or $900 I can believe (and I'll save up for one), but 399 english pounds (likely to translate to $399 American dollars), I won't.

35 days and counting till Aug. 21st.

Wish I could be there...

tHom

662. Re: CLA_V1R1 Not running.

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 10:05:39 UTC
From: rb420@rbhp24.rbg.informatik.th-darmstadt.de
Message-ID: <1992Jul17.100539.12311@infoserver.th-darmstadt.de>
Source record: 219624

Well, I had the same problem, and I assume, there is a CRC-problem in the program code, at least that was what my archiver told me...

sincerely,
Chris

663. Re: The new Multi-TOS ....

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 10:21:11 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jul17.102111.19762@rhrk.uni-kl.de>
Source record: 219625

baffoni@aludra.usc.edu (Juxtaposer) writes:

> Just on the off chance that 1) Someone from Atari will actually read
>this, 2) that they would not hit the 'k'ill button after seeing Falcon in the
>body, 3) That they _do_ give a hoot what is said on this board, here is a list
>of some features that _I_ would like to see in the new TOS alongside the
>ability to Mtask (and I am assuming it will be built from a 3/2.06 base).

Sorry, I'm not from atari but I think you won't mind me making some comments
on your suggestions.

> 1) I'd like to see more (perhaps dynamically resizable from .cpx)
>windows on the desktop.
On the CeBit fair you could see that there is no limit for the number of
windows. It depends on the memory you have, of course.

> 3) A ram-based jump table for bios routines to facilitate (unavoidable)
>patches. As someone pointed out, it is ridiculous for so many programs to all
>fight over one or two interrupts.
Hmm, what do you mean by "unavoidable pachtes"? Don't forget, that only
resident programs are allowed to change system vectors. If the are
programmed cleanly there are no major problems.

> 4) Get rid of the 8.3 name limit. 24 chars, or if you wish to keep the
>.3 for compatibility reasons how about 21.3 structure?
I think this would be _very_ bad for a lot of GEM programs. But don't forget
that MiNT supports file systems without name limits.

> 6) Software support for 2.88MB floppies (Last I heard, there isn't a
>greyed out option for 2.88), and the possibility of swapping a: from the
>floppy bay to a specified SCSI ID (such as for one of the new 20MB flopticals).I think
there is no reason why you shouldn't be able to write a floppy
driver that supports flopticals. In my opinion that is not ataris work.
BTW, the new AjAX floppy controller supports a clock rate of up to 32 MHz,
so there may be some hardware kits for 2.88 MB floppies in the future.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

664. Monitors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 10:43:03 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jul17.104303.13322@crc.ac.uk>
Source record: 219626

More questions!

I am looking for a monitor to use with my STFM. I have heard of several but
I don't know what the differences are or which is best.
Philips CM8833 mkII
Atari sc1435 (colour and same tube + res as CM8833 mkII)
Atari sc1224
Atari sm124 (mono)
Atari sm144 (mono)

I am using a TV at the moment and in medium res is barely readable.
As I am starting to do some DTP work I need a screen I can read!
I won't mind a mono monitor too much (because they are cheaper!) but I
would prefer a colour monitor if possible. I could still use my TV for
things like games etc.

The sm144 is 14" screen while the sm124 is 12". However I have seen the
sm144 cheaper than the sm124. How come?

I will probably buy a new monitor unless someone has got one for sale in
England (preferably close to Cambridge).

Thanks for any help,

Phil
(E-mail naffara@uk.ac.crc)

665. Re: I just don't get it. (was Re: Forced-freeware archivers considered

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 11:04:46 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92199.110446RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 219622

In article <3091@rbiffm.informatik.uni-frankfurt.de>,
mario@rbiffm.informatik.uni-frankfurt.de (Mario Schulz) says:
>As a casual user of archivers: The only problem I had with ZOO was the
>compression of file trees containing file names with non-ascii characters
>in them. As I happen to have a German keyboard, I sometimes use umlaut
>characters in my filenames, which is perfectly legal in TOS. Is there any
>solution to that kind of problem?

According to the GEMDOS reference manual, german Umlauts are not allowed
in filenames. It's a bug in the AES that it allows to enter them.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

666. English Dictionaries

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 11:45:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul17.114533.10099@peponi.wcc.govt.nz>
Source record: 219627

Can any one help.

I have a few friends that have USA versions of
Pagestreem 2.1 and Wordup 3, but as they are USA versions they
come with USA Hyphens/Thesaurus/Dictionaries, even one of these,
PageStreem was marked a UK. version...

Can any one archive and mail the UK. versions of these files to me..

This will help some 4 people that don't use usenet and do have legit copies
of these programs..

You can't get UK versions from the USA that has been tried before..

Thanks.......... sheppard_r@kosmos.wcc.govt.nz

667. Re: Falcon price and poss. release date?

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 12:11:54 UTC
From: pinelr@aix.rpi.edu
Message-ID: <s+mxn=r@rpi.edu>
Source record: 219628

In article <1992Jul17.094314.14314@cheshire.oxy.edu> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>If the Falcon sells for less than the 600, I will eat my boots (and
>then go buy one). $700, more likely $800 or $900 I can believe
>(and I'll save up for one), but 399 english pounds (likely to
>translate to $399 American dollars), I won't.
>
1 english pound = approx. 1.9 US dollars. You figure it out.

--
||| | Rob Pinelli |5\ "Uh-oh, your quantum string is becoming | /|
/ | \ | pinelr@rpi.edu |18\ relativistic! Pretty soon your electron | \'o.O'
Atari ST| 203 North Hall |276\ will have enough momentum to penetrate | =(___)=
Mega 2 | Troy, NY 12180 |7080\ her classically forbidden region!!!!" | U

668. Re: gcc 2.1 library files

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 12:31:31 UTC
From: Bjarne Pohlers <POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92199.123131POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 219629

In article <1992Jul16.120802.7666@rz-berlin.mpg.de>, gaertner@rz-berlin.mpg.de says:
>
>In article <bnell.711138285@ferrari>, bnell@siemens.com. (Bill Nell) writes:
>> Does anyone know where the crt0.o, gcrt0.o, gcrt0+.0, etc. library files
>> are for gcc 2.1? I've ftp'd all the other files I need but I cannot

>I would also be interested in these files. Maybe someone could upload an
>"update archive" to a.a.u.e and also update the README file?

I just uploaded the file `crt.zoo' into the new-directory.
It just contains the files crt0.zoo and gcrt0.zoo. These files should
work with PL 80 of the GNULIBs.
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <pohlerb@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (X49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

669. Re: Falcon price and poss. release date?

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 15:09:27 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992Jul17.150927.18372@noose.ecn.purdue.edu>
Source record: 219630

In article <s+mxn=r@rpi.edu>, pinelr@aix.rpi.edu (Rob Pinelli) writes:
> In article <1992Jul17.094314.14314@cheshire.oxy.edu> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
> >If the Falcon sells for less than the 600, I will eat my boots (and
> >then go buy one). $700, more likely $800 or $900 I can believe
> >(and I'll save up for one), but 399 english pounds (likely to
> >translate to $399 American dollars), I won't.
> >
> 1 english pound = approx. 1.9 US dollars. You figure it out.
>

Yes, but from what I have seen, computer prices in Britain are
significantly higher than the American price times the exchange
rate; a $1 to 1 pound ratio doesn't sound unreasonable. Maybe
you shouldn't be so gratuitously caustic and derisive in your posts.

>
> --
> ||| | Rob Pinelli |5\ "Uh-oh, your quantum string is becoming | /|
> / | \ | pinelr@rpi.edu |18\ relativistic! Pretty soon your electron | \'o.O'
> Atari ST| 203 North Hall |276\ will have enough momentum to penetrate | =(___)=
> Mega 2 | Troy, NY 12180 |7080\ her classically forbidden region!!!!" | U

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

670. Re: CLA_V1R1 Not running.

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 15:34:40 UTC
From: clint@artech.UUCP
Message-ID: <321@artech.UUCP>
Source record: 219631

In article <1992Jul16.101411.4500@bernina.ethz.ch>, rudi@igc.ethz.ch (Rudi V. Drunen Groningen) writes:
> Hi all !
>
> I just downloaded cla_v1r1.zoo the digital circuit simulator
> from sol.cs.ruu.nl, but have problems running the thing.
> The file was correct, did uncompress without a hick, but the
> simulator part of the program (cla_v1.prg) gives 3 bombs anytime I
> start the thing
>
> I am running on a Mega-1, Tos 1.4, and have tried it with and without
> (AMC)Gdos loaded, and NO accessories at all. Iused the paths as in the
> zoo archive to install the software.

I don't know why it's not working, but it doesn't work on my TT.
Sounds like a program I'd like to pay the fees for if it does what
it promises. Are the authors out there?

--
Clinton N. Keith ... Speaking for himself.
Applied Remote Tecnology
crash!hp-sdd!artech!clint
artech!clint@hp-sdd.sdd.hp.com

671. turboassembler

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 16:01:07 UTC
From: noam@ooc.uva.nl
Message-ID: <31152@slice.ooc.uva.nl>
Source record: 219633

Does anyone have a DOC for TurboAssem.lzh on anonymous ftp
mcshh.hanse.de?

It is a good assembler with 68020 options and trace but very
limited help in the debugger 'bugaboo.prg' wich i use most.

Thanks in advance,

Noam.
noam@ooc.uva.nl

672. Re: Falcon price and poss. release date?

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 16:06:32 UTC
From: eggert@lclark.edu
Message-ID: <1992Jul17.160632.1486@lclark.edu>
Source record: 219557

In article <1992Jul17.150927.18372@noose.ecn.purdue.edu> yegerleh@magellan.ecn.purdue.edu (James D Yegerlehner) writes:
>In article <s+mxn=r@rpi.edu>, pinelr@aix.rpi.edu (Rob Pinelli) writes:
>> In article <1992Jul17.094314.14314@cheshire.oxy.edu> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>> >If the Falcon sells for less than the 600, I will eat my boots (and
>> >then go buy one). $700, more likely $800 or $900 I can believe
>> >(and I'll save up for one), but 399 english pounds (likely to
>> >translate to $399 American dollars), I won't.
>> >
>> 1 english pound = approx. 1.9 US dollars. You figure it out.
>>
>
>Yes, but from what I have seen, computer prices in Britain are
>significantly higher than the American price times the exchange
>rate; a $1 to 1 pound ratio doesn't sound unreasonable. Maybe
>you shouldn't be so gratuitously caustic and derisive in your posts.
>
>>
>> --
>> ||| | Rob Pinelli |5\ "Uh-oh, your quantum string is becoming | /|
>> / | \ | pinelr@rpi.edu |18\ relativistic! Pretty soon your electron | \'o.O'
>> Atari ST| 203 North Hall |276\ will have enough momentum to penetrate | =(___)=
>> Mega 2 | Troy, NY 12180 |7080\ her classically forbidden region!!!!" | U
>
>--
>__ __ | |
> \ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
> \/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
> | `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

From what I have seen of computer prices in Britain, they appear to be slightly more than half the number of pounds as dollars in the U.S. For example, when a 1040ST sold for about $400 in the U.S. it was about 239 pounds (if I remember correctly). So, if the Falcon sold for about 600 pounds, that would put it at about $1000 in the U.S. So don't go getting yourself all woeked up. The only reason you would have to eat your shorts over the Falcon would be if you were to confuse yourself again.

Jon Eggert

673. Re: Falcon price and poss. release date?

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 16:40:52 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l6du0kINNjru@aludra.usc.edu>
Source record: 219632

In article <1992Jul17.094314.14314@cheshire.oxy.edu> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>If the Falcon sells for less than the 600, I will eat my boots (and
>then go buy one). $700, more likely $800 or $900 I can believe
>(and I'll save up for one), but 399 english pounds (likely to
>translate to $399 American dollars), I won't.

I don't think you read the previous post correctly. He was talking English pounds. Even though English prices (with conversion added in) are usually high, a one-to-one price is _not_ likely. More like 1.4 or 1.5 than the 2(?) its at right now. so if it sells for #600 there, it will probably be around 1k here. Hopefully a little less :). Of course, that will just be the console (and probably keyboard/mouse) - not monitor, but since the TT's monitors are just VGA monitors, it will probably be able to use them (means less cost operating cost). Or you can get a 3rd party multisync. Remember, if you don't like the Falcon, just think of what it will do to the MSTe prices, if it is selling at what the MSTes are selling for.

>
>35 days and counting till Aug. 21st.
>
>Wish I could be there...

Don't I know it!

>
>tHom
>

-Mike

674. Problems with Publisher 2

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 16:52:21 UTC
From: wyant@eplrx7.es.duPont.com
Message-ID: <1992Jul17.165221.2064@eplrx7.es.duPont.com>
Source record: 219634

We have recently acquired Publisher 2 from Timeworks as an upgrade. This new version appears to have many more problems with it than the old. For example, Publisher 2 is the first application that I have encountered that interferes with DC DeskTop. Even after almost all the accessories are turn off and DC DeskTop is disabled (only UIS remains), Publisher 2 still hangs when importing Word Perfect files and occasionally on printing (to a dot-matrix printer). Our machine is a 1040ST with 4 MB of memory and an ICD ADSpeed accelerator.

Have other people encountered such problems? Have these problems been fixed? EMailed comments and suggestions are welcome!

Patrick Wyant
Wilmington, DE 19880-0320
wyant@eplrx7.es.dupont.com

675. To John Bunch

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 17:34:06 UTC
From: ekrimen@wet.UUCP
Message-ID: <4132@wet.UUCP>
Source record: 219639

My mail to you bounced twice.

The drive should work in an STE. I'd be very surprised if it didn't.

My number is 415-751-3693.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

676. Atari Modems in Asia

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 17:34:40 UTC
From: jimh@ultra.com
Message-ID: <1992Jul17.173440.26135@ultra.com>
Source record: 219635

I have a friend in India who wants to add a modem to his Atari 1040ST.
Are there any such modems? I know that USA telephony is a lot different
than that in Asia, so buying one here won't help.

--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

677. Atari Hardware Priced to sell.

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 18:36:03 UTC
From: ckb@athena.mit.edu
Message-ID: <1992Jul17.183603.27217@athena.mit.edu>
Source record: 219645

I gotta sell this stuff!!! Erg...

SC1224 Color monitor, vintage 1985. $100 + shipping
520ST, TOS 1.0, 1 MB piggyback expansion, Tweety board. $100 + shipping
Atari DS Disk drive: $25 + shipping
Homebrew DS disk drive w/ Sony mechanism: $40 + shipping

Seikosha 300 CPS draft office printer. $125 + shipping

3.5in floppies - about 250, all containing software for the ST. $100 + ship

Handy Dandy Power Organizer for old style atari systems - everything plugs into it, and you can control the power for up to 6 itms individually. $10+ship

Mouse Master - Handy Dandy thing that allows 2 joysticks and a mouse attached at the same time. $10 + ship

Wico Trac-Mouse - COnverted WICO track ball to function as an upside down mouse. $20 + ship

Various WICO Joystics and parts, in various states of repair, $10 + ship

If you take everything, I may have a small siezure (Considering I paid $1000 for St, Mon, SS drive in 1985) and mail it all to you for $250 + shipping.

Email all questions to me. Everything negotiable.

Chris

678. Drive problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 18:47:40 UTC
From: cchiang@sdcc13.ucsd.edu
Message-ID: <35793@sdcc12.ucsd.edu>
Source record: 219637

Hate to sound whiny and stupid but my internal drive head
broke loose about a year ago and I haven't fixed it yet. A new
drive mechanism from atari costs $199 (They might as well take the
shirt off my back while they're at it), or I could invest in a new
external drive for $139. I think it is rather silly to have to
shell out 60 to 70 percent of my computer's current worth (I've got
a 1040stfm dated since '88) for a new drive. Does anyone know a
cheaper alternative? If not, does anyone know how to rig up the
external drive into the internal drive socket? Any help would be
greatly appreciated. Thanks in advance.

cchiang@sdcc13.ucsd.edu

679. Problems with unpacking files from GENIE

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 19:10:27 UTC
From: wyant@eplrx7.es.duPont.com
Message-ID: <1992Jul17.191027.2191@eplrx7.es.duPont.com>
Source record: 219638

I have been having difficulty unarcing files obtained from GENIE and the Atari archiver on Internet. However, other files can easily be unarced. I am using a 1040ST with 4 MB of memory and an ICD ADSpeed accelerator. For GENIE, I use a US Robotics Dual Standard modem.

Recently, I downloaded a variety of demos and utilities from GENIE using Zmodem from Aladdin. Only the Pagestream upgrade could be successfully unARCed, and that unpacked very easily. All of the other files (game demos, odd utilities), archived as either ARC or LZH, failed with CRC errors. I was using the DC X_Plus archiver utility to unpack the files, which has worked well for me before. Most of the LZH files recommended using Quester's UnLZH (lh5) routine, but I am unable to unpack even that. I also tried disabling all of the accessories, including DC DeskTop, but excluding UIS. The files still could not be unpacked.

I also obtained several utilities from the Atari archive site over Internet, but have been unable to unarc these files as well. Even the unpacked executable files (e.g., lharc.ttp) fail to run properly.

Any suggestions as to what might be the source of this problem? The Pagestream upgrade was downloaded twice, once from GENIE and once from the Soft-Logik BBS, using Zmodem both times. Both copies of the upgrade files unpacked (unARCed) readily. Every other download attempt has left me with files that cannot be unpacked. While I have not checked for viruses, I don't think that they are very likely for so many diverse files and different archive sources.

Any EMail suggestions for actions to try will be appreciated.

Patrick Wyant
Wilmington, DE 19330-0320
wyant@eplrx7.es.dupont.com

680. Re: PC to Atari ST file transfer

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 20:27:33 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.529532@cix.compulink.co.uk>
Source record: 219640

>I know that there is some compatabilty between PC and Atari disk formats, but-

>I need to know if I should format the disk on my machine or the PC. Please
>tell me what I need to do to get the file to my Atari. (If I should format
>on the PC, what density should I use, etc.)

I haven't got a DOS manual to hand, but if you check the format command,
there are switches to format single sided 360k. This works OK as I've
done it myself. You *must* use the PC to format, not the ST.

/***
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
****
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
***/

681. Re: Lynx development system?

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 20:28:37 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.529533@cix.compulink.co.uk>
Source record: 219641

In article <1992Jul16.175857.4787@cs.wayne.edu>, pbh@jake.cc.wayne.edu (Patric-
k Haggood) writes:
>Is there a Lynx development system for the Atari ST? If so, where
>do I go about getting one?

No. The Lynx development kit is an Amiga(!) There are 2 versions
both not cheap. The more expensive is a few thousand UK pounds
but has full hardware emulation of the Lynx to test code on.

```
/*************************************************************************
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
*************************************************************************
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
*************************************************************************/
```

682. Re: Drive problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 21:19:18 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jul17.211918.1533@a.cs.okstate.edu>
Source record: 219642

In article <35793@sdcc12.ucsd.edu> cchiang@sdcc13.ucsd.edu (Huh?! Wot?!?) writes:
>
>cheaper alternative? If not, does anyone know how to rig up the
>external drive into the internal drive socket? Any help would be
>greatly appreciated. Thanks in advance.
>

Many (not all) $70 internal mechs for IBM compatables work fine.

I installed an ND-352 (toshiba) for an IBM with minor incompatability problems.
(Other choices may be simpler to install, as I had to disable disk change
detection via gluing down a switch in the drive...)

Electrically... most any IBM drive will work.

Logically... the write protect line MUST toggle when a non-write protected
disk is removed and reinserted for disk change detection to work with
tos 1.0.

(my only difficulty (overcome as above) with the toshiba)

jc

683. ST stuff for sell

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 22:47:31 UTC
From: szhu@prism.poly.edu
Message-ID: <1992Jul17.224731.22795@prism.poly.edu>
Source record: 219643

If you are interest in any of the following items, please make a resonable
offer. DO NOT send over mail asking me how much I want for it.

The following are my stuff:
1 meg 520 STFM (possible drive doesn't work)
1 Atari SC1224 color monitor
Supra Hard Drive unit(with no hard drive, 30meg or 60meg harddrive meg)
1 extra Atari Mouse
IS Talk, Isgur Profolio, Atari ST Developer package, LOGO User's Guide

Other:
Panasonic RK-P440 four color Penwriter
4 colors, 9 sizes, 6500 character memory,
24 character LCD, 4 graph functions, uses battery or AC.

Panasonic PV-4160 4 head VCR
Brand new, still in the box. Have no idea why we got it for.

The following are Mr. Greene's stuff. He has no net access.
The price on the left are your offers (you know who you are.) I have your
addresses and will give them to Mr. Greene. He would like to call you first.
If you can give him a call at 718-833-0102.

$400 Mega4 ST (with color monitor)
1040 STFM (problem in formating double side disks??)
1 Atari SC1224 color monitor
$75 1 Atari SC124 mono monitor
$200 Megafile20
$400 Atari Laser Printer

20pd, Word Writer
75pd, TimeWork Publish + PageStream,

It best to send me e-mail (since I don't check the conference)
szhu@prism.poly.edu

684. Re: Problems with Publisher 2

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 23:31:24 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.529796@cix.compulink.co.uk>
Source record: 219644

Why not mail the guys that wrote it i.e. GST in the UK?

They are on sproducts@cix.compulink.co.uk

```
/*********************************************************************
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
*********************************************************************
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
*********************************************************************/
```

685. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 23:43:16 UTC
From: ekrimen@wet.UUCP
Message-ID: <4133@wet.UUCP>
Source record: 219650

In article <63565@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>In article <1992Jul15.164937.9263@admiral.uucp> dave@admiral.uucp
>(Dave Litchman) writes:
>>Oh, by the way, Universal Network is produced by the same people who make
>>Universal Item Selector III. You can't say that it's not supported!
>
>Wrong. The author of Universal Network and Universal Item Selector
>has left and started his own compnay, Powerpoint Software. He will
>not be supporting the Universal products, instead he has come out
>with his own line. Power Net is available now. A UIS equivalent

Rod MacDonald's Application and Design Software still supports Universal
Item Selector and Universal Network to the extent that it can. I doubt
it will be upgraded. It's still advertised heavily.

However, Chris Latham has indeed started his own company, PowerPoint,
and has joined DragonWare. FleXor and PowerNet will be marketed by
one of these companies.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

686. Re: Calamus font trouble

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 23:50:18 UTC
From: ekrimen@wet.UUCP
Message-ID: <4134@wet.UUCP>
Source record: 219649
Cross-posted to: comp.sys.atari.st,comp.fonts

In article <1992Jul16.172029.19127@uni2b.unige.ch> morris@medsun.unige.ch (mike morris) writes:
>Calamus 1.09 works great with the TT. A shame - how can I justify upgrading to SL?

SL really is awesome. I've only done simple stuff so far, but I can't wait to get into the heavy-duty stuff. The manual is excellent; one of the best I've seen. The Help messages (that are also in Calamus 1.09) have manual reference numbers in SL; so if you have a question, you can go straight to the chapter and page in the manual, without searching through the index.

Most of all, ISD's support on GEnie is unequalled. I've never seen anything like it. Nathan, Lou, and Mario are fantastic.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

687. Re: Dream Machine needs video!

Newsgroup: comp.sys.atari.st
Date: 1992-07-17 23:55:11 UTC
From: ekrimen@wet.UUCP
Message-ID: <4135@wet.UUCP>
Source record: 219551
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1992Jul16.133756.1@vaxc.stevens-tech.edu> skolodzieski@vaxc.stevens-tech.edu writes:
>
>All I need to put me over the edge is a good video card. A friend of mine has
>a Crazy Dots 8, and a Eizo 6500 21" (1660x1200) grey scale monitor, and It
>looks better than one could possibly imagine. Unfortuantly Crazy Dots is either
>MegaBus or VME.
>
>Does anyone know of a good quality vide add on card for a plain 1040. Space
>is not a problem as I have the tower case!

I believe that JRI (John Russell Inc.) in California has a Megabus mod for
1040s. You might want to contact him; unfortunately, I don't have his number.
Anyone else have it?

I've only heard rumors of this product. I may be incorrect. But JRI usually
has very unusual products that not many people hear about.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

688. Turbo C v2.0 compatible graphics library

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 00:01:36 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jul18.000136.12354@newton.ccs.tuns.ca>
Source record: 219646

Hi everyone,

I've just uploaded the file graphx10.zoo to
atari.archive.umich.edu in the atari/new directory.

This file contains a Turbo C v2.0 compatible graphics
library for Lattice C and Sozobon C. This library allows to to
compile your Turbo C code that uses the graphics library, on your
ST. I wrote this library for my own use and thought others may be
interested. BTW, its FREEWARE.

I've tested it on Turbo C code and written numerous
testcases, everything seems okay. As we all know the programmer
is NOT the ideal person to test his own code, so any feedback on
problems and possible enhancements would be greatly appreciated.

For those familiar with Turbo C, you might be interested in
running the BGIDEMO.PRG included in the .zoo file. The original
Borland source file (BGIDEMO.C 45k) only required minimal changes
(because of Turbo C specific functions) to compile and run, it
took less than an hour!

I Hope others will find this library as useful as I do.

==========
Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
School of Computer Science
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

689. SALE: Supra 20meg HD for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 00:39:12 UTC
From: al@ms.uky.edu
Message-ID: <1992Jul17.203913.18403@ms.uky.edu>
Source record: 219647
Cross-posted to: comp.sys.atari.st,misc.forsale

```
For sale:
Supra 20meg Hard Drive for Atari ST
just plug it in and use it.
Asking $200.

(606)253-1398 6-9pm EST
(606)223-2316 8am-5pm EST
Ask for Chris Dotson
```

690. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 02:26:23 UTC
From: ayee@coyote.datalog.com
Message-ID: <gy63NB1w163w@coyote.datalog.com>
Source record: 219554

Does anyone knows if the Gemulator support ST cart. such as Spectre GCR?

691. Re: using the cartridge port as a file device ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 05:43:38 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul18.054338.10109@solace.hsh.se>
Source record: 219553

stenny@troja.stgt.sub.org (Stefan Schober) writes:

>hasse@solace.hsh.se (Hans Holmberg) writes:

>>One one the main problems though is that cartridge only can store about
>>64KB...
>Hmmm..., as far as I remeber, the german magazine C'T published a hardware
>to extend the address space of the Rom-Port. They installed a 512K eprom
>disk.

> stefan

That's correct, but then you can't access it as 'c:' whithout an extra
device driver though...

Too bad that Atari limited the adress-space on the cartridgeport to 128KB.

--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

692. Re: Spectre GCR / Colour

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 05:54:07 UTC
From: Jim_Cruickshank@mindlink.bc.ca
Message-ID: <13534@mindlink.bc.ca>
Source record: 219552

Correct - hoping for a spectre to emulate a MAC II is wishful thinking. But My SPECTRE is a lot Faster (thanks to my ICD FA.ST Disk) than my Brothers Mac Classic & Runs WordPerfect 2.1 Mac which is vastly superior to any Atari word Processor. (superior to WordPerfect Windows 5.1 for that matter)

Jim Cruickshank

693. ST to DOS

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 06:35:13 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1852@sheoak.bcae.oz.au>
Source record: 219573

Is there a program that will convert ST disks to MS-DOS format?

Thanks for any help offered.

Jared Quinert
i921652@redgum.ucnv.edu.au

694. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 07:01:16 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul18.070116.10591@solace.hsh.se>
Source record: 219556

ayee@coyote.datalog.com (allen yee) writes:

>Does anyone knows if the Gemulator support ST cart. such as Spectre GCR?

According to Darek you only have to plug in the MAC-roms in the
Gemulatorboard that you put in your PC. You don't have the 'GCR' function
though; so you can r/w Mac-disks, but the Mac-emulation should work...
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

695. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 07:01:30 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Jul18.070130.3803@terminator.cc.umich.edu>
Source record: 219555

```
drwxrwxr-x atari 1024 Jul 12 03:00 .
drwxrwxr-x jrd 5120 Jul 12 10:33 ./8bit
drwxr-xr-x jrd 512 Jul 12 10:33 ./8bit/diskutils
drwxr-xr-x jrd 512 Jul 12 10:32 ./8bit/utilities
drwxrwxr-x atari 1024 Jul 14 10:41 .
drwxrwxr-x weiner 512 Jul 15 02:25 ./utilities/tosfixes
-rw-rw-r-- hyc 7968 Jul 15 02:23 ./utilities/tosfixes/serialfx.zoo
-rw-r--r-- weiner 4096 May 29 1991 ./utilities/tosfixes/serptch2.lzh
```

696. Re: Cummunicating serially with a Portfolio, what SW?

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 07:22:49 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul18.072249.14637@sactoh0.sac.ca.us>
Source record: 219562

In <sav.711189845@nanette> sav@nanette.sni.de (Dr.Savory) writes:

>I have been given a Portfolio for mobile use. I write notes whilst on the
>road with it. I would like to transfer these notes to a PC/AT and/or to my
>ST. The Portfolio has a serial interface attached but apparently no SW for
>this purpose. What do you recommend? How should I go about this?
> HELP, =B-}
>

To communicate and transfer files between an ST and the Portfolio,
I suggest that you get XTERM.COM, a terminal program. I use an
accessory program on my ST, TRANSFER.ACC and TRANSFER.RSC, Transfer
1.2 and set the serial ports to 9600 bps.

XTERM.COM is available on the DOS Utilities card, and it is
available from various BBS, I believe.

--
##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
#################### default .signature file ####################

697. Re: Email to Joppa Software ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 07:39:52 UTC
From: pkor@phoenix.oulu.fi
Message-ID: <1992Jul18.073952.6380@ousrvr.oulu.fi>
Source record: 219583

Well, does anybody know the phone number/snail mail address to Joppa Software ?
What's the name of this fax program we're talkin' about ? Price ?
Best place to get it ?

Thanks,
Pasi

--
Pasi Korhonen pkor@phoenix.oulu.fi
Saaristonkatu 3 A 6 ar660@cleveland.freenet.edu
90100 Oulu pkorhone@nyx.cs.du.edu
981-377 811 bronx/OuluBox,IRC

698. Re: Falcon price and poss. release date?

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 10:52:39 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Jul18.105239.5011@cheshire.oxy.edu>
Source record: 219559

Hmm... pound must've gained a lot recently in value.. thought it was around 1.5 pounds to the dollar... regardless, at least from what I've heard from the Brits, a 399 pound Brit computer usually winds up costing us Americans $399.

Thom

699. Re: Falcon price and poss. release date?

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 10:54:51 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Jul18.105451.5122@cheshire.oxy.edu>
Source record: 219560

Hmm... one person agrees, on doesn't. The original posting put hte price of the falcon at less than 399 pounds... even using the 1.5 times ratio, that puts the falcon at less than $600.

Still enough to make me eat my boots.

Thom

700. TOS 2.06 & SPECTRUM 512

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 12:01:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <1907.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 219584

I have the TOS 1.62 roms... did you want to trade them and $ for the Tos 2.06 roms, or did you just want to outright buy them?

701. Connect..

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 12:40:52 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul18.124052.12192@solace.hsh.se>
Source record: 219561

In an earlier posting I said that I had troubles with Connect 1.06i and 1.08i.
The problem was that Connect would give 2 bombs whenever I tried to type
anything in the terminalwindow. This is due to some problems with QuickSTE 3.x.

I haven`t figured out why, so I just disables QuickST when I run Connect.
I don`t have Warp9, so I can`t say if connect works with it.

Otherwise the program is excellent (Just tested it for a couple of minutes).

--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

702. ST Report and Atari Explorer Online

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 16:14:59 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul18.161459.13901@solace.hsh.se>
Source record: 219567

If anyone is interested I have uploaded ST Report issues 818->829 and
Atari Explorer Online 9201->9206 on a.a.u.e and ftp.uni-kl.de.

On ftp.uni-kl.de they will be found under /pub/atari/magazines

If you are getting them from a.a they will be found under /new with
filenames str818.txt.Z thru str829.txt.Z and aeo9201.txt.Z thru aeo9206.txt.Z

For all of you who don't know this, Z*Net magazine is now Atari Explorer
Online, read aeo9201 for more details.

I must say the circulation on these online magazines have been very poor
for the last couple of months, so I will try to keep them up to date, so you
all netters out there will have the latest issues on your screens!

If anyone got a mailing list, send me an e-mail so I can send you the
magazines to you for fast delivery (If it hasn't worked uptil now). I doesn't
mean that _I_ will set up a mailing list for everybody. I'll just pass them
on to those who have a mailing list.
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

703. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 16:35:08 UTC
From: Jim_Cruickshank@mindlink.bc.ca
Message-ID: <13539@mindlink.bc.ca>
Source record: 219568

The Gemulator _DOES_NOT_ support the spectre GCR. An IBM emulating an ST emulating a MAC. Now that would be a trick.

By the way where were you planning to plug a cartridge into your PC?

Jim Cruickshank

704. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 17:08:18 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul18.170818.14678@solace.hsh.se>
Source record: 219569

Jim_Cruickshank@mindlink.bc.ca (Jim Cruickshank) writes:

>The Gemulator _DOES_NOT_ support the spectre GCR. An IBM emulating an ST
>emulating a MAC. Now that would be a trick.

>Jim Cruickshank

Yeah, I know. It was a typo.. I was a bit tired at moment I wrote that.
(Late nights, women and other bad stuff ;)

I apologize for any missunderstanding I have caused.
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

705. Tiny Turbo 030

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 17:16:12 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Jul18181612@kolsaas.ifi.uio.no>
Source record: 219566

```
Has anyone got any info on the Tiny Turbo 030 card? Price?
--
Terje Vernly----------------
InterNet: terjeve@ifi.uio.no
---------------------------
```

706. Wanted: Ajax Chip

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 19:43:52 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92200.154352JJL101@psuvm.psu.edu>
Source record: 219570

Anyone know where I can get a solo ajax chip? Best and Toad are no
longer selling them seperately.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: JLEHETT2 Delphi: JLEHETT

707. MIDI MAZE!

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 21:25:00 UTC
From: john.woznack@outlan.ersys.edmonton.ab.ca
Message-ID: <1921.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 219585

Help! Does anyone have, or know where I can get ahold of, the Midi Maze II maze editor? I've got the game, but I can't figure out the German in the docs!
-JWW

708. UVK / Antivirus

Newsgroup: comp.sys.atari.st
Date: 1992-07-18 21:42:22 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul18.214222.5784@actrix.gen.nz>
Source record: 219572

Word of warning:

ST-Format is constantly advertising 'UVK (Ultimate Virus Killer)' as
the best virus killer around. Maybe so, but it thinks one of the most
common viruses, is safe!

The 'Anti-Virus virus' Looks very similar to V-Killers Anti-Virus
boot. Saying:

If an executable boot sector is detected, the screen will flash and
the computer will beep

(Or something along those lines)

The anti-virus-virus adds:

You may remove this anti-virus with reset!

Be careful - although it does tell you about executable boot sectors,
the anti-virus-virus, copies itself to any write-enabled disk that you
put into your disk drive. Causing the same damage as any normal virus!

UVK thinks it is harmless - but there are two versions:

Anti-Virus (English)!

&

Anti-Virus (Dutch)!

They are both just as dangerous, & except for the different language,
they do the same thing! So - if Ultimate/Super/Advanced Virus Killer
(Same program, different names) reports this, run another virus
killer, such as V-Killer, Chasseur II, or Sagrotan, and knock it off
the disk!
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

709. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 00:05:58 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jul19.000558.622@u.washington.edu>
Source record: 219574

ekrimen@wet.UUCP (Ed Krimen) writes:

>Rod MacDonald's Application and Design Software still supports Universal
>Item Selector and Universal Network to the extent that it can. I doubt
>it will be upgraded. It's still advertised heavily.

>However, Chris Latham has indeed started his own company, PowerPoint,
>and has joined DragonWare. FleXor and PowerNet will be marketed by
>one of these companies.

And from what I hear (I think I read it in AEO), the newest version of
PowerNet will talk to Appletalk networks, and possibly even Novell!

Ed, do you know when Chris plans to have FleXor out? He told me three
months when I called him in February, but that was of course before he
joined DragonWare

Dan Aylward
dud@u.washington.edu

710. Re: Connect..

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 01:00:23 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1992Jul19.010023.6705@mnemosyne.cs.du.edu>
Source record: 219575

hasse@solace.hsh.se (Hans Holmberg) writes:

>In an earlier posting I said that I had troubles with Connect 1.06i and 1.08i.
>The problem was that Connect would give 2 bombs whenever I tried to type
>anything in the terminalwindow. This is due to some problems with QuickSTE 3.x.

>I haven`t figured out why, so I just disables QuickST when I run Connect.
>I don`t have Warp9, so I can`t say if connect works with it.

>Otherwise the program is excellent (Just tested it for a couple of minutes).

>--
>/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
>\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
>/ phone: +46 60 569169, fax: +46 60 569266 \
>\ "In a crazy world a sane person would appear to be crazy." /

Connect does in fact work with Warp 9...

John
--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@nyx.cs.du.edu
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!john

711. Re: ST to DOS

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 02:31:52 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul19.023152.11912@actrix.gen.nz>
Source record: 219578

I'm surprised that not-everyone knows this yet! (Is it in the FAQ???)

Any standard 720k (or lower) format on an MS-DOS machine, can be read
on the ST. Formatting disks on an STE using the desktop formatter,
will make the disks readable by MOST (but not ALL) IBM-Compatibles.
(Due to slight differences in formats between various machines - some
will read the disks, and others won't!)

To be safe, format the 3.5" disk on the IBM-Compat' which the data
from the ST is going to be loaded into (or the data FOR the ST is
going to be put onto). This will ensure that the disk is compatible
with both the original MS-DOS machine that formatted the disk, and the
Atari ST/STE/TT (etc. etc) that is using it.

The ST will not read IBM-High density disks (1.44, 2.55 etc.) unless either:

1. The MS-DOS machine only formats the disks Double or Single Density

2. The ST has a high-density drive, and controller in it.

If options are asked for try to make the format:

2 Sides
80 Tracks
9 Sectors per track

and, if possible, don't use the following format types:

'twister'
'skewed sectors'
'fast format'

these are all very similar, or the same, and basically use a method
that lets the ST read data from the disk fractionally faster! (Only
noticable when using several large files.) Many IBM-compat's will not
accept these formats.

This should be of some help to everyone.

(Note: I have not used the term 'PC' which is usually attributed to
the MS-DOS based machines. Whereas, it's an almost universal term
meaning 'Personal Computer'. So the Atari ST, and even the Ameagre
are PC's!)
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

712. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 02:36:43 UTC
From: darekm@microsoft.com
Message-ID: <1992Jul19.023643.11136@microsoft.com>
Source record: 219579

In article <13539@mindlink.bc.ca> Jim_Cruickshank@mindlink.bc.ca (Jim Cruickshank) writes:
>The Gemulator _DOES_NOT_ support the spectre GCR. An IBM emulating an ST
>emulating a MAC. Now that would be a trick.

Why is that a trick? It's technically feasable and no hocus pocus is required.
The reason that Spectre won't run on Gemulator has nothing to do with
emulation of the Mac or 68000. It's rather quite simple: In Gemulator 1.0,
which will be hitting dealer shelves in about 6 to 8 weeks, the cartridge
port address space on the ST ($FA0000 to $FBFFFF) is simply not emulated.
So programs like Deskcart, Atari's VT100 emulator, and Magic Sac or
Spectre will not run on Gemulator. However, see below...

>
>By the way where were you planning to plug a cartridge into your PC?

Gemulator has 8 ROM sockets on it, which is capable of reading any ROMs, not
just specifically Atari ST ROMs. So you can take that ROM out of your Deskcart
cartridge or out of your Magic Sac cartridge and it can be read by the
Gemulator board. Mac emulation is definitely planned for a future release.

- Darek

--
/--\
| darekm@microsoft | What the above looked like to Homer Simpson: |
| Views expressed are my own. | Blah blah blah blah blah blah blah blah blah |
\--/

713. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 02:37:57 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul19.023757.17691@solace.hsh.se>
Source record: 219576
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

moon!cyberden!phbill@well.sf.ca.us writes:

>Ugh. Transforming NES controllers to Atari-style 9-pins looks like it's
>aLOT more difficult than just rewiring it. Many reasons here:

[stuff deleted]

>2) NES controllers use 6-pins yet there's alot more going on than just
> 6-bits worth of I/O. You have:
> a) 4 directions
> b) 2 fire buttons
> c) 2 "console"-like buttons (start & select)
> This adds up to 8.

>finally...

>3) I opened up an NES "standard" controller (like described in 2, above)
> and it has a mighty big IC in it. This probably somehow encodes or
> determines at what points when to send the 8-bits of data through the
> 5 pins that you can have (gotta remember that 1 pin is "power-in"ish)!

>So... unless the chip is just there to make the thing more expensive/look
>important, it seems like a bit of work.

I think they send over the data serially to the gameconsole. The chip it's
just a shift-register (probably anyway). The signals that goes from the
controller should be something like:

Vcc (+5V or something similair)
GND
Clock for shift register
Load data into shift register
Clear shift register
Serial Data

This is just what _I_ think it is. I was working on a similair projact a time
ago, and the above is what I think is going on in a NES controller...

[stuff deleted]

> "Be seeing you"
>Say___________9_year_veteran_ ||| __
>Hi PhBill: Bill Kendrick / | \
>if moon!cyberden!phbill@well.sf.ca.us
>in _____________________________
>NJ! July 18, 1992

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

714. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 03:09:49 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Jul19.030949.15606@infonode.ingr.com>
Source record: 219577
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

For anyone intersted in hooking up a Sega light gun to an Atari, here's
an email with the details, which I'm posting for all to read:

>Subject: Re: Modifying NES lightgun for Atari 2600/7800 - need help
>Date: Thu, 16 Jul 92 18:36:14 PDT
>From: mhughes@visual.spk.wa.us
>
> Forget the NES. The best thing you can do is get a Sega light gun,
> open it up carefully, and swap the trigger and ground wires on the
> trigger detector. Then close it back up, and you'll have a perfectly
> good Atari light gun.
>
> Mine served that duty for many long years on my Atari 800xl.
>
> - Mark Hughes mhughes@visual.spk.wa.us

Thanks, Mark! Now, who's got a Sega light gun they're not using and
will sell it to me cheap?

```
==============================================================================
| Ted Drude (drudetb@infonode.ingr.com) | Official |
|------------------------- (205) 730-8060 (8-5 CST) | MST3K |
| "Trust me, I know what| Atari 2600/5200/7800 Game | Closet Fan |
| I'm doing." - S.Hammer| Collector and Trader | Club Member |
==============================================================================`
```

715. Looking for Atari Board for IBM PC

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 06:00:28 UTC
From: mig@cunixb.cc.columbia.edu
Message-ID: <1992Jul19.060028.22071@news.columbia.edu>
Source record: 219580

I hear that there is an Atari board for the PC, called the Gemulator. Does anyone know anything about this or about a similar device or Atari emulator for the PC?

I also hear that there is a Mac emulator for the Atari, which will run on this board.

All I know is the following:
>The Mac emulator works on the GEMULATOR which is the ATARI STE emulator.
>The company to get in touch with is BRANCH ALWAYS SOFTWARE in Washington
>I do believe. Darek the founder is mostly seen in the ATARI newsgroup, so
>they would know how to contact him.

I would greatly appreciate all information about either of these, their compatibility and availability! Please respond via email, as I don't read the Atari groups.

Thank you very much for your help.
Meir

* * * * * ================= Internet address is mig@cunixb.cc.columbia.edu
* * * * * * = Meir I. Green = for short, mail to mig@columbia.edu
* * * * * ================= UUCP Bang! columbia.edu!mig
* * * * * * ================= Amateur Packet Radio N2JPG@W2XO.PA.USA.NOAM

716. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 06:12:53 UTC
From: ekrimen@wet.UUCP
Message-ID: <4138@wet.UUCP>
Source record: 219587

In article <1992Jul17.083807.15893@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <4115@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>>
>>Universal Network and PowerNet both use the LAN ports.
>
>Mmm, yum, yum. Can you please give any more information on these products
>eg. Who sells them, where, how much they cost and specs (like whether they
>can talk to a Mac network).

Who sells them: dealers and the developers themselves. :^)

Where: in the U.S. I don't know if they're sold overseas.

Cost: I think around $200 for U.N. for two nodes and $99 for P.N. for two nodes. I'm not sure however if P.N. is sold by dealers now. I think you should be able to get it from the distributor.

Specs: U.N. and P.N. aren't Appletalk-compatible. Chris Latham (PowerPoint Software) and Dragonware are supposedly working on other products, among them an Appletalk-compatible network. When, where, how much: I don't think they even know yet. :^) They just had a conference on GEnie a couple of weeks ago and this is one thing they mentioned.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

717. Re: PC to Atari ST file transfer

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 06:43:27 UTC
From: dave@admiral.uucp
Message-ID: <1992Jul19.064327.12786@admiral.uucp>
Source record: 219352

In article <memo.529532@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk writes:
>>I know that there is some compatabilty between PC and Atari disk formats, but-
>
>>I need to know if I should format the disk on my machine or the PC. Please
>>tell me what I need to do to get the file to my Atari. (If I should format
>>on the PC, what density should I use, etc.)
>
>I haven't got a DOS manual to hand, but if you check the format command,
>there are switches to format single sided 360k. This works OK as I've
>done it myself. You *must* use the PC to format, not the ST.

Not true. As long as you've got TOS version 1.4 or later, you can use ST
formatted disks directly on a PC. If you've got TOS 1.0 or 1.2 you simply have
to write a PC bootsector to the disk after you format it, a feature supported by
most extended-format programs.

--
"Dammit Jim, I'm a free man, not a number!"

This is a copy of the mnemonic signature virus. Remember to copy it into
your .signature file later. Join the fun!

718. retouche or cranach dealer ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 09:02:37 UTC
From: mluoto@klaava.Helsinki.FI
Message-ID: <1992Jul19.090237.5511@klaava.Helsinki.FI>
Source record: 219395

```
As stated above, does anyone know of a RETOUCHE (professional)
and/or
CRANACH STUDIO dealer in europe (suppose it's german...?)

Any info on "PROFESSIONAL" software dealer that has the HIGH-END
of ST/TT programs on stock would be appreciated !
.
---Thanks

--
email: markku.luoto@helsinki.fi # "I just LOVE G-pull...
(will find me where ever...) # ...and a missile in your ass !"
fax: 358-0-424015 #
voice: 358-0-5091656 (a.maschine ) # - a surviving "pro Flite" freak
```

719. Re: using the cartridge port as a file device ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 10:11:39 UTC
From: dford@cix.compulink.co.uk
Message-ID: <memo.531152@cix.compulink.co.uk>
Source record: 219586

I'd be interested, the only thing is how could you post a circuit diagram
of the hardware required ?

David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)
Please send all flames to dev/nul. All contributions happily ignored

720. Re: Falcon price and poss. release date?

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 12:09:23 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A695B73.19731@noiro.acs.uci.edu>
Source record: 219588

leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>Hmm... one person agrees, on doesn't. The original posting put hte
>price of the falcon at less than 399 pounds... even using the 1.5 times
>ratio, that puts the falcon at less than $600.
>
>Still enough to make me eat my boots.

Well, I don't know what you've eaten, but the original post put the
price of the Amiga A600 at 399 pounds and the supposed price of the
Falcon at about 600 pounds.
A bit heavy isn't it :)

--
Joachim Vance
^~^~^~

721. Less and ger2en19

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 13:31:54 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <12311@ecs.soton.ac.uk>
Source record: 219592

Can anyone tell me the address of the authors of Ger2En and the port
of Less (posted to the Gnu heirarchy on a.a recently)?

I have the following problems with them:

- ger2en19: crashes with QuickST (and doesn't save off properly)
- Less: searching doesn't work at all

Apart from these, they are both fine programs (no, really)

Ta, David.

--

David Halls 2nd Year Computer Science Undergraduate
dah90@uk.ac.soton.ecs Southampton University, England

722. Re: ST to DOS

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 16:42:20 UTC
From: ue@nathan.do.open.de
Message-ID: <H.dvL6jk5VjSs@nathan.do.open.de>
Source record: 219357

In <1992Jul19.023152.11912@actrix.gen.nz>, Steven.Wells@bbs.actrix.gen.nz writes:

Hi,
[formatting ST disk readable on messydos machines]
>If options are asked for try to make the format:
>
>2 Sides
>80 Tracks
>9 Sectors per track
just a little add-on for 2.5" High Density disks:
2 Sides
80 Tracks
18 Sectors per track
1 Sector per cluster (<- important, the Desktops uses 2 spc and that's trash)

/s/
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

723. Re: Wanted: Ajax Chip

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 17:18:37 UTC
From: ekrimen@wet.UUCP
Message-ID: <4139@wet.UUCP>
Source record: 219595

In article <92200.154352JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
> Anyone know where I can get a solo ajax chip? Best and Toad are no
>longer selling them seperately.

Try ATY Computers in Oakland, CA. They advertise in most US mags so you
should be able to find their number there. He had a large tube of chips
the last time I was there (last week). I don't know if he'd sell them
separately though.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

724. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 17:24:22 UTC
From: ekrimen@wet.UUCP
Message-ID: <4140@wet.UUCP>
Source record: 219594

In article <1992Jul19.000558.622@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>
>And from what I hear (I think I read it in AEO), the newest version of
>PowerNet will talk to Appletalk networks, and possibly even Novell!
>

I was under the impression that the Appletalk and Novell LANs would be separate products however. I could be wrong though!

>Ed, do you know when Chris plans to have FleXor out? He told me three
>months when I called him in February, but that was of course before he
>joined DragonWare

No, I don't know. I wasn't expecting it anytime soon. You might want to leave mail to DRAGONWARE on GEnie and ask them. I don't know how often Chris Latham logs onto GEnie and checks mail. Chris Roberts may check his more often.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

725. Re: The new Multi-TOS ....

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 18:01:43 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l6jbg7INN1hs@aludra.usc.edu>
Source record: 219590

In article <1992Jul17.102111.19762@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>baffoni@aludra.usc.edu (Juxtaposer) writes:
>> 3) A ram-based jump table for bios routines to facilitate (unavoidable)
>>patches. As someone pointed out, it is ridiculous for so many programs to all
>>fight over one or two interrupts.
>Hmm, what do you mean by "unavoidable pachtes"? Don't forget, that only
>resident programs are allowed to change system vectors. If the are
>programmed cleanly there are no major problems.

I mean unavoidable patches by the fact that software moves on. Who here doesn't have at least _something_ in their Auto folder. Think of the many hundreds of people who have software screen accelerators - now those are usually direct replacements of bios code, or at least replacements of interupts normally serviced by bios routines. I didn't mean to confuse "program patches" that fix bugs with "TOS patches" (although that is perfectly ok too - look at all the TOS patches on A.A. - it almost never perfect and who could expect perfection anyway?).

>
>> 4) Get rid of the 8.3 name limit. 24 chars, or if you wish to keep the
>>.3 for compatibility reasons how about 21.3 structure?
>I think this would be _very_ bad for a lot of GEM programs. But don't forget
>that MiNT supports file systems without name limits.

Actually, I was thinking more in line of it being able to handle Minix partitions as well as it does TOS partitions now. That way people can keep their present TOS partitions, or they can use Minix partitions without _having_ to be in MiNT. I guess I just like the idea of Minix support in ROM.

>
>> 6) Software support for 2.88MB floppies (Last I heard, there isn't a
>>greyed out option for 2.88), and the possibility of swapping a: from the
>>floppy bay to a specified SCSI ID (such as for one of the new 20MB flopticals).I think there is no reason why you shouldn't be able to write a floppy
>driver that supports flopticals. In my opinion that is not ataris work.
>BTW, the new AjAX floppy controller supports a clock rate of up to 32 MHz,
>so there may be some hardware kits for 2.88 MB floppies in the future.

Are you saying that you don't think that Atari should have to have an option in the format command that supports the brand new 2.88MB drive that they made allowances for? Come on - if they built the specs to handle 2.88s specifically, then why cant they add the 1k or so to handle them? I still like my idea of floppy switching though. Heck, you could use that to switch A: with a re-writable optical if you wanted. :)

>
>**************************************
>* Uwe Seimet *
>* seimet@rhrk.uni-kl.de *
>* seimet@chemie.uni-kl.de *
>*------------------------------------*
>* I really hate this damned machine, *
>* I wish that they would sell it. *
>* It never does that what I mean *
>* but only what I tell it. *
>**************************************

-Mike

726. Re: 3270 Emulation. Docu needed.

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 18:59:59 UTC
From: mal5781@tamuts.tamu.edu
Message-ID: <1992Jul19.185959.11240@tamsun.tamu.edu>
Source record: 219593

In article <1992Jul8.165947.12791@dxcern.cern.ch> wwc@vsnhda.cern.ch (Wolfgang Wander) writes:
>I'd need all avaible information about the 3270 terminal emulation.
>With the great SCC chip used in the TT and MEGA STE series, a direct
>link to a 3270 host should be possible. Does anybody know, where to get
>information about this emulation?
>
>Thanks,
> Wolfgang Wander
> .

Any library should have a 3270 protocol guide. The 3270 protocol has been around so long that many communications books should have 3270 information. Also, since IBM invented the 3270 and its protocol, you can get that kind of documentation from any IBM Systems Engineer or marketing representative. Usually you have to purchase these guide, though. IBM's price may be too high for you.

727. Re: MIDI MAZE!

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 20:25:30 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul19.202530.21616@actrix.gen.nz>
Source record: 219596

There are english-DOC's for Midi Maze 2 in the atari/games/ section on
atari.archive.umich.edu FTP site. File name is something like MDMZ2DOC.LZH
(not sure if it's LZH/ARC or ZOO) but it's there!
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

728. Re: 1040ste / sm124 problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 22:05:18 UTC
From: mikael@terapin.com
Message-ID: <mikael.0syy@terapin.com>
Source record: 219597

I hade the same problem with monst2, that the screen was shifted time to time.
My solution is to patch monst2, by removing all instructions that moves to
ff8260.w (The resoultion register), you can replace the instruction with some
'NOP's.

Micke

729. Need working copy of ger2en19.lzh on a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 22:45:04 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jul19.224504.6292@ucsu.Colorado.EDU>
Source record: 219598

Does anyone have a working copy of ger2en19.lzh, it's a German to
English translator, or for that matter, any program that does the same
thing. The file on a.a.u.e is not working for me. I get a CRC error
when trying to uncompress it. If anyone has this file could you please
mail it to me.
Thanks,
Jonathan
krakover@spot.colorado.edu

730. Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-07-19 23:12:50 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.711587570@odin>
Source record: 219599

Hello!

I am considering a memory upgrade from 1 meg to 2.5 meg on my 520stfm... I find myself running out of memory after running even small applications on the ST, because I have so many auto folder enhancements running. I hate being limited by how much memory I have. I think a 2.5 meg system would be perfect.

Now, I have looked through some magazines and priced out some of the memory upgrades available, but I thought I might as well ask Usenet readers which are the best (for a 520stfm) upgrades. I would like to install it myself, and I am comfortable soldering.

Also, if you have 2.5 meg, do you find you can do a lot more in certain programs, or was it generally not worth it? I would be VERY happy with 2.5 meg for the sole reason that I could have NEODesk loaded into memory, along with EdHack, my GEN ST Assembler, and the extensible control panel.

Hmmmmm, I think I may have talked myself into it!

BTW, I am also considering selling my ST and buying a clone... (they are SO inexpensive!) I would appreciate ANY flames regarding this. I have been an Atari user for a long time now, and I hate dos.... is windows as good as NeoDesk? (Or even GEM?)

731. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 02:28:54 UTC
From: coco@whitebase.ukp.com
Message-ID: <VeV7NB3w164w@whitebase.ukp.com>
Source record: 219387
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

> 3) I opened up an NES "standard" controller (like described in 2, above)
> and it has a mighty big IC in it. This probably somehow encodes or
> determines at what points when to send the 8-bits of data through the
> 5 pins that you can have (gotta remember that 1 pin is "power-in"ish)!
>
> So... unless the chip is just there to make the thing more expensive/look
> important, it seems like a bit of work.
>

The Nintendo controller uses a shift register IC to multiplex 8 lines to one input. There are 5 wires. Power, ground, clock, reset, and data. you *COULD* connect an Atari type joystick by simply hooking up the switches to their Nintendo counterparts. The Nintendo controller is not as complicated as it seems. I remember hooking it up to a TRS-80 once.

_ _ Mike Pepe - Design Consultant
/)| / (Radical Vision Systems, Inc.: Manalapan, NJ
/ \ |/ __) If you can't do it with a 6809, dont bother'
---

732. PageStream 2.2 fire

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 02:59:23 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Jul20.025923.26261@magnus.acs.ohio-state.edu>
Source record: 219600

Yes, I'm afraid I'm going to be adding a little bit to the growing number of flames in this group directed towards the supposed "upgrade" to PageStream 2.2.

I tried to use it. Really, I did. Tried for a whole week to find some way to get an adequate printout. I tried different drivers, (and found that Postscript worked to an extent. I'm not sure if the problem was the printout or the printer), tried freeing memory, tried all kinds of things, and couldn't get anything but bombs when printing to my Epson printer.

Now, the new features were nice (even though the toolbox STILL has excess space at the bottom in medium res), but what good are features in a publishing program if you can't even get a printout? And the features weren't that extreme anyway.

So, I've downgraded my setup back to version 2.1. If anyone comes up with a way to get printouts using 2.2 and the EPSONX driver, then I've kept the files around to return to 2.2. For the time being, however, the upgrade is to me unusable.

Thank you for listening to the angered ramblings of a disgruntled user. If anyone from SoftLogik ever sees this, please fix this most distressing problem.

Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | But Keptin...evweyone knows that .sigs vere inwented
`---- | by a wittle old lady in Wussia? In SIGovia, I beweive.

733. Looking for menu bar blocker

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 03:03:13 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Jul20.030313.26322@magnus.acs.ohio-state.edu>
Source record: 219351

Could someone tell me where I could FTP a mac-menu type menu blocker program? I've looked on atari.archive and couldn't find one. I saw nmentim, but it only works in monochrome. I need something that works on a color monitor and TOS 1.04.

Anyone know where I might find such a program? Thanx!

Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | But Keptin...evweyone knows that .sigs vere inwented
`---- | by a wittle old lady in Wussia? In SIGovia, I beweive.

734. Re: Looking for menu bar blocker

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 03:28:52 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul20.032852.25908@msuinfo.cl.msu.edu>
Source record: 219356

jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:

>Could someone tell me where I could FTP a mac-menu type menu blocker
>program? I've looked on atari.archive and couldn't find one. I saw
>nmentim, but it only works in monochrome. I need something that works
>on a color monitor and TOS 1.04.
>Anyone know where I might find such a program? Thanx!

The one I remember seeing many years ago was called MacMenu (or some
such...) If you REALLY want to do it right, take a close look at
the Warp9 screen accelerator from CodeHead. It includes the menu
blocker and MUCH MUCH MORE.

735. Re: BJ10ex installed in desktop?

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 03:47:33 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9445@uqcspe.cs.uq.oz.au>
Source record: 219354

naffara@crc.ac.uk (Dr. N.A. Affara) writes:

>Just a quick question this time.
>Is there any way to install a Canon BJ10ex on the desktop?
>The menu only has dot matrix or daisy wheel printers on.

Setting the BJ to Epson mode (see the manual - it's a DIP switch) may
make the built-in "Epson, Final, Dot Matrix..." set-up work.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

736. uuencoding/decoding

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 04:10:49 UTC
From: ca806@cleveland.Freenet.Edu
Message-ID: <1992Jul20.041049.6443@usenet.ins.cwru.edu>
Source record: 219355

What is the best version (most bells and whistles) of uuencoding
software for the ST? Is it available at a.a.u.e?
--
Roger Selby
Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
ca806@freenet

737. Emacs 18.58 REALEASED!

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 04:16:10 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Jul19.231610.1@vaxc.stevens-tech.edu>
Source record: 219353
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

The wait is over! I just posted emacs 18.58 to aatri.archive.umich.edu!

The file names are:

1. 1858b-d3.zoo - everything needed to install/build a working
EMACS. Includes docs in LaTeX and ASCII form.

2. 1858d-d3.zoo - Just the docs from the above archive. If you
are not sure about EMACS get this file and
read the docs please!

I spent several weeks writing and editing the doc file. It is now 16 pages
with a table of contents and contains a wealth of information. It covers
installation and usage along with a lot of general information.

I will post source code at some point, I need to work on cleaning it
up a bit and documentingh some of the changes that I have made to it.

cheers,

scott kolodzieski
scott@sparc1.stevens-tech.edu

^
|
+---- note this is not where I posted this from, but it is
my primary computer, so please direct questions/comments
to that address.

738. Mouse creep.....

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 08:10:44 UTC
From: woocm@essex.ac.uk
Message-ID: <4561@sersun1.essex.ac.uk>
Source record: 219358

I have a problem that started some time ago but is getting
more frequent. My mouse creeps around the screen! I have changed
my mouse lately, but it did it before that. I have checked and all
my disks are bottsector virus free. However could it be a link
virus? Could it be that my mouse socket, on my ST is getting a
little loose, like the headphone socket on personal stereos? Or
could it be something else, overheating? Help please

Thanks,

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

739. Re: ST cartridges?

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 09:04:37 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92202.100437MEBEB@LIVERPOOL.AC.UK>
Source record: 219547

In article <BrEq3K.7GI@news.cso.uiuc.edu>, wmagro@uiuc.edu (William Magro) says:
>RAM disk cartridges,

Really? Any idea where I can get one of these from? Also, what size are they,
and how well do they perform given they have to get round the problem of
writing to the cartridge port?

Kev

740. Re: uuencoding/decoding

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 09:13:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul20.091331.23555@peponi.wcc.govt.nz>
Source record: 219359

In article <1992Jul20.041049.6443@usenet.ins.cwru.edu>, ca806@cleveland.Freenet.Edu (Roger M. Selby) writes:
>
>What is the best version (most bells and whistles) of uuencoding
>software for the ST? Is it available at a.a.u.e?
>--
>Roger Selby
>Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
>ca806@freenet

Yes the best that I have used is UUCODE10, but I wish the author would post his updated version with the output options and the stored paths...

Roger..... sheppard_r@kosmos.wcc.govt.nz

741. NEW: Sound Editor for STE/TT

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 09:25:09 UTC
From: willi@eichow.tuwien.ac.at
Message-ID: <1992Jul20.092509.25670@email.tuwien.ac.at>
Source record: 219360

I have just put a demo version of my brand new STE/TT sound editor into the
/atari/new directory on "atari.archive.umich.edu".
There should be two files:

SND_EDIT.PRG (binary)
SND_EDIT.TXT (ascii)

Have fun,

Willi

****
Wilhelm Pitzeier jr. // willi@eichow.tuwien.ac.at
Technical University of Vienna, Austria // Institute for Computer Graphics
****

742. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 09:46:19 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jul20.094619.25827@cs.hw.ac.uk>
Source record: 219363

In article <1992Jul15.164937.9263@admiral.uucp> dave@admiral.uucp
(Dave Litchman) writes:
>In article <1992Jul14.083651.26672@cs.hw.ac.uk> neil@cs.hw.ac.uk
(Neil Forsyth) (that's me!) writes:
>>In article <1992Jul10.202951.24395@cheshire.oxy.edu> leavitt@cheshire.oxy.edu
>>(Thomas VanNess Leavitt) writes with respect to the Atari Falcon:
>>> ... LAN built in? What does that mean? Appletalk? Built in ethernet? ...
>>
>>I don't think it means a whole hell of a lot. The TT and then the Mega STE had
>>LAN ports and to my knowledge there is NO|NIL|ZERO|ZILCH|NADA software that
>>will network Atari's together let alone to other machines. <BTW don't waste
>>my time mentioning MIDI or RS232 networks.>
>
>Ok, can I waste your time mentioning Universal Network?

You certainly can.

> This uses the TT and Mega STe LAN ports, as well as providing for connections
> to older ST's without LAN ports. There is also another piece of network
> software, I think it's called Lantastic, but I'm unsure of the specifics of
> this program. Anyone care to comment?

This sounds pretty good. What kind of functionality do these programs have?
Can you access files on eachothers disks, use a network printer talk to a
Appletalk or Novell network?

Thanks for the wastage. :-)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 network packets!" !
+---+

743. Debuger

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 09:58:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul20.095805.24058@peponi.wcc.govt.nz>
Source record: 219361

Well I have just uploaded Tempelmann's Debuger to atari.archive.umich.edu
in atari.new as the file tmpl201c.lzh.

Note: this is the German version, and is 111k long as a lh1 LHarc type
archive file..

Roger.......... sheppard_r@kosmos.wcc.govt.nz

744. Re: Atari Networking (was: Atari Falcon hands-on review)

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 10:01:30 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jul20.100130.25903@cs.hw.ac.uk>
Source record: 219362

In article <1992Jul16.173623.109047@rrz.uni-koeln.de>
kim@vax.mpiz-koeln.mpg.dbp.de writes:
>I could waste some more time mentioning networks using ethernet
>and the DMA ports or the mega slot. I know there are at least two
>German companies (PamsNet and BioData) that sell network adapters
>for the ST/STe/TT, and their products will certainly available
>for the Falcon too.

I got the details about BioData's network once but was unimpressed by the
need for a dedicated PC fileserver. Is that still a requirement.

>We are about to install such a network here
>at our place, and I know they are running fine at some
>universities. I also recall that I saw ANS (Advanced Network
>System) at some booth at the CeBIT this year. And it seems to me
>that a group at the TU Wien (Vienna) posted that they have
>developed some TCP/IP stuff for the ANS hardware some months ago
>here in c.s.a.st.

What features does your network provide?

>All in all, it seems to me there's quite a bunch of Atari network
>stuff available. But still, I agree a system using those LAN
>ports may be less expensive than the systems I mentioned, and
>therefore nice.

I think that it's in Atari's interest to have a the capability to
connect with existing Mac/IBM networks. ie. Play on their turf.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

745. Editor using TERMCAP

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 11:09:28 UTC
From: gti16@eva.informatik.uni-dortmund.de
Message-ID: <14e6t8INN72@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 219364

Hello everybody!

I am searching for an editor running well under MiNT AND(!) using
the TERMCAP file, so that it works also under MGR. When someone knows
about such an editor, please send a mail to me. And maybe you can
also include the address of a mail-server where I can get the editor
from.

Thanks in advance

Holger
--
+---+
| Holger Thiele | thiele04@merlin.informatik.uni-dortmund.de |
| University of Dortmund | gti16@eva.informatik.uni-dortmund.de |
+---+

746. Gnu Debugger GDB

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 11:14:33 UTC
From: gti16@eva.informatik.uni-dortmund.de
Message-ID: <14e76pINN7n@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 219365

Hello everybody!

I am working with the Gnu C Compiler since a week and have also installed
the Gnu debugger GDB. But the debugger refuses to work:
When starting the debugger e.g. with `gdb program.ttp' (a normal
program or with debugger information from gcc), the debugger says:
"File not in executable format"!
It is the Gnu Debugger V2.6 (ST Patchlevel 12), and I am working with
a MEGA ST (4MB ram).
I am sure that the solution is very simple, but I dont know it.
Maybe someone can help me??

Thanks in advance

Holger
--
+---+
| Holger Thiele | thiele04@merlin.informatik.uni-dortmund.de |
| University of Dortmund | gti16@eva.informatik.uni-dortmund.de |
+---+

747. German Mail Order

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 12:28:17 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul20.122817.25703@peponi.wcc.govt.nz>
Source record: 219366

I would like to get hold of the Hard Disk backup Program by
Application Systems of Heidelberg..

So are there any Mail order shops that I can Ring/Mail to obtain
this program, (note, I don't speak German) also will they accept
MasterCard..

So if some of you kind Germans could look into all those
great magazines that you get over there and let me know the prices,
and the possiblity to speak english..

I am not to worried about it being German, I have used version 2.0 with no
problems..

Also I now have some Germans for neighbours and also a chap from Germany
has opened up a Electronics a shop some 300 meters along the same road
that I live in, so I should have plenty of help with the manual..

Thanks......

Roger.................. sheppard_r@kosmos.wcc.govt.nz

748. Re: uuencoding/decoding

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 12:44:54 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul20.144454@disuns2.epfl.ch>
Source record: 219367

In article <1992Jul20.041049.6443@usenet.ins.cwru.edu>, ca806@cleveland.Freenet.Edu (Roger M. Selby) writes:
:
: What is the best version (most bells and whistles) of uuencoding
: software for the ST? Is it available at a.a.u.e?
: --
: Roger Selby
: Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
: ca806@freenet

I personnally use uux789 (at a.a): it may not be the best but it
works quite good. I even use it on the SPARC (compiled without
changes) cause it is much better for decoding multiple parts
files (images from news,...)

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

749. Re: Mouse creep.....

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 13:58:05 UTC
From: dbshapco@undergrad.math.waterloo.edu
Message-ID: <BroxGv.41x@undergrad.math.waterloo.edu>
Source record: 219368

In article <4561@sersun1.essex.ac.uk> woocm@essex.ac.uk (Chris Wood) writes:
>
> My mouse creeps around the screen!
>
> C.W.

Look for sources of vibration on the table, desk, counter etc. where you keep the computer. Hard drives are an obvious source. These vibrations can cause the wheels in the mouse unit to turn even while the mouse itself is not moving.

Even very light vibrations can do this.

That's my suggestion.

Brad

750. Pagestream 2.2 & epsonx printer driver

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 14:57:36 UTC
From: selick@csa.bu.edu
Message-ID: <91370@bu.edu>
Source record: 219369

I have Pagestream 2.2 running on a 4 meg 1040 STe w/tos 1.6 and Pagestream 2.2 has not crashed on me yet. Perhaps it truly is memory or auto program related, but I am also running Neodesk 3, Warp 9, UIS III, and the atari cpx's with no problem.

751. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 15:04:43 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jul20.150443.24427@ucsu.Colorado.EDU>
Source record: 219372

In article <13539@mindlink.bc.ca> Jim_Cruickshank@mindlink.bc.ca (Jim Cruickshank) writes:
>The Gemulator _DOES_NOT_ support the spectre GCR. An IBM emulating an ST
>emulating a MAC. Now that would be a trick.
>
>By the way where were you planning to plug a cartridge into your PC?
>
>Jim Cruickshank
>
Perhaps Jim, it would be on the back panel of GEMULATOR where the joystick
port is located. Last I heard rumors has it that GEMULATOR would later be
allowed to have Mac ROMS then with the proper software emulate a Mac from
the ST interface.

752. Re: gcc 2.1 library files

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 15:54:02 UTC
From: malay@sae.com
Message-ID: <1992Jul20.155402.9423@sae.com>
Source record: 219370

In article 123131POHLERB@DMSWWU1A.UNI-MUENSTER.DE, Bjarne Pohlers
<POHLERB@DMSWWU1A.UNI-MUENSTER.DE> () writes:
>In article <1992Jul16.120802.7666@rz-berlin.mpg.de>, gaertner@rz-berlin.mpg.de
>says:
>>
>>In article <bnell.711138285@ferrari>, bnell@siemens.com. (Bill Nell) writes:
>>> Does anyone know where the crt0.o, gcrt0.o, gcrt0+.0, etc. library files
>>> are for gcc 2.1? I've ftp'd all the other files I need but I cannot
>
>>I would also be interested in these files. Maybe someone could upload an
>>"update archive" to a.a.u.e and also update the README file?
>
>I just uploaded the file `crt.zoo' into the new-directory.
>It just contains the files crt0.zoo and gcrt0.zoo. These files should
>work with PL 80 of the GNULIBs.
>--
>!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
>" Bjarne Pohlers Fast address: <pohlerb@math.uni-muenster.de> &
>\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
>& Phone number: (X49)251-866559 "
>[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

These files were posted long ago as "crt0fils.zoo" in the new directory - thats
where I got them!! Bammi also posted a uuencoded version the these files to the
net.

Bob Malay

753. Re: uuencoding/decoding

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 15:54:48 UTC
From: ekrimen@wet.UUCP
Message-ID: <4146@wet.UUCP>
Source record: 219376

In article <1992Jul20.041049.6443@usenet.ins.cwru.edu> ca806@cleveland.Freenet.Edu (Roger M. Selby) writes:
>
>What is the best version (most bells and whistles) of uuencoding
>software for the ST? Is it available at a.a.u.e?

Steve Yelvington's UUcoder. Yes, it should be at a.a.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

754. Re: MIDI MAZE!

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 15:56:50 UTC
From: weiss@uklira.informatik.uni-kl.de
Message-ID: <1992Jul20.155650.22122@uklirb.informatik.uni-kl.de>
Source record: 219373

In article <1921.79.uupcb@outlan.ersys.edmonton.ab.ca>
john.woznack@outlan.ersys.edmonton.ab.ca (John Woznack) writes:
>Help! Does anyone have, or know where I can get ahold of, the Midi Maze
>II maze editor? I've got the game, but I can't figure out the German in
>the docs!
>-JWW
>
The maze-description file are plain ascii-text! Look at them with eg.Tempus,
and you see how it works.
Hope this helps

Gerd

--
Dipl.-Inform. Gerhard Weiss * Universitaet Kaiserslautern * FB Informatik
AG Prof.Dr. v. Puttkamer * P.O.Box 3049 * W-6750 Kaiserslautern * Germany
Phone +49 631 2052656 * Fax +49 631 2052803 * E-mail weiss@informatik.uni-kl.de

755. Recent KA9Q wanted

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 15:59:49 UTC
From: tony@microware.co.uk
Message-ID: <1078@mwuk.UUCP>
Source record: 219394

Hi Folks,

I am looking for a recent version of KA9Q for the ST. I found one for
FTP on plains.nodak.edu, but it is dated somewhere in 1988.

I'm really looking for a NOS version rather than a NET version.

Any pointers gratefully received. Email preferred if possible.

Thanks in advance.

Tony.

--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **
---

756. Re: TOS 2.06 - jumper required on 1040STe?

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 16:09:47 UTC
From: dba@jet.uk
Message-ID: <1992Jul20.160947.1171@jet.uk>
Source record: 219379

In <1992Jul16.191232.6159@ultra.com> jimh@ultra.com (Jim Hurley) writes:

>Can TOS 2.06 ROMs be plugged directly into a 1040STe?
>I have heard that it is necessary to add a jumper
>somewhere. The instructions don't mention this.
>--

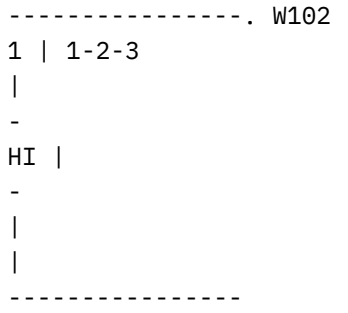
It looks as though I just got lucky with my upgrade to TOS 2.06!
My 1.6 and 2.06 tos versions were both the same type (32 pin type 27C010A)
Here follows the jumper settings for other ROM/EPROM types:
From the STE Computer Field Service Manual (C302481-001 REV A Aug 91)

ROM Jumper settings:

ROM/EPROM Part type W102 W103 W104
27256 Don't care 1 and 2 N/C
27512 2 and 3 2 and 3 N/C
571001/27C1000/531000 2 and 3 2 and 3 2 and 3 (the default setting)
27010/571000/27C1001 1 and 2 2 and 3 1 and 2

The jumpers are located next to the HI eprom

W104 W103
1-2-3 1-2-3



Hope this helps

dennis
--
_. .________________________. .____
_| |___. .__. ._____. ._____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

757. NEC Multisync II Monitor and 520 STFM question

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 16:13:48 UTC
From: PMEEKIN@ESOC.BITNET
Message-ID: <92202.161349PMEEKIN@ESOC.BITNET>
Source record: 219371

Hello all,

Just a quick question. Does the above-mentioned monitor work with the above-mentioned Atari computer? (In all resolutions of course :)).

I know it says in the FAQ that the 'Original' NEC Multi-sync won't work - does the 'II' make a difference? Thanks in advance for any info.

Paul Meekin
European Space Agency
Darmstadt

758. Re: PC to Atari ST file transfer

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 17:11:14 UTC
From: cboyd@irus.rri.uwo.ca
Message-ID: <1992Jul20.171114.4651@julian.uwo.ca>
Source record: 219374

In article <memo.529532@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk writes:
>
>I haven't got a DOS manual to hand, but if you check the format command,
>there are switches to format single sided 360k. This works OK as I've
>done it myself. You *must* use the PC to format, not the ST.
>
> ** Iain R Laskey ** I don't want to start any blasphemous rumours **
>

I've tried this on the PC's in my lab, and they give me the message
"Options not supported by drive". ARGH!

I've got some pre-formatted 720 K double sided disks, and I think I can
get at a friend's 1040 with double sided drive. This should work..but
it's definitely going the long way.

Cam

759. Re: Atari Networking (was: Atari Falcon hands-on review)

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 17:19:43 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Jul20.171943.11436@ccu.umanitoba.ca>
Source record: 219375

In article <1992Jul16.173623.109047@rrz.uni-koeln.de
kim@vax.mpiz-koeln.mpg.dbp.de writes:
>I could waste some more time mentioning networks using ethernet
>and the DMA ports or the mega slot. I know there are at least two
>German companies (PamsNet and BioData) that sell network adapters
>for the ST/STe/TT, and their products will certainly available
>for the Falcon too.

These systems are priced out of consideration in my opinion.
Similar products for the Mac and PC sell for 1/3 the price, or less.

760. Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 17:21:46 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jul20.172146.13874@crc.ac.uk>
Source record: 219377

There seems to be a lot of confusion about my original posting about the
expected price of the Falcon when it is released.
What I said was that it would almost definitely cost
LESS THAN 600 ENGLISH POUNDS!!!
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
I didn't say anything about the price it will be in America.
(I thought this was pretty obvious the first time :-))

This isn't meant to be a flame or offensive to anyone.

BTW when they say "less than 600 pounds" it usually means 599.99!!!

Phil
"when you pull the pin out of Mr Grenade, he is no longer your friend!!"

761. Setting up MiNT on a TT??

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 18:11:31 UTC
From: paul@jupiter.noname
Message-ID: <1992Jul20.111135.3503@arizona.edu>
Source record: 219378

I've been trying to get MiNT 0.94 working on my TT, but without much luck. In one documentation file, it says to put mint.prg in the auto folder, but in another file it says this doesn't work on a TT--mint has to be started after GEM. But when I start it after GEM, it simply locks up the system. And when I run it from the auto folder, it seems to work all right (i.e., it runs), but then it messes up certain programs (c-kermit won't dial out and Gulam goes nuts).

Is there something I'm doing wrong? I think I've heard of another version of MiNT running on a TT, but I can't find it anywhere. Any suggestions?

-Paul Harris
paul@jupiter.ame.arizona.edu

762. Re: Mouse creep.....

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 18:56:46 UTC
From: erik@microware.com
Message-ID: <1992Jul20.185646.21346@microware.com>
Source record: 219382

In article <4561@sersun1.essex.ac.uk> woocm@essex.ac.uk (Chris Wood) writes:
>
> I have a problem that started some time ago but is getting
>more frequent. My mouse creeps around the screen! I have changed
>my mouse lately, but it did it before that. I have checked and all
>my disks are bottsector virus free. However could it be a link
>virus? Could it be that my mouse socket, on my ST is getting a
>little loose, like the headphone socket on personal stereos? Or
>could it be something else, overheating? Help please

Something similar happened to me a while ago. I tried to have someone
exorcize my Atari to remove the demonic spirits, but alas to no avail.
It seems that vibration from my industrial strength hard drive caused the
mouse's optical wheel position sensors to stutter, thus moving the cursor
without moving the mouse.

If your problem is similar, try putting a towel underneath either your drive,
or your mouse pad.

Erik R Johnson

763. FALCON/LYNX/TT/MiNT/Yadda/yadda/yadda

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 20:03:18 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Jul20.200318.24502@unlinfo.unl.edu>
Source record: 219381

Just a question, not a complaint:

Why is comp.sys.atari.st to hardware-heavy, and so business-application-software heavy? Unlike the other comp.sys. groups, there is very seldom any discussion here of recreational software.

I mean, the ST has a reputation (undeservedly, I know!) of being strictly a games-machine. But doesn't ANYONE use it for games?

Is is because we are trying to overcome that reputation?

Or is it because the software has already been discussed-to-death by the time it gets ported to the ST?

Gary Anderson
ganderso@unlinfo.unl.edu

764. Re: Less and ger2en19

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 20:12:49 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul20.201249.14654@convex.com>
Source record: 219380

In article <12311@ecs.soton.ac.uk> dah90@ecs.soton.ac.uk (Halls DA) writes:
>- Less: searching doesn't work at all

no, and other things are broken, too. (note that i did NOT post this
version of less so don't ask me questions about it. i d/l'd it, tried it,
then tossed it out in favor of my own port. [another reason why having src
to vital utils is extremely nice. another reason why having portable src
to vital utils is effectively nirvana]).

i built my own less 177 from original unix src. there were only a couple
of changes that needed to be made. note that i believe it only runs under
MiNT (tested daily with 0.94). i built with gcc 1.40 and MiNT libs PL 19.
does all the "fun" stuff:

- runs editor (micro emacs in my case)
- runs commands (eg ls)
- suspends (under MiNT and tcsh)
- deals with binary data in files

only thing i don't like is default is to have `:n' go to next file rather than
just `N'.

since in don't recall if i started with comp.sources.unix version or convex
version, i don't want to post it. i can, however, diff it and post those.
i think the only changes had to do with with things like default file names
(eg /usr/local/lib/less.* vs c:\lib\less.*). maybe some termcap stuff, too.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

765. Re: Mouse creep.....

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 23:13:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9464@uqcspe.cs.uq.oz.au>
Source record: 219383

In <4561@sersun1.essex.ac.uk> woocm@essex.ac.uk (Chris Wood) writes:

> I have a problem that started some time ago but is getting
>more frequent. My mouse creeps around the screen! I have changed
>my mouse lately, but it did it before that.

I have this problem with my new mouse ("Zydec", or something like that -
it's a white mouse with an orange icon on it and an "amiga/atari" switch
on the base - apparently they all do it, even on the amiga (except that,
since the logic is not quite the same, it "jiggles" on the amiga, rather
than just suddenly starting to wander)).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

766. Re: Calamus font trouble

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 23:15:00 UTC
From: Pierre_Hansen@mz.maus.de
Message-ID: <A9208@MZ.maus.de>
Source record: 219481

I don't think this kind of diskussion is funny at all. Deserialising fonts is illegal and DMC will not watch this without taking action.

Pierre Hansen (@DMC)

767. Re: Gnu Debugger GDB

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 23:16:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9465@uqcspe.cs.uq.oz.au>
Source record: 219384

gti16@eva.informatik.uni-dortmund.de (Holger Thiele) writes:

>I am working with the Gnu C Compiler since a week and have also installed
>the Gnu debugger GDB. But the debugger refuses to work:
>When starting the debugger e.g. with `gdb program.ttp'

The manual tells you how to do this. Grab the document "gcc-st.zoo" from the
/atari/gnustuff/tos/doc directory on atari.archive.umich.edu, and look at the
documentation for "sym-ld". Basically, you have to do two "ld"s - one to create
the executable, the other to create a real symbol table.

I don't know the full details, because I use the G++ component of GCC, which
apparently doesn't work with GDB yet on the ST.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

768. Re: Using Ghostscript fonts in Pag

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 23:17:00 UTC
From: Pierre_Hansen@mz.maus.de
Message-ID: <A9209@MZ.maus.de>
Source record: 219480

CALAMUS fonts in Pagestream would not be legal at all.

Regards Pierre (@DMC)

769. Re: turboassembler

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 23:21:03 UTC
From: kovarski@zooid.guild.org
Message-ID: <1992Jul20.232103.7563@zooid.guild.org>
Source record: 219398

noam@ooc.uva.nl (Noam Kloos) writes:
>
>Does anyone have a DOC for TurboAssem.lzh on anonymous ftp
>mcshh.hanse.de?
>
>It is a good assembler with 68020 options and trace but very
>limited help in the debugger 'bugaboo.prg' wich i use most.
>
>Thanks in advance,
>
>Noam.
>noam@ooc.uva.nl

The package *should* contain the German or English documentation. TURBOASS.LZH
is available on atari.archive.umich.edu but I am not certain if it contains
the docs, however due to the large size I am suspecting that it does.

Sincerely,
Mark Kovarski
E-Mail: kovarski@zooid.guild.org

770. ger2en19.lzh

Newsgroup: comp.sys.atari.st
Date: 1992-07-20 23:49:43 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jul20.234943.7118@ucsu.Colorado.EDU>
Source record: 219385

I'm almost sure ger2en19.lzh at a.a.u.e is corrupt, I've tried d/ling
it several times, and I always get a CRC error. I know I'm doing things
right since I D/Led 5 other files as a test. COULD SOMEBODY PLEASE
MAIL ME A COPY OF GER2EN19.LZH.
Thanks,
Jonathan
krakover@spot.coloardo.edu

771. CLA_V1.PRG PROBLEMS...

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 00:41:00 UTC
From: grant.ranson@outlan.ersys.edmonton.ab.ca
Message-ID: <1982.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 219520

TO: ALL

I recently decided to try the digital circuit simulator, CLA_V1.PRG, and always get a TOS error #53 when I attempt to run it. Admittedly, I have an _OLD_ ST, with TOS 1.0 and a mere (by today's standards) 1MB of RAM, so hearing that my TOS is too old wouldn't surprise me too much. I have tried running CLA_V1.PRG in and out of Neodesk, and the problem persists -- consistently TOS err #53.

Has anyone else encountered this problem, or something similar? Were you able to solve it? Any help would really be appreciated.

Thanks.

(grant.ranson@outlan.ersys.edmonton.ab.ca)

772. ICD and partition types : HELP please

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 01:32:26 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Jul20.183226.1@violet.ccit.arizona.edu>
Source record: 219386
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In the ICD hard disk formatter, it asks for partition types. The manual hints that type other than GEM and BGM are possible, but it says nothing about what the other options are. Does anybody know what types of partitions are allowable? I want to set up partitions (large ones) for DOS and Spectre. What types of partitions should I specify for these? Any info would be appreciated. Thanks.

P.S. large = >32 meg, i.e. GEM doesn't cut it. Spectre seems to work fine on a BGM partition, but DOS doesn't seem to like it. Is BGM acceptable for either of these operating systems, or will it cause problems?

--

Doug Tarico
dtarico@ccit.arizona.edu This is not a witty saying.
doug@catalina.sie.arizona.edu
(602)795-7633

773. Re: ger2en19.lzh

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 02:45:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul21.024538.6648@peponi.wcc.govt.nz>
Source record: 219388

In article <1992Jul20.234943.7118@ucsu.Colorado.EDU>, krakover@spot.Colorado.EDU (KRAKOVER JONATHAN DA) writes:
>
>I'm almost sure ger2en19.lzh at a.a.u.e is corrupt, I've tried d/ling
>it several times, and I always get a CRC error. I know I'm doing things
>right since I D/Led 5 other files as a test. COULD SOMEBODY PLEASE
>MAIL ME A COPY OF GER2EN19.LZH.
> Thanks,
> Jonathan
> krakover@spot.coloardo.edu

There is nothing wrong with ger2en19.lzh on a.a. its the LHarc program that you are using to unpack them, it is a lh5 type archive..

Please use LZH201L, I don't think there is a english version yet, but a English LZH201ie is on ftp.cs.tu-berlin.de (130.149.17.7)

Note: the LZH201X archiver is packed with PFX/AFX as well, so the program has to be renamed lharc.ttp and run with this ttp string x -xhm lharc.ttp, this will extract the other bits that are inside the archive, if you run the ttp as it stands with a blank line it will list all this information, but note, it is at the end of the help info..

Roger..... sheppard_r@kosmos.wcc.govt.nz

774. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 02:56:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul21.025646.6776@peponi.wcc.govt.nz>
Source record: 219389

In article <1992Jul20.172146.13874@crc.ac.uk>, naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>There seems to be a lot of confusion about my original posting about the
>expected price of the Falcon when it is released.
>What I said was that it would almost definitely cost
>LESS THAN 600 ENGLISH POUNDS!!!
>^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>I didn't say anything about the price it will be in America.
>(I thought this was pretty obvious the first time :-))
>
>This isn't meant to be a flame or offensive to anyone.
>
>BTW when they say "less than 600 pounds" it usually means 599.99!!!
>
>Phil
>"when you pull the pin out of Mr Grenade, he is no longer your friend!!"

Well if its that price you might as well forget it here, PC'c sells for far
less than what that would cost here and there is the software support, there is
none here now for Atari, Atari is a dirty word here..

The price here would be some $2400nz I can get a 386DX with SVGA Monitor 40meg
HD. for some $1800nz and great support plus the software I need and as
many books as I can read..

But tell me, what would I get with this Falcon..??

To us here the Falcon is just a big joke, no support and no software for it,
and no books, plus you could be locked up for using a dirty word..:-)..

My next machine will be a PC clone, it is a simple as that...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

775. Re: Calamus font trouble

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 03:15:00 UTC
From: mz.maus.de!Pierre_Hansen@overmind.mind.org
Message-ID: <2175795@overmind.citadel>
Source record: 219152

I don't think this kind of diskussion is funny at all. Deserialising fonts is illegal and DMC will not watch this without taking action.

Pierre Hansen (@DMC)

776. Re: uuencoding/decoding

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 03:15:25 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul21.031525.1603@msuinfo.cl.msu.edu>
Source record: 219390

ca806@cleveland.Freenet.Edu (Roger M. Selby) writes:

>What is the best version (most bells and whistles) of uuencoding
>software for the ST? Is it available at a.a.u.e?

Look for a file called UUCODE10 in the archivers subdir at a.a...

-- _________________________
/ molin@crs.cl.msu.edu \
/===
/ The definition of a mess... ||| Can you say \
/ 4 Megs of shit in a 640k box. ||| "DOSasaurus?" \
/ Have you crashed Windows today? / | \ I KNEW YOU COULD \
==

777. Re: Using Ghostscript fonts in Pag

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 03:17:00 UTC
From: mz.maus.de!Pierre_Hansen@overmind.mind.org
Message-ID: <2175797@overmind.citadel>
Source record: 219164

CALAMUS fonts in Pagestream would not be legal at all.

Regards Pierre (@DMC)

778. Re: MIDI MAZE!

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 03:37:39 UTC
From: swoodcoc@nyx.cs.du.edu
Message-ID: <1992Jul21.033739.27914@mnemosyne.cs.du.edu>
Source record: 219391

In article <1992Jul20.155650.22122@uklirb.informatik.uni-kl.de>
weiss@uklira.informatik.uni-kl.de (Gerhard Weiss AG v. Puttkamer) writes:
>In article <1921.79.uupcb@outlan.ersys.edmonton.ab.ca>
john.woznack@outlan.ersys.edmonton.ab.ca (John Woznack) writes:
>>Help! Does anyone have, or know where I can get ahold of, the Midi Maze
>>II maze editor? I've got the game, but I can't figure out the German in
>>the docs!
>The maze-description file are plain ascii-text! Look at them with eg.Tempus,
>and you see how it works.
>Hope this helps
>
>Gerd

Gerd:

Only the Midi Maze I files are ASCII. Midi Maze II uses what is
(apparently) some encoded methodology that makes them uneditable via
a simple ASCII editor.

I'm also very interested in a copy of the MM-II editor, if anybody
out there would like to help me out....?

Steven W.
One of the Good Guys

--
"...Men will awake presently and be Men again, and colour and laughter and
splendid living will return to a grey civilization. But that will only come
true because a few Men will believe in it, and fight for it, and fight in its
name against everything that sneers and snarls at that ideal..."

779. MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 03:47:01 UTC
From: Shane.Ziegler@f47.n282.z1.tdkt.kksys.com
Message-ID: <711698120.F00001@tdkt.kksys.com>
Source record: 219501

How do i get MiNT to work on a TT with 3.06? I have tried starting it from the auto folder or setting it to auto execute from the desktop. I got it to run fine on my old ST. It loads and runs MiNT but never exits from the MINT.PRG to the desktop or whereever...

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

780. problems with gcc/g++

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 03:57:01 UTC
From: <>
Message-ID: <bnell.711691021@cadillac>
Source record: 219397

First I'd like to thank everyone for mailing me the crt0 & gcrt0 files.
I've got a new problem now! I'm writing some C++ code and I'm having
problems with one file. Whenever I compile it (using gcc -c file.cc)
the result file comes out to be like 95 bytes. gcc doesn't report any
errors or anything and if I try to link file.o into something it just
complains that it can't find any of the functions in that file (obviously
since it is only 95 bytes!) All my other files come out correct. The
only difference in this file is that it is a class that uses templates.
So, can anyone tell me what's wrong???

Many thanks,
Bill

--
bnell@ferrari.siemens.com | Quote of the Day:
Siemens Corporate Research | Those who are wise to the words are wise
755 College Road East | to those for whom words are sufficient.
Princeton, NJ 08540 | - Scott Surowiec

781. PC-SPEED

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 04:28:00 UTC
From: kevin.suggs@matrix.sbs.com
Message-ID: <141.587.uupcb@matrix.sbs.com>
Source record: 219535

I recently purchased PC-SPEED,had it installed and all the IBM software runs beautifully.However when I tried running my Atari sequencing and other midi software the computer just locks up! I contacted the people I purchased it from and they said they had never heard of this problem. I have left countless messages on BBS's all over the U.S. and the only reply I ever got stated that even when you're not using PC-SPEED it somehow still affects the midi ports,slowing down some routines causing the computer to lock up!

Has anyone heard of this and/or knows how to fix the problem?I am at my wits end!(short trip I know). Any and all assistance will be greatly appreciated.

Kevin Suggs

--- MaxiMiser*ST 1.20 UnRegistered
* Use PsychoModem, the telepathic protocol!

782. SIMMs in Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 04:31:45 UTC
From: yegerleh@franklin.ecn.purdue.edu
Message-ID: <1992Jul21.043145.6766@noose.ecn.purdue.edu>
Source record: 219392

```
Dear Netters,
Does anyone know if the new Falcon will have SIMM sockets?
Jim
```

783. Best Electronics Phone

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 05:03:18 UTC
From: alvear@galileo.cs.jhu.edu
Message-ID: <1992Jul21.050318.18059@blaze.cs.jhu.edu>
Source record: 219393

I need their number ASAP. E-mail of course.

Thanks in advance,

Dom (alvear@cs.jhu.edu)

784. Re: Editor using TERMCAP

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 06:09:06 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul21.080906@disuns2.epfl.ch>
Source record: 219396

```
In article <14e6t8INN72@fbi-news.Informatik.Uni-Dortmund.DE>,
gti16@eva.informatik.uni-dortmund.de (Holger Thiele) writes:
:
: Hello everybody!
:
: I am searching for an editor running well under MiNT AND(!) using
: the TERMCAP file, so that it works also under MGR. When someone knows
: about such an editor, please send a mail to me. And maybe you can
: also include the address of a mail-server where I can get the editor
: from.
:
: Thanks in advance
:
: Holger
: --
: +--------------------------------------------------------------------------+
: | Holger Thiele | thiele04@merlin.informatik.uni-dortmund.de |
: | University of Dortmund | gti16@eva.informatik.uni-dortmund.de |
: +--------------------------------------------------------------------------+

The best: EMACS. Version 18.57 is available at a.a in directory editors
version 18.58 (much better package) is available at a.a in directory
'new' under name '1858b-d3.zoo' for binary and '1858d-d3.zoo' for
doc (which is already part of the binaries: file not much useful)

The second best: MicroEmacs. Version 3.11 is available at a.a
This one is much smaller than the Real Emacs !

-- Stefan Monnier --

------------------------------------------------------------
----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----
```

785. Trouble with MiNT 0.94 and GEM.PRG

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 06:56:05 UTC
From: prevot@smr.slb.com
Message-ID: <1992Jul21.065605.29502@slcs.slb.com>
Source record: 219516

Hello group,

for some time now I've been unable to use GEM.PRG... I use MiNT 0.94
on a standard Mega-ST 4, and I've removed everything but MiNT from my
AUTO folder. When I run GEM.PRG, the screen goes blank, I get the "busy
bee" mouse pointer, and then GEM.PRG announces "Exit code 64538", ponders
for a couple of seconds, gives me 3-4 bombs, and then resets the machine!
Pretty heavy eh?

Does anybody have any ideas on this problem, or at least know the meaning
of this error code? Any help would be appreciated...

Please e-mail to spengos@germinal.ibp.fr

Thanks!

Nicolas Spengos (aka. Zorbec le Gras)
spengos@germinal.ibp.fr

786. SSD (solid state [EPROM-] disk)

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 09:26:24 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0936.07.92@troja.stgt.sub.org>
Source record: 219529

Hi!

some people were interested in the project "Eprom Disk" the german
magazine C'T published some time ago.

I looked it up and found a lot of paper :-), so I don't post any of the
articles, but I think if someone has further interests in this subject, he
(she) should post this and tell the rest of the people who want to know
about it, that he (she) is willing to email 'ct@ix.de' to ask for the
possibilities to get the articles mentioned further on and the software
accompanied. Here, I must tell you, that the main part of the software,
mainly the driver program for the 512kB (1MB) eprom disk wasn't published
in the magazine, due to the length of the source text. These programs are
only available on disk, or perhaps via ftp from:

o ftp.uni-paderborn.de
o ftp.uni-regensburg.de
o ftp.uni-duesseldorf.de (after 1800 [0600pm] local time)

if one of these servers archives the files, for they are rather old :-)

Ok, here are the results of my research:

```
c't issue | contents
-----------|------------------------------------------------------------
1/86 | 128 kByte Eprom-Bank. This only shows how to connect the
| 128kByte available at the Rom Port.
9/86 |
12/86 | These two issues describe some software to deal with the
| 128kByte Eprom described in 1/86. 12/86 describes a block
| device driver to use the eproms as a 128kByte SSD(*)
7/87 | a universal interface, to connect IBM-PC-bus cards and
| ECB-BUS cards to the Rom Port. This interface provides the
| possibility to install 512kByte eprom at the Rom Port. A
| piggy pack offers another 512kByte.
9/87 | a bus driver card for the Rom Port, built with SMD chips
10/87 | Software to deal with the 512k (1M) eprom space, as described
| in 7/87. Included is a description of the block device driver
| to use the eprom bank as a SSD. The source code itself is not
| printed.
(*) SSD = Solid State Disk
```

hope this helps,
if someone needs some more infos, feel free to write mail :-)
stefan

--
!! stenny@troja.stgt.sub.org !!
with lots of luck: stenny@iemars1.e-technik.uni-stuttgart.de
alias Stefan Schober, Stuttgart FRG, +49-711-681151
// never change a winning team - it could get better! //

787. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 09:56:11 UTC
From: Edward.Visse@wblab.lu.se
Message-ID: <1992Jul21.095611.6118@pollux.lu.se>
Source record: 219502

Hello out there!
Since I'm rather new to this newsgroup, these questions may have passed
already. Anyway, here they are again:

Does anybody know when Spectre v3.1 will be released?
Will it run system 7?

When running Think Pascal 2.0, the debugger does not work:
Using GO, the program starts up, but when any key is pressed or the mouse
is moved, the computer hangs up on me.
Is there a patch to solve this problem or is it solved in a later TPascal
version? (I used different systems and finders but the problem stayed)

Thanks beforehand for any information

- Greetings - Edward

788. Re: Setting up MiNT on a TT??

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 10:28:16 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul21.102816.23730@bas-a.bcc.ac.uk>
Source record: 219399

In article <1992Jul20.111135.3503@arizona.edu> paul@jupiter.noname writes:
>I've been trying to get MiNT 0.94 working on my TT, but without much luck.
>In one documentation file, it says to put mint.prg in the auto folder, but
>in another file it says this doesn't work on a TT--mint has to be started
>after GEM. But when I start it after GEM, it simply locks up the system.
>And when I run it from the auto folder, it seems to work all right (i.e., it
>runs), but then it messes up certain programs (c-kermit won't dial out and
>Gulam goes nuts).

On the TT you put mint.prg in the auto directory and the config file
(mint.cnf) in the root directory. This works fine for me. Make sure that the
config file is correct for your system.

Both Gulam and C-kermit (version 5A-Beta) work fine for me. (By the way, yet
another of my ongoing projects is a port of C-Kermit for MiNT without it
being as (unnecessarily) emasculated as the TOS version from Columbia.)

>
>Is there something I'm doing wrong? I think I've heard of another version
>of MiNT running on a TT, but I can't find it anywhere. Any suggestions?
>
>-Paul Harris
>paul@jupiter.ame.arizona.edu
>

I hope this is helpful.

Steve

PS. Most of the time I don't run GEM under MiNT, I just run MiNT with my
init(8) package... my machine looks more like a Unix-box than an a Atari
ST/TT :-).
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

789. Re: FALCON/LYNX/TT/MiNT/Yadda/yadda/yadda

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 10:33:38 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul21.103338.23124@bas-a.bcc.ac.uk>
Source record: 219400

In article <1992Jul20.200318.24502@unlinfo.unl.edu> ganderso@unlinfo.unl.edu (gary anderson) writes:
>Just a question, not a complaint:
>
>Why is comp.sys.atari.st to hardware-heavy, and so business-application-
>software heavy? Unlike the other comp.sys. groups, there is very
>seldom any discussion here of recreational software.
>
>I mean, the ST has a reputation (undeservedly, I know!) of being
>strictly a games-machine. But doesn't ANYONE use it for games?

Yes, but only when there's nothing better to do :-).

>
>Is is because we are trying to overcome that reputation?

I don't think so, I think it's because most of the people who at least post here are hackers or techies, ie people who like either creating their own software or like rummaging through the hardware.

>
>Or is it because the software has already been discussed-to-death
>by the time it gets ported to the ST?

Nope... it's just that most games don't warrant discussion, there are exceptions.. eg Elite, Populous series etc etc etc... :-)

>
>Gary Anderson
>ganderso@unlinfo.unl.edu

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

790. Civilization ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 11:54:24 UTC
From: ksagouro@immd4.informatik.uni-erlangen.de
Message-ID: <BrqMEp.7CL@immd4.informatik.uni-erlangen.de>
Source record: 219503

Hello,

this might have been asked before, but is there a version of the Micropose Game
Civilzation for the ST??

Konstantin
--
Snail: Konstantinos Agouros, Erlanger Str. 11, 8521 Spardorf, Germany
Email: ksagouro@immd4.informatik.uni-erlangen.de
Phone:+49 9131 59427 or +49 9131 501103 or +49 2175 3353
IRC: Elwood_G

791. Pagestream 2.2 problems

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 12:00:11 UTC
From: heiden@kboeng.enet.dec.com
Message-ID: <1992Jul21.120011.11155@decuk.uvo.dec.com>
Source record: 219504

Last week I reported about my problems getting Pagestream 2.2 to work with
Edisk 2.1, the Ramdisk provided to the ST community by Volker A. Brandt.
Meanwhile I found out that the problem is caused by not providing enough
memory for Pagestream. Especially printing and importing of image files
requires more memory than I thought. Using the Postscript driver and a few
import modules, I need about 1.4 Mbyte (1 page doc).
Since many people reported similar problems, I strongly suggest to take
a real hard look into the machines memory situation.

--
--
digital equipment GmbH heiden@kbomfg.enet.dec.com
advanced system process development
Sudetenstrasse 5
W - 8950 Kaufbeuren (Germany) work: +49 8341 913392
--

792. Falcon again

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 12:11:43 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jul21.121143.23551@crc.ac.uk>
Source record: 219505

I wonder who will be the first person to post some RELIABLE info about
the Falcon's specs?
I expect there to be a large rush of postings after the unveiling in
Dusseldorf(I think it's there anyway :-)).

I was thinking of buying a new ST but I would like to know what the Falcon
will be like first.
Is it OK to buy one of the first Falcons when they come out?
I have heard that the first few of every new computer has lots of bugs in.
Is this true and if so, how long do I wait before they are fixed?

BTW If you are thinking of getting a memory upgrade I would suggest going
to Evesham Micros. (I am not connected with them at all).
The story goes like this.....
I bought a 1meg upgrade for my STFM. When I took apart my computer I thought
it was just a tad too complicated for me(not being the most technical minded
person) so I took it back to Evesham Micros for them to put it in.
I am glad I did this now because even though I gave them the 1meg upgrade,
they fitted 2megs (to make 2.5megs all together!) plus they only charged me
20 (english) pounds to install it! Not bad eh? Saved a few quid there! :-)

Anyway, got to get back to work now.
Phil
E-mail naffara@uk.ac.crc

PS I have just heard of an ST emulator for PC's (Gemulator?) Where can I get
this from. I might be able to persuade my boss to buy one. Then again...

793. PD Hard Drive Backup?

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 12:40:28 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Jul21.124028.2439@aston.ac.uk>
Source record: 219507

Hello there! Since I'm about to receive my first ST Hard drive (it's in a tower case with a 4 Meg ST :)) I'm going to need some kind of hard drive backup program. I can't really afford to buy one, but there appears to be a plethora of Public Domain stuff around, so to save me trying them out, could people mail me telling me which they think is best and why? I'll post a summary to the net when I get the info. Thank in anticipation...

Tim Wright.
wrighttj@cs.aston.ac.uk
--
Tim Wright.
wrighttj@cs.aston.ac.uk

794. Advice on cheap scanner needed

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 13:02:03 UTC
From: heiden@kboeng.enet.dec.com
Message-ID: <1992Jul21.130203.12695@decuk.uvo.dec.com>
Source record: 219508

I'm looking for advice on cheap scanners (B/W hand scanner) and associated software. I plan to include the pictures into Pagestream docs. (see previous note).

thanks for your help
matthias

--
--
digital equipment GmbH heiden@kbomfg.enet.dec.com
advanced system process development
Sudetenstrasse 5
W - 8950 Kaufbeuren (Germany) work: +49 8341 913392
--

795. PageStream fire extinguished

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 13:09:44 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Jul21.130944.14176@magnus.acs.ohio-state.edu>
Source record: 219506

Well, after reading many an e-mail and followup from people who had PGS 2.2 working under a setup very similar to mine, I decided that I had to try one more time to use PageStream 2.2.

I copied the files back from my storage area to my work disk and did the necessary gymnastics to insure it was properly set up. I then selected a file that I had not tried to print previously. I chose print. I chose OK. IT PRINTED!!!

Hmm. Okay. Now, what about that file that had been giving me all the trouble. I loaded it. Selected print. Selected OK. IT PRINTED!!!

Well, I don't know what I did, though I have my suspicions. Anyone who works with computers knows that there is no surer road to paranoia than a bug that disappears for no good reason. But, I can't argue with success, so...

Here's looking for a beautiful friendship with PGS 2.2.

Oh, and does ANYBODY have any idea how to shrink the toolbox window to a REASONABLE size in med res? That extra inch of waste drives me crazy!

Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | The addition of a witty remark to a .SIG is illogical.
`---- | Nevertheless, it is a fascinating concept worth study.

796. Re: ST to DOS

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 14:00:45 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1861@sheoak.bcae.oz.au>
Source record: 219515

In article <1852@sheoak.bcae.oz.au> i921652@redgum.ucnv.edu.au (***THE WIZZARD***) writes:
>Is there a program that will convert ST disks to MS-DOS format?
>
>Thanks for any help offered.
>
>Jared Quinert
>i921652@redgum.ucnv.edu.au
>
Sorry for the amibiguity......What I really wanted to know is if there was a program that would take an already formatted TOS disk (with files/data) and convert it to an MS-DOS disk.....

Thanks for all the help received so far!!!!!!

Jared Quinert
i921652@redgum.ucnv.edu.au

797. ATARI STE vs. ATARI MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 14:12:42 UTC
From: mapugh@apgea.army.mil
Message-ID: <1992Jul21.141242.1979@apgea.army.mil>
Source record: 219512

Hi!

I have a few questions about the difference between the Atari 1040 STE
and the Atari MEGA STE. Apart from the obvious difference in looks
I can't seem to find much information regarding the difference between
the two. I've heard that the MEGA has the same CPU (68000), but that
it runs at a faster clock speed than the 1040 (16 MHz vs. 8 MHz,
respectively). Are there any differences in graphics modes? Do they
both support SCSI? Why should I consider the MEGA STE over the 1040STE?
I understand that both machines incorporate BLITTER and PCM stereo sound.
The only considerable difference I can find is that the MEGA is shipped with
TOS 2.06 as opposed to TOS 1.6. At any rate, can anyone tell me why
I should buy a MEGA as opposed to the 1040 (STE)???

Please respond E-Mail to <mapugh@crdec.army.mil>

Thanx in advance . .
^

798. Atari Explorer Online no. 9207 & 9208

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 14:24:56 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul21.142456.13311@solace.hsh.se>
Source record: 219509

Just uploaded aeo9207.zoo and aeo9208.zoo on a.a.u.e and ftp.uni-kl.de

/Hasse

--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

799. Re: problems with gcc/g++

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 14:31:14 UTC
From: <>
Message-ID: <bnell.711729074@ferrari>
Source record: 219521

bnell@siemens.com. (Bill Nell) writes:

>First I'd like to thank everyone for mailing me the crt0 & gcrt0 files.
>I've got a new problem now! I'm writing some C++ code and I'm having
>problems with one file. Whenever I compile it (using gcc -c file.cc)
>the result file comes out to be like 95 bytes. gcc doesn't report any
>errors or anything and if I try to link file.o into something it just
>complains that it can't find any of the functions in that file (obviously
>since it is only 95 bytes!) All my other files come out correct. The
>only difference in this file is that it is a class that uses templates.
>So, can anyone tell me what's wrong???
> Many thanks,
> Bill

I just tried to compile the same file I tried before here at work (on a SUN)
and it seems gcc does the same thing here! I guess I am screwed, does
gcc 2.1 totally support templates or what??

Bill
--
bnell@ferrari.siemens.com | Quote of the Day:
Siemens Corporate Research | Those who are wise to the words are wise
755 College Road East | to those for whom words are sufficient.
Princeton, NJ 08540 | - Scott Surowiec

800. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 14:51:22 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jul21.145122.665@news2.cis.umn.edu>
Source record: 219510

In article <1992Jul21.025646.6776@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>My next machine will be a PC clone, it is a simple as that...
>Roger.............. sheppard_r@kosmos.wcc.govt.nz

Anyone else willing to kick in a buck to get Mr. Sheppard an Intel-clone machine? I'd just as soon he left this newsgroup permanently, given the tone of his postings.

The Falcon hasn't even been OFFICIALLY announced yet, and he's complaining about the price and the lack of documentation and software!!

-- David Paschall-Zimbel

801. readline.olb

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 15:10:00 UTC
From: malay@sae.com
Message-ID: <1992Jul21.151000.10815@sae.com>
Source record: 219513

This library (readline.olb) is in my c:\lib directory, but I can't remember where it came from and what source created it. I know that I didn't build it - so it must of come from a ".zoo" file. Anybody know what this lib is??

Bob Malay

802. GIF to DEGAS converter, does it exist?

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 15:44:02 UTC
From: hjb@levi.th.vu.nl
Message-ID: <1992Jul21.154402.29321@cca.vu.nl>
Source record: 219514

Does anybody know of a (PD) program that converts .gif pictures into Degas-format pictures (.PI3)? The reason I ask: I have just found this nice little program that replaces the boring grey background canvas of the TOS desktop with a Degas-picture. Converting .gif to Degas would render an almost infinite number of possible backgrounds, since there must be thousands of gifs around.

Thanks, Hendrik Jan Bosman (hjb@th.vu.nl)

803. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 16:15:38 UTC
From: ken@isgtec.com
Message-ID: <2867@isgtec.isgtec.com>
Source record: 219465

In article <1992Jul19.023643.11136@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
< Gemulator has 8 ROM sockets on it, which is capable of reading any ROMs, not
< just specifically Atari ST ROMs. So you can take that ROM out of your Deskcart
< cartridge or out of your Magic Sac cartridge and it can be read by the
< Gemulator board. Mac emulation is definitely planned for a future release.

Of course, this will not allow reading of Mac disks, like Spectre GCR.
--

"Things should be as simple as possible, but no simpler." - Albert Einstein

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

804. Re: Atari Falcon hands-on review

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 16:34:19 UTC
From: dave@admiral.uucp
Message-ID: <1992Jul21.163419.17855@admiral.uucp>
Source record: 219543

In article <1992Jul20.094619.25827@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <1992Jul15.164937.9263@admiral.uucp> dave@admiral.uucp
>(Dave Litchman) writes:
>>In article <1992Jul14.083651.26672@cs.hw.ac.uk> neil@cs.hw.ac.uk
>(Neil Forsyth) (that's me!) writes:
>>>In article <1992Jul10.202951.24395@cheshire.oxy.edu> leavitt@cheshire.oxy.edu
>>>(Thomas VanNess Leavitt) writes with respect to the Atari Falcon:
>>>> ... LAN built in? What does that mean? Appletalk? Built in ethernet? ...
>>>
>>>I don't think it means a whole hell of a lot. The TT and then the Mega STE had
>>>LAN ports and to my knowledge there is NO|NIL|ZERO|ZILCH|NADA software that
>>>will network Atari's together let alone to other machines. <BTW don't waste
>>>my time mentioning MIDI or RS232 networks.>
>>
>>Ok, can I waste your time mentioning Universal Network?
>
>You certainly can.
>
>> This uses the TT and Mega STe LAN ports, as well as providing for connections
>> to older ST's without LAN ports. There is also another piece of network
>> software, I think it's called Lantastic, but I'm unsure of the specifics of
>> this program. Anyone care to comment?
>
>This sounds pretty good. What kind of functionality do these programs have?
>Can you access files on eachothers disks, use a network printer talk to a
>Appletalk or Novell network?

Well, I've only used Universal Network once, at my local Atari dealer, and then
for only a few minutes. It was connected between a TT and a Mega STe, and was
used to allow the MSTe to access the TT's hard drive. They didn't have a net
printer set up there, so I don't know if that can be done, and I have no idea
about Appletalk/Novell compatibility.

>
>Thanks for the wastage. :-)

No problem!

--
"Dammit Jim, I'm a free man, not a number!"

This is a copy of the mnemonic signature virus. Remember to copy it into
your .signature file later. Join the fun!

805. STE or Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 16:52:44 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jul21.165244.26315@crc.ac.uk>
Source record: 219518

Mark Pugh (mapugh@crdec.army.mil) writes:-
Why should I buy a Mega as opposed to a 1040 (STE)?

I have no idea what the difference is but why not wait and see what the
Falcon is like first :-)

Phil
E-mail naffara@uk.ac.crc

806. Re: Spectre GCR / Colour

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 17:24:48 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Jul21.172448.18418@magnus.acs.ohio-state.edu>
Source record: 219517

>Correct - hoping for a spectre to emulate a MAC II is wishful thinking. But My
>SPECTRE is a lot Faster (thanks to my ICD FA.ST Disk) than my Brothers Mac
>Classic & Runs WordPerfect 2.1 Mac which is vastly superior to any Atari word
>Processor. (superior to WordPerfect Windows 5.1 for that matter)

This is true, both about the chances of emulating a MAC II, and about the
speed, Spectre is wonderfully fast. Anyway, I *do* see one option for Color.
The original MAC OS has 8 colors built into it. The Roms support those colors,
but unless you add SCUZZIGRAPH, you can't display them, and then only on
another monitor. Fine, however, the Atari CAN display those 8 colors and more
(especially with the newer high-rez cards). I'm absolutely *sure* that there
should be some way to access those 8 colors and make them visible on the screen
with ST hardware. Anobody got Dave Small's e-mail address? It's not many
colors, but even 8 would be nice!
-->
|-) -David Butler- dhbutler@magnus.acs.ohio-state.edu

- "Ultimate players make better lovers. Trust me." - An exceptionally wise man.

||| - She said, she said
/ | \ I like the lightning
I like the storm
It feels so wicked now
Cold but you keep me warm - - Willie Phoenix

807. MegaSTE vs 1040STE

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 17:26:25 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <21JUL92.13262518@cc4.crl.aecl.ca>
Source record: 219519

One netter asked why a MegaSTE should be considered over a 1040STE.

First: Cost. If you price out a 1040STE plus a monitor and external 50meg hard disk, it is more expensive than buying a MegaSTE with monitor and internal 50meg HD. I sell Atari equipment and advise the purchase of a 1040STE only if it is to replace a 1040STf or 520 and the owner already has a monitor and HD. Examples prices are

1040STE $CDN459
SM147 $CDN199
52meg HD$CDN625 (Stealth 42)
Total $1283

Mega2STE/SM147/50meg HD $1154

Why buy a 1040STE???

Second: SLM605 compatibility. I tried five 1040STEs with two SLM605s and every combination produced ragged output (pixel displacements). I contacted Atari Canada and asked to have an advisory posted but I have seen nothing yet (that was 3 - 4 months ago).

Up above where I wrote 42 meg STealth, that should have been a 52 meg HD.

I hope this info helps.

808. 950 Magazine?

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 17:38:39 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.711740319@odin>
Source record: 219522

Does anyone know if the ST Hackers journal, 950 magazine, is still in existence? I saw an ad for it in the Mikey Pay Phone assistant program up on ftp-kl in the telecomm directory. Its a pretty neat program, but the bbs's listed for support don't seem to be in existence anymore. Does any one know the author of this program, or have a subscription to this wonderful magazine?

Obiwan Kenobi

809. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 18:14:04 UTC
From: ekrimen@wet.UUCP
Message-ID: <4151@wet.UUCP>
Source record: 219526

In article <1992Jul21.025646.6776@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>The price here would be some $2400nz I can get a 386DX with SVGA Monitor 40meg
>HD. for some $1800nz and great support plus the software I need and as
>many books as I can read..
>

Blah, blah, blah. The same ol' song...

>My next machine will be a PC clone, it is a simple as that...

We can't wait!! Please hurry, get your clone and sell your ST. You obviously aren't happy with it.
--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

810. TTP programs from GFA Basic?

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 18:38:20 UTC
From: paul@jupiter.noname
Message-ID: <1992Jul21.113828.3513@arizona.edu>
Source record: 219524

There may be some absurdly simple answer to this, but I sure can't find it in the manual (maybe I'm not looking the the right places :). But here it is: How does one access the parameters passed to a .TTP program using GFA Basic? SHEL_READ() gives it _sometimes_ (from GEM, but not from a CLI).

Thanks for the help!

-Paul Harris
paul@jupiter.ame.arizona.edu

811. Re: Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 18:44:29 UTC
From: turbine@cix.compulink.co.uk
Message-ID: <memo.535084@cix.compulink.co.uk>
Source record: 219523

Frontier Xtra-RAM delux is one of the best boards avaliable for the job as it also gives you the oppertunity to upgrade to 4Mb later on with SIMMs. Not all Sts can cope with 2.5Mb. If yous can you will have to switch off 512K but the manual explains how to do that. It also comes with a test disk to check the memory after installation. For most machines no soldering is required.

Hope this helps.

David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)
Please send all flames to dev/nul. All contributions happily ignored

812. More MiNT q's, Why not a MiNT FAQ?? :)

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 19:00:45 UTC
From: snoret@egon.unx.sas.com
Message-ID: <Brr659.G8w@unx.sas.com>
Source record: 219525

Well, add my name to the list of folks who would REALLY appreciate a little
help getting started with MiNT! :) I'm trying to get a minimum setup (trying
to fit everything on one disk, formatted to > 900K) so that I can do a demo of
itit for my users group. I have MiNT, mgr, and the MiNT port of ksh on the disk, with a
little
room to spare, so every path will be A:\<something>. MiNT starts
without a problem, so does mgr. But as soon as I try to define a window, I
get the somewhat infamous "Can't get pty" error. As far as I can tell, I
have things set up right. I have renamed mgr as the init.prg. and I have
ksh and its path defined. Is there something else I'm supposed to do?

The docs for both MiNT and mgr are exceedingly sparse when it comes to
installation and configuration examples. Is someone currently working an
a MiNT FAQ? How about a "MiNT Installation and Setup Guide"? If I get
responses and help, I would be willing to get one started and post my
results.

So, I guess what I need is:
1. where do the various *.rc, *.cnf, etc. files go? auto, root, where?
2. what do I need defined in these files? paths, devices, what?
3. what order do things need to be in? MiNT first, then what? and where?
4. any other tips and hints greatly appreciated

Thanks in advance for your help!

Rick
--

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

813. Unix/Atari Printing???

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 19:17:15 UTC
From: alx@altair.csustan.edu
Message-ID: <1992Jul21.191715.29182@koko.csustan.edu>
Source record: 219528

I use my atari st to telnet to a unix machine..
My question is how do I print whats on the screen , when using unix
to print on my printer at home....
--
Thanks. L L L L
8-()-8 L L L L
L L L____L L

814. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 20:15:00 UTC
From: isgtec.com!ken@overmind.mind.org
Message-ID: <2176815@overmind.citadel>
Source record: 219163

In article <1992Jul19.023643.11136@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
< Gemulator has 8 ROM sockets on it, which is capable of reading any ROMs, not
< just specifically Atari ST ROMs. So you can take that ROM out of your Deskcart
< cartridge or out of your Magic Sac cartridge and it can be read by the
< Gemulator board. Mac emulation is definitely planned for a future release.

Of course, this will not allow reading of Mac disks, like Spectre GCR.
--

"Things should be as simple as possible, but no simpler." - Albert Einstein

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

815. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 20:19:38 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Jul21.201938.21247@magnus.acs.ohio-state.edu>
Source record: 219527

>>Does anyone knows if the Gemulator support ST cart. such as Spectre GCR?
>
>According to Darek you only have to plug in the MAC-roms in the
>Gemulatorboard that you put in your PC. You don't have the 'GCR' function
>though; so you can r/w Mac-disks, but the Mac-emulation should work...

This is incorrect. I've "spoken" with Darek about this, and this is what is
actually happening:

There is a spot on the card for the Mac Roms.

IF Dave Small wishes, he should be able to write a version of Spectre that
will access the Roms there instead of at the cartridge port. However, it will
not just plug-n-play, there will have to be some work done.

However, it *should* work, if people out there want it to and are willing to do
the work to make it so.
-->
|-) -David Butler- dhbutler@magnus.acs.ohio-state.edu

- "Ultimate players make better lovers. Trust me." - An exceptionally wise man.

||| - She said, she said
/ | \ I like the lightning
I like the storm
It feels so wicked now
Cold but you keep me warm - - Willie Phoenix

816. FOR SALE: Atari 1040ST Basic system

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 21:20:53 UTC
From: metlay@minerva.phyast.pitt.edu
Message-ID: <3473@blue.cis.pitt.edu.UUCP>
Source record: 219511
Cross-posted to: rec.music.synth,comp.sys.atari.st,misc.forsale.computers

A friend is selling his Atari 1040ST to generate tuition money. The machine is a straight 1040ST with 1 Meg of memory and a color monitor and mouse, and comes with WordPerfect and CopyIIST software bundled. He's asking $350 firm for the whole package.

This would be a good starter computer for someone interested in Atari MIDI applications. If interested, you can Email me or contact the seller directly at

curtis@mail.loc.gov

Thanks a lot.

--
metlay@ |
minerva. | "This thing makes the COOLEST SOUNDS!"
phyast. | --Space Cadet Stimpy
pitt.edu |

817. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 21:20:58 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Jul21.212058.12292@vpnet.chi.il.us>
Source record: 219451
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

In article <1992Jul19.030949.15606@infonode.ingr.com> drudetb@infonode.ingr.com (Ted B. Drude) writes:
>For anyone intersted in hooking up a Sega light gun to an Atari, here's
>an email with the details, which I'm posting for all to read:
>
>> ....
>> Forget the NES. The best thing you can do is get a Sega light gun,
>> open it up carefully, and swap the trigger and ground wires on the
>> trigger detector. Then close it back up, and you'll have a perfectly
>> good Atari light gun.
>>
>> Mine served that duty for many long years on my Atari 800xl.
>>
>> - Mark Hughes mhughes@visual.spk.wa.us
>
> ....

Hmmmm, I modified a Sega light gun to work with my 130XE, and it was a bit more complicated than that. I don't have the instructions handy, but it involved making a sort of adapter out of a joystick extension cord. More than two of the wires have to be rearranged. Another thing I remember is that when I first tried it on my XE, the gun would fire when I _released_ the trigger, not when I _pressed_ the trigger. The microswitch that the trigger actuates (what Mark calls a "trigger detector") was a NO (normally open) [or maybe a NC I don't recall exactly], and the Atari was expecting the opposite "signal", so I went to Radio Snack and bought the other type microswitch. It took a bit of kludging to get it mounted in the gun properly, but I did it. (What a way to spend a July 4th weekend!) Now I can blast barnyard beasties or shoot crossbow bolts to my heart's content (don't play them much anymore nowadays).

But by all means, folks, try Mark's mod. If it works, fine. If not, mail me and I'll upload and post the directions (they may be on atari.archive, I'm not about to look at the _huge_ Index now!). Of course, I could have spliced the wires, I just liked the "adapter" idea, but then had to change the switch anyway. Maybe some Sega l'guns are different...?

One of the local dealers sells converted Sega light guns for the 8-bit Ataris. If you would rather buy than hack (they're not outrageously expensive as I recall), mail me for the address/telno (he does a mail order business).

Nick DiMasi Internet: nickd@vpnet.chi.il.us
Delphi: TURBONICK

818. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 21:50:35 UTC
From: barry@sphynx.NoSubdomain.NoDomain
Message-ID: <1992Jul21.215035.25824@infonode.ingr.com>
Source record: 219530
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

In article <VeV7NB3w164w@whitebase.ukp.com>, coco@whitebase.ukp.com (Michael Pepe) writes:
|> > 3) I opened up an NES "standard" controller (like described in 2, above)
|> > and it has a mighty big IC in it. This probably somehow encodes or
|> > determines at what points when to send the 8-bits of data through the
|> > 5 pins that you can have (gotta remember that 1 pin is "power-in"ish)!
|> >
|> > So... unless the chip is just there to make the thing more expensive/look
|> > important, it seems like a bit of work.
|> >
|>
|> The Nintendo controller uses a shift register IC to multiplex 8 lines to one
|> input. There are 5 wires. Power, ground, clock, reset, and data. you *COULD*
|> connect an Atari type joystick by simply hooking up the switches to their
|> Nintendo counterparts. The Nintendo controller is not as complicated as it
|> seems. I remember hooking it up to a TRS-80 once.
|>
|>
|> --
|> _ _ Mike Pepe - Design Consultant
|> /)| / (Radical Vision Systems, Inc.: Manalapan, NJ
|> / \ |/ __) If you can't do it with a 6809, dont bother'
|> ____
|>
I looked at a Genesis controller, and it uses a quad 2-1 multiplexer: a single select line chooses what two other lines carry- A/B and C/start. I have no clue about the Nintendo, but I bet it's similar. I think the chip in the Genesis is a 74161.

819. Re: BJ10ex installed in desktop?

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 22:17:00 UTC
From: euro@eurobs.bs.open.de
Message-ID: <H.lIU7UVc8Fdg@eurobs.bs.open.de>
Source record: 219548

```
In <9445@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
|naffara@crc.ac.uk (Dr. N.A. Affara) writes:
|
|>Just a quick question this time.
|>Is there any way to install a Canon BJ10ex on the desktop?
|>The menu only has dot matrix or daisy wheel printers on.
|
|Setting the BJ to Epson mode (see the manual - it's a DIP switch) may
|make the built-in "Epson, Final, Dot Matrix..." set-up work.
|
Why?
BJ normaly 'imitates' an old IBM-Mode, that's enough to emulate a
dot matrix printer. You just have to switch the atari-internal set-up
to Epson, not more, when you have a big BJ (for A3-Papier), there is
no change nessesary!

Euro

--
Eugen-Roland Rohn
euro@eurobs.bs.open.de
Tel: +49 531 342517 (voice)
```

820. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 22:31:04 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul21.223104.16003@solace.hsh.se>
Source record: 219536

dhbutler@magnus.acs.ohio-state.edu (See If I Don't!) writes:

>>>Does anyone knows if the Gemulator support ST cart. such as Spectre GCR?
>>
>>According to Darek you only have to plug in the MAC-roms in the
>>Gemulatorboard that you put in your PC. You don't have the 'GCR' function
>>though; so you can r/w Mac-disks, but the Mac-emulation should work...

>This is incorrect. I've "spoken" with Darek about this, and this is what is
[stuff deleted]

Yes I know, which I pointed out in a later posting.. It was a typo that I
did. (Darn keyboard, what did you do that for??? ;-)

Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

821. MiNT, ksh, MGR, blah blah blah

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 22:34:23 UTC
From: azog@world.std.com
Message-ID: <BrrG1D.L91@world.std.com>
Source record: 219531

Ive recently gotten MiNT 094, and MGR, and have some questions.

For those who dont know MGR, is a way cool window manager, rather
similar to early versions of X. I run it on my AT&T 3b1. It includes
a window manager, and stuff to handle client/server.

Has anyone done anything with MGR lately? Ive been collecting the MiNT
libraries and am going to attempt to write some MGR specific stuff,
both on the ST and the 3b1.

One real neat thing to see, even if you know it exists, is to see a
MGR client running remotely, doing stuff on your local machine.
On the 3b1, I started eyes, and it followed the local mouse pointer.
Pretty neat.

One last thing. WHen MultiTOS becomes available to everyone, is MiNT
gonna die? I sure hope not! With the above software, Ive given my
ST a totally new look

Thanx

--
Billy D'augustine
azog@world.std.com

822. NVDI

Newsgroup: comp.sys.atari.st
Date: 1992-07-21 23:24:15 UTC
From: f90-jos@nada.kth.se
Message-ID: <1992Jul21.232415.18774@kth.se>
Source record: 219532

I would like to know about the NVDI package. Is it the best?
What does it do besides screen speed-up? Is it better than Warp 9/Quick ST and
Turbo ST?

Thanks!

Johan f90-jos@nada.kth.se

823. Re: Emacs 18.58 REALEASED!

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 00:10:31 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <9VJaoB1w164w@sys6626.bison.mb.ca>
Source record: 219534
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

skolodzieski@vaxc.stevens-tech.edu writes:

> EMACS. Includes docs in LaTeX and ASCII form.

Could somebody please tell me more about this "LaTeX?" It's been buggin
me for quite a while...

+--+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+--+

824. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 01:11:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul22.011122.23249@peponi.wcc.govt.nz>
Source record: 219533

In article <1992Jul21.145122.665@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
>In article <1992Jul21.025646.6776@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz
writes:
>>My next machine will be a PC clone, it is a simple as that...
>>Roger.............. sheppard_r@kosmos.wcc.govt.nz
>
>Anyone else willing to kick in a buck to get Mr. Sheppard an Intel-clone
>machine? I'd just as soon he left this newsgroup permanently, given the tone
>of his postings.
>
>The Falcon hasn't even been OFFICIALLY announced yet, and he's complaining
>about the price and the lack of documentation and software!!
>
>-- David Paschall-Zimbel

No I am refering to that Dirty word Atari here, NO SUPPORT AT ALL,
No Sotware no Books, zilch...

Take your head out of the sand and live, Atari is Dead...!!!

Roger.............. sheppard_r@kosmos.wcc.govt.nz

825. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 03:03:25 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul22.030325.8336@actrix.gen.nz>
Source record: 219537

Spectre 3.1? Haven't heard anything about that!

On the subject though, how does Spectre emulate the mac's 525*350 (or
something like that) resolution. ANd therefore, does it work okay on
a colour ST??
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

826. For Sale: Atari Hard Drive Etc.

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 03:25:49 UTC
From: dbshapco@undergrad.math.waterloo.edu
Message-ID: <BrrtJ2.8D3@undergrad.math.waterloo.edu>
Source record: 219539
Cross-posted to: uw.forsale,kw.forsale,ont.forsale,misc.forsale,misc.forsale.computers,uw.sys.atari,comp.sys.atari.st

The old Atari ST is being retired from active duty to serve as a games machine and educational computer for the young one. Pieces that aren't needed by a pre-schooler are up for grabs.

Megafile30 Hard Drive. Seven months old.

Will sell populated with a good selection of public domain software and some (legal) commercial titles. About a half-dozen disk magazines as well.

Asking $399 CDN. About $335 US.

Star NP-10 Printer.

Dot matrix printer with feed-forward tractor. Throw in some fanfold computer paper (about 500-1000 sheets, I think). Cable for Atari ST, of course, included.

Asking $49 CDN. About $40 US.

Various Atari books, at $5 a pop. Titles include:

Compute!'s Guide to the AES

Compute!'s Guide to the VDI

Compute!'s Book of Atari Machine Language

Compute!'s Programming the Atari ST in C

Abacus's Atari ST Internals

I did those titles from memory. They are close enough and there are few enough books on the Atari ST that you should be able to figure out which I'm actually talking about.

All of the above subject to 'best reasonable offer' clause. Shipping can be discussed depending on your location and volume of purchase. Course I'd rather sell in the Toronto-Kitchener corridor, and can probably arrange delivery in such an area.

Brad

827. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 03:27:38 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Jul22.032738.25779@magnus.acs.ohio-state.edu>
Source record: 219538

In article <1992Jul22.011122.23249@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1992Jul21.145122.665@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
>>In article <1992Jul21.025646.6776@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>>My next machine will be a PC clone, it is a simple as that...
>>>Roger..... sheppard_r@kosmos.wcc.govt.nz
>>
>>Anyone else willing to kick in a buck to get Mr. Sheppard an Intel-clone
>>machine? I'd just as soon he left this newsgroup permanently, given the tone
>>of his postings.
>
>Take your head out of the sand and live, Atari is Dead...!!!

I know it's been said before, and it'll probably be ignored this time
and will have to be said again. The best way to shut up people like
this (who subscribe to these newsgroups just because they like to see
their names in the middle of a flamewar) is to ignore them.
Actually, this post is probably doing more harm than good in that
respect, but something has to be done.

Many of us may not like Mr. Sheppard. But he has a right to post. If
you don't like what he has to say, then that's what the 'k' key and
kill files are for.

Just my $.02.
Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | The Prime Directive forbids our interfering with a
`---- | developing flame-war. But that's never stopped us.

828. Re: PD Hard Drive Backup?

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 03:52:07 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9483@uqcspe.cs.uq.oz.au>
Source record: 219542

wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

>Hello there! Since I'm about to receive my first ST Hard drive (it's in a
>tower case with a 4 Meg ST :)) I'm going to need some kind of hard drive
>backup program. I can't really afford to buy one, but there appears to be
>a plethora of Public Domain stuff around, so to save me trying them out,
>could people mail me telling me which they think is best and why? I'll
>post a summary to the net when I get the info. Thank in anticipation...

"The Vault" is excellent.

But has anyone seen "The Key" - the program for joining files Vault has had
to split across disks (I just don't let it split them for now).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

829. Re: Advice on cheap scanner needed

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 03:54:45 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9484@uqcspe.cs.uq.oz.au>
Source record: 219540

heiden@kboeng.enet.dec.com (Matthias Heiden) writes:

>I'm looking for advice on cheap scanners (B/W hand scanner) and associated
>software. I plan to include the pictures into Pagestream docs. (see previous
>note).

I picked up a "Golden Image" scanner pretty cheaply - and it comes with
the excellent Migraph Touch-Up software. The scanner is excellent, scanning
at 100, 200, 300, or 400 dpi, in one of 4 modes (from "Photo" to "Text"),
and has fully adjustable contrast.

--
Warwick
ps. The hand scanner is the one piece of hardware that I don't know how
it works... yet. Just wait 'til that warranty expires...
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

830. Re: problems with gcc/g++

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 03:59:59 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9485@uqcspe.cs.uq.oz.au>
Source record: 219541

bnell@siemens.com. (Bill Nell) writes:

>the result file comes out to be like 95 bytes.

>only difference in this file is that it is a class that uses templates.
>So, can anyone tell me what's wrong???

What's wroing is that Bill, like me, didn't read the C++ Reference Manual
very carefully.

Templates are not "compiled". That doesn't make any sense. Templates can
only be compiled once they have been instanciated. Here is the usual usage:

main.cc:

```
#include <SetTempl.cc>

main()
{
Set<int> MyIntSet;
...
}
```

SetTempl.cc:

```
#include <SetTempl.h>

template <class T>
Set::Set()
{
...
}
```

SetTempl.h:

```
template <class T> class Set {
...
};
```

For more details, RTFM, or check in to comp.lang.c++
--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

831. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 05:13:38 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Jul22.051338.26549@magnus.acs.ohio-state.edu>
Source record: 219544

>On the subject though, how does Spectre emulate the mac's 525*350 (or
>something like that) resolution. ANd therefore, does it work okay on
>a colour ST??

Spectre does not bother with limiting the size of the ST screen to the measly
stinking 512*384 (you were close) resolution of the Mac series, it goes
straight for 640*400 and higher, which nearly all Mac software handles just
fine.

I believe it no longer works in color.
-->
|-) -David Butler- dhbutler@magnus.acs.ohio-state.edu

- "Ultimate players make better lovers. Trust me." - An exceptionally wise man.

||| - She said, she said
/ | \ I like the lightning
I like the storm
It feels so wicked now
Cold but you keep me warm - - Willie Phoenix

832. Re: ger2en19.lzh

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 05:24:31 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul22.052431.9400@convex.com>
Source record: 219545

In article <1992Jul21.024538.6648@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>There is nothing wrong with ger2en19.lzh on a.a. its the LHarc program that
>you are using to unpack them, it is a lh5 type archive..

so much for the wonderful lharc program and its "superior" desktop capabilities. yet another stumped usenet user...

forget LHarc altogether. get the unix version of lharc 1.00, unarc ger2en19.lzh, then IMMEDIATLY convert to zoo. you'll thank me later..

-bill
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

833. The Key

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 05:50:09 UTC
From: raycole@matt.ksu.ksu.edu
Message-ID: <14isuhINNc6@matt.ksu.ksu.edu>
Source record: 219546

Hello, since vltbin (The Vault) doesn't seem to have The Key in with it, I have put a copy of The Key in the atari/new directory at atari.archive. The filename is thekey.zoo and include key.prg, key.rsc, vault.tex (the original documentation for Vault and Key), touch.ttp (don't know if its needed but was included with the older distribution of vltbin), and 2 readme files that were with the older distribution also. I hope that this is of use to everyone who has the vault and not the key.

Ray

--
Ray Cole | raycole@matt.ksu.ksu.edu
Computer Consultant | This space for rent or hire
Manhattan KS USA | Make an offer

834. differential equation solver available?

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 06:56:43 UTC
From: dont@klic.rain.com
Message-ID: <1992Jul22.065643.16727@klic.rain.com>
Source record: 219455

A friend wants to investigate chaotic behavior. I have looked at the archive listings and don't see a differential equation solver availble.

Does anyone know of one?
Or a program that displays the Lorentz chaotic functions?

If not, I can make some reasonable sense explaining what to code to handle the mathematics. If someone else can handle the Atari St specific things like handling monochrome vs color, etc, we could put one together fairly easily. The source in Numerical Recipies can do the solving. Maybe even stereo 3-d.

How about a newer version of Fractint than is on atari.archive?

Thanks
Don Taylor
503-235-6853
dont@klic.rain.com
qiclab!loop!dont

835. Re: Falcon price and poss. release date?

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 08:32:53 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Jul22.083253.12764@cheshire.oxy.edu>
Source record: 219549

Shall I finally clarify this so that everyone understands?

Some person who I don't recall at this point posted something to the effect that the Falcon would sell for less than the A600, which he priced at 399 pounds...

Does everyone understand this? Good. Now, I will eat my boots if this turns out to be the case.

Thom

836. Re: ger2en19.lzh

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 08:40:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul22.084042.29698@peponi.wcc.govt.nz>
Source record: 219550

In article <1992Jul22.052431.9400@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:
>In article <1992Jul21.024538.6648@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>There is nothing wrong with ger2en19.lzh on a.a. its the LHarc program that
>>you are using to unpack them, it is a lh5 type archive..
>
>so much for the wonderful lharc program and its "superior" desktop
>capabilities. yet another stumped usenet user...
>
>forget LHarc altogether. get the unix version of lharc 1.00, unarc
>ger2en19.lzh, then IMMEDIATLY convert to zoo. you'll thank me later..
>
>-bill
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

Stop being a bigot Bill, the same can happen if you are using the old Zoo 2.01 with new Zoo 2.1 files..

Zoo is a Unix port, not all Atari users are Unix nuts, mind you Unix can turn you nuts..:-)..

Its like the help info in one of the Unix ports that I fond on A.A. it used the Unix text format with no CR, so is this the way that you freaks program so that you can't even list the help info in the ttp..??

This was the tarz or compress program that did this, and was not the doc file, and why can't we have standard Doc files that we can list on the Atari as it stands, by using the desk top..??

Also Bill you have been out voted here, so live with the fact..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

837. dbWriter 1.8

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 09:04:36 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jul22.090436.356@peponi.wcc.govt.nz>
Source record: 219453

Well I have just posted the Great freeware word processer called
dbWriter v1.8 onto atari.achive.umich.edu in the new directory..

The is a MONO word processer with mail merge/spell checker and a thesaurus,
also has some nice graphic features, but please read the docs....

There are a total of 5 files..

archive file size
Files are dbwsupp.lzh 90k
dbwacc.lzh 35k
dbwriter.lzh 104k
dbwthes.lzh 141k
dbw_dict.lzh 106k

all (lh5) archive, use LZH201L to extract..

Files that were posted on GEnie this week-end..

Roger..... sheppard_r@kosmos.wcc.govt.nz

838. Re: Mouse creep.....

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 09:09:22 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jul22.090922.7885@cs.hw.ac.uk>
Source record: 219454

In article <4561@sersun1.essex.ac.uk> woocm@essex.ac.uk (Chris Wood) writes:
> I have a problem that started some time ago but is getting
>more frequent. My mouse creeps around the screen! I have changed
>my mouse lately, but it did it before that.

How old is your ST? If it's a 520ST (no F,M or E) then it probably has a
revision 1 keyboard chip which suffers from mouse 'drift'.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "I'm sorry, I'm not allowed to argue any more" !
+---+

839. Re: ger2en19.lzh

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 09:16:49 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A6D2781.25491@noiro.acs.uci.edu>
Source record: 219452

rosenkra@convex.com (William Rosenkranz) writes:
>sheppard_r@kosmos.wcc.govt.nz writes:
>>There is nothing wrong with ger2en19.lzh on a.a. its the LHarc program that
>>you are using to unpack them, it is a lh5 type archive..
>
>so much for the wonderful lharc program and its "superior" desktop
>capabilities. yet another stumped usenet user...

I'll admit, I was rather impressed when I tried to unpack a zoo
archive compressed with a newer ZOO and the older ZOO program told me
to go get a newer version. But, just because ZOO has this feature
doesn't mean that it's so much better.
I know that ZOO too has managed to stump many a usenet user. (like
remember to pack after delete).

In any case, I won't argue that dead end too far since Questor's
lharc by itself is by no means user friendly. But I would ask again
that ZOO add an option similar to the one in Lha v1.00:

w=<dir> specify extract directory

Doesn't seem too big of a request, and it would make ZOO that much
better and easier for many users.
--
Joachim Vance
^~^~^~

840. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 10:18:48 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul22.121848@disuns2.epfl.ch>
Source record: 219495

In article <1992Jul22.011122.23249@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
:
: Take your head out of the sand and live, Atari is Dead...!!!
:
:
: Roger.............. sheppard_r@kosmos.wcc.govt.nz

That may be true: Atari is dead. Why not ?
The problem is: is a PC able to make you live ?
I'd like a better machine than my good old ST (partly cause of my buggy HD) but not a PC rather a real Unix box.

PCs are patchwork !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

841. Re: ATARI STE vs. ATARI MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 10:24:22 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul22.122422@disuns2.epfl.ch>
Source record: 219496

In article <1992Jul21.141242.1979@apgea.army.mil>, mapugh@apgea.army.mil (Mark A. Pugh <mapugh>) writes:
: Hi!
:
: I have a few questions about the difference between the Atari 1040 STE
: and the Atari MEGA STE. Apart from the obvious difference in looks
: I can't seem to find much information regarding the difference between
: the two. I've heard that the MEGA has the same CPU (68000), but that
: it runs at a faster clock speed than the 1040 (16 MHz vs. 8 MHz,
: respectively). Are there any differences in graphics modes? Do they
: both support SCSI? Why should I consider the MEGA STE over the 1040STE?
: I understand that both machines incorporate BLITTER and PCM stereo sound.
: The only considerable difference I can find is that the MEGA is shipped with
: TOS 2.06 as opposed to TOS 1.6. At any rate, can anyone tell me why
: I should buy a MEGA as opposed to the 1040 (STE)???
:
: Please respond E-Mail to <mapugh@crdec.army.mil>
:
: Thanx in advance . .
: ^

Twice as much power is really nice and a hard drive is unavoidable
unless you're only playing games. A 1040 STE is not so cheaper than a
mega STE (with the same hard drive): the SCSI adapter is not included
in the 1040.
And of course as a secondary effect, you get TOS 2.06, separate and better keyboard, VME bus and sometimes 1.44M disk drive !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

842. Re: ST Format Fire and Ice demo difficulty

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 10:30:01 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92204.113001MEBEB@LIVERPOOL.AC.UK>
Source record: 219201

To be fair, I guess that many of the people who write these programs aren't aware that the US has a different video setup. Restricting things on that basis isn't really realistic for what is essentially a british magazine, the reverse of course being true as well. To be honest, if you've got access to the net, you can probably get much better software than what's appearing on these cover disks, anyway. As for the magazines themselves waking up, I wouldn't hold your breath - the only decent UK magazine at the moment is ST Applications.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

843. Re: More MiNT q's, Why not a MiNT FAQ?? :)

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 11:42:30 UTC
From: PAULETTI@biel.be.tech.ascom.ch
Message-ID: <1992Jul22.114230.8720@hasler.ascom.ch>
Source record: 219456

In <Brr659.G8w@unx.sas.com> snoret@egon.unx.sas.com writes:

> The docs for both MiNT and mgr are exceedingly sparse when it comes to
> installation and configuration examples. Is someone currently working an
> a MiNT FAQ? How about a "MiNT Installation and Setup Guide"? If I get
> responses and help, I would be willing to get one started and post my
> results.
>
> So, I guess what I need is:
> 1. where do the various *.rc, *.cnf, etc. files go? auto, root, where?
> 2. what do I need defined in these files? paths, devices, what?
> 3. what order do things need to be in? MiNT first, then what? and where?
> 4. any other tips and hints greatly appreciated
>
> Thanks in advance for your help!

I think this is a very good idea. I have some questions as well.

1. if you get MiNT (0.94) in binary form you find the mintshel.prg.
It should be a shell. But when I try to do an ls, dir or pwd I
always get the answer cmd exit with -33 or so.
Do I need to get some utilities which should be put in a bin directory
or is my configuration file of the shell wrong.
2. Did anybody use Pure C with the MiNT libraries, does this work.

cheers andreas pauletti

844. Re: GIF to DEGAS converter, does it exist?

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 12:31:31 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1069@usdtsg.DaytonOH.NCR.COM>
Source record: 219493

In article <1992Jul21.154402.29321@cca.vu.nl> hjb@levi.th.vu.nl (Hendrik Jan Bosman) writes:
>Does anybody know of a (PD) program that converts .gif pictures into
>Degas-format pictures (.PI3)? The reason I ask: I have just found this
>nice little program that replaces the boring grey background canvas
>of the TOS desktop with a Degas-picture. Converting .gif to Degas
>would render an almost infinite number of possible backgrounds, since
>there must be thousands of gifs around.
>

Try View Gif 1.2 - I believe it lets you convert between a number of graphics formats. There *might* also be a converter to do what you want in DMJ GIF 3.0. Both should be available at atari.archive.umich.edu...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com
R.ANISKO
Fnet 410

845. Re: Falcon price and poss. release date?

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 12:49:14 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92204.134914MEBEB@LIVERPOOL.AC.UK>
Source record: 219202

Hmm, I hope the Falcon 030 will be upgradeable to the higher specced Falcon.
Whilst I'm about ready to upgrade now, I'd be reluctant to go to the Falcon if
I'd need to sell it and buy a new machine 6 months later.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

846. Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 12:54:17 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jul22.125417.5603@crc.ac.uk>
Source record: 219458

I posted the (what I think is the original) posting about the price of
the Falcon compared to the amiga.
I said the Falcon would be less than 600 English pounds.
Some people seem to think that I said 600 dollars and then decided the
Falcon would be 399 pounds. This is wrong!!!!

I've just found the article I posted to start with.
This comes from ST Review Issue 3.
"As to the Falcon, well we've all seen Commodore's A600, which is currently
retailing at 399 (English pounds).
^^^^^^^^^^^^^^^^^^^^ (399 for A600)
and next to the Falcon it's just a very poor games machine, and it
(the Falcon) can give most consoles a run for their money.
Add to this the fact that you get real computing power for
less than 600 (English pounds)
^^^^^^^^^^^^^^^^^^^^ (probably 599.99 pounds for Falcon)
it represents fantastic value for money.
I hope this makes the point clear.
Phil (E-mail naffara@uk.ac.crc)

847. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 12:55:00 UTC
From: only_bbs!Pizza_Thief@overmind.mind.org
Message-ID: <2177815@overmind.citadel>
Source record: 219428

concerning midimaze ii:
(editor)....it has been mentioned that the midimaze ii editor would be sent to those who register their midimaze ii software as shareware with the author. the german docs seems to hint at this (i don't read german) as well. I have as of yet received no word from anyone concerning whether they have actually registered the thing, and what might be the easiest way to go about it.

848. Re: The new Multi-TOS ....

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 12:56:01 UTC
From: elendir@stheno.enst.fr
Message-ID: <2379@stheno.enst.fr>
Source record: 219470

> 1) I'd like to see more (perhaps dynamically resizable from .cpx)
> windows on the desktop.

Unlimited windows on the new Desktop.

> 2) More usuable colors for icons! Lets make the desktop at _least_ as
> good as what you seen in a piddly Windows desktop. Resolution should be
> limiting factor with max being 256colors if having as many colors as the
> resolution allows causes problems for structure.

I think this is currently worked on.

> 3) A ram-based jump table for bios routines to facilitate (unavoidable)
> patches. As someone pointed out, it is ridiculous for so many programs to all
> fight over one or two interrupts.

? I dunno about that.

> 4) Get rid of the 8.3 name limit. 24 chars, or if you wish to keep the
> .3 for compatibility reasons how about 21.3 structure?

That's done via MinT's file systems.

> 5) Either get rid of the limitation on the number of unique icons
> usable, or increase the number of unique icons usable if eliminating the limit
> is impossible.

New Desktop can handle up to 32 Kb of data in his buffer instead of the
previous 2 Kb limit.

> 6) Software support for 2.88MB floppies (Last I heard, there isn't a
> greyed out option for 2.88), and the possibility of swapping a: from the
> floppy bay to a specified SCSI ID (such as for one of the new 20MB flopticals).

Doesn't heard about that.

Vince.

849. SM125 For Sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 12:57:08 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Jul22.125708.8498@aston.ac.uk>
Source record: 219459

Hi - Since I just purchased my friends ST, he now has a mono
monitor for sale which I didn't need. So...

SM 125 12" Hi Res monitor - 75 UK Pounds.

Birmingham area. Phone 021-779-3399 and ask for Adam.

Cheers...

--
Tim Wright.
wrighttj@cs.aston.ac.uk

850. Mouse Creep - solved at last!

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 12:58:48 UTC
From: woocm@essex.ac.uk
Message-ID: <4627@sersun1.essex.ac.uk>
Source record: 219457

Well a few people asked me to post a follow up if I
sorted it out. Well i have at least it appears so. Firstly
someone suggested de-greasing the mouse pins, which I did
and it partially worked, so I opened the old STe up, and
had a look at the connections, I found a dry joint on one
of the pins! Re-soldered it and hey presto it appears to
be fine. BTW it is one of the very first STe's that ever
came out over in England, so it may occur on other early
STe's, can't see why may just be a coincedence!

Thanks for the replies, anyway.

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

851. Re: MIDI MAZE!

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 13:01:18 UTC
From: elendir@stheno.enst.fr
Message-ID: <2380@stheno.enst.fr>
Source record: 219471

> Help! Does anyone have, or know where I can get ahold of, the Midi Maze
> II maze editor? I've got the game, but I can't figure out the German in
> the docs!

That would greatly help me also.

I searched for it monthes and monthes but in vain.

Vincent.

852. Re: readline.olb

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 13:21:55 UTC
From: sgc@robots.oxford.ac.uk
Message-ID: <4093@inca.comlab.ox.ac.uk>
Source record: 219460

In article <1992Jul21.151000.10815@sae.com> malay@sae.com writes:

>This library (readline.olb) is in my c:\lib directory, but I can't remember
>where it came from and what source created it. I know that I didn't build it -
>so it must of come from a ".zoo" file. Anybody know what this lib is??

>Bob Malay

I would guess it's probably the GNU readline library, which can be
compiled into command line driven programs to enable an emacs- (or
vi-) like line editor and command history. Software which uses this
interface (on the ST anyway) includes bash and the latest version
of gnuplot.

Cheers,
Si.

853. bot

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 14:35:08 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Jul22.093508.1@vaxc.stevens-tech.edu>
Source record: 219461
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

Just updated "gemview.prg" version 1.1 to version 1.1m and have a problem.
The old version worked extreamly well in a 256 color mode on the crazy-dots
video card. Generated great pictures on a 21" Eizo grey scale monitor.

The new version only works in 1, 4, 16 colors under crazy-dots, if
I am in a 256 color mode, I get a window that should have the picture in
it, but really contains some scrambled pixels. Also in the 256 color mode
version 1.1m seems to ocassionly crsh the system.

Is there a bug in the version, or am I being stupid and not seeting a flag
in a setup menu or something?

cheers,
scott kolodzieski

854. Mint & Gemini

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 15:13:11 UTC
From: malay@sae.com
Message-ID: <1992Jul22.151311.12148@sae.com>
Source record: 219464

Is it possible (has anybody tried this?) to use Mint and Gemini at the same time??
Can Mint startup Gemini??

Bob Malay

855. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 15:34:03 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1992Jul22.153403.28522@mnemosyne.cs.du.edu>
Source record: 219463

How bout putting em in a kill file? That is what I did.. I figure I
am not gonna miss too much.. ;-)

John

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

856. Wanted: HP Deskjet plus, 500, 500c

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 16:37:22 UTC
From: selick@csa.bu.edu
Message-ID: <91621@bu.edu>
Source record: 219466
Cross-posted to: comp.sys.atari.st,ne.forsale,ne.wanted,misc.forsale,misc.wanted

```
Wanted: Hewlett Packard Deskjet Plus, Deskjet 500, or Deskjet 500c.
I'd prefer if it were in Massachusetts or a surrounding state so
that I could buy the printer in person, but will consider mail
if I don't get enough local response. I believe the 500 goes for
about $375 new, so I would consider $225-$250 a reasonable used
price considering that printers do wear out. Obviously I will
consider paying a bit more for the 500c.

Please e-mail responses to Steve <selick@csa.bu.edu>
```

857. "bot" is "help with gemview"

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 16:45:27 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Jul22.114527.1@vaxc.stevens-tech.edu>
Source record: 219462
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

My post got called "bot" instead of "help with gemview", enough said!

scott.

858. .SND and .SOU player....?

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 16:49:42 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Jul22.164942.9565@unlinfo.unl.edu>
Source record: 219467

I've got some .SND and .SOU sound files, but no player. I've been checking the usual ftp sites, but have not yet discovered (by trial-and-error) the right animal.

Does anyone know the name of the program I need, and where it might be located?

Thanks.

Gary Anderson
ganderso@unlinfo.unl.edu

859. Re: The new Multi-TOS ....

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 16:56:00 UTC
From: stheno.enst.fr!elendir@overmind.mind.org
Message-ID: <2177336@overmind.citadel>
Source record: 219162

> 1) I'd like to see more (perhaps dynamically resizable from .cpx)
> windows on the desktop.

Unlimited windows on the new Desktop.

> 2) More usuable colors for icons! Lets make the desktop at _least_ as
> good as what you seen in a piddly Windows desktop. Resolution should be
> limiting factor with max being 256colors if having as many colors as the
> resolution allows causes problems for structure.

I think this is currently worked on.

> 3) A ram-based jump table for bios routines to facilitate (unavoidable)
> patches. As someone pointed out, it is ridiculous for so many programs to
all
> fight over one or two interrupts.

? I dunno about that.

> 4) Get rid of the 8.3 name limit. 24 chars, or if you wish to keep the
> .3 for compatibility reasons how about 21.3 structure?

That's done via MinT's file systems.

> 5) Either get rid of the limitation on the number of unique icons
> usable, or increase the number of unique icons usable if eliminating the
limit
> is impossible.

New Desktop can handle up to 32 Kb of data in his buffer instead of the
previous 2 Kb limit.

> 6) Software support for 2.88MB floppies (Last I heard, there isn't a
> greyed out option for 2.88), and the possibility of swapping a: from the
> floppy bay to a specified SCSI ID (such as for one of the new 20MB
flopticals).

Doesn't heard about that.

Vince.

860. SM125 For Sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 16:57:00 UTC
From: uhura.aston.ac.uk!wrighttj@overmind.mind.org
Message-ID: <2177337@overmind.citadel>
Source record: 219158

Hi - Since I just purchased my friends ST, he now has a mono
monitor for sale which I didn't need. So...

SM 125 12" Hi Res monitor - 75 UK Pounds.

Birmingham area. Phone 021-779-3399 and ask for Adam.

Cheers...

--
Tim Wright.
wrighttj@cs.aston.ac.uk

861. Re: MIDI MAZE!

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 17:01:00 UTC
From: stheno.enst.fr!elendir@overmind.mind.org
Message-ID: <2178061@overmind.citadel>
Source record: 219151

> Help! Does anyone have, or know where I can get ahold of, the Midi Maze
> II maze editor? I've got the game, but I can't figure out the German in
> the docs!

That would greatly help me also.

I searched for it monthes and monthes but in vain.

Vincent.

862. Re: Atari ST -> Commie 1084 monitor

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 17:11:20 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.YWJOSf8hsVE@yonder.equinox.gen.nz>
Source record: 219475

In <1992Jun25.061910.11708@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1992Jun22.163013.26809@newshub.ariel.yorku.ca>, cs902117@juno.ariel.yorku.ca
(ToneSTer) writes:
>>Hi all! Thanks to Ben Gilbert, and some spare time on my hands, I managed to
>>put together a monitor cable to hook up the ST to my Commodore 1084 monitor.
>>I have run into a small problem with it... I hooked up everything the way it
>>should be, and there was nothing on the screen. Then I accidentally wired up
>>a pin labelled "monochrome" to a color pin (Blue) and the cable now works, BUT,
>>I don't have BLUE!!!!
>>
>> ____
>> / o n y.
>
>You can't do this, you must use the Scart if it has one, or go though
>23 pin 'D' type Amiga monitor connector..
>
>Do you have the pin outs for this..??
>
>You can't use the RGBI input...

Hmm, your reply is very confusing Roger... and i'm using the setup!!!

All you need to do is to use the cable that goes to the monitors
9 pin D connector, which, I believe, on the other end of it, has
the 23 pin connector to go into an Amiga.

I guess all you need to do is chop off the Amiga 23-pin D connector,
and wire up a plug for the ST/E

The Monitor itself, can run in digital or analog RGB mode, it has a
switch on the back of it for that, *only the one input socket*

It also has an RCA video input, and a chroma one as well, and
of course, the audio RCA jack/s.
Neat for hooking your video into to watch TV on your monitor!!! :-)

Craig.

--
* Craig Shore | Phone (voice) | Internet:shore@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

863. Re: My vote for ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 17:15:06 UTC
From: adamd@rhi.hi.is
Message-ID: <5141@krafla.rhi.hi.is>
Source record: 219468

sheppard_r@kosmos.wcc.govt.nz writes:

>Try this with Zoo 2.1 ... a:\file.lzh b:\unpacks\

Trying to unpack *.lzh files with Zoo, no wonder zoo gives him problems :-)

Sorry, it wasn't worth resisting.

--
Adam David. (adamd@rhi.hi.is)

864. Re: problems with gcc/g++

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 17:20:47 UTC
From: <>
Message-ID: <bnell.711825647@ferrari>
Source record: 219474

warwick@cs.uq.oz.au (Warwick Allison) writes:

>bnell@siemens.com. (Bill Nell) writes:

>>the result file comes out to be like 95 bytes.

>>only difference in this file is that it is a class that uses templates.
>>So, can anyone tell me what's wrong???

>What's wroing is that Bill, like me, didn't read the C++ Reference Manual
>very carefully.

>Templates are not "compiled". That doesn't make any sense. Templates can
>only be compiled once they have been instanciated. Here is the usual usage:

Well I would of if I had (a) TFM! :-)

Bill
--
bnell@ferrari.siemens.com | Quote of the Day:
Siemens Corporate Research | Those who are wise to the words are wise
755 College Road East | to those for whom words are sufficient.
Princeton, NJ 08540 | - Scott Surowiec

865. Re: readline.olb

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 17:21:00 UTC
From: robots.oxford.ac.uk!sgc@overmind.mind.org
Message-ID: <2178081@overmind.citadel>
Source record: 219447

In article <1992Jul21.151000.10815@sae.com> malay@sae.com writes:

>This library (readline.olb) is in my c:\lib directory, but I can't remember
>where it came from and what source created it. I know that I didn't build it
-
>so it must of come from a ".zoo" file. Anybody know what this lib is??

>Bob Malay

I would guess it's probably the GNU readline library, which can be
compiled into command line driven programs to enable an emacs- (or
vi-) like line editor and command history. Software which uses this
interface (on the ST anyway) includes bash and the latest version
of gnuplot.

Cheers,
Si.

866. 1.44 Floppy drives?

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 17:26:40 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.bsaZ3t28qf2@yonder.equinox.gen.nz>
Source record: 219477

In <92173.005844JJL101@psuvm.psu.edu>, J.J. Lehett writes:
>
> Besides the new Diamond Back II, are there any other HD backup progs that
>support high density drives? (even PD or shareware ones?)

What is required to hook up a 1.44 meg drive to an Atari?
Internal & External?

Thanks,
Craig.

--
* Craig Shore | Phone (voice) | Internet:shore@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

867. Re: Trouble with MiNT 0.94 and GEM.PRG

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 17:27:42 UTC
From: adamd@rhi.hi.is
Message-ID: <5142@krafla.rhi.hi.is>
Source record: 219469

In <1992Jul21.065605.29502@slcs.slb.com> prevot@smr.slb.com writes:

>for some time now I've been unable to use GEM.PRG... I use MiNT 0.94
>on a standard Mega-ST 4, and I've removed everything but MiNT from my
>AUTO folder. When I run GEM.PRG, the screen goes blank, I get the "busy
>bee" mouse pointer, and then GEM.PRG announces "Exit code 64538", ponders
>for a couple of seconds, gives me 3-4 bombs, and then resets the machine!

GEM.PRG starts up the GEM environment, which can only be done once in current
TOS versions. GEM is automatically started at MiNT boot time unless another
shell is specified in \MINT.CFG so there is no sensible reason for wanting to
start it up again, unless doing so would reinitialise GEM without crashing.

What I would definitely like to see is a way to quit GEM safely and release
its memory after it has been started. Then it would be possible to run GEM
programs at any time but not waste machine resources on GEM when it is not
needed. Rebooting to rid the machine of GEM is not an option.

--
Adam David. (adamd@rhi.hi.is)

868. Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 18:15:55 UTC
From: rrk@vixen.uucp
Message-ID: <1992Jul22.181555.22484@porthos.cc.bellcore.com>
Source record: 219473

Two months or so ago I sent $11 to a new magazine outfit
(who I have learned came about as a result of an ST Informer split)
and they sent me a magazine (May issue, I believe). Does anyone know
if that is it? Or should I expect yet another issue any day now?

Randy Kutz rrk@vixen.bellcore.com
Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

869. Best way to improve feel of 1040ste keyboard?

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 18:26:26 UTC
From: selick@csa.bu.edu
Message-ID: <91632@bu.edu>
Source record: 219472

What is the best way to improve the feel of the 1040ste keyboard without buying a whole new one? Is there a kit available, or is there some way to just put Radio Shack part # XXX in between the keys or something like that?
-Steve <selick@csa.bu.edu>

870. bot

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 18:35:00 UTC
From: vaxc.stevens-tech.e!skolodzieski@overmind.mind.org
Message-ID: <2178155@overmind.citadel>
Source record: 219156

Hello,

Just updated "gemview.prg" version 1.1 to version 1.1m and have a problem.
The old version worked extreamly well in a 256 color mode on the crazy-dots
video card. Generated great pictures on a 21" Eizo grey scale monitor.

The new version only works in 1, 4, 16 colors under crazy-dots, if
I am in a 256 color mode, I get a window that should have the picture in
it, but really contains some scrambled pixels. Also in the 256 color mode
version 1.1m seems to ocassionly crsh the system.

Is there a bug in the version, or am I being stupid and not seeting a flag
in a setup menu or something?

cheers,
scott kolodzieski

871. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 19:17:39 UTC
From: techno@zelator.in-berlin.de
Message-ID: <7KC5UWH@zelator.in-berlin.de>
Source record: 219479

In <1992Jul21.232415.18774@kth.se> f90-jos@nada.kth.se (Johan Sm}ros) writes:

>I would like to know about the NVDI package. Is it the best?
>What does it do besides screen speed-up? Is it better than Warp 9/Quick ST and
>Turbo ST?

Well, as a speeder it is a waste of money, but if you need a decent
GDOS, go for it. I used THEIR OWN BENCHMARKS, and Turbo ST 1.8 beat
each and every one of them (there are over 20) with and without
Blitter (I own a 4MB 1040 STe). If anyone is interested, I can post
the result files. Mind you, these benchmarks are supplied *with* NVDI
! Needless to say, I was very dissapointed as I hate GDOS in all
forms.

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

872. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 19:34:00 UTC
From: nyx.cs.du.edu!jbunch@overmind.mind.org
Message-ID: <2178214@overmind.citadel>
Source record: 219154

How bout putting em in a kill file? That is what I did.. I figure I
am not gonna miss too much.. ;-)

John

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

873. Re: Mac Laptop for sale

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 20:20:28 UTC
From: truong@news.cis.ohio-state.edu
Message-ID: <9207230420.AA28119@boa.cis.ohio-state.edu>
Source record: 219492

```
In article <9207211403.AA14695@boa.cis.ohio-state.edu> you write:
>
>Posted for a friend:
>
> Mac Laptop computer (outbound system)
>
> 4/40
> 1MB silicone drive (very fast HD, upgradable to 16MB using regular SIMM
> super floppy drive
> scsi interface
> 16MHz 68000
> 2 extra batteries (3 hours each), ac adaptor
> outbound corduray case
> infrared keyboard, isopoint mouse, external mouse
>
> This is a much better machine than the powerbook 100 by apple. It is
>only 1 year old, and I am asking $950 for it.
>
> ASKING $950
>============================================================
>
>Response to this account and I'll relay the message, or call 614-299-6664 for
more info
```

874. SIMMs in Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 20:21:03 UTC
From: Curt.Fluegel@f47.n282.z1.tdkt.kksys.com
Message-ID: <711869592.F00001@tdkt.kksys.com>
Source record: 219402

every 'rumour' ive seen has said SIMMS up to 14 megs.... Curt

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

875. Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 20:23:04 UTC
From: Curt.Fluegel@f47.n282.z1.tdkt.kksys.com
Message-ID: <711869592.F00002@tdkt.kksys.com>
Source record: 219403

```
Im confused, no "SUPPORT" for the Falcon... it doesn't exist yet!!
The specs WILL be published by the end of the month, and for music and DTP it is
far from a "dirty word" and with DSP built in, and 16bit sound, it is well, well
worth the $1200 asking price (if that is indeed the price they announce)
Curt

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)
```

876. .SND and .SOU player....?

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 20:49:00 UTC
From: unlinfo.unl.edu!ganderso@overmind.mind.org
Message-ID: <2178289@overmind.citadel>
Source record: 219165

I've got some .SND and .SOU sound files, but no player. I've been checking the usual ftp sites, but have not yet discovered (by trial-and-error) the right animal.

Does anyone know the name of the program I need, and where it might be located?

Thanks.

Gary Anderson
ganderso@unlinfo.unl.edu

877. Hermes

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 21:25:23 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.JY6em0m4&eA@yonder.equinox.gen.nz>
Source record: 219476

I'm re-posting this as I don't think it got out the first time...

More problems.... can anyone tell me, does Hermes create an
incorrect path name, or have I got it set up wrong somehow...

From what I can work out, it's adding the sitename & the domain name
together from config.sys and making the From: and Path: fields
using this information.
My node is Yonder, and I feed off equinox (equinox.gen.nz)
This makes the from line read From:shore@yonder.equinox.gen.nz, which is
correct, but it also creates the following path
Path:yonder.equinox.gen.nz!shore which is wrong, it should only be
Path:yonder!shore is the way I have it setup causing this, or is
it the way the software has been written?

Thanks,
Craig.

--
* Craig Shore | Phone (voice) | Internet:shore@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

878. Re: Trouble with MiNT 0.94 and GEM.PRG

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 21:27:00 UTC
From: rhi.hi.is!adamd@overmind.mind.org
Message-ID: <2178327@overmind.citadel>
Source record: 219448

In <1992Jul21.065605.29502@slcs.slb.com> prevot@smr.slb.com writes:

>for some time now I've been unable to use GEM.PRG... I use MiNT 0.94
>on a standard Mega-ST 4, and I've removed everything but MiNT from my
>AUTO folder. When I run GEM.PRG, the screen goes blank, I get the "busy
>bee" mouse pointer, and then GEM.PRG announces "Exit code 64538", ponders
>for a couple of seconds, gives me 3-4 bombs, and then resets the machine!

GEM.PRG starts up the GEM environment, which can only be done once in current
TOS versions. GEM is automatically started at MiNT boot time unless another
shell is specified in \MINT.CFG so there is no sensible reason for wanting to
start it up again, unless doing so would reinitialise GEM without crashing.

What I would definitely like to see is a way to quit GEM safely and release
its memory after it has been started. Then it would be possible to run GEM
programs at any time but not waste machine resources on GEM when it is not
needed. Rebooting to rid the machine of GEM is not an option.

--
Adam David. (adamd@rhi.hi.is)

879. ST waveform synthesis

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 21:42:34 UTC
From: cctony@sun1.mcsr.olemiss.edu
Message-ID: <1992Jul22.214234.28382@ra.msstate.edu>
Source record: 219478

I am trying to write a real synthesizer-type program for the ST.
I can build a wavetable, which consists of amplitudes, which then
is supposed to be sent to the sound chip and played, producing a
clear tone. Unfortunately, nothing seems to work.

I really need sources to a program which can play digitized sound
and the format of the files it sucks up. I can then tweak that
into being a backend for the wavetable generator, and presto! a
synthesizer. If I implemented MIDI in as a third step, I'd have
a MIDI-capable sampling synthesizer. After this, I could get a real
job in a field I'd love to work in.

Thanks in advance....
--
Tony Reynolds Have you hugged cctony@sun1.mcsr.olemiss.edu
Cray Network Intern your Washburn today? (601)232-7206

880. Best way to improve feel of 1040ste keyboard?

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 22:26:00 UTC
From: csa.bu.edu!selick@overmind.mind.org
Message-ID: <2178386@overmind.citadel>
Source record: 219450

What is the best way to improve the feel of the 1040ste keyboard without buying a whole new one? Is there a kit available, or is there some way to just put Radio Shack part # XXX in between the keys or something like that?
-Steve <selick@csa.bu.edu>

881. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 23:17:00 UTC
From: zelator.in-berlin.d!techno@overmind.mind.org
Message-ID: <2178437@overmind.citadel>
Source record: 219155

In <1992Jul21.232415.18774@kth.se> f90-jos@nada.kth.se (Johan Sm}ros) writes:

>I would like to know about the NVDI package. Is it the best?
>What does it do besides screen speed-up? Is it better than Warp 9/Quick ST
and
>Turbo ST?

Well, as a speeder it is a waste of money, but if you need a decent
GDOS, go for it. I used THEIR OWN BENCHMARKS, and Turbo ST 1.8 beat
each and every one of them (there are over 20) with and without
Blitter (I own a 4MB 1040 STe). If anyone is interested, I can post
the result files. Mind you, these benchmarks are supplied *with* NVDI
! Needless to say, I was very dissapointed as I hate GDOS in all
forms.

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany !
|
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ======================
|
| Nothing that's real is ever for free, you just have to pay for it sometime.
|
| (Al Stewart)
|

882. Re: ger2en19.lzh

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 23:36:04 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul22.233604.26369@convex.com>
Source record: 219482

In article <1992Jul22.084042.29698@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Stop being a bigot Bill, the same can happen if you are using the old Zoo 2.01
>with new Zoo 2.1 files..

again you resort to namecalling. libelous namecalling at that (since i am not even a bigot).

i agree that zoo can cause some obscure problems with certain system configs. i am not, however, a bigot. zoo, however, does not pose any problems to anyone willing to use a CLI. it is possible to extract any non-corrupt zoo archive (and even most all corrupt ones). as the original poster pointed out, this is (as usual) not the case with lh5 archives. you have to assume there are people here that have just started reading this group and have no idea what version of LHarc is required for what .lzh file and may not even know there is (now) a unix version to handle the problem for the time being. note that with zoo, this is less of a problem because it works the same way on any system, be it unix, amigados, MS-DOS, or TOS. there is a de facto standard for zoo. there is none for lharc.

>Its like the help info in one of the Unix ports that I fond on A.A. it used
>the Unix text format with no CR, so is this the way that you freaks program
>so that you can't even list the help info in the ttp..??

this is not an issue. both lharc and zoo will merrily pack files without CR-LF sequences. it is just a feable attempt to again discredit users who prefer CLIs. insulting namecalling will get you nowhere real fast as well. besides, why on earth do you want to read docs for a program which is a unix port? stick with your desktop, mister. a unix user would know what to do here. are u actually suggesting that there are some unix utilities that are useful? besides, TOS and DOS share an ancestry with CPM. that is the only reason CR-LF is used on the ST. you want to discuss how "wacky" DOS is with 64k segment limits and a zillion programming models? LF-only is just as valid a line terminator as CR-LF as is VMS's method (which is totally unlike either, as i recall). all you need is to understand the difference to deal with text files from foreign sources.

if you had stopped to ask for a solution, any one of us would have gladly mailed you a program to convert LF to CR-LF. this would run from the desktop as well. it is so trivial (to a programmer) that it is hardly an issue. instead you prefer to call us "freaks".

>This was the tarz or compress program that did this, and was not the doc file,
>and why can't we have standard Doc files that we can list on the Atari as it
>stands, by using the desk top..??

what is tarz?
like zoo and lharc, tar/compress will NOT alter cr/lf. you are totally
wrong here. in fact if it did, it would not be tar (since there is an
international ISO and IEEE standard defining the behavior of tar).
the contents of the original file are left totally unmodified
(unless there is a bug in the program and having portable source for both
tar and compress allows you to fix any bugs you do encounter). i can quite
simply list the contents of any compressed tar file on the ST with from a CLI
that supports pipes with "compress -d file | tar tvf -". i can create an alias
for this in many CLIs (for example, a csh-like CLI might use something like:
alias x 'compress -d \!$ | tar tvf -') and then i only need type "x file<CR>".
exactly 7 keystrokes if you're keeping track. you can't do that from the
desktop at all, however, hence your disdain. surely you can't object to
typing 7 chars when you spend so much time typing notes to this group? or
do you "mouse" each letter from a menu? :-)

you can also replace the default file pager on the desktop to something more
rational like the (yuck) unix "less" program, if you bothered to read the
docs on the desktop.inf file. less will handle both LF and CR-LF terminated
text files without difficulty (at least my less does). as a CLI user, even
i know (and use) this desktop trick.

yell at the poster of the file who packed it that way if you want. don't blame
the archive program, be it zoo, tar, or LHarc. or call it a "bug" and we'll
fix it (if it is a bug and not just a misunderstanding or failure to read
the documentation).

>Also Bill you have been out voted here, so live with the fact..

funny, i must have missed the article with the results of this "vote".
i bet the original poster complaining about .lzh files would not get your
vote, however. it seems to me that there are far more "i have a problem with
this .lzh file" than there are "zoo is driving me nuts" posts.

i think it wise that you stop speculating about how unix works. there are
people here who have years of experience with it and would chew you to
pieces. best bet would be to remain silent on unix issues. you can talk
all you want on the desktop. just a friendly suggestion/warning...

i am curious as to how you actually interface to usenet. can you tell me
(or us) how you post notes here? what system is used as the interface to
the net? and what operating system does it run?

-bill
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

883. Re: ger2en19.lzh

Newsgroup: comp.sys.atari.st
Date: 1992-07-22 23:57:24 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul22.235724.26783@convex.com>
Source record: 219483

In article <2A6D2781.25491@noiro.acs.uci.edu> jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
>But I would ask again that ZOO add an option similar to the one in Lha v1.00:
>
> w=<dir> specify extract directory
>
> Doesn't seem too big of a request, and it would make ZOO that much
>better and easier for many users.

this is a reasonable request. i suggest that if anyone does attempt this, that they:

1) #ifdef the changes to the original source code so it can be easily recompiled without this feature. try and use "standard" library calls like chdir(2) rather than GEMDOS Dsetpath. you will find it more easily accepted if done this way (MS-DOS C compilers, unix, ST GNU C, and other systems all have a chdir function, hence it is more portable).
2) write it in C :-)
3) mail the changes to rahul dhesi (the zoo author) for consideration in future zoo releases.
4) keep the UI consistent with zoo conventions, both novice and expert modes. novice might be something like: zoo -ext -dir <dir> <arch>. i am not sure about expert mode since it should work from the desktop to be most effective. then again, it might be reasonable to assume that novice mode is more prevelant among desktop users (tho i myself use -ext more often than the "x" commands even from a CLI and i suspect others do, too). remember that the desktop is case insensitive in the .ttp dialog and i believe converts everything to upper case.

this would also be useful on any system, not just the ST. thanks for the idea.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

884. Re: problems with gcc/g++

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 00:04:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9494@uqcspe.cs.uq.oz.au>
Source record: 219484

> [re templates]

Templates DO work (to a certain degree, partially limited by the inexactness of the definition of the language).

If you RTFM, you'll see that you CANNOT "compile" a template. That doesn't make any sense. A template is a *template* for creating code, not the code itself. The usual procedure is to #include the .cc file of the "implementation" of the template. When you think about it, it's all pretty obvious (what is the compiler SUPPOSED to do with the uninstantiated template? - you get just what you get if you have a heap of #define macros but no actual usage of the macros - ie. nothing). This:

gcc -c templ.cc

Where templ.cc is all template "implementation", is the same as compiling the empty file (except it takes slightly longer, as the compiler reads in all this talk about what you're GOING to do, even though you never actally do anything).

So, try:

```
#include <Set.cc>

main()
{
Set<int> MySetOfIntegers;
...
}
```

Personally, I would prefer people to use the ".t" extension for the implementations of templates, but how would I ever get that?

Also, by now you've probably realized "Hey, but I'll get copies of the same code in every module that imports Set.cc", which will then clash at link time. Correct. The solution to this is beyond the scope of the language however - it is an environmental concern of how to only create one copy of an instantiation of a template. How can the compiler know what other modules.o you have written that have used whatever templates? The general solution, is to only #include the .h of the template (the definition) in every module of the project you are working on, then writing a single module that instantiates all the classes and templates you need. How you do this may range from simply seeing what link-time errors you get, through manual or automatic source-based analysis of what instantiations of a template you make, all the way to a more powerful linker that can generate, as an option, the module that instantiate all the missing implementations (this, I

believe, is the correct solution, but whose to write it...).

--
Warwick

--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

885. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 00:12:53 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9495@uqcspe.cs.uq.oz.au>
Source record: 219485

jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:

>Many of us may not like Mr. Sheppard. But he has a right to post. If
>you don't like what he has to say, then that's what the 'k' key and
>kill files are for.

Agreed. It is especially annoying to have people reply to posters that
are already in my kill file (we don't have to read what Mr Sheppard posts,
but we have to put up with all the people telling him not to).

There are malcontents in every group (go have a look some time). After
a while, they move away though. When Mr S buys his clone, he'll complain
about all the things it doesn't do that "even his old Atari junk could do".

Me, I'm ready to buy my next computer... and I'm waiting for the Falcon.
(flames from the faithless ignored)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

886. Re: Atari ST -> Commie 1084 monitor

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 01:23:00 UTC
From: yonder.equinox.gen.!shore@overmind.mind.org
Message-ID: <2178563@overmind.citadel>
Source record: 219157

In <1992Jun25.061910.11708@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1992Jun22.163013.26809@newshub.ariel.yorku.ca>, cs902117@juno.ariel.yorku.ca (ToneSTer) writes:
>>Hi all! Thanks to Ben Gilbert, and some spare time on my hands, I managed to
>>put together a monitor cable to hook up the ST to my Commodore 1084 monitor.
>>I have run into a small problem with it... I hooked up everything the way it
>>should be, and there was nothing on the screen. Then I accidentally wired up
>>a pin labelled "monochrome" to a color pin (Blue) and the cable now works, BUT,
>>I don't have BLUE!!!!
>>
>> ____
>> / o n y.
>
>You can't do this, you must use the Scart if it has one, or go though
>23 pin 'D' type Amiga monitor connector..
>
>Do you have the pin outs for this..??
>
>You can't use the RGBI input...

Hmm, your reply is very confusing Roger... and i'm using the setup!!!

All you need to do is to use the cable that goes to the monitors
9 pin D connector, which, I believe, on the other end of it, has
the 23 pin connector to go into an Amiga.

I guess all you need to do is chop off the Amiga 23-pin D connector,
and wire up a plug for the ST/E

The Monitor itself, can run in digital or analog RGB mode, it has a
switch on the back of it for that, *only the one input socket*

It also has an RCA video input, and a chroma one as well, and
of course, the audio RCA jack/s.
Neat for hooking your video into to watch TV on your monitor!!! :-)

Craig.

--
* Craig Shore | Phone (voice) | Internet:shore@yonder.equinox.gen.nz *

* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

887. boms and errors

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 01:24:42 UTC
From: noam@ooc.uva.nl
Message-ID: <31233@slice.ooc.uva.nl>
Source record: 219487

Hi All,

This is about the atari.archive.umich.edu
I got some files like a postscript utility for wordplus and
a print utility for wordplus (1stword) and one gives
3 bombs the other TOS ERROR #32

So now what?

888. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 01:28:27 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jul23.012827.9209@u.washington.edu>
Source record: 219486

rrk@vixen.uucp (24115-kutz) writes:

>Two months or so ago I sent $11 to a new magazine outfit
>(who I have learned came about as a result of an ST Informer split)
>and they sent me a magazine (May issue, I believe). Does anyone know
>if that is it? Or should I expect yet another issue any day now?

>Randy Kutz rrk@vixen.bellcore.com
>Randy Kutz Bellcore ..!bellcore!vixen!rrk
> or rrk@vixen.cc.bellcore.com

Yes, this is Atari Advantage. There have been 2 issues so far; an April and a May. The June and July issues are to be combined and contain the first U.S. hands-on review of the Falcon. We are all looking forward to it! You should get it by the end of the month. It is a monthly publication normally, but they're new at publishing and they got a bit behind! The June/July issue will count only as one issue off your subscription.

Dan Aylward
dud@u.washington.edu

889. ST waveform synthesis

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 01:42:00 UTC
From: sun1.mcsr.olemiss.e!cctony@overmind.mind.org
Message-ID: <2178582@overmind.citadel>
Source record: 219153

I am trying to write a real synthesizer-type program for the ST.
I can build a wavetable, which consists of amplitudes, which then
is supposed to be sent to the sound chip and played, producing a
clear tone. Unfortunately, nothing seems to work.

I really need sources to a program which can play digitized sound
and the format of the files it sucks up. I can then tweak that
into being a backend for the wavetable generator, and presto! a
synthesizer. If I implemented MIDI in as a third step, I'd have
a MIDI-capable sampling synthesizer. After this, I could get a real
job in a field I'd love to work in.

Thanks in advance....
--
Tony Reynolds Have you hugged cctony@sun1.mcsr.olemiss.edu
Cray Network Intern your Washburn today? (601)232-7206

890. UPDATE: Atari ST -> Commie 1084 monitor

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 01:59:39 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1992Jul23.015939.28500@newshub.ariel.yorku.ca>
Source record: 219488

Hi there! I almost gave up on the cable... I have tried almost everything, but I still have the same problems... The last time I rewired it, I had all the wires hooked up properly, except the monochrome was tapped with one of the colors (like I did before with the blue), now it looks like I have all the colors, but I can't seem to get the screen from flipping up and down. The Horizontal and Vertical syncs are ok (never touched them after getting them right the first time), but the screen goes up at a fast rate that you can't tell what's going on!

Does anyone know of a company that I can contact or anyone that has put such cables together without problems, so that I can fix this problem?

---

891. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 02:01:55 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jul23.020155.28637@newton.ccs.tuns.ca>
Source record: 219489

In article <1992Jul22.181555.22484@porthos.cc.bellcore.com> rrk@vixen.uucp (24115-kutz) writes:
>Two months or so ago I sent $11 to a new magazine outfit
>(who I have learned came about as a result of an ST Informer split)
>and they sent me a magazine (May issue, I believe). Does anyone know
>if that is it? Or should I expect yet another issue any day now?
>
>Randy Kutz rrk@vixen.bellcore.com
>Randy Kutz Bellcore ..!bellcore!vixen!rrk
> or rrk@vixen.cc.bellcore.com

Randy,

You must be referring to Atari Advantage magazine. I received the April and May issues okay, but June hasn't shown up yet. The reason is that they wanted to have a Falcon preview (review?) in the June issue but the information came too late and they decided to create a June/July issue. You should have it this week or next. Thats what someone at Atari Advantage told me.

==========
Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
School of Computer Science
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

892. Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 02:57:37 UTC
From: charlie@mudhoney.micro.umn.edu
Message-ID: <1992Jul23.025737.16891@news2.cis.umn.edu>
Source record: 219490

I have a friend who is selling a 4 meg/40 meg HD STacy (STacy 4/40) for $1000. Anyone interested, please leave me mail with your phone number if you want. I will pass all offers along to him. If you leave me your phone #, I will pass it to him for direct contact.

-Chuck

893. Re: ger2en19.lzh

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 03:36:00 UTC
From: convex.com!rosenkra@overmind.mind.org
Message-ID: <2178696@overmind.citadel>
Source record: 219446

In article <1992Jul22.084042.29698@peponi.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz writes:
>Stop being a bigot Bill, the same can happen if you are using the old Zoo
2.01
>with new Zoo 2.1 files..

again you resort to namecalling. libelous namecalling at that (since i am not
even a bigot).

i agree that zoo can cause some obscure problems with certain system configs.
i am not, however, a bigot. zoo, however, does not pose any problems to
anyone
willing to use a CLI. it is possible to extract any non-corrupt zoo archive
(and even most all corrupt ones). as the original poster pointed out, this
is (as usual) not the case with lh5 archives. you have to assume there are
people here that have just started reading this group and have no idea
what version of LHarc is required for what .lzh file and may not even know
there is (now) a unix version to handle the problem for the time being. note
that with zoo, this is less of a problem because it works the same way on
any system, be it unix, amigados, MS-DOS, or TOS. there is a de facto
standard
for zoo. there is none for lharc.

>Its like the help info in one of the Unix ports that I fond on A.A. it used
>the Unix text format with no CR, so is this the way that you freaks program
>so that you can't even list the help info in the ttp..??

this is not an issue. both lharc and zoo will merrily pack files without
CR-LF sequences. it is just a feable attempt to again discredit users who
prefer CLIs. insulting namecalling will get you nowhere real fast as well.
besides, why on earth do you want to read docs for a program which is a
unix port? stick with your desktop, mister. a unix user would know what to
do here. are u actually suggesting that there are some unix utilities
that are useful? besides, TOS and DOS share an ancestry with CPM. that is
the only reason CR-LF is used on the ST. you want to discuss how "wacky"
DOS is with 64k segment limits and a zillion programming models? LF-only
is just as valid a line terminator as CR-LF as is VMS's method (which is
totally unlike either, as i recall). all you need is to understand the
difference to deal with text files from foreign sources.

if you had stopped to ask for a solution, any one of us would have gladly
mailed you a program to convert LF to CR-LF. this would run from the desktop
as well. it is so trivial (to a programmer) that it is hardly an issue.
instead you prefer to call us "freaks".

>This was the tarz or compress program that did this, and was not the doc
file,
>and why can't we have standard Doc files that we can list on the Atari as it
>stands, by using the desk top..??

what is tarz?
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wrong here. in fact if it did, it would not be tar (since there is an
international ISO and IEEE standard defining the behavior of tar).
the contents of the original file are left totally unmodified
(unless there is a bug in the program and having portable source for both
tar and compress allows you to fix any bugs you do encounter). i can quite
simply list the contents of any compressed tar file on the ST with from a CLI
that supports pipes with "compress -d file | tar tvf -". i can create an
alias
for this in many CLIs (for example, a csh-like CLI might use something like:
alias x 'compress -d \!$ | tar tvf -') and then i only need type "x
file<CR>".
exactly 7 keystrokes if you're keeping track. you can't do that from the
desktop at all, however, hence your disdain. surely you can't object to
typing 7 chars when you spend so much time typing notes to this group? or
do you "mouse" each letter from a menu? :-)

you can also replace the default file pager on the desktop to something more
rational like the (yuck) unix "less" program, if you bothered to read the
docs on the desktop.inf file. less will handle both LF and CR-LF terminated
text files without difficulty (at least my less does). as a CLI user, even
i know (and use) this desktop trick.

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the archive program, be it zoo, tar, or LHarc. or call it a "bug" and we'll
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>Also Bill you have been out voted here, so live with the fact..

funny, i must have missed the article with the results of this "vote".
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this .lzh file" than there are "zoo is driving me nuts" posts.

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pieces. best bet would be to remain silent on unix issues. you can talk
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i am curious as to how you actually interface to usenet. can you tell me
(or us) how you post notes here? what system is used as the interface to
the net? and what operating system does it run?

-bill
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra

Convex Computer Corp. |ARPA: rosenkra@convex.com

894. Re: Calamus font trouble

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 03:57:09 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Jul23.035709.11573@magnus.acs.ohio-state.edu>
Source record: 219491

In article <A9208@MZ.maus.de> Pierre_Hansen@mz.maus.de (Pierre Hansen) writes:
>I don't think this kind of diskussion is funny at all. Deserialising fonts is
>illegal and DMC will not watch this without taking action.
>
>Pierre Hansen (@DMC)

Hey guys, I've not commented so far, but I *think* the original discussion was related to worries that even I have:

I have used FONTVERTER to convert literally hundreds of Public Domain Mac fonts (mostly from the Nautallus CD's, a great source of postscript fonts!). I am concerned that these fonts may not work with Calamus SL. If that were true, it would render Calamus SL virtually useless to me, because other than the original fonts that came with Calamus, the only two packages I have purchased have been Cherry Times and Cherry Garamond. That would severaly limit my creativity...

So, does anyone know if these fonts work with Calamus SL?
-->
|-) -David Butler- dhbutler@magnus.acs.ohio-state.edu

- "Ultimate players make better lovers. Trust me." - An exceptionally wise man.

||| - She said, she said
/ | \ I like the lightning
I like the storm
It feels so wicked now
Cold but you keep me warm - - Willie Phoenix

895. Re: problems with gcc/g++

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 04:04:00 UTC
From: cs.uq.oz.au!warwick@overmind.mind.org
Message-ID: <2178724@overmind.citadel>
Source record: 219159

> [re templates]

Templates DO work (to a certain degree, partially limited by the inexactness of the definition of the language).

If you RTFM, you'll see that you CANNOT "compile" a template. That doesn't make any sense. A template is a *template* for creating code, not the code itself. The usual procedure is to #include the .cc file of the "implementation" of the template. When you think about it, it's all pretty obvious (what is the compiler SUPPOSED to do with the uninstantiated template? - you get just what you get if you have a heap of #define macros but no actual usage of the macros - ie. nothing). This:

gcc -c templ.cc

Where templ.cc is all template "implementation", is the same as compiling the empty file (except it takes slightly longer, as the compiler reads in all this talk about what you're GOING to do, even though you never actally do anything).

So, try:

```
#include <Set.cc>

main()
{
Set<int> MySetOfIntegers;
...
}
```

Personally, I would prefer people to use the ".t" extension for the implementations of templates, but how would I ever get that?

Also, by now you've probably realized "Hey, but I'll get copies of the same code in every module that imports Set.cc", which will then clash at link time. Correct. The solution to this is beyond the scope of the language however - it is an environmental concern of how to only create one copy of an instantiation of a template. How can the compiler know what other modules.o you have written that have used whatever templates? The general solution, is to only #include the .h of the template (the definition) in every module of the project you are working on, then writing a single module that instantiates all the classes and templates you need. How you do this may range from simply seeing what link-time errors you get, through manual or automatic source-based analysis of what instantiations of a template you make, all the way to a more powerful linker that can generate, as an option, the module that instantiate all the missing implementations (this, I

believe, is the correct solution, but whose to write it...).

--
Warwick

--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

896. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 04:12:00 UTC
From: cs.uq.oz.au!warwick@overmind.mind.org
Message-ID: <2178732@overmind.citadel>
Source record: 219161

jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:

>Many of us may not like Mr. Sheppard. But he has a right to post. If
>you don't like what he has to say, then that's what the 'k' key and
>kill files are for.

Agreed. It is especially annoying to have people reply to posters that
are already in my kill file (we don't have to read what Mr Sheppard posts,
but we have to put up with all the people telling him not to).

There are malcontents in every group (go have a look some time). After
a while, they move away though. When Mr S buys his clone, he'll complain
about all the things it doesn't do that "even his old Atari junk could do".

Me, I'm ready to buy my next computer... and I'm waiting for the Falcon.
(flames from the faithless ignored)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

897. Re: problems with gcc/g++

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 04:57:43 UTC
From: comeau@csanta.attmail.com
Message-ID: <BrtsG7.BKx@well.sf.ca.us>
Source record: 219494

In article <9485@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Templates are not "compiled". That doesn't make any sense. Templates can
>only be compiled once they have been instanciated. Here is the usual usage:

That is not quite correct. Templates are indeed compiled. *Some* things
are just postponed is their processing and hence analysis though.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Producers of Comeau C++ 3.0 With Templates
Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

898. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 05:16:40 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jul23.051640.12245@ucsu.Colorado.EDU>
Source record: 219497

In article <2867@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <1992Jul19.023643.11136@microsoft.com> darekm@microsoft.com (Darek Mihocka)
writes:
>< Gemulator has 8 ROM sockets on it, which is capable of reading any ROMs, not
>< just specifically Atari ST ROMs. So you can take that ROM out of your Deskcart
>< cartridge or out of your Magic Sac cartridge and it can be read by the
>< Gemulator board. Mac emulation is definitely planned for a future release.
>
>Of course, this will not allow reading of Mac disks, like Spectre GCR.
>--
>
>"Things should be as simple as possible, but no simpler." - Albert Einstein
>
>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

Why wouldn't it?

899. Re: Civilization ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 05:17:42 UTC
From: dave@admiral.uucp
Message-ID: <1992Jul23.051742.1103@admiral.uucp>
Source record: 219321

In article <BrqMEp.7CL@immd4.informatik.uni-erlangen.de>
ksagouro@immd4.informatik.uni-erlangen.de (Konstantinos Agouros (Inf4 - hiwi)) writes:
>Hello,
>
>this might have been asked before, but is there a version of the Micropose Game
>Civilzation for the ST??
>

Well, there's good news, and bad news...

The Good news: Civilisation WILL be released on the ST!

The Bad news: Civilisation will be the last thing that Microprose ever produces
for the ST. They are joining the long line of Atari-abandoners...

--
"Dammit Jim, I'm a free man, not a number!"

This is a copy of the mnemonic signature virus. Remember to copy it into
your .signature file later. Join the fun!

900. Re: Mint & Gemini

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 05:49:56 UTC
From: mfg@gmd.de
Message-ID: <mfg.711870596@gmd.de>
Source record: 219498

In <1992Jul22.151311.12148@sae.com> malay@sae.com (Bob Malay) writes:
>Is it possible (has anybody tried this?) to use Mint and Gemini at the same time??
>Can Mint startup Gemini??

Yes, I it works fine. The only Problem is, that Gemini does not know about starting TTPs as parallel processes. So, if a TTP runns, the Desktop sleeps, as known from Gemini + TOS. Starting a TTP as background process (with "bg") is of course possible, but this causes other problems: The build-in Mupfel-Shell occupies the console-window and you can not stop it because otherwise the whole Desktop is stopped again. So background process and Mupfel output will be mixed on the Screen.
Another problem: The Gemini console-window output-routines are not fully multitasking proof. They seem to assume to work in the top-window. This may mess up your sceen, if a background process writes to the partly covered console.
Of cause you may use BG.ACC to work with a number of parallel processes, but them you will not be able to use all of the benefits of Gemini. But I heard rumours, that there will be a new fully-mint-aware version of Gemini in the near future. In addition I am working on a Gemini-aware xterm clone-DA that will also solve the problems mentioned above. I will be free and I will anounce it as soon as it is ready.

901. Re: PD Hard Drive Backup?

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 07:01:00 UTC
From: Rolf_Bensch@mz.maus.de
Message-ID: <A9230@MZ.maus.de>
Source record: 219191

In a message of <21 Jul 92 13:40:00>, wrighttj@uhura.aston.ac.uk writes:

w> I'm going to need some kind of hard drive backup program.

Hello,

try Turtle V 3.x. You will get a backup on disk with the original file structure of the HD. Turtle makes file backups and no image backups. Not long ago i used the turtle-programms tramdisk and ttlexec with an cli. That offers me plenty more functions than the normal gem-shell. I'm sad that turtle won't work on my TT

bye

Rolf

* Origin: TT. wat sonst?? (M.A.U.S.-MZ)

902. Atari 386 computers?

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 07:44:43 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Jul23.074443.7530@cheshire.oxy.edu>
Source record: 219500

Ad by IB computers in computer shopper says

"Portfolio and Atari 386 computers"
SEND sase for price list

Thom

903. Re: ICD and partition types : HELP please

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 09:09:04 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.SN0TankHtR2@marsu.tynet.sub.org>
Source record: 219189
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Jul20.183226.1@violet.ccit.arizona.edu>, dtarico@violet.ccit.arizona.edu writes:
> In the ICD hard disk formatter, it asks for partition types. The manual hints
> that type other than GEM and BGM are possible, but it says nothing about what
> the other options are. Does anybody know what types of partitions are
> allowable? I want to set up partitions (large ones) for DOS and Spectre.
> What types of partitions should I specify for these? Any info would be
> appreciated. Thanks.
>
> P.S. large = >32 meg, i.e. GEM doesn't cut it. Spectre seems to work fine
> on a BGM partition, but DOS doesn't seem to like it. Is BGM acceptable for
> either of these operating systems, or will it cause problems?

You can make a Spectre partition as large as you want, preformat it as BGM
and than convert it into HFS. This does not belong to your GEM driver
software, e.g. if you're using ICD or AHDI or what else. The format identifier
of the Spectre partition then is "OOP".
Concerning DOS partitions, my first idea is the DOS version you are
using. Be sure to use 4.01 or later, I remember there were problems
formatting large partitions with former DOS versions.

Regards,
Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* ~/.ircrc/nick _Marsu_ *
* /etc/motd "Terrorizing people whereever I go, *
* it's not intentional, just keepin' the flow." *

904. Re: ATARI STE vs. ATARI MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 09:25:00 UTC
From: semra@ral.arc.nasa.gov
Message-ID: <23JUL199201250836@ral.arc.nasa.gov>
Source record: 219499

>In article <1992Jul21.141242.1979@apgea.army.mil>, mapugh@apgea.army.mil (Mark A. Pugh <mapugh>) writes:
>: Hi!
>:
>: I have a few questions about the difference between the Atari 1040 STE
>: and the Atari MEGA STE. Apart from the obvious difference in looks
>: I can't seem to find much information regarding the difference between
>: the two. I've heard that the MEGA has the same CPU (68000), but that
>: it runs at a faster clock speed than the 1040 (16 MHz vs. 8 MHz,
>: respectively). Are there any differences in graphics modes? Do they
>: both support SCSI? Why should I consider the MEGA STE over the 1040STE?
>: I understand that both machines incorporate BLITTER and PCM stereo sound.
>: The only considerable difference I can find is that the MEGA is shipped with
>: TOS 2.06 as opposed to TOS 1.6. At any rate, can anyone tell me why
>: I should buy a MEGA as opposed to the 1040 (STE)???
>:
>: Please respond E-Mail to <mapugh@crdec.army.mil>
>:
>: Thanx in advance . .
>: ^

I have a 520 STE w/ 4 meg. I'm informed that SST doesn't work on 520/1040 STE's. First, of course, due to physical space restrictions. This can be overcome by putting it in a tower case (I haven't done this). Second, there is some other problem that prevents it from working. I don't think the Megas suffer this restriction. My own opinion is that if the price difference isn't large or important to you, go with the MEGA. It seems to be more versatile (VME and Graphics cards, etc., Internal SCSI?). There doesn't seem to be much of an upgrade path for the 520/1040 STE's.

This is of course, just my opinion. Do with it what you will.

Donald K. George

905. Re: Mint & Gemini

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 10:33:52 UTC
From: adrian@robots.ox.ac.uk
Message-ID: <ADRIAN.92Jul23113352@percy.robots.ox.ac.uk>
Source record: 219401

In article <1992Jul22.151311.12148@sae.com> malay@sae.com (Bob Malay) writes:

Is it possible (has anybody tried this?) to use Mint and Gemini at the same time??
Can Mint startup Gemini??

Bob Malay

I've experimented with this, and it works fine. I have MiNT in \etc,
using MINT_IT. MiNT starts up GEM, then I have Gemini installed under
the TOS 1.4 desktop to auto start.

I now use init and login, but the setup with Gemini worked fine. The
only problem was the inability to use the job control keys with bgacc,
and of course that MiNT's debugging output trashes a GEM screen if you
use it.

- Adrian

906. Re: Mint & Gemini

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 11:18:45 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jul23.131845@disuns2.epfl.ch>
Source record: 219419

```
In article <1992Jul22.151311.12148@sae.com>, malay@sae.com (Bob Malay) writes:
:
: Is it possible (has anybody tried this?) to use Mint and Gemini at the same time??
: Can Mint startup Gemini??
:
: Bob Malay

Gemini is good program (well written) !
MiNT is a good program !

So there are no problems: Gemini works under MiNT !
But don't expect Gemini (at least until the new version comes out)
to use the special features of MiNT !

-- Stefan Monnier --

------------------------------------------------------------
----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----
```

907. Re: Re: Less and ger2en19

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 11:51:47 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010040@hpbbrd.bbn.hp.com>
Source record: 219176

/ hpbbrd:comp.sys.atari.st / rosenkra@convex.com (William Rosenkranz) / 2:12 pm Jul 20, 1992 /
> i built my own less 177 from original unix src. there were only a couple
> of changes that needed to be made. note that i believe it only runs under
> MiNT (tested daily with 0.94). i built with gcc 1.40 and MiNT libs PL 19.

I built it with the MiNT library PL20, and it also runs from TOS. I even
installed it in DESKTOP.INF as a replacement for the dumb desktop pager.
Strongly recommended !

> only thing i don't like is default is to have `:n' go to next file rather than
> just `N'.

That's what `lesskey' is for, I believe ...

> since in don't recall if i started with comp.sources.unix version or convex
> version, i don't want to post it. i can, however, diff it and post those.

I got mine from an archive of GNU sources (I think it was a mirror of the
original GNU ftp server at MIT).

Have fun (you will),

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

908. Trouble with MiNT 0.94 and GEM.PRG

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 11:58:01 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010041@hpbbrd.bbn.hp.com>
Source record: 219178

What INIT program are you using ? What's in your MINT.CNF file ?
If your answers are `none' and `nothing', why are you using GEM.PRG ?

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

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909. More MiNT q's, Why not a MiNT FAQ?? :)

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 12:00:02 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010042@hpbbrd.bbn.hp.com>
Source record: 219175

> How about a "MiNT Installation and Setup Guide"?

Perhaps I should start translating mine ?

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

910. More MiNT q's, Why not a MiNT FAQ?? :)

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 12:05:13 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010043@hpbbrd.bbn.hp.com>
Source record: 219177

/ hpbbrd:comp.sys.atari.st / PAULETTI@biel.be.tech.ascom.ch (Pauletti Andreas) / 5:42 am Jul 22, 1992 /

> 1. if you get MiNT (0.94) in binary form you find the mintshel.prg.
> It should be a shell. But when I try to do an ls, dir or pwd I
> always get the answer cmd exit with -33 or so.
> Do I need to get some utilities which should be put in a bin directory
> or is my configuration file of the shell wrong.

MINTSHEL is a `pure' shell which, unlike Gulam or Mupfel, doesn't have any builtins commands except those absolutely necessary (like cd, which must be builtin). You need some additional utilities, like Alan Pratt's MiNT utils or the GNU file utilities.

> 2. Did anybody use Pure C with the MiNT libraries, does this work.

Read something about that in the MausNet during the few weeks. I believe several people are actually porting the MiNT library to Pure C. The main difficulty seems to be the use of inline assembly.

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

911. Re: bot

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 12:22:29 UTC
From: hintz@uranus.informatik.uni-dortmund.de
Message-ID: <14m8a5INNt3l@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 219404
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jul22.093508.1@vaxc.stevens-tech.edu> skolodzieski@vaxc.stevens-tech.edu writes:
>Hello,
>
>Just updated "gemview.prg" version 1.1 to version 1.1m and have a problem.
>The old version worked extreamly well in a 256 color mode on the crazy-dots
>video card. Generated great pictures on a 21" Eizo grey scale monitor.

You are right. GemView Versions later than 1.1i April-08-1992 are buggy and
do not work correctly on graphics boards.
Please use the April-08-1992 Version. It works fine on my Spektrum graphic
board with 256 Colors, HighColor and TrueColor.

Stefan Hintz

912. Re: Mouse creep.....

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 13:46:29 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Jul23.134629.432@olymp.informatik.uni-bonn.de>
Source record: 219405

>In article <4561@sersun1.essex.ac.uk> woocm@essex.ac.uk (Chris Wood) writes:
>> I have a problem that started some time ago but is getting
>>more frequent. My mouse creeps around the screen!

I have also experienced this problem. The cause is the litte SMD chip inside
the mouse, if I remember correctly it's just a simple 74LS... type that likes
to fail in a whole batch of ST mice.

If you're good at soldering, replace it. I bought a "refurbished" mouse.

-- Volker

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

913. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 14:33:09 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Jul23.143309.3388@digi.lonestar.org>
Source record: 219407

In article <1992Jul22.181555.22484@porthos.cc.bellcore.com> rrk@vixen.uucp (24115-kutz) writes:
>Two months or so ago I sent $11 to a new magazine outfit
>(who I have learned came about as a result of an ST Informer split)
>and they sent me a magazine (May issue, I believe). Does anyone know
>if that is it? Or should I expect yet another issue any day now?

You are referring to the Atari Advantage magazine. Their first issue was April, the second issue was May (your first issue). The third issue (June?) should be in distribution sometime this week. (This is allegedly the issue with the Falcon review.)

I was concerned about the same thing as you (i.e., what happened to my subscription?) and sent them mail on GEnie. I received a response providing the above information. In my case, he promised to send out my issue first class this week (so they are responsive).

In an interesting side note, the *July* issue of ST-Informer has a very professional editorial by Rod McDonald describing his view of the split without naming any names. One of the observations that he made in the editorial was that the two individuals that left did not seem to understand the importance (in Rod's opinion) of getting issues out on time. :-)

I have also been having a subscription problem with Atari Explorer and it *appears* that ST Connection is no longer in production. (I received two issues out my six-issue subscription.) After all of my problems get sorted out, I think I am going to do myself a favor and subscribe to AIM (Atari Interface Magazine). I buy it on the newstand now and I think that Bill and Pattie Rayl deserve our support. (Incidently, IMHO the sharpest AIM cover that I have seen was the DTP issue with the tan brick background. Very catchy!)

Roy C. Gosewehr
--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |
---

914. Sigma Soft -- And: Re: MIDI MAZE!

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 16:05:43 UTC
From: hohmuth@freia.freia.inf.tu-dresden.de
Message-ID: <HOHMUTH.92Jul23170543@freia.freia.inf.tu-dresden.de>
Source record: 219406

> > Help! Does anyone have, or know where I can get ahold of, the Midi Maze
> > II maze editor? I've got the game, but I can't figure out the German in
> > the docs!

The Maze Editor comes with the registered version of MidiMaze II. Only the registered version is capable of loading user defined mazes (i.e., the shareware version is only capable of loading the mazes that come with the game).

On a related subject:

I heard that Sigma Soft (producers of MidiMaze II and TurboAss) quitted supporting Atari. Can anyone confirm that?

Bye,
Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

915. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 16:54:32 UTC
From: ken@isgtec.com
Message-ID: <2880@isgtec.isgtec.com>
Source record: 219418

In article <1992Jul21.145122.665@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
> In article <1992Jul21.025646.6776@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> >My next machine will be a PC clone, it is a simple as that...
> >Roger..... sheppard_r@kosmos.wcc.govt.nz
>
> Anyone else willing to kick in a buck to get Mr. Sheppard an Intel-clone
> machine? I'd just as soon he left this newsgroup permanently, given the tone
> of his postings.
> The Falcon hasn't even been OFFICIALLY announced yet, and he's complaining
> about the price and the lack of documentation and software!!

Hear hear. I'm in. If I hear any more whining about or from New Zealand I'm gonna throw up.

--

"Things should be as simple as possible, but no simpler." - Albert Einstein

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

916. Re: Best way to improve feel of 1040ste keyboard?

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 17:01:44 UTC
From: ekrimen@wet.UUCP
Message-ID: <4157@wet.UUCP>
Source record: 219412

In article <91632@bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>
>What is the best way to improve the feel of the 1040ste keyboard without
>buying a whole new one? Is there a kit available, or is there some way
>to just put Radio Shack part # XXX in between the keys or something like
>that?

There's a new thing called TT Touch. It got a favorable review in the
May Atari Advantage magazine. You have to disassemble your keyboard to
install its little pieces, but it didn't sound too difficult. I think the
price is something like $44.95. Your dealer or Best Electronics should have
it.

BTW, in the August 3 issue of Forbes, there's a pretty good analysis of
Atari Corp. and its problems. It must be read by everyone concerned about
Atari's well-being, whether you own Atari products or not.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

917. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 17:05:04 UTC
From: ekrimen@wet.UUCP
Message-ID: <4158@wet.UUCP>
Source record: 219413

In article <1992Jul22.181555.22484@porthos.cc.bellcore.com> rrk@vixen.uucp (24115-kutz) writes:
>Two months or so ago I sent $11 to a new magazine outfit
>(who I have learned came about as a result of an ST Informer split)
>and they sent me a magazine (May issue, I believe). Does anyone know
>if that is it? Or should I expect yet another issue any day now?

Yes, yes, it's coming. You should get it any day now. I haven't gotten mine either, but they've been shipped. It has the Falcon pre/review in it.

Apparently, it's been labeled the June/July issue, but you will still get 12 issues to your subscription.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

918. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 18:53:05 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul23.185305.6049@wam.umd.edu>
Source record: 219408

>rrk@vixen.uucp (24115-kutz) writes:
>I have also been having a subscription problem with Atari Explorer and
>it *appears* that ST Connection is no longer in production. (I received
>two issues out my six-issue subscription.)

That matches my experience too. They sent it to me for free for a
while (I guess because I sent them some disks of stuff) and when I
finally decided to make myself an "official subscriber" and sent them
money for a two year subscription, I soon stopped getting issues!
(Some thanks, huh?)

Dave Baggett
dmb@wam.umd.edu

919. Experience with Wordflair Upgrade?

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 19:06:17 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <Jul23.190617.31171@yuma.ACNS.ColoState.EDU>
Source record: 219409

```
Just received notice of upgrade to version 1.1.
Faster printing to Atari lasers claimed and displayed.
Other features?
I want faster printing to HPlaser emulation.
Anyone have news, experience, or thoughts?
```

920. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 19:11:36 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2TPDoB2w164w@cyberden.uucp>
Source record: 219410
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

coco@whitebase.ukp.com (Michael Pepe) writes:

> input. There are 5 wires. Power, ground, clock, reset, and data. you *COULD*
> connect an Atari type joystick by simply hooking up the switches to their
> Nintendo counterparts. The Nintendo controller is not as complicated as it
> seems. I remember hooking it up to a TRS-80 once.

Yeah.. But why bother is my question! Just hook up a Sega/Sega Genesis
controller!

(BTW: You're in NJ?? YOU DIDN'T SAY "HI!" :))

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |_____________________________
NJ!| July 23, 1992

921. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 19:14:32 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XyPDoB3w164w@cyberden.uucp>
Source record: 219411
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

barry@sphynx.NoSubdomain.NoDomain (Barry Wayne Hart) writes:

> I looked at a Genesis controller, and it uses a quad 2-1 multiplexer: a sing
> select line chooses what two other lines carry- A/B and C/start. I have no c
> about the Nintendo, but I bet it's similar. I think the chip in the Genesis
> a 74161.

Hmmm.. I never popped open the Genesis controller that I used on my
8-bit (at the time praying that sparks werent about to fly!) but I did
notice that from what >I< tried.. yeah, only B & C worked. So what way
would it tell the system that A or Start are being pressed..? Anyone
mess with this??

later

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 23, 1992

922. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 19:32:52 UTC
From: darekm@microsoft.com
Message-ID: <1992Jul23.193252.11681@microsoft.com>
Source record: 219417

In article <2867@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <1992Jul19.023643.11136@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>< Gemulator has 8 ROM sockets on it, which is capable of reading any ROMs, not
>< just specifically Atari ST ROMs. So you can take that ROM out of your Deskcart
>< cartridge or out of your Magic Sac cartridge and it can be read by the
>< Gemulator board. Mac emulation is definitely planned for a future release.
>
>Of course, this will not allow reading of Mac disks, like Spectre GCR.

1/2 BUZZ! Check your facts. PC drives aren't capable of reading Mac 800K disks
but they are quite capable of reading Mac II 1.44 meg disks. There are several
commerical programs available for the PC that do exactly that - read and write
files to Mac disks. The only reason that Spectre GCR has to use the extra
cables is to read 800K disks, since STs do not come with 1.44 meg drives.
Most PCs with 3.5" drives are using 1.44 meg drives.

- Darek

--
/--\
| darekm@microsoft | What the above looked like to Homer Simpson: |
| Views expressed are my own. | Blah blah blah blah blah blah blah blah blah |
\--/

923. Re: Atari 386 computers?

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 19:51:27 UTC
From: techno@zelator.in-berlin.de
Message-ID: <5PD5W4M@zelator.in-berlin.de>
Source record: 219416

In <1992Jul23.074443.7530@cheshire.oxy.edu> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:

>Ad by IB computers in computer shopper says

>"Portfolio and Atari 386 computers"
>SEND sase for price list

What's so strange about this ? Atari has been manufacturunig PC clones
for>Thomalmost five years now.We have one in our firm and it's
working very well (for a Messy-DOS machine, that is).

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

924. Any luck with UNIX Windows?

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 21:12:54 UTC
From: cctony@sun1.mcsr.olemiss.edu
Message-ID: <1992Jul23.211254.6151@ra.msstate.edu>
Source record: 219414

Hi!
Has anyone had any luck with the UNIX Windows package available
on atari.archive? I ftp'd the whole schmeer, and compiled the
stuff on my Sun (with IPC enabled in the kernel) and ran the
server. I then ran the WIN.PRG program on the ST, configured
the baud rate, and WHAM! No luck. :)

Any takers? I can't make it work, and I'd love to have this
operational. If anyone wants the techniques I had to use
(i.e. a forward of the e-mail that makes it go) lemme know
via e-mail.

Thanks a pile,
Tony
--
Tony Reynolds Have you hugged cctony@sun1.mcsr.olemiss.edu
Cray Network Intern your Washburn today? (601)232-7206

925. Ad for FAQ (Re: Any luck with UNIX Windows?)

Newsgroup: comp.sys.atari.st
Date: 1992-07-23 21:43:13 UTC
From: sourada@iastate.edu
Message-ID: <sourada.711927793@vincent1.iastate.edu>
Source record: 219415

In <1992Jul23.211254.6151@ra.msstate.edu> cctony@sun1.mcsr.olemiss.edu (Tony Reynolds) writes:

[Unix Windows query deleted]

It just may be that this question is answered in the FAQ. :-)
Unix Windows runs only in high resolution, even though it doesn't give
any errors indicating that if you run it in another res.

Later,
Steven Ourada
--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

926. Re: Calamus font trouble

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 00:23:18 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.roaiWz2vock@jonh.wimsey.bc.ca>
Source record: 219422

In <1992Jul23.035709.11573@magnus.acs.ohio-state.edu>, Stinky Wizzleteats writes:
>In article <A9208@MZ.maus.de> Pierre_Hansen@mz.maus.de (Pierre Hansen) writes:
>>I don't think this kind of diskussion is funny at all. Deserialising fonts is
>>illegal and DMC will not watch this without taking action.
>>
>>Pierre Hansen (@DMC)
>
>Hey guys, I've not commented so far, but I *think* the original discussion was
>related to worries that even I have:
>
>I have used FONTVERTER to convert literally hundreds of Public Domain Mac fonts
>(mostly from the Nautallus CD's, a great source of postscript fonts!). I am
>concerned that these fonts may not work with Calamus SL. If that were true, it
>would render Calamus SL virtually useless to me, because other than the
>original fonts that came with Calamus, the only two packages I have purchased
>have been Cherry Times and Cherry Garamond. That would severaly limit my
>creativity...
>
>So, does anyone know if these fonts work with Calamus SL?

The folks at DMC don't appear to like competition, so they keep adding
various checks to newer versions of Calamus and Calamus SL to make these
programs reject third party fonts. Fortunately, there are workarounds for
most of their little tricks.

I beleive SL refuses to load fonts that have the string " Postscript"
in the header, so a simple letter change can fix any font converted
from postscript which puts this in the header. Use one of the many
available hex editors to change the files.

Be sure to write to DMC to tell them how much you appreciate this
little "feature" when you're done.

BTW, a similar change to block the loading of Cherry fonts cost the
owner of that company over $500.00 to fix and mail out upgrades to all
his registered users. Just the kind of expense a small company needs to
survive.

--
jhenders@jonh.wimsey.bc.ca

927. pc ditto

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 00:31:55 UTC
From: mike@r-node.gts.org
Message-ID: <1992Jul24.003155.8348@r-node.gts.org>
Source record: 219429

I had been trying to get pc ditto ver 2.0 to run on my st.

Well thanks to all who suggested it might only run in color.

I hooked an rca cable to an old 'game' box I had (from my C64 !) to
my color tv, and at least I can see what the program msgs are.

I had been wanting to try my ST with the video jack anyway, and this was
a reason to try it (I also managed to find the 'game' box <g>)

Well, I have tried it with MSDOS 5.0 and MSDOS 3.0.
(both formatted boot disks)

I get the message 'possible disk error'.

The disks are fine when read from GEM.

I saw a post recommending PC DOS. Is this what I need?

Mike

928. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 00:34:38 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.qG_tt8sPV7c@jonh.wimsey.bc.ca>
Source record: 219423

In <9495@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
>
>>Many of us may not like Mr. Sheppard. But he has a right to post. If
>>you don't like what he has to say, then that's what the 'k' key and
>>kill files are for.
>
>Agreed. It is especially annoying to have people reply to posters that
>are already in my kill file (we don't have to read what Mr Sheppard posts,
>but we have to put up with all the people telling him not to).
>
If you use rn or trn, change the /some name/h:j to /some name/a:j
in your killfile.
This will search the entire article, rather than just the header, thus
any occurance of the string will cause the article to be junked.

--
jhenders@jonh.wimsey.bc.ca

929. Re: Hermes

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 00:56:44 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.U85MaVjG28k@jonh.wimsey.bc.ca>
Source record: 219424

In <H.JY6em0m4&eA@yonder.equinox.gen.nz>, Craig Shore writes:
>I'm re-posting this as I don't think it got out the first time...

I don't think I saw it the first time, so maybe it didn't
make it out. There is a bug in Hermes which will cause your
.X and .D files to go out of sync. Get 1.03
Check your uucico log file to see if your mail batches
are getting out of sync.
>
>More problems.... can anyone tell me, does Hermes create an
> incorrect path name, or have I got it set up wrong somehow...
>
From what I see, unless you are a registered domain, hermes is
creating a proper Path. Yonder is a subdomain of equinox, isn't
it? Thus you are yonder.equinox.gen.nz!shore, according to my
understanding of rfc 822. This format should not cause any problems
as far as I know with any version of C news currently running.

What exactly is your problem with the Path generated? My path is
generated the same way, and it has never caused problems in followups
or propagagtion.

--
jhenders@jonh.wimsey.bc.ca

930. Re: Mouse creep.....

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 01:04:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.Bqnq91MRBPk@jonh.wimsey.bc.ca>
Source record: 219425

In <1992Jul23.134629.432@olymp.informatik.uni-bonn.de>, Volker A. Brandt writes:
>>In article <4561@sersun1.essex.ac.uk> woocm@essex.ac.uk (Chris Wood) writes:
>>> I have a problem that started some time ago but is getting
>>>more frequent. My mouse creeps around the screen!
>
>I have also experienced this problem. The cause is the litte SMD chip inside
>the mouse, if I remember correctly it's just a simple 74LS... type that likes
>to fail in a whole batch of ST mice.
>
>If you're good at soldering, replace it. I bought a "refurbished" mouse.

You can also just change the resister biasing the photo transister
who's bias tend's to drift with age. However, the best solution is an
aftermarket mouse, like the Golden Image GT 250, which has microswitches
and in general is a much nicer feeling mouse.

--
jhenders@jonh.wimsey.bc.ca

931. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 01:28:00 UTC
From: only_bbs!austin_mascarenas@overmind.mind.org
Message-ID: <2180008@overmind.citadel>
Source record: 219195

I have a question that I don't think was covered in the faq. Why is it that when I ftp from a.a.u.e on a Mac IIcx and then transfer the files using apple file exchange it always has crc errors when I un archive the file.

932. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 02:53:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <2180093@overmind.citadel>
Source record: 219193

I
believe that's a MacBinary MacHeader MacProblem. I'm sure someone will
suggest a program that can remove those from files. I think it's the first
128 bytes in the file.

933. Re: Falcon again

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 04:26:57 UTC
From: dcurtis@nyx.cs.du.edu
Message-ID: <1992Jul24.042657.5778@mnemosyne.cs.du.edu>
Source record: 219420

More details should be available by the end of this week, when
Atari Advantage arrives to people who paid for first-class delivery.
Contact AA at 70007.3615@compuserve.com or call (503) 476-3578 for
more info. Other Atari magazines should provide more coverage soon.

Fast Tech ('030 accelerator designers) recently offered an *incredible*
tidbit when they said that 33 mhz '040 boards in various configurations
could be installed in the Falcon. Pricing was estimated at $399 to
about $1200! If they can actually deliver them, the Falcon would
have the firepower to send a missile up Apple's arsenal methinks.

=DC=

One more thing...a new dealer called Steve's Software said they'd
be carrying the Falcons. Currently they handle ST, Portfolio and
Lynx merchandise. Below is some info about 'em.

[HOURS]= Monday - Saturday 8:00a.m. - 10:00p.m. (PST)
CLOSED Sunday, BUT call anyway, if we are here we will
be glad to help!!!

STeve's Software

Sales/Order line: 1-800-487-7753 Info: 916-661-3328
5 West Street
Woodland, CA 95695

Info: 916-661-1234
Mobile Order line: 916- GEnie E-Mail (S.KIPKER)
ELITE Atari BBS : 916-661-1538
Fax Number : 916-661-1234

We Always send a FREE copy of AtariUser with every order...

====================

934. HELP! My ST doesn't work.

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 04:40:07 UTC
From: riana@acca.nmsu.edu
Message-ID: <1992Jul24.044007.12079@nmsu.edu>
Source record: 219427

HI. I need some help. My computer seems to be upgefucked.
In a nutshell, I have an atari ST 520. I used to burn it (leave it
running, that is.) Then I moved away from home and did not bring it with me.
It sat, off, for about six or eight months. When I got it back, none of my
programs would load (I had rogue, degas, wordwriter st, basic, sundog,
apshai trilogy, and a few others. Mostly I used it for degas.)
Everytime i tried to load them I either got a 3 bomb or a #35.
I left the computer at a freinds house for about two more years, having
given up on it. The preferences would load, and GEM seemed to work fine,
but nothing that ended with .prg seemed to want to load.
I just got it back, and it is still screwed. Knowing a _little_ bit
more about computers, nowadays, I decided to see if there was anything I
could figure out about it. I cleaned the heads oon the drive, and that
didn't help. I got another copy of degas, and that didn't help. The new copy
gave me the "this program doesn't want to work" message the first time, and a
#35 the next (not to mention, it wouldn't boot without me booting another disk,
I tried the rogue at another freinds house, and it gave me a #35.
I found this extremely odd, since it seemed to indicate that it was
the disks that were screwed, but the copy of degas, which was made in another
computer and worked fine there, wouln't run, which indicated it was a drive
problem.
So, I took the drive out of an agima, plugged it in (since the con-
nectors inside are the same) and tried it again. The degas copy wouldn't
boot, so I booted it off another disk and loaded the degas. it gave me
a #35. (when i tried to boot the degas disk, it gave me a three-bomb guru
meditation). I tried to load the rogue disk, and, of course, it was screwed
with a #35, still.
Since the (annoyingly noisy) agima drive was KNOWN ahead of time to
work, I have come to the conclusion that it is probably the computer itself,
and not the drive or the disks (although the computer could be messing up
the disks, presumably. I am writing agima backwards so no ones kill
files catch it, by the way, as i have to get this post to as many potential
troubleshooters as possible.
As it is, Irving 9my st) is sitting with the case off, so the next
CEE major that comes by can look at it without me having to re-unscrew it.
Hopefully, living in a colege town, I can get this thing working without
having to pay anyone anything, as i cannot afford it, but any help anyone
can give would be most appreciated. I was a teenager when i got it, so
those warranty forms never got sent in.
If anyone knows anything about this sort of thing, please help.
I cannot respond to mail due to a /tmp problem here, but i can respond from
dodger@bigboy.cis.temple.edu
thanks, in advance
DODGER

935. Faulty Ghostscript 2.41 diffs.

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 04:46:53 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <76496@ut-emx.uucp>
Source record: 219421

I recently discovered that the diffs I have been distributing for the Atari version of Ghostscript 2.41 are incomplete. My appologies to anyone who tried to use these and encountered problems. I have put new (and hopefully correct) diffs on 'lifshitz.ph.utexas.edu' in pub/ghostscript/gs241dif.zoo. If you used the source files in the binary distribution, then those are fine as far as I know.

-Tim Gallivan
timg@landau.ph.utexas.edu

936. TOS 2.06 & SPECTRUM 512

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 05:49:01 UTC
From: Nick.Smith@f47.n282.z1.tdkt.kksys.com
Message-ID: <711961385.F00002@tdkt.kksys.com>
Source record: 219438

I've already swapped my 2.06 STE for an older 1040 STE w/1.6,
it was the simplest, easiest way to restore full compatibility
with Spectrum 512 and GFA Raytrace... Thanx anyways Jeff!

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

937. Re: Atari 386 computers?

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 05:51:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <62696@cup.portal.com>
Source record: 219426

In <1992Jul23.074443.7530@cheshire.oxy.edu> leavitt@cheshire.oxy.edu (Thomas Ness Leavitt) writes:

>Ad by IB computers in computer shopper says

>"Portfolio and Atari 386 computers"
>SEND sase for price list

Ah... but call up IB Computers and find out if they actually have any Atari PCs in stock...

After literally YEARS of TALKING about entering the PC market in the US, an article in Current Notes recently reported on this year's Atari Stockholder meeting, and one of the interesting things to come out of it was that Atari has dropped their line of PCs in the US.

BobR

938. Latest version of OPUS, where is it?

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 07:00:59 UTC
From: cpr@dde.dk
Message-ID: <1992Jul24.070059.30840@dde.dk>
Source record: 219265

I have been looking at OPUS and it seems to be a better spreadsheet
than the old version of K-spread that was bundled with my machine (the
integrated graphics package really looks nice).

I would like to know what is the newest version, and also if the
author has an e-mail address. I have tested version 2.2 and managed to
install it correctly by means of the installation docs, but I miss the
documentation for OPUS itself (the docs only point out differences
between version 2.2 and 2.1).

Thanks in advance...

Claus

PS. I have owned an Atari ST 520STM for 5-6 years by now, added some
extra memory, new ROMs and a harddisk, and during that period I have
been running a window operating system, various unix-like shells and
other unix/GNU software - and I am quite happy with that.
During the same period some of my friends have owned PC XT's,
then 80286 AT's and now they have to go out and buy at least a
80386 in order to run a window operating system - and still, some of
their favorite software seems to think that 64K bytes is all the
memory you will ever need. I DO NOT think I need to point out who has
paid the highest price; even though each of their taiwan-clones probably
where a little cheaper than my ST, it all adds up in the end.

+--------------------------+---------------------+---------------------------+
Claus Priisholm		Dansk Data Elektronik A/S
Software Engineer	Runtime is	Vindingvej 2C
Euromax Department	Funtime!!!	DK-7200 Vejle
email: cpr@dde.dk		(+45) 75 72 26 00
+--------------------------+---------------------+---------------------------+

939. GIF to Degas conversion

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 07:10:31 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul24.071031.1977@sactoh0.sac.ca.us>
Source record: 219436

References: <1992Jul21.154402.29321@cca.vu.nl>

In <1992Jul21.154402.29321@cca.vu.nl> hjb@levi.th.vu.nl (Hendrik Jan Bosman) writes:

>Does anybody know of a (PD) program that converts .gif pictures into
>Degas-format pictures (.PI3)? The reason I ask: I have just found this
>nice little program that replaces the boring grey background canvas
>of the TOS desktop with a Degas-picture. Converting .gif to Degas
>would render an almost infinite number of possible backgrounds, since
>there must be thousands of gifs around.

There is a shareware program called FASTGIF that will convert a GIF
to a .PI1 file, and from there, I suppose you can load it into
Degas, and then save it as a .PI3.

--

##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

940. Printing from Atari ST to Apple LaserWriter

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 08:46:29 UTC
From: johnr@cged.co.uk
Message-ID: <1992Jul24.084629.16276@cged.co.uk>
Source record: 219160

I have an Apple LaserWriter IINTX plugged into my serial port on a Mega ST.

It prints PostScript files perfectly as long as I follow this
procedure:

1. Make sure the printer settings are right in the Control Panel.

2. Switch the printer on, and wait for it to get ready.

3. Print the file.

However, after printing the file, the printer light continues to flash as
though it is receiving more data. If I try printing another file
immediately, nothing happens.

I suspect the file is not being terminated properly and the printer is
waiting for something. The end of the file looks like this:

```
showpage
grestore
%%Trailer
```

Eventually, after several minutes, the green light stops flashing and I can
print something else - presumably, the printer timed out.

Also, if I switch the printer on and then alter the printer settings using
the Rho Control Panel, the green light starts flashing as though
something has been sent from the serial port.

I am using XON/XOFF, 8 data bits, 1 stop bit, 9600 baud, TOS1.4. The
handshake seems to be working fine.

Can anyone suggest what is happening and how to fix it?
--
John Richards

941. HERMES

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 09:06:38 UTC
From: mike@r-node.gts.org
Message-ID: <1992Jul24.090638.17054@r-node.gts.org>
Source record: 219167

Is anyone here running hermes ?

When I start up gus.prg, then choose send mail or post news I get prompted for the header info, then mmail starts up and nothing happens after.

When /how do I put the content of the article/ mail in?

How do I actually send / receive to a site?

942. HERMES

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 09:13:27 UTC
From: mike@r-node.gts.org
Message-ID: <1992Jul24.091327.18990@r-node.gts.org>
Source record: 219169

Is anyone here running hermes ?

When I start up gus.prg, then choose send mail or post news I get prompted
for the header info, then mmail starts up and nothing happens after.

When /how do I put the content of the article/ mail in?

How do I actually send / receive to a site?

943. HERMES

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 09:15:22 UTC
From: mike@r-node.gts.org
Message-ID: <1992Jul24.091522.19636@r-node.gts.org>
Source record: 219168

Is anyone here running HERMES?

When I start up gus.prg, then choose send mail or post news I get prompted for the header info, then mmail starts up and nothing happens after.

When /how do I put the content of the article/ mail in?

How do I actually send / receive to a site?

944. Re: Falcon again

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 10:28:41 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Jul24.102841.1126@cheshire.oxy.edu>
Source record: 219431

Just to make sure... that $399-$1200 price range was for the Falcon,
not the 33mhz '040 accelerator... right?

Thom

945. New freeware sequencer for ATARI-ST released

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 10:42:58 UTC
From: eker@loria.crin.fr
Message-ID: <374@muller.loria.fr>
Source record: 219430
Cross-posted to: comp.sys.atari.st,comp.music,rec.music.synth

I've just released version 1.1 of my freeware sequencer "EKSEQ1" for
the Atari ST(e).

Feature list:
o GEM based, colour/mono, only 512K RAM needed.
o 100 tracks, 240ppqn.
o Multi-track recording using separate MIDI channels.
o Soft-thru with optional channel switching.
o Realtime note-on event graphs for Midi in/out.
o Copy and move operations with replace, merge and multicopy options.
o Quantise, randomise, transpose, invert and erase operations
which can apply to chosen range of time and/or tracks.
o All operations can be modified by MIDI filter.
o Graphic editing.
o Event list editing.
o All operations/editing multi-task with record/playback.
o MIDIfile compatible load/save.
o MIDI mixer allows volume to be set for each channel during playback.

Availability:
I've uploaded it to atari.archive (ftp: atari.archive.umich.edu)
& emailed it to the moderators of comp.binaries.atari.st (the USENET newsgroup)
& the cs.ruu.nl archive (ftp: archive.cs.ruu.nl, mail-server:
mail-server@cs.ruu.nl).

Steven

946. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 11:26:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A44499@MS.maus.de>
Source record: 219192

Frank Dahncke wrote:

>Well, as a speeder it is a waste of money, but if you need a decent GDOS, go
>for it. I used THEIR OWN BENCHMARKS, and Turbo ST 1.8 beat each and every
>one of them (there are over 20) with and without Blitter (I own a 4MB 1040
>STe). If anyone is interested, I can post the result files. Mind you, these
>benchmarks are supplied *with* NVDI ! Needless to say, I was very
>dissapointed as I hate GDOS in all forms.

1st: Did you ever try to run Turbo ST on non-standard resolutions like
Overscan? It doesn't work --> put it into the shredder.
NVDI replaces the vdi screen driver, which is the one and _only_ (!!!) clean
way of implementing a screen speeder. Unfortunately, NVDI is the only of 'em
that does it the right way, as I know.

Additionally: There's no reason to hate GDOS if you don't mind working with an
ATARI, generally.

Regards
Patrick

947. CLA...

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 12:25:58 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1074@usdtsg.DaytonOH.NCR.COM>
Source record: 219183

Forgive me for wasthing bandwidth. I think someone had mentioned running CLA (I forget the actual filename) - the program that does the simulated circuit design, and getting a TOS #53 error. I tested it out and here's what I found. When you extract the file, make sure you have the "Include Subdirectories" switch on (as in Arcshell, or the proper switches from the command line). If you don't, everything goes to 1 directory, the program can't find some of the files, and Error. But with the subdirectory switch turned on, the files go to their right places, and it works.

I personally haven't used it too much (am not an expert on circuits), but I did find it cool that it ran under a Monochrome emulator on my TV (my multisync is being fixed). Hope this is useful to some people...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com
R.ANISKO
Fnet 410

948. Re: using the cartridge port as a file device ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 12:37:07 UTC
From: tonyl@status.gen.nz
Message-ID: <k52DoB2w164w@status.gen.nz>
Source record: 219225

Rudi, do you happen to have the article in C't magazine on the OMTI hard drive adapter/controller. Did it have a template for the circuit board as it is no longer available to buy? If you have the article would I be able to get a photocopy of the article and what address do I write to? Please help me if you can. Thanks in advance. Tony Lewis from Down Under in New Zealand.

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

949. Re: MIDI-MAZE II

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 12:46:35 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jul24.124635.25846@Informatik.TU-Muenchen.DE>
Source record: 219432

Hi
I bought the PD-disk on a sunday last year, phoned the author the same evening
sent the money on monday and had the full version 10 days later...

--
==========
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

950. Re: Ad for FAQ (Re: Any luck with UNIX Windows?)

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 13:36:08 UTC
From: cctony@sun1.mcsr.olemiss.edu
Message-ID: <1992Jul24.133608.17757@ra.msstate.edu>
Source record: 219433

In article <sourada.711927793@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>In <1992Jul23.211254.6151@ra.msstate.edu> cctony@sun1.mcsr.olemiss.edu (Tony Reynolds) writes:
>
>[Unix Windows query deleted]
>
>It just may be that this question is answered in the FAQ. :-)
>Unix Windows runs only in high resolution, even though it doesn't give
>any errors indicating that if you run it in another res.

Nope, this is an add for high resolution. Looks like I'll have to
drag out the old multisync and cram those little wires in the
monitor connector again :).... Thanks!

--
Tony Reynolds Have you hugged cctony@sun1.mcsr.olemiss.edu
Cray Network Intern your Washburn today? (601)232-7206

951. Re: Falcon price and poss. release date?

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 14:03:55 UTC
From: kort@fwi.uva.nl
Message-ID: <1992Jul24.140355.14865@fwi.uva.nl>
Source record: 219435

Well I did see an add saying:
--> ATARI FALCON 030 **(NL)** f 1498.00
(fl 1498 is about $750)
But since it was only one small line in a long list of other products,
and there were no specifications, not even how much ram,
I'm not sure what I'm supposed to make of it. The
nl means it's dutch (don't know what's dutch about it though).

952. Falcon again!

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 14:05:41 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jul24.140541.29237@crc.ac.uk>
Source record: 219434

More info about the Falcon again!
(This time from ST Format)

The Falcon will have a 1.44 Mb drive and will be in the same case as an 1040 STE. It will also have a SCSI 2 port rather than DMA. (can anyone tell me what the difference is between SCSI and SCSI 2?).
It will have a 10-channel 16-bit sound chip (this doen't mean much to me because I no nothing about music!) with MIDI In and Out, with Through being available via the Out port.
Graphics should be good with 30 screen modes, 16 million (!!!!!!!) colours.
RAM will be upgradable to 16 megs (don't know what it will start at).
It will be more compatible with the ST than either the Mega STE or the TT (good news to me!)
The processor will be a 68030 (speed unknown) with a Motorola DSP56001 chip. This will make the thing run much faster so I'm told but again I have no idea about this kind of thing.
All this and probably more for only 550 English pounds. (note the English :-)
Phil
E-mail naffara@uk.ac.crc)

953. Falcon info

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 14:36:14 UTC
From: kort@fwi.uva.nl
Message-ID: <1992Jul24.143614.15665@fwi.uva.nl>
Source record: 219437

```
Hardware:
16 MHz MC68030
32 MHz Motorola 56001 DSP-chip
1,4 or 16 MegaByte (No simms ...)

External connectors:
parallel port
serial port
SCSI II-port
Video out/Genlock
stereo headphones-out
stereo mike-in
DSP / Digital audio interface
RF-Modulator(TV)
LAN-port

Cartidge ROMport
Joysticks
MIDI-In
MIDI-Out

ST-joystick / mouseports

Intern
DRAM expansion board
Internal bus expansion-slot
Internal IDE harddisk-connection
Internal diskdrive

Resolutions:
Mode Resolution Bitplns colors pallette
ST Low-res 320x200 4 16 4096
ST Med-res 640x200 2 4 4096
ST High-res 640x400 1 2 4096
640x480 8 256 262.144
true color 320x200 15 32768 --
VGA/VIDEO x:320 or 640 1,4, 2,16, (overscan select)
y:200 or 400 8 256 262.144

The DSP can do a 1024 point complex Fast fourier transform in 2.07
milliseconds. The TT with coprocessor needs 145 milliseconds.

Since the DMA port has been removed you can't use the SLM 804 and 604

The IDE connector allows you to connect a cheaper IDE-harddisk.
```

P.S. I got all this information from a magazine called "atari st nieuws" edition 50/51. There's lots more info in the article (especially about the DSP). I'm not gonna type all that stuff though :)

Jan Kort
kort@fwi.uva.nl

954. host carrying atari soft

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 14:40:14 UTC
From: fs21@rummelplatz.uni-mannheim.de
Message-ID: <cwhmlxb@rummelplatz.uni-mannheim.de>
Source record: 219439

```
Host ahkcus.org (192.55.187.25)
Host aix370.rrz.uni-koeln.de (134.95.80.1)
Host akiu.gw.tohoku.ac.jp (130.34.8.9)
Host alcazar.cd.chalmers.se (129.16.79.30)
Host alice.fmi.uni-passau.de (132.231.1.180)
Host andy.che.utexas.edu (128.83.162.5)
Host archive.cis.ohio-state.edu (128.146.8.52)
Host athene.uni-paderborn.de (131.234.2.32)
Host aupair.cs.athabascau.ca (131.232.10.8)
Host barnacle.erc.clarkson.edu (128.153.28.12)
Host bode.ee.ualberta.ca (129.128.16.96)
Host bongo.cc.utexas.edu (128.83.186.13)
Host brolga.cc.uq.oz.au (130.102.128.5)
Host buizerd.cwi.nl (192.16.184.180)
Host burgundy.nectar.cs.cmu.edu (128.2.209.13)
Host ccb.ucsf.edu (128.218.1.13)
Host cheops.cis.ohio-state.edu (128.146.8.62)
Host citi.umich.edu (141.211.128.16)
Host cnam.cnam.fr (192.33.159.6)
Host colonsay.dcs.ed.ac.uk (129.215.160.5)
Host cricket.bio.indiana.edu (129.79.224.50)
Host cs.bu.edu (128.197.2.1)
Host cs.dal.ca (129.173.4.5)
Host cs.ubc.ca (137.82.8.5)
Host cs.uni-sb.de (134.96.252.31)
Host cs.uni-sb.de (134.96.7.254)
Host csc-sun.math.utah.edu (128.110.198.2)
Host csus.edu (130.86.90.1)
Host dsrbg2.informatik.tu-muenchen.de (131.159.0.110)
Host duterl.et.tudelft.nl (130.161.145.137)
Host eceserv0.ece.wisc.edu (128.104.38.25)
Host einstein.mse.lehigh.edu (128.180.9.162)
Host emx.cc.utexas.edu (128.83.186.11)
Host emx.utexas.edu (128.83.1.33)
Host export.lcs.mit.edu (18.24.0.12)
Host f.ms.uky.edu (128.163.128.6)
Host faui43.informatik.uni-erlangen.de (131.188.1.43)
Host files1zrz.zrz.tu-berlin.de (130.149.4.50)
Host flash.bellcore.com (128.96.32.20)
Host flash.bellcore.com (192.4.13.90)
Host flop.informatik.tu-muenchen.de (131.159.8.35)
Host fly.bio.indiana.edu (129.79.224.25)
Host freja.diku.dk (129.142.96.1)
Host ftp.uni-kl.de (131.246.9.95)
```

Host ftp.uu.net (137.39.1.9)
Host ftp.waseda.ac.jp (133.9.1.32)
Host gatekeeper.dec.com (16.1.0.2)
Host gdr.bath.ac.uk (138.38.32.1)
Host gmdzi.gmd.de (129.26.8.90)
Host goya.dit.upm.es (138.4.2.2)
Host hpcsos.col.hp.com (15.255.240.16)
Host iceberg.cs.wwu.edu (140.160.140.160)
Host ifi.informatik.uni-stuttgart.de (129.69.211.1)
Host ifi.uio.no (129.240.64.2)
Host iraun1.ira.uka.de (129.13.10.90)
Host irisa.irisa.fr (131.254.254.2)
Host isfs.kuis.kyoto-u.ac.jp (130.54.20.1)
Host ix1.cc.utexas.edu (128.83.1.21)
Host j.cc.purdue.edu (128.210.9.2)
Host keos.helsinki.fi (128.214.4.83)
Host kirk.bu.oz.au (131.244.1.1)
Host krynn.efd.lth.se (130.235.48.11)
Host kth.se (130.237.72.201)
Host kukulcan.berkeley.edu (128.32.131.190)
Host laurel.ocs.mq.edu.au (137.111.3.11)
Host linc.cis.upenn.edu (130.91.6.8)
Host lth.se (130.235.16.3)
Host ma2s2.mathematik.uni-karlsruhe.de (129.13.115.2)
Host mcshh.hanse.de (192.76.134.1)
Host mcsun.eu.net (192.16.202.1)
Host metro.ucc.su.oz.au (129.78.64.2)
Host minnie.zdv.uni-mainz.de (134.93.178.128)
Host nestroy.wu-wien.ac.at (137.208.3.4)
Host nic.funet.fi (128.214.6.100)
Host nic.switch.ch (130.59.1.40)
Host nikhefh.nikhef.nl (192.16.199.1)
Host nuri.inria.fr (128.93.1.26)
Host optima.cs.arizona.edu (192.12.69.5)
Host oskgate0.mei.co.jp (132.182.49.2)
Host oswego.oswego.edu (129.3.1.1)
Host pascal.math.fu-berlin.de (130.133.4.50)
Host peanuts.fmi.uni-passau.de (132.231.73.10)
Host physics.su.oz.au (129.78.129.1)
Host pit-manager.mit.edu (18.172.1.27)
Host plains.nodak.edu (134.129.111.64)
Host plaza.aarnet.edu.au (139.130.4.6)
Host puffin.doc.ic.ac.uk (146.169.3.7)
Host r2d2.fmi.uni-passau.de (132.231.9.32)
Host raimund.wu-wien.ac.at (137.208.3.5)
Host rana.cc.deakin.oz.au (128.184.1.4)
Host relay.iunet.it (130.251.1.17)
Host reseq.regent.e-technik.tu-muenchen.de (129.187.230.225)
Host rigel.acs.oakland.edu (141.210.10.117)
Host rs3.hrz.th-darmstadt.de (130.83.55.75)

Host rusmv1.rus.uni-stuttgart.de (129.69.1.12)
Host rzsun2.informatik.uni-hamburg.de (134.100.4.42)
Host sabrina.dei.unipd.it (147.162.2.106)
Host samba.acs.unc.edu (128.109.157.30)
Host saqqara.cis.ohio-state.edu (128.146.8.98)
Host saturn.hrz.tu-chemnitz.de (134.109.132.51)
Host schizo.samsung.com (134.228.1.2)
Host shape.mps.ohio-state.edu (128.146.7.200)
Host simpson.germany.eu.net (192.76.144.75)
Host sirius.ucs.adelaide.edu.au (129.127.40.3)
Host slembe.ifi.uio.no (129.240.88.1)
Host sol.cs.ruu.nl (131.211.80.17)
Host sol.cs.ruu.nl (131.211.80.5)
Host srawgw.sra.co.jp (133.137.4.3)
Host src.doc.ic.ac.uk (146.169.2.1)
Host star.cs.vu.nl (130.37.24.6)
Host star.cs.vu.nl (192.31.231.42)
Host sun.soe.clarkson.edu (128.153.12.3)
Host sun0.urz.uni-heidelberg.de (129.206.100.126)
Host sun1.ruf.uni-freiburg.de (132.230.1.1)
Host sun8.ruf.uni-freiburg.de (132.230.1.56)
Host swdsrv.edvz.univie.ac.at (131.130.1.4)
Host switek.uni-muenster.de (128.176.120.210)
Host syr.edu (128.230.1.49)
Host terminator.cc.umich.edu (141.211.164.8)
Host titania.mathematik.uni-ulm.de (134.60.66.21)
Host toklab.ics.osaka-u.ac.jp (133.1.12.30)
Host tolsun.oulu.fi (130.231.96.16)
Host trantor.ee.msstate.edu (130.18.64.2)
Host tupac-amaru.informatik.rwth-aachen.de (137.226.112.31)
Host tut.cis.ohio-state.edu (128.146.8.60)
Host tutserver.tut.ac.jp (133.15.240.3)
Host ucsd.edu (128.54.16.1)
Host uhunix2.uhcc.hawaii.edu (128.171.44.7)
Host unipas.fmi.uni-passau.de (132.231.9.31)
Host uxc.cso.uiuc.edu (128.174.5.50)
Host van-bc.wimsey.bc.ca (192.48.234.1)
Host vax.ph-cip.uni-koeln.de (134.95.64.1)
Host walhalla.germany.eu.net (192.76.144.129)
Host walton.maths.tcd.ie (134.226.81.10)
Host watserv1.waterloo.edu (129.97.129.140)
Host watsun.cc.columbia.edu (128.59.39.2)
Host wowbagger.pc-labor.uni-bremen.de (134.102.228.9)
Host wuarchive.wustl.edu (128.252.135.4)
Host wuvieai.wu-wien.ac.at (137.208.14.20)

955. Re: ATARI STE vs. ATARI MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 16:15:15 UTC
From: ekrimen@wet.UUCP
Message-ID: <4162@wet.UUCP>
Source record: 219441

In article <23JUL199201250836@ral.arc.nasa.gov> semra@ral.arc.nasa.gov (Donald K. George) writes:
>I have a 520 STE w/ 4 meg. I'm informed that SST doesn't work on 520/1040
>STE's. First, of course, due to physical space restrictions. This can be
>overcome by putting it in a tower case (I haven't done this). Second, there
>is some other problem that prevents it from working. I don't think the Megas
>suffer this restriction. My own opinion is that if the price difference
>isn't large or important to you, go with the MEGA. It seems to be more
>versatile (VME and Graphics cards, etc., Internal SCSI?). There doesn't
>seem to be much of an upgrade path for the 520/1040 STE's.

The SST won't fit in a Mega STE either. You need a Mega ST or, as you said,
a tower case. It's been mentioned a couple of times before from the designer
George Richardson, that there would a Mega STE version, but it would sacrifice
some of the features in the Mega ST version. And don't expect any time soon,
if at all. I think Dave Small has enough on his hands right now that he
doesn't need to worry about having George design another version.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

956. Fixed my own UW problems

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 16:26:12 UTC
From: cctony@sun1.mcsr.olemiss.edu
Message-ID: <1992Jul24.162612.593@ra.msstate.edu>
Source record: 219440

I grabbed emula.lzh from atari.archive, put it and uw on a floppy,
and again, *WHAM* this time it works. I'm running Emacs from a uw
terminal and mudding at the same time.

Thanks to everyone who helped. This is a beaut!

--
Tony Reynolds Have you hugged cctony@sun1.mcsr.olemiss.edu
Cray Network Intern your Washburn today? (601)232-7206

957. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 16:33:37 UTC
From: ekrimen@wet.UUCP
Message-ID: <4163@wet.UUCP>
Source record: 219449

In article <1992Jul23.143309.3388@digi.lonestar.org> rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
>
>I have also been having a subscription problem with Atari Explorer and
>it *appears* that ST Connection is no longer in production. (I received
>two issues out my six-issue subscription.) After all of my problems get
>sorted out, I think I am going to do myself a favor and subscribe to AIM
>(Atari Interface Magazine). I buy it on the newstand now and I think
>that Bill and Pattie Rayl deserve our support. (Incidently, IMHO the
>sharpest AIM cover that I have seen was the DTP issue with the tan brick
>background. Very catchy!)

I've been strongly considering an AIM subscription as well. I'm on my last issue of Current Notes and I don't think I'm going to renew it. Dave Troy's articles are the only good, consistent ones in there. The rest is filled with rumors and incomplete reviews, although Joe's OCR review was pretty good, but they are few and far between. It doesn't deserve $27 per year in my opinion. I've heard good words about AIM, so I'll give them a try next.

I believe there was a mention on GEnie from the publisher of ST Connection that he was having some job-related problems and that's why there hadn't been any issues out.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

958. SHIP program in AHDI?

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 17:07:51 UTC
From: bigham@hercules.acpub.duke.edu
Message-ID: <4070@news.duke.edu>
Source record: 219442

The documentation for both the AHDI disk that shipped with my Mega STe and the AHDI 5.00 package I recently grabbed from comp.binaries mention a program called SHIP.PRG whose purpose is to park the heads of all attached SCSI drives. Neither actually has it. Is this program available elsewhere, or is the documentation just zeebed? [PS. I know I can do this from HDX, but SHIP sounds easier to use for this particular purpose.]

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

959. Re: Falcon again

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 17:43:33 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l70ga5INN869@aludra.usc.edu>
Source record: 219443

In article <1992Jul24.102841.1126@cheshire.oxy.edu> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>Just to make sure... that $399-$1200 price range was for the Falcon,
>not the 33mhz '040 accelerator... right?

Probably not. This is about the right price range for a set of accel-
erator options - $399 for the main board, more for the board+33MHz'040, $1200 for (maybe) board+33MHz'040+cache+memory or something like that - I've seen similar configurations for accelerators on the Mac. Remember, that 33'040 is one _expensive_ chip. Of course, the accelerator range may take into account a lower model that has a 32MHz'030.

Remember take this with a salt shaker, as it is all speculation anyway. Heck, until it is announced, the Falcon is speculation too (its just gotten a lot of free press before it is born :).

>
>Thom
>

960. Re: The new Multi-TOS ....

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 19:11:31 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Jul24.191131.9046@cs.ruu.nl>
Source record: 219444

Does anybody know if MultiTOS supports Threads (Lightweight Processes)?
--
Piet van Oostrum <piet@cs.ruu.nl>

961. FORSALE: Atari ST Single Sided Drive & Power supply(CHEAP)

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 20:26:13 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <1992Jul24.202613.8734@uwm.edu>
Source record: 219445
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I Have a working single sided drive for an Atari ST computer-
Model SF 354 that I want to sell.

I know not many people like single sided drives, but it is
adequate if you have only one drive now. Otherwise you
may want the power supply (Same one for SF314 and
SF354).

It works fine-just a few minor enclosure mods were made, as
I was going to convert it into a 2 Sided, but decided not to.

I will also throw in a defective SF354 Single sided drive
mechanism too, for FREE if you want to try to repair it.

I want $35 for the one working drive, with cable and power
supply and the dead drive mechanism. Shipping included in the
U.S. Please reply E-MAIL to

scottshk@csd4.csd.uwm.edu
-

--
Scott
_-_-_-

962. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 20:50:54 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <J4oFoB1w164w@cyberden.uucp>
Source record: 219179
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

Here's what ANTIC says about the Sega gun being used on the 8-bits.

from: "First Look Inside the XE Game System," ANTIC V7,#4, Aug.1988, p.42

"..If you're tired of waiting, you may wish to pick up the Sega light gun
for about $25 (when on sale) and modify it for the Atari.
" To modify the Sega gun for the Atari, you'll have to cut off the
incompatible connector. The wires must be stripped back and soldered
into an Atari joystick connector as follows:
SEGA GUN ATARI JOYSTICK PORT
Blue wire Pin 1 stick FWD
Gray wire Pin 6 trigger
Green wire Pin 7 +5 volts
Black wire Pin 8 ground
" Because of the close-fitting connections for the XEGS ports, don't
wire in a DB9 female connector that has "ears." Most joysticks don't
have wires for unused signals, so cutting up an old joystick may not
work. Specifically, an Atari joystick does not need the +5 volts, so
there isn't likely to be a wire connected to Pin 7. Howeverm you can find
joystick extension cables at Radio Shack [I don't think this is true
these days...check MCM Electronics...], which have all nine pins wired
from male to female. [...Antic disclaimed responsibility for damages or
deaths...hehe]
" Once it's all hooked up, you'll notice that the gun fires when you
/release/ the trigger, which is annoying. The Sega trigger wiring is the
opposite of what the Atari light gun uses. To rewire the trigger switch,
remove the five screws (one is under the Sega logo on the side). Find the
trigger micro switch with three connections. Wire to the normally
/closed/ contacts instead of the normally open."

There ya go. Sounds like a bit of work, but I suppose it's worth it.
Does anyone know if the Genesis has a seperate light gun and if it works
identical to the Masters or what??

later

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 24, 1992

963. Re: GIF to Degas conversion

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 20:58:35 UTC
From: johnmc@mks.com
Message-ID: <1992Jul24.205835.29095@mks.com>
Source record: 219166

In <1992Jul21.154402.29321@cca.vu.nl> hjb@levi.th.vu.nl (Hendrik Jan Bosman) writes:

>Does anybody know of a (PD) program that converts .gif pictures into
>Degas-format pictures (.PI3)? The reason I ask: I have just found this
>nice little program that replaces the boring grey background canvas
>of the TOS desktop with a Degas-picture. Converting .gif to Degas
>would render an almost infinite number of possible backgrounds, since
>there must be thousands of gifs around.

One option I played with a few years ago is to use one of the two or three screen-capture utilities in combination with a monochrome GIF display program such as giffer (the one I tried) or mgif (haven't tried) to get your Degas image. The Degas image being a pretty straight write of the screen, the screen-capture utilities I saw used Degas format.

This has the advantage of generating a PI3 image, rather than trying to create one from a PI2 or PI1.

It was a couple of years ago, so I don't remember program names. They are available from atari.archive.umich.edu. Giffer is also available from comp.binaries.atari.st archives.

--
John McMullen
johnmc@mks.com f y cn rd ths, y cn wrk s a tchncl wrtr!

964. Re: MIDI-MAZE II

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 21:33:00 UTC
From: Mick_Schmidt@hb.maus.de
Message-ID: <A15670@HB.maus.de>
Source record: 219194

>I bought the PD-disk on a sunday last year, phoned the author the same
>evening sent the money on monday and had the full version 10 days later...

Not to forget the Midi-Maze II T-Shirt! ;-)

G'Day Mick
--
Michael Schmidt | Mausnet: Mick Schmidt @ HB | Hear me now
Kopenhagener Str. 145 | Fido : Mick Schmidt%Maus HB (242/2.6)| and believe
2820 Bremen 77 | Usenet : Mick_Schmidt@hb.maus.de | me later!
Germany | g16m@alf.zfn.uni-Bremen.de | (Hans
Tel. +49 421 63 52 70 | | & Franz)

965. Re: More MiNT q's, Why not a

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 22:08:00 UTC
From: Ulf_Moeller@hh2.maus.de
Message-ID: <A11199@HH2.maus.de>
Source record: 219318

> 1. if you get MiNT (0.94) in binary form you find the mintshel.prg.
> It should be a shell. But when I try to do an ls, dir or pwd I
> always get the answer cmd exit with -33 or so.
> Do I need to get some utilities which should be put in a bin directory

Exactly that. You should use the GNU file utilities (for pwd you only need
`alias pwd cd').

> 2. Did anybody use Pure C with the MiNT libraries, does this work.

After quite a number of changes, it does. A Pure and GNU C compilant version
of the MiNT lib is available as pcmntl20.zoo from athene.uni-paderborn.de
and ftp.uni-muenster.de

Ulf_Moeller@hh2.maus.de (mail < 16k)
ulf@isys-hh.hanse.de (binaries, mail > 16k)

966. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-24 23:23:46 UTC
From: ken@isgtec.com
Message-ID: <2884@isgtec.isgtec.com>
Source record: 219173

In article <1992Jul23.051640.12245@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
> In article <2867@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
> >Of course, this will not allow reading of Mac disks, like Spectre GCR.
> Why wouldn't it?

The Spectre GCR cartridge contains some simple hardware to allow ST drives to read MAC floppies directly. The basic ST drive cannot read MAC format directly (software only) as far as I know. This is one of the major differences between Spectre GCR and the previous Spectre 128, which could not read MAC format.

Darek Mihocka has informed me in email that the Gemulator board will support reading MAC disks, but using different techniques. He claimed that IBM drives can read MAC disks directly (software only required). This is news to me, since I thought there wasn't much difference between ST floppies and IBM floppies, but that's what he said, and that there are several IBM programs that let you read MAC floppies. I guess we will have to see what happens when Gemulator is released, which is apparently soon.

--

"Things should be as simple as possible, but no simpler." - Albert Einstein

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

967. Re: ATARI STE vs. ATARI MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 01:18:35 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Jul25.011835.2921@beaver.cs.washington.edu>
Source record: 219171

In article <4162@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <23JUL199201250836@ral.arc.nasa.gov> semra@ral.arc.nasa.gov (Donald K. George) writes:
>>I have a 520 STE w/ 4 meg. I'm informed that SST doesn't work on 520/1040
>>STE's. First, of course, due to physical space restrictions. This can be
>>overcome by putting it in a tower case (I haven't done this). Second, there
>>is some other problem that prevents it from working. I don't think the Megas
>>suffer this restriction. My own opinion is that if the price difference
>>isn't large or important to you, go with the MEGA. It seems to be more
>>versatile (VME and Graphics cards, etc., Internal SCSI?). There doesn't
>>seem to be much of an upgrade path for the 520/1040 STE's.
>
>The SST won't fit in a Mega STE either. You need a Mega ST or, as you said,
>a tower case. It's been mentioned a couple of times before from the designer
>George Richardson, that there would a Mega STE version, but it would sacrifice
>some of the features in the Mega ST version. And don't expect any time soon,
>if at all. I think Dave Small has enough on his hands right now that he
>doesn't need to worry about having George design another version.
>

Also remember that there is the Tiny Turbo 030 accelerator, which _does_ fit
in a Mega STe or a Mega ST or an ST or an STe. It has loads of options
and I'm sure would be a dazzling upgrade for those not wanting to buy a new
system. I don't think you need a tower caser for any version of the
Tiny Turbo, hence the name. I imagine a Mega STe with a Tiny Turbo 030
installed would zip right along, so you have a machine that is a TT
except for the nameplate... :-)

>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
> / | \ E.KRIMEN (GEnie)

Ben Gilbert
bgilbert@cs.washington.edu

968. Re: Best way to improve feel of 1040ste keyboard?

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 01:20:36 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jul25.012036.21242@elroy.jpl.nasa.gov>
Source record: 219170

In article <4157@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <91632@bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>>What is the best way to improve the feel of the 1040ste keyboard without
>>buying a whole new one? Is there a kit available, or is there some way
>>to just put Radio Shack part # XXX in between the keys or something like
>>that?

>There's a new thing called TT Touch. It got a favorable review in the
>May Atari Advantage magazine. You have to disassemble your keyboard to
>install its little pieces, but it didn't sound too difficult. I think the
>price is something like $44.95. Your dealer or Best Electronics should have
>it.

I installed one of these in my STe last fall. You get a little baggie of some
94 or so replacement rubber caps. Needless to say, it's somewhat tedious to
install. (Not to mention the 26-or-so screws that hold the keyboard itself
together.) But aside from the tedium it isn't all that difficult, and does
feel a bit better, i.e., it's definitely better than that totally mushy feel
it had before.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

969. dmj software

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 01:33:17 UTC
From: ca806@cleveland.Freenet.Edu
Message-ID: <1992Jul25.013317.18287@usenet.ins.cwru.edu>
Source record: 219172

Does anyone know any kind of internet/bitnet/fnet address
for Damien M. Jones of dmj software?

--
Roger Selby
Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
ca806@freenet

970. Re: MIDI-MAZE II

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 03:20:19 UTC
From: swoodcoc@nyx.cs.du.edu
Message-ID: <1992Jul25.032019.9606@mnemosyne.cs.du.edu>
Source record: 219174

In article <1992Jul24.124635.25846@Informatik.TU-Muenchen.DE>
seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:
>
>Hi
>I bought the PD-disk on a sunday last year, phoned the author the same evening
>sent the money on monday and had the full version 10 days later...
>
>
>--
>==
>seibert@hphalle9.informatik.tu-muenchen.de ist
>Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480
>
> Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
>==
>
>(* = Maerchen aus 1001 Nacht

Ewald:

What's their number? How can we reach them? Woz and I are DESPERATE
to get a copy of this editor.

Steven W.
One of the Good Guys

--
"...Men will awake presently and be Men again, and colour and laughter and
splendid living will return to a grey civilization. But that will only come
true because a few Men will believe in it, and fight for it, and fight in its
name against everything that sneers and snarls at that ideal..."

971. Re: ST waveform synthesis

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 05:04:30 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul25.050430.7494@solace.hsh.se>
Source record: 219180

sun1.mcsr.olemiss.e!cctony@overmind.mind.org writes:

[stuff deleted]
>synthesizer. If I implemented MIDI in as a third step, I'd have
>a MIDI-capable sampling synthesizer. After this, I could get a real
>job in a field I'd love to work in.

>Thanks in advance....
>--
>Tony Reynolds Have you hugged cctony@sun1.mcsr.olemiss.edu
>Cray Network Intern your Washburn today? (601)232-7206

I have a friend that has made a sampling synthesizer for the STE/MSTE/TT.
I takes MIDI input. He has also patched PRO24 and Cubase so you can play
MIDI-songs directly. He have 4/8/12/16 channels in 25KHz in polyphonic.

If you want to hear how it sounds like, download dynamite.lzh or dynamite.arc
from a.a.u.e or ftp.uni-kl.de, or mail me with a request.

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

972. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 07:01:54 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Jul25.070154.4616@terminator.cc.umich.edu>
Source record: 219181

```
drwxrwxr-x atari 1024 Jul 19 03:00 .
drwxrwxr-x weiner 1024 Jul 19 21:46 ./mint
```

973. Mint/Mgr/Mgrterm etc...

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 07:30:19 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1992Jul25.073019.15056@mnemosyne.cs.du.edu>
Source record: 219182

Greets,

I am running mint on my harddrive. I have it all on partition H. I am also running the init package with mint. I use bash as my shell. I am having a couple of problems. First I cant seem to set up a symbolic link from h:/mgr to u:/mgr. I am doing this from within mint.cnf as follows.

sln h:\mgr u:\mgr

The thing that is odd about that is that my other links work fine.. Is there a reason for this? The other links I have a h:\bin u:\bin, h:\gnu u:\gnu, etc.

Now onto other problems. I startup mgr with no problems, but I cant seem to run mgrterm? It starts up, but then doesn't seem to do anything. Is there anything special that has to be done. Also how can I shutdown mint from within bash? With tcsh there is an alias "shutdown kill -TERM 1" or some such, is there a way to do this from withing bash? I cant seem to use kill at all from bash? Also the mintbash.zoo the latest version of bash?

John

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

974. Gcc 2.2.2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 09:27:05 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <12371@ecs.soton.ac.uk>
Source record: 219343

Hi. I have GCC 1.40 (got from a.a). Has the latest version of GCC 2
(is it 2.2.2?) been ported by a kind soul yet? Are there GCC files
in the new directory waiting for Jeff after the holidays?

- I don't want to download what is on a.a now and then find a whole bunch
of new files appearing!!!

Thanks a lot.

--

David Halls 2nd Year Computer Science Undergraduate
dah90@uk.ac.soton.ecs Southampton University, England

975. Re: ST Format Fire and Ice demo difficulty

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 09:46:19 UTC
From: jonc@status.gen.nz
Message-ID: <wVoFoB6w164w@status.gen.nz>
Source record: 219226

ken@isgtec.com (Ken Newman) writes:

> I don't know about this particular issue, but this is something you have
> to live with when you buy British magazines. I have dozens of cover disks
> from UK magazines, both ST and Amiga, and I would say fully half of the
> games do not work on North American, NTSC machines. The assholes that
> produce these things do not test them at all on NTSC machines or different
> memory configurations. I've even seen magazine disks that put their own
> homebrew menu system on the disk which is pure garbage and IT doesn't
> work on NTSC machines even though the games might. Pathetic, and a very
> annoying waste of money for NTSC customers. I hope some magazines in
> the UK wake up soon.

Ken,

Have you tried to use a little auto folder program called 50_60.prg ?
I have for many years now used an NTSC machine here in NZ and have
run the bbs here with no problem and have most of the ST Format and
other British games that _ALL_ work 100%.

May I suggest it is something on your end rather than the fault of the
magazine publishers.

I personally feel your commens are a little over the top in regards
to ...

Quote "Pathetic, and a very annoying waste of money for NTSC customers."

But then again these are just my thoughts..

Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

976. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 10:46:08 UTC
From: truong@news.cis.ohio-state.edu
Message-ID: <9207251846.AA13804@boa.cis.ohio-state.edu>
Source record: 219186

I've been seeing a lot of posting on the Falcon. Would someone englighten on this supposedly wonderful new computer? When is it due (supposedly, and REALLY)? About the video/genlock, does it have a built-in genlock board? And will it work with any NTSC signals? Any comments will be appreciated. By the way, I might be waiting for it instead of getting an AMIGA and an enternal genlock.

Thanks

977. Re: Mint & Gemini

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 12:03:31 UTC
From: olaf@oski.toppoint.de
Message-ID: <920725840@oski.toppoint.de>
Source record: 219184

adrian@robots.ox.ac.uk (Adrian Cox) writes:

>In article <1992Jul22.151311.12148@sae.com> malay@sae.com (Bob Malay) writes:

> Is it possible (has anybody tried this?) to use Mint and Gemini at the same time??
> Can Mint startup Gemini??

> Bob Malay

>I've experimented with this, and it works fine. I have MiNT in \etc,
>using MINT_IT. MiNT starts up GEM, then I have Gemini installed under
>the TOS 1.4 desktop to auto start.

Just want to add a few caveat's:

1. Running GEMINI with MiNT (0.93 or newer), you may occasionally
crash the system by hitting Ctrl-C (to close a window). This
is reproducable, when Gemini comes up, i.e. with the console window
closed. If you try to close a folder window then, the system crashes
immediately.

2. If you press ESC while looking at a Gemini Window (to update
the directory contents), and you have a background process working
on the same drive, the background process is killed ("Open Files
on changed disk"). Gemini uses a dirty trick to simulate a hard disk
change for updating directory info.

3. If you choose to replace the drive icons by folders on drive U:, bug 2
disappears, but you cannot longer MOVE files from one drive to another
(Gemini thinks, that everything is on one - physical - drive).

4. The twins in Gemini are different: Venus doesn't like Minix file systems,
Mupfel does. I have recompiled the Minix fs to tosify filenames on Minix
filesystems for programs running in the tos domain. Now Venus
is satisified too.

--
Olaf Schlueter, Sandkuhle 4-6, | olaf@oski.toppoint.de,
2300 Kiel 1, Germany, Toppoint Mailbox e.V. | olaf@tpki.toppoint.de
My heart full of hope, my ass full of dope.
Barcelona 1992

978. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 17:18:16 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Jul25.171816.27205@mnemosyne.cs.du.edu>
Source record: 219185

Roy,
Thank you for the kind words aout AIM.

As for info about Atari Advantage, Mike Lindsay is taking over Atai Explorer, so that leaves AA's future in doubt. I was told about Mike's move by a member of the "old" Atari Explorer staff. The rumors flying around are that ST Informer has "purchased" Atari Advantage, but I don't know at this time if that is accurate. John Jaischigg and his staff are no longer at Atari after July 31st. Major bummer.

On an almost unrelted topic, has anyone else seen the scathing Forbes article aboutAtari? 8/3 is the issue in question.

Pattie Rayl (AIM)

979. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 20:09:01 UTC
From: alien@clinet.fi
Message-ID: <1992Jul25.200901.4901@clinet.fi>
Source record: 219196

```
sheppard_r@kosmos.wcc.govt.nz writes:
:
: No I am refering to that Dirty word Atari here, NO SUPPORT AT ALL,
: No Sotware no Books, zilch...
:
Only thing what is dirty in Atari, is users like you!

: Take your head out of the sand and live, Atari is Dead...!!!
:
Put your head into sand and die!!!

:
: Roger.............. sheppard_r@kosmos.wcc.govt.nz
:
--
*---------------------------------------------------------------------*
| Risto Juvonen Internet: alien@clinet.fi |
| Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0) |
| 00160 Helsinki Finland |
```

980. Forbes Magazine article

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 20:39:44 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <62809@cup.portal.com>
Source record: 219187

Pattie Rayl asked:

>On an almost unrelted topic, has anyone else seen the scathing Forbes
>article aboutAtari? 8/3 is the issue in question.

Actually, considering the way people on the Net usually react to anything
even slightly critical of Atari, it might be better if they DON'T
read the article in the August 3 issue of Forbes.

Hypertension or even cardiac arrest might be the result...

WARNING: Unpleasant truths may be hazardous to your health!

BobR

981. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 20:55:33 UTC
From: jyoung@nyx.cs.du.edu
Message-ID: <1992Jul25.205533.3220@mnemosyne.cs.du.edu>
Source record: 219188

Everyone is waiting for review of Flacon!! WHERE is it?!?

982. HERMES

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 21:08:13 UTC
From: mike@r-node.gts.org
Message-ID: <1992Jul25.210813.28695@r-node.gts.org>
Source record: 219302

Sorry if this is a duplicate post, but I never saw my original.

I'm trying to get HERMES running. Most of the docs are in german. Is this the standard distribution?

I have run a german to english translator which helps a bit.

Anyway, when I run GUS (ver 1.0), how do I create an original message or news article?

I tried the menu entries 'w' to write a message, it prompts for a header, then mmail runs and creates the control/data files for uucico. Am I supposed to edit the data file from the queue? Seems bizarre to do it that way.

Ok, that's not that big a problem. Once I have the data/control files in the queue how do I get uucico to send them?

I tried running rmail, which is finding the queued stuff ok, then I ran uuwork which is not finding anything for uucico to do apparently.

Is uuwork the program I'm supposed to run?

Is all this stuff supposed to be integrated into GUS?

983. Re: Forbes Magazine article

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 21:09:13 UTC
From: jyoung@nyx.cs.du.edu
Message-ID: <1992Jul25.210913.3701@mnemosyne.cs.du.edu>
Source record: 219190

In article <62809@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>Actually, considering the way people on the Net usually react to anything
>even slightly critical of Atari, it might be better if they DON'T
>read the article in the August 3 issue of Forbes.
>
>Hypertension or even cardiac arrest might be the result...
>
>WARNING: Unpleasant truths may be hazardous to your health!

Who CARES about health!? Post Forbes so everyone can read good and bad news!!
Many companies having bad news now..DEC loses 2 BILLION dollars,
Adlib company goes BANKRUPT, many newspapers now saying Amiga is
DEAD (because of Irving)..

What is happening NOW (today) not yesterday? IF Atari have GUTS
and sells Falcon for under $1000 I AM BUYING A FALCON. (IF C=
sells A4000 less than $1000 I AM BUYING A4000 TOO.

984. Re: Falcon info

Newsgroup: comp.sys.atari.st
Date: 1992-07-25 23:22:31 UTC
From: yegerleh@cortez.ecn.purdue.edu
Message-ID: <1992Jul25.232231.16870@noose.ecn.purdue.edu>
Source record: 219197

In article <1992Jul24.143614.15665@fwi.uva.nl>, kort@fwi.uva.nl (Jan Kort (I89)) writes:
> Hardware:
> 16 MHz MC68030
> 32 MHz Motorola 56001 DSP-chip
> 1,4 or 16 MegaByte (No simms ...)

[stuff deleted]
>
> Resolutions:
> Mode Resolution Bitplns colors pallette
> ST Low-res 320x200 4 16 4096
> ST Med-res 640x200 2 4 4096
> ST High-res 640x400 1 2 4096
> 640x480 8 256 262.144
> true color 320x200 15 32768 --
> VGA/VIDEO x:320 or 640 1,4, 2,16, (overscan select)
> y:200 or 400 8 256 262.144

Hmm, what exactly does the overscan select mean? Is this really
going to have a max resolution of 640x480? I had heard earlier rumors
of 800x600. This is very bad news if 640x480 is as good as it gets.

> P.S. I got all this information from a magazine called "atari st nieuws"
> edition 50/51. There's lots more info in the article (especially about the
> DSP). I'm not gonna type all that stuff though :)

Could someone possibly check up on the video resolution?

>
> Jan Kort
> kort@fwi.uva.nl

985. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 00:24:56 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul26.002456.3583@actrix.gen.nz>
Source record: 219199

If you ever FTP a file, make sure that you GET the file in BINARY mode. (Type BINARY at the FTP site). And use BINARY mode to download the file! Otherwise, you'll end up with binary-files that are in ASCII format. Which stuffs things up completely!!

--> What does this big button marked 'reset' do?
--- Steven.Wells@Actrix.BBS.Gen.NZ
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

986. Attempt at Objective View of Atari

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 00:41:08 UTC
From: jawalsh@copper.ucs.indiana.edu
Message-ID: <Brz0KL.KD0@usenet.ucs.indiana.edu>
Source record: 219198

Hello All,

I've been reading this newsgroup for the past two months or so. I'm in the market for a computer, and after hearing about the Atari ST, TT, and yet-to-be-released Falcon, I became very interested in the Atari products. Since I'm about to write a dissertation, I need a computer with that will support a *great* wordprocessor. O.K. If my needs ended there, a PC running WordPerfect 5.1 would be great. It so happens that I am also a musician and I heard that Atari's are the best machine for MIDI (Macs are supposed to be pretty darn good with MIDI). I've also heard that Atari's are *great* when it comes to Desk Top Publishing (again Macs compete well in this arena). My other major need is for a michine is very good with network communications via modem or ethernet or other network media.

O.K. So you know what I need. Now, I am fairly knowledgable about computers, and I know there are better things out there for the money than a PC or Mac, so I'm really interested in the Atari products. Of course, I'm afraid that *practically noone owns an Atari/there is relatively little support/there is relavively little application softwarey* but if it's great unit, and I know some people who will help with support(through the net, etc.), and I'm getting more computer for my money, hey, this may be the way to go.

DISCLAIMER: I AM NOT ABOUT TO BASH THE ATARI!

Here is how much I was interested in the Atari. I don't own one, but I was interest enough to spend two or three buck on an Atari Explorer magazine just to see what they looked like. O.K. I'm stil interested after reading May/June issue cover to cover. In this issue they report about the Mid-Indiana ST Atarifest happening today, July 25, in Inianapolis. There it was. I'm from Bloomington, IN, about an hour and a half away. This was the perfect opportunity for an interested person to go look at the machine and actually see how it worked, what it was, etc.

I drove up there this morning (some more in-depth reporting from Atari Explorer would have made my trip much easier) to check it all out.

HERE IS WHAT I THOUGHT:

First, it is important to explain that I wanted to be blown away and impressed by the Atari. I didn't drive all that way to see something I knew sucked. From reading this newsgroup, I really believed that the Atari was great machine (I still believe it may be). I went wanting to come away with the conviction to save my money until the

Falcon was released and then buy one.

Disappointments:

After hearing all the hoopla about Atari and MIDI, there was not one booth at this "Atarifest" running anything MIDI related. To me, this is a serious flaw in organizing. Atari Corp. was there (more on this later) represented by Bob Brodie, and one would think that if no one else was going to do it, Atari would set up a display showcasing one of the recognized strengths of their system.

The on-screen "look" of the Atari was a disappointment. I was expecting a very impressive GUI, and was disappointed by the crispness of the look. A Mac looks much better, IMHO. However, I realize that a lot of these machines (1040 ST's, 520ST's, etc.) are old machines, so all is forgiven there. The TT's I saw were indeed impressive.

The software available at the "Atarifest" was limited and unimpressive. Some of it may be excellent software, I do not mean to insult anyone, but the packaging, etc. looked as though it the software was being written, marketed, and sold by a lot of amatuers and not professionals. There is some charm to owning a computer owned and supported by a network of amatuers, but when one really needs a computer for serious business or productivity, do you want to settle for this? I walked around listening to to software sellers constantly saying, "Well, it doesn't do that yet, but we're working on it." Can we all afford to wait?

Finally, about Atari Corp.: Can you say FAILURE.

O.K. Atari Corp. was represented at this Atarifest by one of their excutives, Mr. Bob Brodie. He was there sharing a table w/ the GEnie people. Atari had nothing to show, offer, sell, explain--nothing. No Falcon--no anything. Isn't this a failure? O.K., so the Falcon isn't ready for release, it doesn't have a price. If it exists, couldn't they at least bring it to a semi-majore Atarifest to show people? The Falcon aside, shouldn't the Atari people have brought something? I am dead serious--there was nothing--no pamphlets about MIDI, laserprinters, Desk Top Publising, nothing--just Bob Brodie sitting there telling people he couldn't tell them anything about the Falcon.

O.K. After finally seeing some Atari machines and the community of support surrounding them I'm much less enthusiastic than before. Please don't write me off as some guy who loves to piss people off and get involved in flame wars. I'm not that type. From all I heard, I wanted to fall in love w/ the Atari, buy one, love it, and laugh at all my PC/Mac-owing friends. Unfortunately, my first experience was little less than a disaster. I just wanted to offer my opinions. I would love to get some helpful responeses explaining reasons why the Atari is still a good choice for a computer. I think a computer that can do great things w/ MIDI and emulate a Mac at a reasonable price would be a great thing for me. My problems are: What the hell is wrong w/ Atari Corp.

(why can't they set up a decent booth?) and Can I get good software for my machine (Wordprocessing, communications, database, etc.--I know there are good DTP programs and plenty o' games).

Thanks to everyone reading this group. I hope this isn't too long. Please don't flame me, but all helpful responses are welcome. I was and still am very intersted in Atari computers. I was all excited to be blown away and was disappointed. Please explain to me why I should still have faith. If I shouldn't, please tell me which PC or Mac to buy.
Thank you, all
--
**********John A. Walsh, Dept. of English, Indiana University**********
* jawalsh@copper.ucs.indiana.edu (Internet) *
* jawalsh@iubacs.bitnet (Bitnet) 812/323-1035 (Voice) *
*********1216 S. Stull Ave. #2, Bloomington, IN 47401 (US Mail)**********

987. ST keyboard rubber pads -- where to get?

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 01:38:41 UTC
From: rjung@aludra.usc.edu
Message-ID: <l740h1INNp2r@aludra.usc.edu>
Source record: 219200

Please reply by e-mail.

I'd like to know a source where I can buy those conductive rubber pads that are used in the ST/STe/Mega/TT keyboards. For those of you who've worked with the keyboards before, you know what I mean -- when a key is pressed, the rubber pad closes a contact on the keyboard circuit board, and the keypress is registered.

Anyway, if someone knows of a place (mail-order or whatever) where I can buy a few of those (or even a generic brand name that I can buy from Radio Shack or somesuch), I'd appreciate it. One of my pads has died and needs replacement. I've moved the defective pad to the Help key, but I'd prefer to have a 100% functional keyboard.

Please reply by e-mail.

--R.J.
B-)

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

988. Re: Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 05:04:08 UTC
From: ca806@cleveland.Freenet.Edu
Message-ID: <1992Jul26.050408.5135@usenet.ins.cwru.edu>
Source record: 219301

Pretty pathetic list. Does anyone know when the tons of stuff
in the new directory at umich.edu will get processed?
--
Roger Selby
Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
ca806@freenet

989. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 06:42:39 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul26.064239.27568@msuinfo.cl.msu.edu>
Source record: 219303

brayl@nyx.cs.du.edu (Bill Rayl) writes:

>On an almost unrelted topic, has anyone else seen the scathing Forbes
>article aboutAtari? 8/3 is the issue in question.

Hiya!

Any good and loyal Atarian knows it's not hard to find something to scathe Atari about... Atari goes out of its way every day to be a target, then they complain when Ralph shoots at 'em!

Personally, I think the people who own/operate Atari should be taken out to some desert place and machine-gunned. Not that they'd notice. They've been shooting themselves in the foot for years!

-MOlin

990. Re: Attempt at Objective View of Atari

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 06:55:01 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul26.065501.27990@msuinfo.cl.msu.edu>
Source record: 219305

jawalsh@copper.ucs.indiana.edu (John Anthony Walsh) writes:

>After hearing all the hoopla about Atari and MIDI, there was not one
>booth at this "Atarifest" running anything MIDI related. To me, this is
>a serious flaw in organizing.

Get used to it, if you're planning to get into the Atari environment...
You'll like their hardware, but as a company they suck. They're small
peanuts in a big barrel, and that's all they'll ever be until the
current regime is overthrown. Don't count on that happening soon.

>Can I get good software for
>my machine (Wordprocessing, communications, database, etc.--I know there
>are good DTP programs and plenty o' games).

Find someone who has an Atari already and ask them to show you the
demo version of Caligrapher... Regardless of Atari's desire to be
the smallest computer company on the planet, you'll not regret owning
one for word processing if you end up using this package.

Find someone who has an Atari already and ask them to show you Flash
or Flash II. Telcomm on the Atari is a joy!

Look around for an Atari user group, and you'll find people who will
happily show you the fun things they're doing with their Atari machines.
Just don't tell Atari Corp that you like their machines. That seems
to be a sure way to get them to not produce it.

-MOlin

991. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 06:58:24 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul26.065824.28097@msuinfo.cl.msu.edu>
Source record: 219306

truong@news.cis.ohio-state.edu (hoa nhu truong) writes:

>I've been seeing a lot of posting on the Falcon. Would someone englighten on
>this supposedly wonderful new computer? When is it due (supposedly, and
>REALLY)?

Atari Falcon is due out this fall.

When's it REALLY due out? BWAHAHAHAHAH HOHOHO HEHEHEH YOWZER!
That's rich! Have you considered standup comedy?

992. Help with IBM mouse

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 08:04:49 UTC
From: kisaacso@nyx.cs.du.edu
Message-ID: <1992Jul26.080449.19283@mnemosyne.cs.du.edu>
Source record: 219304

Hey, I've got an IBM mouse which I think I could hook up to my ST
(its a better mouse than the ST comes with) but I don't have the pinouts
for the mouse. Its an IBM model 001 mouse with a round 6-pin connector.
If anybody could give me the pinouts or a tip on hooking this mouse up
I'd appreciate it. Thanks!

Kevin Isaacson
| |
| Hey, when everybody hates you, paranoid is just good thinking! |
| -J. Caravella |

993. Re: HERMES

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 11:01:06 UTC
From: herby@danubix.ulm.sub.org
Message-ID: <H.0GAt&QdNmrY@danubix.ulm.sub.org>
Source record: 219333

In <1992Jul24.091522.19636@r-node.gts.org>, Mike Stramba writes:
>Is anyone here running HERMES?

Yep. Version 1.03. Should be on 129.69.1.12 ftp.rusmv.uni-stgt.de

>When I start up gus.prg, then choose send mail or post news I get prompted
>for the header info, then mmail starts up and nothing happens after.

You will have to start batchmai and batch for spooling, take a look on a part
of my batchfile 'doqueue.cli'. $MAILQ is \usr\spool\mqueue

+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++

```
void rm c:/*.lck
void mv g:/tmp/*.lck c:/
void rm g:/tmp/*.*
void mv c:/*.lck g:/tmp
#
#void cp $MAILQ/*.X $MAILQ/*.D $MAILQ/save
#
void ifex $MAILQ/*.X rsmtp
#
void ifex $MAILQ/*.X rmail
void ifex c:/usr/users/server/*.MSG fileserv
#
void ifex $MAILQ/*.X rnews
void reflect ulm.test stgt.test local.test gnet.test aragon.test mercury.test
void ifex $MAILQ/*.X rmail
#
void ifex /usr/spool/uucp/novalis/*.B batch novalis
void ifex /usr/spool/uucp/novalis/*.BM batchmai novalis

void ifex /usr/spool/uucp/linef/*.B batch linef
void ifex /usr/spool/uucp/linef/*.BM batchmai linef

void ifex /usr/spool/uucp/dg2sac/*.B batch dg2sac
void ifex /usr/spool/uucp/dg2sac/*.BM batchmai dg2sac

void ifex /usr/spool/uucp/nahid/*.B batch nahid
void ifex /usr/spool/uucp/nahid/*.BM batchmai nahid

void ifex /usr/spool/uucp/test/*.B batch test
void ifex /usr/spool/uucp/test/*.BM batchmai test

[...]

#
void ifex /usr/spool/uucp/amegas/*.B batch amegas
```

```
void ifex /usr/spool/uucp/amegas/*.BM batchmai amegas
#
void rm g:/tmp/*.*
cd c:\usr\users\herby
```

+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++

>When /how do I put the content of the article/ mail in?

Running the above batch, the articles/mails are in \usr\spool\uucp\xxxxxx

>How do I actually send / receive to a site?

type 'uuwork host' or use the builtin 'cron'. Here a part of my
'xhosts'-file:

+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++

```
novalis%novalis.stgt.sub.org|\
atx4b0e0|0:30/5/5-6:31|19200/r|\
^^^^^^^^^^^^^

07031386724%07031386716|\
ogin:|loginword|word:|Password|\
c:\usr\spool\uucp\novalis|712123224|712123290
# last attempt: Sun Jul 26 05:00:24 1992
# last success: Sun Jul 26 05:01:30 1992

tyrell%tyrell.tynet.sub.org|\
atx4b0e0||19200/r|\
0711651429|\
ogin:|loginword|ssword:|password|\
c:\usr\spool\uucp\tyrell|712066678|712066722
# last attempt: Sat Jul 25 13:17:58 1992
# last success: Sat Jul 25 13:18:42 1992

[...]
```

+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++

0:30/5/5-6:31 means:

Try to call novalis from 5:00-6:31. If not successfull, try again all 30
minutes. If sucessfull, don't try again before 5 h are spent/gone.
So uuwork trys to call 5:00, 5:30, 6:00 and 6:30.

In \usr\lib\mail\mailmode you must define the mode for 'rsmtp':

+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++

```
# SMTP sites
linef S F 128

# rmail sites
novalis R
deepth R
```

dg2sac R
nahid R
test R
progate R
haudruf R
eesti R
silch R
trans R
bfoxi R
kapetown R
amegas R

+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++

R means rmail, S F 128 means 'do rsmtp with FREEZE and packets not bigger
than 128 kb.

Hope this helps, sorry for my poor english.

cu l8ter mfG herby@danubix.ulm.sub.org
--
* E-Mail: herby@danubix.ulm.sub.org ccc_damp@rzmain.rz.uni-ulm.de *
* CCC_DAMP@DULRUU51.BITNET Fido: 2:241/7902.1 *
* Forchenweg 14 W-7900 Ulm/Donau Voice: 0731-6021657 *

994. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 14:06:50 UTC
From: june@f308.n133.z1.FIDONET.ORG
Message-ID: <119.2A74E52D@gisatl.fidonet.org>
Source record: 219223

On <Jul 22 22:41>, Darek Mihocka of 1:133/411 wrote to All:

DM> Gemulator has 8 ROM sockets on it

So, is this selling now? How much?

--
Ed June

Fidonet: 1:133/308, Atlanta's OS/2 Users Group BBS, 404-471-1549
Internet: ed_june@over.mind.org
Internet: june@gisatl.fidonet.org
UUCP: ...!emory!uumind!overmind!ed_june
UUCP : ...!gatech!warlord!gisatl!308!june

995. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 14:42:05 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Jul26.144205.26415@mnemosyne.cs.du.edu>
Source record: 219307

Hiya Mike! :)

Well, you may get your wish soon! Apparently, Jack's back with a vengeanc
,
Everyone seems to parallel this with '77 and

when Jack was at Commodore. The basic gist f the article is that Atari
was once a Forbes 400 company, and now it's stock is bumping along at
$1.50. The article also spells out how Atari doesn't have enough
money to launch the Falcon and Jaguar. So, my feeling is that unless

Jack is willing to dip into his millions to keep Atari afloat, game over.
Jack can still pull it off, but he's got t be willing to spend some of
his own personal fortune to do it.

Pattie Rayl (Atari Interface)

996. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 16:19:59 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jul26.161959.19687@u.washington.edu>
Source record: 219310

molin@crs.cl.msu.edu (Michael Olin) writes:

>truong@news.cis.ohio-state.edu (hoa nhu truong) writes:

>>I've been seeing a lot of posting on the Falcon. Would someone englighten on
>>this supposedly wonderful new computer? When is it due (supposedly, and
>>REALLY)?

>Atari Falcon is due out this fall.
>
>When's it REALLY due out? BWAHAHAHAHAH HOHOHO HEHEHEH YOWZER!
>That's rich! Have you considered standup comedy?

I have heard from what I consider to be reliable sources (Bob Brodie) that
the final pre-release production run is currently underway. In the AEO
F-net conference, which Bob reads, many people have said that it will be
released in the middle of August, and Bob hasn't denied it; he's usually
quick to quell untrue rumors, especially in the conference he's the lead
sysop of!

997. Re: Attempt at Objective View of Atari

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 16:52:42 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.542800@cix.compulink.co.uk>
Source record: 219313

>products. Since I'm about to write a dissertation, I need a computer
>with that will support a *great* wordprocessor. O.K. If my needs ended
Calligrapher is the one for you. Fully WYSIWYG. import for various
graphics formats, line art, multi-font, all the usual stuff on a high
end WP including spell check, thesaurus and grammer checker.

>am also a musician and I heard that Atari's are the best machine for
>MIDI (Macs are supposed to be pretty darn good with MIDI). I've also
Both true. On the ST, depending on cash, look at Steinberg's Cubase
or Notator from C-Lab at around 300-500 UK Pounds or if cash is at a
premium, PRO 24 III from Steinberg at around 70 UKP. In addition
there are many sound editors, sample editors (Avalon from Steinberg
is good), mixdown automaters, direct to HD sampling systems etc.

>heard that Atari's are *great* when it comes to Desk Top Publishing
>(again Macs compete well in this arena). My other major need is for a
Hmm, Calamus SL is fairly good comapared to most MAC stuff but to be
honest, unless you were wanting only basic abilities, most ST stuff
is a bit underpowered. Pagestream is quite good though at around
150UKP

>michine is very good with network communications via modem or ethernet
>or other network media.
There are Ethernet boards available for Mega STe/TT/Mega machines
but these are quite expensive - Mac ones are probably cheaper.
The serial port only goes to 19200 baud without hardware hacking, for
a lot of people, this is too slow. Most ST comms packages are a bit
average too. It depends what you want to do really. VT100/ANSI
emulation is about as good as it gets.

>course, I'm afraid that *practically noone owns an Atari/there is
>relatively little support/there is relavively little application
This is unfortunately a US problem. In Europe it's a lot better. I
know about 15 people with ST/MegaSTe/Megas, most with harddrives.
This is a bit wierd because ST hardware and software is *much* cheaper
in the States :-(

There is loads of software covering DTP/WP/MIDI/graphics/databases
art etc.

Graphics - Retouche Pro for instance supports 24 bit colour at very high
resolutions via suitable hardware and was recently put against the
best Mac & PC equivelents and came out TOP!!

>After hearing all the hoopla about Atari and MIDI, there was not one
>booth at this "Atarifest" running anything MIDI related. To me, this is

Much better in Europe. At a recent show in the UK, Roland had stacks of STs running various packages.

>The on-screen "look" of the Atari was a disappointment. I was
True. As a result, a very good replacement from a third party supplier (Gribnif) called Neodesk is amust. I've used Macs & Windows 3.1 and this beats them all hands down as a desktop.
Within applications, your stuck with GEM in the main. It's still not too bad once you get used to it. It may not be pretty but it does pretty much everything you'de want.

>The software available at the "Atarifest" was limited and unimpressive.
US specific again I'm afraid.

>but the packaging, etc. looked as though it the software was being
>written, marketed, and sold by a lot of amatuers and not professionals.
I've bought Lattice C5.51, Timeworks DTP 2, Devpac 2 and more. These all come in good quality boxes with great manuals. Easily the equal of PC packages that I've used.

>doesn't do that yet, but we're working on it." Can we all afford to
>wait?
Can Atari???
>
>Finally, about Atari Corp.: Can you say FAILURE.
Atari are basically a joke. It's due only to some incredibly loyal users that they're still going. They haven't really moved forward in hardware terms since 1985. The TT was OK but 2 years late. The Mega STe would have been good in 1987/8 but we've only got it in the UK THIS YEAR!

I suspect the Falcon may be too late to stop Atari from being anything other than a cult machine. On the bright side, unlike a lot of Atari stuff that gets rumoured, this one is real and working and with developers right now.

>Mr. Bob Brodie.
A man with the worst job in the world - he exists to appologise for Atari Corp. If only the erst of them cared about the users as much as he did, the situation would be a lot different.

>Atari had nothing to show, offer, sell, explain--nothing. No
>Falcon--no anything. Isn't this a failure? O.K., so the Falcon isn't
Atari were at a UK show a few months back and had tons of leaflets based around DTP, MIDI, Word Processing and more. They had tons of good stuff on their stand including a TT running SVR4 Unix, Composcript (postscript emulator), laser printers, PC emulators, The ST Book laptop, Calamus SL DTP and much more.

Atari used to get slagged for showing stuff they never released. Now they've gone the other way and wont say a thing about new stuff until it's virtually in the shops.

>O.K. After finally seeing some Atari machines and the community of
>support surrounding them I'm much less enthusiastic than before. Please
Easy to feel that way.

>don't write me off as some guy who loves to piss people off and get
I'm not - I wish more people were as open minded about picking
something other than a PC.

>things w/ MIDI and emulate a Mac at a reasonable price would be a great
The ST can emulate a 386SX PC and a Mac via hardware. Both these
emulations are very good and generally fairly complete
including various graphics modes, extended/expanded memory etc.
I can run Windows 3.0 fine on my ST

>thing for me. My problems are: What the hell is wrong w/ Atari Corp.
They are owned by the Tramiel Family who seem to view the whole
thing as a hobby rather than a business. Their only excuse is a
disasterous dabble in a retail chain (Federated) left them starved
of R&D cash and management resource for about 2 years. The Falcon is
the first thing to come out since this time.

>(why can't they set up a decent booth?) and Can I get good software for
Can't afford it?

>blown away and was disappointed. Please explain to me why I should still
>have faith. If I shouldn't, please tell me which PC or Mac to buy.
To be honest, if you lived in Europe, I'd say get an ST. In the States
I'd be inclined to buy a Mac unless you are willing to invest a lot
of time in becoming part of the ST scene because only they will
support you and your needs, Atari and most dealers wont.
Pay attention to the rest of the world, buy UK magazines like
ST Format, ST User or ST Review. There is a great UK mag
called ST Applications that's mail orderonly. You can buy a lot of
good stuff via mail order from the UK.

>Thank you, all
No problem.

/**
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
****
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
**/

998. SUMMARY: Calamus font trouble

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 17:58:57 UTC
From: kris@tpki.toppoint.de
Message-ID: <1992Jul26.175857.24032@tpki.toppoint.de>
Source record: 219319
Cross-posted to: comp.sys.atari.st,comp.fonts

In <H.roaiWz2vock@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> I beleive SL refuses to load fonts that have the string " Postscript"
>in the header, so a simple letter change can fix any font converted
>from postscript which puts this in the header. Use one of the many
>available hex editors to change the files.

Some time ago I let out a cry for help, because due to a serial number change I was unable to use my old serialized calamus fonts with my new version of calamus SL.

Many thanks go to the net, some people in Passau and in the Netherlands who shared facts, code and grief with me. Many thanks also go to borland for the turbo debugger, a really powerful tool for everyone who wants to find out about what really is going on within.

Thanks to you all who helped me to understand the calamus font format.

[dmc flame on]

Finding out these details delayed productive work here for about one week and blocked one desk and two persons. Potential calamus customers should add this to the cost for your copy of calamus if you consider buying this program.

The brain dead font serialization scheme of calamus does stop you effectively from distributing your work or building pipelines of workers. For examples we here often get half baked documents from several other people that have a sample page of layout ("I should look like this!") and have to be finished by us.

Since these people use fonts we don't need for our own work, we do not have these fonts with our serial number (we don't need them in our documents). To finish the work and use their fonts with their documents we had to install versions of their copy of calamus on our harddisk. Maximum was four different copies of calamus eating up valueable disk space. Sometimes we had differing versions with different features and bugs and us switching between them rapidly. This is not a friendly working environment.

When we upgraded our machine to an Atari TT, their old
versions of non-SL calamus were not longer functioning
properly on our new machine. Our copy of calamus SL
worked (No, it did not "work fine". Most of the
advanced features were "not yet implemented", rendering
the program unusable for serveral months for us), but
the serial number changed. There we were: Unable to use
our purchased, serialized fonts, unable to finish the
work other people unloaded onto our desk, with
deadlines to keep and the clock ticking.

Resumee:

Calamus is useful tool for page design and layout.
Because of my personal experiences with its font
serialization scheme and because of the experiences
other sources, who tried to install and use public
domain or third party fonts, shared with me, I strongly
dicourage anyone from buying this program. I recommend
that under all circumstances you try to get another
tool to get your work done. This recommendation is
solely based on experiences with this font
serialization mechanism - if it breaks (and it did
break for us), it stops you from getting any work done
at all.

[dmc flame off]

Please note:

In message <A9208@MZ.maus.de>, Pierre_Hansen@mz.maus.de (Pierre
Hansen) wrote:
> I don't think this kind of diskussion is funny at all.
> Deserialising fonts is illegal and DMC will not watch this
> without taking action.

So if you have any problems with your calamus fonts, please
don't help yourself. Instead report your problems to your
dealer or to DMC and stop working at all. Stand by and wait for
these people to get your problem solved. This may take some
time, but don't worry. Don't worry about your deadlines, it is
not your fault if you cannot deliver in time.

Please under no condition do this:

- never set the serial number of your font to zero, i.e. don't
setlong(font, 0x0010, 0L);

- under no circumstances set the font initial coding mask to
zero, i.e. don't setlong(font, 0x10b6, 0L). If you do this by
accident, forget the old mask value and don't reuse it in the
algorithm below:

- never run the following program fragment or something similar
on the offset block of the font. The offset block is an array
of relative pointers to the beginning of the fonts outline.

```
i = 0x1bc;

for (j=i;j<=i+size; j += 4)
{
position = (j-i)/4;

l = getlong(font, j);
l = l ^ (serial_number + mask * position);
/* printf("%lx:%lx\t", (j-i)/4, l); */
setlong(font, j, l);
}
```

- Never sort the outline definitions of the font.

The outlines of the first few character outlines are swapped
or not swapped, so that the offset values into these outlines
are not monotone increasing. Additional serial number
information may or may not be hidden within the order of the
outlines for the first few characters of a font. This
information might or might not be checked by newer calamus
versions.

If you sort the outlines, any potential serial number
information which is perhaps contained in these permutations
would be lost.

- Never overwrite the copyright notice of your font, since it
might or might not contain some keywords such as
"compugraphic" or "postscript" which could be checked for by
calamus. Calamus could not correctly reject your font, if it
does not find these keywords. So please don't touch them.

- Never decrease the baseline value (offset 0x1e0) by one if
its inital value is 0x2710. Should the above transformations
be applied to any of your serialized fonts by some accident,
rumor says that calamus could use the value 0x2710 at 0x1e0
to correctly reject the font. So, please leave this value
alone!

- If any of your public domain or third party vendor fonts is
not functioning properly, please don't check if any of the
above rules matches the problematic font. Instead don't use
public domain or third party fonts with calamus, the are not
good for you.

Instead, sit down, stay calm and wait. Don't panic.

Thank you,
Kristian
--
Kristian Koehntopp, Harmsstrasse 98, FRG W-2300 Kiel, +49 431 676689

"Das neue Calamus. Godot wollte es noch heute vorbei bringen."

999. Re: Mint & Gemini

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 18:00:44 UTC
From: an375@cleveland.Freenet.Edu
Message-ID: <1992Jul26.180044.23608@usenet.ins.cwru.edu>
Source record: 219311

In a previous article, mfg@gmd.de (Martin Gergeleit) says:

>In <1992Jul22.151311.12148@sae.com> malay@sae.com (Bob Malay) writes:
>>Is it possible (has anybody tried this?) to use Mint and Gemini at the same time??
>>Can Mint startup Gemini??
>
>Yes, I it works fine. The only Problem is, that Gemini does not know about
>starting TTPs as parallel processes. So, if a TTP runns, the Desktop sleeps, as
>known from Gemini + TOS. Starting a TTP as background process (with "bg") is
>of course possible, but this causes other problems: The build-in Mupfel-Shell
>occupies the console-window and you can not stop it because otherwise the whole
>Desktop is stopped again. So background process and Mupfel output will be mixed
>on the Screen.

If you started more from bgacc, then had mupfel start bg zoo l $1 >>u:\proc\more
, would that send the listing to more's stdin?
--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.
NOTE: I'm not okes, but you can reply to him if you want.

1000. MAC 128K ROMS FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 18:38:16 UTC
From: bantolph@carina.unm.edu
Message-ID: <f3kmckq@lynx.unm.edu>
Source record: 219315

I have two Mac 128K ROM's for sale. I had intended to use them
for Spectre GCR but have decided to do something else. If anyone is
interested the chip numbers are:

8841bv o r2424 8842av o r1702
23512-1055 23512-1054
342-0342-b 342-0341-c

Both are VLSI chips and are copywrited by Apple from '83 to '86.
Both chips came from a 1989 era Mac plus and are compatible with all
the new Apple software. They are also the correct chips for Spectre
GCR.

I am asking about $225 for the pair.

email to bantolph@carina.unm.edu

1001. Re: dmj software

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 19:04:26 UTC
From: MDORMAN1@ua1vm.ua.edu
Message-ID: <16830C609.MDORMAN1@ua1vm.ua.edu>
Source record: 219314

In article <1992Jul25.013317.18287@usenet.ins.cwru.edu>
ca806@cleveland.Freenet.Edu (Roger M. Selby) writes:

>
>Does anyone know any kind of internet/bitnet/fnet address
>for Damien M. Jones of dmj software?
>
>--
>Roger Selby
>Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
>ca806@freenet

Damien's not on the Internet--he's in Germany. However, if there's something
you need to get to him, well, there's a guy on GEnie (where I am, also), who
corresponds with him a good bit, and I can get mail to him, who can then
get it to Damien.

Did that make any sense? You get the idea, though.

Mike.

 Mike Dorman, SSS Consultant "If I could have my way, I'd be sleeping
 Internet: mdorman1@ua1vm.ua in the alley, on a couch, with a friend,
 GEnie: M.DORMAN2 and a bottle of gin." M. Etheridge

1002. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 19:08:16 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jul26.190816.12243@a.cs.okstate.edu>
Source record: 219312

In article <2884@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>
>
>Darek Mihocka has informed me in email that the Gemulator board will
>support reading MAC disks, but using different techniques. He claimed
>that IBM drives can read MAC disks directly (software only required).

Oddly.. this does seem to be true... since the "new mac superdrives" appear to be "normal hi density drives" Hence, if you have a hi-density (1.44 meg) drive in your Mac Emulation box... Fancy GCR goodies are not required unless perhaps you need to read 800k mac floppies. Don't know how to get around that one!

So while GCR limits you to 800k disks... the PC goodies for reading mac disks limit you to 1.6 (2Meg?) disks.

jc

1003. Re: HERMES

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 19:28:24 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.QoXYnwsTxqM@jonh.wimsey.bc.ca>
Source record: 219320

In <1992Jul25.210813.28695@r-node.gts.org>, Mike Stramba writes:
>
>I tried the menu entries 'w' to write a message, it prompts for a header, then
>mmail runs and creates the control/data files for uucico. Am I supposed to
>edit the data file from the queue? Seems bizarre to do it that way.

Did you perhaps forget to select an editor in the options menu?
>
>I tried running rmail, which is finding the queued stuff ok, then I ran uuwork
>which is not finding anything for uucico to do apparently.
>
>Is uuwork the program I'm supposed to run?
>
yes. Study the documentation on the xhosts file.

--
jhenders@jonh.wimsey.bc.ca

1004. Re: Forbes Magazine article

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 19:39:20 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Jul26.193920.13519@cheshire.oxy.edu>
Source record: 219308

I'm sorry... A3000 and Falcon are not comparable machines. Targeted for
different markets. The 3000 is clearly a superior machine. The Falcon
is a midrange machine targeted for a specific market... it looks like
the perfect sound synthesis MIDI machine. Especially if the Falcon is
packaged in a 1040 type enclosure, the machine certainly is not targeted
at a general market, and is not expandable for specialized hardware (not
that it needs much expanding... Jesus, TWO hard disk controllers built in!).

Thom

1005. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 19:42:00 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Jul26.194200.13636@cheshire.oxy.edu>
Source record: 219309

Umm... we should see working models of the Falcon on sale in the next two or three weeks. I know of few dealers who would be telling their customers, Oh yeah, I'm gonna be carrying that if the machine was really vapor. Besides, the most recent stats I've seen are too consistent and realistic to not be believed.

Thom

1006. Re: ATARI STE vs. ATARI MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 20:42:15 UTC
From: ekrimen@wet.UUCP
Message-ID: <4166@wet.UUCP>
Source record: 219316

In article <1992Jul25.011835.2921@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>
>Also remember that there is the Tiny Turbo 030 accelerator, which _does_ fit
>in a Mega STe or a Mega ST or an ST or an STe. It has loads of options
>and I'm sure would be a dazzling upgrade for those not wanting to buy a new
>system. I don't think you need a tower caser for any version of the
>Tiny Turbo, hence the name. I imagine a Mega STe with a Tiny Turbo 030
>installed would zip right along, so you have a machine that is a TT
>except for the nameplate... :-)

The original poster specifically mentioned the SST and that's why I commented on it.

The TinyTurbo and Turbo030 accelerator boards are totally different in theory to the SST. The SST lets you add the accelerator, RAM, and other accoutrements as you see fit. The accelerators from Fast Tech are designed differently for different tastes and a different market.

From what I understand, the TinyTurbo does NOT have the extra 32-bit(?) RAM that the SST and Turbo030 have. The TinyTurbo seems to be a T-16 or T-25 on steriods, sporting a 68030 with cache. (Of course, if I'm incorrect in these claims, I'd surely hope someone would correct me.)

In the second line, you say the TinyTurbo030 has loads of options. Care to inform us what only a couple of these "options" are?

The MegaSTE with a TinyTurbo030 would zip along quite nicely, but it's nowhere near a TT. The TT has much more to it than a 68030, and that's why I'm buying one and selling my MegaSTE. There's RAM expansion capability in a TT which the MegaSTE doesn't have, extra resolutions for animations which will hold me over until Leonardo comes out, and a SCSI port.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

1007. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 20:49:22 UTC
From: ekrimen@wet.UUCP
Message-ID: <4167@wet.UUCP>
Source record: 219317

In article <1992Jul25.171816.27205@mnemosyne.cs.du.edu> brayl@nyx.cs.du.edu (Bill Rayl) writes:
>
>As for info about Atari Advantage, Mike Lindsay is taking over Atai
>Explorer, so that leaves AA's future in doubt. I was told about Mike's
>move by a member of the "old" Atari Explorer staff. The rumors flying
>around are that ST Informer has "purchased" Atari Advantage, but I don't
>know at this time if that is accurate. John Jaischigg and his staff
>are no longer at Atari after July 31st. Major bummer.
>

The latest AEO briefly discusses Mike Lindsay's new control of AE. The impression I got was that Atari Advantage would be no more and that left over subscriptions might be converted to AE.

I don't understand why ST Informer would 'purchase' AA. Rod seems to have plenty to do with ST Informer. :^) But then, you may know more about this that I.

>On an almost unrelted topic, has anyone else seen the scathing Forbes
>article aboutAtari? 8/3 is the issue in question.

Yes, I've read it. There's been some discussion of it on GEnie. Most people are saying that it's what ST users have been saying all along, but they're glad that someone from the 'outside' has commented capably on the subject, including knowledge of the Falcon and Jaguar.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

1008. Re: The new Multi-TOS ....

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 22:45:12 UTC
From: michael.smith@p3.f842.n680.z3.fido.zeta.org.au
Message-ID: <a7547cb3@Kralizec.fido.zeta.org.au>
Source record: 219015

Original to: seimet@rhrk.uni-kl.de
In a message of <17 Jul 92 14:29:16>, seimet@rhrk.uni-kl.de (3:713/602) writes:

>> 3) A ram-based jump table for bios routines to facilitate (unavoidable)
>> patches. As someone pointed out, it is ridiculous for so many programs to
>> all fight over one or two interrupts.

s> Hmm, what do you mean by "unavoidable pachtes"? Don't forget, that only
s> resident programs are allowed to change system vectors. If the are
s> programmed cleanly there are no major problems.

This is miles off whack - I know what the original poster is talking about, but it needs to go one further. The jumptable needs to be _private_ to the operating system, and there needs to be a function to register and deregister handlers for individual operating system functions. (either terminal or passthrough handlers in fact).

Why? well, I ran into this problem while documenting the development requirements involved in implementing NFS/RPC/TCP/IP for the ST and some IP-aware ACSI/SCSI <-> Ethernet hardware a friend and I are developing. We want to be able to replace, at the terminal level, a substantial number of OS calls, particularly those related to file operations.

UNFORTUNATELY, and I really would like to be left in the same room as the cretin at atari who came up with this idea, the OS calls itself _DIRECTLY_, and so all of the other functions that do disk access have to be replaced as well. Now, it's one thing for a software company to have a programmer or two knuckle down for a fortnight and rewrite the whole thing, but I don't have that sort of time, and I want to write something that will be as universally portable as possible. Replacing Pexec() (argh!) and worse still, Rsrc_load() promise to be bundles of fun, I don't think. If they just bothered to call Fsfirst/Fopen/Fread it would be wonderful, and make life much easier.

This doesn't mean that the OS has to be re-entrant - even if there was an internal dispatcher vector to hook for internal OS cross-calls that would _barely_ do it.

As it is now, the whole project has been pushed to the backmost burner, as I've lost a lot of momentum trying to work around this.

>> 6) Software support for 2.88MB floppies (Last I heard, there isn't a
>> greyed out option for 2.88), and the possibility of swapping a: from the
>> floppy bay to a specified SCSI ID (such as for one of the new 20MB
>> flopticals).

s> I think there is no reason why you shouldn't be able to write
s> a floppy
s> driver that supports flopticals. In my opinion that is not ataris work.
s> BTW, the new AjAX floppy controller supports a clock rate of up to 32
MHz,
s> so there may be some hardware kits for 2.88 MB floppies in the future.

There's no need (as I understand it) for anything but the desktop format routine to be changed slightly anyway... I've never had any trouble with bizarre disk formats, or the ST's ability to handle them)

*Dr. Ziplok

--- ScanMail 0.68 X0501
* Origin: That Which is Not, control point. (3:680/842.3)

1009. Re: CLA_V1R1 Not running.

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 23:12:18 UTC
From: michael.smith@p3.f842.n680.z3.fido.zeta.org.au
Message-ID: <a7547cb4@Kralizec.fido.zeta.org.au>
Source record: 219013

Original to: clint@artech.UUCP
In a message of <17 Jul 92 15:34:40>, clint@artech.UUCP (3:713/602) writes:

>> I am running on a Mega-1, Tos 1.4, and have tried it with and without
>> (AMC)Gdos loaded, and NO accessories at all. Iused the paths as in the
>> zoo archive to install the software.
c>
c> I don't know why it's not working, but it doesn't work on my TT.
c> Sounds like a program I'd like to pay the fees for if it does what
c> it promises. Are the authors out there?

Umm. It 'works' on my TT (ST high only, and the 'wrong rez' alert is broken anyway - the alert button is continually toggling between highlighted and non-highlighted, and the mouse disappears. Reboot time.)

Unfortunately, while it seems to work, the user interfarce (yes...) can only be described as highly bogus. Why the authors didn't just go for a plain gem-based approach I will never know, unless they flame me.

If I were to spend my money on this thing, (and yes I might, if it works, seeing as I do quite a lot of circuit design) it will need to be cleaned up immensely. Hopefully craig and co won't lose hope on this - it's a _VERY_ worthwhile project that just needs a bit more work.

c> Clinton N. Keith ... Speaking for himself.

*Dr. Ziplok

--- ScanMail 0.68 X0501
* Origin: That Which is Not, control point. (3:680/842.3)

1010. Re: Atari Networking (was: Atari Falcon hands-on review)

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 23:46:04 UTC
From: michael.smith@p3.f842.n680.z3.fido.zeta.org.au
Message-ID: <a7547cb5@Kralizec.fido.zeta.org.au>
Source record: 219014

Original to: ens@ccu.umanitoba.ca
In a message of <25 Jul 92 13:22:38>, ens@ccu.umanitoba.ca (3:713/602) writes:

e> ens@ccu.umanitoba.ca (?), via *IXgate 3:713/602
e>
e> In article <1992Jul16.173623.109047@rrz.uni-koeln.de
e> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>> I could waste some more time mentioning networks using ethernet
>> and the DMA ports or the mega slot. I know there are at least two
>> German companies (PamsNet and BioData) that sell network adapters
>> for the ST/STe/TT, and their products will certainly available
>> for the Falcon too.
e>
e> These systems are priced out of consideration in my opinion.
e> Similar products for the Mac and PC sell for 1/3 the price, or less.

Well, to be frank, your opinion isn't worth too much. If I mention 'economy of scale' do your eyes glaze over? Try networking any other small-market system and see if you come off that well.

*Dr. Ziplok

--- ScanMail 0.68 X0501
* Origin: That Which is Not, control point. (3:680/842.3)

1011. Re: ICD and partition types : HELP please

Newsgroup: comp.sys.atari.st
Date: 1992-07-26 23:50:18 UTC
From: michael.smith@p3.f842.n680.z3.fido.zeta.org.au
Message-ID: <a7547cb7@Kralizec.fido.zeta.org.au>
Source record: 219012

Original to: dtarico@violet.ccit.arizona.edu
In a message of <21 Jul 92 01:32:26>, dtarico@violet.ccit.arizona.edu
(3:713/602) writes:

d> dtarico@violet.ccit.arizona.edu (?), via *IXgate 3:713/602
d>
d> In the ICD hard disk formatter, it asks for partition types. The manual
d> hints that type other than GEM and BGM are possible, but it says nothing
d> about what the other options are. Does anybody know what types of
d> partitions are allowable? I want to set up partitions (large ones) for
d> DOS and Spectre. What types of partitions should I specify for these?
Any
d> info would be appreciated. Thanks.
d>
d> P.S. large = >32 meg, i.e. GEM doesn't cut it. Spectre seems to work
d> fine on a BGM partition, but DOS doesn't seem to like it. Is BGM
d> acceptable for either of these operating systems, or will it cause
d> problems? --

I assume you're using something like PCditto here - unfortunately Gemdos and
MessDos use differing partitioning schemes, so unless your emulation
software supports translation between the two (ie BGM <-> 0x06) then you're
stuck.

d> - Doug Tarico

*Dr. Ziplok

--- ScanMail 0.68 X0501
* Origin: That Which is Not, control point. (3:680/842.3)

1012. Fax software

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 00:10:14 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jul26.201014.15026@newstand.syr.edu>
Source record: 219322

A while back I asked about the quality of Joppa's
Fax-software. One or two people replied, saying they like it.
What I really wanted to know was whether that package, or any
other for that matter, allows you to send and/or recieve faxes
without...WITHOUT...a fax modem?
Anybody know?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

1013. To Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 03:20:43 UTC
From: ekrimen@wet.UUCP
Message-ID: <4168@wet.UUCP>
Source record: 219324

Eric, my e-mail to you has been bouncing. Could you send me your GEnie address please? I need to ask you some questions about an article I'm writing.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

1014. Mac-System versions.

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 04:10:41 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul27.041041.6057@actrix.gen.nz>
Source record: 219323

I tried posting this in comp.sys.mac.systems but all I got was some idiot telling me to buy 4meg of ram and get system 7.0 to use on a Mac-Plus. (Spectre)

I was wanting to know the basics of the additions/removals of system versions 6.0.5, 6.0.7 and 7.???. This is for a friend who owns an Old Mac-Plus, with 2meg, and a Hard-Drive. And he is wondering which is best for a Mac-Plus which doesn't use too much RAM, and doesn't slow the system down too much (as apparently system 7 does on a Mac-Plus)

Any helpful information would be great!

--> What does this big button marked 'reset' do?
--->Steven.Wells@BBS.Actrix.Gen.NZ

--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

1015. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 04:14:43 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul27.041443.7980@msuinfo.cl.msu.edu>
Source record: 219325

brayl@nyx.cs.du.edu (Bill Rayl) writes:

>Well, you may get your wish soon! Apparently, Jack's back with a vengeance

Let's hope so. Left to Sam and company, Atari is history!

>The article also spells out how Atari doesn't have enough
>money to launch the Falcon and Jaguar. So, my feeling is that unless
>Jack is willing to dip into his millions to keep Atari afloat, game over.
>Jack can still pull it off, but he's got t be willing to spend some of
>his own personal fortune to do it.

The way I see it, the Tramiels could give a flip if the company ever makes
it big. Just so long as they take home a paycheck... Truth is, if they
all died tomorrow in a car accident, you'd hear CHEERING across the country!

1016. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 04:27:14 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul27.042714.8140@msuinfo.cl.msu.edu>
Source record: 219326

dud@hardy.u.washington.edu (Daniel Aylward) writes:

>I have heard from what I consider to be reliable sources (Bob Brodie) that
>the final pre-release production run is currently underway. In the AEO
>F-net conference, which Bob reads, many people have said that it will be
>released in the middle of August, and Bob hasn't denied it; he's usually
>quick to quell untrue rumors, especially in the conference he's the lead
>sysop of!

You are entitled to believe anything you want from these people. But
c'mon! Really! Do you honestly think you'll be able to buy a Falcon
in '91??? You'll be able to see them at shows. You'll hear about them
being sold in Europe. You'll even be able to order one. But you aren't
gonna have it in your hands this year.

We're talking Atari here! Believe me, I'm one of the most hardcore
pro Atarians you've ever met. But I don't trust the company as far
as I can spit. They're a bunch of rank amateurs who couldn't turn
Atari around if their lives depended on it.

Falcons readily available to the buying public THIS YEAR???? POPPYCOCK.

-MOlin

1017. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 04:30:06 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jul27.043006.8240@msuinfo.cl.msu.edu>
Source record: 219327

leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:

>Umm... we should see working models of the Falcon on sale in the next
>two or three weeks. I know of few dealers who would be telling their
>customers, Oh yeah, I'm gonna be carrying that if the machine was really
>vapor. Besides, the most recent stats I've seen are too consistent and
>realistic to not be believed.

I'm not saying they won't be released. I'm saying you won't be able to
get one. They're gonna trickle out slow slooooww SLLOOOOOOWWWWWWW.

Name one machine the Tramiel-Atari company has EVER released in good
quantities?

1018. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 07:24:37 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Jul27.072437.15722@pbhya.PacBell.COM>
Source record: 219328

>molin@crs.cl.msu.edu (Michael Olin) writes:
>
>>Atari Falcon is due out this fall.
>>
>>When's it REALLY due out? BWAHAHAHAHAH HOHOHO HEHEHEH YOWZER!
>>That's rich! Have you considered standup comedy?

Please step back and look at the CURRENT situation. IBM is announcing
due dates and missing them by years. Microsoft is not doing much better.

Atari did NOT publicize TOS 2.06 until it was ready. They have resisted
issuing a due date for the Falcon, or even releasing specs, until they
have firm facts. They have followed this policy for the last few years.

I respect them for making a stand.

Daniel B. Suthers, CCP.
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe
==========
= Youth is a difficult time... it gets tougher the longer you draw it out. =
==========

1019. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 08:32:15 UTC
From: yegerleh@cortez.ecn.purdue.edu
Message-ID: <1992Jul27.083215.13965@noose.ecn.purdue.edu>
Source record: 219330

In article <1992Jul27.043006.8240@msuinfo.cl.msu.edu>, molin@crs.cl.msu.edu (Michael Olin) writes:
> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>
> >Umm... we should see working models of the Falcon on sale in the next
> >two or three weeks. I know of few dealers who would be telling their
> >customers, Oh yeah, I'm gonna be carrying that if the machine was really
> >vapor. Besides, the most recent stats I've seen are too consistent and
> >realistic to not be believed.
>
> I'm not saying they won't be released. I'm saying you won't be able to
> get one. They're gonna trickle out slow slooooww SLLOOOOOOWWWWWW.
>
> Name one machine the Tramiel-Atari company has EVER released in good
> quantities?

Well, I actually think things are different this time. Two-three weeks from now is way too optimistic. But think about it. The hand-writing was on the wall when the annual report came out showing that Atari annual revenues were down from $4?? M to $2?? M in 1991. Everyone knows the trend is bad. Then, on top of it, everyone in the ST community knows this new machine is coming out, which makes things even worse. Now almost nobody is buying an ST; I can imagine that revenues have really dried up since word of the Falcon has gotten around. I hope they can just stay solvent until revenues start rolling in from it. But this all is _very_ strong incentive to get the thing out the door soon; if they don't they might just plain run out of cash and go belly up.

All of this is in contrast to prior years when the TT and MegaSTE were being announced. They were fat and happy. Well, at least profitable. Deadlines slipped and no-one really cared that much.

One other thought. Doesn't it make you kind of sick to think what could have happened if the Tramiels had, instead of spending that $160 million on Federated, spent it on developing the ST? Just think how many systems software and hardware engineers they could have hired with that. They could have kept the ST years ahead of the other platforms, advertised it heavily, underwritten the porting of major apps to it, etc. The ST could be a major player now. Sigh...

Jim

1020. Re: Mint/Mgr/Mgrterm etc...

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 09:21:00 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jul27.092100.4725@bas-a.bcc.ac.uk>
Source record: 219329

In article <1992Jul25.073019.15056@mnemosyne.cs.du.edu> jbunch@nyx.cs.du.edu (John Bunch) writes:
>Greets,
>
>I am running mint on my harddrive. I have it all on partition H. I
>am also running the init package with mint. I use bash as my shell.
>I am having a couple of problems. First I cant seem to set up a
>symbolic link from h:/mgr to u:/mgr. I am doing this from within
>mint.cnf as follows.
>
>sln h:\mgr u:\mgr
>
>The thing that is odd about that is that my other links work fine..
>Is there a reason for this? The other links I have a h:\bin u:\bin,
>h:\gnu u:\gnu, etc.

Wierd...

>
>Now onto other problems. I startup mgr with no problems, but I cant
>seem to run mgrterm? It starts up, but then doesn't seem to do
>anything. Is there anything special that has to be done.

Sorry, know nothing of MGR.

>Also how
>can I shutdown mint from within bash? With tcsh there is an alias
>"shutdown kill -TERM 1" or some such, is there a way to do this from
>withing bash?

The above alias assumes that init was the first thing started by MiNT. To do the equivalent in bash it is "alias shutdown="kill -15 1"" or you can just use kill -15 1 on the command line.

> I cant seem to use kill at all from bash? Also the
>mintbash.zoo the latest version of bash?

I don't know, I've ditched Bash in favour of a combination of ash and tcsh (That reminds me, I've got to post those diffs to ash which allows it to work properly). Anyway, I always used my own oport of Bash anyhow :-).
>
>
>John
>
>--
>John B Bunch * I don't want the world, I just want your

>771 Madison Ave Apt.2e. * half.... -TMG
>Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
>(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

1021. Re: New freeware sequencer for ATARI-ST released

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 10:42:39 UTC
From: eker@loria.crin.fr
Message-ID: <376@muller.loria.fr>
Source record: 219331
Cross-posted to: comp.sys.atari.st,comp.music,rec.music.synth

Oops! I forgot to mention that the atari.archive copy is in

/atari/new/ekseq1.zoo

apparently the /atari/new directory is not readable but can be ftp'd from.
Also you need zoo 2.1 to unpack it.

Steven

1022. WANTED: CAMPUS --> Signum!3 ?!

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 10:42:52 UTC
From: jogl@merry.imsd.rwth-aachen.de
Message-ID: <1992Jul27.104252.28786@Urmel.Informatik.RWTH-Aachen.DE>
Source record: 219332

hi,

here is a question from a friend of mine:

is there a tool that let me import CAMPUS-CAD-drawings
into Signum!3-documents ? ----------

--

___ _____
/ / _____ ! jogl@tolkien.imsd.rwth-aachen.de !
__/__/_/ Gl ! Inst. f. Med. Stat. & Doku. (IMSD) !
/_/ !___Aachen__Germany__Europe__Earth___!

1023. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 11:29:28 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92209.112928RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 219342

In article <7KC5UWH@zelator.in-berlin.de>, techno@zelator.in-berlin.de (Frank Dahncke) says:
>Well, as a speeder it is a waste of money, but if you need a decent
>GDOS, go for it. I used THEIR OWN BENCHMARKS, and Turbo ST 1.8 beat
>each and every one of them (there are over 20) with and without
>Blitter (I own a 4MB 1040 STe). If anyone is interested, I can post
>the result files. Mind you, these benchmarks are supplied *with* NVDI
>! Needless to say, I was very dissapointed as I hate GDOS in all
>forms.
>

Why?

1024. WinX 2.0 now on Archive!

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 11:30:14 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.39@sofus.dhhalden.no>
Source record: 219334

Hi!
I've just uploaded WinX 2.0 to the Umich Archives.

It's in the /atari/new directory as winx20.lzh.

European users will find it on ftp.uni-kl.de in the /atari/misc directory.

The program works just fine on TOS 1.2 and 1.4, but need a prog called GEMRAM to function on TOS versions above these - does anyone know where to get it?

I'm also looking for the IconManager app. It this app free/shareware? Need it for GemView.

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 | If Batman can have 2 Crays, then why can't
N-1784 HALDEN, NORWAY | I get a humble TT030?
Voice: +47 9 18 49 38 |

1025. Re: Trouble with MiNT 0.94 and GEM.PRG

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 11:48:51 UTC
From: prevot@smr.slb.com
Message-ID: <1992Jul27.114851.17433@slcs.slb.com>
Source record: 219347

In article <86010041@hpbbrd.bbn.hp.com>, jensk@hpbbrd.bbn.hp.com (Jens Kilian) writes:
>What INIT program are you using ? What's in your MINT.CNF file ?
>If your answers are `none' and `nothing', why are you using GEM.PRG ?
>
> Jens.
>--

My setup seems pretty normal, since I had managed to use it for quite a time before GEM.PRG started acting weird. Anyway, I normally start on tcsh (but I have the same problem with the MiNT vanilla shell). In fact I'm quite happy with not using GEM at all (although if I ever see a MiNT aware Gemini, I'm gonna use it like hell :-), but once in a while I do need to start it in the middle of a session. So, I'm not starting GEM twice as it was sugested in another posting. I cleaned up both the /auto and *.acc files, but it's still no good.

Well, thanks to those who answered my posting. For the time being my ST is at the doctor's: last week I had frequent bus errors out of the blue, and the blitter died on me :-(. When I get it back I think I'll re-install everything, including MiNT - perhaps that'll take care of my problems... (l'espoir fait vivre!).

By the way, someone suggested here the creation of a MiNT FAQ. I most emphanticaly support this :-). Items could be: installation, links & the universal drive, MGR, GNUstuff, etc.

Greetings from France,

Nicolas Spengos (aka. Zorbec le Gras)
spengos@germinal.ibp.fr
spengos@envvx1.SINet.SLB.COM (expires August 14th)

1026. ANSWER -> Using Joysticks

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 11:58:54 UTC
From: tony@microware.co.uk
Message-ID: <1143@mwuk.UUCP>
Source record: 219344
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Folks,

Recently I have seen a number of postings asking for details about using the joysticks on the ST. This posting attempts to provide some help.

I never saw it properly documented, so about 4 years ago, using information from the old Abacus/DataBecker internals book, I set about investigating the Keyboard vector routines, using a packet handler which I could patch into the vectors I wanted to investigate. The C program I used is given below. As written, it hooks into the status and joystick vectors. For just the joystick information, it is not necessary to use the status vector. Obviously, the program could be cut down to just bare bones for joystick handling, but I thought the complete thing might be of interest.

It was compiled using Lattice C 3.0.4. UBYTE is just a typedef of unsigned char. You won't need <portab.h> if you define this by hand. cprintf() is just printf() directly to the console. The include file <fctype.h> is just a variant of <ctype.h>, which itself would do fine.

It should be compiled to a .TOS executable.

```
------------------------------------------------------------------------
#include <portab.h>
#include <osbind.h>
#include <fctype.h>

typedef struct {
void (*midivec)();
void (*vkbderr)();
void (*vmiderr)();
void (*statvec)();
void (*mousevec)();
void (*clockvec)();
void (*joyvec)();
void (*midisys)();
void (*ikbdsys)();
} KBVEC;

UBYTE joy0,joy1;
UBYTE list[10];
int got=FALSE;

void dopkt(packet)
UBYTE packet[];
{
```

```
register int i;

for(i=0;i<10;i++)
list[i]=packet[i];
got=TRUE;

if (packet[0]>=0xFE) {
joy0=packet[1];
joy1=packet[2];
}
}

void main()
{
KBVEC *p,save;
UBYTE old0,old1;
char buf[128];
int cmd;
char c;

p = (KBVEC *)Kbdvbase();
save.joyvec = p->joyvec;
p->joyvec = dopkt;
save.statvec = p->statvec;
p->statvec = dopkt;

Ikbdws(0,"\x12"); /* Turn mouse off */

old0=old1=0xFF;
cmd = 0;

for(;;) {

if (Cconis()) {
c=toupper((short)Crawcin());
if (c=='\x03') {
Ikbdws(0,"\x08"); /* Restore mouse operation */
p->joyvec = save.joyvec;
p->statvec = save.statvec;
Pterm0();
}
else if (c=='\r') {
buf[0]=cmd;
Ikbdws(0,buf);
cmd = 0;
}
else if (c>='0' && c<='9') {
cmd = ((cmd & 0xF) << 4) | (c-'0');
cprintf("cmd = %X\r\n",cmd);
}
else if (c>='A' && c<='F') {
cmd = ((cmd & 0xF) << 4) | (c-'A'+10);
cprintf("cmd = %X\r\n",cmd);
```

```
}
}

if (got) {
cprintf("Packet = %02X %02X %02X %02X %02X %02X %02X %02X %02X %02X\r\n",
list[0],list[1],list[2],list[3],list[4],
list[5],list[6],list[7],list[8],list[9]);
got=FALSE;
}

if (old0 != joy0) {
old0 = joy0;
cprintf("Joy0 = %02X\r\n",old0);
}

if (old1 != joy1) {
old1 = joy1;
cprintf("Joy1 = %02X\r\n",old1);
}
}
}
```

Armed with the information gleaned by this program, it was possible to write assembler routines to setup, use and unsetup the joystick. JOYINI and JOYEND should be callable from ASM or C, and the global variables JOY0 and JOY1 will be updated automatically whenever a joystick state changes.

I can't remember what bit means what, but that is easily determined by trial and error.

```
;
JOYINI MOVEM.L A0-A1/D0,-(SP) ; Save registers
MOVE.W #34,-(SP) ; Kbdvbase()
TRAP #14 ; Xbios
LEA 2(SP),SP ; Better than ADDQ, as it
; doesn't set any flags.
; Now D0 points to the table of longword vectors. The
; joystick vector is at offset 24 from this.
;
MOVEA.L D0,A0 ; Must be in an addr reg
MOVE.L A0,ADRSAV ; Save table address
MOVE.L 24(A0),JOYSAV ; Save current joy value
LEA OURJOY(PC),A1 ; Position independent
MOVE.L A1,24(A0) ; Point vector to our code
PEA MOUSOF(PC) ; Command to turn off mouse
MOVE.W #MOUSOFL-1,-(SP) ; Length-1
MOVE.W #25,-(SP) ; Ikbdws()
TRAP #14 ; Xbios
LEA 8(SP),SP ; Tidy stack
```

```
MOVEM.L (SP)+,A0-A1/D0 ; Restore registers
RTS
;
JOYEND MOVEM.L A0,-(SP) ; Save registers
MOVEA.L ADRSAV,A0 ; Point to table
MOVE.L JOYSAV,24(A0) ; Restore old value
PEA MOUSON(PC) ; Command to restore mouse
MOVE.W #MOUSONL-1,-(SP) ; Length-1
MOVE.W #25,-(SP) ; Ikbdws()
TRAP #14 ; Xbios
LEA 8(SP),SP ; Tidy stack
MOVEM.L (SP)+,A0 ; Restore registers
RTS
;
MOUSOF DC.B $12
MOUSOFL EQU *-MOUSOF
MOUSON DC.B $08
MOUSONL EQU *-MOUSON
;
; This next is our joystick interrupt routine. We may use
; registers A0-A2 and D0-D2 without having to save them.
;
OURJOY MOVEA.L 4(SP),A0 ; Pointer to packet
CMPI.B #$FE,(A0) ; Joystick packet?
BLO.S NOJOY ; Ignore if not
YESJOY MOVE.B 1(A0),JOY0 ; Copy joystick 0.
MOVE.B 2(A0),JOY1 ; Copy joystick 1.
NOJOY RTS
;
DATA
;
BSS
;
ADRSAV DS.L 1 ; 4 bytes for table addr
JOYSAV DS.L 1 ; 4 bytes for old vector
JOY0 DS.B 1 ; Joystick 0 state.
JOY1 DS.B 1 ; Joystick 1 state.
;
END
```

Hope this is of help to people. Please feel free to add the contents of this article to any FAQs, etc.

[followups set to comp.sys.atari.st.tech]

Tony.

--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.

(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

1027. Difference between SCSI and SCSI 2?

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 12:27:17 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jul27.122717.20063@crc.ac.uk>
Source record: 219338

Can anyone tell me what the difference between SCSI (1) and SCSI 2 is?
Or for that matter the difference between SCSI and for example IDE?
(apart from the fact that they use different connectors)
Thanks
Phil
(E-mail naffara@uk.ac.crc)

1028. Re: Sigma Soft -- And: Re: MIDI MAZE!

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 12:28:04 UTC
From: hm341ne@uni-duisburg.de
Message-ID: <hm341ne.712240084@duc220>
Source record: 219335

I can confirm this!
There will be no more new versions of TurboAss and Bugaboo,
Markus Fritze (one of teh SigmaSofts) wrote me.

1029. PD HD Backup (again)

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 12:29:10 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Jul27.122910.5145@aston.ac.uk>
Source record: 219336

Well, thanks for the replies about a decent hard drive backup program. Loyalty seems to be divided pretty equally between Vault and Turtle, so I've pulled them both and tried them out. The thing is, they both only accept standard format disks- since I've got a high density drive it would be nice to be able to back up onto 1.6 Mb disks and halve the number of disk swaps. I heard that Diamond Back did this, but it isn't PD. Anyone know of a PD program which can use high density drives? TIA...

--
Tim Wright.
wrighttj@cs.aston.ac.uk

1030. Disappearing Floppies

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 12:50:40 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Jul27.125040.5401@aston.ac.uk>
Source record: 219339

Hello again. When I boot up my system for the first time, the floppy drives aren't recognised. I bought the system from a friend, and he says it's because the machine boots from hard drive and doesn't get around to checking for floppies - if I reset they appear fine, or if I change the number of installed drives using Control Panel++ then there's no problem. So this isn't a catastrophe, just a minor inconvenience. The thing is, when I bought this ST it had a program in the AUTO folder called 'TWODRIVE.PRG' which told the ST there were two drives attached, but I accidentally lost it. The program was actually written by my friend, and he's lost the source, so I can't get another copy, but if this is a common problem then there must be something similar around in PD. Can anyone help?

--
Tim Wright.
wrighttj@cs.aston.ac.uk

1031. Re: Mint/Mgr/Mgrterm etc...

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 13:04:18 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Jul27.130418.17841@email.tuwien.ac.at>
Source record: 219337

ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>In article <1992Jul25.073019.15056@mnemosyne.cs.du.edu> jbunch@nyx.cs.du.edu (John Bunch) writes:
>>Greets,
>>
>>I am running mint on my harddrive. I have it all on partition H. I
>>am also running the init package with mint. I use bash as my shell.
>>I am having a couple of problems. First I cant seem to set up a
>>symbolic link from h:/mgr to u:/mgr. I am doing this from within
>>mint.cnf as follows.
>>
>>sln h:\mgr u:\mgr
>>
>>The thing that is odd about that is that my other links work fine..
>>Is there a reason for this? The other links I have a h:\bin u:\bin,
>>h:\gnu u:\gnu, etc.

Have you tried

sln u:\h\mgr u:\mgr

yet?

Marinos Yannikos

1032. Re: SHIP program in AHDI?

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 13:23:05 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1992Jul27.132305.14130@syma.sussex.ac.uk>
Source record: 219282

From article <4070@news.duke.edu>, by bigham@hercules.acpub.duke.edu:
> The documentation for both the AHDI disk that shipped with my Mega STe
> and the AHDI 5.00 package I recently grabbed from comp.binaries mention
> a program called SHIP.PRG whose purpose is to park the heads of all
> attached SCSI drives. Neither actually has it. Is this program
> available elsewhere, or is the documentation just zeebed? [PS. I know I
> can do this from HDX, but SHIP sounds easier to use for this particular
> purpose.]

What you probably need is the slightly updated version of the program called shipacc.prg. This can be run either as a normal program or as a desk accessory - just change the extension to .PRG or .ACC as required. (I have mine tied to a Neodesk keyboard macro so at the end of a session I just press CTRL/Left-shift/P to park my disk, and I have a note on my NeoDesktop to remind me of the keystroke combination, but that's by the way.)

I'd be surprised if you couldn't find it at atari.archive, but until we get a proper connection to the UK academic TCP/IP service it's just a bit too complicated for me to check this out quickly for you. Maybe someone else could oblige?

Graham

1033. CLA_V1.PRG RUNS ON TOS 1.0 ....

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 14:13:23 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.712246403@neumann.une.edu.au>
Source record: 219340

There have been several posts concerning problems running the extracted cla_v1.prg, a digital circuit simulator. I was also having problems until I used version 2.01h of lharc downloaded from atari.archive.umich.edu. The -x switch must be set on lharc.ttp to extract to the required directories.

I am using a 1 meg 1040ST with TOS 1.0. The manual says that the program will run on a 520 but I get 3 bombs or an error message unless there is 700k or more free RAM.

I haven't had a chance to really try the program yet but at first glance it looks quite interesting for those people with a perverse interest in logic circuits and suchlike.

Mark.

email: mmartin@neumann.une.edu.au

1034. CLA_V1.PRG

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 14:29:00 UTC
From: grant.ranson@outlan.ersys.edmonton.ab.ca
Message-ID: <2254.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 219227

TO:anisko@usdtsg.DaytonOH.NCR.COM (anisko)
FROM:grant.ranson@outlan.ersys.edmonton.ab.ca
RE:CLA_V1.PRG PROBLEMS

On July 26, 1992, you left a message:

A> Forgive me for wasthing bandwidth. I think someone had mentioned
A> running CLA (I forget the actual filename) - the program that does
A> the simulated circuit design, and getting a TOS #53 error. I tested
A> it out and here's what I found. When you extract the file, make
A> sure you have the "Include Subdirectories" switch on (as in
A> Arcshell, or the proper switches from the command line). If you
A> don't, everything goes to 1 directory, the program can't find some
A> of the files, and Error. But with the subdirectory switch turned
A> on, the files go to their right places, and it works.
A> I personally haven't used it too much (am not an expert on
A> circuits), but I did find it cool that it ran under a Monochrome
A> emulator on my TV (my multisync is being fixed). Hope this is
A> useful to some people...
A> Robert Anisko
A> anisko@usdtsg.daytonoh.ncr.com
A> R.ANISKO
A> Fnet 410

I tried the alternate extraction method you mentioned and was able to
get the program running, too. Thanks for the information!

Grant (grant.ranson@outlan.ersys.edmonton.ab.ca)

~ MMST 2.09 UnRegistered Xarg!

1035. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 14:29:17 UTC
From: tbrown@ostrich.cis.ohio-state.edu
Message-ID: <1992Jul27.142917.8647@cis.ohio-state.edu>
Source record: 219341

In article <1992Jul27.043006.8240@msuinfo.cl.msu.edu> molin@crs.cl.msu.edu (Michael Olin) writes:

>I'm not saying they won't be released. I'm saying you won't be able to
>get one. They're gonna trickle out slow slooooww SLLOOOOOOWWWWWWW.
>
>Name one machine the Tramiel-Atari company has EVER released in good
>quantities?

That's why (as another post said) the Falcons are currently in production. If they are being produced now and are released in August/September, then there will be 2-3 months production ready to go into the pipeline when they are released.

Of course if everyone flocks out and buys one there still won't be enough, but even if they are super-super slick not everyone is going to have the $$$ to slap right down and buy one.

Anyway, I know Atari has fumbled the ball in the past, but they have given some sign they are rising again. Let's all just sit back, wait till September and see what happens.

1036. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 17:46:08 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1992Jul27.174608.12419@mnemosyne.cs.du.edu>
Source record: 219345

molin@crs.cl.msu.edu (Michael Olin) writes:

>dud@hardy.u.washington.edu (Daniel Aylward) writes:

>>I have heard from what I consider to be reliable sources (Bob Brodie) that
>>the final pre-release production run is currently underway. In the AEO
>>F-net conference, which Bob reads, many people have said that it will be
>>released in the middle of August, and Bob hasn't denied it; he's usually
>>quick to quell untrue rumors, especially in the conference he's the lead
>>sysop of!

>You are entitled to believe anything you want from these people. But
>c'mon! Really! Do you honestly think you'll be able to buy a Falcon
>in '91??? You'll be able to see them at shows. You'll hear about them
>being sold in Europe. You'll even be able to order one. But you aren't
>gonna have it in your hands this year.

Probably not in '91, but maybe in 92... ;-)

>We're talking Atari here! Believe me, I'm one of the most hardcore
>pro Atarians you've ever met. But I don't trust the company as far
>as I can spit. They're a bunch of rank amateurs who couldn't turn
>Atari around if their lives depended on it.

>Falcons readily available to the buying public THIS YEAR???? POPPYCOCK.

> -MOlin

I would like to see the machine before the end of the year, but if not
I can wait.. And if atari goes under, I may get a sun.. ;-)

John

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

1037. Re: MAC 128K ROMS FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 17:50:57 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1992Jul27.175057.12674@mnemosyne.cs.du.edu>
Source record: 219346

bantolph@carina.unm.edu (Bard's are the Best) writes:

> I have two Mac 128K ROM's for sale. I had intended to use them
>for Spectre GCR but have decided to do something else. If anyone is
>interested the chip numbers are:

>8841bv o r2424 8842av o r1702
>23512-1055 23512-1054
>342-0342-b 342-0341-c

>Both are VLSI chips and are copywrited by Apple from '83 to '86.
>Both chips came from a 1989 era Mac plus and are compatible with all
>the new Apple software. They are also the correct chips for Spectre
>GCR.

> I am asking about $225 for the pair.

> email to bantolph@carina.unm.edu

I also have a set of mac roms for sale.. I am willing to sell mine
for 150.00 for anyone who doesn't want to spend 225 for them..

John

Email to jbunch@nyx.cs.du.edu
--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

1038. HELP: CrackArt

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 19:03:23 UTC
From: ortega@cactus.org
Message-ID: <1992Jul27.190323.26339@cactus.org>
Source record: 219349

I've got the program, I've got the translation of the docs
(thanks to someone in New Zealand, I think), and I managed to
squeeze it into my puny 1-meg 1040.

Does anyone know how to use the CRACK FILE (F5) and
CRACK DISK (F6) functions?

The documentation doesn't say much other than the
functions are used to search through files and disks
looking for graphic data and palettes.

I've loaded a .PRG file hoping to be able to find
the graphics info in there, but have had no luck.

--
Paul Ortega | "Does this mean that we have
2015 Cedar Bend Dr., #1105 | to fight now?" - Selina Kyle
Austin, TX 78758 |_____
(512) 832-9197 ortega@cactus.org

1039. TT RAM wanted

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 19:49:55 UTC
From: alewis@news.ccutah.edu
Message-ID: <1992Jul27.194955.2940@fcom.cc.utah.edu>
Source record: 219348

[No readable article body recovered]

1040. Falcon price and poss. release date?

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 20:21:01 UTC
From: Curt.Fluegel@f47.n282.z1.tdkt.kksys.com
Message-ID: <712279182.F00001@tdkt.kksys.com>
Source record: 219209

The latest rumours Ive heard say, under $700, and 8 channels of 16 bit sound, well folks, thats about an $8000 value for anyone in music, even for $2000 id buy one... Curt Fluegel

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1041. Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 20:24:02 UTC
From: Curt.Fluegel@f47.n282.z1.tdkt.kksys.com
Message-ID: <712279182.F00002@tdkt.kksys.com>
Source record: 219210

there will be one more issue, the fabled June/July/August "Falcon" issue, there is a whole write-up in the latest AEO. I guess you can expect a free supscription to Atari Explorer now... Curt Fluegel

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1042. Re: Trouble with MiNT 0.94 and GEM.PRG

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 21:55:38 UTC
From: rosenkra@convex.com
Message-ID: <1992Jul27.215538.28760@convex.com>
Source record: 219350

spengos@germinal.ibp.fr sez:
>before GEM.PRG started acting weird. Anyway, I normally start on tcsh (but I
>have the same problem with the MiNT vanilla shell). In fact I'm quite happy
>with not using GEM at all (although if I ever see a MiNT aware Gemini, I'm
>gonna use it like hell :-), but once in a while I do need to start it in
>the middle of a session. So, I'm not starting GEM twice as it was sugested in
>another posting. I cleaned up both the /auto and *.acc files, but it's still
>no good.

if all u want to do is start the occasional GEM program under tcsh, i posted a program to atari.archive to do this. as i recall it is a file called rg10.zoo (rg = "run gem"). it is basically like the "gem" command in gulam and other shells. note that gem must already be running (actually started, not "running"). it is in ~ftp/atari/new (you can't do an "ls" but u can get the file with "get rg10.zoo") on a.a. i am told tcsh must be a prg not a ttp because the desktop loader starts the 2 differently. on entry, rg will: 1) hide cursor, 2) show mouse, Pexec the program. on exit, the process is reversed. rg is a (minimal) gem application itself. get the file in binary mode via FTP. tested daily (by me) with uniterm. i work at home most of the time.

the way i boot up is to start mint as the last thing in my auto dir and go to the desktop. it opens right to the path of tcsh.prg, so i then just dclick on it and never see the desktop again. if i need to run uniterm, i have an alias: alias trm 'pushd $unipath;rg uniterm.prg;popd'. rg is in your path, of course. i don't keep uniterm in my path (and i think rg currently needs a path since it does not search for the file) hence the pushd/popd. uniterm has a resource, too. then i just do "trm" and uniterm starts up. i do this for the half dozen GEM programs i run. i posted source with it so u can beef it up (add code to make gray "desktop" background, find file in path, etc).

of course typing 3 chars+ret is not anywhere near as convenient as mousing into 20 different directories under the desktop to get to uniterm and it takes me almost 1 second to type this so it may not be as fast as a mouse. unfortunately, i can issue "trm" from any directory i happen to be in as well. another weakness of the CLI approach is that i can alias to "t" instead of "trm" if i wanted to, thus saving 2 keystrokes (but still having to type 2 keys). and i have to remember a single char rather than the path where i keep uniterm. with only 62 upper/lower case letters plus numbers from which to choose, i quickly run out of 1 char aliases and i then have to be saddled with the huge inconvenience of actually typing one of the possible 3844 two char combinations. it is so bad a situation that i use exactly the same aliases "on the job" so my productivity is far too high and i have way too few environments to try and remember. too bad i use POSIX/ANSI compilers/tcsh

at work and at home, too. tsk, tsk. woe is me and others like me... :-)

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1043. GAMES FOR ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 22:49:09 UTC
From: patf@silvlis.com
Message-ID: <1992Jul27.224909.19128@silvlis.com>
Source record: 219238

I am selling the following games
for the Atari ST :

Populous ..... $15 (you are a god. help
your followers kill
other god's followers)

Sim City ..... $20 (city planning simulation)

TV sports football .... $15 (football simulation)

Sundog ..... $10 (Space role playing)
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

1044. Re: Fax software

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 23:18:52 UTC
From: jan@janhh.hanse.de
Message-ID: <4027.07.92@janhh.hanse.de>
Source record: 219211

From article <1992Jul26.201014.15026@newstand.syr.edu>, by ggreenbe@rodan.acs.syr.edu (Gerald Greenberg):
> What I really wanted to know was whether that package, or any
> other for that matter, allows you to send and/or recieve faxes
> without...WITHOUT...a fax modem?

It is not possible convert an ordinary modem to a faxmodem by running some software in your computer.

Some people get this idea, because there are programms floating around that do _HAM_fax_ which requires expensive amateur radio equipment and licences (depending on your country).

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

1045. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 23:48:36 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul27.234836.4522@actrix.gen.nz>
Source record: 219203

One atari rep' (I think it WAS Bob Brodie) said that the Falcon would not be fully ready for release, until most probably some time in the 1st quarter of 1993. SOunds like an interesting machine, cross between the STE & TT. Supports most of the TT's screen modes, and can show a rather large amount of colours on the screen at once. Has the blitter, an 030 chip (running at 33Mhz) and all the other STE's stuff.

If anyone has access to FNET, send a private E-Mail to Bob Brodie himself! (although, an informative reply is unlikely)

--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

1046. STOCK ANALYSIS SOFTWARE for your Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 23:53:39 UTC
From: patf@silvlis.com
Message-ID: <1992Jul27.235339.19478@silvlis.com>
Source record: 219237

Turn Your ATARI into a STOCK TRACKING system.

Stalk the Market $30

Allows use of Dow Jones News Retrieval Service to
download daily, weekly or monthly stock prices.

- Easy to use, does your DJNR login for you.

- Allows you to analyze price curves and
determine buy and sell points.

I am selling this because I am selling my Atari.
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

1047. Desktop Publishing Software for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-27 23:54:55 UTC
From: patf@silvlis.com
Message-ID: <1992Jul27.235455.19536@silvlis.com>
Source record: 219239

```
I have the following items for sale for the Atari ST :

CALAMUS - desktop publishing program $90

CALAMUS Outline Art - allows you to draw pictures $85
for CALAMUS

CALAMUS font editor - Allows you to create and edit $45
fonts.

These items CAN be re-registered to the new owner.
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale ) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.
```

1048. WHere's Mike (RE: PC Ditto)

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 00:01:31 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul28.000131.4807@actrix.gen.nz>
Source record: 219204

Could 'Mike' who E-Mailed me (or tried to) about PC-Ditto, please
re-email to the following address. (The message got lost, and
eventually found it's way to me, but lost the from: headers)

--> Hit CONTROL+ALT+DELETE to read the next exciting installment:

--->Steven.Wells@BBS.Actrix.Gen.NZ

--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

1049. Re: Fax software

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 00:40:21 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Jul28.004021.20801@msuinfo.cl.msu.edu>
Source record: 219206

ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

>other for that matter, allows you to send and/or recieve faxes
>without...WITHOUT...a fax modem?
>Anybody know?

Not possible. At least not to or from a personal computer.

Dan
cable@crs.cl.msu.edu

1050. Hardware upgrades of a 1040STF

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 00:58:30 UTC
From: morrison@ee.ualberta.ca
Message-ID: <morrison.712285110@ee.ualberta.ca>
Source record: 219205

Greetings,

I have (beneath my hands) an old (c. 1985) 1040STF. I am curious about the potential for upgrade of this machine. Specifically, memory, TOS (currenly 1.0), and special things (like blitter, and accelerators). I have been told that there is a 2.5 M upgrade and a 4 M upgrade, without much detail. Will they fit into this tiny case? How about TOS? I know 2.06 is around, but how easy will it be to get into this thing?

I am curious about the accelerators as well. The SST board--will or will not fit? How about the TinyTurbo '030? What are my memory requirements for either of those? Would I be better off getting a Mega2 STE? I understand the megas have a VME bus--true? Will the accelerators word on the STE's? I burn to know the answers to these questions and more!

~~~~~~
| Robert Morrison morrison@bode.ee.ualberta.ca |
| Edmonton, Alberta, Canada |
| IBM Canada Ltd. Ph: (403) 439-9372 |
~~~~~~
| Mathematics is the gate and key of the sciences. |
| Roger Bacon (c. 1214-c. 1294) |
~~~~~~
~~~~~~

1051. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 01:58:33 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jul28.015833.22140@u.washington.edu>
Source record: 219207

Steven.Wells@bbs.actrix.gen.nz writes:

>One atari rep' (I think it WAS Bob Brodie) said that the Falcon would
>not be fully ready for release, until most probably some time in the
>1st quarter of 1993. SOunds like an interesting machine, cross
>between the STE & TT. Supports most of the TT's screen modes, and can
>show a rather large amount of colours on the screen at once. Has the
>blitter, an 030 chip (running at 33Mhz) and all the other STE's stuff.

He was saying that a few months ago. In his latest posts, he's been saying "middle of August". You forgot... the DSP chip, one of the most important features! :) Rumors have said either 16 MHz or 33 MHz, don't know which yet. Maybe 2 versions?

>If anyone has access to FNET, send a private E-Mail to Bob Brodie
>himself! (although, an informative reply is unlikely)

I've followed the Fnet closely. He's always giving his usual replies; "can't say that!" "not for public consumption" etc. , but he throws in a few tidbits once in a while. You can reach him through internet at Compuserve: 70007,3240@Compuserve.com.

Dan Aylward
dud@u.washington.edu

1052. Re: ST keyboard rubber pads -- where to get?

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 02:38:15 UTC
From: anamr@cats.ucsc.edu
Message-ID: <152bunINN7mt@darkstar.UCSC.EDU>
Source record: 219208

rjung@aludra.usc.edu (Robert A. Jung) writes:

> I'd like to know a source where I can buy those conductive rubber pads that
>are used in the ST/STe/Mega/TT keyboards. For those of you who've worked with
>the keyboards before, you know what I mean -- when a key is pressed, the
>rubber pad closes a contact on the keyboard circuit board, and the keypress is
>registered.

As any Atari User should know, the best place to get Atari parts is:

Best Electronics - (408)243-6950

1053. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 03:32:49 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jul28.033249.27525@usenet.ins.cwru.edu>
Source record: 219212

In a previous article, yegerleh@cortez.ecn.purdue.edu (James D Yegerlehner) says:

>Well, I actually think things are different this time. Two-three weeks
>from now is way too optimistic. But think about it. The hand-writing
>was on the wall when the annual report came out showing that Atari
>annual revenues were down from $4?? M to $2?? M in 1991. Everyone
>knows the trend is bad. Then, on top of it, everyone in the ST
>community knows this new machine is coming out, which makes things
>even worse. Now almost nobody is buying an ST; I can imagine
>that revenues have really dried up since word of the Falcon has
>gotten around. I hope they can just stay solvent until revenues
>start rolling in from it. But this all is _very_ strong incentive
>to get the thing out the door soon; if they don't they might
>just plain run out of cash and go belly up.

I can't agree with you more. Everything that you have said makes sense.

Though, the logical step for Atari would be to sell the Falcon 030
in its strongest market first, Germany.

Let's face it, Atari does not have a lot of money to spend at the
moment. Atari should not even attempt to push the Falcon 030 in the
United States until it has about $20 million for advertising.

I bet it starts being sold in Germany at the end of September, a major
advertising campaign from October to December in that country.

The UK and all the other European countries MAYBE December.

The United States... February or March.
But I believe Atari will push the Lynx with a major advertising campaign
for this Christmas. The Lynx seems to be a good product for them
to make money off of (or at least the games for it).

>
>All of this is in contrast to prior years when the TT and MegaSTE
>were being announced. They were fat and happy. Well, at least
>profitable. Deadlines slipped and no-one really cared that much.

You are right. But one thing that is really sad is that the first
"what looks like a winner" product that Atari is planning to release
will probably not get the welcome it deserves of advertisements.

>
>One other thought. Doesn't it make you kind of sick to think
>what could have happened if the Tramiels had, instead of
>spending that $160 million on Federated, spent it on developing

>the ST? Just think how many systems software and hardware
>engineers they could have hired with that. They could have kept
>the ST years ahead of the other platforms, advertised it heavily,
>underwritten the porting of major apps to it, etc. The ST could
>be a major player now. Sigh...

Yes, it does make me sick. Why buy K-Mart size stores to sell your
personal computers in? I can't believe it...

I could list a lot of other goof-ups as well.

>
>Jim
>
>

P.S. When the Falcon 030 is released, I think we are all going to have
to get together and give software companies a wake-up call. The present
amount of new ST software released in the U.S. is close to nothing
and European software are becomming very few.

--

1054. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 04:07:44 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Jul28.040744.4045@mnemosyne.cs.du.edu>
Source record: 219213

Ed,

Naturally, :) after I posted here, I read the info in Atari Explorer Online. From what they said, subs will be handled by AE. So, that's that! :)

Pattie Rayl (Atari Interface)

1055. Z Ram/ 1 meg chips

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 04:30:05 UTC
From: lombardo@cwis.unomaha.edu
Message-ID: <lombardo.712297805@cwis>
Source record: 219214

I am planning on buying a used Z Ram 2.5/4 meg upgrade board for my ST. I have seen the board advertised new for around $85. What would be a good price to offer on a used board?

Since the board I am buying is unpopulated, I will need to buy (I think) 16 1 meg chips for a 2.5 meg upgrade. What is a good price for these chips, and where can I buy them?

Any info would be appreciated.

1056. Re: ST Format Fire and Ice demo difficulty

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 05:22:24 UTC
From: Steven.Wells@actrix.gen.nz
Message-ID: <1992Jul28.052224.1629@actrix.gen.nz>
Source record: 219215

Ever thought of running 50/60Hz changer to get the machine into 50Hz
mode? It may work....
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

1057. Re: The new Multi-TOS ....

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 05:32:24 UTC
From: jyoung@nyx.cs.du.edu
Message-ID: <1992Jul28.053224.6327@mnemosyne.cs.du.edu>
Source record: 219216

Atari developer told news of MultiTOS progress (over 70% software now running is good?)

To : Edward Kovarski
From : John Cole at H.A.U.G. BBS (Node #74)
Subj : Re: <16563> MultiTOS

Previously Edward Kovarski wrote:
> Mr. Rider. Are we still having trouble digesting the fact that MTOS is n
> what you claim it to be and that I received a copy of FoReM PC for *free
>
> BTW, try it on a good 'ol ST/E and then give me a rave review about it.

As one of the people on the Multitos distribution list, I do have the latest version of MultiTOS and it has NOT reached version 1.0! It does work well on a STe, and a suprising number of programs work with it. In fact, well over 70% of the programs I have run! Updates for MTOS are happening at a fantastic rate and it is improving to a finished prouduct surprisingly fast. Remember that most other OS versions probobly has similar problems that your 'beta' version has.

This prouduct is currently under development by Atari and while it seems that Atari has chosen to be slightly more vocal about this project than most others, developers should not be talking in-depth about this project, nor handing it out to people who have not been cleared by Bill Rehbock at Atari.

Your critisism of MTOS is highly premature. There are inherent problems with soft-loaded OS, as MTOS is currently. People who use softloaded versions of TOS run those at thier own risk! Almost no developer recomends using softloaded TOS 1.0 to solve compatiblty problems, since this places a hard disk at a grave risk.

If you were given MTOS in confidence, please keep that confidence and dont disclose info about MTOS prematurely. I've already streached myself more than I feel comfortable, so I'll be quiet now ;-)

John Cole
Lexicor Software

1058. NEW Atari Falcon news

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 05:37:40 UTC
From: jyoung@nyx.cs.du.edu
Message-ID: <1992Jul28.053740.6506@mnemosyne.cs.du.edu>
Source record: 219217

Here is lots of new about Falcon!..

IN SEARCH OF THE ATARI FALCON 030

Even though no official word is available, even though Atari has maintained a lid on details, and even though some leaks claim that the new computer to be unveiled this fall won't bear the name FALCON, the rumor mill has provided ample pseudo-information on what is expected to be a remarkable machine.

Atari held an invitation-only Falcon developer conference in London on June 27th, attended by over 120 developers. Sam Tramiel, Bill Rehbock, and John Skruch were among those attending the conference for Atari. In addition to the Atari personal, a few experts were brought along to discuss features of the Falcon and programming the Digital Signal Processor. Reactions from the intense one day affair varied from the positive to the wildly enthusiastic. A number of the developers that attended are not currently working on Atari platforms, but the demonstrations and discussions appear to have convinced all of them to either reconsider their position or to immediately add Atari to their development programs.

Sam Tramiel has planned to reveal the Falcon technical details in live conferences on the GEnie and Delphi telecommunications networks in early August. This will be in preparation for the huge Dusseldorf Atari Messe ("fair") in Germany, August 21-23, where the public should see the Falcon for the first time. Commercial availability for the units is projected for later this fall.

A first look almost came early, through the efforts of Atari Advantage Magazine. An exclusive Falcon story, complete with photographs of the outside and even the motherboard of the Falcon, was planned for their June issue. However, delays in production caused that issue to become the June/July issue, and then negotiations with Atari Corp regarding non-disclosure matters caused the photographs to be dropped and the printing to be further delayed until late July. The photographs will instead be featured in an upcoming issue of Atari Explorer (see related story, below). The Atari Advantage Falcon article remains generally complete, and is recommended reading, even getting "thumbs up" from Atari officials. The Falcon issue should be available at Atari dealers well into August.

Speculative Specs

The Falcon 030 (it may still be called something else when released, but this name is now seeming to stick) will feature a 68030 running at

16mHz, be in the 1040-style one piece cabinet, and feature "more colors than you can see, more sounds than you can hear", and use a Motorola Digital Signal Processor DSP 56001 (like in NeXT). It will have an updated TOS operating system that will include MultiTOS multitasking. That much is official. The rest is via leak and speculation, and as such, subject to change.

MultiTOS was developed by ATARI Corp. in cooperation with Eric Smith of the Mathematics Department at the University of Western Ontario. Eric designed the multitasking kernel called MiNT, which forms the basis for MultiTOS, a combination of ROM code in the TOS and extensions on disk. Message pipelines exist between parallel running applications, allowing controlled interaction of simultaneous processes in different windows. Old-standard desk accessories now unnecessary due to CPX modules and the ability to run programs simultaneously, in effect, making every application work like an accessory. Under MultiTOS, if one of many parallel running applications should crash, the others remain protected and safe. A more limited version of MultiTOS for older ST computers is expected to be available as software.

According to the Atari Advantage Falcon story, the Falcon case will be a dark grey, similar to the color of the Portfolio and STacy. It will feature an STe/TT compatible LAN port plus and industry standard SCSI II peripheral port, stereo microphone and headphone jacks, STe extended joystick ports, a DSP port, and a built-in speaker. This last item is important as the Falcon will be able to use standard high resolution color multisync monitors which typically have no audio. Older Atari monitors will also be usable with an adaptor. Broadcast quality TV compatible video is offered with built-in genlock and "true color" 32,768 color capacity plus a variety of other modes (including all ST modes).

Sound? Yikes. Sixteen-bit digital record/playback in resolution up to 50 kHz (better than an audio CD) in up to eight channels, with direct-to-hard-disk recording, with a DSP port allowing digital audio transfer rates of up to a megabyte per second. And STe 8-bit and ST three-voice sound will be supported, making the Falcon as close to 100% backwards compatible as possible.

Also in the copyrighted Advantage article are observations of on-board sockets that appear ready for addition of alternate CPU devices, such as PC or MAC emulators. With the dramatic speed and PC compatible video, emulation should be a snap. Other internal items included a fan and an internal hard disk--a 2.5" 40 meg unit in the one Advantage cracked open. A daughter board held 16 meg of RAM in a plug-in module.

Price? It is rumored that the Falcon 030 will start at under $700.

ATARI EXPLORER TAKES ADVANTAGE

Atari Advantage has ceased publishing operations after only three issues, as the publisher and editor have been hired to take over

production of Atari's in-house magazine, Atari Explorer. Mike Lindsay and Darren Meers are relocating to Sunnyvale to pilot the glossy bi-monthly Explorer after their short but well-received stint producing their own Atari magazine. According to Lindsay, many subscriptions were either not billed or charged in anticipation of the move. Paid subscribers will be given options on conversion to a subscription to Atari Explorer.

Lindsay and Meers were part of ST-INFORMER for four years, and both left Informer in January 1992 over a dispute regarding ownership and control. Their own magazine, Atari Advantage, had established a respectable circulation, but Atari Corp. elected not to bring Advantage in-house as an additional magazine.

The naming of editorial staff for Explorer ends months of conjecture about who would take over for John Jainschigg. John declined to move to Sunnyvale from his New York offices where he produced Explorer for the last two years.

Bringing Atari Explorer to the home offices is part of an overall consolidation of executive effort and attention at Atari. Overseeing the magazine operation will be Atari's Bernie Stolar.

LYNX GOES WEST
As Atari gears up for the Jaguar game console to be released in 1993, the Lombard Illinois offices of Atari Entertainment are being relocated to Sunnyvale. Home of the Lynx development team, Lombard will remain open as a programming center, but sales, marketing, and support for the Lynx and soon the Jaguar will be part of the California operation under the guidance of Bernie Stolar. Leaving Atari are Larry Seigal and Dana Plotkin, who did not wish to relocate.

ATARI IN FORBES
The August 3, 1992 issue of Forbes Magazine recounts the Atari story in a two-page article called "Cheap Didn't Sell" by Dyan Machan. The famed business/industry reporting magazine blames Atari's troubles on the Tramiel family's penny pinching. Machan claims that second-quarter 1992 financial statements (unavailable at press time) will be far worse than the first quarter when Atari lost $14 million on $44 million in sales. Further, the article says that Jack Tramiel has personally taken over day-to-day operation of the company, moving his son Sam out of his former office. The article does mention the new line of Falcon computers and the Jaguar game console, but speculates that Atari has less than half of the cash needed to perform an appropriate roll-out of the new products. Atari officials aren't happy with the Forbes article's tone, but some observers are saying, "Any press is more press than we have had. A lot of readers will discover that Atari is not dead, at least."

NEW SUPERBASE COMING
Superbase database systems for the Atari have been acquired by Oxxi Inc. who now offer upgrades for the popular line of software. The charge to

upgrade either version of Superbase Personal to SB Pro 3 is $85, available only through Oxxi. The upgrade includes full product, manuals and all. A new product, Superbase 4, is expected in the near future. Oxxi Inc., P.O. Box 90309, Long Beach, CA 90809-0309, USA, FAX (310) 427-0971.

NEW HOST BRINGS CD, FLOPTICAL TO ATARI
ICD Inc. has announced a new host adaptor that will enable standard ST computers to use industry standard SCSI devices, including hard drives, CD ROM drives, and flopticals designed for IBM, MAC, and Amiga. Pricing has not been announced, but "The Link" will be a self-powered molded cable-box affair that will connect to Atari's DMA (ACSI) port and plug directly to standard 50-pin centronics style SCSI ports, giving instant and complete access to virtually any peripheral using SCSI, with up to 8 devices at one time being supported. Better yet, MS-DOS formatted devices will read and write directly and transparently from the ST without modification, using ICD's driver software. CD-ROMs are now supported through The Link's extended SCSI commands, with a re-written MetaDOS driver to support the SCSI-2 standard for CD-ROM players. The ICD Link will be premiered at the Atari Messe in Dusseldorf, Germany in August. ICD is taking orders now with shipments expected in mid-August. For further information, contact Thomas Harker at ICD by phone (815) 968-2228 extension 120, or FAX (815) 968-6888.

CD's, PHOTOS, AND ATARI
Atari's been dodging the CD-ROM technology for almost three years, and now it looks like the wait might pay off. New CD technology is becoming available that makes most older disk players obsolete. The Kodak Photo CD system provides a way for consumers to have their color photographs printed to a CD in resolutions exceeding all but the most sophisticated computers and monitors. But the new format can't be read by many current CD player drives. The new system is called Mode 2, XA, multi-session capable. If you are buying a CD ROM, look for those specifications to preserve your value. New format drives might be readable using the ICD LINK (see story above) or by using ICD's revised MetaDOS on a TT or Falcon.

1059. GEMRAM now on Archive!

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 07:31:20 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.40@sofus.dhhalden.no>
Source record: 219218

Hi again!

Thanks to some German netters, I've found the GEMRAM patch for WinX 2.0 and it's now on archive in the /atari/new directory as gemram11.lzh.

Also uploaded is calc150.lzh, a German calculator with lots of nifty features. A version that takes use of the math chip in the TT is included in the package. It apparently has a Windows version too. Can be run as a prog or an acc.

Enjoy!

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 | If Batman can have 2 Crays, then why can't
N-1784 HALDEN, NORWAY | I get a humble TT030?
Voice: +47 9 18 49 38 |

1060. new upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 08:58:28 UTC
From: boender@dutiws.tudelft.nl
Message-ID: <1925@dutiws.tudelft.nl>
Source record: 219221

Hi all,
a new upload to atari.archive, directory new, is:
mintman3.zoo
This is a man package conatining man(1), catman(8), apropos(1) and whatis(1).
It needs nroff and a pager to be useful. Includes source & docs.
It has been written for MiNT, should work with TOS.
Enjoy!
Bye, Hildo Biersma

1061. Problems with GCC 2.1 and *80.inc/libs !!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 09:44:45 UTC
From: ralph@prosun.first.gmd.de
Message-ID: <2099@bigfoot.first.gmd.de>
Source record: 219219

Hi GCC Users,

I have some problems installing gcc.
From a.a I've got:
gpincl07.zoo
gplibo07.zoo
gplibt02.zoo
includ80.zoo
libolb.zoo
libolb16.zoo
libolb80.zoo and
gcc21b02.zoo

The installation of the libraries by replacing the old by the newest one.
Compiling the next little program:

```
#include <iostreams.h>

class testclass {
public:
testclass(){ cout << "testclass::testclass\n";}
~testclass(){ cout << "testclass::~testclass\n";}
};

testclass t1;

int main(int ac; char *av[]){

testclass t2;

cout << "main up\n";

return 0;
}
```

I've got the linker error:
Undefined in malloc.o U __split_mem referenced from text
Undefined in sbreak.o U __split_mem referenced from text

What's this _split_mem ??

I added to the test program the line:

```
long _split_mem = 0L;
```

and all works!!!

Then I added an object file containing the one added line to gnu.olb by
ar vq gnu.olb split_mem.o

Try to link the older test program with the new gnu.olb, the linker
wasn't able to find the __split_mem label in split_mem.o of the gnu.olb.
Why? What did I wrong?

calling : cc -v -O test.cc split_mem.o -o test.prg -lg++

all fine again!!!

Can anybody help me on this ?

Gesellschaft fuer Mathematik und Datenverarbeitung
GMD-FIRST INTERNET: ralph@gmd.first.de
Ralph Berg UUCP: ralph@gmdtub.uucp
Rudower Chaussee 5 Geb.:13.7 KOMEX: berg@kmx.gmd.dbp.de
D-1199 Berlin - Adlershof VOICE: +49 30 6704-5973
Germany FAX: +49 30 6704-5610

German National Research Center for Computer Science, FIRST
ralph@first.gmd.de

1062. Re: Gcc 2.2.2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 10:16:36 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.CCozHpVE2j_@marsu.tynet.sub.org>
Source record: 219120

In <12371@ecs.soton.ac.uk>, Halls DA writes:
> Hi. I have GCC 1.40 (got from a.a). Has the latest version of GCC 2
> (is it 2.2.2?) been ported by a kind soul yet? Are there GCC files
> in the new directory waiting for Jeff after the holidays?

A porting of GCC 2.2.2 compiled with MiNTlibs PL20 is available on
ftp.uni-stuttgart.de and ftp.uni-paderborn.de.

Regards,
Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick _Marsu_
/etc/motd "Hab kein Geld, hab keine Ahnung, doch ich hab'n gro&#65533;es Maul,
bin weder Doktor noch Professor, daf&#65533;r bin ich stinkefaul."

1063. Mint/Mgr/Mgrterm etc...

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 10:27:15 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010046@hpbbrd.bbn.hp.com>
Source record: 219254

> The thing that is odd about that is that my other links work fine..
> Is there a reason for this? The other links I have a h:\bin u:\bin,
> h:\gnu u:\gnu, etc.

I haven't heard about this before, but this could be related to the
volume-label-same-as-directory-name problem. What's the label on your
H: partition ?

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

1064. New upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 11:01:11 UTC
From: boender@dutiws.tudelft.nl
Message-ID: <1926@dutiws.tudelft.nl>
Source record: 219222

Hi all,
a new upload on atari.archive: the jargon file (2.9.10) as a
helpfile for Pure-C and the Pure-C help accessory.
It's in directory new and is called jarghelp.zoo (650 Kb).
Enjoy! Hildo Biersma

1065. Re: PD HD Backup (again)

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 11:07:00 UTC
From: Rolf_Bensch@mz.maus.de
Message-ID: <A9298@MZ.maus.de>
Source record: 219039

In a message of <27 Jul 92 13:29:00>, wrighttj@uhura.aston.ac.uk writes:

w> Vault and Turtle, so I've pulled them both and tried them out.

Turtle supports pre-formated HD disks. So format your disks as you like and
use the -s option for ttlexec.ttp

greetings

rolf

1066. Re: HELP: CrackArt

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 11:19:14 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16832AD46.BWWL@ibm.rz.tu-clausthal.de>
Source record: 219220

In article <1992Jul27.190323.26339@cactus.org>
ortega@cactus.org (Paul Ortega) writes:

>I've got the program, I've got the translation of the docs
>(thanks to someone in New Zealand, I think), and I managed to
>squeeze it into my puny 1-meg 1040.
>
>Does anyone know how to use the CRACK FILE (F5) and
>CRACK DISK (F6) functions?
>
>The documentation doesn't say much other than the
>functions are used to search through files and disks
>looking for graphic data and palettes.
>
>I've loaded a .PRG file hoping to be able to find
>the graphics info in there, but have had no luck.
>
>--

Hi!

First of all: i can't help you on that problem because i am not using
CrackArt - but the facility to grab pictures out of other programs are
one of the things giving CrackArt his name.... There exists another
package to "steal" those graphics much more effective (no problem to find
even well hidden and packed graphics). These tools are NOT released as
public-domain/shareware! Please contact the authors of CrackArt for
further ionformation.
The authors of crackart have currently no internet access. You may contact
them directly via normal mail (or phone). The adresses are included in the
docs.
Because they haven't seen even a penny for their program, they are not much
interested in supporting shareware anymore... :-((
A lot of people have asked questions about CRACKART, but it seems nobody
is able to offer a few dollars for it... (perhaps YOU - just reading this -
might change this)
Both of them are programming on PCs now (commercial).

If you are not able to contact the authors, you can drop me a note. I will
forward them to Roy (but it may take some time - so please be patient).

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9

W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

1067. Re: The new Multi-TOS ....

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 11:41:19 UTC
From: "U.Kuehn" <ZX0011@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92210.114119ZX0011@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 219248

In article <1992Jul24.191131.9046@cs.ruu.nl>, piet@cs.ruu.nl (Piet van Oostrum) says:
>
>Does anybody know if MultiTOS supports Threads (Lightweight Processes)?
>--
Since the MultiTOS will be based on MiNT, there will probably be a support
for threads, that means processes running on the same text segment.
But the problem with this is that you have to program really reentrant:
you mustnt use global variables, so most libraries have to be modified,
i.e. the malloc() function.

Ulrich

+--------------+--------------------------+-----------------------+
| Ulrich Kuehn | Internet: | Do they know that they &#65533;
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? &#65533;
+--------------+--------------------------+-----------------------+

1068. Re: ST Format Fire and Ice demo

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 13:03:10 UTC
From: rrk@vixen.uucp
Message-ID: <1992Jul28.130310.9027@porthos.cc.bellcore.com>
Source record: 219224

In article <92204.113001MEBEB@LIVERPOOL.AC.UK>, MEBEB@LIVERPOOL.AC.UK writes:
> To be fair, I guess that many of the people who write these programs aren't
> aware that the US has a different video setup...
and some good points about US sources of software.

I just wanted to mention again that Fire and Ice works when you
change the video to 50 hz (and the program to do that is included
in that same issue of ST Format.)

Also, I went back to the April? issue of ST Format to try
to extract the Penguins game, and experienced the same problem on my
STe (would not extract - it claimed the diskette was write protected);
however, it DID work on my STfm (tos 1.0), and the game extracted
successfully on the first try on the older machine. Its an STe or tos
problem.

I am actually quite pleased with ST Format, but I am a general user,
not a power user.

Randy Kutz

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

1069. Re: Fax software

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 13:37:47 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jul28.093747.19918@newstand.syr.edu>
Source record: 219245

I wanted to thank all those who have responded to my question
about being able to use a regular (not-specifically-fax) modem
as a modem via some special software. 100% of the responses
have said "NO" in some form or another.
The only reason I asked the question in the first place was
that a friend of mine (who is not necessarilly all that
computer-literate) believes he read an article about some new
software in the msdos world that in fact does let one use a
regular modem to send faxes. Oh well, either he's wrong, or
it just isn't available for other platforms yet....OR, there's
something slightly more going on.
--Gerry

1070. Re: More MiNT q's, Why not a

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 14:53:32 UTC
From: alf@skid.north.de
Message-ID: <a7237395@skid.north.de>
Source record: 219255

In <A11199@HH2.maus.de> Ulf_Moeller@hh2.maus.de (Ulf Moeller) writes:

>> 1. if you get MiNT (0.94) in binary form you find the mintshel.prg.
>> It should be a shell. But when I try to do an ls, dir or pwd I
>> always get the answer cmd exit with -33 or so.
>> Do I need to get some utilities which should be put in a bin directory

>Exactly that. You should use the GNU file utilities (for pwd you only need
>`alias pwd cd').

It is working under mintshel.prg but on any other real shell it will not.
The following is working under the most shells also under mintshel.prg:

alias pwd 'echo $CWD'

Under ksh it will be:

alias pwd 'echo $PWD'
alias echo 'print -r'

Alf

Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> alf@zfn.uni-bremen.de | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

1071. Re: new upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 15:33:55 UTC
From: atari@cs.ruu.nl
Message-ID: <1992Jul28.153355.1256@cs.ruu.nl>
Source record: 219230

In <1925@dutiws.tudelft.nl> boender@dutiws.tudelft.nl (P.Boender.TI-tel-4593) writes:

>a new upload to atari.archive, directory new, is:
>mintman3.zoo
>This is a man package conatining man(1), catman(8), apropos(1) and whatis(1).
>It needs nroff and a pager to be useful. Includes source & docs.
>It has been written for MiNT, should work with TOS.
>Enjoy!
>Bye, Hildo Biersma

European Netters: It is also available from our Atari archive.

We, Computer Science department, Utrecht University, are running an
anonymous FTP server on one of our systems. In addition to the FTP
service we're also running a mail server, for those of you without
direct Internet access.

--> How to get 'mintman3' via anonymous FTP:

Site: ftp.cs.ruu.nl [131.211.80.17]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
file: /pub/ATARI-ST/mint/mintman3.zoo

--> How to get 'mintman3' via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is
"fred_flintstone@stone.age.edu"; of course you must substitute
your own address for this.

| Please use a VALID DOMAIN ADDRESS.
| Use 'hip!hop!user' if you must.
| Never use an address which has both '!' and '@' in it.
| Bitnetters use user@host.bitnet

Send the following message to
mail-server@cs.ruu.nl
or the old-fashioned path alternative
uunet!mcsun!sun4nl!ruuinf!mail-server

begin
path fred_flintstone@stone.age.edu (SUBSTITUTE _YOUR_ ADDRESS)
send ATARI-ST/mint/mintman3.zoo
end

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you

first issue the request:

send HELP

A complete "ls-lR" listing of the archive is kept in the top-level
directory, it will be updated every night. To get it, issue the command:

send ls-lR.Z

That's all for now. If you encounter problems using the FTP service
and/or the mail-server, feel free to drop me a line (by e-mail, please).

Enjoy,
Ate Brink

--
Ate Brink, Systems Administrator
Moderator of the Atari archive at the Utrecht University (ftp.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive.

1072. Minix 1.6.16 upgrade question

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 15:49:32 UTC
From: malay@sae.com
Message-ID: <1992Jul28.154932.20213@sae.com>
Source record: 219228
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.os.minix

I downloaded the ST and PC upgrade kits and took a peek at what is in them and read through the "INTRO" file from the ST upgrade. My question is this:

Its not clear from the "INTRO" file whether I should use the "include/sys" cdiffs from the PC upgrade. Step 3 says
"apply the include changes from cs.vu.nl However, keep your old a.out.h, stdio.h, ctype.h and signal.h. Do not apply the include part from this upgrade!!"

What does this mean??

Has anybody tried to upgrade to 1.6.16??

Bob Malay

1073. Re: GL viewers?

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 16:06:45 UTC
From: ravanbod@nada.kth.se
Message-ID: <1992Jul28.160645.2672@kth.se>
Source record: 219229

In article <1992Jul17.031802.12226@ucsu.Colorado.EDU>, chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
|> Just wondering does a GL viewer exist for the ST?
|> is there a gif viewer for the ST?
|> Anyways if anyone knows of a good way to view gifs on the ST please inform me. THANKS,
|> email: chuj@horton.colorado.edu
|>

Well there is a program to convert gif to spectrum-format. It's called DMJGIFF or something like that and is available from a.a.u.e.
Fastgiff is fair program for showing gifs on ST. The problem is that ST's color and resolutions is just too poor for most gifs. Converting them to spectrum improves things but not to the extent that could be expected.
I have never heard of a program for gl's.

/Mehrdad Ravanbod

PS. Sorry, no SIG yet!!

1074. Falcon issue contents and notice

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 16:30:43 UTC
From: 70007.3615@CompuServe.COM
Message-ID: <920728163043_70007.3615_CHM106-1@CompuServe.COM>
Source record: 219231

The june/july "FALCON ISSUE" of Atari Advantage magazine has been
mailed look for it your mail box soon.

--- Forwarded Message ---

Date: 13-Jul-92 21:02 PDT
From: INTERNET:jyoung@nyx.cs.du.edu
Subj: Falcon issue contents and notice

Sender: jyoung@nyx.cs.du.edu
Received: from relay1.UU.NET by ihc.compuserve.com (5.65/5.910516)
id AA25560; Mon, 13 Jul 92 23:58:33 -0400
Received: from nyx.cs.du.edu by relay1.UU.NET with SMTP
(5.61/UUNET-internet-primary) id AA21404; Mon, 13 Jul 92 21:05:57 -0400
Received: by nyx.cs.du.edu (4.1/SMI-4.1)
id AA14573; Mon, 13 Jul 92 19:03:59 MDT
From: jyoung@nyx.cs.du.edu (Jeff Young)
Message-Id: <9207140103.AA14573@nyx.cs.du.edu>
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver. The University has neither control over nor
responsibility for the opinions or correct identity of users.
Subject: Falcon issue contents and notice
To: 70007.3615@compuserve.com
Date: Mon, 13 Jul 92 19:03:58 MDT
X-Mailer: ELM [version 2.3 PL11]

Hello, everyone is reading about your Atari Falcon issue and
wants to know more! When you have sent out the issue in the
mail please email a notice to comp-sys-atari-st@ucbvax.berkeley.edu
and tell the world what is the table of contents!

Bye!

--
jyoung@nyx.cs.du.edu

1075. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 17:03:39 UTC
From: ekrimen@wet.UUCP
Message-ID: <4176@wet.UUCP>
Source record: 219241

In article <712279182.F00002@tdkt.kksys.com> Curt.Fluegel@f47.n282.z1.tdkt.kksys.com (Curt Fluegel) writes:
>
> there will be one more issue, the fabled June/July/August "Falcon" issue, there
>is a whole write-up in the latest AEO. I guess you can expect a free
>supscription to Atari Explorer now... Curt Fluegel

Actually, last night I learned that new publishers will take over Atari Advantage, according to Rob Robinson from AA on GEnie.

What confusion! I guess the best thing to do is just to wait 'till the smoke clears.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

1076. Re: GIF to DEGAS converter, does it exist?

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 17:14:48 UTC
From: deej@cds8613.Cadence.COM
Message-ID: <1992Jul28.171448.2131@Cadence.COM>
Source record: 219233

In article <1992Jul21.154402.29321@cca.vu.nl>, hjb@levi.th.vu.nl (Hendrik Jan Bosman) writes:
|> Does anybody know of a (PD) program that converts .gif pictures into
|> Degas-format pictures (.PI3)? The reason I ask: I have just found this
|> nice little program that replaces the boring grey background canvas
|> of the TOS desktop with a Degas-picture. Converting .gif to Degas
|> would render an almost infinite number of possible backgrounds, since
|> there must be thousands of gifs around.
|>
|> Thanks, Hendrik Jan Bosman (hjb@th.vu.nl)

The best alternative I know of is using the PBMPlus tool kit,
available from many places (including executables on a.a. in the
"printing" directory, of all places). The FAQ for alt.binaries.pictures
also gives more details on locations for PBMPlus.
You might also try CrackArt, which is also available on a.a.
Both the solutions I mention above do LOTS more conversion types than
just between PI3 and GIF, by the way...

--
~ deej ~ | (If I were expressing Cadence's opinions,)
Jim Howard -- deej@cadence.com | (they'd probably make me wear a tie...)
(^:= Flames cheerfully ignored. =:^)
"What you do and what you say -
Do you know the difference, anyway?" -- INXS

1077. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 17:17:48 UTC
From: ekrimen@wet.UUCP
Message-ID: <4177@wet.UUCP>
Source record: 219242

In article <1992Jul28.033249.27525@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>P.S. When the Falcon 030 is released, I think we are all going to have
>to get together and give software companies a wake-up call. The present
>amount of new ST software released in the U.S. is close to nothing
>and European software are becomming very few.
>

Whenever someone says that, I'm curious what kind of software they're looking for. I've got software that I don't even have time to use, and none of it is games.

So, Len, what kind of software are you looking for that isn't currently available? If anyone else wants to jump in, please do. :^)

Actually, one might think that in a small market such as the ST's, everyone would hear about a product right when it was released. Unfortunately, the press and the developers selling the product don't always seem to walk hand in hand to get the word out. There's a new image manipulation package out from Canada (I think) called INVISION Elite. There's good support for it on GEnie, but it seems the only ones who know about it are on GEnie. I don't recall if any of the on-line magazines ran a press release on it, although there was a GEnie Real-time Conference on it recently, so that may have been included in a magazine. There's an excellent demo of it with sample pics that I would upload to atari.archive, but I don't have FTP access (at least to send I don't). If someone wants to send it to atari.archive, I could probably uuencode it and send it your way.

INVISION Elite is real high-quality stuff. Apparently, Mario Georgio from DMC Publishing (ISD Marketing) loves it.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

1078. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 17:26:02 UTC
From: ekrimen@wet.UUCP
Message-ID: <4178@wet.UUCP>
Source record: 219243

In article <1992Jul28.040744.4045@mnemosyne.cs.du.edu> brayl@nyx.cs.du.edu (Bill Rayl) writes:
>
>Naturally, :) after I posted here, I read the info in Atari Explorer
>Online. From what they said, subs will be handled by AE. So, that's
>that! :)

Of course, in this ever-changing, never-boring Atari community, news isn't news until something really happens, I guess. :^) You'll see I posted a few messages back that Ron. R from AA said that someone would be taking over Atari Advantage. What a mess! I think I just won't say anymore until the smoke clears. :^)

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

1079. Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 17:38:29 UTC
From: klassa@aurs01.UUCP
Message-ID: <60980@aurs01.UUCP>
Source record: 219235

Hi-

I recently obtained sozo133i.zoo, sozobon.zoo, sozoinit.zoo and sozosun.zoo
from a mail server in the Netherlands (I don't have FTP access).

Questions:

1. Is this all I need to get started (I would imagine that
sozosun.zoo isn't even necessary)?
2. If not, what else do I need and where can I get it?
3. Is Sozobon C even worth the trouble to set up?

Thanks in advance...
John

<><><>

1080. LaTeX for ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 18:01:12 UTC
From: dgrenier@opemisca.ulaval.ca
Message-ID: <1992Jul28.180112.11164@cerberus.ulaval.ca>
Source record: 219232

Hi,

I'm a new suscriber to this newsgroup.

I have a 1040-ST and I search a "relatively" good dvitool (working under GEM if possible) to preview the DVI files product by LaTeX. I have one in the moment but it is not very interesting because it is very difficult to see the text at the screen.

Does anyone know where I can find this program?

Tanks a lot.

P.S. Sorry for my english.

Dominic Grenier

Universite' Laval
Que'bec, QC, Canada
e-mail: dgrenier@gel.ulaval.ca

1081. Re: MAC 128K ROMS FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 18:14:56 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1992Jul28.181456.28120@uwm.edu>
Source record: 219234

In article <1992Jul27.175057.12674@mnemosyne.cs.du.edu> jbunch@nyx.cs.du.edu (John Bunch) writes:
>
>> I am asking about $225 for the pair.
>
>I also have a set of mac roms for sale.. I am willing to sell mine
>for 150.00 for anyone who doesn't want to spend 225 for them..

You guys are nuts! I bought a used Spectre GCR (3.0) with the Mac 128K Roms for $150.
--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

1082. Re: Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 18:30:37 UTC
From: alewis@news.ccutah.edu
Message-ID: <1992Jul28.183037.23111@fcom.cc.utah.edu>
Source record: 219236

[No readable article body recovered]

1083. Passing parameters?????? 8^)

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 18:42:31 UTC
From: paul@jupiter.noname
Message-ID: <1992Jul28.114232.3549@arizona.edu>
Source record: 219240

A week or two ago I posted what I thought was a rather simple qustion, but maybe it's more complicated than I thought, being as I got no replies. I just wanted to know how to pass parameters to a .TTP program, specifially using GFA Basic, if possible. I've since seen somewhere that there's more than one way of doing it, so is there some way to take care of all of them?

I'd apreciate the help.

-Paul Harris
paul@jupiter.ame.arizona.edu

1084. looking for atari st

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 19:28:42 UTC
From: lstewart@watserv1.uwaterloo.ca
Message-ID: <Bs463v.GrM@watserv1.uwaterloo.ca>
Source record: 219246
Cross-posted to: comp.sys.atari.st,kw.forsale,misc.forsale.computers

Greetings good folks of the net.
A friend of mine is looking for an atari st computer and monitor
to run notator music sequencing software.
He (and I for that matter) are located in southern ontario, canada
if you have such equipment available drop me a line and I will
pass it on to him.
If you have notator and the key well all the better.
Thanks much.

1085. Re: Difference between SCSI and SCSI 2?

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 19:58:49 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l7b9npINN3ma@aludra.usc.edu>
Source record: 219244

In article <1992Jul27.122717.20063@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>Can anyone tell me what the difference between SCSI (1) and SCSI 2 is?
>Or for that matter the difference between SCSI and for example IDE?
>(apart from the fact that they use different connectors)

Sure.

SCSI-1: First SCSI standard - specified an 8-bit bus that has a peak throughput of 4MB/s, with a maximum of 8 SCSI devices possible (though one is designated controller with the other 7 slave devices). It uses a 50-pin ribbon cable or a 50-pin Centronics style cable, or Apple uses a 25 pin cable.

SCSI-2: Next major release of the SCSI standard. Specifies 16-bit bus (but can handle 8-bit devices for backward compatibility) and, between two fully SCSI-2 compliant devices, can reach peak transfer rates of 16MB/s, with a sustained transfer rate of up to 10MB/s. SCSI-2 provides for multiple accessing of devices on the SCSI bus - data can be written from one device to up to 7 other devices (SCSI-2 maintains the 8 device limit) simultaneously, but they all get the same info. I believe (not sure about this one) that each SCSI-2 device can become bus master, so DMA between SCSI-2 devices is possible. SCSI-2 uses the same cabling as SCSI-1.

IDE: This is the successor to the MFM/RLL drives. It can pretend to be any MFM/RLL device of the same (or lesser) size, and will automatically translate the heads/sec.per track/cylinders to the correct values of the media transparently to the computer. It is an 8-bit bus, with maximum 4MB/s (I think, but never saw it of course) with a maximum of 2 devices that can be connected to the same controller. Their primary advantage is the cheap cost of manufacture (and the subsequent cheap resale price). IDE uses a 40pin ribbon connector (I have yet to see an external IDE drive, so that may be the only valid type of cable).

>Thanks
>Phil
>(E-mail naffara@uk.ac.crc)

No prob.

-Mike

1086. Re: Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1992-07-28 20:40:45 UTC
From: d89-sla@nada.kth.se
Message-ID: <1992Jul28.204045.6512@kth.se>
Source record: 219247

In article <60980@aurs01.UUCP> klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com (John Klassa) writes:
>Hi-
>
>I recently obtained sozo133i.zoo, sozobon.zoo, sozoinit.zoo and sozosun.zoo
>from a mail server in the Netherlands (I don't have FTP access).
>
>Questions:
>
> 1. Is this all I need to get started (I would imagine that
> sozosun.zoo isn't even necessary)?
> 2. If not, what else do I need and where can I get it?
> 3. Is Sozobon C even worth the trouble to set up?

Sozobon 1.33i is very easy to install. I think it is useful for small
to medium sized programs that are to be Atari-only. Otherwise, use GCC.
No, sozosun isn't needed - it is a patch to make a cross compiler for
Sun machines. Last time I checked it didn't even work with the current
version of Sozo C. Anyone know if it has been updated?

Stefan

Stefan E Larsson // d89-sla@nada.kth.se // Royal Institute of Technology
---

1087. HP-Laserjet+ Drivers Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 00:24:43 UTC
From: dennis@citr.uq.oz.au
Message-ID: <dennis.712369483@citr.uq.oz.au>
Source record: 219249
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there,

Can somebody encode some copies of printer drivers for First Word Plus
and Degas Elite compatible with a HP LaserJet Plus, and either post them
to me or to comp.binaries.atari.st....

Is there a repository for such items somewhere in the net.world or ftp.world?

Many many many thanks in advance.

--

Dennis Remmer - dennis@citr.uq.oz.au - DennisR@syacus.acus.oz
Australian Centre for Unisys Software, Brisbane Queensland Australia

1088. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 00:50:35 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jul29.005035.21592@usenet.ins.cwru.edu>
Source record: 219250

In a previous article, ekrimen@wet.UUCP (Ed Krimen) says:

>In article <1992Jul28.033249.27525@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>
>>P.S. When the Falcon 030 is released, I think we are all going to have
>>to get together and give software companies a wake-up call. The present
>>amount of new ST software released in the U.S. is close to nothing
>>and European software are becomming very few.
>>
>
>Whenever someone says that, I'm curious what kind of software they're
>looking for. I've got software that I don't even have time to use, and
>none of it is games.
>
>So, Len, what kind of software are you looking for that isn't currently
>available? If anyone else wants to jump in, please do. :^)

I want Sierra games (I use to buy all of them). I want Electronic Arts
software. I want the latest version of Word Perfect.

I want SimAnt and all those other games that are on IBM compatibles
while software copanies laugh at me when I ask if it will be on the Atari ST.

I want a choice.
(And I hope this isn't going to be posted in an online magazine. :))
>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
> / | \ E.KRIMEN (GEnie)
>

--

1089. Re: Problems with GCC 2.1 and *80.inc/libs !!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 02:46:25 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9582@uqcspe.cs.uq.oz.au>
Source record: 219251

In <2099@bigfoot.first.gmd.de> ralph@prosun.first.gmd.de (Ralph Berg) writes:

>The installation of the libraries by replacing the old by the newest one.

This is what is causing most of the trouble. PLEASE people, scrap all the
old version and replace it with version 2.1 clean-slate. If you really
want, keep the old version (renaming the directory to GUMBY.GCC, for example),
but DO NOT mix them. And you DON'T need to add any symbols to gnu.olb, if
the linker says one is missing, the problem is you set-up. Flaky hacks like
simple adding blank versions of the symbol is just asking for trouble (eg.
maybe "split_mem()" is only called when you use up 128K of heap space?!!?!!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1090. Re: The new Multi-TOS ....

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 02:48:54 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul29.024854.16284@actrix.gen.nz>
Source record: 219252

Is Multi-TOS 100% Hardware (Chip) based - or is there some software
involved? (100% chip - updating would be awkward)
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

1091. Re: CLA_V1.PRG

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 02:53:26 UTC
From: jmw@lad.med.utas.edu.au
Message-ID: <jmw.712378406@lad>
Source record: 219253

>RE:CLA_V1.PRG PROBLEMS

I managed to get cla to run, but only if it was in the root directory of the drive - fine if you are using floppies, but useless if you have a hard drive. Did anyone else experience this?

--
John M Williams, Faculty of Medicine, University of Tasmania
J.M.Williams@med.utas.edu.au

1092. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 03:49:09 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1992Jul29.034909.18785@megadata.mega.oz.au>
Source record: 219264

In article <1992Jul27.042714.8140@msuinfo.cl.msu.edu>, molin@crs.cl.msu.edu (Michael Olin) writes:
>
> You are entitled to believe anything you want from these people. But
> c'mon! Really! Do you honestly think you'll be able to buy a Falcon
> in '91??? You'll be able to see them at shows. You'll hear about them
^^
Time to catch up with the rest of the world. 1992 is already halfway over.

Sla/n go fo/ill,
Risky B.

Geoff Swan (research & development) _--_|\ swanee@megadata.oz.au
Megadata Pty Ltd / \
2/37 Waterloo Rd, North Ryde, _.--._/ +61-2-805-0899
NSW 2113, Australia. v (AH) +61-2-477-6519

1093. 16-Voice Tracker. Where is it?

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 04:28:53 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul29.042853.19588@actrix.gen.nz>
Source record: 219256

Hey, Empire, is there any more news of the 16-Voice tracker, (the followup to that great Dynamite demo)

We at our User group are eagerly awaiting it! We need something to show off the STE's sound capabilities.

(Graphics - not a problem, 4096 colour animations look GOOD!)
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

1094. Re: LaTeX for ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 05:44:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9590@uqcspe.cs.uq.oz.au>
Source record: 219257

dgrenier@opemisca.ulaval.ca (Dominic Grenier) writes:

>I have a 1040-ST and I search a "relatively" good dvitool (working under
>GEM if possible) to preview the DVI files product by LaTeX. I have one
>in the moment but it is not very interesting because it is very difficult
>to see the text at the screen.

Any DVItool should suffice. The probable trouble is that you aren't using a high enough magnification. Usually, the tool will require fonts of the magnifications you require. For example, with the set-up I've just started using (((CS-TEX - very nice - and only took a few minutes to install - once I gave up on their "install" program which has very bad LHArc capability))), it defaults to 96x96dpi. This is pretty low resolution. But I should be able to use the 180dpi fonts (normally used for printers) to double the screen display resolution. This should work - but I only installed it at 10pm last night, so I haven't tried much - I got an excellent printout from my BJ-10e though. Nice. All I need is more fonts, and I'm getting those from Uni today (the fonts are all compatible - and they take a long time to generate on the old ST!).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1095. Toshiba CD-ROM drive with Metados 2.0 ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 06:44:25 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jul29.064425.71109@yuma.ACNS.ColoState.EDU>
Source record: 219258

A few days ago I asked in the tech. group about anyone has used the Toshiba CD-ROM drive with Atari's Metados 2.0 sucessful? and only got one reply indictes he has problem at present time. Does anyone here has tried the metados 2.0 with Toshiba or other CD-ROM drive (remember seen some one said they have use CD-ROM drive on ST before)? Is the Metados has newer version or it only suppose to work with Chinon drive? Also where should files from metados located?
Thanks
Tang
sytang@lamar.colostate.edu

1096. Re: Problems with GCC 2.1 and *80.inc/libs !!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 07:32:08 UTC
From: ralph@prosun.first.gmd.de
Message-ID: <2112@bigfoot.first.gmd.de>
Source record: 219259

In article <9582@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> In <2099@bigfoot.first.gmd.de> ralph@prosun.first.gmd.de (Ralph Berg) writes:
|>
|> >The installation of the libraries by replacing the old by the newest one.
|>
|> This is what is causing most of the trouble. PLEASE people, scrap all the
|> old version and replace it with version 2.1 clean-slate. If you really
|> want, keep the old version (renaming the directory to GUMBY.GCC, for example),
|> but DO NOT mix them. And you DON'T need to add any symbols to gnu.olb, if
|> the linker says one is missing, the problem is you set-up. Flaky hacks like
|> simple adding blank versions of the symbol is just asking for trouble (eg.
|> maybe "split_mem()" is only called when you use up 128K of heap space?!!?!!
|>
|>
|> --
|> Warwick
|> --
|> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
|> / * <-- Computer Science Department, /
|> _.-._/ University of Queensland, / void (if removed)
|> v Brisbane, Australia. /

Mixing this up on my installation, that's my fault. But there wouldn't be
any problem, if there was the startup.zoo containing the new crt0.o,gcrt0.o,
mcrt0.o and mgcrt0.o.
Jwahar J. Bammi said, that this and the update to Patchlevel 82 will
be as update23.zoo as soon on a.a.

> J.J. Bammi O-TONE
>i forgot to answer this: _split_mem is an internal variable that indicates
>that we are on a split memory address atari machine (like the TT, jim allens
>T-30 etc). When true, depending on the value of _stksize, dynamic memory
>allocation occurs from one address space, and when it runs out, further
>allocations occur from the second address space. this way we take advantage
>of the entire available address space, even though it is not contiguous. the
>gnu C library is one of the few on the atari ST that actually does this. the
>others run out, when the address space they run in runs out, even though the
>other address space has'nt been touched.

So split_mem is a variable set by the startup code saying that the malloc
function has to regard the splitted memory modell like the TT.
But why did my hack (appending an object file split_mem.o including
"long _split_mem = 0L;"
to gnu.olb with <ar vq gnu.olb split_mem.o>) NOT work???

Where is the fault?????

ralph

ralph@gmd.first.de

1097. GemView

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 09:37:06 UTC
From: pate@ra.cs.man.ac.uk
Message-ID: <1992Jul29.093706.2452@ctr.columbia.edu>
Source record: 219260

Does anyone know where I can get the latest version of GemView from? Is there one in the atari.archive new directory? Does it support JPEG format pictures?

Also, is there a new version of ViewGif about in there?

Thanks...

PS Wouldn't it be a good idea to keep a file called 'index' in that directory which people could get, update, and replace when then stick something in there? I know it's a temporary directory, but for the moment it is being used a lot.

Thanx.

--
%% %% &&&& %%%%% && && %% %% &&&&&& >> ATARI-ST Owner :)
%%%%%%%% && %%% && && %% %% && >>
%% %% %% && %% &&&& %% === && >> pate@cs.man.ac.uk
%% %% && %%% && && %% && && >> csg021@cck.cov.ac.uk
%% %% &&&& %%%%% && && %% &&&& %% >> mleaver@fiveg.icl.co.uk

1098. Re: Forbes Magazine article

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 09:55:18 UTC
From: mikael@terapin.com
Message-ID: <mikael.0y0o@terapin.com>
Source record: 219262

In article <1992Jul26.193920.13519@cheshire.oxy.edu>, leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>I'm sorry... A3000 and Falcon are not comparable machines. Targeted for
>different markets. The 3000 is clearly a superior machine. The Falcon
>is a midrange machine targeted for a specific market... it looks like
>the perfect sound synthesis MIDI machine. Especially if the Falcon is
>packaged in a 1040 type enclosure, the machine certainly is not targeted
>at a general market, and is not expandable for specialized hardware (not
>that it needs much expanding... Jesus, TWO hard disk controllers built in!).
>
>Thom
>
On the Falcon the ACSI interface is removed and there's only SCSI harddisk interface left.

Mikael

1099. Re: Sigma Soft -- And: Re: MIDI MAZE!

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 09:56:26 UTC
From: mikael@terapin.com
Message-ID: <mikael.0y0q@terapin.com>
Source record: 219261

In article <hm341ne.712240084@duc220>, hm341ne@uni-duisburg.de (Thomas Neumann) writes:
>I can confirm this!
>There will be no more new versions of TurboAss and Bugaboo,
>Markus Fritze (one of teh SigmaSofts) wrote me.
>
Can you tell me why? Its a very good piece of software!

Mikael

1100. PSU problems on a UK ST.

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 12:01:18 UTC
From: amcalind@cs.strath.ac.uk
Message-ID: <10095@baird.cs.strath.ac.uk>
Source record: 219271

Since this is the 'techie' newsgroup, I wonder if you can help me with a _very_ strange hardware problem I've been having.

My three year old STFM has had problems with the power switch freezing up before, so I had started powering it up at the mains. Recently, though, a more sinister problem has been happening. The computer is simply switching itself off, at varying intervals. Sometimes it can be after three minutes, sometimes after three hours!

It isn't a loose wire, since it can happen without it being touched. Since the machine is well out of warranty I opened it up last month to have a look. The PSU board looked pretty complicated, so I left it well alone. And funnily enough, the machine worked fine - for about a week.

Now its up to its old tricks. I've seen adverts with new PSU boards costing over 50 pounds - which I wouldn't consider investing in a machine which I'm going to replace in the pretty near future.

So, is there a quick fix for this problem. Or do I need a new PSU?

Could you send replies by mail as well - since I only get in once a week, and they've usually cropped the messages by the time I read them.

Thanks in advance.

Tony

PS. This is a UK market, 240 volt ST.

1101. Sagrotan docs in English?

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 13:00:42 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Jul29.130042.19003@aston.ac.uk>
Source record: 219266

Hello there...
I just got 'sagrotan' from atari.archive, but unfortunately it
doesn't seem to have any english language docs with it, just German,
which I'm afraid I can't understand at all... Does anyone have any
english docs for this, or should I just try to work it out anyway?

--
Tim Wright.
wrighttj@cs.aston.ac.uk

1102. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 13:17:13 UTC
From: barry@sphynx.NoSubdomain.NoDomain
Message-ID: <1992Jul29.131713.4618@infonode.ingr.com>
Source record: 219263
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

In article <4qwJoB4w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
|> barry@sphynx.NoSubdomain.NoDomain (Barry Wayne Hart) writes:
|>
|> >
|> > There's a select line which runs from the Sega into the multiplexer. When th
|> > line is high, B & C are sent to the Sega (I may have this backwards, but...).
|> > the line is low, A and Start are sent.
|>
|> Do you know how to detect this line?? :) I'm thinking of buying a
|> generic Genesis controller ($12! hehe...pretty good deal)
|>
|> "Be seeing you!"
|> Say|____________9_year_veteran_ ||| __
|> Hi |PhBill: Bill Kendrick / | \
|> if |moon!cyberden!phbill@well.sf.ca.us
|> in |___________________________________
|> NJ!| July 25, 1992

It's just one of the nine lines on the connector. I'm not sure which one- I may still have it written down somewhere.

1103. Re: Difference between SCSI and SCSI 2?

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 13:38:16 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Jul29.133816.20832@its.bt.co.uk>
Source record: 219270

In article <l7b9npINN3ma@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
> SCSI-1: First SCSI standard - specified an 8-bit bus that has a peak
>throughput of 4MB/s, with a maximum of 8 SCSI devices possible (though one is
>designated controller with the other 7 slave devices). It uses a 50-pin ribbon
>cable or a 50-pin Centronics style cable, or Apple uses a 25 pin cable.

Anyone know what pin-out is used on the Centronics connector.

Thanks.
John

--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

1104. Sound sampling on STe

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 13:45:22 UTC
From: rob@lillee.cs.curtin.edu.au
Message-ID: <rob.712417522@lillee>
Source record: 219267

I havent been tuned in to this newsgroup for a while and I am no great technician, so excuse me if this is out of date or silly.

The STe's include analog joystick ports, which I assume means they have a couple of A to D converters in there somewhere. Would it be possible to use these for sampling sounds? My thought was that it would just be possible to hook up and audio source to one of these and sample away, possibly requiring some sort of buffer circuit. Any reasons why this cant be done? If not, has anyone done it, if so, what hardware and software did you use?

Robert Alley | Deliver us to evil
GIS Honours Student | Deny us of our faith
Curtin Uni. Bentley WA | Robotic hearts bleed poison
Australia | on the world we populate
rob@cs.curtin.edu.au | (Butler/Dio/Iommi)

--

Robert Alley | Deliver us to evil
GIS Honours Student | Deny us of our faith
Curtin Uni. Bentley WA | Robotic hearts bleed poison
Australia | on the world we populate
rob@cs.curtin.edu.au | (Butler/Dio/Iommi)

1105. ASCI port on Falcon <was: Re: Forbes Magazine article>

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 14:57:56 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jul29.145756.7180@u.washington.edu>
Source record: 219269

mikael@terapin.com (Mikael Andersson) writes:

>On the Falcon the ACSI interface is removed and there's only SCSI harddisk
>interface left.
>
>Mikael

Would it be difficult for some third party manufacturer to make a
SCSI->ASCI adapter for such things as Atari laser printers? Maybe Atari
will come out with a SCSI version of the SLM604... then (with software)
it could work on clones too!

Dan Aylward
dud@u.washington.edu

1106. Color Monitor for Atari ST >>>> $150

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 15:12:27 UTC
From: kimanh@triton.unm.edu
Message-ID: <rwnm#c=@lynx.unm.edu>
Source record: 219268
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Hardware:

SC1224 Color Monitor $160 Includes manual and
original packing.

David G Adams
kimanh@triton.unm.edu
(505) 268-0876

--
/|\ | Lords of the / kimanh@triton.unm.edu < <Tim&> > David G. Adams \
< |/\ | Earth: | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! \ Don't bug the University 'bout nuthin' I've said. /

1107. Re: Fax software

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 16:38:24 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Jul29.163824.8996@pbhya.PacBell.COM>
Source record: 219272

In article <1992Jul28.093747.19918@newstand.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>I wanted to thank all those who have responded to my question
>about being able to use a regular (not-specifically-fax) modem
>as a modem via some special software. 100% of the responses
>have said "NO" in some form or another.
>The only reason I asked the question in the first place was
>that a friend of mine (who is not necessarilly all that
>computer-literate) believes he read an article about some new
>software in the msdos world that in fact does let one use a
>regular modem to send faxes.

Gerry, let me assure you that there is no magic IBM program to transform the hardware of a data modem to fax. The fact of the matter is that there are NO software tricks that can only be done on an IBM.

Have you noticed that Atari, Amiga and Macs can all emulate a MS DOS machine in software, where the IBM requires hardware to emulate anything! It is, however, a common misconception that some things can be done only on an IBM PC.

Daniel B. Suthers, CCP
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe
==========
= Youth is a difficult time... it gets tougher the longer you draw it out. =
==========

1108. Re: Forbes Magazine article

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 16:56:51 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l7djejINN775@aludra.usc.edu>
Source record: 219273

In article <mikael.0y0o@terapin.com> mikael@terapin.com (Mikael Andersson) writes:
>On the Falcon the ACSI interface is removed and there's only SCSI harddisk
>interface left.

This is true. But according to most (_unofficial_) reports, the falcon sports an internal IDE drive. Therefore two drive interfaces. Of course, it doesn't sound like you will be able to do much in the way of expanding it unless you (like so many have done) rip it out of the small case and put it in a bigger, beefier, and more manly AT-case that has more pumpitude than the girly-case that Atari will use. Yah - ya know? Besides, you could only use at most two IDE drives anyway. Pretty wimpy. (For all you non-SNL fans, pumpitude=power and girly=wimpy=underpowered. "Hey Hans, maybe we should flex." "Nah, we don't want to break their little-girly monitahs, ya know?")

BTW, I am glad that they went whole-hog and put in SCSI-2 - the only way to go at this point - but I don't know about taking out the ACSI port. I mean, it might be different if the SLM604s had come with a SCSI interface, then going to pure SCSI external devices would have been a natural next step, but as it is, they will be leaving a lot of Laserprinting users high and dry (except of course for those who either have non-atari laserprinters hooked to their (egads!) parallel port, or have non-atari laserprinters hooked to the ACSI port via host adapter (those are the guys that will whether this ok)). Of course, perhaps the wizards at ICD will be able to save their bacon by making an ACSI<->SCSI converter (I assume that presently available host adapters will _not_ work as I don't know _that_ much about the mechanics of SCSI/ACSI).

>
>Mikael

-Michael

1109. Re: Mint/Mgr/Mgrterm etc...

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 17:12:50 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1992Jul29.171250.12400@mnemosyne.cs.du.edu>
Source record: 219275

jensk@hpbbrd.bbn.hp.com (Jens Kilian) writes:

>> The thing that is odd about that is that my other links work fine..
>> Is there a reason for this? The other links I have a h:\bin u:\bin,
>> h:\gnu u:\gnu, etc.

>I haven't heard about this before, but this could be related to the
>volume-label-same-as-directory-name problem. What's the label on your
>H: partition ?

Time for me to show that I was in err.. (gulp) It seems that I
ended up putting the link in the wrong mint.cnf file. I have a
backup in my mint directory.. ;-) I put the link in my main
directory and all is well now..

John

P.S. Thanx for the helpful hints..
--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

1110. Re: Sagrotan docs in English?

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 17:14:41 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Jul29191433@lovelace.cs.tu-berlin.de>
Source record: 219276

In article <1992Jul29.130042.19003@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

> I just got 'sagrotan' from atari.archive, but unfortunately it
> doesn't seem to have any english language docs with it, just German,
> which I'm afraid I can't understand at all... Does anyone have any
> english docs for this, or should I just try to work it out anyway?

Two years ago, Sagrotan was a good anti-virus-programm. V4.17 is the last shareware-version (there exists now a comercial version) and to old to find newer viruses.

Try to get Virendetector >=V3.1 from Volker Soehnitz, its Shareware and up to date (docs are in german, too).

Ciao
Herwig
--
Charlottenburger Ufer 1 | MAUS: @ B | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

1111. 520st forsale

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 18:03:00 UTC
From: v5914ane@ubvmsd.cc.buffalo.edu
Message-ID: <Bs5u26.C0B@acsu.buffalo.edu>
Source record: 219274

```
Forsale:
atari 520st
sc1224 color monitor
sf354 ss/dd floppy
epson lx80 printer
about 20 disks of software
-$275 or best offer (+ shipping)

v5914ane@ubvms.cc.buffalo.edu
sig@acsu.buffalo.edu
```

1112. FASTBASE help

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 18:52:20 UTC
From: jharres@doc.bmd.trw.com
Message-ID: <1992Jul29.115220.217@doc.bmd.trw.com>
Source record: 219277

I recently ftp'd FASTBASE from a.a. Following setup it ran fine except I can't get it to print mailing labels. Is this disabled in the demo or is my file corrupted? I have emailed the author at the address in the maual, but have not received a response. Anybody know where I can contact him or have any suggestions on what to try?

Jim jharres@oz.bmd.trw.com

1113. AT-Speed and Atari mouse ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 18:55:35 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Jul29.115535.1@violet.ccit.arizona.edu>
Source record: 219279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anybody had any luck using the Atari mouse under AT-Speed? If so,
how did you get it to work? Does it need a driver? Email responses
are fine, and I will summarize if there is interest. Thanks!

Doug Tarico
dtarico@ccit.arizona.edu
doug@catalina.sie.arizona.edu

1114. Re: Sagrotan docs in English?

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 19:43:10 UTC
From: otv@hal.nta.no
Message-ID: <1992Jul29.194310.19153@nntp.nta.no>
Source record: 219280

In article <1992Jul29.130042.19003@aston.ac.uk>, wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
|> Hello there...
|> I just got 'sagrotan' from atari.archive, but unfortunately it
|> doesn't seem to have any english language docs with it, just German,
|> which I'm afraid I can't understand at all... Does anyone have any
|> english docs for this, or should I just try to work it out anyway?
|>
|>
|> --
|> Tim Wright.
|> wrighttj@cs.aston.ac.uk

There is a Norwegian who has translated Sagrotan version 4.14 into english. His name is Stein Arne Jensen. This english version also include a brief documentation in english. He is running a PD library and has lots of other nice software as well. The adress is:

STUG Norway PDL
c/o Stein Arne Jensen
N-3630 Roedberg
Norway
Phone: +47 3 741473

Send him a diskette and an envelope with your own adress on (return adress) and he will send you the goodies. He also has ver. 4.17 (in german) and the differences are minor (the difference is explained in the docs).

BTW: Sagrotan is now a commercial program in its newest version (5.# ??).

Oddvar Tveito (otv@nta.no)

1115. Hard drives for st?

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 19:45:00 UTC
From: v5914ane@ubvmsd.cc.buffalo.edu
Message-ID: <Bs5yrC.Eqq@acsu.buffalo.edu>
Source record: 219278

How hard is it to make a hard disk adapter for the st. I want to use a ibm hd for my 520st, what do I have to do?

1116. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 21:00:15 UTC
From: hgm@ncsu.edu
Message-ID: <hgm.712443615@fbi.cc.ncsu.edu>
Source record: 219281
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

I came into this thread while it was winding down......

I've just run across a game that I've never heard of for the 2600 --
Sentinel (copywrite 1990!). Bought it, and found that it requires the
2600/7800 light gun.

I have a NES light gun that's hackable -- I don't own a NES anymore. Anyone
have a 2600/7800 light gun, and want to clue us all in on the details? I'm
not going to run out and buy a light gun to play this one game.

--hal

--
hgm@ccvr1.cc.ncsu.edu "The trick is -- find a name for it.
Then you can sell it. End of the Revolution."

1117. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 23:05:45 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Jul29.230545.26369@mnemosyne.cs.du.edu>
Source record: 219283

Ed....

Sounds like a good plan to me! :) One thing is for sure tho, Atari Advantage subscribers will have fun figuring out what's what!

Pattie Rayl

1118. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 23:19:22 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Jul29.231922.26830@mnemosyne.cs.du.edu>
Source record: 219284

Ed,

:) ....Since you asked... the software I'd want to see o the Falcon that we dont have are products like PhotoShop and ColorStudio. Retouche Color& Design comes kinda close, but costs $2,000, and doesn'thave al the features of PhotoShop of Colorstudio, and they sell for between $350-500, depending on where youbuy the packages from.

I'd also like to see the CD ROM references available on the ST/Falcon line. I'd like to see something like the Mac CD FunHouse available for Atari owners. I'd liketo see the EPS clip art colletions available on the new computer. I'd like to see a more flexible database than we have ow with SuperBase Pro and Tracker. Anew spreadsheet program would be nice.

Finally, I'd liketo see some of thw wiz-bang new ames available for the IBM and Amiga platforms come over to the Falcon -- after all, Atari is suppsed to be a game system, and we aren't even getting new games. :(

(don't blame me..Ed asked :))
Pattie Rayl

1119. Re: Forbes Magazine article

Newsgroup: comp.sys.atari.st
Date: 1992-07-29 23:53:26 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Jul29.235326.21347@cheshire.oxy.edu>
Source record: 219286

The specs I have say there is an IDE interface built in as well...

Thom

1120. Passing parameters?????? 8^)

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 00:14:56 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <712519778.F00001@tdkt.kksys.com>
Source record: 219125

In a message of 28 Jul 92 19:42:31, Paul Harris wrote:
PH> A week or two ago I posted what I thought was a rather simple qustion, but
PH> maybe it's
PH> more complicated than I thought, being as I got no replies. I just wanted
PH> to know how to pass parameters to a .TTP program, specifially using GFA
PH> Basic, if possible.

Sorry, I must of missed your post. Normally, I answer what GFA questions I can as soon as I can.

Assuming your program is named "OPPS.TTP" and is in the current directory, you can pass the command string "Hi There" this way:

```
a%=EXEC(0,"OPPS.TTP","Hi There","")
```

a% will contain a 0 if everything went all right, or a TOS error code if TOS had a problem, like finding the OPPS.TTP program. If the program you ran returns an error code, a% will contain that.

If "OPPS.TTP" isn't in the current directory, simply add in the appropriate drive and path inbetween the quote marks (i.e "C:\OPPS\OPPS.TTP").

The third set of quote marks in the above example are for setting enviornment strings. Personally, I've never had much luck with that though, so I generally just leave them as empty quotes as I did above.

Re-reading your message, I see that you might be asking how a GFA program can read in a command line passed to it, rather then having GFA pass a command line to another program which the above discribes. This too is rather easy:

```
command$=STRING$(0,255)
BMOVE BASEPAGE+128,VARPTR(command$),255
```

command$ will now hold whatever commands were passed to your GFA program. The command line, if less then 255 characters long, will be null filled (CHR$(0)s) in command$, so you will probably want to 'trim' it to just what the user entered by using:

```
command$=LEFT$(command$,INSTR(command$,CHR$(0))-1)
```

Hope this helps, sorry for the delay.

* Origin: FlightLine PointNet Point 1 (1:282/47.1)

1121. Re: Sound sampling on STe

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 00:16:12 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9603@uqcspe.cs.uq.oz.au>
Source record: 219121

rob@lillee.cs.curtin.edu.au (Robert Alley) writes:

>The STe's include analog joystick ports, which I assume means they have
>a couple of A to D converters in there somewhere. Would it be possible
>to use these for sampling sounds?

They are probably MUCH too slow. Remember (?) the 8-bit had paddles also -
they worked by measuring the time it took to charge a capacitor - measured
in "lines of the screen". ie. updating every 50Hz. I actually made a
sound digitiser for the 8-bit by doing this myself with a smaller capacitor,
and by utilising the 8-bits ability to *output* and input throught the
joystick ports. But I don't think that is possible (or advisable - I blew
up the GTIA on my 8-bit) on the ST[e].

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1122. English PAD docs

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 00:48:45 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jul30.004845.13404@u.washington.edu>
Source record: 219285

Does anyone know where I can get English docs for Pad, the German shareware monochrome raster graphics program? It's a really incredible program, especially for shareware.

Dan Aylward
dud@u.washington.edu

1123. Re: Color Monitor for Atari ST >>>> $150

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 00:51:07 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jul30.005107.14096@ucsu.Colorado.EDU>
Source record: 219287
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

```
In article <rwnm#c=@lynx.unm.edu> kimanh@triton.unm.edu (timothy alan schuerch) writes:
>
>Hardware:
>
> SC1224 Color Monitor $160 Includes manual and
> original packing.
>
>David G Adams
>kimanh@triton.unm.edu
>(505) 268-0876
>
>
David, wasn't it $150?
```

1124. Hermes xhost help

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 04:05:17 UTC
From: azog@world.std.com
Message-ID: <Bs6oou.35K@world.std.com>
Source record: 219288

I finally ftp'ed the Hermes stuff the other day (over 600k, not bad ftp'ing it, but bad downloading it at 9600 PEP!), and am sorta in a bind...

I cant read or speak German, and most of the important docs are in German. Ive set things up to the point where I can send local mail, but when I try to send mail to my Unix box, something must be wrong with the xhosts file, cause it complains.

Has anyone got an explaination of all the fields? I tried things out by using the examples supplied, but still no luck...

One last quick question. Is there a cron that can be run under MiNT? when I sent local mail, it spooled up under the mqueue directory, but I needed to issue rmail by hand before it got delivered.

Thanx

--
Billy D'augustine
azog@world.std.com

1125. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 05:32:08 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Jul30.053208.736@quando.quantum.de>
Source record: 219289

ekrimen@wet.UUCP (Ed Krimen) writes:
: In article <1992Jul28.033249.27525@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
: >
: >P.S. When the Falcon 030 is released, I think we are all going to have
: >to get together and give software companies a wake-up call. The present
: >amount of new ST software released in the U.S. is close to nothing
: >and European software are becomming very few.
: >
:
: Whenever someone says that, I'm curious what kind of software they're
: looking for. I've got software that I don't even have time to use, and
: none of it is games.
:
: So, Len, what kind of software are you looking for that isn't currently
: available? If anyone else wants to jump in, please do. :^)
:
[stuff deleted]

What kind of software? How about:
Monkey Island II
King's Quest V
Indiana Jones - Fate of Atlantis
Wing Commander II
Falcon V3.0
Sim Ant
Aces of the Pacific
Battle Isle
plus almost any future release of American software companies and most
European companies including:
A - Train
Darklands
Sim Farm
Sim City 2000
Strike Commander
Leather Goddesses of Phobos 2

I don't want to start any discussions about how good some of the games
actually are or if they are worth buying at all. The point is that you
don't have the choice because as far as I know there will never be an
ST - version of them.
The decision wether I am going to buy a Falcon or not depends on how much
software support it will get. It can only be successful if there is
enough support.
I hope there are not too many ST users out there who share your opinion

that there is nothing to worry about.

See ya, Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

1126. Re: ASCI port on Falcon <was: Re:

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 06:38:00 UTC
From: Christian_Vogler@hh2.maus.de
Message-ID: <A11338@HH2.maus.de>
Source record: 219040

In article <1992Jul29.145756.7180@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:

>Would it be difficult for some third party manufacturer to make a
>SCSI->ASCI adapter for such things as Atari laser printers? Maybe Atari
>will come out with a SCSI version of the SLM604... then (with software)
>it could work on clones too!

I think that Atari has already announced the SLM 406 on the CeBit in Hannover last March. And that printer is supposed to HAVE an SCSI interface.
Please correct me if I am wrong.
And manufacturing an ASCI/SCSI-adapter shouldn't be a big problem (I hope so!)
Anyway, it would be only of use for older Atari laser printers. Hard disks are no problem, since only the host adapter has to be removed.

Christian

1127. Z*NET FNET in the nets

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 07:46:47 UTC
From: jonc@status.gen.nz
Message-ID: <oosooB5w164w@status.gen.nz>
Source record: 219290

Hello Fellow news group readers,

We finally have the FoReM NeT (FNET) news in fido and usenet formats
for the whole world to read.

I would like to start polling in a 10 days time for a NEW news group of
this one called comp.sys.atari.ZNET . This will reflect the Z*NET FNET
mail / traffic on Usenet.

As we are the mail gateway for Z*NET on the nets we will send the mail
both directions from here in NZL.

Before I poll I would like some feedback if any from this news group.

Kind regards

Jon Clarke
Z*NET On-Line Magazines
Auckland
New Zealand (gatewayed to NJ, USA)

Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

1128. 14,400 bps terminal program

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 08:46:57 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul30.084657.11372@sactoh0.sac.ca.us>
Source record: 219299

I've been agonizing over this point, but I have not found many answers, so here goes.

The price of 14.4 kbps modems have dropped to (relatively) cheap levels in the past year, and now the ones I have seen are "only" $150 more than the 9600 bps modems. But most of the terminal programs that I know of only have a 9600 bps setting, then it jumps to the 19.2 kbps setting with nothing in between, namely the 14.4 kbps setting.

Does anyone know of a program that uses the 14.4 kbps setting?

Interlink ST- no
Transfer 1.2 (.ACC)- no
Atari TOS 1.2 control panel- no

Flash? GIME terminal? VT-100 even?

(Don't use baud anymore- with high speed modems, the term becomes inaccurate. bps (bits per second) is the preferred convention)

--

##
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(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
##################### default .signature file ######################

1129. Atari 5200 games for $1 (one dollar)

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 08:55:45 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul30.085545.11533@sactoh0.sac.ca.us>
Source record: 219295
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

Seen at Weird Stuff Warehouse, they have opened 5200 games for only $1, yes, one dollar.

Not a big selection, and no instructions, but then again, the gaems are classics, and for the most part, instructions aren't needed.

By the way, I checked for the Atari 800 video monitor cables with the BNC connectors, and they were gone (!?!) Now who would go and buy them up?

For those fortunate enough to live in the Bay Area, they have a few games for other platforms, ST games and a box full of a Karate games for the 2600 for 49 cents.

Here's the address"
Weird Stuff Warehouse
1190 Kern Av
Sunnyvale, CA 94086
(408) 746-1111

--

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1130. Atari 1029 printer

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 09:08:55 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul30.090855.11721@sactoh0.sac.ca.us>
Source record: 219296
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

(Cross posted to .st, maybe someone remembers)

I saw this at B&C Computervisions in Santa Clara, an Atari 1029
printer. It's a dot matrix printer, it looks like a C. Itoh
Prowriter (?) clone.

Does anyone know anything about this printer?

As I recall, Atari never offered the 1029 in the US, I never saw it
in any literature, or saw it at Federated.

Was this an unreleased prototype, or a printer for the European
market?

The 8 bit printers that I know that were released were the;
820 40 column dot matrix
822 40 column thermal, with plotting
825 80 column parallel
1020 color plotter
1025 80 column SIO
XDM121 daisy wheel

--

##
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###################### default .signature file ######################

1131. CS-TeX documentation "auf Englisch"

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 09:09:54 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Jul30.040954.871@hemlock.cray.com>
Source record: 219292

Hi People,

I imagine someone has asked this already, but perhaps I wasn't listening... ;-)
Is there a translation (into English) of the CS-TeX documentation?

Cheers,

[M][a][r][c]

1132. Re: AT-Speed and Atari mouse ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 09:26:28 UTC
From: holger@zelator.in-berlin.de
Message-ID: <R1K5LDP@zelator.in-berlin.de>
Source record: 219294
Cross-posted to: poster,comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Jul29.115535.1@violet.ccit.arizona.edu> dtarico@violet.ccit.arizona.edu writes:

>Has anybody had any luck using the Atari mouse under AT-Speed? If so,
>how did you get it to work? Does it need a driver? Email responses
>are fine, and I will summarize if there is interest. Thanks!

Yes, of course you need a MS-compatible mouse-driver e.g. mouse.sys
or gmouse.com....

Holger
--

##
Holger Lesch email (privat) :
Sybelstrasse 23 holger@zelator.in-berlin.de
W-1000 Berlin email (non-privat):
Tel. (030) 3243615 holger@kom.sietec.de
##

1133. Atari ABC 386 SX/DX II

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 09:30:37 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul30.093037.12142@sactoh0.sac.ca.us>
Source record: 219300

Does anyone have any information on the Atari IBM compatibles, the ABC 386 SX/DX IIs? Other than from the brochure, does anyone own one of these?

From what I have seen of the computer, the one place I saw it oinly had the 386 SX and they were selling it for $750, no monitor. Is that the going price for 386 SX systems?

(386 SX II, 1Mb RAM, Phoenix BIOS, SVGA 800x600, 40Mb HD, 17ms access, 3.5" 1.44Mb floppy, three open drive bays, two 8bit slots, four 16bit slots, MS-DOS 5 and Windows 3, 200w power supply 110/220v, parallel, game and two serial ports, 101 key keyboard)

Is this a decent system?

The reason I ask, is that one might have to get a real IBM type, and instead of screwing around with emulators, at least stay in the family and get an Atari.

Personally, I'd probably rather use the original GEM program (I have it) for the IBM and feel right at home, or move to OS/2 (I won that program...)

--
###
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1134. MINT..not yet on my mind ! What is it ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 09:49:41 UTC
From: am@Materna.DE
Message-ID: <am.712489781@materna>
Source record: 219293

Hello you all !
Does someone knows something about MINT for Atari ?
What it is, how to use, where to get and so on.
Please post your knowledge here or send me a mail.
This time I use an Atari Mega St 2 with 30 MB Hard-
disk. Is it poosible to use MINT- is it perhaps a UNIX
like shell ? Or what is it ?
Achim Millinghaus
e-mail : am@materna.de
Tel. : +49-231-5599244

1135. Re: PD Hard Drive Backup?

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 09:51:58 UTC
From: michaels@tubastos.informatik.rwth-aachen.de
Message-ID: <michaels.712489918@tubastos>
Source record: 219291

warwick@cs.uq.oz.au (Warwick Allison) writes:

[...]

>"The Vault" is excellent.
Yes, it indeed is.

>But has anyone seen "The Key" - the program for joining files Vault has had
>to split across disks (I just don't let it split them for now).

try ftp tupac-amaru.informatik.rwth-aachen.de (137.226.112.31) - there is a
file /pub/atari/vault30_OK.zoo which contains a patched version of Vault 3.0
which does not have the 'ping-bug' together with 'The Key'.

cu
Michael

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <== use this for long mails!
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind

1136. New STETRIS and COLUMNS available at Newsnet...

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 12:36:09 UTC
From: arend@leonardo.et.tudelft.nl
Message-ID: <1992Jul30.123609.13072@donau.et.tudelft.nl>
Source record: 219298

Dear STETRIS and COLUMNS players,

The previous versions of STETRIS and COLUMNS were satisfying, but had some
weaknesses/bugs. De versions published in de comp.binaries.atari.st news-group
are updated with the following features:

- The most important feature is the 3D-look in which the whole user-interface
is formed.
- The background of the screen can now optionally be filled with an image
instead of the boring bars. The image should be in the 32000 byte or STAD
format and should be called columns.pic or stetris.pic. When no such file
is present, the boring bars will appear again.
- The game status/scores/settings can be saved. A switch is present to turn
on automatic saving of status when exit.
- There are also new switches for turning the info window on/off and setting
up your own play-screen by setting the help/next/blockmeasure-windows
open by default or not.
- There is also a button to send the contents of the info-window to a printer.
- The info-window scrolls now synchroneous with the machine-timer.
- Some blocks are added to skill 5 in tetris to have a complete set.
- Name dialog box has delete, backspace, arrow-left/right and arrow-up/down
(increase/decrease ascii-code of character under the cursor) available.

I'm sure you'll have a nice time playing these games. Reactions can be send
to the E-mail address below or to the address in the info's.

Greetings, Paul.

{**}
{ SPARCs are too RISCy, just reMOVE them. }
{**}
{ __ ___ ____ ____ }
{ / \ / / / / / / ___ ___ ___ ___/ Tel: 31.15.787146 }
{ /___/ / / / | / /\ /---/ / / /__/ / / / / Mekelweg 4, r10.08 }
{ / __ / / |/ /_/ / / / /__ / / /__/ P.C.M.vdArend }
{ _____ @et.tudelft.nl }
{ }
{**}
{ Delft University of Technology, Department of Electrical Engineering }
{**}

1137. vault vs. 1.6M disks (a guess), tar on floppies (was: PD HD Backup...)

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 14:13:26 UTC
From: nox@jelal.north.de
Message-ID: <2109.07.92@jelal.north.de>
Source record: 219002

In <1992Jul27.122910.5145@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

>Well, thanks for the replies about a decent hard drive backup
>program. Loyalty seems to be divided pretty equally between
>Vault and Turtle, so I've pulled them both and tried them out.
>The thing is, they both only accept standard format disks- since
>I've got a high density drive it would be nice to be able to
>back up onto 1.6 Mb disks and halve the number of disk swaps.

have u tried formatting the disks before and then setting vault to
`don't format'? i'm not sure about high density but for those `strange'
10 sector formats etc that worked just fine... only thing is it didn't
like 1 sector per cluster if i remember right. (if you need a good
formatter program, try a recent version of PumpUp from Claus Brod.)

> I
>heard that Diamond Back did this, but it isn't PD. Anyone know
>of a PD program which can use high density drives? TIA...

well the _fastest_ backup program i know still is tar. so if you're
not afraid of CLIs, try GNU tar (on a.a)...but do read the docs first.
(this is `the' general archiver on un*x, works on files, tapes,
disks...everything you have a driver for. the key to speed on floppies
is to increase the block factor (-b), only problem is it has to be a
factor of the disk size, ie no._blocks / block_factor must be an
integer or else multivolume archives (more data than fits on one disk,
-M) don't work. at least this was so with an older version, don't know
about the latest.)

remember, be sure you get GNU tar, all other atari tars i have seen
are a joke at best...

ah, one other thing: if you want to exchange tarred floppies with un*x
boxes then you need a `raw' floppy driver like ps0.zoo in a.a's mint
directory (needs MiNT). if that is not an issue you can just write
files, then you only lose a few blocks. (ie tar cfvb a:/something.tar ...
instead of tar cfvb /dev/something ...)

and, cause that just happened to me: beware of bootsector viruses,
the `bootsector' on raw tarred floppies is the tar header of the first
file! (at least then tar still gets the other files out, unlike other
archivers...)
>--
>Tim Wright.
hope it helps (and sorry about my english),
Juergen

--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

1138. Re: Falcon again!

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 14:28:01 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jul30.142801.26764@cs.hw.ac.uk>
Source record: 219297

In article <1992Jul24.140541.29237@crc.ac.uk> naffara@crc.ac.uk
(Dr. N.A. Affara) writes:
>More info about the Falcon again!
>(This time from ST Format)

I read the bit about the Falcon in ST Format too. (Note: I didn't buy the purile rag I just read it in the shop). They asked various developers what they thought about the machine and I just have to take my hat off to Mark Pearson of Protar who basically said that if Atari market this as a games machines then it's dead. I couldn't agree more. It is an amazing machine and I will be sad to see it get flushed down the toilet by Atari's usual marketing strategies.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 cover disks!" !
+---+

1139. Docs for installing EZRAM II in 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 15:27:19 UTC
From: boyd@cs.unca.edu
Message-ID: <1992Jul30.152719.9385@cs.unca.edu>
Source record: 219101

I would like to buy a EZRAM II board to expand a 1040 ST to 2.5 M but the seller has no documentation. If you have docs on installing this board could you send me a summary? I have worked lots with hardware and I am pretty familiar with ST innards, so I don't need hand holding just basic installation instructions. Thanks,

Mark
boyd@cs.unca.edu

1140. Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 15:42:42 UTC
From: selick@csa.bu.edu
Message-ID: <92355@bu.edu>
Source record: 219102

I just had an interesting idea. Now that we're all done chastising Atari for not advertising their products properly, why don't we, the members of comp.sys.atari.st, and for that matter, the entire Atari community, advertise for Atari? What I am saying is: Get out your favorite DTP program and your Atari SLM's, and go out there and advertise! Go post your advertisements on your local bulletin boards (physical ones, not electronic ones!)

Ok. Here's another idea...

Why don't we all pool our money and get, say, $15,000 and give it to Atari to take out an ad in TIME, or Business Week, or something like that? Maybe that would get the ball rolling? We have to be innovative...we own Atari's!

-Steve <selick@csa.bu.edu>

1141. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 16:03:42 UTC
From: sourada@iastate.edu
Message-ID: <sourada.712512222@pv1787.vincent.iastate.edu>
Source record: 219103
Cross-posted to: comp.sys.atari.st,news.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
*MAGS What magazines are available for the Atari ST?
*TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
*FTP Anonymous FTP servers
*COMP Atari-related companies
IAAD Independent Atari Developers
*CREDIT Who has contributed to the FAQ?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
```

comp.sources.atari.st ! uuencoded/shar sources

:EMILY:
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of
humor.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways),
Emily has taken time out of her busy schedule to answer a few commonly
asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.
Flame wars are fun. They're the main reason people creted Usenet,

and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS:
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public. See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &
docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa

(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is based on the 31 articles that Clayton Walnum wrote for Analog. It was written on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very large and takes quite a while to make a hard copy if you desire to do so. The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar (.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV:
How do I become a developer for the Atari ST?
==========

Contact Gail Bacani, Atari Rep Person, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Gail for
more information.

Atari is now selling the developer's kit (or parts of it) seperately. No
project-in-development or non-disclosure agreement is necessary.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5
Invalid handle.....-37.....6
Insufficient memory.....-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46.....15

No more files..................-49...........18
Range error....................-64...........33
Internal error.................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
==
Reset: Initial PC2..............1
Bus Error.....................2
Address Error.................3
Illegal Instruction...........4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation...........8
Trace.........................9
Line 1010 Emulator...........10
Line 1111 Emulator...........11
[unassigned, reserved].......12
[unassigned, reserved].......13
Format Error.................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt...........24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

:FREE:
What is Free-Net and how can I get access?
==

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG

P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS:
What magazines are available for the Atari ST?
==========

The information here is preliminary. If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.
As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011 Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so polished. 2 cover disks per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this information, DP-Z]. Hardware and Software reviews, some commercial software reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100 Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Markt & Technik Verlag AG, Hans-Pinsel-Strasse 2, D-8013 Haar bei Muenchen GERMANY

ST Computer:
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11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

:TIPS:
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning

of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

On the Desktop of TOS 1.4 or higher, holding the right mouse button allows you to manipulate files in other windows. This is useful for a number of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window. (I've been told this will work on 1.2, and possibly other TOSi.)

:ZNET:
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR:
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user
magazine are also available from the atari.archive server under
/atari/magazines.

:PD:
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL:
E-Mail file servers

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@twitterpater.eng.sun.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu

archive-server@lancs.pdsoft:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

```
begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end
```

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

```
user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>
```

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

cs.uni-sb.de [134.96.7.254]

archive.cs.ruu.nl [131.211.80.5]

:COMP:
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that might be of use to Atari ST users. Please send me addresses for the blank ones on this list. See also IAAD, it lists many more companies that are not on this list.

BMS

E.A. Brown
3404 Pawnee Drive
Alexandria
Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem

Supra

TKR

Wittich Computer

:IAAD:
Independent Atari Developers
==========
(Thanks to Ed Krimen (ekrimen@wet.com) for sending this along)

The Independent Association of Atari Developers
Member Directory
Compiled 6/7/92

Please note: Most IAAD members support users through the bulletin board areas on GEnie. References in this file to "Cat" or "Top" refer to the ST RT bulletin board area; other RTs are designated by name. We welcome your comments and inquiries!

James C Allen
FAST TECHNOLOGY
P.O. Box 578
Andover, MA 01810
508 475 3810 (fax)
508 475 3810
GEnie: J.ALLEN27
Cat4 Top11

Todd Bane
Soft-Aware Unlimited
334B North Euclid Avenue
Upland, CA 91786
714 985 2348 (fax)
714 982 8409
GEnie: R.SKRALY
Cat6 Top4

Steve Barker
Flying Pigs Software
P.O. Box 688
St. George, UT 84771
801 628 5764 (fax)
801 628 5713
GEnie: STEVE-B
BBS: 801 628 5773

David Beckemeyer
Beckemeyer Development Tools
P.O. Box 21575
Oakland, CA 94620
510 530 0451 (fax)
510 530 9637
GEnie: D.BECKEMEYER
Intrnt: david@bdt.CO
Cat2 Top34

Robert M Birmingham
13630 SW 101 Lane
Miami, FL 33186-2814
305 385 1942
GEnie: R.BIRMINGHA4
CIS: 73637,1120
Cat25

Dorothy A Brumleve
D.A. Brumleve
P.O. Box 4195
Urbana, IL 61801-8820
217 337 1937
GEnie: D.A.BRUMLEVE
Delphi: DABRUMLEVE
CIS: 71451,1141
Cat29 Top6

Gilbert Callaghan
Double Click Software
P.O. Box 741206
Houston, TX 77274-1206
713 977 6520 (fax jack)
713 977 6520
GEnie: DOUBLE-CLICK
CIS: 75300,577
BBS: 713 944 0108
Cat30

Phil Comeau
Phil Comeau Software
43 Rueter Street
Nepean, Ontario Canada K2J 3Z9
613 596 4081 (fax P.C. Soft)
613 825 6721
GEnie: P.COMEAU1
Cat13 Tops7,20

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:CREDIT:
Who has contributed to the FAQ?

==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
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John Townsend
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==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

1142. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 16:07:19 UTC
From: sourada@iastate.edu
Message-ID: <sourada.712512439@pv1787.vincent.iastate.edu>
Source record: 219105
Cross-posted to: comp.sys.atari.st,news.answers

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
*FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
```

comp.sources.atari.st ! uuencoded/shar sources

:ARCS:
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using zoo21.ttp.

:CLI:
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell - available under MINT

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4

```
Bad request.....................-5
Seek error......................-6
Unknown media...................-7
Sector not found................-8
No paper........................-9
Write fault....................-10
Read fault.....................-11
General error..................-12
Write protect..................-13
Media change...................-14
Unknown device.................-15
Bad sectors on format..........-16
Insert other disk..............-17
Invalid function number.........-32.............1
File not found.................-33.............2
Path not found.................-34.............3
No handles left................-35.............4
Access denied..................-36.............5
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified.........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35
```

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when you call Frename and the two names you give aren't on the same drive), and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from the 68000 micro-processor.

```
Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
```

```
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:GDOS:
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called FSMGDOS, which should be available commercially from Atari. It is currently included with WordFlair II. FSMGDOS uses scaleable fonts - you do not need to create a font file for every point size. Current word is that the street price for FSMGDOS will be about $50. The Lucida font family comes with FSMGDOS, and the output is very nice, even on a 9-pin Epson printer. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within FSMGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

:GNU:
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2.5 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at cs.uni-sb.de and most other European FTP sites. The latest version of GCC available for the ST is 2.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.1 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System
SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM:
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)

Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG:
Public Domain/Shareware languages...
==========

There are a large number of programming languages available for use with the Atari ST. Programmers seem to flock to the Atari ST, and if you know of a language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN
FORTH
ICON
LISP
Modula2
OPS5
perl
PROLOG
SCHEME
Smalltalk
XLisp
XProlog

XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX:
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT:
What is MiNT?
==========
MiNT is a free multitasking operating system extension for TOS. It is somewhat like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM program along with a lot of character-based programs simultaneously. MGR

and MW2 can both put multiple terminal windows on screen, and bgacc can
put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go
with it can be found at atari.archive.umich.edu:/atari/mint.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking
OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now
'MiNT is Now TOS'. :-)

:DEMOS:
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably
need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from
atari.archive to allow this.

:PAINT:
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD:
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL:
E-Mail file servers

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@twitterpater.eng.sun.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access

via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu

archive-server@lancs.pdsoft:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions to INFO-A16 are also available on this server. INFO-A16 is a digest of messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
----

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

cs.uni-sb.de [134.96.7.254]

archive.cs.ruu.nl [131.211.80.5]

:TEX:
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty

The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request
to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The
latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0.
This consists of 8 disks full of TeX stuff, plus an installation program
that takes care of the details for you.

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

1143. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 16:09:54 UTC
From: sourada@iastate.edu
Message-ID: <sourada.712512594@pv1787.vincent.iastate.edu>
Source record: 219104
Cross-posted to: comp.sys.atari.st,news.answers

```
Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ACCEL Hardware Accelerators
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks?
GRAPHIC How can I enjoy enhanced graphics on my ST?
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ACCEL:
Hardware Accelerators
=====================
```

(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:DRIVES:
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put
the drive internally, you will need a case with power supply to house the
adapter and hard drive. IBM case is very easy to get and has a lot of space
for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive
they use about 20 watts or less, Quantum LPS drive use about 10 watts each,
make sure your power supply has more than the drives need. Again if you
use IBM case, the 150 watts power supply for that type case can drive at
least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup

SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL),
it's 50pins IDC female connector on each end with 50 conductors
cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be
available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again. And check the jumper setting on the drive (consult the drive's manual). If you are using more than one drive with the system, make sure only the last drive has the terminator (either a DIP or a signle inline package of resistor, which usually is socketed and close to the SCSI connector on the drive circle board. Remove the terminator from other drives. [only the last drive should have the terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5 from ftp sites.

:FLOPPY:
Can I use 1.44 meg floppy disks?

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe and TT machines. If you own an older Atari ST, there is a company which offers a $199 kit (including floppy) to install and use the drive. (I will supply the name next month, sorry...)

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the desktop.

:GRAPHIC:
How can I enjoy enhanced graphics on my ST?

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass at listing some of them. The information is based on postings by Ben Gilbert and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different graphics boards available, from hobbyist to professional, from CAD to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync
monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:JOY:
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable units"

:MODEM:
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOOW to you!

:MONITOR:
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150,

used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM:
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE:
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases. The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and the excessive use of disk accesses in Mac software will have you wanting a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File Exchange if you are needing MS-DOS data disks for Mac work. Language configuration support, keyboard support, A4 paper size support for Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a MacIntosh with a decent screen is indescribable. The extra flexibility that you get will also make you feel more confident in the greatness of your Atari. You will also get to see some of the frustrations with one of the other sides of the fence - frustrations like excessive disk access, remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating philosophies of an ST and of a MacIntosh. You really must read the documentation that comes with the Spectre GCR (and I for one found that a real delight. Dave and Sandy have a very different approach to software documentation that makes it enjoyable reading.) You should also read the Mac Operating System docs. One other reference you may need if you are going to do much with Mac software is one of the reference manuals referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on a GCR, don't figure you will get a straight answer. They won't know. The current compatibility list from Gadgets lists about 450 programs and their release numbers that have been tried and found to work with Spectre GCR. In general, if a piece of software won't work with the GCR, it is probably becuase of copy protection. Most serious Mac software is not copy protected.

One last note - earlier versions of the emulator exist that were not capable of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64 KB ROM which is not good) to fully utilize the device. Also it's recommanded to use it with MONO monitor and at least 2MB RAM. The Spectre software takes about 300 some KB of memory, so on a 1040 there is not very much left for Mac, especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most Mac drive is double side). With DOS mounter or software like that you can read /write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM binary. It's only for file transfer). Or you can use Apple File Exchange to read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not run with it.

:UPGRADE:
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

1144. Re: 14,400 bps terminal program

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 16:21:41 UTC
From: wwc@vsnhd1.cern.ch
Message-ID: <1992Jul30.162141.26279@dxcern.cern.ch>
Source record: 219106

Hi,

you asked for a terminal program that is able to install a 14.4 kbps setting.
Under normal circumcances this is not very usefull as the flowcontrol between
modem and computer will handle the problems which are seen at first sight.

Nevertheless the terminal CoNnect can handle 14.4 kbps on Modem2 and Serial 2
of a TT or Mega STE.

Of course it is capable of VT100, Vt220, and ANSI...

Wolfgang
.

1145. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 16:23:44 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul30.162344.27275@wam.umd.edu>
Source record: 219107

In article <92355@bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>Why don't we all pool our money and get, say, $15,000 and give it to
>Atari to take out an ad in TIME, or Business Week, or something like
>that? Maybe that would get the ball rolling? We have to be
>innovative...we own Atari's!

I don't think $15,000 would be nearly enough for an ad in Time, but I could be wrong. That seems like a low figure for a magazine with such a huge readership. Anyway, what they need is a few billion to buy ads during the Super Bowl. Atari might be able to revive themselves with McDonalds' advertising budget.

Dave Baggett
dmb@wam.umd.edu

1146. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 16:42:56 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jul30.164256.13405@u.washington.edu>
Source record: 219108

selick@csa.bu.edu (Steven Selick) writes:

>I just had an interesting idea. Now that we're all done chastising Atari
>for not advertising their products properly, why don't we, the members
>of comp.sys.atari.st, and for that matter, the entire Atari community,
>advertise for Atari? What I am saying is: Get out your favorite DTP
>program and your Atari SLM's, and go out there and advertise! Go post
>your advertisements on your local bulletin boards (physical ones, not
>electronic ones!)

>Ok. Here's another idea...

>Why don't we all pool our money and get, say, $15,000 and give it to
>Atari to take out an ad in TIME, or Business Week, or something like
>that? Maybe that would get the ball rolling? We have to be
>innovative...we own Atari's!

>-Steve <selick@csa.bu.edu>

I couldn't agree more. The main problem is getting people organized... I certainly wouldn't mind donating a few bucks, if a fund is set up & I know it'll be put to good use.

Hmmm... anyone know of any other company that leaves it up to their customers to advertise?

Dan Aylward
dud@u.washington.edu

1147. Re: Atari Something (?) Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 16:50:49 UTC
From: tonyl@status.gen.nz
Message-ID: <eVHPoB2w164w@status.gen.nz>
Source record: 219130

> Actually, last night I learned that new publishers will take over Atari
> Advantage, according to Rob Robinson from AA on GEnie.
>
> What confusion! I guess the best thing to do is just to wait 'till the
> smoke clears.
>
Following on from this, what happened to the Start magazine subscriptions
I was only 2 issues into a sub costing $140 NZ, when it stopped without
anything in the way of apology or letter from the publishers. Is the
company still in business. Do I have any comeback against them??

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

1148. RE: CLA_V1.PRG

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 17:13:00 UTC
From: grant.ranson@outlan.ersys.edmonton.ab.ca
Message-ID: <2390.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 219141

TO:ALL
FROM:grant.ranson@outlan.ersys.edmonton.ab.ca

jmw@lad.med.utas.edu.au (John Mark Williams) writes:

JMW> > RE:CLA_V1.PRG PROBLEMS
JMW>
JMW> I managed to get cla to run, but only if it was in the root
JMW> directory of the drive - fine if you are using floppies, but
JMW> useless if you have a hard drive. Did anyone else experience this?
JMW>
JMW> --
JMW> John M Williams, Faculty of Medicine, University of Tasmania
JMW> J.M.Williams@med.utas.edu.au

I extracted to the root of my E: drive by using the following
commandline for LZH201D.TTP:

x -rm cla1_v1.lzh e:\

and didn't experience any problems. I then copied all CLA-related
files to a folder called E:\CLA, and the program still ran properly.
Watch your memory usage, though. I have a 1MB machine, and CLA won't
run unless I clear out all accessories, etc.
Hope this helps.

Grant

~ MMST 2.09 UnRegistered !Xa

1149. Re: Atari 1029 printer

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 17:14:41 UTC
From: dunham@mpd.tandem.com
Message-ID: <2151@devnull.mpd.tandem.com>
Source record: 219111
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1992Jul30.090855.11721@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
]
]I saw this at B&C Computervisions in Santa Clara, an Atari 1029
]printer. It's a dot matrix printer, it looks like a C. Itoh
]Prowriter (?) clone.
]
]As I recall, Atari never offered the 1029 in the US, I never saw it
]in any literature, or saw it at Federated.
]
]The 8 bit printers that I know that were released were the;
]820 40 column dot matrix
]822 40 column thermal, with plotting
]825 80 column parallel
]1020 color plotter
]1025 80 column SIO
]XDM121 daisy wheel
]

This looks like the beginnings of another section of the FAQ, or even its own list. Would you be willing to be the KotL for this info? I'm sure newcomers would be interested in a list of all the major products for the Atari 8-bits along with a one-line description, starting with the products of Atari itself. This should also include such almost products as the 1450XL. Or does this list exist somewhere already so that I'm just displaying my ignorance?

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

1150. Re: 14,400 bps terminal program

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 17:29:25 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l7g9nlINNd1g@aludra.usc.edu>
Source record: 219109

In article <1992Jul30.084657.11372@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>I've been agonizing over this point, but I have not found many
>answers, so here goes.
>
>The price of 14.4 kbps modems have dropped to (relatively) cheap
>levels in the past year, and now the ones I have seen are "only"
>$150 more than the 9600 bps modems.

Actually, I saw an ad in MacWorld (August) for a SupraV.32bis (a 14.4kbps modem w/v.42bis etc.) for $295! What a deal - and it's less than what I have seen for some 9600bps modems. I don't know if it supports MNP5 though (which is of course what my University's dialups use - sigh).

>But most of the terminal
>programs that I know of only have a 9600 bps setting, then it
>jumps to the 19.2 kbps setting with nothing in between, namely the
>14.4 kbps setting.
>
>Does anyone know of a program that uses the 14.4 kbps setting?

Don't worry about it. If the modem supports the V.42bis protocol, then it will be able to handle a minimum of 57.6kbps - and just about anything slower - because of the compression gains. If it supports MNP5, it will be able to handle _at least_ 28.8kbps for the same reason. You don't have to worry about anything beyond what speed is acceptable between modem and computer because the modem will regulate what it does to connect to the other modem. So just go ahead and lock it into 19.2kbps (or higher if you can) and even if the modem has to step down to 1200bps, don't worry about it - the buffer in the modem will handle everything (the modems may communicate with each other at 1200bps, but the modem-computer link will work in bursts of 19.2kbps or whatever you set it to). As such, _all_ of the programs you listed should work. Just make sure they support RTS/CTS and that you install a CTS fix program if you have a TOS before 3/2.06 (although, I think TOS 1.2 may not need it - install the fix anyway as most should tell you if it is unnecessary or not).

>
>Interlink ST- no
>Transfer 1.2 (.ACC)- no
>Atari TOS 1.2 control panel- no
>
>Flash? GIME terminal? VT-100 even?

What about Uniterm - great vt52->vt200 emulation! Maxs out at 19.2k though.

>(Don't use baud anymore- with high speed modems, the term becomes
>inaccurate. bps (bits per second) is the preferred convention)
>
>
>--
>##
># Scaramento Public Access UNIX sactoh0.SAC.CA.US #
># (916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET #
>#################### default .signature file ####################

-Mike

1151. Re: Sound sampling on STe

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 17:42:38 UTC
From: dave@admiral.uucp
Message-ID: <1992Jul30.174238.17782@admiral.uucp>
Source record: 219131

In article <rob.712417522@lillee> rob@lillee.cs.curtin.edu.au (Robert Alley) writes:
>
>I havent been tuned in to this newsgroup for a while and I am no great
>technician, so excuse me if this is out of date or silly.
>
>The STe's include analog joystick ports, which I assume means they have
>a couple of A to D converters in there somewhere. Would it be possible
>to use these for sampling sounds? My thought was that it would just be
>possible to hook up and audio source to one of these and sample away,
>possibly requiring some sort of buffer circuit. Any reasons why
>this cant be done? If not, has anyone done it, if so, what hardware and
>software did you use?

You *might* be able to do this, but why? The joystick ports can't have very high
resolution, bit wise, and there is now software that allows 8, 12, and 16-bit
sampling, in stereo, on the STe. The 8-bit samplers aren't even that expensive.

--
"Dammit Jim, I'm a free man, not a number!"

This is a copy of the mnemonic signature virus. Remember to copy it into
your .signature file later. Join the fun!

1152. Accelerators: advice please

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 17:45:03 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <12390@ecs.soton.ac.uk>
Source record: 219055

I have a 520STE 4MB and hard drive. I may be looking for an accelerator board in the near future. I have heard of the SST, TinyTurbo and the Turbo25 (first 2 030s I think and latter 68000). Anyone had any experience of them?

Thanks in advance, Dave.

--

David Halls 2nd Year Computer Science Undergraduate
dah90@uk.ac.soton.ecs Southampton University, England

1153. Jaguar ready to join Lynx and Falcon!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 17:58:17 UTC
From: jyoung@nyx.cs.du.edu
Message-ID: <1992Jul30.175817.25855@mnemosyne.cs.du.edu>
Source record: 219110

Newest EGM said the Atari Jaguar 32+32 game machine is ready with 20 games and will sell in early 93!! Atari is showing TV, movie screen and HUGE 30 PAGE ads now so BIG FUGI is rumbling entire world!

With Lynx and Jaguar prowling on the ground and Top Gun Falcon in sky, there is no escape!

1154. Re: Falcon again

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 18:03:12 UTC
From: cinnanum@mentor.cc.purdue.edu
Message-ID: <55571@mentor.cc.purdue.edu>
Source record: 219112

I am looking to trade Drakkhen for another piece of adventure software.
Like maybe Knightmare, Ishur - Legend of the Fortress or along those lines.
I already have (and completed) Dungeon Master, Dungeon Master 2, Conquests
of Camelot. If you have anything along these lines to trade or would like
to buy Drakkhen, please E-mail me.

cinnanum.

1155. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 18:05:06 UTC
From: sourada@iastate.edu
Message-ID: <sourada.712519506@vincent1.iastate.edu>
Source record: 219113

In <92355@bu.edu> selick@csa.bu.edu (Steven Selick) writes:

>Why don't we all pool our money and get, say, $15,000 and give it to
>Atari to take out an ad in TIME, or Business Week, or something like
>that? Maybe that would get the ball rolling? We have to be
>innovative...we own Atari's!

Although I would like to see Atari succeed, and I do think that they
should do a bit more advertising, this is _not_ the answer. For one thing,
if Atari wants to make money, _Atari_ should be doing the advertising.
I'm not going to run thier business unless I'm on the payroll.

Another thing is that one ad will not do that much. It's true that a small
sum from each Atari user on csas would pay for a small ad in some magazine,
but it would require many of these ads to have a meaningful effect. Even the
staunchest of Atari supporters would tire of donating money to Atari every
month.

Finally, what would I get out of my donation? If Atari went belly up
tommorow, I would still have my STe, my software, a community of users
here to converse with, and even a bit of a market should I decide to write
commercial software. If I gave money to Atari, and the advertising did
actually succeed, I would still have my STe, my software, a slightly larger
community of users here to converse with, and a slightly larger bit of a
market should I decide to write commercial software. And some users wouldn't
even get that much out of it. Given the possibilities, it's probably not
worth the money.

Later,
Steven Ourada
--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

1156. Re: 14,400 bps terminal program

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 18:24:09 UTC
From: nelson@that_machine.Kodak.COM
Message-ID: <3479@eastman.UUCP>
Source record: 219118

The 14.4K bps modems really talk to your cpu at 19200 bps. Through the magic of data compression (v.32/42), mnp, and all that, the real throughput of the modem is someplace between 14.4k bps and 19.2k bps. There's buffers and flow control stuff built into the modem. Just about any terminal program will work at 19.2k bps.

However, the more important question than which terminal program is the problem of flow control. The flow control in most, if not all, versions of TOS is broken, and you'll have problems with receiving data fast unless you use one of the patches like serialfx to correct the problem.

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@kodak.com
Eastman Kodak Company |
Rochester, NY 14653-5221 |

1157. Re: Jaguar ready to join Lynx and Falcon!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 19:26:30 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jul30.192630.23649@u.washington.edu>
Source record: 219114

jyoung@nyx.cs.du.edu (Jeff Young) writes:

>Newest EGM said the Atari Jaguar 32+32 game machine is ready
>with 20 games and will sell in early 93!! Atari is showing
>TV, movie screen and HUGE 30 PAGE ads now so BIG FUGI is
>rumbling entire world!

Where are the 30 page ads?

>With Lynx and Jaguar prowling on the ground and Top Gun Falcon
>in sky, there is no escape!

Let's hope...

Dan Aylward
dud@u.washington.edu

1158. Bug in Pure-C

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 19:37:08 UTC
From: boender@dutiws.tudelft.nl
Message-ID: <1932@dutiws.tudelft.nl>
Source record: 219122

```
Hi,
With a friend of mine, I discovered a bug in Pure-C.
In some circumstances, variables that are declared static in a source
file (outside of any function) and that are only used in one function,
do not actually exist outside of that function. Unless: they are initialised
to a value, or the option "Do not use register variables" is set.

example:
#include<many files>

static int desk_x, desk_y, desk_w, desk_h;

void window_init(void)
{
.....
handle = wind_get(0, WF_WORKXYWH, &desk_x, &desk_y, &desk_w, &desk_h);
.....
}

Doesn't work unless option "do not use register variables" is set.
Changing the variables to:
static int desk_x = 0, desk_y = 0, desk_w = 0, desk_h = 0;
also makes it work.
This is Pure-C of sept. 20, 1991.
Has anyone seen this bug before, or does anyone know of workarounds?
Many thanks,
P. Boender
```

1159. Adaptec Controller Clock Problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 19:49:15 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <Bs7wE5.62p@watserv1.uwaterloo.ca>
Source record: 219115

I just purchased an ICD drive with an Adaptec 4000 series front-end
SCSI board. It has the real-time clock on it. It came with a set of old
ICD utilities that wouldn't allow for >16M partitions. So, I used the new
Atari utils. When I run the ICDTIME.PRG or TIMESET.PRG I get 2 bombs. I
can't seem to access the clock properly. Do you know why this is and how
i might be able to get to the clock? Perhaps the old ICD utils are not
compatible with the new Atari utils I used to format it (???).
Also, the manual that came with this vintage 1987 drive state that
the COPYFIX.PRG program should be in the \AUTO folder to fix the TOS bug
that doesn't update the time on copied files. Was this fixed in TOS1.4 (ie.
do I need it)?

Thanks for your help,

Brett Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1160. Re: HELP! My ST doesn't work.

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 20:18:17 UTC
From: adamd@rhi.hi.is
Message-ID: <5188@krafla.rhi.hi.is>
Source record: 219119

This is probably not the reason why your ST is broken, but the same symptoms occur if you have the monitor resting on top of the computer. I used to think it was the weight of the monitor distorting the disc drive, but the truth is that the monitor produces electromagnetic interference which messes up the signals on the flatcable to the floppy drive. Some people wrap their flatcables in aluminium foil (be careful not to short anything out) but the most effective solution is to make sure there is a big enough gap between the computer and the monitor.

--
Adam David. (adamd@rhi.hi.is)

1161. Re: Adaptec Controller Clock Problem

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 20:30:12 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jul30.203012.26110@a.cs.okstate.edu>
Source record: 219117

In article <Bs7wE5.62p@watserv1.uwaterloo.ca> bmaraldo@watserv1.uwaterloo.ca (Commander Brett Maraldo) writes:
>
> I just purchased an ICD drive with an Adaptec 4000 series front-end

Call ICD's bbs
815-968-2229

Get the latest utilities, they allow for 32Meg and larger partitions.

I prefer the 32 meg ones though... they use smaller allocation units.
I wonder what size Minix allocation units are!? Maybe I'll switch to minix format. What benefits other than flexible naming does the Minix format offer (from within tos/MiNT)????

jc

1162. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 20:30:19 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jul30.203019.19445@usenet.ins.cwru.edu>
Source record: 219116

In a previous article, dud@hardy.u.washington.edu (Daniel Aylward) says:

>selick@csa.bu.edu (Steven Selick) writes:
>
>
>>I just had an interesting idea. Now that we're all done chastising Atari
>>for not advertising their products properly, why don't we, the members
>>of comp.sys.atari.st, and for that matter, the entire Atari community,
>>advertise for Atari? What I am saying is: Get out your favorite DTP
>>program and your Atari SLM's, and go out there and advertise! Go post
>>your advertisements on your local bulletin boards (physical ones, not
>>electronic ones!)
>
>>Ok. Here's another idea...
>
>>Why don't we all pool our money and get, say, $15,000 and give it to
>>Atari to take out an ad in TIME, or Business Week, or something like
>>that? Maybe that would get the ball rolling? We have to be
>>innovative...we own Atari's!
>
>>-Steve <selick@csa.bu.edu>
>
>I couldn't agree more. The main problem is getting people organized... I
>certainly wouldn't mind donating a few bucks, if a fund is set up & I know
>it'll be put to good use.
>
>Hmmm... anyone know of any other company that leaves it up to their
>customers to advertise?
>
>Dan Aylward
>dud@u.washington.edu
>

What we would need to do is more important then giving Atari money
or passing flyers around.

What we need to do is get some kind of organized software letter
writing campaign for the Falcon & ST computers.

I'm one of those users who will BUY the software. I'm not writing
just to write.

The software will be the main factor deciding the success of the Falcon,
word of mouth is important but not until you have a good computer
WITH software.

I'd be interested in helping to get a campaign together, but only if the users that participate are REALLY willing to purchase the software. In other words, don't write, get the companies to produce the software, and then pirate it.

Len

--

1163. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 20:40:22 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jul30.204022.28823@actrix.gen.nz>
Source record: 219123

Over here in NZ, you are very lucky to find ANY Atari support at all, much less access to the latest stuff! (About 4 copies of Populous II got into the country! pitiful!)

Too many companies are dropping atari support, because they are releasing rubbish-rehash games that everyone already has in another form. Games such as the sim- series (Sim Ant, etc.) are original(ish) concepts, and as such, should sell reasonably well on the ST. Lemmings was basically the first game of it's type, and it was snatched up by the public in the UK by the barrelfull apparently!!

Get some addresses, and tell the companies to release some decent software for the ST, and they might just make some money out of it!

--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

1164. Re: Jaguar ready to join Lynx and Falcon!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 22:37:44 UTC
From: thomasc@ms.uky.edu
Message-ID: <1992Jul30.183744.8215@ms.uky.edu>
Source record: 219124

i thought the jaguar was scrapped for the panther.. (or was that the other way around?)

Alex

1165. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-30 23:26:18 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jul30.232618.10224@u.washington.edu>
Source record: 219126

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>What we would need to do is more important then giving Atari money
>or passing flyers around.

>What we need to do is get some kind of organized software letter
>writing campaign for the Falcon & ST computers.

>I'm one of those users who will BUY the software. I'm not writing
>just to write.

>The software will be the main factor deciding the success of the Falcon,
>word of mouth is important but not until you have a good computer
>WITH software.

>I'd be interested in helping to get a campaign together, but only
>if the users that participate are REALLY willing to purchase the
>software. In other words, don't write, get the companies to produce
>the software, and then pirate it.

Great. Now what we need is the addresses of software companies & what they produce for other platforms. Also, it might be a good idea to write to major hardware outlets like Computer City and Computerland and tell them we want to see Atari computers in their stores. I wonder if there's a way to set letter mailing up like a pyramid scheme so dealers get inundated with letters? They'd surely listen then! :)

Does anyone have a list of addresses & products? Actually what we might want to do is go play around with Macs and clones & get an idea of what we want. Then post our findings on comp.sys.atari.st & anyone who's interested can write letters. In fact, if people post their letters here, others can use them & modify them if they don't have time to type a full letter...

Any more ideas?

Dan Aylward
dud@u.washington.edu

1166. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 01:38:25 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jul31.013825.5997@usenet.ins.cwru.edu>
Source record: 219127

In a previous article, dud@hardy.u.washington.edu (Daniel Aylward) says:
>
>>I'd be interested in helping to get a campaign together, but only
>>if the users that participate are REALLY willing to purchase the
>>software. In other words, don't write, get the companies to produce
>>the software, and then pirate it.
>
>
>Does anyone have a list of addresses & products? Actually what we might
>want to do is go play around with Macs and clones & get an idea of what we
>want. Then post our findings on comp.sys.atari.st & anyone who's
>interested can write letters. In fact, if people post their letters here,
>others can use them & modify them if they don't have time to type a full
>letter...

I thought about this. If we really do not care to move to another
platform and would like to stick around the Atari world, we might want
to try this...

Find out the BEST music/desktop publishing software for the Macintosh.

Find out the BEST video/graphics software and hardware for the Amiga.

Find out the BEST entertainment software for the IBM compat. & Amiga.

We then make a list of all the software that we would like to
see on the ST and/or Falcon.

Then we hit these companies with letters one by one.

This way, we can upgrade to a Falcon (goodness know I'm ready) WITHOUT
having to buy all new software. I have a lot of great software
for my ST that (according to the rumors) should work with the rumored
Falcon 030 computer.

But yes, you are right. We should get a list of software/hardware
companies and what each of them produce.

>Any more ideas?
Not for now...

>
>Dan Aylward
>dud@u.washington.edu
>

--

1167. atari/new at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 02:55:38 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Jul30215538@leidecker.gsfc.nasa.gov>
Source record: 219129

In article <1992Jul27.215538.28760@convex.com> rosenkra@convex.com (William Rosenkranz) writes:

if all u want to do is start the occasional GEM program under tcsh, i posted a program to atari.archive to do this. as i recall it is a file called rg10.zoo (rg = "run gem"). it is basically like the "gem" command in gulam and other shells. note that gem must already be running (actually started, not "running"). it is in ~ftp/atari/new (you can't do an "ls" but u can get the file with "get rg10.zoo") on a.a.

Thanks for the clue, I was looking for this. Since the archive is not updated during the Summer, a number of interesting MiNT-related programs seem to have found there way into atari/new. Can anyone list the names of these programs, since without knowing the names, you can't retrieve them.

For all I know, there's a new version of MiNT out there :-)

Thanks,

--
Doug
dstailey@leidecker.gsfc.nasa.gov

In the spaceship, the tiny spaceship, the lion waves goodbye.

1168. Re: Bug in Pure-C

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 03:09:37 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Jul30220937@leidecker.gsfc.nasa.gov>
Source record: 219128

In article <1932@dutiws.tudelft.nl> boender@dutiws.tudelft.nl (P.Boender.TI-tel-4593) writes:

```
| Hi,
| With a friend of mine, I discovered a bug in Pure-C.
| In some circumstances, variables that are declared static in a source
| file (outside of any function) and that are only used in one function,
| do not actually exist outside of that function. Unless: they are initialised
| to a value, or the option "Do not use register variables" is set.
| example:
|
| #include<many files>
|
| static int desk_x, desk_y, desk_w, desk_h;
|
| void window_init(void)
| {
| .....
| handle = wind_get(0, WF_WORKXYWH, &desk_x, &desk_y, &desk_w, &desk_h);
| .....
| }
```

Static variables are declared inside functions. Variables declared outside of functions are global. I'm not sure what the compiler is making of your code, but I do know of one use of the "static" keyword outside of functions, and that is in function declarations. In this case, "static" means private, i.e. not accessable to any code outside of the source module in which the function is defined.

Doesn't work unless option "do not use register variables" is set.

Very interesting, but ...

--
Doug
dstailey@leidecker.gsfc.nasa.gov

In the spaceship, the tiny spaceship, the lion waves goodbye...

1169. compressing news posts in HERMES

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 04:30:28 UTC
From: mike@hermes1.uucp
Message-ID: <H.5p5bdeCR8EU@hermes1.uucp>
Source record: 219136

Well I'm slowly getting my HERMES system up on its feet, with the help of quite a few of you out there !

My question is how do I get my posts to be compressed?

Is is something I have to setup in the 'mailmode' file?

I'm receiving compressed news and it's gettig automatically decompressed ok, so the 'compress program IS in my path.

Not that I'm uploading a lot of news, but every little bit helps save some transmission time.

Mike

1170. Re: Z*NET FNET in the nets

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 04:46:20 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <X4eRoB1w164w@oneb.almanac.bc.ca>
Source record: 219133

jonc@status.gen.nz (Jon Clarke) writes:
>
> We finally have the FoReM NeT (FNET) news in fido and usenet formats
> for the whole world to read.
>
> I would like to start polling in a 10 days time for a NEW news group of
> this one called comp.sys.atari.ZNET . This will reflect the Z*NET FNET
> mail / traffic on Usenet.
>
> Before I poll I would like some feedback if any from this news group.
>
> Kind regards
>
> Jon Clarke
> Z*NET On-Line Magazines
> Auckland
> New Zealand (gatewayed to NJ, USA)

I would like to add my enthusiastic endorsement for a ZNET news group.
I would especially like to see the ZNET on line magazine itself
posted to this group, as well as discussion / mail on things related
to ZNET. Go for it!!

Bruce Hawker....

bhawker@oneb.almanac.bc.ca (Bruce Hawker)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

1171. Re: ASCI port on Falcon <was: Re: Forbes Magazine article>

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 04:54:50 UTC
From: gwmeyer@iastate.edu
Message-ID: <gwmeyer.712558490@vincent1.iastate.edu>
Source record: 219132

In <1992Jul29.145756.7180@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:

>mikael@terapin.com (Mikael Andersson) writes:

>>On the Falcon the ACSI interface is removed and there's only SCSI harddisk
>>interface left.
>>
>>Mikael

>Would it be difficult for some third party manufacturer to make a
>SCSI->ASCI adapter for such things as Atari laser printers? Maybe Atari
>will come out with a SCSI version of the SLM604... then (with software)
>it could work on clones too!

>Dan Aylward
>dud@u.washington.edu

Actually, I think ICD just announced such a device, called The LINK (tm).
More details on it are available in the online magazines.

--Gordie Meyer
biblinski@delphi.com
gwmeyer@iastate.edu

1172. HERMES - 'Insert Disk C into Drive A:'

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 05:34:22 UTC
From: mike@hermes1.uucp
Message-ID: <H.o8MesY_z&CU@hermes1.uucp>
Source record: 219140

When I start up GUS and log in, I get the message 'Insert disk C: in drive A:'.
I think the message is coming from when GUS calls 'HUSH'.
I don't have any drive C: mentioned anywhere in my config.sys.

When I get the message I take out my data disk, put in a garbage disk,then
I get the message 'Put disk A: in drive A:', at which point I put in my real
data disk.

If I just ignore the message and leave my data disk in, I know from experience
that the floppy will get clobbered. (Trying to write a 'drive C:' FAT to the
floppy).

Anyone know how I can get rid of this message?

Mike

1173. Re: Passing parameters?????? 8^)

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 06:21:34 UTC
From: tobl@sbustd.rz.uni-sb.de
Message-ID: <20430@sbsvax.cs.uni-sb.de>
Source record: 219134

Ok, so there seems to be nobody to answer, I'll post my solution
to the problem, passing a commandline-sting to a GFA-Basic program.
It's really quite short:

```
------------------------------CUT HERE-----------------------------------
' Demonstration for passing a command line
' string to (compiled) GFA-Basic-programm
' Tobias Blickle
'

GOSUB get_cmd(cmd$)
writeln("Commandline is:"+cmd$)
END
'
PROCEDURE get_cmd(VAR a$) !reads commandline from basepage
a$=""
IF PEEK(BASEPAGE+128)<>0
a$=CHAR{BASEPAGE+129} !That's the point!
ENDIF
RETURN
'
PROCEDURE write(was$) !same as PRINT, but redirectable output
~GEMDOS(9,L:V:was$)
RETURN
'
PROCEDURE writeln(was$) !WRITE+LF+CR
write(was$)
~GEMDOS(2,10)
~GEMDOS(2,13)
RETURN

----------------------------CUT HERE-------------------------------------
```

The procedures WRITE and WRITELN I use, to get an redirectable output
when using a shell. The original PRINT-command is not redirectable.

Bye

Tobias

1174. USENET News Feed on Long Island Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 08:37:38 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992Jul31.083738.11772@vlsi.louisville.edu>
Source record: 219135

If there is anyone in the Atari group who knows of a usenet node (with Internet FTP access) in Nassau or Suffolk (preferable western Suffolk) counties on Long Island. Please respond to this message directly. I am looking for either a public access (none listed in pub-nix) or pay system (within reason). I moderate an Internet Digest and need to be able to mail the thing regularly and to receive the messages (sometimes heavy volume). I would use Mercury or Hermes or perhaps the unused MSDOS computer on my desk for the access.

Thanks

Robert Royar

r0mill01@ulkyvx.louisville.edu (guest account)

1175. Re: 14,400 bps terminal program

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 09:19:46 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jul31.091946.2816@rhrk.uni-kl.de>
Source record: 219137

mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:

>I've been agonizing over this point, but I have not found many
>answers, so here goes.

>The price of 14.4 kbps modems have dropped to (relatively) cheap
>levels in the past year, and now the ones I have seen are "only"
>$150 more than the 9600 bps modems. But most of the terminal
>programs that I know of only have a 9600 bps setting, then it
>jumps to the 19.2 kbps setting with nothing in between, namely the
>14.4 kbps setting.

>Does anyone know of a program that uses the 14.4 kbps setting?

The speed at which two modems connect (e.g. 14400 bps) is totally
independent of the terminal program. These programs let you select the line
speed between computer and modem, nothing else. So you should always select
the highest possible speed in your terminal program.
If you select 9600 bps and the modem to modem connection is 14400 bps you
loose performance because the modem doesn't get data quick enough to profit
from the higer line speed.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

1176. Re: Falcon again!

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 09:23:35 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jul31.092335.3242@rhrk.uni-kl.de>
Source record: 219138

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>In article <1992Jul24.140541.29237@crc.ac.uk> naffara@crc.ac.uk
>(Dr. N.A. Affara) writes:
>>More info about the Falcon again!
>>(This time from ST Format)

>I read the bit about the Falcon in ST Format too. (Note: I didn't buy the
>purile rag I just read it in the shop). They asked various developers what
>they thought about the machine and I just have to take my hat off to Mark
>Pearson of Protar who basically said that if Atari market this as a games
>machines then it's dead. I couldn't agree more. It is an amazing machine and
>I will be sad to see it get flushed down the toilet by Atari's usual marketing
>strategies.

What's the problem with marketing the Falcon as a games machine? Of course
you can do a lot more with it than just playing games. And there surely
isn't anyone who tells you just to play games on it. It's up to you how you
use a machine. If you like to use other programs (i.e. no games) on it, go
ahead! Most of the existing software will run on it.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

1177. Re: 14,400 bps terminal program

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 09:33:00 UTC
From: Daniel_Link@b.maus.de
Message-ID: <A13195@B.maus.de>
Source record: 219063

m>Does anyone know of a program that uses the 14.4 kbps setting?

What for ?

ALL 14.4 kbps modems use a DTE rate of (at least) 19.2 kbps.

This is perfectly sensible, since by use of compression (V.42bis/MNP5) modems can achieve a throughput that is higher than the physical link rate over the phone line.

That's why you have to use some kind of handshake between the modem and the computer (RTS/CTS or XON/XOFF).

A rate of 14.4 kbps would be technically possible, but it would limit the througput to 14.4 kbps unnecessarily. Using a 19.2 kbps setting can only improve performance over a theoretical 14.4 setting.

-Daniel

1178. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 11:30:33 UTC
From: s_grunwa@irau29.ira.uka.de
Message-ID: <15b88pINNc2a@iraul1.ira.uka.de>
Source record: 219139

The software problem is the atari problem, but it is a bit selfmade.
Atari has dropped the US market by selling the ST with color-display
only before it was time to do so.

In germany the ST is used by lots of students and companies and
the reputation is that of a workhouse. Like you use a typewriter
you use a ST. Plug in and work. SO most of the people using a ST
at work are not really interested in computers and don't talk
about them. They don't know about RAM, ROM, Hardisk or Resolutions.
It's just a tool, which works or not. If you ask them they are not
against Atari, but they are also not pro Atari. This lack of
corporate image makes it very hard for Atari to be considered.
Companies using Atari do not plan to drop them, since they do their
work in preparation of papers, finance and pay roll applications.

With the FALCON, Atari will start to increase their games image,
since the machines outfit looks like a Games machine and the
supported resolutions tells exactly the same story. The machine
will be very fine for programming and grafics too, but i don't
expect Atari to supprot this area. This is esspecially bad, if
i think of the company i'm working at. They use PC's as color
grafic terminals and this machines (386/25 and faster) tend to be
overloaded by printing more than 1000 Characters per second onto
the grafics screen. The FALCON would be the machine to replace
this terminals, if the keyboard wouldn't be build in and there
would be a way for higher resolution grafics (They use 1024x768/72Hz
non interlaced grafics now, so the price is not the problem).

Apple has solved their problems by producing the main software
under their own label (or supporting firms). I don't know, why
the Tramiel family is not willing to do so, but they will not
cure Atari, if they go on as they did. They only way to get out
of the trouble is to make packages for companies as they do in
some way here in Germany.
There are DTP packages with computer, printer, program, service
center and courses. This is not very cheap, but cheap compared
to the PC and MAC alternatives.
This way in other areas would bring them back into the market,
since most people don't want a computer, they want a solution and
the rest is hobbiests and gamers. The PC world has the image of
having the solutions, so they don't need to help the costumer.
-- by the way: I saw more than one unused PC by friends, just because
it was bought thinking it could do some things, which it couldn't.

Sorry for wasting the bandwidth, but here is my conclusion:
I don't think ATARI will make it up, since they want to sell Hardware
only. This business is gone to taiwan and even they don't earn
real money with ist. Since I like the 68xxx architecture for
programming, i will stay with Atari until I can afford a UNIX machine
AND a paper work machine. (OR a affordable UNIX machine with a
WYSIWYG-Textprogramm. UNIX is not a must, but tools and multitasking,
since i like to never leave the editor, while i compile and test things.
(I have at least 3 terminals running most of the time)).

-- Knut Grunwald

1179. Re: atari/new at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 14:49:09 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jul31.104909.1@uwovax.uwo.ca>
Source record: 219142

In article <DSTAILEY.92Jul30215538@leidecker.gsfc.nasa.gov>,
dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:
> Thanks for the clue, I was looking for this. Since the archive is not
> updated during the Summer, a number of interesting MiNT-related
> programs seem to have found there way into atari/new. Can anyone list
> the names of these programs, since without knowing the names, you
> can't retrieve them.

> For all I know, there's a new version of MiNT out there :-)

No, not a new version of MiNT (yet), but there is a new version of tcsh;
try atari/new/tcsh.zoo.

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1180. Re: HELP! My ST doesn't work.

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 14:59:53 UTC
From: adamd@rhi.hi.is
Message-ID: <5193@krafla.rhi.hi.is>
Source record: 219143

I got this from someone who is unable to post directly to the group:

>This is probably not the reason why your ST is broken, but the same symptoms
>occur if you have the monitor resting on top of the computer. I used to think
>it was the weight of the monitor distorting the disc drive, but the truth is
>that the monitor produces electromagnetic interference which messes up the
>signals on the flatcable to the floppy drive. Some people wrap their flatcables
>in aluminium foil (be careful not to short anything out) but the most effective
>solution is to make sure there is a big enough gap between the computer and the
>monitor.

I forgot about that possibility. Actually it isn't the flat cable picking up
stray signals. It's probably the disk drive is one of those which uses a
hall-effect device and a magnet to identify position. The Monitors CAN
generate enough of a magnetic field to cause the drive to think the speed
is off, so it tries to speed it up or slow it down. This causes data
received to be corrupt as the speed of rotation is NOT constant or even
close to the required speed.

Open the system up and see if there is a magnet or something glued to the
big center wheel. The timing when this gets to the hall effect sensor
is what, on this type of drive, tells the drive mechanism it is at
the right speed.

The other way of fixing the problem is to put a cookie sheet or some steel
beneath the monitor.

I can't post to the net, unfortunately, so feel free to pass this
information on.

--
George Seto (gseto@biome.bio.ns.ca)

Yes, it could also be problems with hall-effect sensors. The flatcable is
the part which is most vulnerable to stray signals though.

--
Adam David. (adamd@rhi.hi.is)

1181. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 15:52:31 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Jul31.155231.23910@cdsmn.mn.org>
Source record: 219007

In article <92355@bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>
>I just had an interesting idea. Now that we're all done chastising Atari
>for not advertising their products properly, why don't we, the members
>of comp.sys.atari.st, and for that matter, the entire Atari community,
>advertise for Atari? What I am saying is: Get out your favorite DTP
>program and your Atari SLM's, and go out there and advertise! Go post
>your advertisements on your local bulletin boards (physical ones, not
>electronic ones!)
>
>Ok. Here's another idea...
>
>Why don't we all pool our money and get, say, $15,000 and give it to
>Atari to take out an ad in TIME, or Business Week, or something like
>that? Maybe that would get the ball rolling? We have to be
>innovative...we own Atari's!
>
>-Steve <selick@csa.bu.edu>

Gee, if we're raising investment capitol here, why don't we just purchase the
company! :-)

Honestly, I can't figure out why Dave S. and Darek M. haven't joined forces
to create a clone (chuckling guys?).

1182. ALGOL68S on ATARI-ST

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 16:23:12 UTC
From: chl@cs.man.ac.uk
Message-ID: <chl.712599792@cs.man.ac.uk>
Source record: 219009
Cross-posted to: comp.lang.misc,comp.sys.atari.st

My compiler for a substantial subset of ALGOL68 is now available for AtariST machines (in addition to the Sun3 version announced a while ago). It is shareware, but the fee is modest.

However, to avoid sullying this group with talk of money, please email me for details, or see the announcement that will appear in comp.newprod (as soon as the moderator thereof gets round to it).

1183. Re: CLA_V1.PRG

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 16:30:36 UTC
From: azog@world.std.com
Message-ID: <Bs9Hv1.93z@world.std.com>
Source record: 219147

grant.ranson@outlan.ersys.edmonton.ab.ca (Grant Ranson) writes:

>
>I extracted to the root of my E: drive by using the following
>commandline for LZH201D.TTP:
>
> x -rm cla1_v1.lzh e:\
>
>and didn't experience any problems. I then copied all CLA-related
>files to a folder called E:\CLA, and the program still ran properly.
>Watch your memory usage, though. I have a 1MB machine, and CLA won't
>run unless I clear out all accessories, etc.
>Hope this helps.
>

What are your specs on your machine? I have a 4mb STe, with an ICD
AdSCSI+ adapter, and TOS 2.06, and nothing I did could get it to run.
I extracted it to a floppy, and booted without the AUTO folder and
accessories (holding CONTROL key), and it didnt work. I turned off the
hard drive, and booted from a single floppy, and still no dice.
Oh, btw: its mono, if that matters...

--
Billy D'augustine
azog@world.std.com

1184. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 16:34:07 UTC
From: ekrimen@wet.UUCP
Message-ID: <4190@wet.UUCP>
Source record: 219150

In article <1992Jul30.053208.736@quando.quantum.de> vombruch@quando.quantum.de (Stefan vom Bruch) writes:
>I hope there are not too many ST users out there who share your opinion
>that there is nothing to worry about.

I never said that there was nothing to worry about. If I implied that, then I'm sorry because I didn't want to. There's lots of stuff to worry about, but it seems that much of it is out of our control.

What I find amazing is that of the three (?) responses so far that I received about what kind of software people want, two said that they want games. It's interesting because I've had the impression that many people want Atari to shed its game image.

Pattie, yeah, something like Photoshop would be real nice. (I haven't seen ColorStudio.) I think I mentioned INVISION Elite here a couple of days ago. It reminds me of Photoshop, but it's only monochrome. The author says he'll add color support contingent upon the response of the monochrome version. I think it's imperative that he adds color support immediately. There are a few color boards out now and his program looks like it would work wonderfully with them.

Hopefully with ICD's Link, the ST will get some CD-ROM support. (We sure do a lot of hoping around here. :^) I wouldn't necessarily expect many of our own CDs, although there are some out there already, but instead I would expect to see front-end drivers for some of the CDs that are available for PCs and Macs.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1185. Re: Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 16:34:37 UTC
From: sw@mdavcr.mda.ca
Message-ID: <2924@sparky.mdavcr.mda.ca>
Source record: 219001

In article <sourada.712512222@pv1787.vincent.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>Archive-name: csas-faq/part1
>
> Or, if your newsreader supports it, you could build a KILL FILE,
>which eliminates any post that has the word Amiga in it.
>

I do... but now it eliminates "Welcome to comp.sys.atari.st" also!

--
scott wood sw@mda.ca | "... the uncontrolled growth of technology destroys
MacDonald Dettwiler | the vital sources of our humanity."
Richmond BC Canada | Neil Postman - Technopoly

1186. Re: 14,400 bps terminal program

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 16:48:16 UTC
From: ekrimen@wet.UUCP
Message-ID: <4191@wet.UUCP>
Source record: 219149

In article <1992Jul30.084657.11372@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>Does anyone know of a program that uses the 14.4 kbps setting?
>

STalker 3.02 lets you set the ST's port to 19200, and then of course the modems will negotiate the actual speed between them. On Modem and Serial ports 2 on the MSTE/TT, STalker will let you set some astronomical settings; I can't remember exactly, but one is around 150Kbps, and there are a few others in that realm.

>Interlink ST- no
>Transfer 1.2 (.ACC)- no
>Atari TOS 1.2 control panel- no

Gee, you haven't been around lately, have you? :^)

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1187. FlashII - How do I get it?

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 16:52:33 UTC
From: cougar@eos.acm.rpi.edu
Message-ID: <1992Jul31.165233.9378@tc.cornell.edu>
Source record: 219144

Coul someone let me know how I can get get a copy of FlashII? My local supplier of Atari stuff has decided to switch to Nintendo (blech).

Thanks.

--

-- Erik Collin cougar@eos.acm.rpi.edu --

1188. Re: Atari Messe

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 17:02:40 UTC
From: aking@bbn.com
Message-ID: <l7ishgINNh4d@news.bbn.com>
Source record: 219145

Atari TT For Sale:

CPU -- 32MHz, 030
RAM -- 8 Meg
DISK -- 80MB
MONITOR -- NEC 2A Color

Software (All with origional manuals):
Lattice C 5, Mark Williams C, Alcyon C
Neodesk 3.0, Dr T's Tiger Cub, Dr T's KCS 1.6

Excellent Condition, used 1 year. Half of going commercial TT price.

Respond directly to:
email: aking.bbn.com
day phone 1-617-873-2547
evenings 1-617-449-3359

1189. MacSEE

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 17:03:03 UTC
From: t90adr9@mp.cs.niu.edu
Message-ID: <1992Jul31.170303.4033@mp.cs.niu.edu>
Source record: 219146

For anyone that's interested MacSEE is now available. MacSEE is a
utility that read and writes files on an Atari ST directly to
a Macintosh disk. It works with both Spectre format 800K disks as well
as 1.44 Meg disks (if you're system supports them) as well as
Mac Hard disk partitions (Spectre and Mac format such as SyQuest
drives). It is based around a GEM interface unlike the previous MacRead
and it supports the MacBinary format in addition to translation.
If you're interested please contact CompuSeller West at (708) 513-5220.
If you reply to this email address after Aug 6 please note that it won't
get answered as I'm moving, and yes I am the author of MacSEE for those
who care to know why I'm posting.
A. Reeve

1190. Re: Jaguar ready to join Lynx and Falcon!!!

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 17:05:26 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jul31.170526.6262@chinet.chi.il.us>
Source record: 219017

I don't care how good a game machine is. If it isn't in stores by late August, it's irrelevant. So how does this 32+32 box compare with the other stuff being sold NEXT Christmas?
Steve saj@chinet.chi.il.us

1191. Spell Checkers ?

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 17:11:00 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1540015@hpcc01.corp.hp.com>
Source record: 219016

Does anyone know of a spell checker for 1st Word for the ST?

thx,

fred

freds@hpprsd1.mayfield.hp.com

1192. SBProlog 3.1 at atari archive

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 17:24:03 UTC
From: athena@tina.dei.unipd.it
Message-ID: <Bs9KC4.3y5@dei.unipd.it>
Source record: 219148

I just uploaded sbprolog.zoo in the directory new.
The archive comprises sources, binaries and docs.
There were some guys interested in it some time
ago in this newsgroup.

BTW, I don't think it's better than prolog68, which
is 100% faster; but at least it reached a final stage
of development, and is provided with source code (an
invaluable feature for novices) and has english documentation
(an invaluable feature for everybody :-).

Matteo Frigo

1193. Re: Bug in Pure-C

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 19:18:39 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul31.191839.5999@mnemosyne.cs.du.edu>
Source record: 219003

>Static variables are declared inside functions. Variables declared outside
>of functions are global. I'm not sure what the compiler is making of your
>code, but I do know of one use of the "static" keyword outside of functions,
>and that is in function declarations. In this case, "static" means private,
>i.e. not accessable to any code outside of the source module in which the
>function is defined.

Static variables appear either inside or outside of functions. When they
appear outside functions, they work just as you describe for static functions:
they are private to that source module. (Er, to be picky, they're private
to the current translation unit.)

The original posting seems to describe a genuine compiler bug; it isn't
a matter of usage error in the way the static variables are declared.

--
- Ian
(void *) where prohibited by law

1194. Re: FlashII - How do I get it?

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 19:22:47 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Jul31.192247.6254@mnemosyne.cs.du.edu>
Source record: 219004

> how can I order Flash II

The following is from the Flash II press release:

Here's the deal for ordering your copy. We'll accept orders for Flash
II using any of the following methods:

1) For outright purchases (meaning you aren't going to upgrade from
an older version), the price is $49.95 US plus $4 shipping and
handling. You can order via:

a) Telephone: 708-359-9565. If we don't answer, just leave
the following information on the machine and we'll process your
order: VISA or MasterCard number, Expiration Date, Name, Address,
City, State, ZipCode, and phone number. Your charge card will be
billed on the day we ship (which may not be on the day the order is
received, but it *will* be within a day or two! :-). If you want us
to call you back to confirm the order before it is place, please note
that on your message.
b) Mail: Your can, of course, mail order your copy of Flash
II. We'll accept VISA or MasterCard, with the information included
as noted above, or you can send a check or money order (in US funds
please) in with your order. Please do NOT send cash. Although I
don't mind receiving cash in the mail, it's really not a safe thing
to do.
c) Email: Email orders to J.TRAUTSCHOL will be accepted as
if it were a telephone order. Naturally, you must use a charge card
for payment. I'll confirm your order also via Email, and will not
charge to your card until we actually ship.

2) To upgrade from ANY old version of Flash, you must send us your
old Flash disk as proof of ownership. It will be returned to you.
Since we need to see proof of ownership for upgrades, you'll have to
do the mail order thing here. Upgrades are $30 US plus $4 shipping
and handling. You can pay using either check, money order (in US
funds) or VISA and MasterCard. When upgrading, you receive *exactly*
the same package as those who pay the full amount.

For mail orders, our address is:

Missionware Software
354 N. Winston Drive
Palatine, Illinois 60067-4132 USA

--
- Ian
(void *) where prohibited by law

1195. Re: 14,400 bps terminal program

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 23:38:20 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jul31.233820.6259@elroy.jpl.nasa.gov>
Source record: 219005

In article <1992Jul30.084657.11372@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>I've been agonizing over this point, but I have not found many
>answers, so here goes.

Lot of replies already, but here's another...
>
>The price of 14.4 kbps modems have dropped to (relatively) cheap
>levels in the past year, and now the ones I have seen are "only"
>$150 more than the 9600 bps modems. But most of the terminal
>programs that I know of only have a 9600 bps setting, then it
>jumps to the 19.2 kbps setting with nothing in between, namely the
>14.4 kbps setting.

On the ST, the serial port cannot be set to 14.4kbaud, the crystal is the wrong frequency for obtaining this rate. As others have said, the modem will work fine communicating with the ST at 19.2kbaud; it will buffer data internally to make up the difference.
>
>Does anyone know of a program that uses the 14.4 kbps setting?

Just out of curiosity, do *you* know of any other computer system in the world that would talk to *you* at 14.4kbps? I really doubt it... Most Unix systems jump from 9600 to 19200, most terminal multiplexers, etc., etc., also do this. I think if you absolutely had to have exactly that speed, your computer and modem would be very lonely...

>(Don't use baud anymore- with high speed modems, the term becomes
>inaccurate. bps (bits per second) is the preferred convention)
>
From modem to computer, baud and bps are identical. This is also true for modems of 2400 bps speed and slower. But yes, between faster modems, communication occurs at only 2400 baud, with multiple bits encoded per baud, so there a distinction occurs...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
::
::To the owner of the blue Mazda, license 742-XLT, your headlights are on...::
::

1196. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 23:50:01 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <32VsoB9w164w@cyberden.uucp>
Source record: 219018
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

hgm@ncsu.edu (Hal G. Meeks) writes:

> I came into this thread while it was winding down......
>
> I've just run across a game that I've never heard of for the 2600 --
> Sentinel (copywrite 1990!). Bought it, and found that it requires the
> 2600/7800 light gun.
>

This is just a cruel joke, right!????!?!?!

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 31, 1992

1197. Re: Atari 5200 games for $1 (one dollar)

Newsgroup: comp.sys.atari.st
Date: 1992-07-31 23:51:36 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <P5VsoB10w164w@cyberden.uucp>
Source record: 219019
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:

> For those fortunate enough to live in the Bay Area, they have a few
> games for other platforms, ST games and a box full of a Karate
> games for the 2600 for 49 cents.
>
> Here's the address"
> Weird Stuff Warehouse
> 1190 Kern Av
> Sunnyvale, CA 94086
> (408) 746-1111
>
BLESS YOU!! (I LOOOOVE karate games!! :))

Do they ship stuff? :) (dont want to travel ALL THE WAY DOWN to
sunnyvale just to spend 49c! :))

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 31, 1992

1198. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 00:08:43 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug1.000843.18182@usenet.ins.cwru.edu>
Source record: 219006

In a previous article, plate@cdsmn.mn.org (Doug Plate) says:

>In article <92355@bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>>
>>I just had an interesting idea. Now that we're all done chastising Atari
>>for not advertising their products properly, why don't we, the members
>>of comp.sys.atari.st, and for that matter, the entire Atari community,
>>advertise for Atari? What I am saying is: Get out your favorite DTP
>>program and your Atari SLM's, and go out there and advertise! Go post
>>your advertisements on your local bulletin boards (physical ones, not
>>electronic ones!)
>>
>>Ok. Here's another idea...
>>
>>Why don't we all pool our money and get, say, $15,000 and give it to
>>Atari to take out an ad in TIME, or Business Week, or something like
>>that? Maybe that would get the ball rolling? We have to be
>>innovative...we own Atari's!
>>
>>-Steve <selick@csa.bu.edu>
>
>Gee, if we're raising investment capitol here, why don't we just purchase the
>company! :-)
>
>Honestly, I can't figure out why Dave S. and Darek M. haven't joined forces
>to create a clone (chuckling guys?).
>
>
>
>

Now, THAT isn't a bad idea... One share of Atari's stock is worth $1.50
right now (this is pretty bad so it may not be a safe investment).

We could all get together and just purchase the darn company...

--

1199. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 00:51:39 UTC
From: mike@r-node.gts.org
Message-ID: <1992Aug01.005139.4466@r-node.gts.org>
Source record: 219011
Cross-posted to: news.software.nn,news.newusers.questions,comp.sys.atari.st

I am also trying to install nn, only on an ATARI ST.

When I run nnadmin with an 'nnadmin I' command to try and initialize the database, I get a 'usr/spool/news/.nn/MASTER not found' message.

Isn't the 'I' command supposed to create this file?

I have created '/usr/spool/news/.nn'.

Otherwise, what programs, files am I supposed to be using/ creating?

--
==========
Mike Stramba Email: mike@r-node.gts.org
Toronto,Canada
==========

1200. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 01:20:27 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug1.012027.19250@u.washington.edu>
Source record: 219008

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>In a previous article, plate@cdsmn.mn.org (Doug Plate) says:

>>Gee, if we're raising investment capitol here, why don't we just purchase the
>>company! :-)
>>

>Now, THAT isn't a bad idea... One share of Atari's stock is worth $1.50
>right now (this is pretty bad so it may not be a safe investment).

>We could all get together and just purchase the darn company...

Does anyone know how many shares would be required to gain control of the company? How many shares does Jack have?

We'd have to pool all our money and buy it under one firm's title, otherwise no single individual would be able to buy enough shares, unless they were Bill Gates or somebody... Then who would make the decisions? Maybe we could have every contributer's name & draw one out of a hat, and they would control the company for a day... :)

Dan Aylward
dud@u.washington.edu

1201. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 02:14:43 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug1.021443.24001@usenet.ins.cwru.edu>
Source record: 219010

In a previous article, dud@hardy.u.washington.edu (Daniel Aylward) says:

>aa399@cleveland.Freenet.Edu (Len Stys) writes:
>Does anyone know how many shares would be required to gain control of the
>company? How many shares does Jack have?
>
>We'd have to pool all our money and buy it under one firm's title,
>otherwise no single individual would be able to buy enough shares, unless
>they were Bill Gates or somebody... Then who would make the decisions?
>Maybe we could have every contributer's name & draw one out of a hat, and
>they would control the company for a day... :)
>
>Dan Aylward
>dud@u.washington.edu
>

We would never be able to gain control of the company.

The Tramiel family owns 51% betwen them.
Time Warner owns 25%.

This leaves about 20% some that we can actually get our hands on.

That is unless Jack has had enough.

--

1202. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 03:19:30 UTC
From: jimh@tcpbbs.pcn.org
Message-ID: <8q6soB1w164w@tcpbbs.pcn.org>
Source record: 219021

> Any more ideas?
> Dan Aylward
> dud@u.washington.edu

I hate to say it, as I am an Atari Fan, But.....
Doesn't anyone remember the Revolution Handbook? It was an incredable
failure. Until Atari desides to make a diffrence and Users find
something better to do with their computers than Play Games we are
all going to just have to survive.
Like I said, I hate top say it. I do use an Atari Ste for
my business and I wouldn't want to give it up. I guess I am just
tired of Atari not caring enough to do something about it. I also
sell Atari Computers. I find that, in general, It is Old Atari users
buying new equipment. Very few new computer owners for Atari.

###
Jim Haynes, TCP BBS in Lakewood Ohio JimH@tcpbbs.pcn.org
or On the Cleveland Freenet ac092@cleveland.Freenet.Edu
###

1203. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 07:01:22 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Aug1.070122.5349@terminator.cc.umich.edu>
Source record: 219020

```
drwxrwxr-x atari 1024 Jul 26 03:05 .
```

1204. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 07:47:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <63193@cup.portal.com>
Source record: 219022

Hey, yeah...!

And we could call it... "The Atari Revolution"...!

BobR

1205. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 14:59:58 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug1.145958.12994@usenet.ins.cwru.edu>
Source record: 219023

In a previous article, jimh@tcpbbs.pcn.org (UUCP SYSOP) says:

>> Any more ideas?
>> Dan Aylward
>> dud@u.washington.edu
>
>I hate to say it, as I am an Atari Fan, But.....
>Doesn't anyone remember the Revolution Handbook? It was an incredable
>failure. Until Atari desides to make a diffrence and Users find
>something better to do with their computers than Play Games we are
>all going to just have to survive.

And you know why it was an incredible failure? Because Donald Thomas, Jr.
had people writing Oprah, 20/20, and did you remember the Easter Egg
hunt?

Sure, I sent away for the REVOLUTION Handbook AND the stamp, but I only
agreed with about 10% of the ideas of the campaign.

I think he had the right idea, but the wrong way to do it.

Besides, there is nothing wrong with using your computer to play games.
I'm sure that the main use of 50% of the clones out there are to play
games--at least. If your computer isn't the BEST or at least very good
in a certain area, you probably won't use it for that reason.

> Like I said, I hate top say it. I do use an Atari Ste for
>my business and I wouldn't want to give it up. I guess I am just
>tired of Atari not caring enough to do something about it. I also
>sell Atari Computers. I find that, in general, It is Old Atari users
>buying new equipment. Very few new computer owners for Atari.

I'm guessing that Atari is finally doing something about it by
attempting to release the Falcon 030.

And I'm really surprised that there are ANY dealers left.
I'll give B&G that much credit, they can take a whipin' but keep on tickin'.

Len

>
>
--

1206. Re: Jaguar ready to join Lynx and Falcon!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 16:21:51 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Aug1.162151.15822@zooid.guild.org>
Source record: 219025
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

rjung@aludra.usc.edu (Robert A. Jung) writes:
>In article <1992Jul30.192630.23649@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>>jyoung@nyx.cs.du.edu (Jeff Young) writes:
>>>Newest EGM said the Atari Jaguar 32+32 game machine is ready
>>>with 20 games and will sell in early 93!! Atari is showing
>>>TV, movie screen and HUGE 30 PAGE ads now so BIG FUGI is
>>>rumbling entire world!
>>
>>Where are the 30 page ads?
>
> I imagine he means ads are ready, and have been shown to "insiders"...
>
> What *I* want to know is where in EGM Jeff Young read this stuff. If he's
>talking about the latest issue I am (the one showcasing SONIC THE HEDGEHOG II
>for the Genesis on the cover), I don't recall seeing any big news about the
>Jaguar in it at all.
>
> Then again, given EGM's track record for quality journalism (sarcasm, folks),
>I'd take this news tidbit with a grain of salt. Heck, gimme the whole shaker.
>
> --R.J.
> B-)
>
>////////////////////////////////////|\\
> Send whatevers to rjung@usc.edu | If it has pixels, I'm for it.
>-------------------------------------+-----------------------------Lynx up!
>"You weren't chosen because you are the best pilot in the Air Force. You were
> chosen because you are the class clown and frankly, you're expendable."

EGM has reported about hte Jaguar about 2 years ago. They were speculating on its release at that time but it never came. However, there is only one known "Panther" and this is the Intel based 586 (P5) workstation that companies will be able to licence. Take the EGM announcement with extreme caution ;-).

Mark K.
Toronto, Canada

1207. Atari Falcon announcement!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 17:59:46 UTC
From: jyoung@NYX.CS.DU.EDU
Message-ID: <9208011759.AA16596@nyx.cs.du.edu>
Source record: 219024

```
!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!
* Mark your calendars, folks! *
! We are proud to host Sam Tramiel, !
* President of Atari, *
! for a formal Conference here on !
* Thurs., August 13th @ 10 p.m. EDT. *
! Sam will be officially announcing !
* the new Falcon 030 to DELPHI, and *
! discussing it with us. !
* Don't miss it! *
* Info: 800-695-4005 617-491-3393 *
!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!
```

1208. Atari Advantage is Here!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 19:17:23 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug1.191723.18979@u.washington.edu>
Source record: 219027

Guess what I found in my mailbox this morning? Yep! The waiting is over. It looks as if AA will remain in publication. A new firm is taking it over; not Atari Explorer. The Falcon article was excellent! There were pictures... Looks just like a 1040 STe but darker, yellow letters on the keyboard (yuck), and different ports. It'll work with any VGA monitor; no multisync needed! One part said a math coprocessor was included, and another said there is a slot for one... TWO processor direct slots; one for a motorola-based espansion (such as a Mac emulator) and one presumably for an Intel-based expansion, such as a clone emulator. Max number of pixels are 640X400 256 colors out of 32,758, but supposedly the built in overscan will give a 5% larger screen in any resolution... I don't know what that means... scrolling, maybe? This is a dissapointment compared to earlier rumors; I hope later versions will sport 24 bit graphcs! Most of the other rumors appear to be true. Oh, it says 2 megs of RAM are reserved for the OS (MultiTOS), Which is curious, because it will supposedly be available in a 1-meg version... and the internal IDE drive is optional. They did not mention the price, but from what I've heard before, $700 would probably be the 1-meg version with no hard drive. Oh, also there's a new keyboard controller that supports faster typists :) and 300 DPI mice. And a 1.44 floppy with an Ajax chip that is rumored to support 2.88 meg floppies. No external ACSI or floppy drive port. Bi directional parallel port, and the serial port is the 9-pin type (like the TT and Mega STe). It also has LAN port and DSP port and SCSI port & stereo in/out port, headphone jack, internal speaker, etc, etc...

Oh, remember the "THE STORM IS COMING" ad in the last AA? Guess what. There's another ad by the same company in this issue. It says "THE STORM IS BREWING!" with no explanation. But this time it's in the advertisers index. The advertiser is.... "The Storm"! Yippee skip.

Any questions? How many others got their issues today (8-1-92)?

Dan Aylward
dud@u.washington.edu

1209. Re: Atari Falcon announcement!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 19:19:00 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug1.191900.19097@u.washington.edu>
Source record: 219026

jyoung@NYX.CS.DU.EDU (Jeff Young) writes:

```
>!*!*!*
```

1210. Re: compressing news posts in HERMES

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 19:53:34 UTC
From: herby@danubix.ulm.sub.org
Message-ID: <H.9w3K4u5P9UQ@danubix.ulm.sub.org>
Source record: 219049

In <H.5p5bdeCR8EU@hermes1.uucp>, Mike Stramba writes:
>My question is how do I get my posts to be compressed?
>Is is something I have to setup in the 'mailmode' file?

Mailmode is controlling the behaviour of rsmtp and rmail,
here's a part of my 'mailmode'-File, understandable commented, i hope ;-) :

```
+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++
# SMTP sites

linef S F 128
# ^^^^^^^
# Site linef will get smtp-Mail, freezed, packet-Size 128 K before freezing.

novalis S 16 64
# ^^^^^^^
# Site novalis gets smtp-Mail, 16 Bit compressed, packet-size 64 K before
# compressing

# rmail sites
tyrell R
deepth R
# ^
# Normal uncompressed, unbatched Mail

+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++
```

rsmtp means 'simple mail transport protocoll'. In your doqueue-batchfile
you have to start rsmtp, rmail, rnews, batch and batchmai in this order:

```
+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++
#MAILQ is \usr\spool\mqueue

void ifex $MAILQ/*.X rsmtp
#
void ifex $MAILQ/*.X rmail
#
void ifex $MAILQ/*.X rnews
#
void ifex /usr/spool/uucp/novalis/*.B batch novalis
void ifex /usr/spool/uucp/novalis/*.BM batchmai novalis

void ifex /usr/spool/uucp/linef/*.B batch linef
void ifex /usr/spool/uucp/linef/*.BM batchmai linef
[...]
+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++
```

>I'm receiving compressed news and it's gettig automatically decompressed ok,
>so the 'compress program IS in my path.

News are controlled by the 'sys' file in \usr\lib\news, here's a part of
mine:

```
+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++#
# '%' means all locally posted articles, '!' excludes newsgroups
#
novalis,aragon.stgt.sub.org,:all,!comp.binaries,!ulm,!local,!junk:16
# ^^^ ^^^^^^^^^^^^^^^^ ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^ ^^^
# site alternate name groups bit compress

linef,linef.ulm.sub.org:ulm,\ # ,\ means newline
!ulm.amiga,!ulm.newuser,\
de.talk.jokes,de.talk.sex,control:f/50
# ^^^^
# freeze, packet-size 50 K before freezing

+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++
```

>Not that I'm uploading a lot of news, but every little bit helps save some
>transmission time.

Yes, never waste a penny, better get a beer ;-)
Sorry for my poor english.

cu l8ter mfG herby@danubix.ulm.sub.org

--
* E-Mail: herby@danubix.ulm.sub.org ccc_damp@rzmain.rz.uni-ulm.de *
* CCC_DAMP@DULRUU51.BITNET Fido: 2:241/7902.1 *
* Forchenweg 14 W-7900 Ulm/Donau Voice: 0731-6021657 *

1211. at-speed and atari mo

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 21:09:30 UTC
From: alex golitsis <alex.golitsis@canrem.com>
Message-ID: <1992Aug1.1113.21692@dosgate>
Source record: 219028

->" >Has anybody had any luck using the Atari mouse under AT-Speed? If so,
->" >how did you get it to work? Does it need a driver? Email responses
->" >are fine, and I will summarize if there is interest. Thanks!

->"Yes, of course you need a MS-compatible mouse-driver e.g. mouse.sys
->"or gmouse.com....

Getting a mouse to work is no problem... getting a mouse _and_ a modem
to work is another deal altogether!

And this is odd because the programmer could have had the Atari mouse
emulate COM2, and the serial port could have been COM1. but when
you choose to use the Atari mouse, the atari serial port becomes
unusable! At least in my experience...
--
Canada Remote Systems - Toronto, Ontario/Detroit, MI
World's Largest PCBOARD System - 416-629-7000/629-7044

1212. 14,400 bps terminal

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 21:09:31 UTC
From: alex golitsis <alex.golitsis@canrem.com>
Message-ID: <1992Aug1.1113.21693@dosgate>
Source record: 219029

->"The price of 14.4 kbps modems have dropped to (relatively) cheap
->"levels in the past year, and now the ones I have seen are "only"
->"$150 more than the 9600 bps modems. But most of the terminal
->"programs that I know of only have a 9600 bps setting, then it
->"jumps to the 19.2 kbps setting with nothing in between, namely the
->"14.4 kbps setting.

->"Does anyone know of a program that uses the 14.4 kbps setting?

Mark: no need. Most 14.4 kbps modems utilize data compression
to achieve speeds over 50,000 baud (er, bps sorry). So you end
up locking your serial port speed at anything up to 57,600 bps, and
the modems take care of the rest...

BTW, though they pulled out of the Atari market prematurely, I
recommend the SupraFAXModem v.32bis. Gorgeous modem, good price
(Rockwell chipset), and it will be with you for some time.

Aren't these new modems awesome? Finally the _modem_ is faster
than most computers are capable of handling!

--
Canada Remote Systems - Toronto, Ontario/Detroit, MI
World's Largest PCBOARD System - 416-629-7000/629-7044

1213. Re: 14,400 bps terminal program

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 21:32:24 UTC
From: jan@janhh.hanse.de
Message-ID: <4070.08.92@janhh.hanse.de>
Source record: 219056

In my view the point isn't so much the speed of transmission, but the speed of display. I've been very happy with Uniterm, but since I have a modem with 14400bps I notice that the display is still running while the recieve LED is already out. Obviously Uniterm can't keep up with the modem...

Other programms (Rufus, CoNect) seem to be even slower.

Did anybody actually measure the speed at with any specific terminal programm can display it's input ? Anything better than Uniterm out there ?

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

1214. Re: The new Multi-TOS ....

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 22:29:33 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug1.182933.1@uwovax.uwo.ca>
Source record: 219030

In article <a7547cb3@Kralizec.fido.zeta.org.au>,
michael.smith@p3.f842.n680.z3.fido.zeta.org.au (michael smith) writes:
> [about operating system patches]
> Why? well, I ran into this problem while documenting the development
> requirements involved in implementing NFS/RPC/TCP/IP for the ST and some
> IP-aware ACSI/SCSI <-> Ethernet hardware a friend and I are developing. We
> want to be able to replace, at the terminal level, a substantial number of
> OS calls, particularly those related to file operations.
>
> UNFORTUNATELY, and I really would like to be left in the same room as the
> cretin at atari who came up with this idea, the OS calls itself _DIRECTLY_,
> and so all of the other functions that do disk access have to be replaced as
> well.

(1) Atari didn't write GEMDOS -- Digital Research did.

(2) There's an alternative -- use MiNT. MiNT allows you to add new file
systems. This is even easier than trying to replace the Fopen, Fcreate,
etc. calls, since MiNT's code for Fopen etc. will do the parsing of
file names, determination of which file system driver to call, and
file ownership/permission checking for you automatically. And yes,
MiNT replaces everything, including Pexec.

It is highly likely that MultiTOS will have the same features (I can't
say "for sure", since I'm not an Atari spokesperson; but it stands to
reason that if MiNT has loadable file systems, MultiTOS will too!)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1215. Re: Atari Falcon announcement!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-01 23:44:00 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <2FquoB1w165w@comtch.spk.wa.us>
Source record: 219031

```
> !*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!
> * Mark your calendars, folks! *
> ! We are proud to host Sam Tramiel, !
> * President of Atari, *
> ! for a formal Conference here on !
> * Thurs., August 13th @ 10 p.m. EDT. *
> ! Sam will be officially announcing !
> * the new Falcon 030 to DELPHI, and *
> ! discussing it with us. !
> * Don't miss it! *
> * Info: 800-695-4005 617-491-3393 *
> !*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!*!
```

Can you post the CO transcript here when it comes out? I no longer
have a DELPHI account, and I have no ftp access...

- Mark Hughes mhughes@comtch.spk.wa.us
"Through the sleepless nights and every endless day, I'd wanna hear you
say

--
mhughes@comtch.spk.wa.us (Mark Hughes)
IEAx for lack of a better name... (509) 624-0744

1216. AA Falcon Overview and Contents

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 03:24:43 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92214.232443JJL101@psuvm.psu.edu>
Source record: 219032

```
////////////////////////////////////////////////////////////
/// A T A R I A D V A N T A G E M A G A Z I N E ///
/// Contents -- June/July 1992 ///
////////////////////////////////////////////////////////////

FALCON'030 REVEALED! -- The next generation of home computer is
"""""""""""""""""""" on the way and the Falcon'030 leads the
pack with power and features.
FALCON'030 at a GLANCE:
* Motorola 68030 Microprocessor running at 16MHz,
multi-tasking capable
* Motorola 68881 or 68882 16MHz Floating point coprocessor
* Motorola DSP 56001 Digital Signal Processor (DSP)
* 1 to 16MB of memory and 512KB of ROM
* 16 bit BLiTTER Graphics coprocessor running at 16 MHz
* Enhanced Broadcast TV quality Video
-- "True Color" 320x200 resolution, 32,768 colors or 640x480
resolution, 256 colors from a 264,144 color palette
-- VGA or Video 320 or 640 by 200 or 400 resolution, 2, 16, or
256 colors from a 262,144 color palette
-- Standard STe video modes with a 4096 color palette
-- RF modulator and VGA monitor connections
-- Overscan support
-- Genlock and multi-media capable
-- Graphics overlay and video tiling
-- Enhanced high speed 16MHz Blitter graphics co-processor
-- STe horizontal scrolling
* "CD quality" stereo sound
-- Stereo 16 bit Analog to Digital inputs
-- Stereo 16 bit Digital to Analog outputs
-- Eight channel stereo DMA sound engine with 16 bit PCM digital
record/playback with up to 50KHz sample rates
-- Stereo 8 bit STe compatible PCM sound
-- ST compatible 3 channel PSG sound
-- Multiplexer to connect Codec, DSP and DMA sound engine
-- Stereo microphone inputs and headphone outputs connected to a
16 bit stereo codec
-- DSP digital audio connector, up to 1MHz data transfer rate
-- Built-in monophonic speaker
* 1.44MB floppy drive
* Built-in IDE 2 1/2" hard drive interface (drive optional)
* SCSI II peripheral interface (hard drive, tape drive, etc.)
* Mega STe/TT compatible local area network (LAN) interface
* Enhanced modem/RS232 port
```

* ST and STe compatible joystick/controller ports
* Built-in "processor direct" expansion connectors
* On board real time clock and battery backed up RAM
* MIDI input and output
* Parallel printer port
* Enhanced keyboard controller allows 300 DPI mice

CONSUMER ELECTRONICS SHOW -- Atari expects to have over 80 Lynx
"""""""""""""""""""""""""" titles available and 2 million cats sold
by the end of the year.

COLUMNS
"""""""

== Editors Desk ..... Just a few words from the humble staff.
== Rumor City .... What's new and what's not.
== MIDI Notes .... Discover the world of MIDI.
== EuroGames .... Reports from our European correspondent.
== Lynx Line .... Hints, tips, and reviews on those hot games.

FEATURES
""""""""

== New & Improved .... New and improved products announced
== Briefs .... Late breaking news
== Events .... What's coming up?

REVIEWS
"""""""

== Abaresque Professional.. Powerful bitmap/vector illustration tool.
== Multiplay .... Math exploration, discovery and practice.
== Blues and Jazz .... Blues, jazz and rock keyboard skills.
== MEGA Check .... ST/TT finance management.
== WARP 9 - v3.60 .... Software screen acceleration to the max.

. . . . . .

A closing note from Darren Meer:

There is one area of transition that I need to tell you about --
that being the world of magazines. This issue is not only historical
in its content, it also marks the last issue of "Atari Advantage"
Mike and I will be involved in. We have been asked to join the "Atari
Explorer" staff and bring our style of coverage and production
values. "Atari Advantage" will be left in the hands of a very capable
and extremely energetic group of writers and users who will introduce
themselves in next month's issue. We are really excited about the
opportunity to join "Explorer", and feel confident that the Atari
market will be well served by both magazines for a long time to come.

If any of you have any concerns as to how this affects your
subscriptions, articles or advertisements, please don't hesitate to
call or write us to express your feelings. We want you to get your
money's worth and will do what ever we can to make sure your do.

And finally, we want to thank all of you who have waited so patiently for this issue to arrive. Between the Falcon coverage and negotiations with Atari, our schedule got completely thrown out of whack. Those things along with the intense Murphy field that has been hovering over our offices, combined to make this an especially memorable issue for us as well (he said with a big twisted smile).

. . . RjR 8/92

1217. The CodeHeadQuarters BBS - What is the number?

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 03:25:37 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <eP1uoB1w164w@ersys.edmonton.ab.ca>
Source record: 219034

Could someone tell me the number of the CodeHeadQuarters BBS? I remember reading something about it somewhere, but I never found the telephone number. Now that I have a 14,400 Baud modem I would like to do some long distance calling.

Also, what are the requirements concerning upload/download rations, validation, etc?

Any information would be appreciated.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

1218. What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 05:08:59 UTC
From: dave@admiral.uucp
Message-ID: <1992Aug02.050859.12372@admiral.uucp>
Source record: 219045

I have recently taken a liking to the vi editor (nobody really *loves* vi, do they?) and would like to get something similar for my ST. There are three or four vi clones on atari.archive, and I'm just curious what people think. The only one I've heard mentioned is Elvis, and I can't remember what was said about it.

Please post or mail comments, whichever you prefer.

--
"Dammit Jim, I'm a free man, not a number!"

"This mission will be very safe and lots of fun for all of you."
-- The Computer, Pre-Mega-Whoops Alpha Complex

1219. Wanted: Stereotek LCD glasses

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 05:11:15 UTC
From: dave@admiral.uucp
Message-ID: <1992Aug02.051115.12477@admiral.uucp>
Source record: 219046

Is there anyone out there in net-land who's got a pair of Stereotek LCD 3-D glasses just gathering dust that they'd like to get rid of? I would like to get a pair, but since they haven't been in production for a few years now, I'm a bit out of luck...

--
"Dammit Jim, I'm a free man, not a number!"

"This mission will be very safe and lots of fun for all of you."
-- The Computer, Pre-Mega-Whoops Alpha Complex

1220. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 07:29:00 UTC
From: only_bbs!Pizza_Thief@overmind.mind.org
Message-ID: <2193329@overmind.citadel>
Source record: 219057

RE: Falcon third party support: I'd like to see Video Toaster (the Amiga "for television graphics" producing package that includes genlock hardware [i hope i got that all right!] for the Faclon, also some serious Direct-to-disk software/hardware.

1221. Re: ASCI port on Falcon <was: Re: Forbes Magazine article>

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 08:07:22 UTC
From: alien@clinet.fi
Message-ID: <1992Aug2.080722.13168@clinet.fi>
Source record: 219033

dud@hardy.u.washington.edu (Daniel Aylward) writes:
:
: Would it be difficult for some third party manufacturer to make a
: SCSI->ASCI adapter for such things as Atari laser printers? Maybe Atari
: will come out with a SCSI version of the SLM604... then (with software)
: it could work on clones too!
:

How about SLM 406? It has SCSI-connection, it looks nice (much better
than old SLM805 and SLM604...)

: Dan Aylward
: dud@u.washington.edu

--
Alien

1222. Hermes

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 08:26:00 UTC
From: herby@danubix.ulm.sub.org
Message-ID: <H.dpLiAuhJpn2@danubix.ulm.sub.org>
Source record: 219050

Hi, i got this back, so i post it here:

From: Mail Delivery Subsystem <MAILER-DAEMON@mcnc.org>
Subject: Returned mail: Host unknown

----- Transcript of session follows -----
bad system name: stramba
uux failed. code 68
550 <mike@stramba>... Host unknown

From: herby@danubix.ulm.sub.org (Herbert Dampel)
Message-Id: <H.K9KanaO97Zo@danubix.ulm.sub.org>
Organization: Node Ulm/Donau.
Subject: Re: hermes
To: stramba!mike@mcnc.org
Reply-To: herby@danubix.ulm.sub.org
X-Software: HERMES GUS 1.03 Rev. Apr 14 1992
Date: Thu, 30 Jul 1992 21:42:48 MET

Hi, Mike!

In <H.tWELonGrock@stramba.uucp>, you write:
> As you can see from the header, I'm up and running!

Fine

> What is the 'mds' file for and do I need it?

You mean MDBS ? Mail-Adress/Path-Data-Bank, as a Leaf-Site no need for that.

> I tried running 'mds' program, says I have a bad 'paths' file.
> My paths file is :
> stramba %s

No Spaces allowed, use Tabs.

> What about the 'hosts' file? Does the 'xhost' file replace it?

Yes, fully, only for compatibility with other Atari-UUCP-Packets.

> How about the 'sys' file?

```
#
# '%' means all locally posted articles, '!' excludes newsgroups
#
novalis,aragon.stgt.sub.org:all,!comp.binaries,!ulm,\
!local,!junk:16
#
```

To my newsfeed novalis, also known as aragon.stgt.sub.org, is sent back all the news written by me or by my sites, except the groups with a pre !, compressed with 16 bit.

cu l8ter mfG herby@danubix.ulm.sub.org

--
* E-Mail: herby@danubix.ulm.sub.org ccc_damp@rzmain.rz.uni-ulm.de *
* CCC_DAMP@DULRUU51.BITNET Fido: 2:241/7902.1 *
* Forchenweg 14 W-7900 Ulm/Donau Voice: 0731-6021657 *

1223. Re: Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 11:34:44 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.LdSBpQwEnxk@jonh.wimsey.bc.ca>
Source record: 219036

In <2924@sparky.mdavcr.mda.ca>, Scott Wood writes:
>In article <sourada.712512222@pv1787.vincent.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>>Archive-name: csas-faq/part1
>>
>> Or, if your newsreader supports it, you could build a KILL FILE,
>>which eliminates any post that has the word Amiga in it.
>>
>
>I do... but now it eliminates "Welcome to comp.sys.atari.st" also!
>
Well then, add another line that looks like this

/Welcome/h:M or
/faq/h:M

This should remark the faq. I'm not sre if it's M or m, so try the
h key on your newsreader to discover more new and exciting things it can
do, before bothering the entire world.

--Emily
;-)

--
jhenders@jonh.wimsey.bc.ca

1224. Re: Z*NET FNET in the nets

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 16:52:16 UTC
From: gl8f@fermi.clas.Virginia.EDU
Message-ID: <1992Aug2.165216.19330@murdoch.acc.Virginia.EDU>
Source record: 219035

In article <X4eRoB1w164w@oneb.almanac.bc.ca> bhawker@oneb.almanac.bc.ca writes:

>I would especially like to see the ZNET on line magazine itself
>posted to this group, as well as discussion / mail on things related
>to ZNET. Go for it!!

Atari Explorer Online is distributed by mailing list. To be added to
the list, send email to stzmagazine-request@virginia.edu. Many people
do not want it posted for size reasons.

1225. Re: PD Hard Drive Backup?

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 16:59:36 UTC
From: geoffc@zebedee.UUCP
Message-ID: <0874658@zebedee.UUCP>
Source record: 218852

In article <9483@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au
> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
>
> >Hello there! Since I'm about to receive my first ST Hard drive (it's in a
> >tower case with a 4 Meg ST :)) I'm going to need some kind of hard drive
> >backup program. I can't really afford to buy one, but there appears to be
> >a plethora of Public Domain stuff around, so to save me trying them out,
> >could people mail me telling me which they think is best and why? I'll
> >post a summary to the net when I get the info. Thank in anticipation...
>
>
> "The Vault" is excellent.
>
>
> But has anyone seen "The Key" - the program for joining files Vault has had
> to split across disks (I just don't let it split them for now).
>
Well I've got The Vault (& The Key) and used it for some time before I gave
up with it. The problem I found is that since I'm running TOS 1.0 which does
its archive bit the wrong way round I couldn't use the incremental backup
in The Vault. Worse than that, since I'm using Neodesk which sets the
archive bit the same way as TOS 1.4 I get some archive bits set one way and
some the other (depending upon whether I'm in Neodesk or a CLI !!!)

I now use a backup program simply called 'Backup ST' - it keeps a complete
copy of your hard disk on floppies (so if you delete a file on the hard disk,
it will be deleted from the backup files) - in some respects I find this
preferable to doing the normal incremental backups where you end up with a
pile of floppies which is > the current contents of the hard disk. The only
gripe I have with the program is that the error handling isn't very good so
if I get a floppy disk write error I basically have to re-start the backup
again.

Geoffrey

> --
> Warwick
> --
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> _.-._/ University of Queensland, / void (if removed)
> v Brisbane, Australia. /
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!nstar!jshark!zebedee!geoffc

1226. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 17:31:31 UTC
From: dave@admiral.uucp
Message-ID: <1992Aug02.173131.22174@admiral.uucp>
Source record: 219047

In article <8q6soB1w164w@tcpbbs.pcn.org> jimh@tcpbbs.pcn.org (UUCP SYSOP) writes:
>> Any more ideas?
>> Dan Aylward
>> dud@u.washington.edu
>
>I hate to say it, as I am an Atari Fan, But.....
>Doesn't anyone remember the Revolution Handbook? It was an incredable
>failure. Until Atari desides to make a diffrence and Users find
>something better to do with their computers than Play Games we are
>all going to just have to survive.

The Revolution Handbook failed because it was a very poorly executed idea.
The overall idea wasn't a bad one, it's just the ideas presented within it were
lame. One of them was to have a letter writing campaign to the (at the time)
most popular show on TV, Roseanne, and have them write an episode in which the
family buys an Atari computer, but has trouble with it, and calls in the local
Atari user-group for help. First of all, even if this episode did get written,
do you think that ABC would air such a blatant plug for Atari without getting
some sort of recompense from Atari itself?

The entire handbook was full of silly ideas such as the one above. Maybe if
someone who had a clue wrote that book, the Revolution would have been a bit
more sucessful.

--
"Dammit Jim, I'm a free man, not a number!"

"This mission will be very safe and lots of fun for all of you."
-- The Computer, Pre-Mega-Whoops Alpha Complex

1227. Softwares...

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 19:50:24 UTC
From: cosc16tt@menudo.uh.edu
Message-ID: <COSC16TT.92Aug2145022@menudo.uh.edu>
Source record: 219037

PC Ditto! Price: $20
Allows you to maintain IBM compatability while working under
the more pleasant environment.

Genesis The Stereo Molecular Modeler Price: $20 obo
"Imagine creating the basic elements yourself, then watching
as they come to life. And with a pair fo STEREOTEK glasses, this
miraculous process unfolds in 3D stereoscopic depth." You can
determin emperical formulas, animate reactions and print
transparencies! A very nice package.

Silent Service Price: $5

Global Commander Price: $5

--
Dennis Gray, Jr. "What the hell were you doing???"

DGray@uh.edu "Attempting the hell to communicate."
-from The Voyage Home

1228. gcc help

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 20:07:38 UTC
From: azog@world.std.com
Message-ID: <BsDH8q.Gx5@world.std.com>
Source record: 219038

I posted this on my other machine, but it didnt seem to get out...

I ftp'ed gcc the other day, an older version (1.40?), and need to
get some info on getting it too work.

Firstly, I also got the MiNT libraries (mntinc20, mntlib20, and
mntolb20), which state that they can fully replace the GCC libraries.

Now, I have all the gcc stuff located in \bin, the headers in \include
the libraries in \lib, and the olb stuff in (guess?) \olb.

What do I need to set so that gcc will search the correct places for
all this stuff? I have set all the above in my path (with ksh04a),
but something like:

$ gcc hello.c

doesnt do anything.

Thanx

--
Billy D'augustine
azog@world.std.com

1229. Falcon + DSP + Software???

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 21:47:25 UTC
From: moon!cyberden!system@well.sf.ca.us
Message-ID: <qPFwoB1w164w@cyberden.uucp>
Source record: 219048

All this talk about a $700 16bit 8 Channel sound playback machine is
just tits, but what about software? I don't think it's gonna fly with
buggy software backing it up for the first few years...

I am about to buy a Mac w/Sound Tools simply because it's proven and it
works and I've used it for the last 2 years, but if someone knows if
Digidesign is going to port it to the Falcon w/8 Channel support, let me know
<X>orcist

```
_____________________________________________________________________________
| / |\
| H E \ Y B E R |/ E N [ moon!cyberden!system@well.sf.ca.us ]
```

1230. MiNT 0.95 now available

Newsgroup: comp.sys.atari.st
Date: 1992-08-02 23:15:39 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug2.191539.1@uwovax.uwo.ca>
Source record: 219041
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

MiNT 0.95 is now available for anonymous FTP from atari.archive.umich.edu.
The files are:

mint095b.zoo -- executables for MiNT
mint095s.zoo -- MiNT source code
mntman95.zoo -- MiNT programmer's manual (nroff man pages)
mntutl95.zoo -- various utilities for use with MiNT; these haven't
changed much since 0.93.

Along with the MiNT executables is provided a beta version of TOSWIN,
a really nifty (well, I think so :-)) new window manager that can work
as a .ACC. Unlike the old BGACC, this one supports arbitrary GDOS fonts
(including proportional fonts!), scrollback (like xterm), and allows
for dynamic resizing of windows.

Please read the "readme.1st" file that comes with MiNT. The MiNT installation
procedure has changed somewhat with every version. The basic idea is still
the same (put mint.prg in your AUTO folder), but there are now more options:
for example, mint.prg no longer has to be the last thing in the AUTO folder,
and if you hold down the right shift key while booting MiNT will ask you
if you want to start it.

There are also lots of new features in 0.95, including better terminal
support and a shared memory file system. See the "readme.new" file that
comes with MiNT for more details.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1231. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 00:43:38 UTC
From: ki@cs.tu-berlin.de
Message-ID: <1992Aug3.004338.7753@cs.tu-berlin.de>
Source record: 219042
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug2.191539.1@uwovax.uwo.ca> (Eric Smith) writes:
>MiNT 0.95 is now available for anonymous FTP from atari.archive.umich.edu.
>The files are: mint095b.zoo mint095s.zoo mntman95.zoo mntutl95.zoo

I transfered the files to the german site ftp.cs.tu-berlin.de into
pub/atari/incoming. I think they will be available in pub/atari/mint
a.s.a.p, probalby this evening ;-)

Greetings, Karsten

1232. STraight FAX problems

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 00:50:53 UTC
From: avp@garfield.cs.mun.ca
Message-ID: <1992Aug3.005053.23508@cs.mun.ca>
Source record: 219044

ny one use STraight Fax?

I have been using it for a little while, it its an OK prg, but
I have my modem on serial port 2 (device 7) on my mega ste.

Straight FAX will let me select and use this port, but it
won't save the information. i.e. I run STraight FAX, it says modem
not responding, I select serial port 2, it says OK, modem now
responds, I select save preferences, then I quit. I run the prg
again, it says modem not responding. I bring up the menu, and it
says serial port 1 (device 6) selected.

This is VERY annoying. Does anyone know of a byte in the
inf file that controls this selection or any way to fix this?

(Incidently, my supra v.32bis fax modem is on port 2 coz I get
errors all over the place in port 1, yes, I have the serial patch
in my auto folder)

Thanks in advance,

Anthony V. PauL AV VPPPP
137 Rennies Mill Rd. A V V P
St. John's, Nf A V V P
CanadA AAAAV VPPPP
A1B 2P2 A V V
A VV

avp@garfield.UUCP || It wasn't me. || Electrical '9
avp@garfield.cs.mun.ca || Boston Celtics in 92-93 || Engineering 4
|| The best defense is a good offense. --- How do you Drive? ||

1233. Re: HELP! My ST doesn't work.

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 01:17:57 UTC
From: riana@acca.nmsu.edu
Message-ID: <1992Aug3.011757.4005@nmsu.edu>
Source record: 219043

In article <5193@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>I got this from someone who is unable to post directly to the group:
>
>---
>>This is probably not the reason why your ST is broken, but the same symptoms
>>occur if you have the monitor resting on top of the computer. I used to think
>>it was the weight of the monitor distorting the disc drive, but the truth is
>>that the monitor produces electromagnetic interference which messes up the
>>signals on the fatcable to the floppy drive. Some people wrap their flatcables
>>in aluminium foi (be careful not to short anything out) but the most effective
>>solution is to mke sure there is a big enough gap between the computer and the
>>monitor.
>
>I forgot about that possibility. Actually it isn't the flat cable picking up
>stray signals. It's probably the disk drive is one of those which uses a
some deleted
>Open the system up and see if there is a magnet or something glued to the
>the right speed.
some deleted
>The other way of fixing the problem is to put a cookie sheet or some steel
>beneath the monitor.
>Yes, it could also be problems with hall-effect sensors. The flatcable is
>the part which is most vulnerable to stray signals though.

Unfortunately, it is most certainly not that simple. I do not put the
monitor on or even all that near the machine. The reason i do not put it on top
is because it quite simply will not fit. The reason i do not put it directly
behind is because then i cannot see it too well, as the computer and a bunch
of cables are in the way of my view.
I have always put it on a shelf, about a foot above the computer. Ther
RF distortion field is not that big. Besides, I did say i tried it with another
drive.
No offense but, survey says... *ahnnnnh!*

:)

Dodger.

1234. Pagestream (UK) update?

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 06:01:58 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.712821718@gideon>
Source record: 219051

I noticed the patch for Pagestream in a.a but it seems to be only for
the USA version. As I am owner of the UK version does anyone know if
there is similar thing for that somewhere, or should I order it from
Softlogik?
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

1235. Mail address of Dave Small

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 08:45:16 UTC
From: aweder@iiic.ethz.ch
Message-ID: <1992Aug3.084516.23421@neptune.inf.ethz.ch>
Source record: 219052

Hi.

Somebody ever tried to e-mail Dave Small/Gadgets-by-Small.
The USEnet path I got from the Spectre GCR manual is hplabs!well!dsmall.
Dave promises to answer within 72 hours there, but I never got an answer.
Maybe I did something wrong using that path (I normally e-mail through Internet)?

Thanks

Andrew

1236. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 09:02:48 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Aug3.040248.10696@hemlock.cray.com>
Source record: 219053

In article <1992Aug02.050859.12372@admiral.uucp>, dave@admiral.uucp (Dave Litchman) writes:
> I have recently taken a liking to the vi editor (nobody really *loves* vi, do
> they?) and would like to get something similar for my ST. There are three or
> four vi clones on atari.archive, and I'm just curious what people think. The
> only one I've heard mentioned is Elvis, and I can't remember what was said
> about it.
>
> Please post or mail comments, whichever you prefer.

I've tried vi, stevie, and elvis from a.a; my vote goes for elvis. I found the other two to be buggy.

Cheers,

[M][a][r][c]

1237. Re: ASCI port on Falcon <was: Re: Forbes Magazine article>

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 11:56:31 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A7D1EEF.5778@noiro.acs.uci.edu>
Source record: 219054

>>mikael@terapin.com (Mikael Andersson) writes:
>>>On the Falcon the ACSI interface is removed and there's only SCSI harddisk
>>>interface left.

>dud@hardy.u.washington.edu (Daniel Aylward) writes:
>>Would it be difficult for some third party manufacturer to make a
>>SCSI->ASCI adapter for such things as Atari laser printers?

gwmeyer@iastate.edu (Gordie Meyer) writes:
>Actually, I think ICD just announced such a device, called The LINK (tm).
>More details on it are available in the online magazines.

I think Daniel meant ACSI to SCSI adapter. The LINK is a glorified
SCSI to ACSI separate-host-adapter-in-a-box that seems to do
everything but take out the garbage. :) It will be nice to see CD
roms and other alternative media available via this device and ICD (or
other?) software.

Why anyone would want to go SCSI to ACSI via a host adapter then
ACSI to SCSI again just to connect to their falcon is beyond me. Just
rip out and sell the host adapter.
Re: Atari lasers...connected to SCSI? That's beyond me. Probably
not worth it, IMHO. Buy a new one.

Nice to see that Atari isn't limiting themselves with ACSI in the
future...(fingers crossed, knock on wood)...

--
Joachim Vance
^~^~^~

1238. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 13:56:21 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Aug03.135621.26989@donau.et.tudelft.nl>
Source record: 219062

In <1992Aug3.040248.10696@hemlock.cray.com> marc@hemlock.cray.com (Marc Bouron) writes:

>In article <1992Aug02.050859.12372@admiral.uucp>, dave@admiral.uucp (Dave Litchman)
writes:
>> I have recently taken a liking to the vi editor (nobody really *loves* vi, do
>> they?) and would like to get something similar for my ST. There are three or
>> four vi clones on atari.archive, and I'm just curious what people think. The
>> only one I've heard mentioned is Elvis, and I can't remember what was said
>> about it.
>>
>> Please post or mail comments, whichever you prefer.

>I've tried vi, stevie, and elvis from a.a; my vote goes for elvis. I found
>the other two to be buggy.

I agree because it is closest to the original. The others offer only a small
subset or try to improve on vi. No matter how sensible these improvements
are, they make it very annoying to use the editor. However, Elvis is
not exactly perfect. Most annoying are:
- Its complaining about lines that are too long. I don't know why but
for many files it thinks that there are lines in it that are too long
(there aren't; in fact, often these files have been written in a previous
session with Elvis!), and it then (sometimes!!) inserts newlines at
a random position in a line.
- Its enormous hunger for temporary disk space. Just like the real vi,
it wants to write a temporary file to record changes in the file
that is edited, and allow the user to recover after a crash. However,
this requires very large temporary files, often larger than the file
that is being edited. Ofcourse you can use a ramdisk, but for files
of any size you will need a very large ramdisk. I would like
to switch this off.

You have been warned..

=-=-=-

1239. Re: 14,400 bps terminal program

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 14:39:46 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60998@aurs01.UUCP>
Source record: 219059

In article <1992Jul31.233820.6259@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1992Jul30.084657.11372@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>>(Don't use baud anymore- with high speed modems, the term becomes
>>inaccurate. bps (bits per second) is the preferred convention)
>>
>From modem to computer, baud and bps are identical. This is also true for
>modems of 2400 bps speed and slower. But yes, between faster modems,
>communication occurs at only 2400 baud, with multiple bits encoded per
>baud, so there a distinction occurs...

Actually most 2400 bps modems use CCITT standard V.22bis (or a Bell variant) which are actually 600 baud. V.22bis uses a 16 state QAMPSK constellation. Many of the 1200 bps modems use V.22, which is 600 baud QPSK.

For those who don't know what we're talking about, the term "baud" really means "symbols per second", whereas most people use it to mean "bits per second", which is denoted by bps. High speed modems generally only send 2400 symbols per second (baud), but each symbol represents 4 or more bits (4 bits * 2400 baud = 9600 bps). Some of the extra bits in the symbols of the very high speed modems (V.32bis, for example) aren't even used to carry information, but rather for error correction techniques (in this case trellis coded modulation). This is further complicated by using data compression schemes to increase the information throughput.

Most of this is too complicated for the layman to understand, so I'm afraid that the word "baud" has lost it's original meaning just as the words "unique" ("This song is very unique"), "critical" ("It is extremely critical to have this finished by Wednesday") and "literally" ("It was literally 1000 degrees in my apartment") have. Such is the evolution of the language.
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

1240. Problem with Curses

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 14:59:09 UTC
From: kring@efes.physik.uni-kl.de
Message-ID: <1992Aug3.145909.20589@rhrk.uni-kl.de>
Source record: 219061

I tried to run the following program. It compiles without problems but when I try to run it, it writes the numbers from 1 to 25 (the height of my screen). Then it scrolls the screen up one line and aborts with a Bus Error (two bombs).

```
#include <curses.h>

main() {
WINDOW *stdscr;
int i;

stdscr = initscr();
idlok(stdscr, TRUE);
scrollok(stdscr, TRUE);
for (i=1; i<30; ++i) {
printw("%i\n", i);
refresh();
}
endwin();
}
```

What did I do wrong? I'm using a Atari ST and GCC-2.1. The termcap entry I use is

```
at|vt52|AtariST:\
:bs:km:am:bl=^G:cr=^M:cm=\EY%+ %+ :\
:do=\EB:up=\EA:le=\ED:nd=\EC:\
:cl=\EE:ho=\EH:kb=^H:cd=\EJ:\
:cb=\Eo:\
:sc=\Ej:rc=\Ek:ve=\Ee:vi=\Ef:\
:so=\Ep:se=\Eq:al=\EL:ce=\EK:dl=\EM:\
:ti=\Ev\Ee:sr=\EI:\
:sf=^J:ta=^I:it#8:pt:\
:co#80:li#25:
```

Please mail me!

--
VinK - Voss is not Kring

1241. Re: Accelerators: advice please

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 15:06:12 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <BsExyC.AqF@immd4.informatik.uni-erlangen.de>
Source record: 219058

dah90@ecs.soton.ac.uk (Halls DA) writes:

>I have a 520STE 4MB and hard drive. I may be looking for an accelerator board in the
>near future. I have heard of the SST, TinyTurbo and the Turbo25 (first 2 030s I think
>and latter 68000). Anyone had any experience of them?

Don't buy the turbo25 board. it's tends to crash, if you use it.
The 030 cards are quite better, but way more expensive of course.

I purchased a 16 MHz 020 kit for about 400 bucks. It works quite nice.

Anyway there was a big article about accelerators for ST's early this
year in the german 'ST Computer' magazine. I can't recall any lines of
it, but maybe someone can help out ...
--
---------------------------- cut here ----------------------------
---------------------------- cut here ----------------------------
Larry

1242. Re: ASCI port on Falcon <was: Re: Forbes Magazine article>

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 15:37:59 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug3.153759.29714@u.washington.edu>
Source record: 219060

jvance@maxwell.oac.uci.edu (Joachim Vance) writes:

> I think Daniel meant ACSI to SCSI adapter. The LINK is a glorified
>SCSI to ACSI separate-host-adapter-in-a-box that seems to do
>everything but take out the garbage. :) It will be nice to see CD
>roms and other alternative media available via this device and ICD (or
>other?) software.

No, I meant SCSI to ACSI.

> Why anyone would want to go SCSI to ACSI via a host adapter then
>ACSI to SCSI again just to connect to their falcon is beyond me. Just
>rip out and sell the host adapter.
> Re: Atari lasers...connected to SCSI? That's beyond me. Probably
>not worth it, IMHO. Buy a new one.

Yes, for Atari laser printers. Many people do have them, and they
wouldn't be able to sell them to get a new one.

> Nice to see that Atari isn't limiting themselves with ACSI in the
>future...(fingers crossed, knock on wood)...

I agree.

1243. Re: Atari Falcon announcement!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 17:25:59 UTC
From: darling@cellar.org
Message-ID: <10XXoB14w164w@cellar.org>
Source record: 219064

jyoung@NYX.CS.DU.EDU (Jeff Young) writes:

> * Mark your calendars, folks! *
> ! We are proud to host Sam Tramiel, !
> * President of Atari, *
> ! for a formal Conference here on !
> * Thurs., August 13th @ 10 p.m. EDT. *
> ! Sam will be officially announcing !
> * the new Falcon 030 to DELPHI, and *
> ! discussing it with us. !
> * Don't miss it! *

Don't fuck with us, Jeff. Toying with our hopes like this is not funny.

(PS - No shit? Really?)

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

1244. Re: Pagestream (UK) update?

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 18:00:52 UTC
From: saj@chinet.chi.il.us
Message-ID: <BsF61G.9qL@chinet.chi.il.us>
Source record: 219074

In article <lahtinen.712821718@gideon> lahtinen@gideon.fmi.fi (Kimmo Lahtinen) writes:
>I noticed the patch for Pagestream in a.a but it seems to be only for
>the USA version. As I am owner of the UK version does anyone know if
>there is similar thing for that somewhere, or should I order it from
>Softlogik?
>--
>* *

It was on the Softlogik BBS last night (I was looking for the 2.2b US update
at the time). I presume that if it isn't on GEnie yet, it will be very
soon.

And by the way, I like the update (note that I use it for small, intricate
documents, not big ones).
Steve saj@chinet.chi.il.us

1245. GCC 2.1 FAILED TESTS!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 18:34:16 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <12420@ecs.soton.ac.uk>
Source record: 219076

Right! I trashed GCC1.40 and installed 2.1 (including the new libolb80 containing ctr0 and gctr0). Everything is okay... wait for it... EXCEPT for 4 of the gcc tests (the g++ tests work okay). Here they are...

tbcopy -- crashes, bombs
trdwr -- finds "Hello, world" instead of "Hewwo, world" (appends instead of doing random access, I think)
tstdio -- "Write and Read Update Test
1535 ok
511 failed -1 expect 255 got -1

Write, Read, Write and Read Update Test
1535 ok
511 failed -1 expect 255 got -1
1535 ok"
tstrl2 -- Test22("0xGZZZZZ") failed
Expecting: 0 0 de491
Got: 0 0 de492

Has somebody else tried these tests? Is it just me? I hope someone else has cause these (epesh the random access bug - I have tried everyhting to get round it - in trdwr could be quite serious).

Thanks.

Bye now, Dave

--

David Halls 2nd Year Computer Science Undergraduate
dah90@uk.ac.soton.ecs Southampton University, England

1246. Less and Make 3.62 (again!!!)

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 19:30:10 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <12422@ecs.soton.ac.uk>
Source record: 219077

I have Less 1.77 and Make 3.62. Both from a.a and both bugged (did post a while back, reposnse was to the effect "Yup, they're bugged but I've got a good version...").

I got the sources and tried to recompile them but just couldn't get them to go (linstall and bash 1.12 didn't like each other for Less and Make 3.62 wouldn't get past job.c). Also, I am in the middle of switching to 2.1 (see my other post??) and have some troubles so I don't trust it.

Can any kind soul either mail me a copy of their compiled binaries (Less, Lesskey and Make362) or post new versions to a.a. This would be greatly appreciated since these are (apart from Gcc and Latex) my most used utilities - hell, programs!

Thanks (in advance) Dave.

--

David Halls 2nd Year Computer Science Undergraduate
dah90@uk.ac.soton.ecs Southampton University, England

1247. GnuTar shakey!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 19:36:59 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <12423@ecs.soton.ac.uk>
Source record: 219078

Right, spring (!) cleaning brings another problem out...

I used GnuTar (from a.a) yesterday. First time I used it, it complained
when it tried to extract (using tar xf) into directories that don't
exist. Then I tried it again and it worked (it had not made the
dirs the first time, I checked).

Any ideas? Any solid progs floating around.

Dave.

--

David Halls 2nd Year Computer Science Undergraduate
dah90@uk.ac.soton.ecs Southampton University, England

1248. MINT / GEM setup question

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 19:46:06 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <12424@ecs.soton.ac.uk>
Source record: 219079

With Mint 0.95 just posted, I've decided to take the plunge. Currently I am running Tos 1.62 with Neodesk on top and shelling out from Neodesk using an icon for Bash 1.12 (TOS port by some good person). This is okay and works fine.

Now I have/will download(ed) Mint, what are the options for my setup? Could I go straight into Mint from the Auto folder, or run it as a startgem, or just jun by clocking from Neodesk?

What are the pros 'n cons of the approaches? I've heard about "init" which (I think) inititialises GEM and BGACC (now TOSWIN) - presumably I will not be able to use these if I run Mint after Neodesk? (or can TOSWIN still load as an accessory ready for when Mint runs).

How much TOS stuff is compatible with Mint (I use mostly Unix ports)? If init is used, does GEM stuff run fine - how is the GEM runner program.

I realise that there may be a bit much here. Please don't tell me to d/load it and try it all out 'cause I just wanna install it and go (!).
Hey, perhaps just mail me and tell me how you use/integrate Mint with GEM???

Thanks a lot (especially to Eric Smith who seems to put a lot of work in, and to all those who keep the ST PD scene alive - if it weren't for you, I would have got rid of my ST about a year ago),

Dave.

--

David Halls 2nd Year Computer Science Undergraduate
dah90@uk.ac.soton.ecs Southampton University, England

1249. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 23:00:03 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <sqDyoB1w165w@comtch.spk.wa.us>
Source record: 219069

dave@admiral.uucp (Dave Litchman) writes:
> I have recently taken a liking to the vi editor (nobody really *loves* vi, do
> they?) and would like to get something similar for my ST. There are three or
> four vi clones on atari.archive, and I'm just curious what people think. The
> only one I've heard mentioned is Elvis, and I can't remember what was said
> about it.

I've used all of them (no, nobody truly *loves* vi, but it's like my
car: old, not very pretty, and not terribly fast, but it's reliable,
cheap, and it's MINE) and I like Stevie best... It's not perfect, but
the only other one I liked was Elvis, and it has a temp file problem

(like huge temp files for even smallish files). And the online help is
pretty nice when you're still learning vi...

- Mark Hughes mhughes@comtch.spk.wa.us

--
mhughes@comtch.spk.wa.us (Mark Hughes)
IEAx for lack of a better name... (509) 624-0744

1250. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 23:44:14 UTC
From: ekrimen@wet.UUCP
Message-ID: <4205@wet.UUCP>
Source record: 219068

In article <2193329@overmind.citadel> only_bbs!Pizza_Thief@overmind.mind.org writes:
>RE: Falcon third party support: I'd like to see Video Toaster (the Amiga "for
> television graphics" producing package that includes genlock hardware [i hope
> i got that all right!] for the Faclon, also some serious Direct-to-disk
>software/hardware.

I think serious direct-to-disk hardware/software is already available.

For the Video Toaster-like stuff, expect Lexicor to have some stuff out.
Right now, they have STs connected to Silicon Graphics machines. They're
porting their software to the SGI platform. Lexicor is also giving their
programs Spectrum 512 support for those that may not be able to afford
graphics cards, but still want a good number of colors.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1251. Re: Accelerators: advice please

Newsgroup: comp.sys.atari.st
Date: 1992-08-03 23:45:58 UTC
From: ekrimen@wet.UUCP
Message-ID: <4206@wet.UUCP>
Source record: 219067

In article <BsExyC.AqF@immd4.informatik.uni-erlangen.de>
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael (Turo - Backstage)) writes:
>
>Don't buy the turbo25 board. it's tends to crash, if you use it.

Jim Allen would love to see this. His customers on GEnie seem quite pleased
with all of his products, especially the T-25.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1252. Re: Difference between SCSI and SCSI 2?

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 00:09:37 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Aug4.000937.6134@elroy.jpl.nasa.gov>
Source record: 219065

In article <l7b9npINN3ma@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <1992Jul27.122717.20063@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>>Can anyone tell me what the difference between SCSI (1) and SCSI 2 is?
>>Or for that matter the difference between SCSI and for example IDE?
>>(apart from the fact that they use different connectors)
>
> Sure.
>
> SCSI-1: First SCSI standard - specified an 8-bit bus that has a peak
>throughput of 4MB/s, with a maximum of 8 SCSI devices possible (though one is
>designated controller with the other 7 slave devices). It uses a 50-pin ribbon
>cable or a 50-pin Centronics style cable, or Apple uses a 25 pin cable.
>
> SCSI-2: Next major release of the SCSI standard. Specifies 16-bit bus
>(but can handle 8-bit devices for backward compatibility) and, between two
>fully SCSI-2 compliant devices, can reach peak transfer rates of 16MB/s, with a
>sustained transfer rate of up to 10MB/s. SCSI-2 provides for multiple acces-
>sing of devices on the SCSI bus - data can be written from one device to up to
>7 other devices (SCSI-2 maintains the 8 device limit) simultaneously, but they
>all get the same info. I believe (not sure about this one) that each SCSI-2
>device can become bus master, so DMA between SCSI-2 devices is possible.
>SCSI-2 uses the same cabling as SCSI-1.

Are you sure about the multiple-target feature? As I read the spec, you still
have the same 8-bit target identifier, and it still reads that it is only
legal for 2 bits at most to be set - source ID and target ID. It would
definitely be great if the multiple-target feature were there, but I don't
think so.

Also, any device could be bus master in SCSI-1 as well. (cf: the copy command
supported by some disk and tape units...) Notable in SCSI-2 - devices can
negotiate high-speed synchronous data transfers, (up to the speeds quoted
above), as well as wider data paths (up to 32 bit width, requires a second
cable). The 16 bit bus is merely one of these options, it still defaults to
8 bit.

Read comp.periphs.scsi for more info; there's also a standards BBS that you can
call up to get the full text of each specification.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
::
::To the owner of the blue Mazda, license 742-XLT, your headlights are on...::
::

1253. Re: Atari Falcon announcement!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 00:40:38 UTC
From: jyoung@nyx.cs.du.edu
Message-ID: <1992Aug4.004038.27770@mnemosyne.cs.du.edu>
Source record: 219066

Meeting with Tramiel is on DELPHI network. People said DELPHI is
connected to Intenet so you can log on from you terminal!

Someone will make record of Tramiel meeting and post?

1254. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 01:19:42 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.92Aug3191942@piano.adept.ih.att.com>
Source record: 219070

In article <1992Jul30.053208.736@quando.quantum.de> vombruch@quando.quantum.de (Stefan vom Bruch) writes:

: Whenever someone says that, I'm curious what kind of software they're
: looking for. I've got software that I don't even have time to use, and
: none of it is games.
:

How about a simple GIS system capable of doing land management applications.
Of particular interest to my spouse is managing native prairie restoration
projects here in Northern Illinois, USA.

Daryl Monge AT&T Bell Labs
UUCP: att!adept!daryl VOICE: 708-713-4696
or: daryl@adept.att.com
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

1255. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 02:19:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9681@uqcspe.cs.uq.oz.au>
Source record: 219071

reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:
>marc@hemlock.cray.com (Marc Bouron) writes:
>>dave@admiral.uucp (Dave Litchman) writes:

>>> Please post or mail comments, whichever you prefer.

>>I've tried vi, stevie, and elvis from a.a; my vote goes for elvis. I found
>>the other two to be buggy.

>I agree because it is closest to the original.

I agreed. Elvis.

>Elvis is
>not exactly perfect. Most annoying are:
>- Its complaining about lines that are too long. I don't know why but

I've worked out why this happens (finally!). Someone with the source handy
might like to change it - the bug is that when Elvis on the ST loads
documents, it fiddles with the CR/LF pair, converting it to a LF. HOWEVER,
some counter of line length doesn't get told: because you'll find documents
of any size load fine, provided you strip the CR's from them first (which
is very annoying). This only happens with files >32K (it appears), and anyone
writing source files that big should be shot ;-).

>- Its enormous hunger for temporary disk space. Just like the real vi,
> it wants to write a temporary file to record changes in the file
> that is edited, and allow the user to recover after a crash.

I call this a feature. When a shell escape crashes you machine, you will too.
(provided you use a recoverable ramdisk - harddisk /tmp is too slow).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1256. Need manual for Publishing Partner (ATARI ST)

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 03:10:18 UTC
From: ccat@netcom.com
Message-ID: <7-vmm0p.ccat@netcom.com>
Source record: 219072
Cross-posted to: comp.sys.atari.st,misc.wanted

Ihave an old single sided disk Atari 520ST and it
came with some old software.. One of the programs is
"Publishing Partner" by Soft Logik. I have called them and they claim
not to have anything approaching a manual for this (very old)
program. I have it up and running on my dot matrix printer,
but I don't have any documentation or any fonts..except
Helvetica and System... I know this technology and software are
totally obsolete,but it's all I have got or can afford
right now..since I'm on a very tight budget. I'm not trying
to pirate this software, I have the original disk (but not the manual..)
Does anyone have the manual for this or know of another program that
woyuld run on a SS drive (no HD)...
Thanks!
Chris.
(ccat@netcom.com)
.
--
--
Chris Beaumont
PO Box 170156,San Francisco,CA. 94117
ccat@netcom.com

1257. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 04:12:56 UTC
From: zem@boboc.han.de
Message-ID: <1992Aug4.041256.2138@boboc.han.de>
Source record: 219085
Cross-posted to: news.software.nn,news.newusers.questions,comp.sys.atari.st

In <1992Aug01.005139.4466@r-node.gts.org>
mike@r-node.gts.org (Mike Stramba) writes:

> I am also trying to install nn, only on an ATARI ST.

> When I run nnadmin with an 'nnadmin I' command to try and initialize the
> database, I get a 'usr/spool/news/.nn/MASTER not found' message.

> Isn't the 'I' command supposed to create this file?

To create the MASTER-file try: nnmaster -I.

best
regards,
Norman

--
Norman Fahlbusch, UUCP: zem@boboc.han.de

1258. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 05:35:33 UTC
From: dstailey@leidecker.gsfd.nasa.gov
Message-ID: <DSTAILEY.92Aug4003533@leidecker.gsfd.nasa.gov>
Source record: 219073

In article <sqDyoB1w165w@comtch.spk.wa.us> mhughes@comtch.spk.wa.us (Mark Hughes) writes:

I've used all of them (no, nobody truly *loves* vi, but it's like my
car: old, not very pretty, and not terribly fast, but it's reliable,
cheap, and it's MINE)

Get a horse!

--
dstailey@leidecker.gsfc.nasa.gov

After a post as stupid as this, who needs a .signature

1259. 64-bit :)

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 06:58:37 UTC
From: chan@pyramid.unr.edu
Message-ID: <4259@equinox.unr.edu>
Source record: 219075

Has anyone heard much about the 64-bit game machine from ATARI?
I've heard that it would be sold for under $200.00!
That's why I've put off buying a Genesis (noticed price drops!).
Atari DID scrap their 32-bit game machine because it was AHEAD of
schedule... and decided to concentrate on the 64-bit'r...

So anyone heard any peeps?

Please reply email or post!

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

.....(hope my MSTE4 won't become exstinct!)

1260. Re: HELP: CrackArt

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 07:12:33 UTC
From: chan@pyramid.unr.edu
Message-ID: <4261@equinox.unr.edu>
Source record: 219100

In article <1992Jul27.190323.26339@cactus.org> ortega@cactus.org (Paul Ortega) writes:
>I've got the program, I've got the translation of the docs
>(thanks to someone in New Zealand, I think), and I managed to
>squeeze it into my puny 1-meg 1040.
>
>Does anyone know how to use the CRACK FILE (F5) and
>CRACK DISK (F6) functions?
>
>The documentation doesn't say much other than the
>functions are used to search through files and disks
>looking for graphic data and palettes.

Well, if you've come this far and learned everything else... YOU'VE done
great! I haven't figured out CRACK " "... either...

I think that a few have unsuccessfully reached the authors of Crack Art...
IT would be an excellent commercial drawing program...!
IT would be nice to have in that commercial drawing program these:
1) support for stE and megastE pallete!
2) a few more "special effects"
3) some trickery such as those found on Spectrum 512 (too bad
my Tos 2.05 doesn't like Spectrum 512)

>
>I've loaded a .PRG file hoping to be able to find
>the graphics info in there, but have had no luck.
>
>--
>Paul Ortega | "Does this mean that we have
>2015 Cedar Bend Dr., #1105 | to fight now?" - Selina Kyle
>Austin, TX 78758 |_______________________________
>(512) 832-9197 ortega@cactus.org

Sorry... that I couldn't help more...
You might want to contact Jean-Etienne Douce who reads these...
(lost his address)......

__________ _______
/ ________() Kaho Chan(man) / /
/ /______ University of /* /
/ /_/_____() Nevada, Reno \ /
/_________ Internet: \ /
L________() chan@cs.unr.edu \/^

1261. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 08:01:34 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Aug04.080134.9046@donau.et.tudelft.nl>
Source record: 219080

I guess this deserves some response..

In <9681@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:
>>marc@hemlock.cray.com (Marc Bouron) writes:
>>>dave@admiral.uucp (Dave Litchman) writes:

>>Elvis is
>>not exactly perfect. Most annoying are:
>>- Its complaining about lines that are too long. I don't know why but

>I've worked out why this happens (finally!). Someone with the source handy
>might like to change it - the bug is that when Elvis on the ST loads
>documents, it fiddles with the CR/LF pair, converting it to a LF. HOWEVER,
>some counter of line length doesn't get told: because you'll find documents
>of any size load fine, provided you strip the CR's from them first (which
>is very annoying). This only happens with files >32K (it appears), and anyone
>writing source files that big should be shot ;-).

Sorry, but that's not true. I have seen this happen with files that are much
shorter than 32K. And you don't mean it about getting shot for such large
source files, I think that if you did you'd have to shoot the author of
Elvis too. Whatever the shortcomings of Elvis are, he (she?) doesn't deserve
that :-).

>>- Its enormous hunger for temporary disk space. Just like the real vi,
>> it wants to write a temporary file to record changes in the file
>> that is edited, and allow the user to recover after a crash.

>I call this a feature. When a shell escape crashes you machine, you will too.
>(provided you use a recoverable ramdisk - harddisk /tmp is too slow).

I know it is intended as a feature, but I still find more annoying than
useful. In the rare case that I would want to do a shell escape from Elvis
I would save the file first anyway. At least one should be able to
switch it off..

=-=-=-

1262. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 08:54:52 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.H4JdRzIKfgs@marsu.tynet.sub.org>
Source record: 218959
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Aug2.191539.1@uwovax.uwo.ca>, Eric Smith writes:
> MiNT 0.95 is now available for anonymous FTP from atari.archive.umich.edu.
>
> Along with the MiNT executables is provided a beta version of TOSWIN,
> a really nifty (well, I think so :-)) new window manager that can work
> as a .ACC. Unlike the old BGACC, this one supports arbitrary GDOS fonts
> (including proportional fonts!), scrollback (like xterm), and allows
> for dynamic resizing of windows.

Yes, I agree, TOSWIN is really neat stuff. But there's still one nasty
incompatibility with NVDI (2.0.3), the same as in BGACC: If you have NVDI
installed, you have to set "alias precmd 'echotc vi' and sacrifice
your cursor, because otherwise every second or third keypress only
produces a black cursor box in the command line, covering the letters.
Thus, command line editing in tcsh is no more fun, editing in vi or
emacs, too.

I don't want to miss NVDI - screen output performance would be lousy
without. Any suggestions what to do?

Regards,
Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick _Marsu_
/etc/motd "Hab kein Geld, hab keine Ahnung, doch ich hab'n grosses Maul,
bin weder Doktor noch Professor, dafuer bin ich stinkefaul."

1263. search editor

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 09:38:37 UTC
From: fs21@rummelplatz.uni-mannheim.de
Message-ID: <-lvmr!m@rummelplatz.uni-mannheim.de>
Source record: 219081

Hello,
i search an editor for the atari st which can load texts which are
bigger as the ram built in.
Thanks

Thomas Neser
Zeus im MZES, Universitaet Mannheim, Steubenstr. 46, D-6800 Mannheim, Germany
BITNET: m75 at dhdurz1 INTERNET: fs21@rummelplatz.uni-mannheim.de
X400: C=de; A=dbp ; P=uni-mannheim; OU=rz; OU=munix; S=neser;
FIDO: Thomas Neser 2:247/110 MAGICNET: Mannheim@garfield
UUCP: unima!fs21 ZERBERUS: T_Neser@jokl.zer PC-NET: Mannheim;pc-info
FAX: +49-621-292-8435 TEL: +49-621-292-8473 SEVEN: Mannheim@nirvana

1264. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 10:57:52 UTC
From: tknauer@tokna.gold.sub.org
Message-ID: <H.OSYlKyB1QFA@tokna.gold.sub.org>
Source record: 219082
Cross-posted to: news.software.nn,news.newusers.questions,comp.sys.atari.st

Hi,

mike@r-node.gts.org (Mike Stramba) writes:

>I am also trying to install nn, only on an ATARI ST.

>When I run nnadmin with an 'nnadmin I' command to try and initialize the
>database, I get a 'usr/spool/news/.nn/MASTER not found' message.

>Isn't the 'I' command supposed to create this file?

>I have created '/usr/spool/news/.nn'.

>Otherwise, what programs, files am I supposed to be using/ creating?

the problem of the NN port to the Atari ST is, that you have to build an
"active" file (NN format, not HERMES-like !!) in /usr/lib/news before
running nnadmin -I.

You can build this file by using the included "buildact.tos".
Buildact.tos searches for "/usr/lib/hermes/active". It's output is a
UNIX compatible "active" in "/usr/lib/news/active".

With an adequate active file, GROUP and MASTER are built correctly.
For securety reasons here is my configuration of the neccessary NN
variables.

nnadmin -C >g:\conf:

```
---------------------------- cut here --------------------------------
Configuration:

BIN: not used
LIB: g:\usr\lib\nn
NEWS SPOOL: g:\usr\spool\news
NEWS LIB: g:\usr\lib\news
DB: g:\usr\spool\news\.nn
DATA: g:\usr\spool\news\.nn\DATA\{group-number}.[dx]
ACTIVE: g:\usr\lib\news\active
Database format is machine dependent (byte order and alignment)
Database version: 0
Recording usage statistics
Mail delivery program: recmail
Query for appending .signature DISABLED
Max pathname length is 255 bytes

Environment:
```

```
NEWS=g:\usr\spool\news
NNDBDIR=g:\usr\spool\news\.nn
NNLIBDIR=g:\usr\lib\nn
NNHELP=g:\usr\lib\nn\help
NNLOG=g:\usr\adm\nn.log
NEWSLIB=g:\usr\lib\news

--------------------------------- cut here --------------------------------

Hope this helps,

Thomas

--
Thomas Knauer "Ultra trocken, ultra sauber und mit
Sauerbruchstr. 1 Sicherheit ein gutes Gefuehl..."
8000 Muenchen 70
Tel: +49 89 7142326 UUCP: tknauer@tokna.gold.sub.org
Fax: +49 89 7194828 FIDO: Thomas Knauer 2:246/64.11
```

1265. Re: Atari Falcon announcement!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 11:04:39 UTC
From: ksagouro@immd4.informatik.uni-erlangen.de
Message-ID: <BsGHFr.J5H@immd4.informatik.uni-erlangen.de>
Source record: 219083

jyoung@nyx.cs.du.edu (Jeff Young) writes:

>Meeting with Tramiel is on DELPHI network. People said DELPHI is
>connected to Intenet so you can log on from you terminal!
Really? How do I get on? Anybody knows any IP-Numbers?

>Someone will make record of Tramiel meeting and post?
Konstantin

--
Snail: Konstantinos Agouros, Erlanger Str. 11, 8521 Spardorf, Germany
Email: ksagouro@immd4.informatik.uni-erlangen.de
Phone:+49 9131 59427 or +49 9131 501103 or +49 2175 3353
IRC: Elwood_G

1266. Problems with FTP

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 11:50:46 UTC
From: jhurwitz@access.digex.com
Message-ID: <1992Aug4.115046.20161@access.digex.com>
Source record: 218895

Whenever I download something from an Internet site to my PC or ST, I get bad CRC's when I unarc the files. I have tried download in ASCII and binary with the same result.

Does anyone know of a way around this problem?

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ The MIDI master . o
/_____/ / |
//____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ ||/ .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

1267. Re: 64-bit :)

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 12:37:21 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug4.123721.20377@usenet.ins.cwru.edu>
Source record: 219084

In a previous article, chan@pyramid.unr.edu (Kaho Chan) says:

>Has anyone heard much about the 64-bit game machine from ATARI?
>I've heard that it would be sold for under $200.00!
>That's why I've put off buying a Genesis (noticed price drops!).
>Atari DID scrap their 32-bit game machine because it was AHEAD of
>schedule... and decided to concentrate on the 64-bit'r...
>
>So anyone heard any peeps?
>
>Please reply email or post!
>

It won't be out until the second half of 1993. This means maybe
around October, 1993 or so.

I heard it will cost more than $200. Maybe $300 or higher.

It will compete directly with the NEO*Geo.

So, if you want a Genesis, buy one when the price is lowered to $99.95.

Len (aa399@Cleveland.freenet.edu)
>
>.....(hope my MSTE4 won't become exstinct!)
>

--

1268. Hardware and Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 13:30:29 UTC
From: aw@caesun6.harris-atd.com
Message-ID: <1992Aug4.133029.5648@trantor.harris-atd.com>
Source record: 219086

If the price is not right, let me know -
everything must go by September. Will provide
complete library of magazines and disks FREE with
any substancial purchase:

HARDWARE:

I.B. 5 1/4 drive $ 55
atari 3 1/2 drive $ 65
1040st tos 1.0 $145
1040st tos 1.4 2.5Meg with $445
45 Meg Supra Hard Drive
old style color monitor $145
new style color monbitor $125
mono monitor $ 70
multisync connector $ 35
disk to disk copy cable
2 monitor connector
gemini 10x printer
joysticks
NAVARONE TIME KEEPER
holders for disks
oak stand for monitor
power strip

Only known concerns - (1) hard drive has occasionally "stuck"
upon power on. If toggle off and on a couple of time
it is ok. Twice a next day same problem, other times
2 months no problem (last year and 1/2 of activity). It is a self
parking disk and has not had any sectors go bad.

(2) Period button on 1M 1040st number pad
is down (does not work). Remainder of keyboard fine.

Super Pricing:

everything *** $ 799 ***

1040st & Color Monitor $ 220
1040st 2.5M, HD & Color Monitor $ 499

PRODUCTIVITY SOFTWARE:
PC Ditto, Interlink ST, FLASH, LDW Power Spreadsheet
VIP PROFESSIONAL, Word Perfect 4.2, DAC EASY
Timeworks - Word Writer ST, Partner ST, DataManager ST
EASY DRAW W/Super Charger, CAD 3D 2.0, HiSoft Basic Professional
GFA BASIC, Athena II, Personal Pascal, TRIMbase, VALUE TIME

PRINT MASTER, ST Ledger, DEGAS ELITE

SOFTWARE GAMES:

greg norman's ultimate golf, world class leader board,
High Roller (Harrier Simulator), silent service,
after burner, star glider, autoduel, rogue, hardball,
flight simulator II, hippo computer almanac, leader board,
carrier commander, hacker, 10th frame, joust, world games

SOFTWARE EDUCATIONAL:

spinnaker homework helper (Math word problems)
Fraction Action, speller bee

SOFTWARE UTILITIES:

NEO DESK 2.0, TURBO KIT, SUPRA HARD DRIVE
CODEHEAD, HOTWIRE, MAXI FILE, G+PLUS, MULTIDESK
TURBO ST, THE JUGGLER, A&D SELECTOR, J DISK
ST COPY, GFA COMPANION DISK, CORNERMAN
CALENDAR

MAGAZINES WITH DISKS:

all START magazines and disks
some INFO magazine disks
some COMPUTE disks
Other titles (Public Domain)

BOOKS:

Manuals for above
Kids and the Atari
The Atari ST Book

BEST REGARDS
ALEX WALTON
(407) 729-0017

Alex Walton, GaTech '79\\ INTERNET : aw@epg.harris.com
Engr. Productivity Group \\ CCMAIL : AWalto01
1025 W. Nasa Blvd., MS 300\\ VOICE : (407) 724-3102
Melbourne, FL 32919 \\ FAX : (407) 724-3399

1269. Re: Less and Make 3.62 (again!!!)

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 13:43:46 UTC
From: chu@acsu.buffalo.edu
Message-ID: <BsGot0.Iy@acsu.buffalo.edu>
Source record: 219087

In article <12422@ecs.soton.ac.uk> dah90@ecs.soton.ac.uk (Halls DA) writes:
>Can any kind soul either mail me a copy of their compiled binaries (Less, Lesskey
>and Make362) or post new versions to a.a. This would be greatly appreciated since
>these are (apart from Gcc and Latex) my most used utilities - hell, programs!

I'm sending Frank Ridderbusch's new version of GNU make 3.62 to
atari.archive today (watch for the announcement on
comp.sys.atari.st.tech).

Sorry it took so long, Frank, but I went on a short but long-planned vacation
just as it arrived. (Bad timing on my part.)

john
chu@acsu.buffalo.edu

1270. Re: GCC 2.1 FAILED TESTS!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 13:52:58 UTC
From: schwab@mouton.informatik.uni-dortmund.de
Message-ID: <15m23qINNbmt@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 219088

```
In article <12420@ecs.soton.ac.uk>, dah90@ecs.soton.ac.uk (Halls DA) writes:
|> Right! I trashed GCC1.40 and installed 2.1 (including the new libolb80 containing
|> ctr0 and gctr0). Everything is okay... wait for it... EXCEPT for 4 of
|> the gcc tests (the g++ tests work okay). Here they are...
|>
|> tbcopy -- crashes, bombs
this is a _stksize problem: must be at least 20k or so (there is a
LARGE automatic array in a function)

|> trdwr -- finds "Hello, world" instead of "Hewwo, world" (appends instead
|> of doing random access, I think)
this is a problem of putc and getc: they don't test the last access to
the file (_IOREAD/_IOWRT).

|> tstdio -- "Write and Read Update Test
|> 1535 ok
|> 511 failed -1 expect 255 got -1
|>
|> Write, Read, Write and Read Update Test
|> 1535 ok
|> 511 failed -1 expect 255 got -1
|> 1535 ok"
|> tstrl2 -- Test22("0xGZZZZZ") failed
|> Expecting: 0 0 de491
|> Got: 0 0 de492
|>
|> Has somebody else tried these tests? Is it just me? I hope
|> someone else has cause these (epesh the random access bug - I have
|> tried everyhting to get round it - in trdwr could be quite
|> serious).
|>
|> Thanks.
|>
|> Bye now, Dave
|>
|> --
|>
|> David Halls 2nd Year Computer Science Undergraduate
|> dah90@uk.ac.soton.ecs Southampton University, England

Bye, Andreas

--
Andreas Schwab
schwab@ls5.informatik.uni-dortmund.de
```

1271. LDW Power upgrades

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 14:36:46 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Aug4.143646.29693@newton.ccs.tuns.ca>
Source record: 219089

Anyone know what is going on with LDW and Atari? In the June '92 issue of AtariUser they mentioned in the News pages that Atari Corp. acquired the LDW Power spreadsheet package.

Back in March I bought an unused copy of LDW Power v1.03 and when I called to see if their upgrade offer was still good, I got a 'number has been diconnected' recording. I guess LDW no longer exists. Anyone hear anything on Atari's plans for LDW upgrades or has it been given the kiss of dead like Neocept's Wordup!

==========
Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
School of Computer Science
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

1272. TOS 1.04 Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 15:24:11 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1992Aug4.152411.18942@lut.ac.uk>
Source record: 219095

I need TOS 1.04 but can not afford much. UK version & 6 chip set preferred.
Please contact via e-mail.

- Rahin
---------------------------------------|---------------------------------------
_ _ _ __ _ __ | Janet : rahin@uk.ac.leeds.scs
'))) /) ')) / | Internet : rahin@scs.leeds.ac.uk
/ / / /--/ /--' __. /_ o ____ |_____
/ ' (_/ (_ / _(_/|_/ /_<_/ / <_ | Phones :
M.A. Rahin | Office : (0532) 335478
School of Computer Studies | (0532) 335766
University of Leeds, Leeds LS2 9JT, UK	Home :

1273. Re: Accelerators: advice please

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 15:30:53 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <BsGtrH.619@immd4.informatik.uni-erlangen.de>
Source record: 219090

ekrimen@wet.UUCP (Ed Krimen) writes:

>In article <BsExyC.AqF@immd4.informatik.uni-erlangen.de>
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael (Turo - Backstage)) writes:
>>
>>Don't buy the turbo25 board. it's tends to crash, if you use it.

>Jim Allen would love to see this. His customers on GEnie seem quite pleased
>with all of his products, especially the T-25.

Hmm, maybe. I refer to an article in a germany atari magazine early
this year. I can get hold of that article, if someone requests it ...
--
------------------------------ cut here ------------------------------
------------------------------ cut here ------------------------------
Larry

1274. Re: Atari Falcon announcement!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 15:58:10 UTC
From: asplundm@physc1.byu.edu
Message-ID: <1992Aug4.095810.100@physc1.byu.edu>
Source record: 218956

In article <1992Aug4.004038.27770@mnemosyne.cs.du.edu>, jyoung@nyx.cs.du.edu (Jeff Young) writes:
> Meeting with Tramiel is on DELPHI network. People said DELPHI is
> connected to Intenet so you can log on from you terminal!
>
> Someone will make record of Tramiel meeting and post?

Is someone going to give the details for connecting with Delphi?

Matt Asplund
asplundm@vanlab.byu.edu

1275. 1040 st for sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 16:30:44 UTC
From: coffin@mars.ced.utah.edu
Message-ID: <1992Aug4.163044.17573@fcom.cc.utah.edu>
Source record: 219092

Hello ST folks,
I reciently aquired a 1040 st with color monitor and a single
3.5" disk drive. I also got a couple of boxes of software with it. The
question is what is it worth? You see, I don't want it. I got in lou
of a debt and I want to get rid of it before I get emotionaly involved
with it. So, I was hoping some of you folks out there that are
emotional about these machines could tell me how much I should sell it
for. I would prefer to dump it as a whole package, but I'll be willing
to split up the software and the hardware.

Thanks,
Steve Coffin
Please send responses to: coffin@ced.utah.edu
(since I never read this news group)

1276. bulletin_boards

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 17:41:48 UTC
From: pcs$1393@altair.selu.edu
Message-ID: <1992Aug4.114148.374@altair.selu.edu>
Source record: 219091

I would like to acquire a list of atari bbs phone numbers anywhere in the united states. I will return with a list of the board numbers that I know of here in Louisiana. thanks Tony Gallart in Covington Louisiana

1277. Spectre GCR and Unix

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 17:59:02 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1992Aug4.175902.7607@uwm.edu>
Source record: 219093

Is there a good PD vt100 program for the Mac that runs on Spectre? I am currently using Zterm (some old version) that doesn't support Unix at all. First, there is no [ESC] key defined on the Spectre (is there?) so I can't use vi. Second, there is no [Cntl] key defined either, so forget about putting processes in the background. Is there a way to map these keys from the ST to be recognized in vt100 mode when emulating the Mac via Spectre (whew!)?

--

= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

1278. Why no System 7 w/ Spectre?

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 18:19:45 UTC
From: jawalsh@copper.ucs.indiana.edu
Message-ID: <BsH1Ky.1s0@usenet.ucs.indiana.edu>
Source record: 219094

How come a company like Outbound can get current Mac Roms (that will run system 7) for the notebook Mac clones they manufacture and sell, and Atari users can't get them for something like Spectre? Anyone know?

John
--
**********John A. Walsh, Dept. of English, Indiana University***********
* jawalsh@copper.ucs.indiana.edu (Internet) *
* jawalsh@iubacs.bitnet (Bitnet) 812/323-1035 (Voice) *
*********1216 S. Stull Ave. #2, Bloomington, IN 47401 (US Mail)**********

1279. Re: Why no System 7 w/ Spectre?

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 18:46:35 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l7tk4bINNm1n@aludra.usc.edu>
Source record: 219096

In article <BsH1Ky.1s0@usenet.ucs.indiana.edu> jawalsh@copper.ucs.indiana.edu (John Anthony Walsh) writes:
>How come a company like Outbound can get current Mac Roms (that will run
>system 7) for the notebook Mac clones they manufacture and sell, and
>Atari users can't get them for something like Spectre? Anyone know?

Sure. That one is easy. Outbound has a special agreement with
Apple. You want to know why? Because they are (at least in part) owned
by Apple.

>John
>--
>**********John A. Walsh, Dept. of English, Indiana University***********
>* jawalsh@copper.ucs.indiana.edu (Internet) *
>* jawalsh@iubacs.bitnet (Bitnet) 812/323-1035 (Voice) *
>*********1216 S. Stull Ave. #2, Bloomington, IN 47401 (US Mail)**********

-Mike

1280. Re: Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 18:48:14 UTC
From: alewis@news.ccutah.edu
Message-ID: <1992Aug4.184814.20222@fcom.cc.utah.edu>
Source record: 219099

[No readable article body recovered]

1281. Re: Atari Falcon announcement!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 18:49:00 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l7tk8sINNm3o@aludra.usc.edu>
Source record: 219097

In article <1992Aug4.004038.27770@mnemosyne.cs.du.edu> jyoung@nyx.cs.du.edu (Jeff Young) writes:
>Meeting with Tramiel is on DELPHI network. People said DELPHI is
>connected to Intenet so you can log on from you terminal!

Does anyone have the proceedure for logging onto DELPHI from teh Internet? If so, please post this - I am sure that _A LOT_ of netters would love to sit in on the discussion! I know this one does. :) BTW, is DELPHI a pay-service like Compuserve/etc.? If so, would it require an account with them first?

>
>Someone will make record of Tramiel meeting and post?

-Mike

1282. Spectre GCR and SG10

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 18:58:58 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1992Aug4.185858.16474@uwm.edu>
Source record: 219098

Anyone know where I can get a Star SG10 printer driver to use with my ST when
in Mac mode (via Spectre)?
--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

1283. Re: Atari Falcon announcement!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 19:09:06 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92217.150906JJL101@psuvm.psu.edu>
Source record: 218851

OK, to telnet to DELPHI, simply use:

telnet delphi.com

or if you prefers numerics:

telnet 192.80.63.1

You will of course need an active id (although there may be a
'signup id' you can use to request a Delphi account, but I am not sure
what it is).

Anyways, just giving you the lowdown on the telnet addresses, as
requested.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: JLEHETT2 Delphi: JLEHETT@delphi.com

1284. Re: Atari marketing & the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 19:59:46 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Aug4.195946.6890@cheshire.oxy.edu>
Source record: 218855

Well, I have a copy of "Presenting the Atari ST" by Abacus Software...
aside from the slavish Tramiel worship, perhaps a similar book could be
published for the Falcon?

1285. New ST Users: buy my book "Presenting the Atari ST", new condition.

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 20:11:45 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Aug4.201145.7138@cheshire.oxy.edu>
Source record: 218854

Best offer gets it.

Thom

1286. Re: search editor

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 20:22:45 UTC
From: pwp@moose.cs.indiana.edu
Message-ID: <1992Aug4.152255.16102@news.cs.indiana.edu>
Source record: 218853

fs21@rummelplatz.uni-mannheim.de (Thomas Neser) writes:

>Hello,
>i search an editor for the atari st which can load texts which are
>bigger as the ram built in.
>Thanks
>---
>Thomas Neser

If anyone knows of such a program, please post information to the net. There are a number of us that would like such a program.

1287. Re: Difference between SCSI and SCSI 2?

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 20:33:05 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Aug4.203305.7593@cheshire.oxy.edu>
Source record: 218856

SCSI-3 specifications about to be released? Any idea of what they are?

Thom

1288. Re: Atari 1029 printer

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 21:37:15 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <sk5ZoB7w164w@cyberden.uucp>
Source record: 218857
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:

> (Cross posted to .st, maybe someone remembers)
>
> I saw this at B&C Computervisions in Santa Clara, an Atari 1029
> printer. It's a dot matrix printer, it looks like a C. Itoh
> Prowriter (?) clone.
Well.. just check the "Best Elec." catalog. No listing of 1029, but
there is the 1027.
>
>
> The 8 bit printers that I know that were released were the;
> 820 40 column dot matrix
> 822 40 column thermal, with plotting
> 825 80 column parallel
> 1020 color plotter
> # (916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET #
> ###################### default .signature file ######################

Don't forget the xmm801 9-pin 80 column!

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 4, 1992

1289. Re: Atari 1029 printer

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 21:41:31 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wR5ZoB8w164w@cyberden.uucp>
Source record: 218858
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

dunham@mpd.tandem.com (Jerry Dunham) writes:

> 1450XL. Or does this list exist somewhere already so that I'm just dis-
> playing my ignorance?

Hell! Just get a BEST Electronics catalog and you'll see pretty much
EVERYTHING Atari ever made listed!!! :) From chips to software to parts
to printer ribbons to De Re Atari to the 1450xld and 1090!!

When I opened it up I almost cried!
:)

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 4, 1992

1290. Mega STe for sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 21:42:09 UTC
From: sk2n@faraday.clas.Virginia.EDU
Message-ID: <1992Aug4.214209.11283@murdoch.acc.Virginia.EDU>
Source record: 218860
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I would like to sell a Mega STe I've got here. It's just over
1 years old, used fairly extensively but in good condition.

Mega STe
1 meg RAM
TOS 2.05
3.5" Double Sided Double Density Drive
Comes with miscellaneous PD software

Single Sided, Single Density Disk Drive (External)

Monochrome Monitor (SM124)

ASKING PRICE: $650 OBO for all of the above

Buyer pays S/H.

I'm selling it for a friend who's moved to Japan.
If interested, reply ASAP.

Shuichi Koga
skoga@virginia.edu

--

Shuichi Koga	Contact me at:
^^^^^^^-->(Shoo eechi)	skoga@virginia.edu
Univ. of Virginia	ATARI & SILICON GRAPHICS FOREVER!!!

1291. Meta.sys

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 21:44:10 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug4.214410.12612@u.washington.edu>
Source record: 218859

I think my metafile driver meta.sys is bad. I've tried saving .GEM files in several programs, and I always get 2 bombs. Where can I get a better driver? I don't know where I got this one; it just kinda appeared on my HD! I'm sure you all know how that goes...

I got GDOS with STalker.

Dan Aylward
dud@u.washington.edu

1292. Atari User Group Meeting - Wed Aug 12/92

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 22:02:25 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <BsHBw1.6tI@math.uwaterloo.ca>
Source record: 218863
Cross-posted to: uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit,ont.micro,kw.micro

In August, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a very informal meeting.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.

We will also give attendees the August issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, August 12, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

1293. BoozGEM 2.1.3 and WX_Lib 1.0

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 22:30:17 UTC
From: MDORMAN1@ua1vm.ua.edu
Message-ID: <16839F629.MDORMAN1@ua1vm.ua.edu>
Source record: 218862
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

New postings to atari.archive:

BoozGEM 2.1.3 (file: boozgem3.zoo):
This is my port of Booz (the unZoo utility) to the Atari ST. It includes an integral GEM interface with menus and the whole lot. It also lets you extract a .ZOO file to a specific directory that you request (Happy, Roger?). You can also use the ``Install Application'' feature of the desktop, so that when you double click on a .ZOO file, it will automagically extract into the current directory. You can also do a ``Batch Extract'', which will take all of the .ZOO files in the directory you select, and extract them into subdirs inside the destination directory you choose. There's lots more (including the standard, CLI-based BOOZ.TTP), that's why I wrote a doc file for it.

The one problem: It doesn't support subdirectories inside of .ZOO files. The capability was unfortunately lacking in the original BOOZ sources. I'm slowly attempting to hack the appropriate routines out of the original zoo 2.1 source, but if anyone more conversant with the zoo 2.1 sources would like to volunteer to help, I would be most pleased.

Also newly uploaded is WX_Lib 1.0. This is a library of extended window management routines that allow you to open, close, move, size, clear and otherwise do efficient manipulation of GEM windows, as well as providing character-oriented output functions, including puts() and printf() clones that support automatic scrolling within the windows. An older, slower version was used to do the windowing support in BoozGEM. It includes support for HSC 1.33i/1.40 and GCC 2.1, object libraries for HSC & GCC, source code that compiles with GCC's "extra whiny" mode (-Wall) just fine, an example program, some docs, and the binary to the example program--one from HSC, one from GCC. Oh, it's only tested in GCC's 32-bit int mode--I have no idea what __mshort__ would do to it.

Download and enjoy, and please report any bugs or suggestions to me at mdorman1@ua1vm.ua.edu, or, preferably, mad@sss.cba.ua.edu.

Mike.

1294. Re: search editor

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 22:32:47 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Aug4.223247.6776@beaver.cs.washington.edu>
Source record: 218861

In article <-lvmr!m@rummelplatz.uni-mannheim.de> fs21@rummelplatz.uni-mannheim.de (Thomas Neser) writes:
>Hello,
>i search an editor for the atari st which can load texts which are
>bigger as the ram built in.
>Thanks
>---

Hi, EdHak from Clear Thinking has this feature. It allows you to load in certain parts of files into the buffer and mess around with them. You might also want to try Sudden View and Steno, these are new editors and may also have the feature (although I do not know at the moment).

If anyone wants addresses or phone numbers, I can provide them.

>Thomas Neser
>Zeus im MZES, Universitaet Mannheim, Steubenstr. 46, D-6800 Mannheim, Germany
>BITNET: m75 at dhdurz1 INTERNET: fs21@rummelplatz.uni-mannheim.de
>X400: C=de; A=dbp ; P=uni-mannheim; OU=rz; OU=munix; S=neser;
>FIDO: Thomas Neser 2:247/110 MAGICNET: Mannheim@garfield
>UUCP: unima!fs21 ZERBERUS: T_Neser@jokl.zer PC-NET: Mannheim;pc-info
>FAX: +49-621-292-8435 TEL: +49-621-292-8473 SEVEN: Mannheim@nirvana
>

Ben Gilbert
bgilbert@cs.washington.edu

1295. Re: Accelerators: advice please

Newsgroup: comp.sys.atari.st
Date: 1992-08-04 23:18:33 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.92Aug4171833@piano.adept.ih.att.com>
Source record: 218864

>>Don't buy the turbo25 board. it's tends to crash, if you use it.
>Jim Allen would love to see this. His customers on GEnie seem quite pleased
>with all of his products, especially the T-25.
Hmm, maybe. I refer to an article in a germany atari magazine early
this year. I can get hold of that article, if someone requests it ...

This may get back to the fact the the 68000 has never been rated over 16MHz.
Although Allen can certify (test) the T-25, I would expect some folks have
heat problems when the T-25 is in a room with no A/C on a 90 degree day.

Daryl Monge AT&T Bell Labs
UUCP: att!adept!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

1296. Re: search editor

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 02:00:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Aug5.020010.29619@csi.uottawa.ca>
Source record: 218865

In article <1992Aug4.223247.6776@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>In article <-lvmr!m@rummelplatz.uni-mannheim.de> fs21@rummelplatz.uni-mannheim.de (Thomas Neser) writes:
>>Hello,
>>i search an editor for the atari st which can load texts which are
>>bigger as the ram built in.
>>Thanks

>Hi, EdHak from Clear Thinking has this feature. It allows you to load in
>certain parts of files into the buffer and mess around with them. You
>might also want to try Sudden View and Steno, these are new editors and
>may also have the feature (although I do not know at the moment).

If I understand the question correctly, what's wanted is an editor
that can edit files larger than the computer's memory size? For
instance, editing a 3MB file, on a 1040 ST, with just 1MB of RAM...

Neither Sudden View nor STeno can do this. I use Sudden View as my
primary editor (great fun!), and there are options as to what quantity
of memory is used (you can configure the desk accessory to accept
varying sizes of files - I like 200K as a nice, round number).

STeno also specifies a fixed amount of memory on bootup (if it's being
run as an accessory) which is also clearly limited to total RAM (less
some overhead).

Edhak DOES appear to be what you are after.

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

1297. Getting Elvis to work with TOSWIN

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 02:29:42 UTC
From: azog@world.std.com
Message-ID: <BsHo9J.Hvy@world.std.com>
Source record: 218866

I hope Eric doesnt mind me posting this, but I thought it valuable
enough to share.

I use Elvis (vi clone) quite often, and when I got MiNT 0.95, I thought
it would be wonderful to have Elvis sitting in a TOSWIN process. For
a day, I couldnt figure it out, but every time I started Elvis from
TOSWIN, I got that Cannot determine TERM type or whatever. I had TERM
and TERMCAP variables set everywhere I could, and still it wouldnt work...

Then I noticed when I started bash, that TERM was tw52, and TERMCAP was
tw52, also. I just used xxed to edit TOSWIN.ACC, and searched for all
occurances of the string 52, and changed tw52 to vt52 (three of them,
and one is TERM=st52)

And it works. Pretty cool. TOSWIN is the best part of MiNT! Wonderful
peice of programming

--
Billy D'augustine
azog@world.std.com

1298. Re: Spectre GCR and Unix

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 03:03:19 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Aug5.030319.12746@actrix.gen.nz>
Source record: 218876

1. Yes there IS an ESCape key with Spectre GCR (v.30) it details in
the manual how to obtain it.

2. If running UNIX is giving you problems - try using the machine for
what it was designed for, that way, a LOT more software will work
correctly, and your keyboard won't wear out as fast!
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

1299. Re: Atari Falcon announcement!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 03:48:17 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug5.034817.27009@msuinfo.cl.msu.edu>
Source record: 218868

baffoni@aludra.usc.edu (Juxtaposer) writes:

> Does anyone have the proceedure for logging onto DELPHI from teh
>Internet? If so, please post this - I am sure that _A LOT_ of netters would
>love to sit in on the discussion! I know this one does. :) BTW,
>is DELPHI a pay-service like Compuserve/etc.? If so, would it require an
>account with them first?

>>
>>Someone will make record of Tramiel meeting and post?

DELPHI is in fact a pay service so you would need an account with them. I do read this newsgroup regularly and if I don't see anyone else post at least even a synopsis of the discussion, I will get it from ST Reports and post it here with their permission.

--
Dan Cable
cable@crs.cl.msu.edu

1300. Re: Pagestream (UK) update?

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 05:51:15 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.712993875@gideon>
Source record: 218869

saj@chinet.chi.il.us (Stephen Jacobs) writes:

>It was on the Softlogik BBS last night (I was looking for the 2.2b US update
>at the time). I presume that if it isn't on GEnie yet, it will be very
>soon.

Yes I found it from there. I placed them also to:

nic.funet.fi: pub/atari/applications/pagestream

>And by the way, I like the update (note that I use it for small, intricate
>documents, not big ones).
> Steve saj@chinet.chi.il.us

I like it also, there is some very nice improvements. And the speed is better,
quite good for home use.

By the way does anyone know how to make "no-line-break-space", so that t. ex.
credit card number would go to one line?
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

1301. Re: Atari Falcon announcement!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 06:34:14 UTC
From: gwmeyer@iastate.edu
Message-ID: <gwmeyer.712996454@vincent1.iastate.edu>
Source record: 218870

In <l7tk8sINNm3o@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:

>In article <1992Aug4.004038.27770@mnemosyne.cs.du.edu> jyoung@nyx.cs.du.edu (Jeff Young) writes:
>>Meeting with Tramiel is on DELPHI network. People said DELPHI is
>>connected to Intenet so you can log on from you terminal!

> Does anyone have the proceedure for logging onto DELPHI from teh
>Internet? If so, please post this - I am sure that _A LOT_ of netters would
>love to sit in on the discussion! I know this one does. :) BTW,
>is DELPHI a pay-service like Compuserve/etc.? If so, would it require an
>account with them first?

>>
>>Someone will make record of Tramiel meeting and post?

>-Mike

You can access DELPHI via Telnet, with DELPHI.COM as the address. DELPHI is a pay
service, so an account is necessary. You can get details on getting an account if you send e-mail to biblinski@delphi.com.

You can also get the transcript e-mailed to you by sending a request to the same address.

--Gordie Meyer
gwmeyer@iastate.edu
biblinski@delphi.com
Assistant sysop for DELPHI's ST Advantage

(By the way, Sam Tramiel will address a GEnie T
RTC on Wednesday, August 12.)

1302. Re: atari/new at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 07:23:15 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Aug5.092315@disuns2.epfl.ch>
Source record: 218871

In article <1992Jul31.104909.1@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
: No, not a new version of MiNT (yet), but there is a new version of tcsh;
: try atari/new/tcsh.zoo.
:
: --
: Eric R. Smith email:
: Dept. of Mathematics eric.smith@uwo.ca
: University of Western Ontario

Beuhhh !
I had a little problem:

```
ftp> cd atari/new
250 CWD command successful.
ftp> bin
200 Type set to I.
ftp> get tcsh.zoo
200 PORT command successful.
550 tcsh.zoo: No such file or directory.
```

Any idea ? is the tcsh.zoo already moved to mint directory ?

-- Stefan Monnier --

```
-----------------------------------------------------------
----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----
```

1303. Re: Accelerators: advice please

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 07:57:13 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Aug5.095713@disuns2.epfl.ch>
Source record: 218872

In article <BsGtrH.619@immd4.informatik.uni-erlangen.de>,
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael (Turo - Backstage)) writes:
: ekrimen@wet.UUCP (Ed Krimen) writes:
:
: >In article <BsExyC.AqF@immd4.informatik.uni-erlangen.de>
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael (Turo - Backstage)) writes:
: >>
: >>Don't buy the turbo25 board. it's tends to crash, if you use it.
:
: >Jim Allen would love to see this. His customers on GEnie seem quite pleased
: >with all of his products, especially the T-25.
:
: Hmm, maybe. I refer to an article in a germany atari magazine early
: this year. I can get hold of that article, if someone requests it ...
: --

Yes it was a german magazine which wanted to test the card cause of
the 'overdriving' (from 16 to 25 Mhz):
The machine crashed indeed! but after 2 days of mail server work.
I personnally never worked on my ST 2 days long without having a break
(just to please my belly). So unless you use it as a server, no problems
with the T-25.

And for the original question: I think upgrading over the T-25 (I mean
with a 020 or 030) is out of question: not much more powerful (cause of the 16bit 8Mhz RAM
bottleneck) or too expensive compared with a TT (which comes
with SCSI, VME, better video, better TOS, 1.44M disks and some more goodies).
And I don't even mention compatibility problems !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

1304. Delphi

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 08:15:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <63412@cup.portal.com>
Source record: 218873

Delphi is indeed a pay service... even with telnet access, you'll need a Delphi account to attend the Tramiel conference.

Delphi can also be reached by Telenet or Tymnet.

I don't have all the details on pricing and access, but every issue of ST Report has everything you need to know to join.

However... I'm certain that a transcript of the conference will be included in a future issue of ST Report, so unless you want to actually be there and possibly ask Sam Tramiel questions directly, all you'll need to do is pick up a copy of STR...

BobR

1305. Re: Meta.sys

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 08:33:20 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Aug05.083320.25711@donau.et.tudelft.nl>
Source record: 218877

In <1992Aug4.214410.12612@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:

>I think my metafile driver meta.sys is bad. I've tried saving .GEM files
>in several programs, and I always get 2 bombs. Where can I get a better
>driver? I don't know where I got this one; it just kinda appeared on my
>HD! I'm sure you all know how that goes...

>I got GDOS with STalker.

I have had similar problems with some older GDOS drivers, although in
my case the problem could be with a printer driver, I can't remember.
I have not had problems with the GDOS drivers that come with the new
FONTGDOS.

Although Atari does not charge money for it, it is not public domain, so
you will have to get it from Atari. Here in Holland I got it from the BBS
of Atari Benelux. For the USA I don't know.

The new GDOS is much better than the older ones released by Atari, but it is
not perfect: it is somewhat slow and has at least one (minor) bug.
Fortunately, the GDOS drivers that come with it also work with older versions,
including NVDI GDOS.

=-=-=-

1306. Re: Atari 1029 printer

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 08:42:19 UTC
From: un035513@wvnvms.wvnet.edu
Message-ID: <1992Aug5.041046.3414@wvnvms.wvnet.edu>
Source record: 218867
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <sk5ZoB7w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>
>> (Cross posted to .st, maybe someone remembers)
>>
>> I saw this at B&C Computervisions in Santa Clara, an Atari 1029
>> printer. It's a dot matrix printer, it looks like a C. Itoh
>> Prowriter (?) clone.
> Well.. just check the "Best Elec." catalog. No listing of 1029, but
> there is the 1027.
>>
>>
>> The 8 bit printers that I know that were released were the;
>> 820 40 column dot matrix
>> 822 40 column thermal, with plotting
>> 825 80 column parallel
>> 1020 color plotter
>> # (916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET #
>> ##################### default .signature file #####################
>
> Don't forget the xmm801 9-pin 80 column!
>
> "Be seeing you!"
> _____________________________ ||| __
> PhBill: Bill Kendrick / | \
> moon!cyberden!phbill@well.sf.ca.us
> ___________________________________
> August 4, 1992
The 1029 was released in Europe. If I'm not mistaken, it was the best selling
printer of the XL line. Could do graphics too (try that with a 1025).
A.Centofanti

"Men go crazy in congregations
But they only get better
One by one"
-sting

1307. RAVEL

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 09:53:54 UTC
From: diarmuid@uniwa.uwa.edu.au
Message-ID: <1992Aug5.095354.22904@uniwa.uwa.edu.au>
Source record: 218875

I have run Ravel on the PC a fair bit and have an ATARI user friend more than somewhat anxious to use it on the Atari.

The specification for RAVEL says that it has been ported to an Atari, and there are lots of "ATARI-only" commands in the manual.

Do any of you Atari-newsgroupers know where I can get it?

[RAVEL is a c-like language with compilers and linkers within which to programme music. It is wonderful].

Thanks in anticipation.

1308. Re: Why no System 7 w/ Spectre?

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 09:57:49 UTC
From: Edward.Visse@wblab.lu.se
Message-ID: <1992Aug5.095749.4393@pollux.lu.se>
Source record: 218874

In article <BsH1Ky.1s0@usenet.ucs.indiana.edu>, jawalsh@copper.ucs.indiana.edu (John Anthony Walsh) writes:
>
> How come a company like Outbound can get current Mac Roms (that will run
> system 7) for the notebook Mac clones they manufacture and sell, and
> Atari users can't get them for something like Spectre? Anyone know?

What is this? Do you mean to say that I need other Mac Roms than the ones I have to be able to run system 7? Should it not be a SPECTRE software update taking care of that. I mean my good old Mac Plus runs just fine with system 7. Or did I just get your question all wrong?

>
> John
> --
> **********John A. Walsh, Dept. of English, Indiana University***********
> * jawalsh@copper.ucs.indiana.edu (Internet) *
> * jawalsh@iubacs.bitnet (Bitnet) 812/323-1035 (Voice) *
> *********1216 S. Stull Ave. #2, Bloomington, IN 47401 (US Mail)**********
>
>

Edward

1309. Re: atari/new at atari.archive also MDisk + MiNT 0.95 now works

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 11:05:12 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Aug5.110512.9364@aber.ac.uk>
Source record: 218878

In article <1992Aug5.092315@disuns2.epfl.ch> monnier@disuns2.epfl.ch (Stefan Monnier)
writes:
>In article <1992Jul31.104909.1@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric Smith)
writes:
>: No, not a new version of MiNT (yet), but there is a new version of tcsh;
>: try atari/new/tcsh.zoo.
>:
>: --
>: Eric R. Smith email:
>: Dept. of Mathematics eric.smith@uwo.ca
>: University of Western Ontario
>
>
>Beuhhh !
>I had a little problem:
>
>ftp> cd atari/new
>250 CWD command successful.
>ftp> bin
>200 Type set to I.
>ftp> get tcsh.zoo
>200 PORT command successful.
>550 tcsh.zoo: No such file or directory.
>
>
>Any idea ? is the tcsh.zoo already moved to mint directory ?
>
>> -- Stefan Monnier --

I've got the same problem, can't get tcsh.zoo from new.

On a related point. MiNT 0.95 and MDisk appear to get on with each other
now, God Knows why but I can now use MiNT and have a ramdisk in TT-RAM
without conflict. I have noticed though that emacs 3.11 beta4 (the me version)
no longer seems to work. tcme however still works ok.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1310. nroff/proff - where to get it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 11:06:48 UTC
From: hansen@hathi.informatik.rwth-aachen.de
Message-ID: <hansen.713012808@hathi>
Source record: 218879

The manual of MinT may be fine, but I need nroff or proff to print it out#
properly. I don't have a clue what this is and where to get it.

Is it commercial, or is it PD/Shareware? Can I ftp it from somewhere? Please
help me!

Oliver

1311. Re: atari/new at atari.archive also MDisk + MiNT 0.95 now works

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 13:30:07 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Aug5.133007.13916@csi.uottawa.ca>
Source record: 218885

In article <1992Aug5.110512.9364@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>In article <1992Aug5.092315@disuns2.epfl.ch> monnier@disuns2.epfl.ch (Stefan Monnier)
writes:
>>Beuhhh !
>>I had a little problem:
>>
>>ftp> cd atari/new
>>250 CWD command successful.
>>ftp> bin
>>200 Type set to I.
>>ftp> get tcsh.zoo
>>200 PORT command successful.
>>550 tcsh.zoo: No such file or directory.
>>
>>
>>Any idea ? is the tcsh.zoo already moved to mint directory ?
>>
>>> -- Stefan Monnier --
>
>I've got the same problem, can't get tcsh.zoo from new.

You might want to check in the MiNT directory - it looks like either
(a) Eric has some privileges at the archive, or (b) Jeff has gotten
back.

After a long hiatus, there's actually new stuff in /atari/newstuff!
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

1312. VT100 term programs

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 14:51:30 UTC
From: psurge@cs.utexas.edu
Message-ID: <l7vqnilNN6qe@levelland.cs.utexas.edu>
Source record: 218881

Ok, I have asked this before, but nobody seems to know of a good VT100 term program.

I am using the Gulam shell and do quite a bit of calling to my unix account from home. For good VT100 emulation I use Uniterm, but I would prefer to have a smaller program that is JUST the emulation, preferrably a .TOS program, with no file transfer, dialers or anything. I hate loading up Uniterm, then quitting to a zmodem transfer, or even edit a local file with emacs, then re-loading Uniterm to continue the session.

The "te" program in Gulam would be
great, unfortunatly it is VT52 and I want VT100.

Does anyone know of a reliable term program like the one described above?

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

1313. Re: atari/new at atari.archive also MDisk + MiNT 0.95 now works

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 14:58:05 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Aug5.145805.7237@news2.cis.umn.edu>
Source record: 218882

>In article <1992Aug5.092315@disuns2.epfl.ch> monnier@disuns2.epfl.ch (Stefan Monnier)
writes:
>>Any idea ? is the tcsh.zoo already moved to mint directory ?

There file /atari/mint/tcsh.zoo is dated 10 June 92. You need only refer to
the date of the original message to determine whether this is the 'latest'
version or not. (I believe it is .. and, in any case, it is the only version
of the file which exists in the current directory structure.)

-- David Paschall-Zimbel

1314. Re: atari/new at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 15:08:29 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug5.110829.1@uwovax.uwo.ca>
Source record: 218883

In article <1992Aug5.092315@disuns2.epfl.ch>, monnier@disuns2.epfl.ch (Stefan Monnier)
writes:
> In article <1992Jul31.104909.1@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric Smith)
writes:
> : No, not a new version of MiNT (yet), but there is a new version of tcsh;
> : try atari/new/tcsh.zoo.
> Beuhhh !
> I had a little problem:

That's because tcsh has been moved to atari/mint. MiNT 0.95 (the newest
version of MiNT) has also been placed in atari/mint.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1315. Re: Getting Elvis to work with TOSWIN

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 15:14:12 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug5.111412.1@uwovax.uwo.ca>
Source record: 218884

In article <BsHo9J.Hvy@world.std.com>, azog@world.std.com (Azog Thoth) writes:
> I use Elvis (vi clone) quite often, and when I got MiNT 0.95, I thought
> it would be wonderful to have Elvis sitting in a TOSWIN process. For
> a day, I couldnt figure it out, but every time I started Elvis from
> TOSWIN, I got that Cannot determine TERM type or whatever. I had TERM
> and TERMCAP variables set everywhere I could, and still it wouldnt work...

Actually, TOSWIN sets TERMCAP to a complete description of itself,
and TERM to "tw52" so that the program will use the description in the
TERMCAP environment variable. Neither variable should need changing
with programs that have a good termcap library. If you do find problems
with some programs, I would suggest copying the TOSWIN TERMCAP=
variable into your /etc/termcap file. You can do this relatively
easily by opening two windows; 1 with an editor, and 1 with "cat".
In the "cat" window type ESC-T-return. The ESC-T will cause TOSWIN
to send back its TERMCAP string; you can then select this with the mouse
and paste it into the editor window.

(TOSWIN provides a number of enhancements over the ST's "normal" vt52
emulation; see TOSWIN.DOC for details.)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1316. Re: HELP: CrackArt

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 16:30:51 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <1683AF64E.BWWL@ibm.rz.tu-clausthal.de>
Source record: 218887

In article <4261@equinox.unr.edu>
chan@pyramid.unr.edu (Kaho Chan) writes:

>In article <1992Jul27.190323.26339@cactus.org> ortega@cactus.org (Paul Ortega) writes:
>>I've got the program, I've got the translation of the docs
>>(thanks to someone in New Zealand, I think), and I managed to
>>squeeze it into my puny 1-meg 1040.
>>
>>Does anyone know how to use the CRACK FILE (F5) and
>>CRACK DISK (F6) functions?
>>
>>The documentation doesn't say much other than the
>>functions are used to search through files and disks
>>looking for graphic data and palettes.
>
>Well, if you've come this far and learned everything else... YOU'VE done
>great! I haven't figured out CRACK " "... either...
>
>I think that a few have unsuccessfully reached the authors of Crack Art...

...the authors of CrackArt dont have any net-access any more. You can
contact them directly via the addresses in the docs.

>IT would be an excellent commercial drawing program...!

...it was planned as an commercial programm. But the really great offer
of 5 DM (about 3 US Dollar) for each sold programm (this is for two authors!)
wasn't so good. Now it is Shareware, but the authors havent seen any money
yet...

>IT would be nice to have in that commercial drawing program these:
> 1) support for stE and megastE pallete!
> 2) a few more "special effects"
> 3) some trickery such as those found on Spectrum 512 (too bad
> my Tos 2.05 doesn't like Spectrum 512)
>

...sorry. The authors are not programming on Atari anymore - now commercial
prgs on PC :-(

>>
>>I've loaded a .PRG file hoping to be able to find
>>the graphics info in there, but have had no luck.
>>

Wolfgang Ley e-mail:

Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

1317. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 16:55:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <2197495@overmind.citadel>
Source record: 218880

mforget@ersys.edmonton.ab.ca :

The phone number for the CodeHead Quarters BBS is (213) 461-2095.

It costs $10.00 per year for full access. This is truly a negligible sum when you consider what you get for it. You get 90 minutes a day online, lots of files, and a fast-moving message base. It's worth it, I think. The registration process is fairly painless - you can do it in Email with a VISA or other card.

1318. Re: 14,400 bps terminal program

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 18:11:20 UTC
From: nox@jelal.north.de
Message-ID: <2203.08.92@jelal.north.de>
Source record: 218963

In <4070.08.92@janhh.hanse.de> jan@janhh.hanse.de (Jan Willamowius) writes:

>In my view the point isn't so much the speed of transmission, but the
>speed of display.

definitely true.

> I've been very happy with Uniterm, but since I have
>a modem with 14400bps I notice that the display is still running while
>the recieve LED is already out. Obviously Uniterm can't keep up with
>the modem...

btw, with a 16 MHz CPU uniterm is fast enough for 19200... at least if
you assume that something like `at&v&v&v&v' does send at full speed,
wich i think it does when i look at the LEDs. :-)

>Other programms (Rufus, CoNect) seem to be even slower.

no wonder, there's nothing slower than GDOS... (ok, except maybe GEMDOS
without MiNT, but thats not very usable anyway.)

btw, similar problem with MiNT's new toswin.acc: nice program (i'm using
it right now :-) , but the screen output looks clearly slower than `good
old' mw2. (mw2 didn't use GDOS, toswin does.)

>Did anybody actually measure the speed at with any specific terminal
>programm can display it's input ? Anything better than Uniterm out there ?

something that uses MiNT's /dev/fasttext shouldn't be bad... like this
nice little tip in a.a's mint directory, that failed the `19200 bps at&v
test' probably only because it still uses single character BIOS calls
instead of read() + write() + select().

>- Jan
have fun...
Juergen

PS: in case anyone wonders: at&v is the `show setup' command on many modems.
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

1319. MIDI2TeX v1.1 available

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 19:16:24 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Aug5.191624.16028@elroy.jpl.nasa.gov>
Source record: 218886
Cross-posted to: comp.music,comp.sys.atari.st

Version 1.1 of Hans Kuykens' MIDI2TeX package has just been released, for Atari ST and PC clones. (This package takes MIDI files as input and puts out musical notation in TeX...) I've just ftp'd the ST version to atari.archive.umich.edu, in music/st_m2t11.arc. Currently both versions are available from obelix.icce.rug.nl; I imagine that they will soon be showing up on other archive sites as well.

On obelix, go to pub/erikjans/MIDI2TeX, and get st_m2t11.arc or for the PC, get pc_m2t11.exe.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
::
::To the owner of the blue Mazda, license 742-XLT, your headlights are on...::
::

1320. FTP-site now operating

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 19:29:21 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <1683A12021.BWWL@ibm.rz.tu-clausthal.de>
Source record: 218888

```
Hello!

The FTP-site (sun.rz.tu-clausthal.de IP 139.174.1.3) is now completely
new indexed and up to date. Have a look at this site in germany....
(e.g. the atari-area ;-) )

If you get an "ACCESS DENIED" - dont worry, we only accept 10 ftp-users
at once (the message "too many anonymous user..." isnt working...)
- try again later, thanks.

Bye,
Wolfgang.
--------------------------------------------------------------------------
Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de
--------------------------------------------------------------------------
```

1321. WEGA Light developer kit

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 20:02:33 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Aug5.200233.19394@ugle.unit.no>
Source record: 218889

Can someone in Germany please upload WEGA Light Developer Kit
to a ftp site. I really want to try the light version before
I buy it from Dietmar Rabich.

Stig Vidar Hovland - stigvi@lise.unit.no

1322. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 20:20:34 UTC
From: nox@jelal.north.de
Message-ID: <2204.08.92@jelal.north.de>
Source record: 218964

In <1992Aug03.135621.26989@donau.et.tudelft.nl> reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:

>In <1992Aug3.040248.10696@hemlock.cray.com> marc@hemlock.cray.com (Marc Bouron) writes:

>>...
>>I've tried vi, stevie, and elvis from a.a; my vote goes for elvis. I found
>>the other two to be buggy.

>I agree because it is closest to the original.

and another vote for elvis from me...

> The others offer only a small
>subset or try to improve on vi. No matter how sensible these improvements
>are, they make it very annoying to use the editor.

oh, elvis also has improvements! :-) one of my favourites is :make, that writes make's stderr to a file and then you can step throu all source lines that had errors in them and you can easily correct everything.

> However, Elvis is
>not exactly perfect. Most annoying are:
>- Its complaining about lines that are too long. I don't know why but
> for many files it thinks that there are lines in it that are too long

well it writes its tempfile in 1K blocks (or 2K... whatever it was compiled with) and it doesn't want to have lines crossing block boundaries. so 1024(3?) characters is maximum for one line... (or 2048, 4096, etc)

> (there aren't; in fact, often these files have been written in a previous
> session with Elvis!), and it then (sometimes!!) inserts newlines at
> a random position in a line.

aah i see... you are using some turboC binary, right? must be a compiler bug or something, at least i haven't seen that again since the day `my' elvis is compiled with gcc. (in fact, as i remember there were quite a few more things that never really worked right in that version... btw, does yours also crash under MiNT? :-)

>- Its enormous hunger for temporary disk space. Just like the real vi,
> it wants to write a temporary file to record changes in the file
> that is edited, and allow the user to recover after a crash. However,
> this requires very large temporary files, often larger than the file
> that is being edited.

hmm, many people have more space on disk than in RAM... at least i like this much better than all those wonderful GEM programs that first

grab all available memory before they do anything. one vi never takes
more than 200K...

> Ofcourse you can use a ramdisk, but for files
> of any size you will need a very large ramdisk. I would like
> to switch this off.

yes, but then the data still would be in RAM...

>You have been warned..

:-)

cheers,
Juergen

1323. Is it possible to boot from SCSI:0 LUN:1?

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 20:35:48 UTC
From: selick@csa.bu.edu
Message-ID: <92934@bu.edu>
Source record: 218890

Title pretty much says it all. Is it possible to boot from SCSI:0 LUN:1? I have a supra host adaptor, an adaptek 4000 scsi->st-506 adaptor, and 2 st-506 drives hooked up to it. On that note, does anyone know why a hard drive (this is definately the drive, not the controllers) will power up, and when it hits operating speed, it will slow down, then try again, then slow doen, and do it a few times, then give up and die? It usually works fine...could it be heat? What else?
Thanks,
Steve
<selick@csa.bu.edu>

1324. ShiftII.lzh on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 21:19:59 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Aug05.211959.32522@infoserver.th-darmstadt.de>
Source record: 218891

I uploaded a good monochrome game to a.a.u.e into the
atari/new directory as "shiftII.lzh". My girlfriend got
heavily addicted to this one for a while.

It;s a bit in the vein of the Meinolf Dingenskirchen
interactive puzzle games.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Countdown to Extinction" Megadeth

1325. RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 21:29:09 UTC
From: jonc@status.gen.nz
Message-ID: <gate.aZ02oB1w164w@status.gen.nz>
Source record: 218967
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,news.group,

Subject: RFD: comp.sys.atari.znet
Followup-To: news.groups,comp.sys.atari.st
Sender: jonc@status.gen.nz (Jon Clarke, Z*NET PC Assistant Publisher)

Request For Discussion (RFD): comp.sys.atari.znet

Status: unmoderated

This is an official Request For Discussion (RFD) for the creation of a
Usenet newsgroup called comp.sys.atari.znet

Charter:

Comp.sys.atari.znet is for discussion of all aspects of the ASCII Magazines
produced by Z*NET including feeds from Z*NET FNET (FoReM NeT, Gatewayed via
The Z*NET Global News Gateway "status.gen.nz") also including discussion on
all aspects of the following

- Atari Explorer On-line
- Z*NET PC
- Z*NET Fido echo's (Zone 3)
- Z*NET FNET

Topics would include those current discussed in the Z*NET FNET echo, GEnie,
Delphi, Compuserve, Bix, Fido and comp.sys.atari.st which cover Z*NET Topics

- Letters to the Editor
- Current issue feedback
- Columnist's reply
- Letters to the Z*NET Global Crew
- Atari Explorer On-line
- Z*NET PC
- Z*NET FNET echo's
- Z*NET Fido echo's (zone 3)
- Z*NET Pacific
- Z*NET Europe
- Z*NET USA
- Z*NET Canada

Topics will also include an open forum to discuss topics of interest with the
Director of Communications at Atari Inc, USA and will be open to all Atari
based computers ie 8bit Series, ST Series, PC Series etc. Feedback will be
gatewayed back to fido net and FNET thus allowing a great interaction of users
across three networks.

Discussion of this proposal should be posted to news.groups. As per the Guidelines, discussion that occurs there is the only discussion that counts. If your site does not carry news.groups, and you are interested in this discussion, get your administrator to carry the group.

_
- Jon Clarke o( )
jonc@status.gen.nz / /\
The Z*NET Global News Gateway in Auckland, New Zealand

1326. Re: Less and Make 3.62 (again!!!)

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 21:37:00 UTC
From: rosenkra@convex.com
Message-ID: <1992Aug05.213700.24498@convex.com>
Source record: 218892

[complaints about less and other stuff deleted...]

since i openned my yap and mentioned i had my own less 177 that actually works, and since i have received numerous mail requests for this (and an updated nroff), i will try and post this stuff this weekend. you can stop sending me mail, people. i'll do it.

i will post to atari.archive in the new directory (~ftp/atari/new) since that is the only place i have access. you won't be able to do a dir list there, so watch for an article here giving the file names to grab. i will only post there and will not take mail request (since there are too many for me to do individually).

i will post the following:

- "my" port of less 177 that works under MiNT. at least an executable, perhaps src diffs, too, if i have the time. (note that we run into a possible problem with multiple versions. i'll figure out a solution to that and tell u what it is.)

- an executable for GNU make 3.60 that i use. src diffs maybe. (i say "maybe" since my src is a combination of make 3.59 and 3.60 and might be difficult to diff to 3.60. i have no particular plans to move to 3.62 in the near future either since 3.60 does everything i need, so far...)

- src+executable for a new version of nroff (if i can get the -T stuff done this weekend)

- src+executable for a new manpager

- executable for unix "more". maybe src, too, if i can find them

all are now ported to GNU C 1.40 with MiNT libs at PL 19. all are well tested under TOS 1.2 and MiNT 0.94 on a mega4. since i only use MiNT now, i won't be able to test under non-MiNT so you are on your own. since i also use only tcsh, bash/ksh/etc users are also on your own. i don't really think there will be any problems, but i am not going to fix them if there are (unless they pertain to my particular environment and the way i use it).

ok?

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1327. Re: Why no System 7 w/ Spectre?

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 21:41:24 UTC
From: tbrown@tortoise.cis.ohio-state.edu
Message-ID: <1992Aug5.214124.17138@cis.ohio-state.edu>
Source record: 218894

>In article <BsH1Ky.1s0@usenet.ucs.indiana.edu>, jawalsh@copper.ucs.indiana.edu (John Anthony Walsh) writes:
>>
>> How come a company like Outbound can get current Mac Roms (that will run
>> system 7) for the notebook Mac clones they manufacture and sell, and
>> Atari users can't get them for something like Spectre? Anyone know?
>

The ROMS that Spectre uses are the same ones in an SE which can run System 7. It's not the Roms but the hairy code in System & that is causing the problems. There were a few posts awhile back by Small complaining about Apple's coding. I half suspect they pulled a few tricks to keep from working quite right on Amiga and Atari Emulators. But, why attribute to malliciousness what stupidity and blind buracracy will explain.

And I believe that Outbound is required to get their Roms from dead Macs. I heard (it's tagged in the "unconfirmed" section of my mind) that they were also required to send the circuit board they got the ROMS from with the Outbound. There is a law suit/ and (out-of-court?) settlement between Outbound and Apple as well. I'm not quite sure that Dave Small wants to fall into that category yet, but I won't presume to speak for the man.

Ted Brown
Instant Expert, Just Add Water.

1328. Re: atari/new at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-08-05 21:50:19 UTC
From: rosenkra@convex.com
Message-ID: <1992Aug05.215019.25069@convex.com>
Source record: 218893

the tcsh.zoo that is on a.a in newitems is just a link to ../mint/tcsh.zoo.
it had a date circa june 1 so can't be new. you are correct: there is no
tcsh.zoo in ~ftp/atari/new (if there is it has the wrong mode)...

-bill
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1329. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 06:46:42 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Aug6.064642.3321@quando.quantum.de>
Source record: 218896

ekrimen@wet.UUCP (Ed Krimen) writes:
: In article <1992Jul30.053208.736@quando.quantum.de> vombruch@quando.quantum.de (Stefan vom Bruch) writes:
: >I hope there are not too many ST users out there who share your opinion
: >that there is nothing to worry about.
: I never said that there was nothing to worry about. If I implied that,
: then I'm sorry because I didn't want to. There's lots of stuff to worry
: about, but it seems that much of it is out of our control.
:
: What I find amazing is that of the three (?) responses so far that I received
: about what kind of software people want, two said that they want games. It's
: interesting because I've had the impression that many people want Atari to
: shed its game image.
:
: Pattie, yeah, something like Photoshop would be real nice. (I haven't seen
: ColorStudio.) I think I mentioned INVISION Elite here a couple of days ago.
: It reminds me of Photoshop, but it's only monochrome. The author says he'll
: add color support contingent upon the response of the monochrome version. I
: think it's imperative that he adds color support immediately. There are a
: few color boards out now and his program looks like it would work wonderfully
: with them.
:

Complaining about the lack of games rather than the lack of professional software from the ST software market isn't "interesting" - it's only logical. There's heaps of very good professional software available for the ST.
I don't know what Photoshop or ColorStudio are like but when I think of image processing software, "Repro Studio Pro", "tms Cranach Studio", "Retouche Professional"... come to mind - most if not all of them supporting true color (24bits), so to use them you'll probably need a TT (or Mega STE at least), a harddisk, a large color monitor, a color board and the software of course. For a dabbling in image processing that is just a bit too much for me - and I think that goes for most ST users. Even if there is no need for additional hardware with the Falcon, I still wouldn't want to spend $$$$$ on the software.
The software was written because the ST is a very good machine - not because it's a very good games machine. Still, if that's all the software that will be available in the future, there won't be many people using the ST (or the Falcon for that matter). Good, value-for-money-software will only be written if there are enough people to use it. And there will only be enough users if there's also a good deal of recreational software available.

And as an answer to your first article, there is some other software I would like to see on the ST, and this is not a game: How about some raytracing/ 3D-modeling software that includes texture and bump-mapping and allows

animations (something like Autodesk 3d Studio 2 for the PC, or like Antic's Cyber-series for the ST but much more advanced) - I don't think, it would make much sense on the ST (the resolution being what it is) but it would on the Falcon...

: Hopefully with ICD's Link, the ST will get some CD-ROM support. (We sure do
: a lot of hoping around here. :^) I wouldn't necessarily expect many of our
: own CDs, although there are some out there already, but instead I would expect
: to see front-end drivers for some of the CDs that are available for PCs and
: Macs.
:

YES! - I don't think hooking up a CD-ROM-drive to the Falcon should be much of a problem (as it's supposed to have an SCSI2-interface) so that leaves only the drivers to be written... Besides, this could work out very well for the software companies: they could release one product (one CD) for both machines and wouldn't have to worry much about software piracy either.... Let's hope for the best.

Ciao, Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

1330. Amiga 500 system for sale, CHEAP!

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 08:25:47 UTC
From: tan@ux1.cso.uiuc.edu
Message-ID: <BsJzFD.FvD@ux1.cso.uiuc.edu>
Source record: 218898

have a really great Amiga 500 system with color video digitizer
that I need to sell. I'm asking $450 for the hardware, and a little
bit more for all the software (about 250 disks)

Amiga 500
1 meg RAM w/ Clock
Golden Image mouse
Original (working) Amiga mouse
Master 3a Disk Drive
Epyx Joystick
Commodore 1084S (color monitor)
Flicker screen for monitor
Digiview Gold (Color video digitizer)

All the hardware is in perfect condition, except for the monitor, which
has a minor flicker once in a while. Send email if you're interested.

Thanks,
Andy
at45403@uxa.cso.uiuc.edu
tan@ux1.cso.uiuc.edu

1331. Re: Why no System 7 w/ Spectre?

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 08:32:24 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.kQ&aY4S9GVw@marsu.tynet.sub.org>
Source record: 218992

In <1992Aug5.095749.4393@pollux.lu.se>, writes:
> In article <BsH1Ky.1s0@usenet.ucs.indiana.edu>, jawalsh@copper.ucs.indiana.edu (John Anthony Walsh) writes:
> >
> > How come a company like Outbound can get current Mac Roms (that will run
> > system 7) for the notebook Mac clones they manufacture and sell, and
> > Atari users can't get them for something like Spectre? Anyone know?
>
> What is this? Do you mean to say that I need other Mac Roms than the
> ones I have to be able to run system 7? Should it not be a SPECTRE
> software update taking care of that. I mean my good old Mac Plus runs
> just fine with system 7. Or did I just get your question all wrong?

You are right. If Sys 7 shall ever run on Spectre, at least version 3.1
is required (and nobody knows if there will ever be a 3.1 release :-(
There ain't no chance to get it work with Spectre 3.0, neither on the ST,
nor on the TT, and I can recommend not to check it out, it will shoot
your partitions (guess: how do I know ? :-((

I cannot understand anyone's fascination for Sys 7. For me, a stable
system is much more important than an OS with eats up my RAM hungrily
just for showing some nice 3D MOTIF-styled windows, but crashing with
most apps that were released before Sys 7.

Remember: 6.0.5 is it!

Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick _Marsu_
/etc/motd "Hab kein Geld, hab keine Ahnung, doch ich hab'n grosses Maul,
bin weder Doktor noch Professor, dafuer bin ich stinkefaul."

1332. Misc Computer and other things...

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 08:37:17 UTC
From: cosc16tt@menudo.uh.edu
Message-ID: <1992Aug6.083717.7237@menudo.uh.edu>
Source record: 218897
Cross-posted to: austin.forsale,houston.forsale,misc.forsale.computers,comp.sys.atari.st,comp.sys.3b1,comp.sys.ibm.pc.hardware,comp.sys.ibm.pc.misc

Hello all! I have alot fo stuff to sell so here goes... ALL prices
are plus shipping:

****
AT&T 7300/3b1
1 meg RAM
20 meg HD
1 serial, 1 parrallel
1200 bps modem
Foundation and Development Sets
All Docs

Lots of gnu things already installed. A great machine
to get started with.

Price: $350
****
Magnavox RGB Monitor -- works with Atari ST
Price: $200
****
Human Design Disk -- for CAD 3D on the Atari ST
Price: $10
****
Astra Monitor switch box -- works with Atari ST
Price $15
****
Maxtor XT 1140 MFM 140 meg hard drive
Price: $200
****
5.25 360K disk drive
Price: $10
****
Norton Utilities 6.0
The latest one I think... really nice set of utilities!
Price: $50
****
Power C
This really is the best C compiler I have seen for the IBM
PC. It comes with a really nice manual too!
Price: $15
****

Email inquiries to: DGray@uh.edu Some prices are flexible...

-dennis

--
Dennis Gray, Jr. "What the hell were you doing???"

DGray@uh.edu "Attempting the hell to communicate."
-from The Voyage Home

1333. Re: nroff/proff - where to get it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 08:39:50 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Aug6.033950.23335@hemlock.cray.com>
Source record: 218899

You can get proff from atari.archive; I think it sits somewhere near the ProGEM tutorial stuff.

[M][a][r][c]

1334. Re: WEGA Light developer kit

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 10:56:06 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Aug6.105606.24298@aber.ac.uk>
Source record: 218900

In article <1992Aug5.200233.19394@ugle.unit.no> stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
>Can someone in Germany please upload WEGA Light Developer Kit
>to a ftp site. I really want to try the light version before
>I buy it from Dietmar Rabich.
>
>Stig Vidar Hovland - stigvi@lise.unit.no

I came across WEGA before but wasn't sure what it could do,
could you summarise?

Thanks
Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1335. help

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 11:40:47 UTC
From: bussche@ksla.nl
Message-ID: <01GN9HJKY5Y88WYS7F@ksla.nl>
Source record: 218951

```
help
```

1336. Re: Hermes xhost help

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 11:44:22 UTC
From: ue@nathan.do.open.de
Message-ID: <H.sDfYSqWB6ms@nathan.do.open.de>
Source record: 218977

In <Bs6oou.35K@world.std.com>, Azog Thoth writes:

Hi,
>I cant read or speak German, and most of the important docs are
>in German. Ive set things up to the point where I can send local
>mail, but when I try to send mail to my Unix box, something must
>be wrong with the xhosts file, cause it complains.
watch out when reading the Hermes documentation. There's a file called
"xhosts.txt" within /usr/man/man5. 95% of this text are written in German,
but the reminding 5% are written in English and describe the xhosts file.
This only true for newer docs (1.03 and higher), if you are an older version
you should update ASAP.

I think that some more netters would like to have this infos, so I'll
post them here...

-------------------------cut here-------------------------

The following lines are really one line that has been split
to fit on the page. You can split lines in the file by putting
a '\' character at the end and an arbitrary number (even zero)
of whitespace characters on the beginning of the following line.
The ellipses here is used only for clarity and will NOT work in
the actual file.

```
site%site.domain|atx4b0e0s10=20m0|0:15/3/0-7%W0-7%W18-24| ...
^ ^ ^ ^
| | | \_ List of poll times (empty for manual
| | | polls only). Time before the first
| | | slash is redial time in case of
| | | failure, time before the second slash
| | | is minimum time between automatic polls
| | | (this is an oversimplification). Both
| | | are optional. The rest of the line
| | | consists of '%'-separated call times,
| | | optionally prefixed by 'W' for work
| | | only (anything to transmit), and
| | | any string of "abcdefg" for Sunday,
| | | Monday, ..., Saturday. No day letters
| | | are equivalent to "abcdefg".
| | \_ Modem initialisation string
| \_ Alternative names, separated by '%' characters.
\_ Primary name of neighboring site

...|2400|tel1%tel2|ogin:|<name>|word:|<pw>|<spooldir>|n1|n2
^ ^ ^ ^ ^ ^ ^ ^ ^
```

```
| | | | | | \__\_ internal time
| | | | | | | fields. Set to
| | | | | | | "0" when creating
| | | | | | | an entry.
| | | | | | \_ Spool directory. Every site
| | | | | | must have its own. Files that
| | | | | | are to be sent to that site
| | | | | | go there.
| | \_____\______\_____\___ Login chat. Must be
| | exactly four entries long,
| | BREAKs and new lines are
| | sent automatically
| \_ List of telephone numbers or "DIR" for direct connection.
\_ Baud rate

--------------------------cut here-------------------------

>One last quick question. Is there a cron that can be run under
>MiNT? when I sent local mail, it spooled up under the mqueue directory,
>but I needed to issue rmail by hand before it got delivered.
If you get one, there's at least one who would CERTAINLY like to have a copy.
Your mail delivery problem can be solved without a cron: There's a statement
called "doqueue" within the config file (statement 107). It should look like
this:

0107 "C:\GEMINI\MUPFEL.APP -c H:\HERMES\ETC\DOQUEUE.MUP" # DOQUEUE

This statement is executed before a call, it starts a shell (Mupfel) with
a simple batchfile like this one:

rmail
rnews

That's all, and your mail delivery problem will be gone (the directory where
these two programs are located is within my PATH, you may have to add the
paths and extensions in your installation)
/s/
PS: Don't forget to pay the shareware fee if you continue to use Hermes.
PS: The english/german mixture within the docs is typical for Hermes, the
author is quite busy and therefor he could only translate the important things.
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de
```

1337. Re: vault vs. 1.6M disks (a guess), tar on floppies (was:

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 11:51:24 UTC
From: ue@nathan.do.open.de
Message-ID: <H.485CoM6AiQw@nathan.do.open.de>
Source record: 218978

In <2109.07.92@jelal.north.de>, Juergen Lock writes:

>>Well, thanks for the replies about a decent hard drive backup
>>program. Loyalty seems to be divided pretty equally between
>>Vault and Turtle, so I've pulled them both and tried them out.
>>The thing is, they both only accept standard format disks- since
>>I've got a high density drive it would be nice to be able to
>>back up onto 1.6 Mb disks and halve the number of disk swaps.
>
> have u tried formatting the disks before and then setting vault to
>`don't format'? i'm not sure about high density but for those `strange'
>10 sector formats etc that worked just fine... only thing is it didn't
>like 1 sector per cluster if i remember right. (if you need a good
>formatter program, try a recent version of PumpUp from Claus Brod.)
The vault 3.XX does accept 1.44 Hard Disk (even those formatted with only
one sector per cluster, that's a problem of TOS < 2.06/3.06, not the vault).
Works fine on my Mega ST (or what's left of it, expanding, expanding)....
/s/
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

1338. Re: Is it possible to boot from SCSI:0 LUN:1?

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 13:19:44 UTC
From: tmo@rieska.oulu.fi
Message-ID: <1992Aug6.131944.20311@ousrvr.oulu.fi>
Source record: 218972

In article <92934@bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>
>Title pretty much says it all. Is it possible to boot from SCSI:0 LUN:1?

Which TOS do you have? At least 1.06 checks boot sectors only from LUN:0
drives. Don't know how newer TOS handles hard drives.

>I have a supra host adaptor, an adaptek 4000 scsi->st-506 adaptor, and 2
>st-506 drives hooked up to it. On that note, does anyone know why a hard
>drive (this is definately the drive, not the controllers) will power up,
>and when it hits operating speed, it will slow down, then try again,
>then slow doen, and do it a few times, then give up and die? It usually
>works fine...could it be heat? What else?

Try to check power cable going to the drive. Maybe you have a loose connection?
I had such a problems myself a while back.

>Thanks,
>Steve
><selick@csa.bu.edu>

-- Tero --

1339. Re: Meta.sys

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 15:20:06 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug6.152006.9245@u.washington.edu>
Source record: 218953

jonc@status.gen.nz (Jon Clarke) writes:

>dud@hardy.u.washington.edu (Daniel Aylward) writes:

>>
>> I think my metafile driver meta.sys is bad. I've tried saving .GEM files
>> in several programs, and I always get 2 bombs. Where can I get a better
>> driver? I don't know where I got this one; it just kinda appeared on my
>> HD! I'm sure you all know how that goes...
>>
>> I got GDOS with STalker.
>>
>> Dan Aylward
>> dud@u.washington.edu
>>

> Do you mean meta.sys as in METADOS for the cdar50? cd_roms?

No, I mean meta.sys. It is supposed to be a GDOS driver that allows
programs such as Easy Draw to write .GEM metafiles; the Atari standard
vector graphic.

Dan Aylward
dud@u.washington.edu

1340. Re: Spectre GCR and Unix

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 18:02:39 UTC
From: paul@jupiter.noname
Message-ID: <1992Aug6.110241.3584@arizona.edu>
Source record: 218955

In article 7607@uwm.edu, ultron@csd4.csd.uwm.edu (Andrew Krieg, Man or Android?) writes:
> Is there a good PD vt100 program for the Mac that runs on Spectre? I am
> currently using Zterm (some old version) that doesn't support Unix at all.
> First, there is no [ESC] key defined on the Spectre (is there?) so I can't
> use vi. Second, there is no [Cntl] key defined either, so forget about
> putting processes in the background. Is there a way to map these keys from
> the ST to be recognized in vt100 mode when emulating the Mac via Spectre
> (whew!)?
> --
> = Andrew Krieg | =
> = krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
> = or | =
> = krieg@point.cs.uwm.edu| - Astoroth =

Try MacKermit--it has a good terminal emulator and also lets you turn the command (control) key back into the control key.

-Paul Harris
paul@jupiter.ame.arizona.edu

1341. Re: Spectre GCR and SG10

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 18:05:29 UTC
From: paul@jupiter.noname
Message-ID: <1992Aug6.110531.3585@arizona.edu>
Source record: 218954

In article 16474@uwm.edu, ultron@csd4.csd.uwm.edu (Andrew Krieg, Man or Android?) writes:
> Anyone know where I can get a Star SG10 printer driver to use with my ST when
> in Mac mode (via Spectre)?
> --
> = Andrew Krieg | =
> = krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
> = or | =
> = krieg@point.cs.uwm.edu| - Astoroth =

I've been using "Chuck's Printer Drivers" from mac.archive.umich.edu. It works fine,
but it's not too pretty.

-Paul Harris
paul@jupiter.ame.arizona.edu

1342. SHADOWTERM - where is it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 18:40:47 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Aug6.184047.9606@mits.mdata.fi>
Source record: 218973

I've tried to get Shadowterm from atari.archive by the name
SHDWTERM.ZOO, but apparently it isn't under that name. Could somebody
tell me the right name and the directory (I suppose it's in the new
directory).
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

1343. Questions on Protar Series II

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 19:27:24 UTC
From: mr3@ukc.ac.uk
Message-ID: <1425@eagle.ukc.ac.uk>
Source record: 218957

Hi. I'm posting this for a friend who has no newsgroup access. Please
mail replies to cmeli%panther.uucp@carla.dist.unige.it, though if the
mail bounces back, then send it to me and I'll forward it.

Mike

I am going to buy a Protar Series II 100M hard disk and am thinking of
upgrading my operating system from TOS 1.2 (UK) to TOS 2.06.
Has anyone encountered any problems running the pc-ditto software emulator
with TOS 2.06? Does pc-ditto work with the Protar drive?
My ST is a 1040 stf. Does TOS 2.06 (the USA version) work on a british
machine or are there any problems?

I can be contacted at cmeli%panther.uucp@carla.dist.unige.it

Clyde
--
Michael Rizzo email mr3@ukc.ac.uk
Rm109B, Computing Laboratory
University of Kent
Canterbury CT2 7NF U.K. Tel. (0227) 764000 Ext 7684

1344. Re: Meta.sys

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 19:55:41 UTC
From: jonc@status.gen.nz
Message-ID: <i4o3oB1w164w@status.gen.nz>
Source record: 218952

dud@hardy.u.washington.edu (Daniel Aylward) writes:

>
> I think my metafile driver meta.sys is bad. I've tried saving .GEM files
> in several programs, and I always get 2 bombs. Where can I get a better
> driver? I don't know where I got this one; it just kinda appeared on my
> HD! I'm sure you all know how that goes...
>
> I got GDOS with STalker.
>
> Dan Aylward
> dud@u.washington.edu
>

Do you mean meta.sys as in METADOS for the cdar50? cd_roms?

Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

1345. Wanted--> External Double Sided Drive!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 21:04:08 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <56213@mentor.cc.purdue.edu>
Source record: 218958

I am looking for a good dependable external double sided drive for my ST.

I prefer Master, Atari, or Golden Image drives.

It must have its own power supply. I will pay shipping of course.

Jody Lenn

1346. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 22:01:56 UTC
From: mike@r-node.gts.org
Message-ID: <1992Aug06.220156.13977@r-node.gts.org>
Source record: 218961
Cross-posted to: news.software.nn,news.newusers.questions,comp.sys.atari.st

In article <H.OSYlKyB1QFA@tokna.gold.sub.org> tknauer@tokna.gold.sub.org (Thomas Knauer) writes:
>
>the problem of the NN port to the Atari ST is, that you have to build an
>"active" file (NN format, not HERMES-like !!) in /usr/lib/news before
>running nnadmin -I.
>
>You can build this file by using the included "buildact.tos".
>Buildact.tos searches for "/usr/lib/hermes/active". It's output is a
>UNIX compatible "active" in "/usr/lib/news/active".
>

Hi Thomas.
I tried running buildact.tos. It quits with an error -33 (file not found?).
If that does mean file not found then what file?
I even tried running SYSMON, to see what files it's trying to open, but either it's not making gemdos/bios calls to open files, or is doing something weird that sysmon can't trace.

Btw the size of my 'buildact.tos' file is 11008 bytes.

>
>With an adequate active file, GROUP and MASTER are built correctly.
>For securety reasons here is my configuration of the neccessary NN
>variables.
>
>nnadmin -C >g:\conf:
>
>----------------------------- cut here --------------------------------
>Configuration:
>
>BIN: not used
>LIB: g:\usr\lib\nn
>NEWS SPOOL: g:\usr\spool\news
>NEWS LIB: g:\usr\lib\news
>DB: g:\usr\spool\news\.nn
>DATA: g:\usr\spool\news\.nn\DATA\{group-number}.[dx]
>ACTIVE: g:\usr\lib\news\active
>Database format is machine dependent (byte order and alignment)
>Database version: 0
>Recording usage statistics
>Mail delivery program: recmail
>Query for appending .signature DISABLED
>Max pathname length is 255 bytes

>
>Environment:
>
>NEWS=g:\usr\spool\news
>NNDBDIR=g:\usr\spool\news\.nn
>NNLIBDIR=g:\usr\lib\nn
>NNHELP=g:\usr\lib\nn\help
>NNLOG=g:\usr\adm\nn.log
>NEWSLIB=g:\usr\lib\news
>

Do these variables need to be set BEFORE I try to run buildact?
If so how?

I'm just about ready to junk this attempt at trying to get 'nn' to run.

Thanks very much for your suggestions anyway.

Mike

--
==
Mike Stramba Email: mike@r-node.gts.org
Toronto,Canada
==

1347. International Karate + (IK+)

Newsgroup: comp.sys.atari.st
Date: 1992-08-06 22:17:05 UTC
From: alvear@whatever.cs.jhu.edu
Message-ID: <1992Aug6.221705.14947@blaze.cs.jhu.edu>
Source record: 218960

I am looking for the game International Karate + (IK+) that was put out for the ST some time ago. If there is a kind soul out there who has this game and no longer plays it, or if somebody has seen it in some bargain bin, please let me know!

Thanks in advance,

Dom (alvear@cs.jhu.edu)

1348. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 00:27:31 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug6.202731.1@uwovax.uwo.ca>
Source record: 218962
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.H4JdRzIKfgs@marsu.tynet.sub.org>, wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:
> Yes, I agree, TOSWIN is really neat stuff. But there's still one nasty
> incompatibility with NVDI (2.0.3), the same as in BGACC: If you have NVDI
> installed, you have to set "alias precmd 'echotc vi' and sacrifice
> your cursor, because otherwise every second or third keypress only
> produces a black cursor box in the command line, covering the letters.

I have NVDI installed on my system, and I haven't had that problem. Perhaps it's some other program in your system that's conflicting? You could try various combinations of BIOSBUF={YES,NO} and try with and without CON=u:\dev\fasttext in your mint.cnf.

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1349. Publishing Partner Fonts Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 00:51:37 UTC
From: dennis@citr.uq.oz.au
Message-ID: <dennis.713148697@citr.uq.oz.au>
Source record: 218965

Hi can somebody suggest a net.source or ftp.source for Fonts for this package.

I'd like full details please, not just which machine its on. Can somebody perhaps post an archive of fonts to the binary group???

Many thanks in advance

--

Dennis Remmer - dennis@citr.uq.oz.au - DennisR@syacus.acus.oz
Australian Centre for Unisys Software, Brisbane Queensland Australia

1350. 14,400 bps terminal p

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 02:16:27 UTC
From: alex golitsis <alex.golitsis@canrem.com>
Message-ID: <1992Aug6.1113.21848@dosgate>
Source record: 218966

->"In my view the point isn't so much the speed of transmission, but the
->"speed of display. I've been very happy with Uniterm, but since I have
->"a modem with 14400bps I notice that the display is still running while
->"the recieve LED is already out. Obviously Uniterm can't keep up with
->"the modem...

Jan, I tried out a _very_ basic terminal program I was working on
a few years' back and it would not keep up with 14.4 Kbps or
anything beyond...

And it had not much more than the straight TOS calls to fetch a
cahracter and display a character. I suppose things would be
better on a faster machine.

--
Canada Remote Systems - Toronto, Ontario/Detroit, MI
World's Largest PCBOARD System - 416-629-7000/629-7044

1351. HERMES / rmail not working

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 02:53:12 UTC
From: mike@r-node.gts.org
Message-ID: <1992Aug07.025312.21487@r-node.gts.org>
Source record: 218974

```
Well my HERMES system WAS running but now:

When I run `rmail it's looking for a file in \usr\spool\r-node\
then aborting without creating the 'C' file and the other files
in \usr\spool\r-node\ for `ucico to process.

The 'X' and 'D' files from `mmail ARE in \usr\spool\mqueue.

e.g. Here is the output from `rmail:
-----------------------------------------------------
Processing A0BSKRC2.X (2/2)
Origin of Job: Mike Hermes1
[0BSKWNA] Mail for "Mike@r-node"
[0BSKWNA] routed via 'r-node" to "mike @r-node"

!rmail.(248) a:\usr\spool\r-node\a0bskrw2.d" path not found
-----------------------------------------------------
^^^^^^^
Where is this filename coming from?

Any ideas?

--
=========================================================================
Mike Stramba Email: mike@r-node.gts.org
Toronto,Canada
=========================================================================
```

1352. Re: Atari Falcon announcement!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 05:14:30 UTC
From: gwmeyer@iastate.edu
Message-ID: <gwmeyer.713164470@vincent1.iastate.edu>
Source record: 218968

In <1992Aug4.095810.100@physc1.byu.edu> asplundm@physc1.byu.edu writes:

>In article <1992Aug4.004038.27770@mnemosyne.cs.du.edu>, jyoung@nyx.cs.du.edu (Jeff Young) writes:
>> Meeting with Tramiel is on DELPHI network. People said DELPHI is
>> connected to Intenet so you can log on from you terminal!
>>
>> Someone will make record of Tramiel meeting and post?

>Is someone going to give the details for connecting with Delphi?

>Matt Asplund
>asplundm@vanlab.byu.edu

To connect with DELPHI, you need to have an active DELPHI account. (DELPHI is a commercial service.) Once you have that, you can Telnet into it, 24 hours a day, with no telecom surcharge.

The address is delphi.com, or 129.80.63.1 if that's the information needed.

Information on getting a DELPHI account, and the $1 an hour Trial Offer they're offering right now can be obtained by sending e-mail to:

biblinski@delphi.com

--Gordie Meyer
biblinski@delphi.com
gwmeyer@iastate.edu

****
"The Constitution is like an Etch-a-Sketch. Every now and then you need to give the knobs a twist." -- from some movie whose title I've forgotten
biblinski@delphi.com gwmeyer@iastate.edu BIBLINSKI on DELPHI
****

1353. Re: LDW Power upgrades

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 07:06:09 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.563477@cix.compulink.co.uk>
Source record: 218969

Last I heard, LDW was up to version 2. It was advertised in the UK as
'New Version 2' about 4 months ago.

+----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+----------------------------+

1354. Re: VT100 term programs

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 07:47:17 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Aug7.074717.27483@sactoh0.sac.ca.us>
Source record: 218976

If all you need is a VT100 terminal, what about the Atari VT100
cartridge? You don't have to load anything, and it is only $9.99 at
B&C Computervisions.

I'd get one, but... what do I need a VT100 terminal for?

--
##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

1355. Re: HERMES / rmail not working

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 11:57:49 UTC
From: mike@r-node.gts.org
Message-ID: <1992Aug07.115749.19603@r-node.gts.org>
Source record: 218983

In article <1992Aug07.025312.21487@r-node.gts.org> mike@r-node.gts.org (Mike Stramba) writes:
>
>When I run `rmail it's looking for a file in \usr\spool\r-node\
>then aborting without creating the 'C' file and the other files
>in \usr\spool\r-node\ for `ucico to process.

Well I solved my own problem. By making sure `rmail was called through a script for `hush, by invoking `uuwork, everything is fine again.

I could have sworn that I was able to run `rmail from the `hush prompt and have it work properly.

Oh well, it's working again.

Now ..... to get that 'NN' program going !!!

Mike
>
>--
>===
>Mike Stramba Email: mike@r-node.gts.org
>Toronto,Canada
>===

--
===
Mike Stramba Email: mike@r-node.gts.org
Toronto,Canada
===

1356. The future of MiNT and MultiTOS on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 12:49:01 UTC
From: dac@ukc.ac.uk
Message-ID: <1428@eagle.ukc.ac.uk>
Source record: 218975

As the new Atari Falcon is to use a kernel based on Eric Smith's MiNT,
and as Eric Smith is still developing and improving MiNT, are the
subsequent improvements and new ideas likely to be incorporated into
future releases of MultiTOS now that Allan Pratt is no longer in the
picture, or is a Falcon compatible MiNT likely to be installable over
MultiTOS?

--
% cc life.c | David Clear - Phone:+44 227 764000 x7620
% a.out | Systems Group, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.

1357. ANY P o r t f o l i o - USER around here ?

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 14:55:43 UTC
From: jogl@merry.imsd.rwth-aachen.de
Message-ID: <1992Aug7.145543.24824@Urmel.Informatik.RWTH-Aachen.DE>
Source record: 218979

hi,

"Subject:"-line says it all:

are there any ATARI- P o r t f o l i o - Users around here,
who are interested in idea/information/software (PD only)
exchange ?

--

___ ____________________________________
/ / _____ ! jogl@tolkien.imsd.rwth-aachen.de !
__/__/_/ Gl ! Inst. f. Med. Stat. & Doku. (IMSD) !
/_/ !___Aachen__Germany__Europe__Earth___!

1358. Graphics Library v1.1

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 15:17:20 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Aug7.151720.5486@newton.ccs.tuns.ca>
Source record: 218980

Hi everyone,

I've just uploaded the file graphx11.zoo to a.a.u.e in the
atari/new directory.

This file contains the latest version of Graphics Library, a
Turbo C v2.0 compatible graphics library for Lattice C and
Sozobon C. This library allows to to compile your Turbo C code
that uses the graphics library, on your ST.

I wrote this library for my own use and thought others may
be interested. BTW, its FREEWARE.

==========

Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
School of Computer Science
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

1359. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 16:35:24 UTC
From: ekrimen@wet.UUCP
Message-ID: <4215@wet.UUCP>
Source record: 218989

In article <1992Aug6.064642.3321@quando.quantum.de> vombruch@quando.quantum.de (Stefan vom Bruch) writes:
>I don't know what Photoshop or ColorStudio are like but when I think of
>image processing software, "Repro Studio Pro", "tms Cranach Studio",
>"Retouche Professional"... come to mind - most if not all of them supporting
>true color (24bits), so to use them you'll probably need a TT (or Mega STE at
>
Unfortunately, of those three, I think only Retouche Professional may be available in the States.

>And as an answer to your first article, there is some other software I would
>like to see on the ST, and this is not a game: How about some raytracing/
>3D-modeling software that includes texture and bump-mapping and allows
>animations (something like Autodesk 3d Studio 2 for the PC, or like Antic's
>Cyber-series for the ST but much more advanced) - I don't think, it would make
>much sense on the ST (the resolution being what it is) but it would on the
>Falcon...

You should see Lexicor's Software. Cyber-compatible, 3D animation, with renderer, although I don't think they have bump-mapping. They're in the process of adding Spectrum 512 support because there are many ST users out there who wouldn't be able to fit their STs with graphics cards, either for financial reasons or practical reasons. They're also porting their software to the Silicon Graphics machines, basically to stay in business as I understand it. :^/ Apparently, they've also had a Falcon for quite a while, working on software for that.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1360. Re: The future of MiNT and MultiTOS on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 16:46:54 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug7.164654.19391@usenet.ins.cwru.edu>
Source record: 218982

In a previous article, dac@ukc.ac.uk (David Clear) says:

>As the new Atari Falcon is to use a kernel based on Eric Smith's MiNT,
>and as Eric Smith is still developing and improving MiNT, are the
>subsequent improvements and new ideas likely to be incorporated into
>future releases of MultiTOS now that Allan Pratt is no longer in the
>picture, or is a Falcon compatible MiNT likely to be installable over
>MultiTOS?

Or better yet, is Eric Smith getting paid big bucks from Atari because
MiNT is being used for Multi-TOS? Or is he getting paid anything at all?

I really don't care how much he is getting paid, though I hope it is
something. He is saving Atari a fortune because of his MiNT.

>
>

--

1361. Software written to your specs

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 17:34:54 UTC
From: cinnanum@mentor.cc.purdue.edu
Message-ID: <56290@mentor.cc.purdue.edu>
Source record: 218984

How many people spend hours or days looking around for a PD/Shareware program to fulfill a need or desire that they might have? If you could ask a competant programmer to write some code for you that would do whatever you wanted it to, what would you ask for? Please post public, I'm sure that programmers are interested in what people want. I am.
Upright.

1362. Re: The future of MiNT and MultiTOS on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 17:42:13 UTC
From: lectro@milton.u.washington.edu
Message-ID: <1992Aug7.174213.16504@u.washington.edu>
Source record: 218985

In article <1992Aug7.164654.19391@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>Or better yet, is Eric Smith getting paid big bucks from Atari because
>MiNT is being used for Multi-TOS? Or is he getting paid anything at all?
>
>I really don't care how much he is getting paid, though I hope it is
>something. He is saving Atari a fortune because of his MiNT.
>
I remember reading somewhere that MiNT is licensed to Atari by Eric Smith
so I 'spose he's getting some dinero out of it. (on a per unit basis, maybe)

Jonathan E. Maier # ## # lectro@u.washington.edu
---------- # ## # ----------
Weekend Operator ## ## ## University of Washington
UCS Operations ## ## ## Seattle, Washington

1363. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 17:46:19 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug7.174619.1383@dartvax.dartmouth.edu>
Source record: 218986
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In <Zgg5oB1w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:

>moon!cyberden!phbill@well.sf.ca.us writes:

>> I'm interested. (My system just pointed out to me that "news.group"
>> doesn't exist here, HOWEVER I believe since it's all fed messages that it
>> will get out there anyways...) I would really like to see this, esp.
>> since the only Forem board I call (AtariBase) is VERY far away (LD$$),
>> but I'd still like to interact with the message bases on Forem-net.
>> thanx
>>

I just realized that this is being crossposted to news.group, not
news.groups! Normally discussion of new groups should take place
exclusively on news.groups and not be crossposted. I suspect that
the original RFD contained the same error, so it needs to be posted
to news.groups before it will be valid.

Please move the discussion to news.groups. If your site does not receive
news.groups, talk to your system administrator and fix it. If you do not
want to read all the other messages on news.groups, learn how to use a
kill file with your news reader (I use nn and it is quite trivial).

--PC
--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

1364. Internet in Detroit

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 18:22:22 UTC
From: cinnanum@mentor.cc.purdue.edu
Message-ID: <56293@mentor.cc.purdue.edu>
Source record: 218987

If anyone in the Detroit area reads this could you please respond? My brother recently moved to Utica and aquired an ST w/modem. We would like to be able to send E-mail back and forth, but he has no access to Internet and GEnie is a long distance call plus surcharge from his place. I have heard the term Pub-Nix on this group but don't know what it means. I have also steered him to the local atari user group. Any help would be appreciated.

1365. TOS 2.05/2.06 Question

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 18:39:06 UTC
From: rost@rgb.dec.com
Message-ID: <1992Aug7.154131.9260@ryn.mro4.dec.com>
Source record: 218981

I'm looking into buying a Mega STE as an upgrade from a 1040ST. Talking to a mail order dealer here in the US, the Megas are currently being shipped with the HD floppy and TOS 2.05, although 2.06 chips may be purchased separately for $60.

I have heard that 2.05 is buggy, the dealer says only in oddball cases. He agrees that Atari should be shipping with the latest OS but will not install it himself without the $60.

Does anybody know the REAL story about bugs with 2.05? Is it worth buying the 2.06 ROMs now or waiting? Has anyone had to upgrade from 2.05 to 2.06 because of bugs they ran into?

Brian Rost @rgb.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

1366. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 18:44:34 UTC
From: jonc@status.gen.nz
Message-ID: <Zgg5oB1w164w@status.gen.nz>
Source record: 218971
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,news.group,

moon!cyberden!phbill@well.sf.ca.us writes:

> I'm interested. (My system just pointed out to me that "news.group"
> doesn't exist here, HOWEVER I believe since it's all fed messages that it
> will get out there anyways...) I would really like to see this, esp.
> since the only Forem board I call (AtariBase) is VERY far away (LD$$),
> but I'd still like to interact with the message bases on Forem-net.
> thanx
>

Thanks for the input Bill. I am sure alot of Atari Users in the USA and
our here in the neither world will enjoy seeing the Z*NET FNET feeds.

I currently have them going on my system here status.gen.nz and the
usage is very high to say the leaste.

Hope your system gets the articles in news.

regards

Jon Clarke

Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

1367. RDF:comp.sys.atari.znet

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 19:00:27 UTC
From: jonc@status.gen.nz
Message-ID: <gate.HFs6oB1w164w@status.gen.nz>
Source record: 218970
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.bbs.misc

```
Subject: RFD: comp.sys.atari.znet
Followup-To: news.groups,comp.sys.atari.st
Sender: jonc@status.gen.nz (Jon Clarke, Z*NET PC Assistant Publisher)

Request For Discussion (RFD): comp.sys.atari.znet

Status: unmoderated

This is an official Request For Discussion (RFD) for the creation of a
Usenet newsgroup called comp.sys.atari.znet

Charter:

Comp.sys.atari.znet is for discussion of all aspects of the ASCII Magazines
produced by Z*NET including feeds from Z*NET FNET (FoReM NeT, Gatewayed via
The Z*NET Global News Gateway "status.gen.nz") also including discussion on
all aspects of the following

- Atari Explorer On-line
- Z*NET PC
- Z*NET Fido echo's (Zone 3)
- Z*NET FNET

Topics would include those current discussed in the Z*NET FNET echo, GEnie,
Delphi, Compuserve, Bix, Fido and comp.sys.atari.st which cover Z*NET Topics

- Letters to the Editor
- Current issue feedback
- Columnist's reply
- Letters to the Z*NET Global Crew
- Atari Explorer On-line
- Z*NET PC
- Z*NET FNET echo's
- Z*NET Fido echo's (zone 3)
- Z*NET Pacific
- Z*NET Europe
- Z*NET USA
- Z*NET Canada

Topics will also include an open forum to discuss topics of interest with the
Director of Communications at Atari Inc, USA and will be open to all Atari
based computers ie 8bit Series, ST Series, PC Series etc. Feedback will be
gatewayed back to fido net and FNET thus allowing a great interaction of users
across three networks.
```

Discussion of this proposal should be posted to news.groups. As per the Guidelines, discussion that occurs there is the only discussion that counts. If your site does not carry news.groups, and you are interested in this discussion, get your administrator to carry the group.

_
- Jon Clarke o( )
jonc@status.gen.nz / /\
The Z*NET Global News Gateway in Auckland, New Zealand

1368. NEC 4DS Monitor + Atari 520ST

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 19:09:38 UTC
From: aj743@cleveland.Freenet.Edu
Message-ID: <1992Aug7.190938.28940@usenet.ins.cwru.edu>
Source record: 218988

What is the best way to connect a NEC 4DS multisync monitor to a Atari
520ST and what are the costs???

Thank for the help...

--
//////// / TAYLOR 23 / //
6820 N.W. 31st InterNet: aj743@cleveland.Freenet.Edu
Bethany, Oklahoma Compu$erve: 70233,3101
73008-4006 GEnie: S.HARDY3

1369. Re: Wanted--> External Double Sided Drive!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 20:27:42 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <VcL6oB1w164w@tcpbbs.pcn.org>
Source record: 218991

lenn@mentor.cc.purdue.edu (Jody Lenn) writes:

> I am looking for a good dependable external double sided drive for my ST.
>
> I prefer Master, Atari, or Golden Image drives.
>
> It must have its own power supply. I will pay shipping of course.
>
>
> Jody Lenn
>
>
>

B&G ELECTRONICS 1-216-521-2855 has new Golden Image 3.5" drives for
$159.95. They also, from time to time, have used 3.5" drives. Usually
selling at about $125.00 (depending upon quality).

Joe Adato

1370. How Much is a USED Atari ST or STE worth ?

Newsgroup: comp.sys.atari.st
Date: 1992-08-07 21:19:04 UTC
From: patf@silvlis.com
Message-ID: <1992Aug7.211904.19828@silvlis.com>
Source record: 218990

I am going to sell a 1040 ST
with a color monitor, Falcon and LDW Power.

I am also going to sell a 4 meg 1040STE with
no monitor and Calamus.

Can someone please tell me what these items are worth ?
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

1371. Re: The future of MiNT and MultiTOS on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 00:45:30 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug7.204530.1@uwovax.uwo.ca>
Source record: 218993

In article <1428@eagle.ukc.ac.uk>, dac@ukc.ac.uk (David Clear) writes:
> As the new Atari Falcon is to use a kernel based on Eric Smith's MiNT,
> and as Eric Smith is still developing and improving MiNT, are the
> subsequent improvements and new ideas likely to be incorporated into
> future releases of MultiTOS now that Allan Pratt is no longer in the
> picture, or is a Falcon compatible MiNT likely to be installable over
> MultiTOS?

I've received several pieces of e-mail from people who are worried about
this, so I guess I should reply publically:

(1) I've spent a lot of time emphasizing my distance from Atari: I'm
not an Atari employee, I can't speak for them, and it's entirely
up to them what goes into MultiTOS. Perhaps I spent too much time
emphasizing those things and not enough emphasizing the other: that
I do have a good working relationship with Atari. The MiNT source
code is available to them (as it is available to everyone!), and I
for one don't want MultiTOS to be based on an out-of-date version
of MiNT. Neither does anyone else that I know of. I _believe_ that
Atari is continuing to work on its version of MiNT, and that it
will by and large be a superset of the publically available version
of MiNT; but I cannot make a more authoritative statement than that,
because it is Atari's product, not mine.

(2) I was sorry to see Allan go (although I can certainly understand why
he chose to take a job with Taligent; it sounds like a great opportunity).
But there are lots of other good programmers at Atari (e.g. Ken
Badertscher and John Townsend) who are continuing to work on MultiTOS.

(3) Several people have asked about whether I'm getting a lot of money for
MiNT. The details of my license with Atari are confidential; I cannot
reveal them. I've said before that Atari got a good deal. You may take
that to mean that I'm not getting rich from this. I did, however, get
what I asked for from them (in fact, they gave me a bit more than I
asked for). In other words, I *offered* them the good deal, and they
accepted. Both parties are (so far as I know) satisfied.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1372. Re: LDW Power upgrades

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 01:10:21 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <Aug08.011021.26668@yuma.ACNS.ColoState.EDU>
Source record: 218994

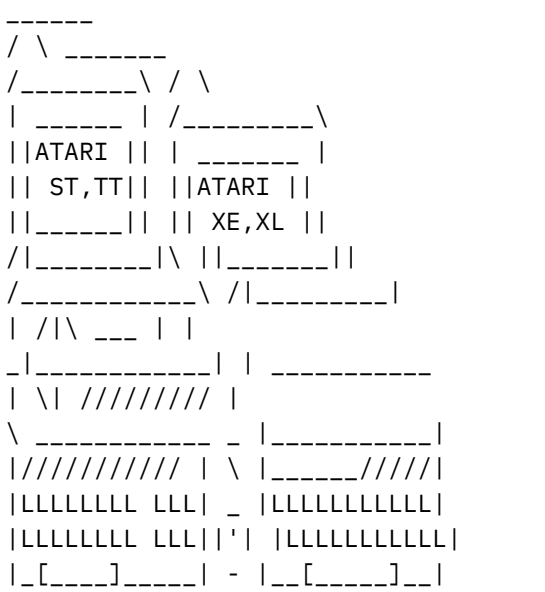
Hmmmm!, a new version available in Britain. Why have we not
seen it?

1373. Cleveland Free-Net Atari SIG Announcement

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 02:23:53 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug8.022353.21395@usenet.ins.cwru.edu>
Source record: 218995

INTRODUCING...

The NEW...



CLEVELAND FREE-NET ATARI SIG

The Atari SIG is a Special Interest Group servicing all Atari computer users and Lynx video game players. The SIG Operators that help run the Atari SIG are volunteers that have an interest in Atari computers and Atari products. The opinions of each SIGOp do not necessarily reflect the Atari SIG nor that of the Cleveland Free-Net. The Atari SIG is run by individuals and is no way affiliated with Atari Corporation. The "Atari" name, logo, and any other Atari products mentioned here are copyrighted by Atari Corporation. The Atari SIG is made possible by the NPTN, CWRU, INS, and you, the user who contributes time and information. The Central Atari Information Network (C.A.I.N.) is the official user group of the Cleveland Free-Net Atari SIG. The meetings are usually electronic and are held in the Multi-User Chat area on Free-Net. A live gathering of C.A.I.N. members is held once a year. The C.A.I.N. official newsletter is published in electronic form once a month. The Atari SIG can be accessed by the phone number: "216/368-3888" at either 300, 1200, or 2400 baud. It can also be accessed by users around the nation or world for free by using "telnet" at their college or business by the following Internet addresses: 129.22.8.82, 129.22.8.75, 129.22.8.76, freenet-in-a.cwru.edu, freenet-in-b.cwru.edu, cwns16.INS.CWRU.Edu, cwns9.INS.CWRU.Edu, or cwns10.INS.CWRU.Edu. There is no charge for the use of the Atari SIG or the Cleveland Free-Net. The information within

this SIG is believed to be reliable but cannot be guaranteed.

In the Atari SIG, there are many different areas which you may use. We ask that you help out in these areas because we cannot make the Atari SIG a success without you.

Here is a small overview of each section in the Atari SIG:

One of the first sections is the SIG Menu Outline. This outline is here to help you find what you are looking for in this SIG.

The Atari News area is the place to go for all of the latest news relating to Atari. In this area, you will find the Atari News (All) board, the Atari SIG Newswire (Weekly), the Free-Net Atari SIG Newsletter (Monthly), Atari Show Announcements listing, and a Rumor Mill board that does not require users to leave their names when posting rumors.

The General Bulletin Board is the main place for Atari computer users to meet and discuss any problems, suggestions, or experiences that they might have.

The 8-Bit Computers Support Area is the place to be when it comes to support for the 8-bit Atari. This area includes a computer description, FAQ list, 8-bit news, bulletin board, programming forum, product summaries, product reviews, tips & tricks board, file area, all Z*Magazine issues, recent Info-Atari8 Digests, and an 8-bit user directory.

The 16/32-Bit Computers Support Area is here specifically to meet the needs of the ST, TT, and hopefully new Falcon computer users. There is a published articles board, a computer description file, FAQ list, 16/32-bit news, bulletin board, MIDI forum, programming/developing forum, tips and tricks board, file area, online magazines, and 16/32-bit user directory.

The Portfolio Support Area brings support to users of one very small computer. The area includes a description file, Portfolio news, bulletin board, programming forum, product summaries, product reviews, tips & tricks board, file area, Portable Addiction Magazine, and a Portfolio user directory.

The Lynx Support Area is for owners of the first color portable video game system (not to mention the best). There is a description file, published articles board, FAQ list, Best & Worst of 1991 file, Lynx news, bulletin board, Atari Explorer game card summaries board, game card reviews, rank Lynx games area, tips & tricks board, record high scores reported board, APE Newsletter, Portable Addiction magazine, and a Lynx player directory.

The Wanted & For Sale Board is the market place for Atari users. This is where users may post messages to sell their equipment or just let others know what they are looking to buy. Businesses may not use this board to sell their merchandise.

In the Voting Booth, users are allowed to post and vote on Atari related issues. There are complete text files to help you in this area. It is a great new addition to the SIG.

The Atari Library is a place for users to get old Atari SIG news and information, Online Magazines, Atari SIG Newsletters, various documents in the Miscellaneous Information board, text files in the Information Base, and Atari SIG Logs.

The Atari SIG Newsletter is put together in The Newsroom area of the Atari SIG. All interested users should visit the area to see what they can do to help put together the newsletter.

The Help-Line is the place to ask general questions about your Atari computer. The SIGOps manning the Help-Line are ready, willing, and able to help. Your question will be answered as soon as possible.

And finally there is a directory of all the Atari SIG members. This section is a listing of all the Atari SIG members. If you are an Atari user and this all looks good to you then please take the time to sign up now and your name will be added to the list. Once your name is on the list, you may be contacted through personal messages if any important news should come up related to Atari or the Atari SIG.

The posting of any abusive, obscene, offensive, or inflammatory messages may be deleted. It goes without saying that illegal material is prohibited. Any illegal material that you post will be deleted and your Cleveland Free-Net access may be revoked.

If you have any comments or suggestions on how to make the Atari SIG better then please send the Atari SIGOps a message at:

xx004@cleveland.Freenet.Edu

Thanks goes out to all those who are helping in contributing news, online magazines, reviews, and information. Their names are listed in the header of the material that you read.

Thank you & enjoy,

Michael Current, aa700 (8-Bit Computers Support Area)
Peter Haller, aa596 (8-Bit,16/32-bit Programming Forum, MIDI Forum)
Fred Horvat, aa778 (Portfolio Support Area, Portfolio Programming Forum)
Mark Leair, aa338 (Voting Administrator, Newsletter Editor)
J. J. Lehett, aa400 (16/32-Bit Computers Support Area)
Scotty Meredith, aa519 (Newsletter Editor)
Len Stys, aa399 (Lynx Support Area, SIG Manager)
Doug Wokoun, aa384 (Atari News)

Your Atari SIG Operators

The Cleveland Free-Net has been upgrading systems and adding more server ports so if you cannot access Free-Net from the above nodes, try these:

freenet-in-a.cwru.edu = cwns5.ins.cwru.edu = 129.22.8.47
freenet-in-b.cwru.edu = cwns6.ins.cwru.edu = 129.22.8.48
freenet-in-c.cwru.edu = cwns6.ins.cwru.edu = 129.22.8.48

We hope to see you there!

Len Stys, aa399@Cleveland.freenet.edu
--

1374. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 04:28:14 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Aug7232814@leidecker.gsfc.nasa.gov>
Source record: 218997
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug2.191539.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca
(Eric Smith) writes:

Along with the MiNT executables is provided a beta version of TOSWIN,
a really nifty (well, I think so :-)) new window manager that can work
as a .ACC. Unlike the old BGACC, this one supports arbitrary GDOS fonts
(including proportional fonts!), scrollback (like xterm), and allows
for dynamic resizing of windows.

The documentation for TOSWIN refers to termcap info for terminal type
tw52, which I assume is an extended vt52. I grepped through the source
and binary releases, and couldn't find a termcap entry. What is the
correct termcap entry for tw52?

Thanks!

--
Doug
dstailey@leidecker.gsfc.nasa.gov
"If I've learned one thing in this life, it*((^(^jkh d8)9^&*^)*^ 7678^*k
&(&)*(&*(&8979 yujhNKHLjdf 7(*&&&&^ ..dlfd....

Segmentation fault (core dumped)

1375. *.INF loading program

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 04:32:19 UTC
From: rabino@eng.umd.edu
Message-ID: <1992Aug08.043219.29222@eng.umd.edu>
Source record: 218996

Has anyone got a PD/Shareware program that loads and sets the
desktop parameters from a selected *.INF file? I've heard one exists,
but cannot seem to locate it.

Mike Rabinovitz
rabino@eng.umd.edu

--
Mike Rabinovitz
rabino@eng.umd.edu

1376. Re: ANY P o r t f o l i o - USER around here ?

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 04:35:18 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug8.043518.24376@msuinfo.cl.msu.edu>
Source record: 218998

jogl@merry.imsd.rwth-aachen.de (Joachim Glaubrecht #Alwd#) writes:

>hi,
>
>"Subject:"-line says it all:

>are there any ATARI- P o r t f o l i o - Users around here,
>who are interested in idea/information/software (PD only)
>exchange ?

How about it fellow Portfolio fans? Are you out there? Or is it just the two
of us?
--
Dan Cable
cable@crs.cl.msu.edu

1377. Re: Atari Falcon announcement!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 04:38:26 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug8.043826.24454@msuinfo.cl.msu.edu>
Source record: 218999

asplundm@physc1.byu.edu writes:

>In article <1992Aug4.004038.27770@mnemosyne.cs.du.edu>, jyoung@nyx.cs.du.edu (J
eff Young) writes:
>> Meeting with Tramiel is on DELPHI network. People said DELPHI is
>> connected to Intenet so you can log on from you terminal!
>>
>> Someone will make record of Tramiel meeting and post?

>Is someone going to give the details for connecting with Delphi?

I believe you will have to have a Delphi account to connect with them. For
further information contact biblinski@delphi.com. If Delphi permits, you
should see the meeting record posted here so sit tight.
--
Dan Cable
cable@crs.cl.msu.edu

1378. Re: TOS 2.05/2.06 Question

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 05:05:32 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug8.050532.25307@msuinfo.cl.msu.edu>
Source record: 219000

rost@rgb.dec.com (My name is Brian Rost) writes:

>I'm looking into buying a Mega STE as an upgrade from a 1040ST. Talking to a
>mail order dealer here in the US, the Megas are currently being shipped with
>the HD floppy and TOS 2.05, although 2.06 chips may be purchased separately for

>I have heard that 2.05 is buggy, the dealer says only in oddball cases. He
>agrees that Atari should be shipping with the latest OS but will not install
>it himself without the $60.

>Does anybody know the REAL story about bugs with 2.05? Is it worth buying the
>2.06 ROMs now or waiting? Has anyone had to upgrade from 2.05 to 2.06 because
>of bugs they ran into?

I had 2.05 on my Mega STE and upgraded to TOS 2.06 as part of the HD floppy
upgrade. In my experience there were no MAJOR bugs in 2.05 although it
certainly did not handle the serial ports correctly. There are software fixes
for that problem.
--
Dan Cable
cable@crs.cl.msu.edu

1379. Re: ANY P o r t f o l i o - USER around here ?

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 06:08:45 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Aug8.060845.3523@msuinfo.cl.msu.edu>
Source record: 218901

jogl@merry.imsd.rwth-aachen.de (Joachim Glaubrecht #Alwd#) writes:

>are there any ATARI- P o r t f o l i o - Users around here,
>who are interested in idea/information/software (PD only)
>exchange ?

I'm wondering if perhaps there should be a poll to see whether a
new group comp.sys.atari.portfolio launched. Anybody care to get
involved enough to find out how to do this? (I understand info
on starting up new groups can be found in new.groups group.)

-MOlin
s

1380. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 07:01:17 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Aug8.070117.6940@terminator.cc.umich.edu>
Source record: 218902

```
drwxrwxr-x atari 1024 Aug 2 22:02 .
drwxrwxr-x jon 2560 Aug 2 17:20 ./magazines/streport
-rw-r--r-- hyc 64019 Aug 2 17:20 ./magazines/streport/str818.txt.Z
-rw-r--r-- hyc 59235 Aug 2 17:20 ./magazines/streport/str819.txt.Z
-rw-r--r-- hyc 75141 Aug 2 17:20 ./magazines/streport/str820.txt.Z
-rw-r--r-- hyc 77577 Aug 2 17:20 ./magazines/streport/str821.txt.Z
-rw-r--r-- hyc 57747 Aug 2 17:20 ./magazines/streport/str822.txt.Z
-rw-r--r-- hyc 55389 Aug 2 17:20 ./magazines/streport/str823.txt.Z
-rw-r--r-- hyc 53812 Aug 2 17:20 ./magazines/streport/str824.txt.Z
-rw-r--r-- hyc 61571 Aug 2 17:20 ./magazines/streport/str825.txt.Z
-rw-r--r-- hyc 72373 Aug 2 17:20 ./magazines/streport/str826.txt.Z
-rw-r--r-- hyc 67277 Aug 2 17:20 ./magazines/streport/str827.txt.Z
-rw-r--r-- hyc 91905 Aug 2 17:20 ./magazines/streport/str828.txt.Z
-rw-r--r-- hyc 63701 Aug 2 17:20 ./magazines/streport/str829.txt.Z
-rw-rw-r-- weiner 145268 Aug 2 22:02 ./Index
drwxrwxr-x weiner 1536 Aug 2 22:01 ./mint
-rw-r--r-- ftp 95991 Jul 28 04:44 ./mint/mintman3.zoo
-rw-rw-rw- ftp 507731 May 5 12:29 ./mint/mntemacs.zoo
-rw-r--r-- ftp 381188 Jun 10 11:06 ./mint/mntemcsb.zoo
-rw-rw-r-- weiner 2411 Aug 2 22:01 ./mint/Index
-rw-rw-r-- hyc 24563 Aug 2 17:15 ./mint/mntutm94.zoo
-rw-rw-r-- hyc 170705 Aug 2 16:52 ./mint/mint095b.zoo
-rw-rw-r-- hyc 227093 Aug 2 16:53 ./mint/mint095s.zoo
-rw-rw-r-- hyc 44131 Aug 2 16:53 ./mint/mntman95.zoo
-rw-rw-r-- hyc 166131 Aug 2 16:53 ./mint/mntutl95.zoo
-rw-rw-r-- weiner 66003 Aug 2 22:02 ./CompInd.Z
drwxrwxr-x atari 1024 Aug 4 16:14 .
drwxrwxr-x jon 5120 Aug 4 15:39 ./games
-rw-rw-r-- weiner 10848 Aug 4 15:37 ./games/Index
drwxrwxr-x jon 2048 Aug 4 15:42 ./languages
-rw-r--r-- weiner 613749 Aug 4 15:42 ./languages/sbprolog.zoo
-rw-rw-r-- weiner 3680 Aug 4 15:47 ./languages/Index
-rw-r--r-- weiner 2407 Aug 4 16:03 ./editors/Index
drwxrwxr-x jon 3072 Aug 4 15:48 ./demos
-rw-rw-r-- weiner 386631 Aug 4 15:48 ./demos/maggie10a.msa
-rw-rw-r-- weiner 367905 Aug 4 15:48 ./demos/maggie10b.msa
-rw-rw-r-- weiner 5384 Aug 4 15:51 ./demos/Index
drwxrwxr-x jrd 5120 Aug 4 15:33 ./8bit
drwxrwxr-x weiner 1024 Aug 4 15:53 ./ste
-rw-r--r-- weiner 417875 Aug 4 15:52 ./ste/sndunex2.msa
-rw-rw-r-- weiner 1642 Aug 4 15:55 ./ste/Index
-rw-r--r-- weiner 412996 Aug 4 15:52 ./ste/sndunex1.msa
-rw-rw-r-- weiner 145553 Aug 4 16:04 ./Index
-rw-r--r-- weiner 65571 Aug 4 16:13 ./ls-lR.Z
```

```
-rw-rw-r-- weiner 66159 Aug 4 16:04 ./CompInd.Z
drwxrwxr-x jon 1536 Aug 5 15:07 ./music
-rw-rw-r-- hyc 115328 Aug 5 15:06 ./music/st_m2t11.arc
drwxrwxr-x weiner 512 Aug 7 18:06 ./gnustuff/tos/include
-rw-rw-rw- hyc 89673 Aug 7 18:06 ./gnustuff/tos/include/includ82.zoo
drwxrwxr-x weiner 512 Aug 7 18:07 ./gnustuff/tos/gnulib
-rw-rw-rw- hyc 319607 Aug 7 18:09 ./gnustuff/tos/gnulib/libsrc82.zoo
```

1381. Re: The future of MiNT and MultiTOS on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 14:06:05 UTC
From: an375@cleveland.Freenet.Edu
Message-ID: <1992Aug8.140605.10414@usenet.ins.cwru.edu>
Source record: 218903

In a previous article, aa399@cleveland.Freenet.Edu (Len Stys) says:

>
>In a previous article, dac@ukc.ac.uk (David Clear) says:
>
>>As the new Atari Falcon is to use a kernel based on Eric Smith's MiNT,
>>and as Eric Smith is still developing and improving MiNT, are the
>>subsequent improvements and new ideas likely to be incorporated into
>>future releases of MultiTOS now that Allan Pratt is no longer in the
>>picture, or is a Falcon compatible MiNT likely to be installable over
>>MultiTOS?
>
>Or better yet, is Eric Smith getting paid big bucks from Atari because
>MiNT is being used for Multi-TOS? Or is he getting paid anything at all?
>
>I really don't care how much he is getting paid, though I hope it is
>something. He is saving Atari a fortune because of his MiNT.

In the readme file he says, " Please note
that their version of MiNT is *not* necessarily going to be the same
as this one (or any other freely available one) and that in particular
Atari is not obliged to be completely compatible with my MiNT." He was
quoted in a magazine as saying atari got a very good deal monitarily for
MiNT. Taken alone either of those statements makes sense, together they
make none at all to me.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.
NOTE: I'm not okes, but you can reply to him if you want.

1382. Re: The future of MiNT and MultiTOS on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 15:15:39 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Aug08.151539.23284@news.th-darmstadt.de>
Source record: 218904

In article <1992Aug8.140605.10414@usenet.ins.cwru.edu> an375@cleveland.Freenet.Edu (Jason Baker) writes:
>
>In the readme file he says, " Please note
>that their version of MiNT is *not* necessarily going to be the same
>as this one (or any other freely available one) and that in particular
>Atari is not obliged to be completely compatible with my MiNT." He was
>quoted in a magazine as saying atari got a very good deal monitarily for
>MiNT. Taken alone either of those statements makes sense, together they
>make none at all to me.
I'd take that just as a legalistic precaution. He says only that their
version might be a bit different and that he can't sue Atari for that.
But they still use mainly his code (I'd guess they only redid code
that leads to complications with MultiAES, which there (I guess again)
won't be many).

So taken this statement apart with my knowledge from way back when I
took PHI Logic Intro. (har) there is no contradiction there.

Nat!
P.S. I hope Eric said "gimme some cash and 10% of the stock" on the license
deal. Might be worth something at the end of the year (har).
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Countdown to Extinction" Megadeth

1383. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 16:04:16 UTC
From: nox@jelal.north.de
Message-ID: <2213.08.92@jelal.north.de>
Source record: 218923
Cross-posted to: news.newusers.questions,comp.sys.atari.st

[removed news.software.nn from the Newsgroups, this is too atari specific...]

In <1992Aug06.220156.13977@r-node.gts.org> mike@r-node.gts.org (Mike Stramba) writes:

>In article <H.OSYlKyB1QFA@tokna.gold.sub.org> tknauer@tokna.gold.sub.org (Thomas Knauer)
writes:
>>
>>the problem of the NN port to the Atari ST is, that you have to build an
>>"active" file (NN format, not HERMES-like !!) in /usr/lib/news before
>>running nnadmin -I.
>>
>>You can build this file by using the included "buildact.tos".
>>Buildact.tos searches for "/usr/lib/hermes/active". It's output is a
>>UNIX compatible "active" in "/usr/lib/news/active".
>>

>Hi Thomas.
> I tried running buildact.tos. It quits with an error -33 (file not found?).
>If that does mean file not found then what file?

if i remember right this buildact did just exec sed... so a) you need
a sed in your $PATH and b) if your shell isn't completely brain-damaged
you can just as well replace buildact with a shell one-liner. (you will
always have to run it before nnmaster, not just for initialization.)

ok, but now there is another thing: does your news system (hermes?)
keep a min field in its `active' that you can use? if not you might
want to try if chkgrp (originally for mercury) works on your setup,
because having a min field makes it easier for nnmaster to expire its
database. (ie faster, and can be made `automatic'. see the manual under
`database expiration' for details... btw, nnmaster -F doesn't work cause
ARGV can't pass empty arguments, so if you don't have a reliable min
field you can only force expiration from nnadmin.)

>...

>>With an adequate active file, GROUP and MASTER are built correctly.
>>For securety reasons here is my configuration of the neccessary NN
>>variables.

you mean for safety reasons :-)

>>[nnadmin C output deleted...]

>Do these variables need to be set BEFORE I try to run buildact?
>If so how?

you might have to add a few missing environment variables in your
.profile, see nn's readme... (sorry can't tell you more cause its
too long ago.)

>I'm just about ready to junk this attempt at trying to get 'nn' to run.

hmm i too remember it took me a few evenings to install the thing...but
it was definitely worth it. and now with MiNT i can even read news and
write followups :-) while gcc is compiling in another window...

>Thanks very much for your suggestions anyway.

>Mike
your welcome...
Juergen
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

1384. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 16:26:34 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug8.122634.1@uwovax.uwo.ca>
Source record: 218905
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <DSTAILEY.92Aug7232814@leidecker.gsfc.nasa.gov>,
dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:
> The documentation for TOSWIN refers to termcap info for terminal type
> tw52, which I assume is an extended vt52. I grepped through the source
> and binary releases, and couldn't find a termcap entry. What is the
> correct termcap entry for tw52?

The correct termcap entry for tw52 is the one put into the TERMCAP=
environment variable by TOSWIN. You can also retrieve it by sending
ESC T to TOSWIN from one of the windows. These methods are to be
preferred over using a fixed /etc/termcap entry because (a) they
get the number of rows and columns right for the window, and (b) they
will always be up-to-date; if a future version of TOSWIN has new features,
those will appear automatically in the data supplied by that version
of TOSWIN.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1385. Re: LDW Power upgrades

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 19:50:37 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.565951@cix.compulink.co.uk>
Source record: 218907

In the UK, LDW is being advertised by Cambridge Business Software at #99. This is for V2. I don't know if it is actually available but it is certainly being advertised. Their number in the UK is 0763 262582. Very helpfull firm indeed. Other stuff they sell includes Platon (PC board designer), Calamus SL, Megapaint II pro, Composcript and much other good stuff.

+-----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+-----------------------------+

1386. emacs 18.57 and termcaps....

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 20:18:36 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1992Aug8.201836.5560@mnemosyne.cs.du.edu>
Source record: 218906

Howdy,

I am running Mint 0.95 and tcsh 6.0.1 (I think) and I just grabbed
mntemacb.zoo from atari.archive. But when I try to run emacs, it says
term st52 not powerful enough to use emacs cursor positioning. But
the termcap entry is the one I got from the readme file for emacs.
Any clues on how to get it to work??

John

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

1387. Re: SHADOWTERM - where is it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 22:36:17 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <7yL8oB3w164w@ersys.edmonton.ab.ca>
Source record: 218908

paetau@mits.mdata.fi (Rasmus Paetau) writes:

> I've tried to get Shadowterm from atari.archive by the name
> SHDWTERM.ZOO, but apparently it isn't under that name. Could somebody
> tell me the right name and the directory (I suppose it's in the new
> directory).
> --
> ---
> | Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
> ---

This has me fairly confused as well. The file was sent to the proper submission address, and I never heard of anyone downloading it from atari.archive as of yet. It was also sent to the comp.binaries.atari.st submission address, and yet again, I never heard or saw anything about it.

I wish I could tell you for sure just where it is, but I have no idea at all anymore. Maybe it is in the telecommunications directory already?

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

1388. Change serial no. (found program)

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 23:56:03 UTC
From: d89-sla@nada.kth.se
Message-ID: <1992Aug8.235603.11446@kth.se>
Source record: 218911

Last week I was lucky to recieve 100 brand new disks for free.
Pre-formated too -- would save a couple of hours spent formatting,
or so I thought...

I soon found out that all disks had the same serial number, so TOS
wouldn't notice disk swaps.

Very bad... I didn't exactly feel like reformating 100 disks.

So I started thinking about writing a program that would replace
the fixed serial number with a random one, only to realize that
certainly there must have been someone else - as always - who
had discovered the same problem, and maybe already solved it.

And YES there was - I found this program called UNEEKIT by Ivan D Reid
at a.a.u.e which would do exactly what I wanted.

So if you have lots of disks with the same serial number, don't
reformat them, use a program like UNEEKIT instead!

--

Stefan E Larsson // d89-sla@nada.kth.se // Royal Institute of Technology
---

1389. Transfer of text files between ST and MS DOS

Newsgroup: comp.sys.atari.st
Date: 1992-08-08 23:58:58 UTC
From: dluznie@bingsuns.cc.binghamton.edu
Message-ID: <1992Aug8.235858.16220@newserve.cc.binghamton.edu>
Source record: 218912

I need info on the possibility to read/write ST disks on a MS DOS computer or vice versa. Any suggestions on this matter will be appreciated, especially on software that could do the trick.

I want to be able to send 3.5" diskettes with text files (ASCII format) to my friend. He has an ST computer, I have access only to an IBM compatible. Communication through the modem is not feasible in our case.

Please e-mail me <dluznie@bingvmb.bitnet> or post the answer to this newsgroup.

Tomek Dluzniewski.

1390. Re: TOS 2.05/2.06 Question

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 01:37:45 UTC
From: ekrimen@wet.UUCP
Message-ID: <4218@wet.UUCP>
Source record: 218913

In article <1992Aug7.154131.9260@ryn.mro4.dec.com> rost@rgb.dec.com (My name is Brian Rost) writes:
>I have heard that 2.05 is buggy, the dealer says only in oddball cases. He
>agrees that Atari should be shipping with the latest OS but will not install
>it himself without the $60.

For the Mega STE, TOS 2.06 fixes a serial port bug and adds some more support for high-density drives. If you can live with a patch program for the serial port bug and if you don't use the high-density part of the floppy drive, then you don't need TOS 2.06.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1391. Re: NEC 4DS Monitor + Atari 520ST

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 01:40:01 UTC
From: ekrimen@wet.UUCP
Message-ID: <4219@wet.UUCP>
Source record: 218914

In article <1992Aug7.190938.28940@usenet.ins.cwru.edu> aj743@cleveland.Freenet.Edu (Steven D. Hardy) writes:
>
>What is the best way to connect a NEC 4DS multisync monitor to a Atari
>520ST and what are the costs???

I don't think you can, although I'd love to be proven wrong. As far as I know, the 4D and 4DS don't sync low enough to handle the ST color resolutions.

Any chance you want to trade for a 3D which does work? :^)

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1392. Re: ANY P o r t f o l i o - USER around here ?

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 01:42:23 UTC
From: ekrimen@wet.UUCP
Message-ID: <4220@wet.UUCP>
Source record: 218915

You might want to check out comp.sys.palmtops if you get it at your site.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1393. Re: Software written to your specs

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 04:39:32 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug9.043932.22143@mnemosyne.cs.du.edu>
Source record: 218917

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> if you could ask a competant programmer for something, what would it be?

For me: a universal install program for shareware/freeware. Something
that had builtin LZH or ZOO decompression, a simple scripting language that
would let you ask the user for simple options (like drive/path, install this
piece? {y/n}, that sort of thing). The program should run in either GEM
or CLI mode (that is, the same exe file should run right in both modes,
using GEM dialogs when run in GEM mode).

Public Domain tools and shareware is great stuff, but installing them is
a big pain in the butt for anything but a simple 1-program-with-a-document
type tools. I wrote a custom installer for Sozobon/HSC, but it needs little
tweaks for each differing release, and its dealings with compressed files
is a major kludge. I'd really like to have a generic install tool. (I'd
even pay for it, but not too much.)

In lieu of a script-driver universal program (writing a script parser is
a hassle, after all), I'd settle for an "install utilities library" that
had the decompression, file copying, verification that files installed
correctly, and that sort of thing. Then I could write the user interface
code myself (the new GemFast v1.8 makes writing simple dialogs much easier
these days), but link in the library for the bulk of the dirty work.

If anyone is interested in writing such a library, I'll be happy to put
in my two-cents' worth on the functions it should have and what its API
should like like.

--
- Ian
(void *) where prohibited by law

1394. Re: NEC 4DS Monitor + Atari 520ST

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 04:42:56 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug9.044256.22338@mnemosyne.cs.du.edu>
Source record: 218916

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> how to connect a NEC monitor to an ST

A couple months ago, I posted a big writeup on how to do that. I posted
it either here or in .tech, I forget which. You s/b able to do a search
of past news headers for 'multisync' to find it. Or, if you can't find
it, email me, and I'll mail it to you.

(I almost think that writeup s/b a FAQ item, as much as I see it asked for.)

--
- Ian
(void *) where prohibited by law

1395. Re: NEC 4DS Monitor + Atari 520ST

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 04:44:48 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug9.044448.22440@mnemosyne.cs.du.edu>
Source record: 218918

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> NEC 4D/4DS won't sync low enough for the ST

Ooooo, I hadn't considered that. Don't take my prior message as an
indication that it definately works, I've only done it on a NEC 3D, and a
TVM 3A (3D clone).

--
- Ian
(void *) where prohibited by law

1396. Re: Transfer of text files between ST and MS DOS

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 04:48:15 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug9.044815.22692@mnemosyne.cs.du.edu>
Source record: 218919

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> 3.5" disk to xfer between ST and MSDOS

No problem, I do it all the time. If you have TOS 1.04 or later, you can
format the disks on the ST (don't use twisted or other odd formats, just use
the desktop formatter). If you have TOS 1.0, the disks it formats won't
work on the MSDOS machine. In that case, just use the MSDOS machine to
format them.

--
- Ian
(void *) where prohibited by law

1397. High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 04:52:57 UTC
From: charlie@mudhoney.micro.umn.edu
Message-ID: <1992Aug9.045257.27785@news2.cis.umn.edu>
Source record: 218920

I am looking to buy a 9600 baud modem for my ST. What are the best brands? I need a V.32bis and V.42bis, and fax capabilities would be a plus. Any information would help, especially details on what modems you own, and any problems you have had. Thanks in advance.

-Chuck

1398. Re: Transfer of text files between ST and MS DOS

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 06:59:55 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Aug9.065955.375@actrix.gen.nz>
Source record: 218921

Format the disk on the IBM, or if the ST is an STE (or higher) format the
disk from the desktop. It will then be treated as a standard disk by
both machines, and can be read & written to by both!

This SHOULD be in the FAQ, it has been asked about 5 times in the last
month or so - and is one of the ST's more obvious features to anyone
who has looked into it. If a disk is formatted on an ST with TOS 1.4
or higher using the desktop - most IBM contemptibles can read them -
apart from the ones using mutant OS's!

If a formatter other than the desktop format is being used on the ST.
Make sure the format is 09-sectors per track. 80-tracks (00-79).
2-sides. and DO NOT use a 'twister', 'fast' or 'skewed' sector format.
Formatting the disk to these specifications on the Messy-DOS machine
will guarantee compatibility.
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$
Hey, this is an ST - not a typewriter!

1399. Re: Meta.sys

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 08:30:56 UTC
From: jonc@status.gen.nz
Message-ID: <0DD8oB2w164w@status.gen.nz>
Source record: 218910

dud@hardy.u.washington.edu (Daniel Aylward) writes:

>
> > Do you mean meta.sys as in METADOS for the cdar50? cd_roms?
>
> No, I mean meta.sys. It is supposed to be a GDOS driver that allows
> programs such as Easy Draw to write .GEM metafiles; the Atari standard
> vector graphic.
>

I was refering to the same thing but under metados same name but different
software (-grin-)

_
- Jon Clarke o( )
jonc@status.gen.nz / /\
The Z*NET Global News Gateway in Auckland, New Zealand HSBC NZM EBD

1400. Re: HERMES / rmail not working

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 08:33:06 UTC
From: jonc@status.gen.nz
Message-ID: <VHD8oB3w164w@status.gen.nz>
Source record: 218909

mike@r-node.gts.org (Mike Stramba) writes:

> !rmail.(248) a:\usr\spool\r-node\a0bskrw2.d" path not found
> --
> ^^^^^^^
> Where is this filename coming from?

In incomming news packet that is to be un-spooled / unpacked.

_
- Jon Clarke o( )
jonc@status.gen.nz / /\
The Z*NET Global News Gateway in Auckland, New Zealand HSBC NZM EBD

1401. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 11:41:00 UTC
From: tmo@rieska.oulu.fi
Message-ID: <1992Aug9.114100.9897@ousrvr.oulu.fi>
Source record: 218922

In article <1992Aug9.045257.27785@news2.cis.umn.edu> charlie@mudhoney.micro.umn.edu (Charlie Demerjian) writes:
>I am looking to buy a 9600 baud modem for my ST. What are the best brands?
>I need a V.32bis and V.42bis, and fax capabilities would be a plus. Any
>information would help, especially details on what modems you own, and any
>problems you have had. Thanks in advance.
>
> -Chuck
>

You mean you want 14400 bps (that's V.32bis)? If you want only 9600 that's V.32. Anyways, much depends on what BBSes or services you call. If you call a lot to USRobotics HST modems (I mean HST not Dual Standard) it's probably best to buy USRobotics Dual Standard (CCITT up to V.32bis/MNP1-5/V.42/V.42bis and 16.8k HST) with or without FAX. However it's expensive and if you do not need HST and have not lots of money (I don't) you should consider some other brand. A warning though... I've heard that Supra V.32bis FAXmodem has problems with heat (ie. it overheats) otherwise it's fast & cheap. You should read comp.dcom.modems for more info.

-- Tero --

1402. 1 sector per cluster!? (was: Re: vault vs. 1.6M disks...)

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 13:31:40 UTC
From: nox@jelal.north.de
Message-ID: <2215.08.92@jelal.north.de>
Source record: 218928

In <H.485CoM6AiQw@nathan.do.open.de> ue@nathan.do.open.de (Udo Erdelhoff) writes:

>...
>The vault 3.XX does accept 1.44 Hard Disk (even those formatted with only
>one sector per cluster, that's a problem of TOS < 2.06/3.06, not the vault).
^^

hmm can't be the only reason... i have often used such disks on tos
1.(0)4, without problems. the only programs that do have problems are
those that bypass the filesystem for one reason or another. (vault(?),
mdisk, cheetah...)

wondering...
Juergen
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

1403. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 14:41:00 UTC
From: only_bbs!JOHN_LOCKARD@overmind.mind.org
Message-ID: <2203841@overmind.citadel>
Source record: 218946

> I would like to acquire a list of atari bbs phone numbers....

On Atari Base (408) 745-2196 there is a file called SU92STTT.LZH that contains about 400 Atari bulletin board numbers. (The phone numbers are accurate, but some complain that the other pieces of information are not - like bulletin board soft. =) It also tellls you if a board is PC Pursuitable and if you want you can post a message in the first message area with bulletin boards you know of - I'm sure the author of the list will get them. Chao!

1404. Jeff Minter's TRIP-A-TRON

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 18:02:01 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Aug9.180201.2937@unlinfo.unl.edu>
Source record: 218936

Does anyone know of an ftp site that has Jeff Minter's TRIP-A-TRON?

Thanks!

1405. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 18:20:09 UTC
From: ekrimen@wet.UUCP
Message-ID: <4221@wet.UUCP>
Source record: 218924

In article <1992Aug9.045257.27785@news2.cis.umn.edu> charlie@mudhoney.micro.umn.edu (Charlie Demerjian) writes:
>I am looking to buy a 9600 baud modem for my ST. What are the best brands?
>I need a V.32bis and V.42bis, and fax capabilities would be a plus. Any
>information would help, especially details on what modems you own, and any
>problems you have had. Thanks in advance.

Get a Supra V.32bis faxmodem. I've had mine for a month or more and it's great.

You may also want to read comp.dcom.modems for more info.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1406. Re: SHADOWTERM - where is it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 22:23:51 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Aug9.222351.25146@mits.mdata.fi>
Source record: 218925

In article <7yL8oB3w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>>
>> I've tried to get Shadowterm from atari.archive by the name
>> SHDWTERM.ZOO, but apparently it isn't under that name. Could somebody
>> tell me the right name and the directory (I suppose it's in the new
>> directory).
>> --
>> --
>> | Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
>> --
>>
>
>This has me fairly confused as well. The file was sent to the proper
>submission address, and I never heard of anyone downloading it from
>atari.archive as of yet. It was also sent to the comp.binaries.atari.st
>submission address, and yet again, I never heard or saw anything about it.
>
>I wish I could tell you for sure just where it is, but I have no idea at all
>anymore. Maybe it is in the telecommunications directory already?

It's not there, at least it wasn't for two days ago. Are you the
author of the program, or have you used it? If so, tell me (us) about
what the program is like, features etc.!

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

1407. Internet address for developers

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 23:25:51 UTC
From: gwmeyer@iastate.edu
Message-ID: <gwmeyer.713402751@vincent1.iastate.edu>
Source record: 218926

With DELPHI's new gateway, some developers can be reached via e-mail to their DELPHI accounts. The following is a short, and likely incomplete, list:

cfj@delphi.com - Charles F. Johnson of CodeHead Technologies
eidsvoog@delphi.com - John Eidsvoog of CodeHead Technologies
isdmarketing@delphi.com - Nathan Potechin of ISD Marketing
bobbro@delphi.com - Bob Brodie of Atari Corp.
dabrumleve@delphi.com - D.A. Brumleve of D.A. Brumleve Software
normw@delphi.com - Norm Weinress, designer of DEKA keyboard interface

There are likely to be some others I've either missed or forgotten, but that's a start at a more complete list.

****
Gordie Meyer - ST Advantage assistant area manager (DELPHIspeak for sysop)
Send me e-mail if you're interested in a $1/hour trial of DELPHI.
biblinski@delphi.com gwmeyer@iastate.edu
****

1408. Re: Transfer of text files between ST and MS DOS

Newsgroup: comp.sys.atari.st
Date: 1992-08-09 23:34:11 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1992Aug9.233411.9988@newshub.ariel.yorku.ca>
Source record: 218927

You can still format a disk to be read both by a PC and ST using TOS 1.0, but not from the desktop. I have a couple of programs that format the disk in such a way. How else do you expect me to use PC Ditto?! :-)

____
/ o n y.

1409. IdeaList 3.20 now on tupac-amaru.informatik.rwth-aachen.de

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 00:08:58 UTC
From: heinenb@kaa.informatik.rwth-aachen.de
Message-ID: <heinenb.713405338@kaa>
Source record: 218929

I've just put IdeaList3.20.zoo on tupac-amaru.informatik.rwth-aachen.de in
directory /pub/atari !

Idealist has become Shareware with the new 3.2 release. Shareware fee is
20,-DM (~ US$ 15).
Improments of the new version:
Supports upper/lower/left/right margins and gives you the possibility to select
the amount of space between text columns.
You can select whether FFs in a given text will be ignored or not (in the
latter case, Idealist will continue with text on the next page).
Pages can be printed in backward order (ideal for Deskjet handling due to
face-up ejection... plus some other new features. Just take a look at it...

bye,

Benedikt

1410. Elvis 1.5 (esp. for MiNT) - How would you like it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 01:03:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9752@uqcspe.cs.uq.oz.au>
Source record: 218930

I ported Elvis 1.4 to MiNT last night - the BSD configuration works fine.
I've grabbed Elvis 1.5 and I'll port it again tonight.

HOWEVER:
The TOS version I'm using at the moment has a very nifty
representation for non-ASCII keys (eg. approx. "#<s>Help" is sent for
the Help key). Such things are trivial to implement, but we should
use some system that everyone agrees on. Here are some choices:

1. Use the Stndard Elvis TOS configuration, whereby non-ASCII
keys are sent as "#n", where "n" is the scancode (as
a character).

2. Use the system that is provided by the Elvis (elvis-1.3.1) at
atari.archive ported by Jan van der Steen.
format:

#<code><code><...><key>

where code is:

s <shift-left> || <shift-right> || <caps>
c <ctrl>
a <alt>

and <key> is an ascii representation of the key involved:

function f1 f2 ... f10
keypad k0 k1 ... k9 k+ k- ke k. k(k) k/ k*
special <Home> <Del> <Ins> <Help> <Undo>
cursors <Left> <Right> <Up> <Down>
isspace <sp> <tab> <bs>

I will also do the following changes which Jan van der Steen made:

Enlarged MAXMAPS to 300, to allow more key mappings.
Enlarged LONGKEY (lhs of "map" command), to 20 for long keynames.
Enlarged MAXRCLEN to 4000, for a large elvis.rc/.exrc file.

I also remember some discussion on this earlier when a European atarian
complained that Elvis keymappings did not let him/her use the European
keyboard very effectively - is there a solution that needs implementing?

So, which way?

--
Warwick
--

_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1411. Re: Transfer of text files between ST and MS DOS

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 01:19:11 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <o7N0oB1w164w@tcpbbs.pcn.org>
Source record: 218932

dluznie@bingsuns.cc.binghamton.edu (dluznie) writes:

> I need info on the possibility to read/write ST disks on a MS DOS
> computer or vice versa. Any suggestions on this matter will be
> appreciated, especially on software that could do the trick.
>
> I want to be able to send 3.5" diskettes with text files (ASCII format) to my
> friend. He has an ST computer, I have access only to an IBM compatible.
> Communication through the modem is not feasible in our case.
>
> Please e-mail me <dluznie@bingvmb.bitnet> or post the answer to this
> newsgroup.
>
> Tomek Dluzniewski.

There should be no problem at all. I'm not sure how you're going to be
formating the disks in question but any ST should be able to read any
standard 720K formated IBM disk. You therefor just need to format your disk
Disk in a 720K format and copy the ASCII files in question to the disk.
You can then mail or give the disk to your friend and he/she should have
no problems reading them in his/her ST.

P.S. I'm sorry if these post comes a little garbled. This is the first
post I've made and I'm not use to the text editor I'm using.

1412. Re: Elvis 1.5 (esp. for MiNT) - How would you like it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 05:02:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9761@uqcspe.cs.uq.oz.au>
Source record: 218931

warwick@cs.uq.oz.au (Warwick Allison) writes:

> 1. Use the Stndard Elvis TOS configuration, whereby non-ASCII
> keys are sent as "#n", where "n" is the scancode (as
> a character).

> 2. Use the system that is provided by the Elvis (elvis-1.3.1) at
> atari.archive ported by Jan van der Steen.

A third option would be:

3. [Pre]map each non-ASCII key according to a file of strings.

This has the advantage of being able to implement (1.) and (2.), and also
support any non-ascii "foreign-language" characters, EVEN IN : commands!

The disadvantages are that it uses more memory (sizeoffile + 256*4 bytes,
probably adding to about 2K) and complicates the configuration process.
But I like it.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1413. installing nn

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 08:49:02 UTC
From: mike@r-node.gts.org
Message-ID: <1992Aug10.084902.14090@r-node.gts.org>
Source record: 218933

in Message-ID: <2213.08.92@jelal.north.de>
Subject: how to install nn?) Juergen Lock writes :

> if i remember right this buildact did just exec sed... so a) you need
>a sed in your $PATH and b) if your shell isn't completely brain-damaged
>can just as well replace buildact with a shell one-liner. (you will
>always have to run it before nnmaster, not just for initialization.)

I do have sed in my path and it is getting executed.

It returns a message 'sed: garbled command s/|\([0-9]*\)/'

What would be the shell one liner ?

>>I'm just about ready to junk this attempt at trying to get 'nn' to run.

> hmm i too remember it took me a few evenings to install the thing...but
>it was definitely worth it. and now with MiNT i can even read news and
>write followups :-) while gcc is compiling in another window...

I would like to install it, it's frustrating to know that others do have it
running.

The docs seem to be generic nn and nothing is mentioned on installing
specifically for the ST.

--
==========
Mike Stramba Email: mike@r-node.gts.org
Toronto,Canada
==========

1414. Re: vault vs. 1.6M disks (a guess), tar on floppies (was:

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 11:52:52 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Aug10.115252.23310@aston.ac.uk>
Source record: 218935

ue@nathan.do.open.de (Udo Erdelhoff) writes:
: In <2109.07.92@jelal.north.de>, Juergen Lock writes:
:
: >>Well, thanks for the replies about a decent hard drive backup
: >>program. Loyalty seems to be divided pretty equally between
: >>Vault and Turtle, so I've pulled them both and tried them out.
: >>The thing is, they both only accept standard format disks- since
: >>I've got a high density drive it would be nice to be able to
: >>back up onto 1.6 Mb disks and halve the number of disk swaps.
: >
: > have u tried formatting the disks before and then setting vault to
: >`don't format'? i'm not sure about high density but for those `strange'
: >10 sector formats etc that worked just fine... only thing is it didn't
: >like 1 sector per cluster if i remember right. (if you need a good
: >formatter program, try a recent version of PumpUp from Claus Brod.)

I'm currently using Diamond Format (from the same people who make the
commercial hard drive backup program Diamond Back) which is on
139.174.1.3 somewhere- it supports 1.44 Mb disks, up to 82 tracks and
20 sectors and twisted disk formats, and comes in .PRG and .ACC flavours.
Very nice looking too!

: The vault 3.XX does accept 1.44 Hard Disk (even those formatted with only
: one sector per cluster, that's a problem of TOS < 2.06/3.06, not the vault).
: Works fine on my Mega ST (or what's left of it, expanding, expanding)....

Yup, I tried this and the Vault 3.?? writes to HD disks quite happily on my
ST as well (STFM, 4Mb RAM, TOS 1.4, ICD software) so until I can afford to
buy Diamond Back that's what I'm using.

: /s/
: --
: Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

--
Tim Wright.
wrighttj@cs.aston.ac.uk

1415. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 12:36:03 UTC
From: sjg@dogmatix.ph.kcl.ac.uk
Message-ID: <1992Aug10.123603.28392@ctr.columbia.edu>
Source record: 218934
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug2.191539.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca
(Eric Smith) writes:

Along with the MiNT executables is provided a beta version of TOSWIN,
a really nifty (well, I think so :-)) new window manager that can work
as a .ACC. Unlike the old BGACC, this one supports arbitrary GDOS fonts
(including proportional fonts!), scrollback (like xterm), and allows
for dynamic resizing of windows.

Has anyone else had the problem of toswin corrupting the fonts used by other programs? I'm running Gemini v1.2 , and Rufus for comms. Rufus normally puts a status line at the top of the terminal in the 6x6 system font, and this seems to come out as the 6x6 font, but in about 16x16 pixels. Looks horrible and ruins the idea of the status line, as it goes off screen.

I *like* Rufus, it's a very nice 'comms-in-a-window' accessory, though I've only used it for a short time. I'd not much like to get rid of it. Toswin also seems to interfere with GEMini

Do I have to get rid of my favourite programs to use MiNT ? (say No! :-)

Simon.
--

____
(_____________________________O
/ / Janet Address:
(Simon Gornall (
\ \ sjg@uk.ac.kcl.ph.ipg
) sjg@asterix.ph.kcl.ac.uk)
/_____________________________/ >> Spice is the plural of Spouse <<
(_____________________________O

1416. Neodesk icon limits

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 12:39:43 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Aug10.123943.23469@aston.ac.uk>
Source record: 218937

Hello there.
I'm using Neodesk 3.01 (UK Version) and I wondered if there was any way around the limit to the number of custom icons you can install. The manual says the program will tell you when you run out- on my machine the limit appears to be 101 icons, but as it isn't listed in the "Neodesk limits" section of the manual I wondered if this was fixed or if I could patch it in some way. I've still got some 3 Mb of clear memory left, so I doubt it's due to that! I've seen .NIC files with up to 130 icons in, so it looks as if someone has been able to fix it. E-mail to me, and if I get a solution I'll post it.

--
Tim Wright.
wrighttj@cs.aston.ac.uk

1417. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 12:44:33 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Aug10.124433.21419@its.bt.co.uk>
Source record: 218941

In article <9681@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:
>>marc@hemlock.cray.com (Marc Bouron) writes:
>>>dave@admiral.uucp (Dave Litchman) writes:
>
>>>I've tried vi, stevie, and elvis from a.a; my vote goes for elvis. I found
>>>the other two to be buggy.
>
>>I agree because it is closest to the original.
>
>I agreed. Elvis.

Elvis has my vote too despite the problems. I can live with those but
Stevie just drove me mad.

[Stuff deleted]

>documents, it fiddles with the CR/LF pair, converting it to a LF. HOWEVER,
>some counter of line length doesn't get told: because you'll find documents

Now thats interesting. I have a prog that creates large text files.
While the lines are short, the problem occurs when I fiddle with them
using Elvis - [OK I know]. I'll try that & see what happens.

[more deleted]

>I call this a feature. When a shell escape crashes you machine, you will too.
>(provided you use a recoverable ramdisk - harddisk /tmp is too slow).

Yes, but I'm a coward at heart. I always save before shelling out.

On another tack. Does anyone use elvis under gemini? I find its screen
refresh in the console window *very* slow. Any way of improving this?

John

--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

1418. meeting atari minix hackers

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 13:24:44 UTC
From: meulenbr@prl.philips.nl
Message-ID: <meulenbr.713453084@cstw18>
Source record: 218943
Cross-posted to: comp.os.minix,comp.sys.atari.st

Hi minix hackers,

Just a small note to tell you that I will be visiting the atari fair in
Duesseldorf (germany) on 21/8 or 22/8 (we haven't decided yet on the day
to go). I was wondering if there are other minix hackers visiting the
fair and possibly arrange something so we can meet each other.

If you are also visiting the fair and are interested in meeting me,
please drop me a note on which day you will be visiting.
I propose to meet at 12 or 1 o'clock. Place to be defined. If you
have a good proposal, let me know.

Hope to see a few minix addicts in Duesseldorf.

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

1419. Packing data...

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 13:27:44 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Aug10.132744.23799@aston.ac.uk>
Source record: 218938

I've been investigated packers recently (Ice Packer, LSD Packers, 4Pak) and I've noticed that several have options to pack data as well as executables. Maybe I'm missing something obvious, but I don't see how packing data can help but render it unusable, as the program loading it (be it a WP, spreadsheet or whatever) will not realise it has to be unpacked and will see it as garbage. I can only surmise a couple of possibilities - 1, that the data is unuseable and has to be unpacked first (in which case the packers are behaving in a function analgous to archivers in this context) or 2, that programs are supposed to be written to recognise packed data and unpack it (which strikes me as rather hopeful :) so I guess I must be missing the point. Someone care to enlighten me as to how packing data is, in fact, useful?

--
Tim Wright.
wrighttj@cs.aston.ac.uk

1420. Re: Transfer of text files between ST and MS DOS

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 13:32:37 UTC
From: saj@chinet.chi.il.us
Message-ID: <BsrsAE.52y@chinet.chi.il.us>
Source record: 218768

Just to make sure the mechanics are clear, to format a disk on a PC compatible
that will be usable on an ST, you do a
format <D> /s:9/t:80
Where <D> is the drive letter. If the DOS version this is done under is earlier
than MS-DOS 5.0 (don't know about DR-DOS), the disk will not have a proper
serial number, so it is essential that an ST user access a disk formatted on
an ST in between using any 2 disks formatted this way.

Any disk usable on the general ST (this specifically includes 10-sector and
twisted formats, but not disks with too many tracks) can be made usable
on a PS/2 (and most compatibles) by putting the magic hex bytes (see faq) at
the start of the first sector. (I won't force you to find the faq. EB 34 90)

Steve saj@chinet.chi.il.us

1421. Re: Jeff Minter's TRIP-A-TRON

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 14:00:07 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Aug10.140007.23985@aston.ac.uk>
Source record: 218940

Sorry to disappoint you, but Trip-a-Tron is not PD or shareware, but commercial software which sell for around 25 UK pounds. There is an earlier version called 'Colourspace' which ought to give you some kind of idea, which is on atari.archive somewhere- probably the graphics demo. Trip-a-tron is far more complex though, containing (I believe) its own programming language amongst other things. If you're interseted, Llamasoft's address should be with the C'space demo.

--
Tim Wright.
wrighttj@cs.aston.ac.uk

1422. Atari dealers in Washington DC?

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 14:15:44 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Aug10.141544.6698@unlinfo.unl.edu>
Source record: 218939

Are there any good Atari dealers in Washington DC -- especially
software? I'll be out there soon and would like to see what
they have that we don't.

Thanks.

1423. Arabesque

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 14:46:35 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Aug10.144635.26701@aber.ac.uk>
Source record: 218942

I noticed that Arabesque was reviewed in a recent American mag (the one
that had stuff about the Falcon). I was wondering if the review mentioned
whether Arabesque could put arrows automatically on the end of arbitrary
curves? Anybody know of any drawing program that can do such an operation?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1424. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 16:27:29 UTC
From: kemp@uiatma.atmos.uiuc.edu
Message-ID: <Bss0Dv.JG5@news.cso.uiuc.edu>
Source record: 218944

Not a "vi" editor, but a fantastic text editor for the ST
is the program "Tempus". It is by far the fastest scrolling
editor I have ever seen on any computer.

I used it for coding when I was in CS, and it is really
easy to work with. It was so good I would ship the files
to my PC at home, work on them in "Tempus", then ship them
back to the mainframe for compiling.

Highly recommended,
JohnKemp@uiuc.edu

1425. Atari ST - 1meg, color, 85meg HD - $600

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 17:31:34 UTC
From: epkst1@pitt.edu
Message-ID: <4555@blue.cis.pitt.edu.UUCP>
Source record: 218945
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have the following Atari ST system for sale:

I'll pay 1/2 of the shipping, and I will take $600 for the entire system.

Reach me at:
kuzemcha@tartan.com
or epkst1@unix.cis.pitt.edu

(all prices in US Dollars)

520STM 150
1 meg, TOS 1.4, RF modulator

SC1224 color monitor 100

85 meg HD, dual floppy 350
This is a Seagate 296N SCSI drive
with a ICD host adapter (with clock).

HD, host adapter and two DS Fujitsu
floppy drives are in a 3-bay gray
shoebox case with its own 150 watt
power supply. Really nice setup.
I'll leave all the PD stuff I have on
the disk. (10+ meg).

Single-sided ST floppy drive 15
Older than the rest of the stuff,
but still works.

Software:

Mark Williams C and CSD v3.0.5 30
WordUp v3.0 15
DevPac ST v2.0 assembler 10
NeoDesk v3.0 10
Forth MT (Abacus) 10
Degas Elite v3.01 10
ProCopy 10
G+Plus 10

Games:

Falcon, Marble Madness, Tetris, Xenon 2, 7 ea
Heroes of the Lance, Airball, Mindshadow
Crystal Castles, Strip Poker, Leisure Suit
Larry II.

1426. Re: SHADOWTERM - where is it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 17:41:08 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <0mXaPB3w164w@ersys.edmonton.ab.ca>
Source record: 218947

paetau@mits.mdata.fi (Rasmus Paetau) writes:

> In article <7yL8oB3w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (
> >paetau@mits.mdata.fi (Rasmus Paetau) writes:
> >
> >>
> >> I've tried to get Shadowterm from atari.archive by the name
> >> SHDWTERM.ZOO, but apparently it isn't under that name. Could somebody
> >> tell me the right name and the directory (I suppose it's in the new
> >> directory).
> >> --
> >> --
> >> | Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
> >> --
> >>
> >
> >This has me fairly confused as well. The file was sent to the proper
> >submission address, and I never heard of anyone downloading it from
> >atari.archive as of yet. It was also sent to the comp.binaries.atari.st
> >submission address, and yet again, I never heard or saw anything about it.
> >
> >I wish I could tell you for sure just where it is, but I have no idea at all
> >anymore. Maybe it is in the telecommunications directory already?
>
> It's not there, at least it wasn't for two days ago. Are you the
> author of the program, or have you used it? If so, tell me (us) about
> what the program is like, features etc.!
>
>
>
> --
> --
> | Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
> --
>

Well, I am the author of ShadowTerm II. That is why I am more than a little confused as to why it never showed up at atari.archive or comp.binaries.atari.st when I sent it.

Before I mention the features of the program, I should mention one thing; if you do manage to find the program, all of the files should be copied to drive A: (only temporarily) so that it runs okay when it is first started up. ShadowTerm II is very (very) picky about finding files where they should be. Since I wanted the program to run on a 520, I had to be loose on error

checking.

The program has the following features (and more):

-Automatic logons performed by ShadowTerm II for you.
-A scrollback buffer (with a viewer).
-Many disk functions (copy, move, delete, rename, free space, create directory, delete directory, etc.).
-Support for thirty macro keys.
-An excellent dialer (that even supports chain dialing).
-A special feature that allows you to run any of ten programs with a single keypress.
-A full featured terminal mode (send date/time, message taglines, and more).
-An online notepad that has four pages and allows you to clear, save, transmit, or print any group of notepad lines or the entire page.
-A standard, easy-to-use GEM interface.
-An optional status line at the bottom of the screen.
-You can dial any of the first ten entries in the dialing list from the main menu with a single keystroke.
-ALL functions have keystrokes for them.

If you are looking for a terminal program, this is a good one to have.
I just wish it was where it is supposed to be....:)

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

1427. TOSWIN.ACC query

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 19:44:39 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Aug10.194439.12118@news2.cis.umn.edu>
Source record: 218948

I've spent the last few days setting up MiNT 0.95 and the GNU suite of programming tools (BASH, GNU C, MiNT libraries and include files, the GNU File utilities...). Currently I am calling BASH directly, so the GEM desktop is never really seen. However, there are times when using the TOSWIN.ACC program could be useful. There is a problem, though.

How can I get rid of the 2/3" high letters that TOSWIN insists on using on a color monitor? I'd much prefer the straightforward 80-column text mode of medium-res to which I've become accustomed. Putting up GDOS fonts isn't going to be worthwhile, since I currently do not have it installed on my system.

Solutions anyone?

-- David Paschall-Zimbel

1428. Falcon article in Atari Advantage

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 19:50:08 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Aug10.195008.12227@news2.cis.umn.edu>
Source record: 218949

I found the description of the Falcon in the 'June/July 1992' issue of Atari Advantage interesting. After careful examination of the back of the machine (on page 28) and the accompanying caption, I am at a loss to determine where the Falcon's video port is supposed to be. As far as the caption is concerned, one is stuck with the RCA jack for RF-video to your television set. I =think= that the (apparently) 19-pin D-connector next to the SCSI II port is supposed to be the video port. Can anyone else offer information on this?

-- David Paschall-Zimbel

1429. Atari Canada (or lack thereof)

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 20:12:59 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <10AUG92.16125932@cc4.crl.aecl.ca>
Source record: 218950

Atari Canada, for all practical purposes, does not exist anymore.
As an Atari dealer, I now have to purchase all my product
through the US. There are only a few warm bodies left to
hold down the fort in Canada. I hope this new management
structure (North American wide) does not end up hurting
dealers and their ability to provide product and service.

1430. Re: Falcon article in Atari Advantage

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 20:25:56 UTC
From: glens@natinst.com
Message-ID: <1992Aug10.202556.6126@natinst.com>
Source record: 218751

After reading the article myself I have but 2 things to say:

1. When can I get one of these puppies here in the U.S.?

2. When can I get the developer documentation for the Falcon?
(I am a Tier 2 developer)

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA

1431. Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 21:12:28 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.&PuIzwvJfmU@marsu.tynet.sub.org>
Source record: 218783
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Aug6.202731.1@uwovax.uwo.ca>, Eric Smith writes:
> In article <H.H4JdRzIKfgs@marsu.tynet.sub.org>, wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:
> > Yes, I agree, TOSWIN is really neat stuff. But there's still one nasty
> > incompatibility with NVDI (2.0.3), the same as in BGACC: If you have NVDI
> > installed, you have to set "alias precmd 'echotc vi' and sacrifice
> > your cursor, because otherwise every second or third keypress only
> > produces a black cursor box in the command line, covering the letters.
>
> I have NVDI installed on my system, and I haven't had that problem. Perhaps
> it's some other program in your system that's conflicting? You could try
> various combinations of BIOSBUF={YES,NO} and try with and
> without CON=u:\dev\fasttext in your mint.cnf.

I tried all combinations and without other stuff in the auto folder etc.
Without success. Then I tried a minimal MiNT configuration on my old ST:
TOSWIN had no problems!!
So this is definetly a TT-only bug (or feature :-), and other German TT users
reported the same behaviour. If you could get a hand on a TT and look after it,
many TT owners would thank you very much, Eric.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd Cut your .sig!

1432. Greek font for Script2

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 21:13:32 UTC
From: aweder@iiic.ethz.ch
Message-ID: <1992Aug10.211332.19872@neptune.inf.ethz.ch>
Source record: 218753

Hi,

I'm looking for a Greek font (classic) for Script2.

Somebody knows where I can get this?

-- Andrew

1433. TOS upgrade card

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 21:30:00 UTC
From: v5914ane@ubvmsb.cc.buffalo.edu
Message-ID: <BssBMq.4BF@acsu.buffalo.edu>
Source record: 218752

Does anyone know anything about this TOS upgrade for the 520st?
It is put out by a company in CA using german design. I am just
wondering if it's all it's cracked up to be.

1434. Gem Support Dieing?

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 22:11:30 UTC
From: willett@cbnewsl.cb.att.com
Message-ID: <1992Aug10.221130.7614@cbnewsl.cb.att.com>
Source record: 218760

An office-mate told me that support for GEM was being discontinued now that Digital Research had sold the rights. This fellow is a PC user who has just now discovered how much easier GEM makes routine tasks. IS this support (non-support) rumor true?

Has anyone heard what effect this will have on Atari's interfaces? My bet is that there are enough third parties out there to keep things GEM-like. Does anyone have any hard facts?

Dave Willett AT&T Federal Systems

1435. Re: Neodesk icon limits

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 22:14:17 UTC
From: ekrimen@wet.UUCP
Message-ID: <4223@wet.UUCP>
Source record: 218757

In article <1992Aug10.123943.23469@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
> I'm using Neodesk 3.01 (UK Version) and I wondered if there was any
>way around the limit to the number of custom icons you can install.
>The manual says the program will tell you when you run out- on my
>machine the limit appears to be 101 icons, but as it isn't listed in
>the "Neodesk limits" section of the manual I wondered if this was
>fixed or if I could patch it in some way. I've still got some 3 Mb of
>clear memory left, so I doubt it's due to that! I've seen .NIC files
>with up to 130 icons in, so it looks as if someone has been able to
>fix it. E-mail to me, and if I get a solution I'll post it.

Hopefully if Dan Wilga reads the net he can post.

I have 8megs in my TT and I can only get 102 icons, so I don't think RAM is the limiting factor. I recall something about a limitation in resource files, but I don't know anything specific about it. I believe Dan was working on a way around it, although I don't know what kind of success he's had.

(BTW, I had the same limitation in my 4meg STE and Mega STE.)

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1436. TapeBIOS Driver: Where is it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 22:14:46 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Aug10.221446.14600@cdsmn.mn.org>
Source record: 218764

A short while back, people were talking about Alan Horihane's TapeBIOS software. I thought I had saved any info I might have needed to get hold of it, but all I can find is an old article saying how good it is.

Where is this software? I don't even know the name of it to do a search.

Thanks,
Doug Plate

1437. Re: TOSWIN.ACC query

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 22:24:32 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug10.182432.1@uwovax.uwo.ca>
Source record: 218754

In article <1992Aug10.194439.12118@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
> How can I get rid of the 2/3" high letters that TOSWIN insists on using
> on a color monitor? I'd much prefer the straightforward 80-column text
> mode of medium-res to which I've become accustomed. Putting up GDOS fonts
> isn't going to be worthwhile, since I currently do not have it installed
> on my system.

Select "Set Default Font..." from the Global menu. You will be stuck with only one choice for the font (namely, the system font) but you will have a choice of sizes. The smallest is the 6x6 font, the next smallest is 8x8, and the next (default) is 8x16.

After you've chosen a default that you like, select "Save Config..." from the Files menu.

I realize that the documentation for TOSWIN is somewhat sketchy, but is it really that hard to figure out?

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1438. ST Stuff for sale.

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 22:30:33 UTC
From: alvear@panini.cs.jhu.edu
Message-ID: <1992Aug10.223033.25663@blaze.cs.jhu.edu>
Source record: 218756

```
For sale:

Atari SC1224 Color Monitor.....................................$180

Practical Solutions VideoKey..................................$ 65

Practical Solutions Monitor Master............................$ 30

ALL Prices include shipping and ARE negotiable. No reasonable offer
refused. Package deals can be worked out. Reply VIA E-mail.

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR1
Internet: alvear@cs.jhu.edu
```

1439. Waiting for hard disks

Newsgroup: comp.sys.atari.st
Date: 1992-08-10 22:30:49 UTC
From: pwp@moose.cs.indiana.edu
Message-ID: <1992Aug10.223101.1533@news.cs.indiana.edu>
Source record: 218755

Can someone recommend a program that waits for a hard disk to warm up when booting an ST? I haave been using one that printed jkwaiting while it was waiting, and I forgot its name. Also, I lost my copy (or else I have it stored under a name that does not ring a bell).

1440. Re: Atari dealers in Washington DC?

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 00:24:46 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug11.002446.8270@msuinfo.cl.msu.edu>
Source record: 218758

ganderso@unlinfo.unl.edu (gary anderson) writes:

>Are there any good Atari dealers in Washington DC -- especially
>software? I'll be out there soon and would like to see what
>they have that we don't.

Yes. Toad Computers at 556 Baltimore Annapolis Blvd. in Severna Park MD is one of the best. You could call them first at (410)544-6943 or (800)448-8623. I have used their services on several occasions and have been well satisfied with the service and impressed by their knowledge and helpfulness.
--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

1441. Re: Waiting for hard disks

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 00:34:07 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug11.003407.8936@msuinfo.cl.msu.edu>
Source record: 218759

Paul Purdom <pwp@moose.cs.indiana.edu> writes:

>Can someone recommend a program that waits for a hard disk to warm up
>when booting an ST? I haave been using one that printed jkwaiting while it
>was waiting, and I forgot its name. Also, I lost my copy (or else I have
>it stored under a name that does not ring a bell).

Atari has released NOROACH for this purpose and there is also another program
called BOOTTYME which should do the trick.
--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

1442. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 02:31:08 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <L7LBPB1w164w@tcpbbs.pcn.org>
Source record: 218800

charlie@mudhoney.micro.umn.edu (Charlie Demerjian) writes:

> I am looking to buy a 9600 baud modem for my ST. What are the best brands?
> I need a V.32bis and V.42bis, and fax capabilities would be a plus. Any
> information would help, especially details on what modems you own, and any
> problems you have had. Thanks in advance.
>
> -Chuck
>

Supra has such a modem for under $300.00. If I remember correctly the
price is closer to $250.00

1443. MiNT and GEM

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 03:07:09 UTC
From: azog@world.std.com
Message-ID: <Bsstzy.Hnn@world.std.com>
Source record: 218769

I dont know all the ins and outs of how GEM deals with things, so this may come across as a silly or stupid question...

When I boot my machine, mint.cnf loads ksh as its INIT, instead of GEM. Sometimes I start GEM (with gem.prg, supplied in one of the older MiNT distrubutions), and sometimes I start MGR...

Instead of rebooting my machine to switch from GEM to MGR, I like to open Gulam, and issue a kill -9 0, which kills GEM. From there Im back at the initial ksh shell.

The question is that after I kill GEM the first time, I cant restart it without rebooting my machine. I am just curious as to why this is happening, in the hopes of better understanding my machine. I once read that GEM allocates all memory for itself, but shouldnt killing it release that memory? Or is there a better way of killing it without signal 9?

This is a side question, again to satisify my curiousty... How come two GEM processes run? One is real small, and the other has all allocated memory. This is both with the old gem.prg and bootgem.prg that I found in the 095 kit.

Thanx

--
Billy D'augustine
azog@world.std.com

"Obliteration of mankind. Under a pale grey sky. We shall arise!"

1444. Re: Atari dealers in Washington DC?

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 03:10:00 UTC
From: undermind!cmc@overmind.mind.org
Message-ID: <2206030@overmind.citadel>
Source record: 218761

look up Toad Computers just outside of DC -- sounds like a good place.

1445. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 04:12:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9775@uqcspe.cs.uq.oz.au>
Source record: 218762
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sjg@dogmatix.ph.kcl.ac.uk (Simon Gornall) writes:

>I *like* Rufus, it's a very nice 'comms-in-a-window' accessory, though
>I've only used it for a short time. I'd not much like to get rid of
>it. Toswin also seems to interfere with GEMini

>Do I have to get rid of my favourite programs to use MiNT ? (say No! :-)

Some programs become pretty meaningless once you use MiNT. Who needs Rufus,
when you can run any-old terminal program in a window/in the background?

My modus operandi is to fire up Uniterm, auto-login, quit-uniterm, then
just use a really DUMB "terminal program" (home-made con <-> aux
echoer), run rz in the background (with:

ulimit -d 160K; /mint/bin/bg -o rz.out rz; ulimit -d unlimited

), then do some more work. If you have a screen-accelerator, and better
eyes for small fonts than I do, TOSWIN would effectively give you Rufus,
by running say "TIP" (the vegetable-simple term prg) in a window.

After all this time collecting nifty programs, all I want now is some
SIMPLE programs!!

*** Aside HINT: ***
Some programs that you used to think worked okay with the "fast" bit
set may not really have worked - and they seem to show up under MiNT.
(eg. the grep I am using). So if a program doesn't work, clear the
"fast" bit, and try it again.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1446. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 04:15:41 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9776@uqcspe.cs.uq.oz.au>
Source record: 218763

jvt@its.bt.co.uk (John Trickey) writes:

>Does anyone use elvis under gemini? I find its screen
>refresh in the console window *very* slow. Any way of improving this?

Running VI in the console window gives you nothing, as the cursor is
disabled the whole time anyway. Better off setting ELVIS_TTP="w:n"
(ie. don't run it in the window, but use full-screen) in your
mupfel.mup.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1447. Re: Gem Support Dieing?

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 04:37:04 UTC
From: sourada@iastate.edu
Message-ID: <sourada.713507824@vincent1.iastate.edu>
Source record: 218765

In <1992Aug10.221130.7614@cbnewsl.cb.att.com> willett@cbnewsl.cb.att.com (david.c.willett) writes:

>An office-mate told me that support for GEM was being discontinued now that
>Digital Research had sold the rights. This fellow is a PC user who has just
>now discovered how much easier GEM makes routine tasks. IS this support
>(non-support) rumor true?

DRI has an operating system called FlexOS that uses (a version of) GEM, so I'd guess they still support it to some degree...

>Has anyone heard what effect this will have on Atari's interfaces? My bet is
>that there are enough third parties out there to keep things GEM-like. Does
>anyone have any hard facts?

...but the primary support for Atari GEM doesn't come from DRI, but rather Atari and Atari programmers. So, I don't think Atari GEM is something to worry about. (And to tell you the truth, I don't think many programs have been written to be portable between PC and Atari GEM...)

Sorry that the above was not really hard facts... :-)

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

1448. Re: Transfer of text files between ST and MS DOS and Macs

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 04:49:01 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <63810@cup.portal.com>
Source record: 218766

In addition to use by the DosHead machine, they can be read on a mac using DosMounter, or any of the other DOS reading utilities, provided the Mac has a High Density (1.44 meg) floppy drive.

1449. Re: TOS upgrade card

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 04:50:30 UTC
From: gwmeyer@iastate.edu
Message-ID: <gwmeyer.713508630@vincent1.iastate.edu>
Source record: 218767

In <BssBMq.4BF@acsu.buffalo.edu> v5914ane@ubvmsb.cc.buffalo.edu (Steve) writes:

>Does anyone know anything about this TOS upgrade for the 520st?
>It is put out by a company in CA using german design. I am just
>wondering if it's all it's cracked up to be.

The product is the TOS Extension Card (TEC) and it is excellent. I haven't heard any negative comments about it, and have talked to a dozen or so who have it installed.

It is being marketed in North America by CodeHead Technologies, and they can be reached at (213) 386-5735.

****
Gordie Meyer - Assistant Area Manager, DELPHI's ST Advantage
biblinski@delphi.com gwmeyer@iastate.edu
Send me e-mail to find out about DELPHI's $1/hour trial offer.
****

1450. Think C Debugger Fix

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 06:36:51 UTC
From: loomer@kiwi.ucsb.edu
Message-ID: <5458@ucsbcsl.ucsb.edu>
Source record: 218789

This should be of interest to all you Atari owners
out there who are using Spectre 3.0 and programming with Think C 5.0:
I have created a patch that makes THINK C 5.0 Debugger Work with
Spectre GCR. It's a small program that needs to be run only once after
which you can experience the inner joy of source level debugging.
I am making this program available for free to whoever wants it, with
one small catch: I'm interested in getting an idea of how many people
"out there" fall into the category "Programs in Think C with an Atari
Computer" and so initially will only give the program to people who
directly request it.
You can request it through email (loomer@kiwi.ucsb.edu), in which case I'll
email you a BinHexed copy of the program,
or you can mail your request-WITH A BLANK FLOPPY- and a buck to cover
postage(extra donations also accepted) to:
Paul Chinn, 1000 Klub Software, 1717 Rita Place, Santa Rosa, CA 95403.

Otherwise you'll have to wait a month or so before I allow its release
into the public domain.

1451. Major TERMCAP question!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 08:11:33 UTC
From: woocm@essex.ac.uk
Message-ID: <5003@sersun1.essex.ac.uk>
Source record: 218771

Okay, so I have mint, and running on top MGR. I can list compile
etc. quite happily. Now I need to edit something using my version of
micro-emacs I got via the CS-TEX distribution. Only problem is it
doesn't work because of the varying window sizes.

I know that this all has something to do with TERMCAP, a little
shell cariable that has lots of funny characters in it. But what the
hell is termcap exactly. I been using my Sun workstation for a while
not particularly caring about it. Sorry but now I would like to know
what its all about. Where can I read about it.

That said, I would prefer a small editor like microemacs or
a small version of VI to use as my editor under MiNT/MGR, will the
CS-TEX one work, can anybody suggest one that will. If so can
anyone help me at least get an editor that I can use until I can
understand all this TERMCAP stuff.

Thanks, much appreciated,

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

1452. System start-up

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 08:27:08 UTC
From: strgh@warwick.ac.uk
Message-ID: <9kznbg8c@csv.warwick.ac.uk>
Source record: 218770

I've finally upgraded my STF to 4Mb and TOS1.4 (! - yeah, I know...)
I now want to rationalise my directories and start-up procedure. So...

What particular desk accessories & Auto programs do people use?
(which RAMdisk, cache, screen saver, bug fixes, multi-accessory, Chameleon?,
accelerators, replacement desktop/MINT etc.) Also, what other utilities
do you keep on hard disk?

Please e-mail me, and I'll summarise. Maybe some of this (at least the
bug fixes) would be useful for the FAQ-list, even if they are really FUQs
(Frequently Unasked Questions). Many thanks.

-- Ewart Shaw
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick.cu
University of Warwick, | BITNET: strgh%uk.ac.warwick.cu@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
yacc - the piece of code that understandeth all parsing

1453. Re: emacs 18.57 and termcaps....

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 10:17:36 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Aug11.121736@disuns2.epfl.ch>
Source record: 218772

In article <1992Aug8.201836.5560@mnemosyne.cs.du.edu>, jbunch@nyx.cs.du.edu (John Bunch) writes:
: Howdy,
:
: I am running Mint 0.95 and tcsh 6.0.1 (I think) and I just grabbed
: mntemacb.zoo from atari.archive. But when I try to run emacs, it says
: term st52 not powerful enough to use emacs cursor positioning. But
: the termcap entry is the one I got from the readme file for emacs.
: Any clues on how to get it to work??
:
: John
:
: --
: John B Bunch * I don't want the world, I just want your
: 771 Madison Ave Apt.2e. * half.... -TMG
: Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
: (518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

Sure: Emacs doesn't like DOS- or TOS-like end of line (CR/LF)
it wants Unix style eol: LF. The solution is to remove every CR char
in your termcap file. that's all

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

1454. Re: Elvis 1.5 (esp. for MiNT) - How would you like it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 12:30:36 UTC
From: alf@skid.north.de
Message-ID: <a1392193@skid.north.de>
Source record: 218790

In <9752@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>I ported Elvis 1.4 to MiNT last night - the BSD configuration works fine.
>I've grabbed Elvis 1.5 and I'll port it again tonight.

What are you doing there? This versions of Elvis have been ported a long time ago. The newest version I know of is 1.6 (27 April 1992). I'm working with this version since 17 May 1992. I can also use our `Umlaute'. I've no other editor on my HD.

The version I'm using has been ported by Juergen Lock <nox@jelal.north.de>

regards,
Alf

Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> alf@zfn.uni-bremen.de | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

1455. Re: emacs 18.57 and termcaps....

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 12:59:25 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1992Aug11.125925.9831@mnemosyne.cs.du.edu>
Source record: 218773

monnier@disuns2.epfl.ch (Stefan Monnier) writes:

>Sure: Emacs doesn't like DOS- or TOS-like end of line (CR/LF)
>it wants Unix style eol: LF. The solution is to remove every CR char
>in your termcap file. that's all

Sure, thats easy for you to say. My termcap is 141,250 bytes. But
Fortunately I have a program to do that for me..

Also pertaining to mint. I am running Mint 0.95 and am having a few
problems with make. I have gnumake 3.62 from atari.archive, but when
I type make I get :
ttp: out of memory
Or something like that. Any idea what may be causeing this? I have
4 megs of ram, am running tcsh 6.0.1 gcc 2.2.2 gas 1.38 or 9? etc.. I
would really like to be able to use make!!!

John
--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

1456. Re: Atari dealers in Washington DC?

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 13:12:37 UTC
From: ac999a07@umbc5.umbc.edu
Message-ID: <1992Aug11.131237.1243@umbc3.umbc.edu>
Source record: 218774

Well... another small dealer in that area that tries to handle Atari Stuff is called Fairview Electronics. They are mail order only right now and their phone numbers are voice (410)437-8911 and data/fax (410)437-0779.

They are small but can usually beat most of the prices around.. or atleast match them.....

1457. Fonts for Timeworks 2 needed!

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 13:57:24 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Aug11.135724.19581@crc.ac.uk>
Source record: 218775

Does anyone out there know where I can get hold of some new fonts for
Timeworks 2?
I really need some fonts which are quite big (any up to about 5cm high!)
I would also like some different "fancy" styles.
Is there anywhere I can download them from? (if so, how do I do it?)
If I have to buy them does anyone know where to buy them and how much they
cost?

Changing the subject slightly, what does GDOS do? I know it's something to do
with the fonts but thats as far as my extremely limited knowledge goes :-}
I think if I remember right I have version 1.1 (may be 1.2!)

Thanks as always for the help, it's appreciated!
Phil
(e-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

1458. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 15:50:03 UTC
From: alien@clinet.fi
Message-ID: <1992Aug11.155003.21640@clinet.fi>
Source record: 218779

kemp@uiatma.atmos.uiuc.edu (John Kemp) writes:
: Not a "vi" editor, but a fantastic text editor for the ST
: is the program "Tempus". It is by far the fastest scrolling
: editor I have ever seen on any computer.
:
I've tested Tempus on my TT and its really fast. But, why new
microemacs 3.11 with GEM-interface is so slow??! I use GDOS-font,
tmail is I remember right, and for GDOS I've NVDI v. 1.0. This
GEM-support is nice but it's _very_ slow. why?
--
Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804

1459. Re: TOS upgrade card

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 16:26:16 UTC
From: ekrimen@wet.UUCP
Message-ID: <4225@wet.UUCP>
Source record: 218778

In article <BssBMq.4BF@acsu.buffalo.edu> v5914ane@ubvmsb.cc.buffalo.edu (Steve) writes:
>Does anyone know anything about this TOS upgrade for the 520st?
>It is put out by a company in CA using german design. I am just
>wondering if it's all it's cracked up to be.

It is. The card is the TOS Extension Card from Artifex in Germany. Codehead
Technologies has imported it and will supply the Atari ROMs with the board.
Total package costs $139 for a 520ST. The May issue of Atari Advantage did
a review of it. If you want the numbers to Codehead, or Atari Advantage for
a copy of the review, let me know.
--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1460. Atari Portfolio, not another group!

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 16:43:06 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Aug11.164306.17279@sactoh0.sac.ca.us>
Source record: 218780

I have a Portfolio, and use it everyday, and take it with me
wherever I go.

But let's not have another newsgroup, PLEASE! If anything, there is
a newsgroup for handhelds, comp.sys.handhelds, where they discuss
HPs, Psions, whatever.

--
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#################### default .signature file ####################

1461. Re: emacs 18.57 and termcaps....

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 16:54:36 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.q8TpOTUnDAM@marsu.tynet.sub.org>
Source record: 218806

In <1992Aug8.201836.5560@mnemosyne.cs.du.edu>, John Bunch writes:
> Howdy,
>
> I am running Mint 0.95 and tcsh 6.0.1 (I think) and I just grabbed
> mntemacb.zoo from atari.archive. But when I try to run emacs, it says
> term st52 not powerful enough to use emacs cursor positioning. But
> the termcap entry is the one I got from the readme file for emacs.
> Any clues on how to get it to work??
Once I had the same problem. The solution is quite simple, but not
too easy to find out:
Edit your /etc/termcap file with an editor (akpEmacs or elvis or ...)
that does *not* end the lines with <CRLF>, but only with single <LF>s.
If you take the termcap file from the archive, it should work if you
do not edit anything at all. Then you can go and edit it with Emacs
itself :-)

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd Cut your .sig!

1462. .IMG files, what are they and how can I convert them to postscript?

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 17:09:22 UTC
From: tjl@brspva.enet.dec.com
Message-ID: <1992Aug11.170922.2628@dscomsf.desy.de>
Source record: 218776

Hi,

I'd like to generate postscript output from C-Lab Notator 3.1. From
what I have heard, C-Lab
have "copped out" of providing a postscript driver for any future
version of Notator by suggesting that you need to buy a professional DTP
program to do the job. I guess this is so
they don't have to include royalties to Adobe in thwe proce of Notator.

Does anyone know of and PD/Shareware utilities that will perform this
conversion, or where I can get information about the contents of these
.IMG files.

Regards
Tim Llewellyn

1463. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 17:39:37 UTC
From: eggert@sun.lclark.edu
Message-ID: <1992Aug11.173937.19856@lclark.edu>
Source record: 218777

Since the sale of the items fell through (the guy didn't pay the c.o.d),
they are up for grabs again.

I still have the following items for sale: $400 Takes all, or split up as
follows...

Atari 1040 STf - $200
1 meg RAM
with Atari mouse
Atari SC1224 - $95
Screen bows at top and bottom. This is
apparently due to a burned out capacitor.
Should be an easy fix.
VideoKey - $50
Use a TV or VCR with your ST.
Works great!

Software -
Laser C compiler. . . . $50| or both for
Laser C Debugger package. . . $25| $65
GST C Compiler $15
Personal Pascal $15
Quantum Paint $10
BBS Express! ST $30
Universal Military Simulator . . $15
Falcon Flight Simulator. . . $20
Bloodwych $20
Dungeon Master . . . . $20| or both for
Dungeon Master II: Chaos Strikes Back . $20| $30
Chrono Quest $20
Carrier Command $20
Gone Fishin' $10

I also have many disks with public domain and shareware files, and quite a
disks from magazines such as STart. These would go with the computer if sold.

Again, all of this could be had for $400. I will pay shipping on any of this
assuming it is pre-paid. I will ship c.o.d. if desired, but I ask that the
buyer pays for that.

Jonathan Eggert
(503) 390-8629
eggert@lclark.edu
3628 Hidden Valley Dr. N.W.
Salem, OR 97304

1464. SysQuest dual 88Mb drive and ST

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 17:50:38 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Aug11.175038.18141@sactoh0.sac.ca.us>
Source record: 218781

I have a question about using SCSI drives.

At the local CompUSA store, they have external dual 88Mb Syquest drives for the price of about $650. This is substantially less than the price I have seen from Atari retailers for even the single 44Mb drive. I understand that as is, it will not work with the ST unless you have a host adaptor (am I correct?)

If this is so, can I simply get a host adaptor (for around $100, I think), connect it to my Mega 4, then connect the SyQuest to it using an SCSI cable??

I would prefer the removable format, as it is not hampered by total storage, and the fact that I can transport my disks very easily.

I believe the single 44Mb drive is under $500.

--
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1465. Doubled Events (TT)

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 20:37:52 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <H.MKVvC91Ehl6@lionbbs.bs.open.de>
Source record: 218792
Cross-posted to: comp.sys.atari.st,de.comp.sys.st

Hello, world!

My toy (TT, TOS 3.06) is that eager to play with me,
that it doubles Arrow events.

I konw it has been asked allready.
I even saved that article but then managed
to dump it. :-(

So, could somebody mail (or post?) that hint again?

Thanks, Uwe
--
Eliminiere das Unmoegliche. Was immer uebrig bleibt, so
unwahrscheinlich es auch wirkt, muss die Wahrheit sein.
Aber was ist, wenn einmal NICHTS mehr uebrig bleibt?
(nach: John Brunner - Mehr Dinge zwischen Himmel und Erde)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

1466. X on a 1040STfm?

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 22:08:37 UTC
From: toma@db.TC.Cornell.EDU
Message-ID: <TOMA.92Aug11170837@db.TC.Cornell.EDU>
Source record: 218782

Is there an XWindows package and an ethernet adapter for the 1040STfm?
I suppose I could also run slip, if that's available...

Thanks
--
toma@tc.cornell.edu - Rory Toma

Opinionated and tunnel-visioned? Darn right. But then, my employer really
doesn't know what I'm talking about anyway...

1467. Re: Gem Support Dieing?

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 22:25:08 UTC
From: ekrimen@wet.UUCP
Message-ID: <4226@wet.UUCP>
Source record: 218787

In article <1992Aug10.221130.7614@cbnewsl.cb.att.com> willett@cbnewsl.cb.att.com (david.c.willett) writes:
>An office-mate told me that support for GEM was being discontinued now that
>Digital Research had sold the rights. This fellow is a PC user who has just
>now discovered how much easier GEM makes routine tasks. IS this support
>(non-support) rumor true?

Don't know, but...

>Has anyone heard what effect this will have on Atari's interfaces? My bet is
>that there are enough third parties out there to keep things GEM-like. Does
>anyone have any hard facts?

...even if your (non-)support rumor is true, it wouldn't have any effect on Atari at all. Atari's interface development is done all in-house as far as I know. I haven't seen GEM on a PC, but I would highly suspect that GEM, TOS 2.06, and even Multi-TOS (on the ST) look and feel completely different than the PC version of GEM.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1468. Re: Hermes xhost help

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 22:59:50 UTC
From: anson@akb.in-berlin.de
Message-ID: <H.ea.2XpBK29YNIk@akb.in-berlin.de>
Source record: 218788

Hallo !

In <H.sDfYSqWB6ms@nathan.do.open.de>, Udo Erdelhoff writes:
() > Ive set things up to the point where I can send local
() > mail, but when I try to send mail to my Unix box, something must
() > be wrong with the xhosts file, cause it complains.

Without knowing details about the error, it's impossible to help.
Please tell us what the software is complaining about !!!

If this is the same problem which is just described in another article with
the subject 'Hermes / rmail doesn't work', then I might help both of you :-)

() watch out when reading the Hermes documentation. There's a file called
() "xhosts.txt" within /usr/man/man5. 95% of this text are written in German,
() but the reminding 5% are written in English and describe the xhosts file.
() This only true for newer docs (1.03 and higher), if you are an older version
() you should update ASAP.
() PS: The english/german mixture within the docs is typical for Hermes, the
() author is quite busy and therefor he could only translate the important things.

Future docs will be written more in English, less in German, because Germans
understand English :-) and Americans don't understand German :-(and because
the author doesn't have the time neccessary to write two versions of the docs.
But it will take quite some time until all docs are in English only ...

() I think that some more netters would like to have this infos, so I'll
() post them here...
()
() -------------------------cut here-------------------------
()
() The following lines are really one line that has been split
() to fit on the page. You can split lines in the file by putting
() a '\' character at the end and an arbitrary number (even zero)
^^^^^^^^^^^^^^^^^^^^^^^^^
() of whitespace characters on the beginning of the following line.
^^

In version 1.03, this has to be EXACTLY ONE character (for the line with
the path) !!! In future versions, more than one character will be allowed.
(Martin was notified, the 'feature' is corrected, but not released yet)

If there is more than one character (eg. 8 spaces instead of one TAB),
rmail will try to use a path ' /path...' which results in the
errormessage ' /path... not found', but who will notice the spaces
to the left of the 'real' path ? :-)

The other poster wrote that the problem would be corrected by not calling RMAIL directly but calling it from uuwork/doqueue. This is only correct to one part : by calling UUWORK once, the file XHOSTS is rewritten with exactly one TAB at the start of the lines. After XHOSTS is reformatted, you can work with RMAIL like before, without the need to call uuwork again.

btw: the same error (only exactly one TAB allowed) shows up in nearly all versions of 'make' on nearly all computers :-) :-(

mfG Andreas

--
Ich war ein .signature Virus und bin schon fast ausgestorben.
Mach' mit, rette und kopiere mich !!!
--
Andreas Bewersdorff, D - W 1000 Berlin 12, Germany, Europe, Terra
anson@akb.in-berlin.de

1469. Re: MiNT 0.95 now available

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 23:14:02 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Aug11181402@leidecker.gsfc.nasa.gov>
Source record: 218784
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug8.122634.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:

The correct termcap entry for tw52 is the one put into the TERMCAP=
environment variable by TOSWIN.

Thanks, I got this one figured out. Part of my confusion came from the
fact that I tried to get TOSWIN working before my system configuration
was set up properly, and I ended up corrupting my copy of the binary.
After reinstalling TOSWIN and setting up my shells correctly, it works fine.

Has anyone considered a menu compiler for TOSWIN's .mnu files? I have
started work on one, but I'm not sure what the user interface should
be. I could use GEM or a CLI front end, and if I chose GEM the
program should probably be a DA. It would be easier to get the data
from the command line than from a file, because the VDI keycodes are
generated by the user's keystokes and returned by the BIOS. If I get
the program to read in files, I will need a translation table.

All suggestions are welcome.

--
Doug
dstailey@leidecker.gsfc.nasa.gov

In the space ship, the silver space ship, the lion waves goodbye.

1470. Hisoft BASIC 2 - Users views.

Newsgroup: comp.sys.atari.st
Date: 1992-08-11 23:27:36 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1992Aug11.232736.8606@monu6.cc.monash.edu.au>
Source record: 218785
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am about to invest some money in a compiled basic. The only criteria is
that it must be closely compatible to Quick Basic for the PC. Hisoft BASIC 2
is advertised to be compatible to Quick Basic. Is anyone using this BASIC
and if so, could you provide some useful comments, either good bad or ugly.
Any comments would be most appreciated, as I would like to know more about
it before I send my money to Hisoft.

Thanks in advance.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * ignorance' *
* 900 Dandenong Rd, Caulfield East ***************************************
* VIC, 3145. Australia. *
* Tel (61) (3) 573 2355/2519. Fax (61) (3) 573 2350 *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

1471. high speed modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 01:22:54 UTC
From: alex golitsis <alex.golitsis@canrem.com>
Message-ID: <1992Aug11.1113.22002@dosgate>
Source record: 218786

->"brand. A warning though... I've heard that Supra V.32bis FAXmodem has problem
->"with heat (ie. it overheats) otherwise it's fast & cheap. You should read
->"comp.dcom.modems for more info.

I own a SupraFAX V.32bis modem and I have had _no_ problems at all. In
fact it is a great modem... too bad Supra cut out of the Atari market...
--
Canada Remote Systems - Toronto, Ontario/Detroit, MI
World's Largest PCBOARD System - 416-629-7000/629-7044

1472. STOS MOD Player

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 06:23:31 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Aug12.062331.12397@actrix.gen.nz>
Source record: 218707

Does anyone out there have either the STOS-BASIC routines, or an extension
to enable playing of MOD files through STOS programs.

Being able to play through both Yamaha Soundchip and the STE's DMA
sound would be a big plus!

Help would be appreciated!
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

1473. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 08:21:18 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Aug12.082118.23678@zooid.guild.org>
Source record: 218793
Cross-posted to: news.software.nn,news.newusers.questions,comp.sys.atari.st

tknauer@tokna.gold.sub.org (Thomas Knauer) writes:
>
>
>Well, the environment variables have to be set BEFORE running
>buildact.tos. You have to use a suitable shell. Buildact seems to be
>very selective.
>
>I found out, that only the following shells allow to start buildact
>correctly (supposed all other variables are set correctly):
>
>HUSH (the shell coming with HERMES)
>TCSH
>and without any problems: OKAMI
>
>Hope this helps,
>

Hi Thomas.

Thanks for your interest.

I'll give it another try.

I do wish who ever posted the NN13.lzh archive in the first place had included
adequate installation docs. There are are all kinds of docs on how to run NN
but hardly anthing on how to install it. (Nothing is mentioned of 'buildact')

Mike

1474. BTX Software - wer kennt sich aus

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 11:34:46 UTC
From: ralph@prosun.first.gmd.de
Message-ID: <2179@bigfoot.first.gmd.de>
Source record: 218794

Hallo Leute,
wer hat Erfahrung mit BTX Software (AtariST(Monochrom),Modem)?
Wie laesst sich die Software bedienen?
Wie sicher ist der Zugang (Versuche/Erfolg)?
Welche Software benutzt Ihr?
Wo kann man sie beziehen, wieviel kostet das entsprechende Paket?

Zusammenfassung folgt demnaechst.

ralph

Gesellschaft fuer Mathematik und Datenverarbeitung
GMD-FIRST INTERNET: ralph@gmd.first.de
Ralph Berg UUCP: ralph@gmdtub.uucp
Rudower Chaussee 5 Geb.:13.7 KOMEX: berg@kmx.gmd.dbp.de
D-1199 Berlin - Adlershof VOICE: +49 30 6704-5973
Germany FAX: +49 30 6704-5610

German National Research Center for Computer Science, FIRST
ralph@first.gmd.de

1475. Re: Jeff Minter's TRIP-A-TRON

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 12:11:28 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1992Aug12.121128.27045@syma.sussex.ac.uk>
Source record: 218802

From article <1992Aug10.140007.23985@aston.ac.uk>, by wrighttj@uhura.aston.ac.uk (Auntie Tim):
> Sorry to disappoint you, but Trip-a-Tron is not PD or shareware, but
> commercial software which sell for around 25 UK pounds. There is an
> earlier version called 'Colourspace' which ought to give you some
> kind of idea, which is on atari.archive somewhere- probably the
> graphics demo. Trip-a-tron is far more complex though, containing (I
> believe) its own programming language amongst other things. If
> you're interseted, Llamasoft's address should be with the C'space
> demo.

It was rumoured a few months back that Trip-a-Tron *might* be released as shareware at some point; but maybe this was just a rumour after all.

I have a (legitimate) copy of Trip-a-Tron and must confess to being somewhat stumped by it, largely due to the interface, which I find needlessly obtuse and twee in its presentation (unhelpful sheep icons, the same functions deliberately called by different names in different screens, and so on).

The annoying thing is that I'm sure that underneath all this games-style presentation is a very powerful program. If any other users have thoughts on the program (ease of use, end results etc.) and feel like mailing me about them I'll summarise the overall opinions in this newsgroup.

Thanks.

1476. MIDIFEST NEEDS PERFORMERS, Come and play at WAACE AtariFest 92'

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 12:29:00 UTC
From: jhurwitz@access.digex.com
Message-ID: <1992Aug12.122900.27166@access.digex.com>
Source record: 218821

ATTENTION ALL ATARI MIDI ENTHUSIASTS!

This is your chance to get out of that basement and show the world what all that MIDI gear you play can do. Were looking for people interested in performing at this years Atari MIDIFEST.

This year as Director of the MIDI events at the WAACE AtariFest I am heading up a MIDI festival that will run alongside the Atari Computer Festival held on October 10th & 11th at the Sheraton Reston in Reston, Virginia.

The AtariFest is put on yearly buy Washington area Atari user groups. Last years festival attracted nearly two thousand people from all over the US and Canada. This year we expect even more with the addition of the MIDIFEST.

What I am looking for is people that utilize Atari computers for music and sound oriented productivity. Musical style is totally open, any sort of MIDI or sound based implementation is welcome. I only require that you provide your own computer and mixing. We will provide the sound reinforcement from your stereo or mono feed. If this sounds like something you want to do and you can travel to the Washington DC Metro area(travel and lodging discounts available), then please send email and a short profile on you and what you want to do at the Fest.

Serious inquiries please send email to;

Internet - jhurwitz@access.digex.com

GEnie - J.HURWITZ3

voice - 301-589-4064

1477. Apple to Atari ST file transfer ??

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 12:49:30 UTC
From: ae24@iamk4516.mathematik.uni-karlsruhe.de
Message-ID: <1992Aug12.124930.3120@rz.uni-karlsruhe.de>
Source record: 218795

Hi, out there !

For a long time I have been working with an old apple II+ computer and developed several programs on it, which I also want to use on my new computer - an atari TT.

Unfortunately, I don't have any communication card for my apple II - and I don't believe, that I will get one anywhere - so I can't transfer any program to the atari (except by hand ...).

Trying to find a solution for this problem I had the idea, that it must be possible to connect the atari via the RS232-interface to the centronics printer interface of the apple II. (The most files I have to transfer are program sources, i.e. ASCII-files).
Thus I would transfer my files simply by "printing" them while the atari should simulate the printer, but store the incoming characters in a local file.

Does anyone know if the two computers can be connected in this manner - and if yes, what kind of hard- and software is necessary to do so.

If you have any idea, please send your response to the e-mail address given above.

Thanks a lot in advance !

Peter Januschke
Institute of Applied Mathematics
University of Karlsruhe
Germany

1478. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 13:06:47 UTC
From: sjg@dogmatix.ph.kcl.ac.uk
Message-ID: <1992Aug12.130647.6877@ctr.columbia.edu>
Source record: 218791
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bug in TOSWIN...

I've noticed that the pop-down menus always pop down even if the window they're associated with is not the "top" window. Shouldn't they be deactivated if the window that they refer to is not the current window ? Or is this a design feature, because of the multi-tasking nature of TOSWIN ?

Simon
--

____
(_____________________________O
/ / Janet Address:
(Simon Gornall (
\ \ sjg@uk.ac.kcl.ph.ipg
) sjg@asterix.ph.kcl.ac.uk)
/_____________________________/ >> Spice is the plural of Spouse <<
(_____________________________O

1479. Re: Bug in TOSWIN?

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 13:39:23 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug12.093923.1@uwovax.uwo.ca>
Source record: 218796
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.&PuIzwvJfmU@marsu.tynet.sub.org>, wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:
> I tried all combinations and without other stuff in the auto folder etc.
> Without success. Then I tried a minimal MiNT configuration on my old ST:
> TOSWIN had no problems!!
> So this is definetly a TT-only bug (or feature :-), and other German TT users
> reported the same behaviour.

In fact, I'm using NVDI 2.03 on my (North American) TT with TOSWIN, and
haven't had any problems.

I've also tried a variety of different GDOS's with TOSWIN, and they've all
worked fine.

Perhaps there is a bug in the German version of NVDI? (The one I have is all
in English.)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1480. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 13:46:53 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug12.094653.1@uwovax.uwo.ca>
Source record: 218797
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug12.130647.6877@ctr.columbia.edu>, sjg@dogmatix.ph.kcl.ac.uk (Simon Gornall) writes:
> I've noticed that the pop-down menus always pop down even if the window
> they're associated with is not the "top" window. Shouldn't they be
> deactivated if the window that they refer to is not the current window ?

Personally, I think that this is a bug in GEM (it shouldn't be sending mouse events to a program that doesn't have control of the mouse). At any rate, I will change TOSWIN's behaviour -- this bug has been reported by many people.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1481. Thanks for pointing me to tapebios.lzh!

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 14:12:55 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Aug12.141255.26523@cdsmn.mn.org>
Source record: 218811

Thanks to all who responded to my request for tapebios.lzh. It is apparently on the atari archive new directory under "tapebios.lzh" (what else? :)

Now to see if it will drive an Exabyte 8200!

Regards,
Doug Plate

1482. Altgriechischer Zeichensatz fuer Script2

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 15:30:11 UTC
From: aweder@iiic.ethz.ch
Message-ID: <1992Aug12.153011.11359@neptune.inf.ethz.ch>
Source record: 218799

Hallo,

der Header sagt schon alles: ich suche einen Font fuer Script2/Signum, mit dem
es sich Altgriechisch schreiben laesst.
Existiert eine Sifox-Diskette oder, besser, irgendein Server, von dem ich den
Font runterladen kann?

Danke

-- Andreas

1483. Re: Elvis 1.5 (esp. for MiNT) - How would you like it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 15:37:11 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.713633831@ernie>
Source record: 218798

alf@skid.north.de (Alf Hoheisel) writes:

>What are you doing there? This versions of Elvis have been ported a long
>time ago. The newest version I know of is 1.6 (27 April 1992). I'm working
>with this version since 17 May 1992. I can also use our `Umlaute'. I've
>no other editor on my HD.

Where to ftp?
--
Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein Login.
Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

1484. Re: TOSWIN.ACC query

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 17:00:47 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Aug12.170047.12248@news2.cis.umn.edu>
Source record: 218801

In article <1992Aug10.182432.1@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>Select "Set Default Font..." from the Global menu. You will be stuck with
>only one choice for the font (namely, the system font) but you will have
>a choice of sizes. The smallest is the 6x6 font, the next smallest is
>8x8, and the next (default) is 8x16.

>I realize that the documentation for TOSWIN is somewhat sketchy, but
>is it really that hard to figure out?

Actually, no, but I haven't been able to get 80-column 'normal' text at all. Most of the menu selections for TOSWIN are greyed out on my machine (mostly those to the right of the menu bar). The Font selection uses 'point sizes' for some reason (rather than 6x6, etc.). The default on a color monitor appears to be 10 point, with the smaller choice being 8 point. Perhaps the action is different between monochrome and color monitors?

In any case, it appears I can go from 2/3" to 1/2" high characters and a scroll region which doesn't (scroll, that is...) unless one uses the window's elevator.

Perhaps some of the configuration information which is read in needs to be changed?

-- David Paschall-Zimbel

1485. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 17:26:29 UTC
From: ekrimen@wet.UUCP
Message-ID: <4230@wet.UUCP>
Source record: 218807

In article <1992Aug11.155003.21640@clinet.fi> alien@clinet.fi (Risto Juvonen) writes:
> I've tested Tempus on my TT and its really fast. But, why new

How'd you get Tempus running on your TT? I have version 2 and all I get
is two bombs when I try to run it.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1486. ST Xwindows?

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 18:18:10 UTC
From: ziggy@grafted.UUCP
Message-ID: <ZwLePB1w161w@grafted.UUCP>
Source record: 218817

hi.
Is there a way to hook up my wife's ST with my UNIX box, running
X11R5? I would like to keep the advantages of X, not just a ansi term
window on the ST.... I have a few better apps on my box than her....

Ziggy.

long live the 8080......

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

1487. Re: Doubled Events (TT)

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 18:26:21 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1992Aug12.182621.11945@mnemosyne.cs.du.edu>
Source record: 218803
Cross-posted to: comp.sys.atari.st,de.comp.sys.st

Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.

> TT doubles arrow events

There's a desk acce□sory called SCROLFIX to cure that. (I wrote it.) It's
very small, using only about 800 bytes of memory. It works with all ST and
TT machines, all version of TOS.

There's also a DA called BUTTONFIX, but it doesn't work on TTs, or so I've
been told. (I wrote SCROLFIX for a TT owner because BUTTONFIX didn't work
for him.)

SCROLFIX.ZOO (or .LZH) should be available in atari archives at umich.

--
- Ian
(void *) where prohibited by law

1488. Re: high speed modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 18:52:06 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l8inemINNcap@aludra.usc.edu>
Source record: 218804

In article <1992Aug11.1113.22002@dosgate> "alex golitsis" <alex.golitsis@canrem.com>
writes:
>->"brand. A warning though... I've heard that Supra V.32bis FAXmodem has problem
>->"with heat (ie. it overheats) otherwise it's fast & cheap. You should read
>->"comp.dcom.modems for more info.
>
>I own a SupraFAX V.32bis modem and I have had _no_ problems at all. In
>fact it is a great modem... too bad Supra cut out of the Atari market...

According to the discussion in comp.dcom.modems, the "heating problem"
is just because (due to its small size) the Supra uses the case as a heat-sink
so that you don't have to put in bulky fans, etc. There have been reported
problems, but the most serious (from a man who ordered 10) seems to have
been a bad shipment as nearly every other opinion has been positive. Of course
I am WAY behind on my reading of that group, so things may be different now,
but this is the way it looked a couple of days ago. BTW, if you do get a
Supra, try and get the 1.200C ROMs or later.

>--
>Canada Remote Systems - Toronto, Ontario/Detroit, MI
>World's Largest PCBOARD System - 416-629-7000/629-7044

-Mike

1489. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 19:01:51 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l8io0vINNd0g@aludra.usc.edu>
Source record: 218805

In article <L7LBPB1w164w@tcpbbs.pcn.org> joeadato@tcpbbs.pcn.org (Joseph Adato) writes:
>charlie@mudhoney.micro.umn.edu (Charlie Demerjian) writes:
>
>> I am looking to buy a 9600 baud modem for my ST. What are the best brands?
>> I need a V.32bis and V.42bis, and fax capabilities would be a plus. Any
>> information would help, especially details on what modems you own, and any
>> problems you have had. Thanks in advance.
>> -Chuck
>>
>Supra has such a modem for under $300.00. If I remember correctly the
>price is closer to $250.00

Well, since I am looking at it, here in the Sept. 1992 issue of
MacWorld in the Mac Zone ad-section, they advertise a Supra V.32bis modem for
$258 without (Mac) software and cables (378 with).

Just for those who might be interested (and yes, I am getting one as
soon as the ol' paycheck rolls around :)...

-Mike

1490. New upload to archive

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 19:42:07 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Aug12.194207.22005@news.th-darmstadt.de>
Source record: 218808

Well people completely forget about Shift_II that I uploaded a few
days ago, 'coz there's already Shift 3 out.

It's now in atari/new as 'shift3.lzh'.

It's still monochrome but now with sound 100 new levels and apparently
a few other goodies. (I haven't played it so far).

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Countdown to Extinction" Megadeth

1491. Re: .IMG files, what are they and how can I convert them to postscript?

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 20:19:56 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Aug12.201956.7178@sfu.ca>
Source record: 218809

In article <1992Aug11.170922.2628@dscomsf.desy.de> tjl@brspva.enet.dec.com () writes:
>Hi,
>
>I'd like to generate postscript output from C-Lab Notator 3.1. From
>what I have heard, C-Lab
>have "copped out" of providing a postscript driver for any future
>version of Notator by suggesting that you need to buy a professional DTP
>program to do the job. I guess this is so
>they don't have to include royalties to Adobe in thwe proce of Notator.
>
>Does anyone know of and PD/Shareware utilities that will perform this
>conversion, or where I can get information about the contents of these
>.IMG files.
>
>Regards
>Tim Llewellyn

This may not be the quick and easy answer you were looking for, and there
may be better ways of doing it, but here goes.

There is a set of utilities to convert from anything to practically anything
else called the Portable Bitmap Utilities by Jef Poskanzer at the site
expo.lcs.mit.edu in the directory `contrib'. There are utilities in there
top convert from .IMG to pbm and from pbm to postscript (from pnm, actually,
but the portable formats are upward compatible).

The catch is, the archive only contains a set of generic source files that
need to be compiled, and will surely need to be tweaked to work on the ST/TT.

Now if some kind soul would be willing to take care of the compilation of this
mountain of utilities... :-). I might be able to be cajoled inot doing it,
but that would have to be sometime after I finally get around to download
gnu C (damn, I'm lazy!).

Irregardless of whether this suggestion is useful for the above problem, these
utilities would be invaluable (I was amazed that utilities were provided for
conversion of Degas, .IMG, .GEM (i think), and even Spectrum formats!).

Gordon

Gordon Farrell |e-mail:gfarrell@sfu.ca |"Shee, you guys are so unhip
Computing Science Major | gfarrell@cs.sfu.ca | it's a wonder your bums
Simon Fraser University | gordonf@sfu.ca | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

1492. Forbes article

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 21:23:25 UTC
From: ca806@cleveland.Freenet.Edu
Message-ID: <1992Aug12.212325.11652@usenet.ins.cwru.edu>
Source record: 218810

In which issue is the Atari corp article?
--
Roger Selby
Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
ca806@freenet

1493. Spectre in Color?

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 22:36:44 UTC
From: lombardo@cwis.unomaha.edu
Message-ID: <lombardo.713659004@cwis>
Source record: 218812

Hello everyone!

I have been using Spectre for quite a while now without many problems. One problem I have been having is when I run spectre on a color monitor. I have my colors setup so it uses the extra colors to achieve a perceived 640x400 resolution on a 640x200 screen. It looks pretty nice, in my opinion, and I wouldn't mind using it at all.

The problem is, when I run Spectre in color, the sound doesn't work! The initial startup sound (usually heard when you startup the mac) is flawless. I was amazed when I first used Spectre that the sound was so clear. But, when I get to the control panel and adjust the volume level (which probably does nothing, unless you set it to 0, except play the current digitized sound) the sound is played, but is extremely unclear. The next time I adjust the volume, the sound isn't played at all, instead I hear a crackling sound.

I have never had any problems with the sound on my st before, at all. Sound in ST programs is flawless. And here is something interesting, I ran a mono emulator on my color monitor, ran spectre (spectre didn't seem to recognize mono was on, because I got a split screen!) anyway, the sound worked fine! Obviously I'm not going to use the mono emulator, since I don't want a split screen (try reading text like that!).

Does anyone have any suggestions? (Perhaps a monochrome emulator that works under Spectre?) Thanks!

1494. Re: Forbes article

Newsgroup: comp.sys.atari.st
Date: 1992-08-12 22:59:22 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug12.225922.23020@msuinfo.cl.msu.edu>
Source record: 218813

ca806@cleveland.Freenet.Edu (Roger M. Selby) writes:

>In which issue is the Atari corp article?

August 3, 1992
--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

1495. I'd like info about blitter/upgrading

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 00:38:02 UTC
From: dvasilef@silver.ucs.indiana.edu
Message-ID: <dvasilef.713666282@silver>
Source record: 218816

I have an ancient 1040STF. It dates back to 1986, and I have
not made any upgrades or hardware modifications. I am considering
upgrading my 1040 or getting a Mega STe. However, I'm not really sure
what I should get to upgrade in order to compare the price of upgrading
or a Mega. Is the blitter chip very useful? Do many programs utilize
it? Currently, I use telecommunication, spreadsheet, word processing,
and light dtp applications. If the blitter is useful, can I even put
one in my 1040? And where could I buy one? Could I install it myself?
(meaning little or no soldering) How much would it cost? Would an
AdSpeed ST be more effective than a blitter. (In all likelihood, I'd
get a Mega STe before putting an AdSpeed in the 1040, but I'm just
curious about how and what these things do).

Feel free to email me any tips, suggestions, or advice you think
might pertain to my situation. I also plan on upgrading to 2.5M RAM and
installing a newer version of TOS. Someday I hope to get a hard disk,
but I don't know if I can afford it at this time. Maybe it would it be
better to just get the Mega w/HD all at once? Thanks, any help will be
appreciated.

David

My internet address is dvasilef@silver.ucs.indiana.edu

1496. Atari Conference! Topic: Wind Time: Sunday 9 PM EST Where: +AtariCon

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 00:44:56 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug13.004456.20430@usenet.ins.cwru.edu>
Source record: 218814

The Cleveland Free-Net Atari SIG will be holding a conference in the Multi-User Chat area of Free-Net (go cafe) on Sunday night 9 PM EST.

The channel will be +AtariCon and it may be invite only so you may need to send a request to enter the conference.

The topic will be on the possibility of getting a ST/Falcon support campaign going. It is pretty much well-known that the ST has been slowing where new software and hardware is concerned. The funny thing is, nobody knows why--I still buy software and I'm sure you do too!

Since Atari seems to be attempting to get itself together by releasing the Falcon 030, we may be able to help the Falcon by creating some wind.

This Sunday night, be there!

:)

Len Stys (aa399@cleveland.freenet.Edu)

--

1497. Wanted Sam Tramiel, conference transcript of GEnie

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 01:06:19 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug13.010619.21602@usenet.ins.cwru.edu>
Source record: 218815

I'd like for someone to send me or sum up what was talked about
on the GEnie conference with Sam Tramiel. I'm unable to attend.

Thanks.

--

1498. Bob Brodie address

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 03:01:01 UTC
From: ca806@cleveland.Freenet.Edu
Message-ID: <1992Aug13.030101.25694@usenet.ins.cwru.edu>
Source record: 218818

Does someone have an e-mail address for Bob Brodie - on any of
the commercial services, an internet address or a fnet node
and username? Thanks
--
Roger Selby
Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
ca806@freenet

1499. Re: Packing data...

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 03:39:24 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.NmB62K5bgBw@jonh.wimsey.bc.ca>
Source record: 218827

In <1992Aug10.132744.23799@aston.ac.uk>, Auntie Tim writes:
>I've been investigated packers recently (Ice Packer, LSD Packers, 4Pak)
>and I've noticed that several have options to pack data as well as
>executables.
>...........Someone
>care to enlighten me as to how packing data is, in fact, useful?
>
There's source code in some of the packer distributions, so programmers
can use the packing format for their own data. Their also handy for getting
data from a disk whose loader doesn't work in 60hz NA mode.

If you want to pack data for your own files, there's 2 alternatives.

DataDiet from Double Click which compresses and uncompresses files
on their way to the hard drive.

AFX included in the Questor LZH archive. AFX also intercepts files
compressed using a special flag.

I haven't heard any major horror stories about either of these, though
I don't use them. Neither are free. AFX is shareware, and DataDiet is
commmercial.

--
jhenders@jonh.wimsey.bc.ca

1500. Re: Software written to your specs

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 04:19:20 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.8zrhn73hGgw@jonh.wimsey.bc.ca>
Source record: 218828

I'd like to see a trn-like newsreader for the various uucp setups
we have. Or even better, a port of the bsd uucp package to MiNT. If
uucico ran under MiNT, I'd be running MiNT all the time, so even a
MiNT freindly UUCICO would be nice.

--
jhenders@jonh.wimsey.bc.ca

1501. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 05:26:24 UTC
From: BING_SIN@bdt.COM
Message-ID: <1992Aug13.052624.16584@bdt.com>
Source record: 218824

Take a closer look at the ads again. For $259, you get the Supra 9600 modem, NOT the v.32bis (Supra 14.4).

The cheapest price I seem for the Supra v.32bis is $299. It is from a MAC mail order place. If anyone interested, I can get the name and phone number.

-bing

1502. Re: Falcon article in Atari Advantage

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 05:29:55 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <ksJFPB1w164w@tcpbbs.pcn.org>
Source record: 218825

glens@natinst.com (Glen Sescila) writes:

> After reading the article myself I have but 2 things to say:
>
> 1. When can I get one of these puppies here in the U.S.?
>
> 2. When can I get the developer documentation for the Falcon?
> (I am a Tier 2 developer)
>
> --
> "Now You're Playing With Power Without The Price!" Glen Sescila |||
> / | \
> My opinions do not necessarily reflect those of my employer and probably are
> exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA
> --

Obviously you'll have to contact Atari Corporations in Sunnyvale CA.
Falcons will be (as were the Mega STE and TT) available to developers
before, as I'm sure you know, they will be available to the gerneral
public.

Although he won't tell me, I know a developer in the Ohio area who I
believe is most likely going to have one of the first Falcons in the
Ohio area.

1503. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 05:37:02 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <F5JFPB2w164w@tcpbbs.pcn.org>
Source record: 218826

I just got the demonstration video for Gemulator, the ST emulator for
any IBM/IBM clone computer. I must say what I saw was very impressive.
I strongly recomend that anyone slightly interested in the subject of
have an ST emulator for the PC spend the $5.00 and get a copy.

1504. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 05:37:05 UTC
From: mike@r-node.gts.org
Message-ID: <1992Aug13.053705.5193@r-node.gts.org>
Source record: 218847
Cross-posted to: news.software.nn,news.newusers.questions,comp.sys.atari.st

In article <H.0DyDPW6UWvU@tokna.gold.sub.org> tknauer@tokna.gold.sub.org (Thomas Knauer) writes:
>
>Hi Mike,
>
>don't give up installing NN. It also took me some hard work. :-(
>
>Well, the environment variables have to be set BEFORE running
>buildact.tos. You have to use a suitable shell. Buildact seems to be
>very selective.
>Not every shell is able to run buildact.tos (I don't know why).
>
>The environment is set in the configuration file of your favorite shell.
>
>I found out, that only the following shells allow to start buildact
>correctly (supposed all other variables are set correctly):
>
>HUSH (the shell coming with HERMES)
>TCSH
>and without any problems: OKAMI
>
>Hope this helps,
>
Hello Thomas.

I just tried it again, this time I set the env vars as you had suggested,
still getting 'sed: garbled command'.

Mike

--
==
Mike Stramba Email: mike@r-node.gts.org
Toronto,Canada
==

1505. Re: Bob Brodie address

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 06:02:01 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug13.060201.26316@u.washington.edu>
Source record: 218819

ca806@cleveland.Freenet.Edu (Roger M. Selby) writes:

>Does someone have an e-mail address for Bob Brodie - on any of
>the commercial services, an internet address or a fnet node
>and username? Thanks
>--
>Roger Selby
>Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
>ca806@freenet

Bob gets his Internet access thru Compuserve; 70007,3240@Compuserve.com

His board is the lead node of the fnet conference Atari Explorer Online.
Z*Net Golden Gate, Fnet node 706, (his username is Bob Brodie)

Dan Aylward
dud@u.washington.edu

1506. Re: Wanted Sam Tramiel, conference transcript of GEnie

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 06:10:31 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <63950@cup.portal.com>
Source record: 218820

The Sam Tramiel conference on GEnie will no doubt be included in this week's ST Report...

But briefly, other than acknowledging the existance of the Falcon, and uploading an ASCII description of its features, the conference was more or less one long "No Comment"...

Any "real" information is being reserved for release at the Atari show coming up soon in Germany.

Sam did say that the Forbes article gave everyone at Atari a good laugh, and that the view from his "new" office is better than his "old" one..

Also in the realm of "Good News", the GEnie conferencing software didn't crash this time.

1507. Atari ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 06:32:15 UTC
From: ekrimen@wet.COM
Message-ID: <4239@wet.UUCP>
Source record: 218822
Cross-posted to: comp.sys.atari.st,ba.market.computers,misc.forsale.computers

```
FOR SALE --

TOS 2.05 chips (from Mega STE) -- $45
Great for STE users!

Supra 2400 modem -- $80
Excellent condition, clean; comes with all manuals, power
supply, phone cord, and original packaging. In other words,
everything that was originally shipped with it.
with modem cable and 9-pin adapter for MSTE/TT -- $90

WD1772 floppy controller (from Mega STE) -- Best offer.

Golden Image Mechanical Mouse -- $35
No box, no manual, just mouse.

Epson 720K floppy drive (from Mega STE) -- $60

Calamus 1.09 and Font Editor 1.0 -- $100
Upgrade to SL!!

CyberSculpt (still shrink-wrapped) -- $35

UPS Ground shipping included. Prices negotiable. Please leave e-mail
or call 415-751-3693.
```

1508. Re: Falcon article in Atari Advantage

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 06:36:40 UTC
From: euro@eurobs.bs.open.de
Message-ID: <H.RdMZKc3WeHY@eurobs.bs.open.de>
Source record: 218725

In <1992Aug10.195008.12227@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
>I found the description of the Falcon in the 'June/July 1992' issue of
>Atari Advantage interesting. After careful examination of the back
>of the machine (on page 28) and the accompanying caption, I am at a loss
>to determine where the Falcon's video port is supposed to be. As far as
>the caption is concerned, one is stuck with the RCA jack for RF-video to
>your television set. I =think= that the (apparently) 19-pin D-connector
>next to the SCSI II port is supposed to be the video port. Can anyone
>else offer information on this?
In c't (german computing magazine) they said, that there are two ports,
one for the SM124, one for the rest.
>
>-- David Paschall-Zimbel
euro

--
Eugen-Roland Rohn
euro@eurobs.bs.open.de
Tel: +49 531 342517 (voice)

1509. Re: Atari ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 07:56:39 UTC
From: cassiel@ucscb.UCSC.EDU
Message-ID: <16d4joINN2sb@darkstar.UCSC.EDU>
Source record: 218712

In <4239@wet.UUCP> ekrimen@wet.COM (Ed Krimen) writes:

>FOR SALE --
>
>
>Supra 2400 modem -- $80
> Excellent condition, clean; comes with all manuals, power
> supply, phone cord, and original packaging. In other words,
> everything that was originally shipped with it.
> with modem cable and 9-pin adapter for MSTE/TT -- $90
>
>
>UPS Ground shipping included. Prices negotiable. Please leave e-mail
>or call 415-751-3693.

I'm very interested in the 2400 baud modem, if it's still
available. It sounds like a great modem, but why are you
selling it?

Let me know. Thanks.

-Daniel Evans
cassiel@ucscb.ucsc.edu
(Santa Cruz)

1510. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 08:06:12 UTC
From: jyoung@nyx.cs.du.edu
Message-ID: <1992Aug13.080612.12515@mnemosyne.cs.du.edu>
Source record: 218823
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

Is Kent Dalton telling TRUTH of Multi TOS and Falcon?? What Atari
experts say?

In article <KENTD.92Aug5151644@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com (Kent
Dalton) writes:
>
>No. MultiTOS is the gross/disgusting ST-TOS with Eric Smith's PD MiNT
>package (ironically, it stands for MiNT is Not TOS) hacked in. MiNT
>replaces the ST's BIOS with traps to it's own multitasking BIOS
>routines. Programs must be linked with MiNT to multitask and last time I
>used an ST (admittedly a long while ago), it only could run 1 GEM app at
>a time regardless of how it was linked. In a word, when compared to an
>actual OS, MultiTOS SUCKS. Even if it were better integrated, it would
>still be suck when compared to much more featureful OSes such as
>
>The UNIX babble above probably refers to the UNIX emulation type link
>libraries available for MiNT for use with C compilers (specifically
>GCC). It's really no different than ixemul.library for the Amiga (except
>ixemul is a shared library which TOS/MiNT does not support.)
>
>Aside from the DSP and the 15bit 320x200 (ugh) mode the Falcon doesn't
>offer anything special, SCSI-2 is no big deal for a "budget" machine
>given that SCSI2 peripherals that actually use the real SCSI-2 features
>will cost several X more than the Falcon box.
>
>So, for $700 (current rumored price) you get a 16MHz 68030/68881 box
>that: is limited to 16Mb RAM, has a putrid OS, has a SINGLE proprietary
>expansion slot, NO Hard Disk, and NO monitor, in that gross ST case.
>Wheee. By the time you add a decent size disk (external if you want
>SCSI2 (way expensive) internal is IDE 2.5" *only*), and decent multisync
>monitor it's up there in price with 33MHz 386 and 25MHz 486 VGA boxes
>which just *crush* the 16MHz in raw performance.
>

1511. Re: New upload to archive

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 08:43:24 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1992Aug13.084324.19968@lut.ac.uk>
Source record: 218829

In article <1992Aug12.194207.22005@news.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>Well people completely forget about Shift_II that I uploaded a few
>days ago, 'coz there's already Shift 3 out.
>
>It's now in atari/new as 'shift3.lzh'.
>
>It's still monochrome but now with sound 100 new levels and apparently
>a few other goodies. (I haven't played it so far).
>

What about supplying a document file in English ? There's no English documents
or help screen in Shift2 & for someone with no knowledge of German it is
rather frustrating.

>--
> ----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
> "Bang that bit that doesn't bang"
> Album of the month: "Countdown to Extinction" Megadeth

- Rahin

1512. Re: Forbes article

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 11:39:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Aug13.113954.3234@peponi.wcc.govt.nz>
Source record: 218651

In article <1992Aug12.212325.11652@usenet.ins.cwru.edu>, ca806@cleveland.Freenet.Edu (Roger M. Selby) writes:
>
>In which issue is the Atari corp article?
>--
>Roger Selby
>Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
>ca806@freenet

August 3rd, I have also read that they intend to do another article.

Also Computer Shoper (USA) has some Atari articles, one was on GEM
I think, and another one about Atari in a later magazine, but this is
all from memory, this I read on a Z-Net feed..

Also from what I have just heared that Atari is droping computer
sales here in New Zealand and in Australia..

The only thing that will be sold is the Lynx in OZZ and NZ, the Atari line of
Computers are now way over priced, even the Falcon will not be sold here..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

1513. Falcon _ Atari ST User

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 12:06:47 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Aug13.120647.17883@its.bt.co.uk>
Source record: 218839
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi All,
I've just got my September issue of Atari ST User (UK Mag) and in it
there is a 1 page preview of the Falcon including pictures! I cannot
comment on the authenicity but it will be interesting to compare notes
with US & D.

OK, here are the details from the mag:

first models expected in UK September
to be shown at London trade show - September 6.
68030 @ 16 MHz
DSP56001
8 channel 16 bit digital DMA, sampling up to 50KHz
4 channel stereo with recording and playback
262,144 colour palette
Max res 640x480 16 bit mode (65,536 colours on screen)
SVGA modes up to 256 colours on screen
Overscan mode (no black border)
15bit overlay mode for video titling etc.
MultiTOS
1.44 MB Floppy
IDE port for internal 2.5in 44MB hard drive
RAM: 1,4 or 14 MB
Optional 68882
Expansion slot for 386PC emulators or JPEG and MPEG data compressors
Ports
SCSI II with DMA
stereo microphone
audio out
monitor
midi
hi speed LAN (no they don't say what)
Joystick & analog joystick
printer port ``more industry standard''
working name was Sparrow
50 machines worldwide many at top software houses in UK (I presume
others are in D :-))
Atari Germany ``at least one model above and below Falcon030 including
68040''

rumours
price == 499 UK pounds
new case design next April

Sounds good if its accurate but some of the statements get me a little worried.

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

1514. Re: ANY P o r t f o l i o - USER around here ?

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 12:07:59 UTC
From: groenweg@phil.ruu.nl
Message-ID: <groenweg.713707679@groucho.phil.ruu.nl>
Source record: 218832

cable@crs.cl.msu.edu (Dan Cable) writes:

>jogl@merry.imsd.rwth-aachen.de (Joachim Glaubrecht #Alwd#) writes:

>>hi,
>>
>>"Subject:"-line says it all:

>>are there any ATARI- P o r t f o l i o - Users around here,
>>who are interested in idea/information/software (PD only)
>>exchange ?

>How about it fellow Portfolio fans? Are you out there? Or is it just the two
>of us?

I am a Fan also!!!!!! (and also want to exchange etc.)
>--
>Dan Cable
>cable@crs.cl.msu.edu

1515. Virus detection/elimination software

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 12:35:37 UTC
From: chu@acsu.buffalo.edu
Message-ID: <Bsx9nD.8B2@acsu.buffalo.edu>
Source record: 218830

Hi,

Can anyone give me the names of some software that I could use to check my hard drive for viruses (being able to eliminate them should they pop up is a plus). PD, shareware or commercial. Also, tell me where I can get it (especially if it's a commerical package) and cost (if any).

Please reply via e-mail. I'll post a summary.

john
chu@acsu.buffalo.edu

1516. Re: TapeBIOS Driver: Where is it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 12:55:32 UTC
From: jas@oasis.icl.co.uk
Message-ID: <785@ozz.oasis.icl.co.uk>
Source record: 218834

plate@cdsmn.mn.org (Doug Plate) writes:
>
> A short while back, people were talking about Alan Horihane's TapeBIOS
> software. I thought I had saved any info I might have needed to get
> hold of it, but all I can find is an old article saying how good it is.
>
> Where is this software? I don't even know the name of it to do a search.
>
> Thanks,
> Doug Plate

What does it do? Is it a streamer tape driver?

Jas.
--

| Jason Morris jas@oasis.icl.co.uk +44 344 424842 ext 2662 |
| ICL Computers Ltd, BRA01, Lovelace Rd, Bracknell, Berks, England. |

| I do not speak for ICL. I speak for everyone... |

1517. Re: System start-up

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 12:58:58 UTC
From: jas@oasis.icl.co.uk
Message-ID: <786@ozz.oasis.icl.co.uk>
Source record: 218835

strgh@warwick.ac.uk (J E H Shaw) writes:
> I've finally upgraded my STF to 4Mb and TOS1.4 (! - yeah, I know...)
> I now want to rationalise my directories and start-up procedure. So...
[deleted..]
> Please e-mail me, and I'll summarise. Maybe some of this (at least the
> bug fixes) would be useful for the FAQ-list, even if they are really FUQs
> (Frequently Unasked Questions). Many thanks.

Purely out of curiosity, how does one pronounce "FUQ"?

Jas.
--

| Jason Morris jas@oasis.icl.co.uk +44 344 424842 ext 2662 |
| ICL Computers Ltd, BRA01, Lovelace Rd, Bracknell, Berks, England. |

| I do not speak for ICL. I speak for everyone... |

1518. Atari Dealer in Boston area??

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 13:04:46 UTC
From: edmondse@woods.ulowell.edu
Message-ID: <1992Aug13.080446.1@woods.ulowell.edu>
Source record: 218831

Hello,

I am new to Atari hardware but I am interested in the new machine being discussed called the Falcon. Does anyone know of an Atari dealer in the Boston, MA, or Southern NH area. I would like to stop by and check out an Atari myself, even if it is a 1040ST or TT etc....

Thanks.

Eric Edmonds
UMASS at Lowell
Dept of Nuclear Engineering

1519. Atari Advantage Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 13:37:04 UTC
From: rrk@vixen.uucp
Message-ID: <1992Aug13.133704.20462@porthos.cc.bellcore.com>
Source record: 218833

I notice discussion on the latest issue (in an erratic series)
of Atari Advantage Magazine, a.k.a. the "Falcon issue."
If a subscriber (such as I) has not yet received this issue, should
I be concerned? Or should I attribute the empty mail-box to
delays common to magazine-class delivery (I'm on the east coast USA)?

Randy Kutz
Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

1520. My MIDI ports dont work anymore :(

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 13:53:23 UTC
From: azog@world.std.com
Message-ID: <BsxD91.F6H@world.std.com>
Source record: 218836

Boy, sometimes it seems that I have more problems than its worth...

Last night, I had a strange problem with my ST. When I fired it up,
it started clicking like crazy, even tho I wasnt pressing the keys,
so I quickly did a power cycle. I fear that something happened in
there that may have damaged my MIDI ports, because now they dont
work at all.

Is there anything I can check to see if its really the ports, or perhaps
my keyboard that got messed up? When I play a sequence thru my sequencer,
it looks like its working, but no music. On my Kawai keyboard, usually
when I press a key, on the LCD display, it shows a block cursor to visually
acknowledge that MIDI data is being sent or recived.

I would hate to have to ship this somewhere for repair. (btw: its an
STe thats about 8 months old... I dont recall if I sent in the
warentee sheet, but how long is the warentee?)

Thanx

--
Billy D'augustine
azog@world.std.com

"Obliteration of mankind. Under a pale grey sky. We shall arise!"

1521. Re: Software written to your specs

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 14:25:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Aug13.142511.3029@csi.uottawa.ca>
Source record: 218843

In article <H.8zrhn73hGgw@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>
> I'd like to see a trn-like newsreader for the various uucp setups
>we have. Or even better, a port of the bsd uucp package to MiNT. If
>uucico ran under MiNT, I'd be running MiNT all the time, so even a
>MiNT freindly UUCICO would be nice.
>

You might want to take a quick peruse around Comp.lang.perl. Some guys at
University of Manitoba have just released a newsreader written in Perl,
that is designed to work identically with both DOS and Unix. This would
be a good opportunity to get the ST in there!

(Notable fact: Larry Wall, author of both rn and Perl, "is
talking about rewriting it in Perl." He's been busy with other stuff,
so maybe it's time that others get the task started.)

The program is called "brn", and weighs in at about 50K of code. It
needs Perl, so you can immediately add another 268K. This is still
probably smaller than trn, and probably more readable.

Of course, uucp would be required in addition to brn. I'd be surprised
if the Unix uucp were very hard to port to MiNT.

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

1522. Re: Atari Dealer in Boston area??

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 14:32:26 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Aug13.143226.10491@crc.ac.uk>
Source record: 218837

In article <1992Aug13.080446.1@woods.ulowell.edu>, edmondse@woods.ulowell.edu writes:
> Hello,
>
> I am new to Atari hardware but I am interested in the new machine being
> discussed called the Falcon.

Aren't we all....

> Eric Edmonds
> UMASS at Lowell
> Dept of Nuclear Engineering

Phil

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

1523. Atari Scandinavia Going Bankrupt?

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 14:55:42 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.713717742@garbod20>
Source record: 218838

I read in comp.sys.amiga.advocacy that Atari Scandinavia is supposed to have gone out of business.

Is there anybody on the net who can confirm this?

If it's true, it's the second time they go bust, first time was back in '85 or so (before the Tramiel takeover).

Anders Skelander, Sweden

1524. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 15:17:36 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Aug13.111736.1@uwovax.uwo.ca>
Source record: 218844
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1992Aug13.080612.12515@mnemosyne.cs.du.edu>, jyoung@nyx.cs.du.edu (Jeff Young) writes:
> Is Kent Dalton telling TRUTH of Multi TOS and Falcon?? What Atari
> experts say?

Summary: Kent Dalton doesn't know what he's talking about.

> In article <KENTD.92Aug5151644@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com (Kent Dalton) writes:
>>
>>No. MultiTOS is the gross/disgusting ST-TOS with Eric Smith's PD MiNT
>>package (ironically, it stands for MiNT is Not TOS) hacked in.

(1) MiNT is not PD.
(2) MultiTOS has a new version of the GEM AES that works with MiNT.
There will be a number of new features in the new GEM.
(3) Atari's version of MiNT is not the same as the freely available one
(i.e. it will have more features).

>>Programs must be linked with MiNT to multitask

This is complete nonsense. Any ST program can run under MiNT, without recompilation or "linking". 99% of them will multitask; the exceptions are games that take over the whole computer (just as some games on the Amiga take over the whole computer and don't allow for multitasking).

I've deleted the rest of Mr. Dalton's claims, since it is clear that he hasn't seen MultiTOS (indeed, MultiTOS isn't even finished yet, so *no one* has seen the final version, and only selected developers have seen the beta test version). His idle speculations are rather far off the mark.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

1525. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 15:20:28 UTC
From: an375@cleveland.Freenet.Edu
Message-ID: <1992Aug13.152028.18112@usenet.ins.cwru.edu>
Source record: 218840

In a previous article, baffoni@aludra.usc.edu (Juxtaposer) says:

>In article <L7LBPB1w164w@tcpbbs.pcn.org> joeadato@tcpbbs.pcn.org (Joseph Adato) writes:
>>charlie@mudhoney.micro.umn.edu (Charlie Demerjian) writes:
[cool hostname]
>>Supra has such a modem for under $300.00. If I remember correctly the
>>price is closer to $250.00
>
>
> Well, since I am looking at it, here in the Sept. 1992 issue of
>MacWorld in the Mac Zone ad-section, they advertise a Supra V.32bis modem for
>$258 without (Mac) software and cables (378 with).

Computability has them for $209. They also have golden image mice (for PC)
for $17, hmmm.
--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.
NOTE: I'm not okes, but you can reply to him if you want.

1526. Re: Wanted Sam Tramiel, conference transcript of GEnie

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 15:31:18 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug13.153118.18966@usenet.ins.cwru.edu>
Source record: 218841

In a previous article, Bob_BobR_Retelle@cup.portal.com () says:

>The Sam Tramiel conference on GEnie will no doubt be included in
>this week's ST Report...
>
>But briefly, other than acknowledging the existance of the Falcon,
>and uploading an ASCII description of its features, the
>conference was more or less one long "No Comment"...
>
>Any "real" information is being reserved for release at the
>Atari show coming up soon in Germany.
>
>Sam did say that the Forbes article gave everyone at Atari a good
>laugh, and that the view from his "new" office is better than his
>"old" one..
>
>Also in the realm of "Good News", the GEnie conferencing software
>didn't crash this time.
>

I didn't like two things about the conference.

The first thing was when he said if you want better resolution,
get a TT. I thought that it was sad when he said that because
it probably means that the 640x480 will be the highest resolutions
even on the higher-end Falcons. I hope this isn't the case.

I also didn't like the fact that you couldn't replace the 68030
chip with a 68040 at a later date.

There is one thing for certain though, we all know what the Falcon has,
but we don't know what it can do. It may have some very hot graphics
capabilities that we will not believe...

Len (aa399@cleveland.freenet.edu)

--

1527. Re: Atari Advantage Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 15:34:18 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug13.153418.19225@usenet.ins.cwru.edu>
Source record: 218842

In a previous article, rrk@vixen.uucp (24115-kutz) says:

>
>I notice discussion on the latest issue (in an erratic series)
>of Atari Advantage Magazine, a.k.a. the "Falcon issue."
>If a subscriber (such as I) has not yet received this issue, should
>I be concerned? Or should I attribute the empty mail-box to
>delays common to magazine-class delivery (I'm on the east coast USA)?
>
>Randy Kutz
>Randy Kutz Bellcore ..!bellcore!vixen!rrk
> or rrk@vixen.cc.bellcore.com
>

I just got mine on Monday so don't worry about it, I'm sure you will
get yours.

--

1528. MiNT Setups...

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 16:14:37 UTC
From: chang@assb01
Message-ID: <9208131614.AA08100@adelphi-assb01.army.mil>
Source record: 218848

I'd like to request that (successful) MiNT users out there share
their setups on the net. I think it would be productive sharing of info
out there, both those, who aren't using something that someone else is
using, but would like to if he/she knew it was there, and those of us who
aren't getting it to run as advertised. I personally cannot stay in
MGR for more than 15 minutes without crashing it and I can't get either
of my 2 fave editors to work under it, mg and and old Edgar Roegar emacs
that was on a.a ~ 3 years ago.

A sample format:

Computer setup.
Auto folder setup:
Init file contents, rc files, termcap, etc...
Directory structure of the mint/msg, mw2, gcc whatever (ls -R at
the top level would be optimal)
Things you use MiNT, i.e. gcc 1.40, tip, emacs, etc.
How you typically use it, i.e. running gem from the start,
WP, with bgacc running a terminal pgm, or MGR from boot up, one coding
window, one for the compiler, etc..

This also would help users debug their problems as instead if
Joe can't get gcc to run under MiNT, but Fred can't, with Fred's setup
as described as above, Joe should be able to duplicate it.

What say MiNT users, dabblers, gurus and gurus in training?

Fo

1529. First Graph...minor problem!

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 16:21:33 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992Aug13.122133.1@vaxr.sscl.uwo.ca>
Source record: 218845

Hi, just posting a quick request about info. on "First Graph" (the absolutely excellent...and CANADIAN...graphing package). I have only been using the package for a little while...okay one weekend...but I seem to have a small problem. When printing the graphs out the GDOS fonts seem to 'wander' very slightly. Only by one or 2 characters, but I was wondering if anyone else had encountered this or is it due to the excessively old TOS version I have (1.0). Anyone out there used this??? I have found some programs requiring GDOS don't like Turbo ST (Timeworks DTP for instance), but this isn't the problem this time. Any other suggestions will be considered and appreciated!

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

1530. MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 16:37:26 UTC
From: bussche@ksla.nl
Message-ID: <01GNJ8WN0PK08WZAOJ@ksla.nl>
Source record: 218846

Hello! With the 095 release of MiNT I decided to give it a try, so I downloaded all .zoo files in the MiNT directory at cs.ruu.nl. During the unpacking I noticed that not everything is placed in the correct directory (infact most of the files unpack in the current directory.) For me this is really not very nice since I am not U**X guru and do not know where everything belongs. Isn't there a installation document somewhere around??? Zoo is very capable to create di-retories where needed, why is this not fully used?
Please can somebody give me a pointer to a NOVICE MiNT manual/document (Eric??) otherwise I might find myself behind my ATARI for weeks or so getting things right.
Thanks for any response. (I will summarize to make a FAQ document)

Egbert Jan van den Bussche (bussche@ksla.nl)

1531. Re: Wanted Sam Tramiel, conference transcript of GEnie

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 16:38:16 UTC
From: saj@chinet.chi.il.us
Message-ID: <BsxKvt.6uB@chinet.chi.il.us>
Source record: 218715

There were a few more things worth noting in and around the 8/12/92 GEnie conference: Sam said he had just gotten back from seeing the first plant production of Falcons, and that they'd be shipping (somewhere) in a week. He predicted US shipments immediately after FCC class B certification, which he expects about mid-October. Atari is NOT seeking class A certification as a fall-back (would be pointless, anyway). The Falcon seems to be very well designed to fit the home computer/entertainment machine niche, and is clearly differentiated from the TT (video, expansion connector, serial ports).

Bill Rehbock said that at least one third-party 'PC' emulator will be shown in a Falcon next week. He came as close as he could after the conference to saying that a 4MB RAM ST Book with a non-backlit display will be introduced as soon as technologically possible. Note that that's my interpretation.

Sam also said that he doesn't expect large supplies of Falcons in the US IMMEDIATELY after FCC approval--there'll be some, and the supply will ramp up afterwards.
Steve saj@chinet.chi.il.us

1532. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 17:00:03 UTC
From: saj@chinet.chi.il.us
Message-ID: <BsxLw3.6zC@chinet.chi.il.us>
Source record: 218714
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1992Aug13.080612.12515@mnemosyne.cs.du.edu> jyoung@nyx.cs.du.edu (Jeff Young) writes:
>
>Is Kent Dalton telling TRUTH of Multi TOS and Falcon?? What Atari
>experts say?
>
>In article <KENTD.92Aug5151644@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com (Kent Dalton) writes:
>>
>>No. MultiTOS is the gross/disgusting ST-TOS with Eric Smith's PD MiNT
>>package (ironically, it stands for MiNT is Not TOS) hacked in. MiNT
>>replaces the ST's BIOS with traps to it's own multitasking BIOS
>>routines. Programs must be linked with MiNT to multitask and last time I
>>used an ST (admittedly a long while ago), it only could run 1 GEM app at
>>a time regardless of how it was linked. In a word, when compared to an
>>actual OS, MultiTOS SUCKS. Even if it were better integrated, it would
>>still be suck when compared to much more featureful OSes such as
>>
>>The UNIX babble above probably refers to the UNIX emulation type link
>>libraries available for MiNT for use with C compilers (specifically
>>GCC). It's really no different than ixemul.library for the Amiga (except
>>ixemul is a shared library which TOS/MiNT does not support.)
>>
>>Aside from the DSP and the 15bit 320x200 (ugh) mode the Falcon doesn't
>>offer anything special, SCSI-2 is no big deal for a "budget" machine
>>given that SCSI2 peripherals that actually use the real SCSI-2 features
>>will cost several X more than the Falcon box.
>>
>>So, for $700 (current rumored price) you get a 16MHz 68030/68881 box
>>that: is limited to 16Mb RAM, has a putrid OS, has a SINGLE proprietary
>>expansion slot, NO Hard Disk, and NO monitor, in that gross ST case.
>>Wheee. By the time you add a decent size disk (external if you want
>>SCSI2 (way expensive) internal is IDE 2.5" *only*), and decent multisync
>>monitor it's up there in price with 33MHz 386 and 25MHz 486 VGA boxes
>>which just *crush* the 16MHz in raw performance.
>>
>
>
>
>

The tone of the above is obviously baiting, and can be ignored. Just take out all the adjectives. Multi-TOS isn't really on view yet, but the

intention clearly seems to be to permit multiple GEM applications. The word preemptive was used in the description of it last night. It will certainly be better than MiNT running over native TOS....we'll have to see it to know how much better.

Atari's genuine UNIX should run on the Falcon, although the windowing environment would require add-on display enhancements (=$$$). It doesn't seem like an attractive thing to do, though. The generally UNIX-compatible MiNT libraries aren't really all that bad, and the various shells available should give a comfortable environment (for a home machine).

The native video of the Falcon 030 seems to be a little better than what Windows 3.1 supports without the use of OEM add-on drivers. A little more resolution and bandwidth would have been nice, but what's there should be good enough for many users.

As for pluses and minuses of SCSI 2: I could make a little list of CD ROMS, page printers and disk drives that will benefit. They're affordable if you need them, and looking forward sure beats looking backward with only ACSI.

All-in-all, a nice machine, that'll be able to run lots of existing software better than existing hardware, and that opens some new possibilities for home software (yeah, that DSP and its DMA channel.....).
Steve saj@chinet.chi.il.us

1533. Re: System start-up

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 17:17:04 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Aug13.171704.24420@news2.cis.umn.edu>
Source record: 218849

In article <786@ozz.oasis.icl.co.uk>, jas@oasis.icl.co.uk (Jason Morris) writes:
>>strgh@warwick.ac.uk (J E H Shaw) writes:
>>.. if they are really FUQs
>> (Frequently Unasked Questions). Many thanks.
>
> Purely out of curiosity, how does one pronounce "FUQ"?

It is pronounced "fyook" (like fluke without the "l"). :)

-- David Paschall-Zimbel, Language Police.

"No. YOU have a Nice Day."

1534. communications source code

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 17:23:46 UTC
From: klassa@aurs01.UUCP
Message-ID: <61044@aurs01.UUCP>
Source record: 218705

Hi-

I've always wanted to dabble in writing BBS-type software... Well, the "high-level" part of BBS software (like the code that handles the user interface, that keeps track of where things are, that provides access to new and unique services, that sort of thing). What I have no desire to write, though, is things like the code to do an xmodem file transfer (for example), or the code that determines what speed somebody logged in at & then sets the RS-232 port appropriately... etc.

What I'm wondering is this: does there exist a body of code, in the public domain, that handles the kinds of things I've indicated as "icky" ? :-)

Thanks!
John
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o
o John M. Klassa o
o Alcatel Network Systems, Inc. --- Raleigh, NC --- (919) 850-1246 o
o Email: klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com o
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o

1535. Forbes Article

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 17:25:15 UTC
From: heidelj@alleg.edu
Message-ID: <1992Aug13.172515.10362@pellns.alleg.edu>
Source record: 218701

Can anyone summarize what the Forbes article said? This is the first I have heard of "The Forbes Article"....

Thanks,
Jason Heideloff
heidelj@alleg.edu

1536. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 18:00:43 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l8l8qbINNabn@aludra.usc.edu>
Source record: 218850

In article <1992Aug13.052624.16584@bdt.com> BING_SIN@bdt.COM writes:
>
> Take a closer look at the ads again. For $259, you get the Supra 9600
>modem, NOT the v.32bis (Supra 14.4).

You are right - boy do I feel sucked in by the media. :(
Gawd I hate the fine print.

>
> The cheapest price I seem for the Supra v.32bis is $299. It is from a MAC
>mail order place. If anyone interested, I can get the name and phone number.
>

Actually, I have been in contact with some people on misc.forsale that
are trying to nail down a deal to purchase a large order of Supra's (~30) and
sell them for about $285+S&H. If you are interested, contact
myhre@plains.NoDak.edu - got a robot-response with a description of the deal.
To get the robot response you may need to put "RE: New Supra 14.4k Modems" in
your subject line.

Of course, there is another possibility: According to
Clari.streetprice, Comp-u-store OnLine sells the Supra for $282. They can
be reached at 1-800-843-7777.

I have no affiliation with either Compustore or Robert Myhre other than
the fact that I'm going to be getting a modem from one of them soon.... :)

> -bing

1537. Atari ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 18:08:39 UTC
From: limsico@lucid.com
Message-ID: <1992Aug13.180839.23455@lucid.com>
Source record: 218702
Cross-posted to: comp.sys.atari.st,ba.market.computers,misc.forsale.computers

I'm selling some ST stuff that I don't use anymore...

$3 each (or all for $20):
OCP Advanced Art Studio
Powerdrome
Manhunter 2: SF
Dragons of Flame
StarGlider
Universal Military Simulator
Deja Vu II: Lost in Las Vegas
Two on Two Basketball
Borrowed Time
Project Neptune
World Championshiop Karate

Populous II: Trials of the Olympian Gods $30

Power Pack..... $15
(Bloodwych, Lombard Rally, TV Sports Football
Xenon II)

STOS..... $15
Maxifile III..... $5
Laser C 2.1 + Laser DB..... $30
K-Roget Thesaurus..... $5

$5 for both books:
Abacus ST Peeks and Pokes $3
Abacus ST Machine Language..... $3

All software come complete box and documentation, of course.
I can be reached
at work: or at home:
limsico@lucid.com (415)587-2978
(415)853-5564 ext.6602

Thanks!

Carl Limsico
limsico@lucid.com

1538. Re: Wanted Sam Tramiel, conference transcript of GEnie

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 18:16:02 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92226.141602JJL101@psuvm.psu.edu>
Source record: 218706

In article <1992Aug13.153118.18966@usenet.ins.cwru.edu>,
aa399@cleveland.Freenet.Edu (Len Stys) says:
>
>I didn't like two things about the conference.
>
>The first thing was when he said if you want better resolution,
>get a TT. I thought that it was sad when he said that because
>it probably means that the 640x480 will be the highest resolutions
>even on the higher-end Falcons. I hope this isn't the case.
>

Well, as any 'future' models of the falcon may be a bit aways yet
I would assume Atari wants to continue sales of the TT unit.Thus,to give
folks the impression that higher res Falcons are just around the corner,
TT sales may drop below what they already are. Just a thought...

>I also didn't like the fact that you couldn't replace the 68030
>chip with a 68040 at a later date.
>

Hmmm... but as this was probably said of the ST too and then came the
030 boards, even though it won't be simply drop in replacements, which would
cost even more production-wise, for only a perhaps small number of Falcon
purchasers, 3rd party manufacturers have been known to 'do the impossible'.

Just some more discussion, nothing to serious <grin>

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: J.LEHETT2 Delphi: JLEHETT@delphi.com

1539. Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 18:23:09 UTC
From: heidelj@alleg.edu
Message-ID: <1992Aug13.182309.10852@pellns.alleg.edu>
Source record: 218704

Well, after reading this group for sometime now I thought I would share my ideas about the future of Atari and perhaps some of the things they are doing wrong.

My biggest turnoff of Atari the company (by the way, I do own a Mega STe.) is the fact that they wait too long. They wait too long to deliver any new products, they wait too long to inform the public on much of anything and it is an absolute killer. Quite frankly, I am surprised that they are still in busines.

Reading all of the articles pertaining to the Falcon on this group makes me happy and said. Happy because the Atari users are very faithful and loyal users, and sad because I know that it will take Atari quite sometime to deliver on any of "her" promises. I am particularly disatisfied with Atari's performance because of the rumors I hear. Rumors which state that the new Falcon will have the 68030. Sure this is impressive for the average Atari user who is primarily an Atari user, but what type of company would put a chip in a new computer that is slowly becoming too slow. For example, NeXT Inc. contained the 68030 chip in some of the first computers they came out with. Now, they are being shipped with the 68040 chip at approx. 33 mHz (if I am not mistaken). In any case, they are soon going to be shipping their computers with a new chip which is supposed to be even faster. My question is, why would any company, I don't care who it is, invest in technology which has surpassed and will soon be taken over by something else. I would agree with them if they shiped their computers with 68040, but I can't believe that they would like to slow themselves (the company) down by installing yesterday's technology. It just doesn't make sense.

As for the new support groups trying to get Atari back and supportive, I just don't see it happening. Do you recall the "Atari Revolution"? How much success was generated by that?

Just my $.02 worth.

Jason Heideloff
heidelj@alleg.edu

1540. MiNTSHEL bombs on ESC-T (was: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 18:40:17 UTC
From: omerzu@quando.quantum.de
Message-ID: <1992Aug13.184017.29786@quando.quantum.de>
Source record: 218703
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug8.122634.1@uwovax.uwo.ca>
7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>The correct termcap entry for tw52 is the one put into the TERMCAP=
>environment variable by TOSWIN. You can also retrieve it by sending
>ESC T to TOSWIN from one of the windows.

If I open a TOSWIN window with MINTSHEL running inside, 'echo ESC-T' bombs out
the shell; I finally tried it on a minimal system; nevertheless the
problem didn't disappear:

This is a MEGA-ST1 with (German) TOS1.4.
I prepared a disk with only the following files on it:

AUTO\MINT.PRG
TOSWIN.ACC
TOSWIN.RSC
MINTSHEL.TTP

After system startup, open TOSWIN, create a std window with MINTSHEL in
it (no args) and enter 'echo ESC-T'.
In response, I get something like
pid 3 (MINTSHEL): BUS ERROR: PC=456205c (basepage=759d0)
The TERMCAP string gets printed, then MINTSHEL exits.

--
--
Thomas Omerzu. Internet: omerzu@quantum.de
Quantum Software GmbH Bitnet: omerzu%quando@UNIDO.bitnet
Dortmund,Germany UUCP: ...!unido!quando!omerzu

1541. To Paul Ortega

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 19:33:24 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <2228@devnull.mpd.tandem.com>
Source record: 218708
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Paul,

Please respond. I need to contact you and have lost your e-mail address.

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

1542. Re: Forbes Article

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 21:07:59 UTC
From: eggert@lclark.edu
Message-ID: <1992Aug13.210759.7352@lclark.edu>
Source record: 218709

In article <1992Aug13.172515.10362@pellns.alleg.edu> heidelj@alleg.edu (Jason Heideloff) writes:
>Can anyone summarize what the Forbes article said? This is the first I
>have heard of "The Forbes Article"....
>
>Thanks,
>Jason Heideloff
>heidelj@alleg.edu

The Forbes article basically summed up exactly what Atari owners have been saying for years now. They cited examples of how the Tramiels tried to enter the market with inexpensive computers and VERY little advertising. It seemed to consider this to be Atari's downfall. Their marketing just hasn't been there. The article ended with a statement saying that the Tramiels had been successful with the same strategy for Commodore but that it hadn't worked for Atari and that the Tramiels aren't adaptable people.

They threw in some statistics also. I remember a comment about Jack Tramiel checking expense account receipts to make sure that restaurant tips didn't exceed 15%. They also mentioned a time when Sam Tramiel dissallowed a shipment of a couple cartridges overseas for a meeting with a big account because shipping was $54.

There wasn't a lot of good news in the article, if any.

-Jon Eggert

1543. Falcon 030 <-> 386 40 Mhz

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 21:38:50 UTC
From: leo@zelator.in-berlin.de
Message-ID: <4515WEN@zelator.in-berlin.de>
Source record: 218710
Cross-posted to: comp.sys.atari.st,maus.sys.atari.st,maus.sys.atari.hardware

Subject: Re: New specs of Atari Falcon (500 Pounds)

In <1992Aug13.173628.26085@mnemosyne.cs.du.edu> jyoung@nyx.cs.du.edu (Jeff Young) writes:

>IF 500 Pound price == $500-$700 price in America, Atari Falcon will
>be greatest micro ever made!! With PC and Mac emulators it will
>run most software in the world!

>first models expected in UK September
>to be shown at London trade show - September 6.
>68030 @ 16 MHz
>DSP56001
> 8 channel 16 bit digital DMA, sampling up to 50KHz
> 4 channel stereo with recording and playback
>262,144 colour palette
>Max res 640x480 16 bit mode (65,536 colours on screen)
>SVGA modes up to 256 colours on screen
>Overscan mode (no black border)
>15bit overlay mode for video titling etc.
>MultiTOS
>1.44 MB Floppy
>IDE port for internal 2.5in 44MB hard drive
>RAM: 1,4 or 14 MB
>Optional 68882
>Expansion slot for 386PC emulators or JPEG and MPEG data compressors
>Ports
> SCSI II with DMA
> stereo microphone
> audio out
> monitor
> midi
> hi speed LAN (no they don't say what)
> Joystick & analog joystick
> printer port ``more industry standard''
>working name was Sparrow
>50 machines worldwide many at top software houses in UK (I presume
> others are in D :-))
>Atari Germany ``at least one model above and below Falcon030 including
> 68040''

>rumours
> price == 499 UK pounds
> new case design next April

>Sounds good if its accurate but some of the statements get me a little worried.

>John

Hi,
I have personnaly seen such a Falcon 030 running and I'm not so exited
!
Okay, the DSP might be interesting for some applications, but the
other features are not so exiting.

He is not as fast as a compared 386-40 Mhz which you can buy nowadays
for the same price.

The Atari Falcon is running only a 68030 at slow 16 Mhz !

Seems they did get the last charge from Motorola very cheapo !

And all the video titling you can get today with a Genoa Genlock board
for the PC for about 400 US$ which comes with free video titler and
you are ready to go !

For the Atari you still also need a Genlock box, which will be also
not very cheap !(and a program !)

Also I have now a 24 bits graphics board at 640x480 which is still a
difference to 32K colors, which the Atari does only !
I would never like to go back to only Hicolor instead of True Color !

So Atarri, you should hurry and get the 68040 out, cause otherwise, who
will buy such a machine, when there is no software to support it ?

Today only the software counts. You can have a very good hardware, but
when there are no programs for this machine, nobody will buy it !

Same was true with the Archimedes from Arcon, Uk over here in Germany.

It had a better hardware than all the STs and Amigas, but it was not
supported well enough over here, so only a few were selled !

So I don't think that many people will buy the Falcon 030.

Also the Falcon 040 will have a hard time, when there is the new P5
Intel Chip coming out this chrismas. I gonna buy then a 586
motherboard !

Best regards Stefan Hartmann.
email to: leo@zelator.in-berlin.de

--

****
* Stefan Hartmann This is how to contact me: *
* EMAIL: leo@zelator.in-berlin.de *
* Phone : ++ 49 30 344 23 66 FAX : ++ 49 30 344 92 79 *
****

1544. Re: Internet in Detroit

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 21:48:02 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92226.164802JJMCWILL@MTUS5.BITNET>
Source record: 218695

If this person has a way of getting an account with a Michigan mainframe, he might try checking into the MERIT/MichNET thing. There might be a local node in his area. I used to use this to call Compuserve and GEnie when I had accounts with them. The connection was limited to ASCII, so I couldn't download/upload files, but since there was a MERIT node in Houghton, and no GEnie or CIS node, I called these services through MERIT. CIS was free, GEnie was something like a couple cents per call charged through MERIT.

Jeff McWilliams

1545. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 21:49:06 UTC
From: pjd@hpespjd.fc.hp.com
Message-ID: <Bsxz9v.KtB@fc.sde.hp.com>
Source record: 218711

In article <1992Aug13.182309.10852@pellns.alleg.edu>, heidelj@alleg.edu (Jason Heideloff) writes:
|>
|> (stuff deleted)
|> to deliver on any of "her" promises. I am particularly disatisfied with
|> Atari's performance because of the rumors I hear. Rumors which state that
|> the new Falcon will have the 68030. Sure this is impressive for the
|> average Atari user who is primarily an Atari user, but what type of
|> company would put a chip in a new computer that is slowly becoming too
|> slow. For example, NeXT Inc. contained the 68030 chip in some of the
|> first computers they came out with. Now, they are being shipped with the
|> 68040 chip at approx. 33 mHz (if I am not mistaken). In any case, they
|> are soon going to be shipping their computers with a new chip which is
|> supposed to be even faster. My question is, why would any company, I
|> don't care who it is, invest in technology which has surpassed and will
|> soon be taken over by something else. I would agree with them if they
|> shiped their computers with 68040, but I can't believe that they would
|> like to slow themselves (the company) down by installing yesterday's
|> technology. It just doesn't make sense.

Sure it does. Remember that the Falcon is trying to hit an under $1000 price point. Motorola 68040s are _well_ over $200 in quantity, whereas 68030s are below $100 (from what I've seen). So if Atari wants to make a higher-end version of the Falcon based on a 68040, they can sell it for over $1000. But, they're trying to sell to a home audience, rather than the pricey NeXT audience (ever try to buy a NeXT machine for under $1000?). I'm certain not every Mac buyer is buying a Quadra right now due to the high cost of those 68040-based machines.

--
Paul Dorweiler
Hewlett-Packard Company
Fort Collins, CO
email: pjd@hpespjd.fc.hp.com
AT&T: (303) 229-6030

1546. Re: Spectre GCR and Unix

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 22:29:14 UTC
From: phantom@pro-haven.cts.com
Message-ID: <hd67668@pro-haven.cts.com>
Source record: 218718

I thought this was the ATARI net?!

1547. Elvis 1.5 for MiNT (and TOS) uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-08-13 23:44:28 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9808@uqcspe.cs.uq.oz.au>
Source record: 218713

I have just uploaded my port of Elvis 1.5 to atari.archive.umich.edu -
it is in the atari/new directory in the file elvis1_5.zoo

Notes:
1. Elvis 1.5 has VISUAL HIGHLIGHTING!!!!!!
2. This port does NOT crunch/uncrunch cr/lf - if the files
has cr's in it, they will show up on the screen
(but they can be easily deleted with ":1,$ s/^M$//")
3. This port does NOT busy-wait on the keyboard, so it is
much more friendly under MiNT (doesn't chew CPU)
4. This port DOES use termcap - and includes some termcap entries
5. This port SHOULD allow "national" keyboards to operate (can't test)
6. This port STILL allows you to map most of the Aly-key combinations
7. This port ALSO allows you to map the Contol-shift, etc. combinations
8. This port DOES allow shell escapes, pipes etc (under MiNT

But:
1. This port does NOT allows shell escapes under TOS [fork() fails]

Here is the Elvis 1.5 distribution's chat about the diffs from 1.4 to 1.5:

::::::::::::::
14to15.txt
::::::::::::::
Here's a quick list of features in 1.5 that aren't in 1.4

- Under MS-DOS, no system variables are accessed directly.
- Elvis now works under VMS.
- The "file is busy" limitation has been removed.
- Control-V quoting is more compatible with the real vi.
- The ":set warn" warning is only output on a ":!" or ":sh" command that isn't
being used as a filter.
- Function keys can be easily mapped in a terminal-independent way. The
":mkexrc" command will then save the mappings in a terminal-independent way.
- The `ctags` program has been modified to support ANSI C (somewhat).
- The `ref` program has been modified. It no longer needs a "refs" file
- A new ":color" command allows you to control which colors elvis uses.
(This only works right on PCs... running any operating system, though!)
- The ":set remap" option is now supported. Elvis allows recursive macros!
- A new option, ":set ruler", has been added. It causes elvis to constantly
display the current line/column numbers.
- Many small changes have been made to bring elvis a little closed to POSIX.
- In visual commannd mode, the new 'v' and 'V' commands let you *visibly*
mark the text that you want to apply a c/d/y/</=/>/\ command to.
- The \ key is a new operator command. It brings up a small menu.
- The = key is now an operator command that sends the selected text through

a predefined filter program. The default filter is "fmt", but you can change it via ":set equalprg=indent" or whatever.
- A clone of "fmt" is included.
- You can now move directly to a given percentage of the way through the file, via a command such as "50%". (The numberless % command still works, too.)
- Regular expressions now support the \{n\} and \{n,m\} closure operators.
- File preservation and recovery is now handled in a more vi-like way.
- Keyboard timeouts are now handled in a better way on SysV and BSD unices.

The main goals of 1.5 have been to fix bugs, improve portability, increase compatibility with the real vi, and add a few useful extensions. Most of the extensions can be individually disabled by compile-time options, if you like.

My favorite extension is a new *visible* way to select text to delete, yank, or whatever. In visual command mode, if you hit 'v', then the character under the cursor is hilighted. As you move the cursor around, all text from the 'v' spot to the current cursor position is hilighted. When you've moved the cursor to the end of the text you want to act on, you just need to hit one of the operator keys once. For example, "vwwwd" is approximately the same as "3dw". To cancel the selection without doing anything to the text, hit 'v' a second time.

The uppercase 'V' key does the same thing with whole lines, instead of characters. E.g., "Vjjjjj>" is a lot like ">5j" or "6>>".

The '\' key is a new operator which pops up a menu from which you can choose any of the most common operations.

All three of these can be mapped using the "visual" hack. This allows them to be used while you're in input mode. Also, I've experimented with using them in conjunction with a mouse, with the mouse configured like this: mouse movement simulates repeated pressings of the arrow keys, and the buttons send unique escape codes when pressed and when released. I mapped the left and right buttons to send 'v' and 'V' (respectively) when pressed, and '\' when released. This gives elvis a reasonably nice mouse interface, since the '\' pop-up menu is clever enough allow selection via arrow keys (mouse movement) and the '\' key (mouse button).

The '%' movement command can now accept a "count" argument. A plain "%" still moves to the matching parenthesis, as always, but "50%" moves the cursor to approximately half way through the file. I figured this might provide a nice hook for adding support for a slider bar in a windowing system, but I haven't actually tried it. For a similar reason, control-X now moves the cursor to a given screen column (taking side-ways scrolling into account), which I figured might be useful in conjuction with the 'H' command for adding simple cursor positioning in a windowing system. If the user clicks on row 5 column 27, then you could stuff "5H27^X" into the type-ahead queue, and elvis would move the cursor there.

The '=' key is a new operator which filters the affected text through an external program. It is similar to the '!' command, except that '=' uses a predefined command instead of asking you each time. The default program is "fmt", and you can change it via ":set ep=foo". A version of "fmt" is included. (In case you didn't know: fmt performs simple paragraph reformatting and word wrap.)

There is a new ":color" command. Its usage should be fairly intuitive. Try ":color light cyan on blue" first, and then ":color" with no arguments.

There are several new :set options. Most of them are SysV compatible. One nice extension is ":set ruler", which causes the row and column number to be continuously displayed on the bottom line of the screen.

The ctags command has been modified to work better with "new style" function definitions. Also, it has been extended to allow typedefs and static (local) definitions to be included.

The ref command has also been improved. Also, it has been extended to work well with the "static tags" option of the new ctags program. You are no longer forced to have a separate "refs" file (although you can if you want) because ref now reads the "tags" file and then looks up the function header. Elvis can be configured to call the "ref" program to perform tag lookup, so elvis can benefit from the more sophisticated lookup that "ref" offers.

Regular expressions can now handle \{m\} and \{m,n\} notation. The \{m\} operator means "the preceding single-character expression must be repeated exactly m times." The \{m,n\} notation means "the preceding single-character expression must be repeated at least m times, but no more than n times." If m is missing, it defaults to 0. If n is missing, it defaults to infinity. So "^-\{80\}$" matches a line of exactly 80 hyphens, and "[A-Za-z]\{10,\}" matches any word that has 10 or more characters.

The ttyread() function has been modified. It is now passed a "timeout" argument. This argument should be 0 to never timeout, or the amount of time to allow for a keystroke, expressed in tenths of a second. For SysV UNIX, this is implemented via VMIN/VTIME. For BSD, it uses select(). For other UNIX flavors, it uses the old SIGALRM trick and has poorer time resolution. All three UNIX versions are in the file "unix.c".

File preservation and recovery is now handled in a more vi-like way. A program called elvprsv extracts the text from a temp file and stores it in the /usr/preserve directory. A separate program called "elvrec" is used to recover the file -- move it from /usr/preserve to the current directory. Sadly, this makes installation more complex.

The tinytcap.c file has been completely rewritten, to make it smaller and more maintainable. More terminal descriptions are included in it now.

The ":set remap" option is now supported. Many of the more complex macro packages depend on this option. Also, support for maps and abbreviations

has been merged into a single, more cohesive package. Abbreviations work
a little better now than they did before.

::::::::::::::::::

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1548. Re: Atari Scandinavia Going Bankrupt?

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 02:33:26 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Aug14.023326.17623@peponi.wcc.govt.nz>
Source record: 218649

In article <etxansk.713717742@garbod20>, etxansk@garbo.ericsson.se writes:
> I read in comp.sys.amiga.advocacy that Atari Scandinavia is
>supposed to have gone out of business.
>
> Is there anybody on the net who can confirm this?
>
> If it's true, it's the second time they go bust, first time
>was back in '85 or so (before the Tramiel takeover).
>
> Anders Skelander, Sweden
>

From memory STR832 there are 2 Atari nodes that have closed there doors,
Scandinavia was one, so get a copy of STR832..

Also OZZ and Canada...??

The way its going the Falcon will never come out, go read Forbes
magazine 3rg August...

Roger.......... sheppard_r@kosmos.wcc.govt.nz

1549. Re: Forbes Article

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 02:43:41 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Aug14.024341.17764@peponi.wcc.govt.nz>
Source record: 218650

In article <1992Aug13.172515.10362@pellns.alleg.edu>, heidelj@alleg.edu (Jason Heideloff) writes:
>Can anyone summarize what the Forbes article said? This is the first I
>have heard of "The Forbes Article"....
>
>Thanks,
>Jason Heideloff
>heidelj@alleg.edu

Get a copy of STR830 or it could be STR831/2, its all in there, plus more to come, as well as in Computer Shoper..

Main part was 'Cheap Did Not Sell' and they don't have to money to market the Falcon...

Roger..... sheppard_r@kosmos.wcc.govt.nz

1550. Re: New upload to archive

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 03:29:30 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9815@uqcspe.cs.uq.oz.au>
Source record: 218716

rahin@scs.leeds.ac.uk (M A Rahin) writes:

>wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>>
>>It's now in atari/new as 'shift3.lzh'.

>What about supplying a document file in English ? There's no English documents
>or help screen in Shift2 & for someone with no knowledge of German it is
>rather frustrating.

Frustrating? Of course, that's the WHOLE IDEA of the game - I love it!!!!
(I'm stuch on level 79 in Shift1, and up to level 14 in Shift2)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1551. Re: Elvis 1.5 (esp. for MiNT) - How would you like it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 03:43:34 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9816@uqcspe.cs.uq.oz.au>
Source record: 218717

alf@skid.north.de (Alf Hoheisel) writes:

>warwick@cs.uq.oz.au (Warwick Allison) writes:

>>I ported Elvis 1.4 to MiNT last night - the BSD configuration works fine.
>>I've grabbed Elvis 1.5 and I'll port it again tonight.

>What are you doing there? This versions of Elvis have been ported a long
>time ago. The newest version I know of is 1.6 (27 April 1992). I'm working
>with this version since 17 May 1992. I can also use our `Umlaute'. I've
>no other editor on my HD.

Strange, I've never heard of Elvis 1.6, and archie only mentions a jelvis
(localised Japanese) 1.6 elvis. Not that it matters - it only took 10
minutes to port anyway. The main thing is to have a MiNT friendly version,
since all the `normal' TOS ports are brain-damaged (they busy-wait on the
keyboard in order to implement time-out, which screws multitasking
performance).

>The version I'm using has been ported by Juergen Lock <nox@jelal.north.de>

I'll give him a ping.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1552. Thanks for the email replies

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 06:03:34 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Aug14.060334.26640@sactoh0.sac.ca.us>
Source record: 218734

Thanks for all of the email replies about my question about using a
SyQuest dual 88Mb drive with my Ataris.

Now if someone can find a 1450XLD...

--
###
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

1553. Re: Atari Scandinavia Going Bankrupt?

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 06:07:26 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.45@sofus.dhhalden.no>
Source record: 218719

In article <etxansk.713717742@garbod20> etxansk@garbo.ericsson.se writes:

> I read in comp.sys.amiga.advocacy that Atari Scandinavia is
>supposed to have gone out of business.

> Is there anybody on the net who can confirm this?

> If it's true, it's the second time they go bust, first time
>was back in '85 or so (before the Tramiel takeover).

> Anders Skelander, Sweden
>

Atari Scandinavia IS out of business as for now. The old distribution is beeing reworked, with national distributors instead. They may get their machines from Atari Holland (or Be-Ne-Lux, I don't know what it's called). Theis can maybe result in lower prices - Ataris have always been too expensive in Norway. Atari Norway got their machines from Atari Sweden and then shipped them to a distributor...

Several people I know are waiting for something to happen as their businesses depend upon it. Some deals may be made during the Atari Messe in Dusseldorf later on.

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 | If Batman can have 2 Crays, then why can't
N-1784 HALDEN, NORWAY | I get a humble TT030?
Voice: +47 9 18 49 38 |

1554. Re: Software written to your specs

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 06:40:18 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <5332764@harvee.billerica.ma.us>
Source record: 218726

In article <H.8zrhn73hGgw@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> I'd like to see a trn-like newsreader for the various uucp setups
> we have. Or even better, a port of the bsd uucp package to MiNT. If
> uucico ran under MiNT, I'd be running MiNT all the time, so even a
> MiNT freindly UUCICO would be nice.

Instead of bsd UUCP, I suggest using taylor UUCP from the FSF. From what I read on comp.mail.uucp it is very robust and the author would like to see a port to micros.

BTW, I would like to pay for hermes. what is the best way to ship money to germany? (lowest hassle, and/or fees to banks)

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) johansson@athena.polaroid.com
source of the public's fear of the unknown since 1956

1555. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 06:50:08 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <6768351@harvee.billerica.ma.us>
Source record: 218724
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <BsxLw3.6zC@chinet.chi.il.us> saj@chinet.chi.il.us
(Stephen Jacobs) writes:
> All-in-all, a nice machine, that'll be able to run lots of existing
> software better than existing hardware, and that opens some new possibil-
> ities for home software (yeah, that DSP and its DMA channel.....).

it also adds some interesting possibilities for Ham radio sw. there is a
big bunch of activity around DSP munching of signals and computer controled
radios.

I wonder if atari would consider a "loyalty pays" program similar to the
one telebit runs every couple of years. they could do something like trade
in your old machine and get a new falcon for 300$ off. nah. I'm just
dreaming.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) johansson@athena.polaroid.com
source of the public's fear of the unknown since 1956

1556. Packing data...

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 07:14:00 UTC
From: Roger.Mier@f47.n282.z1.tdkt.kksys.com
Message-ID: <713781905.F00001@tdkt.kksys.com>
Source record: 218727

Hello peoples, I'm relativly new here so bear with me. Does anyone Know where I can get a copy of MiNT? It seems like a great program. Is it a commercial program or Shareware? If it's Shareware, where can I get it? If it's Commercial, how much is it?

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1557. DELPHI CO Trasnscript

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 07:39:47 UTC
From: gwmeyer@iastate.edu
Message-ID: <gwmeyer.713777987@vincent1.iastate.edu>
Source record: 218720

****
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To get your own DELPHI account and join in on the many activities
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use your modem to dial up DELPHI at 1-800-365-4636. Press <RET>
once or twice to get a connection, then at Password:, type in
IP26 then press <RET> again. Basic sign-up is free!
****

Transcript of Formal Conference
August 13, 1992
Special Guest: Sam Tramiel
(copyright 1992, DELPHI's ST Advantage)

BIBLINSKI:Gordie>
Good evening, everyone, and welcome to tonight's formal
Conference. Our very special guest this evening is Sam Tramiel,
president of Atari Corporation. This is Sam's first visit to
DELPHI, and he's here to make an official announcement to us
DELPHI members about Atari's newest 68030 based computer.
Hopefully, he'll like it so much here, that he'll be back for some
future Conferences. <g>

I'd like to remind everyone that we are formal tonight (not in
dress, but in behavior), so our format is a little more
structured than usual. Sam will have some opening remarks,
after which he will take questions about those remarks, and
answer when he can. He can't talk about everything, yet, but
we should be able to get a fairly good feel for what the new
machine is like.

Because formal COs tend to take a bit longer than our regular
informal ones, we'd like to try to limit the questions to
tonight's topic, so we don't end up with a marathon session.
So, please don't stray too far from the topic at hand.

To ask questions when the time comes, you need to use the
/queue command. You'll be prompted for your question, then for
a brief description of the question. To provide as many people
as possible with a chance to ask questions, we won't take
direct follow-ups tonight. So, try to ask your question in
such a way as to be as complete as possible. I'll be keeping a
list of who has questions and will be trying to let as many

people as possible ask them.

Remember, too, that Atari will be formally debuting the new machine in Dusseldorf, Germany, next week. And they want to keep some secrets for that event!

.Gordie>
With that done, and everyone digesting it, <g> I'd like to thank Sam for taking a little time this evening to join us here.

Sam, the floor is yours.

.Sam>
Good evening, all. I'm very pleased to be here on DELPHI in the Atari ST Advantage area for the very first time! We're excited to be celebrating the 20th anniversary of Atari Corporation this year. We're especially excited because this is a time that we can introduce another milestone product to the world.

I'd like to take this opportunity to recognize some people that have been close allies of Atari Corporation. The entire staff of the Atari areas on Delphi, under the direction of Clayton Walnum and Gordie Meyer have been providing stellar support to our customers for many years now. As most of you know, the roots of the Delphi area were established in the days of A.N.A.L.O.G. Magazine. Delphi has long been a supporter of Atari products. Thank you Clay, Gordie, and the rest of the ST Advantage staff for your support of our mutual customers.

Tonight, we're pleased to be able to finally announce the Atari Falcon 030 Computer. This computer will be unveiled to the buying public at the Duesseldorf Atari Messe in Germany next week. The Falcon is a machine that we're very excited about. We think that it places us back in the forefront of the "Power without the Price" place in the market.

Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.

We see this computer as exceeding all of the multimedia
expectations of the computer buying public. As well as being
an exceptional value as a home computer system.

Extensive testing with the Falcon has already been done on
existing software. We are very pleased with the high degree of
compatibility. For instance, PowerNet, a increasingly popular
LocalTalk networking solution works fine with no modifications.
Calamus SL, PageStream, WordFlair II, Cubase 3.0, STalker 3.0,
STeno, Arabesque, and many other well written applications will
work perfectly.

I'm taking the liberty tonight of responding to some questions
that have already been submitted by the Delphi Staff, in order
that we might conserve some time:

What monitors will work with the Falcon?

The Atari Falcon030 will work with any VGA, or Atari ST
Color Monitor...SC1224 or SC1435

Suggested retail price?

Sorry, tonight we will not be giving out the suggested retail
price of the Atari Falcon030. That information will be
announced at the Duesseldorf Atari Messe in Germany next week.

Will there be a trade in plan?

It is not our practice to offer a trade in plan directly from
Atari. This is something that is up to the discretion of our
dealers.

Will there be a LAN?

Yes, there is a LocalTalk port on the Atari Falcon030. It is
fully compatible with the Atari Mega STE and Atari TT030.
PowerNet from DragonWare Software works fine with it.

Will there be a method to connect to a mainframe via ethernet?

No, there is no ethernet connector on the Atari Falcon030

Why no detachable keyboard?

We felt that offering the unit in this configuration was the
most cost effective. Also, using the 1040STE case allowed us
to save on design costs, as it is the only unit (until the
Atari Falcon030) that has analog joy sticks in it.

Will the DEKA work with it?

We do have a new keyboard controller in the Atari Falcon030.
We've not checked a DEKA unit with it yet. We'll have to get
back to you on that.

Have we hired a good technical writer, to document system interconnectivity, and add ons?

Our developer documentation for the Atari Falcon030 has met
with rave reviews from all of the developers that are in
possession of an Atari Falcon030. YES, the documentation is
greatly improved.

MultiTOS- how is it configured, ram or rom, and what software
will run on it?

MultiTOS is a combination of rom and disk based software. Most
well written applications seem to work fine. We've made
certain that our developers have been closely involved in the

enhancements of MultiTOS. I'm confident that it will be HIGHLY compatible with your software library.

Is there anything being done with multimedia, and/or speech recognition software?

Yes, Multimedia is one of the key area for the Atari Falcon030. However, I cannot go into specifics at this time. We do expect to see a lot of exciting applications at the Duesseldorf Atari Messe next week, though!

Will it be advertised? How big is the budget, is there an agency, will it be in mainstream media, or specialty publications?

Sorry, we're not going to enter into those kinds of specifics tonight. We'll be making announcements on all of those things either at the Duesseldorf Atari Messe, or shortly after it.

Any dealer incentive programs?

Again, we will not discuss the marketing issues tonight. That will be something that we'll pick up after the Duesseldorf Atari Messe.

Any bundled software with the Falcon?

Yes, there will be a number of things packaged with the Atari Falcon030. There will be a couple of games written especially for the Atari Falcon030...LandMines, and a BreakOut kind of game. We will also have a Rolodex type of application called Cal/Apt, a calculator application called ProCalc, and a Talking Clock desk accessory.

Is there a lease/purchase plan?

We already have such an arrangement in place for our products. However it is more orientated toward business purchases than home users.

That's it from us for now, we're ready to take questions from the audience.

Gordie>
Okay, folks. Sorry for the delay. There's a lot of buffer to search through for questions. Hang on a sec.

LMCCLURE>
Will the Falcon retain that name after it's release? If not, what will it be called?

.Sam>
Yes, the name is the Atari Falcon030.

BRITFLASH:Brit>
Will there be support for the future release of Apple/IBM OS "Pink"?

.Sam>
When we see it, we'll answer you. It's still in development. ga

PWRIGHT:PaulW>
Will it be able to run other operating system and which ones?

.Sam>
With plugging in optional third party coprocessor boards, you will be able to run PC type software, and maybe even MacIntosh software. ga

PIZZA_THIEF>
Is some sort of direct-to-disk recording/edit package under development (or slated for released concurrent with) the falcon? With the D/A converters it is reported to possess, this should be relatively easy to write.

.Sam>
Yes, there are several direct to disk recording systems under development. And we expect at least a few of them to be debuted next week at the Atari Duesseldorf Messe.

ATARIO:Steve>
Will memory upgrades be through SIMMs?

.Sam>
Memory upgrades will be through a "Atari Falcon" ram board.

RMARIANO:Ralph@STReport>
Sam, congratulations on the Falcon its quite the promising NEW product. I understand 500 are to reach Europe within two weeks. What is the time table for North America and the States in particular?

.Sam>
I'm happy that you have information on what is going to Europe. But, you're wrong, the plans are for North America to have machines by mid to late October.

BRYEDEWAARD:MegaRob>
What kind of keyboard will the Falcon come with? The old mushy ST-style version, or the newer Mega ST/Mega STE/TT one?

.Sam>
The Atari Falcon030 keyboard is the same wonderful keyboard that you can find on a 1040STE.

MERICKSON:Miles>
I noticed that the standard ACSI DMA port wasn't on your list of "standard ports." Does this mean that the Atari laser

printer will not work with the Falcon, or will a new controller be made available for use with the Falcon?

.Sam>
There are a number of fine third party developers that are working on a SCSI to ACSI converter box. ga

DAVIDNIELD:David Nield>
Sam, Thank you for coming. The introductory information was great. I would like to know what kind of digital recording the Falcon030 is capable of: Will the 16 bit digital recording be useful for direct to disk recording or 'simply' as a sound source for midi manipulative sounds? Any light you can shed on that aspect would be helpful.

.Sam>
Yes, you can use the Atari Falcon030 for direct to disk recording with appropriate software. Just plug a microphone into the microphone input.

HOWBAR>
Will the microphone input sounds directly, like the mac?

.Sam>
Yes.

CHUNK>
What kind of speed enhancments for the 030?

.Sam>
I don't understand the question...it is using a 68030.

.Gordie>
Chunk, did you want to clarify your question? <no response>
I'd guess he wonders about using a faster 68030.

.Sam>
The design and supporting chips is for a 16Mhz 68030, and 32 Mhz bus, which gives you a dynamite machine. Terrific performance! ga

TRIX:Trix>
Will there be a port of Microware's OS-9 Operating system for the Falcon030?

.Sam>
We're in regular contact with Microware, and OS/9 works for the most part just fine under the Atari Falcon030.

JBWHIT:JB>
When will development tools that support the 68030, math coprocessors and DSP56001 be available?

.Sam>
The developer machines that have been shipping to select developers for the past few months, have all the tools. A complete 56000 debugger will begin shipping next Thursday.

.Ron <ym>
You stated memory of 1, 4, or 14 Meg. Why 14 Meg? What's wrong with 16?

.Sam>
2 megabytes of RAM are masked out for backward compatibility with ST I/O space. We pride ourselves on maintaining downward compatibility with all of our products.

STGUEST:Oliver>
Sam, it was reported that Atari is going to introduce a new software packet called ST-Sutra at the Duesseldorf show next week (source: Atari Journal, Germany). Could you give us some details (features, price, availibility...) Another software-related question: Can you confirm that there will be a MultiTOS upgrade available for old STs (MC68000 machines)? Thanks!

.Sam>
We are saving this for Germany, Oliver. See you at the show! :) MultiTOS will be available for the Atari TT030. But we have no plans at present to make it available for 68000 based Atari STs.

TURBONICK:Nick>
You said that the Falcon can have 1,4,or 14 MB of RAM. In the 14MB configuration, is some of that RAM "fastRAM" like the TT has? Will the '030 have "burst mode" (or whatever it's called when it fetches multiple longwords in one instruction) access to that RAM?

.Sam>
All ram accesses are 32 bits wide. By the way, the supertechy questions are being answered by the ever capable Bill Rehbock. :) The ram does NOT operate in Nybble mode like an Atari TT030. ga

SGTR>
32 MHZ bus. Does that mean that the Falcon030 is capable of 32MHZ to RAM,HardDisk etc... If not then what is the main impetus ?

.Sam>
That's a 32 bit bus, sorry for the confusion. It means that the Atari Falcon030 memory controller and DMA and video chips access memory at 32 bits wide at a time.

HUDSONHARDY:Hudson>
How will the TT and the Falcon relate compatability-wise?

.Sam>
They are very compatible. The Atari Falcon030 is actually more STE compatible than the TT030.

DPJ:Dana@STReport>
Sam, first, welcome to Delphi. In light of the recent Forbes article, how do you feel the Falcon will do to re-establish Atari in the marketplace? It sounds like the Falcon will be the finest Atari computer yet to come. GA

.Sam>
Regardless of the Forbes article, we feel that the Atari Falcon030 is a giant step in personal computing. It will help Atari re-establish itself in the North American market.

.Gordie>
Sam, one thing that sounds really exciting is the 8 channel 16 bit sound. Won't that make the Falcon030 a virtual recording studio in a box?

.Sam>
Gordie, YES! We are very excited. We forsee desktop editing in the future with the Atari Falcon030.

.Gordie>
Have any MIDI developers been working on implementing that capability? That you know of, anyway?

.Sam>
YES, a leading developer in the UK, around Cambridge, is working on this type of software.

.Miles>
In a previous message, you said "and maybe even MacIntosh software." Does this mean that the Falcon isn't compatible with Spectre?

.Sam>
The Atari Falcon030 does not have an external floppy connector, and this of course makes it difficult to connect the existing Spectre GCR. We simply do not want to comment on Dave Small's behalf. :)

DAVIDSHORR:Dave>
Would you comment on some of the changes that were necessary to make the Falcon 030 more STe-compatible than its big brother the TT030 (the 16meg address space seems to be one)? Can the Falcon run Spectrum Holobyte's Falcon<grin>? GA.

.Sam>
Mostly custom chip issues. We haven't given Bill enough time to try Spectrum Holobyte's Falcon yet! He's been working too much!!

PHULSE2>
Hi Sam & Co. Two questions, first off, could you list the various developers which have been working on products for the Falcon? Any who previously dropped our computer and have show a renewed interest with the Falcon? Secondly, will the 'brains' of the Falcon be easily upgradeable to the inevitable 68040 release, or is that possible? Thank you very much for appearing here! Max @ 734

.Sam>
MultiTOS will indeed work with a 68040 platform. On the first question regarding developers, there are too many to mention now. And yes, some that were not working on our system are now. Such as NeXT developers because of the DSP 56000 which opens the world to really exciting software.

DIGISOFT>
Is there a true expansion bus or just a coprocessor slot, and is 640x480 the highest standard resolution? ga

.Sam>
Yes, there is a true expansion bus. It is a direct processor slot with all of the necessary goodies...interupts, etc. 768x480 in overscan is the highest standard rez.

.Ralph@STReport>
Sam, all my info may not be accurate, but that is not the question, I asked; "What is the timetable for North America and in particular, the USA?"

.Sam>
With all due respect, we've already answered you. The US is part of North America, and we plan mid to late October.

CHRYSTAL>
As I see it, most Atari users have little criticism of the hardware Atari produces, but are upset with the marketing of that hardware. The Forbes article also made that point. If not tonight, when will we learn what marketing strategy Atari has for the Falcon?

.Sam>
We felt that the present ST/STE family was not strong enough to market in the US. We have been waiting for this new product, and we do plan to support it and market it in the US. It will be a hard battle, but we will put a good effort behind it.

.Gordie>
Okay, folks, the clock on the wall says we have time for just one more question. And, that lucky person is... NORM!

NORMAN238:Norm!>
Will there be any "HANDS ON" looking at the Boston Computer Society's Meeting?

.Sam>
There will be hands, feet, etc on looking, touching, at BCS.
We will have more than one machine there, Norm.

Thank you all for coming tonight. We appreciate your support.
We've enjoyed our first visit to Delphi. Good night all, there
will be more information coming after the Duesseldorf Atari
Messe. Good night!

.Gordie>
That about fills up our time for tonight, folks. I want to
thank Sam, Bob and Bill for dropping by. Good night!

This CO is officially over!

****
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5 hours of evening and weekend access during this month for only $5. If
you're not satisfied, simply cancel your account before the end of the
calendar month with no further obligation. If you keep your account
active, you will automatically be enrolled in DELPHI's 10/4 Basic Plan,
where you can use up to 4 weekend and evening hours a month for a minimum
$10 monthly charge, with additional hours available at $3.96. But hurry,
this special trial offer will expire soon! To take advantage of this
limited offer, use your modem to dial 1-800-365-4636. Press <RET> once
or twice. When you get the Password: prompt, type IP26 and press <RET>
again. Then, just answer the questions and within a day or two, you'll
officially be a member of DELPHI!
****

EOF

1558. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 08:52:44 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Aug14.085244.17510@crc.ac.uk>
Source record: 218722

In article <1992Aug13.182309.10852@pellns.alleg.edu>, heidelj@alleg.edu (Jason Heideloff) writes:
> I am particularly disatisfied with
> Atari's performance because of the rumors I hear. Rumors which state that
> the new Falcon will have the 68030. Sure this is impressive for the
> average Atari user who is primarily an Atari user, but what type of
> company would put a chip in a new computer that is slowly becoming too
> slow.
(Various bits deleted)

Maybe they want to keep the price down.....

> My question is, why would any company, I
> don't care who it is, invest in technology which has surpassed and will
> soon be taken over by something else. I would agree with them if they
> shiped their computers with 68040, but I can't believe that they would
> like to slow themselves (the company) down by installing yesterday's
> technology. It just doesn't make sense.
>
> Just my $.02 worth.
>
> Jason Heideloff
> heidelj@alleg.edu

I have no idea how much the chips cost but surely the 040 costs much more than the 030. Especially as it's "new".
I thought one of the amazing things about the Falcon was the low price.
Maybe this is one way they are doing it.
(I agree it would be nice to have a 040 ;->)

Just an opinion....
Phil
(E-mail naffara@uk.ac.crc)
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

1559. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 09:45:30 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Aug14.094530.2218@aber.ac.uk>
Source record: 218721
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

I've heard that the new Amiga will also have a dsp chip, is this true?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1560. Re: Falcon _ Atari ST User and ST Review

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 09:47:55 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Aug14.094755.2507@aber.ac.uk>
Source record: 218723

Did anyone see the ST Review article on the new Falcon? The only good
thing about it was the picture, the article itself was completely worthless,
hardly any details.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1561. Bug in NVDI ??(was: Re: Bug in TOSWIN?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 09:54:48 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.adLXo1afCzs@marsu.tynet.sub.org>
Source record: 218621
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Aug12.093923.1@uwovax.uwo.ca>, Eric Smith writes:
> In article <H.&PuIzwvJfmU@marsu.tynet.sub.org>, wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:
> > I tried all combinations and without other stuff in the auto folder etc.
> > Without success. Then I tried a minimal MiNT configuration on my old ST:
> > TOSWIN had no problems!!
> > So this is definetly a TT-only bug (or feature :-), and other German TT users
> > reported the same behaviour.
>
> In fact, I'm using NVDI 2.03 on my (North American) TT with TOSWIN, and
> haven't had any problems.
> I've also tried a variety of different GDOS's with TOSWIN, and they've all
> worked fine.
> Perhaps there is a bug in the German version of NVDI? (The one I have is all
> in English.)

Very strange! I cannot see any logical reason why different language versions
could be responsible for this bug. I am going to ask the guys from BELA at
Atari fair next week about it.

Still wondering,
Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd Cut your .sig!

1562. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 12:43:01 UTC
From: heidelj@alleg.edu
Message-ID: <1992Aug14.124301.17713@pellns.alleg.edu>
Source record: 218729

> Sure it does. Remember that the Falcon is trying to hit an under $1000
> price point. Motorola 68040s are _well_ over $200 in quantity, whereas
> 68030s are below $100 (from what I've seen). So if Atari wants to make
> a higher-end version of the Falcon based on a 68040, they can sell it
> for over $1000. But, they're trying to sell to a home audience, rather
> than the pricey NeXT audience (ever try to buy a NeXT machine for under
> $1000?). I'm certain not every Mac buyer is buying a Quadra right now
> due to the high cost of those 68040-based machines.
>
> --
> Paul Dorweiler
> Hewlett-Packard Company
> Fort Collins, CO
> email: pjd@hpespjd.fc.hp.com
> AT&T: (303) 229-6030

But that is another good point to bring up. Why does Atari always seem to try and produce things so that they are cheaply priced? I think that people are turned off by lowly priced computers, especially from Atari anyway. I don't think the Power Without The Price motto can survive much longer.

Jason Heideloff
heidelj@alleg.edu

1563. Re: Falcon 030 <-> 386 40 Mhz

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 12:46:21 UTC
From: heidelj@alleg.edu
Message-ID: <1992Aug14.124621.17801@pellns.alleg.edu>
Source record: 218728

In article <4515WEN@zelator.in-berlin.de> leo@zelator.in-berlin.de (Stefan Hartmann) writes:
>
> Subject: Re: New specs of Atari Falcon (500 Pounds)
>
> In <1992Aug13.173628.26085@mnemosyne.cs.du.edu> jyoung@nyx.cs.du.edu (Jeff Young) writes:
>
>
>
> Hi,
> I have personnaly seen such a Falcon 030 running and I'm not so exited
> !
> Okay, the DSP might be interesting for some applications, but the
> other features are not so exiting.
>
> He is not as fast as a compared 386-40 Mhz which you can buy nowadays
> for the same price.
>
> The Atari Falcon is running only a 68030 at slow 16 Mhz !
>
> Seems they did get the last charge from Motorola very cheapo !
>
> And all the video titling you can get today with a Genoa Genlock board
> for the PC for about 400 US$ which comes with free video titler and
> you are ready to go !
>
> For the Atari you still also need a Genlock box, which will be also
> not very cheap !(and a program !)
>
>
> Also I have now a 24 bits graphics board at 640x480 which is still a
> difference to 32K colors, which the Atari does only !
> I would never like to go back to only Hicolor instead of True Color !
>
> So Atarri, you should hurry and get the 68040 out, cause otherwise, who
> will buy such a machine, when there is no software to support it ?
>
> Today only the software counts. You can have a very good hardware, but
> when there are no programs for this machine, nobody will buy it !
>
> Same was true with the Archimedes from Arcon, Uk over here in Germany.
>
> It had a better hardware than all the STs and Amigas, but it was not

> supported well enough over here, so only a few were selled !
>
> So I don't think that many people will buy the Falcon 030.
>
> Also the Falcon 040 will have a hard time, when there is the new P5
> Intel Chip coming out this chrismas. I gonna buy then a 586
> motherboard !

That is exactly my point!!!

Jason Heideloff
heidelj@alleg.edu

1564. RAM expansion on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 13:13:57 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Aug14.131357.13446@aber.ac.uk>
Source record: 218730

It was very interesting to read Sam T's interview on DELPHI about the new Falcon. I have a remark however regarding RAM expansion. He said that expanding the RAM on the Falcon will be via an 'Atari RAM board'. This sounds very similar (at least in concept) to RAM expansion on the TT. The Atari TT RAM expansion board has two problems as I far as I can make out, 1) it's *very* expensive, 2) it's also very difficult to get hold of. Instead most people I believe (including myself) opt for the German 3rd party board. This too has it's problems though, it's expensive (not as expensive as the Atari one), about 200 pounds (no ram chips) and it doesn't always necessarily work dependening on the TT motherboard, for example, I can never have the TT cache on because of timing problems (bombs out - yes they are suppose to be replacing the board but I've been waining almost 3 months already).

The SIMM slots on the STE are an ideal solution, RAM is easy to install and cheap, just look at the number of adverts for STE upgrades in British mags to realise how successful there are. Now why didn't they do the same for the Falcon!? I hope RAM upgrades on the Falcon won't be expensive as it is for the TT.

Otherwise I think the Falcon sounds like a great machine. I'd be interested to hear if anyone knows how it rates speed wise against the TT.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1565. Re: My MIDI ports dont work anymore :(

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 13:41:46 UTC
From: azog@world.std.com
Message-ID: <Bsz7Do.MJw@world.std.com>
Source record: 218733

In article <BsxD91.F6G@world.std.com>, I write:

>Is there anything I can check to see if its really the ports, or perhaps
>my keyboard that got messed up? When I play a sequence thru my sequencer,
>it looks like its working, but no music. On my Kawai keyboard, usually
>when I press a key, on the LCD display, it shows a block cursor to visually
>acknowledge that MIDI data is being sent or recived.

I found a program called CKMIDI, that checks the MIDI ports, and came
to the conclusion:
The MIDI in works
The MIDI out doesnt....

The problem now is to see if the problem exists on the STe, or
if I damaged the keyboard. Since I dont have any other MIDI gear to
swap, I may bring my keyboard into the store where I purchased it and
have them check it...

--
Billy D'augustine
azog@world.std.com

"Obliteration of mankind. Under a pale grey sky. We shall arise!"

1566. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 14:05:48 UTC
From: rehrauer@apollo.hp.com
Message-ID: <Bsz8Hp.n0D@apollo.hp.com>
Source record: 218731

In article <1992Aug14.124301.17713@pellns.alleg.edu> heidelj@alleg.edu (Jason Heideloff) writes:
>> Sure it does. Remember that the Falcon is trying to hit an under $1000
>> price point. Motorola 68040s are _well_ over $200 in quantity, whereas
>> 68030s are below $100 (from what I've seen). So if Atari wants to make
>> a higher-end version of the Falcon based on a 68040, they can sell it
>> for over $1000. But, they're trying to sell to a home audience, rather
>> than the pricey NeXT audience (ever try to buy a NeXT machine for under
>> $1000?). I'm certain not every Mac buyer is buying a Quadra right now
>> due to the high cost of those 68040-based machines.
>>
>> --
>> Paul Dorweiler
>> Hewlett-Packard Company
>> Fort Collins, CO
>> email: pjd@hpespjd.fc.hp.com
>> AT&T: (303) 229-6030
>
>But that is another good point to bring up. Why does Atari always seem to
>try and produce things so that they are cheaply priced?

Because people who buy expensive machines wouldn't buy from Atari. When you're contemplating multiples of $1,000 per box, things like service and a demonstrated history of success count for a lot. Atari has neither, as far as I can tell. When you're contemplating $500 or so (i.e.: about the cost of a VCR, stereo component, etc), you're treading into "impulse buy" range for many people, where considerations like "But will the company still exist 3 years from now?" seldom go...

> I think that
>people are turned off by lowly priced computers, especially from Atari
>anyway.

People are turned off by poor value, or by unknowns with price tags. A computer for which software is virtually nonexistent where most people shop (relatively few people are aware of Atari-specific mags and the mail-order houses which advertise in them) is a poor value for those people. A product line which Atari either refuses or is financially unable to advertise consistently is an unknown.

Face it, Atari has painted itself into a low-price niche. Not that there's anything wrong with that, if they can make money and decent products by being there. But I just can't fathom why people throw stones at them for not trying to make the hottest boxes on the street. If you have the money to buy something hotter, go buy it. Else, stop wishing for head-spinning

performance at bargain-basement prices; if no one else can do it, why expect
Atari can? Don't you think they would if they could??

> I don't think the Power Without The Price motto can survive much
>longer.

The what? Does Atari still use that line these days?
--
"Look, Max: 'Cheese in a pressurized can'! | Steve rehrauer@apollo.hp.com
Even WE wouldn't eat THAT!" | H.P. Systems Technology Division
-- Freelance Police | Massachusetts Language Lab

1567. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 14:27:20 UTC
From: dac@ukc.ac.uk
Message-ID: <1461@eagle.ukc.ac.uk>
Source record: 218732

In article <1992Aug14.124301.17713@pellns.alleg.edu> heidelj@alleg.edu (Jason Heideloff) writes:
>But that is another good point to bring up. Why does Atari always seem to
>try and produce things so that they are cheaply priced? I think that
>people are turned off by lowly priced computers, especially from Atari
>anyway. I don't think the Power Without The Price motto can survive much
>longer.

I'm sorry, I don't agree. If I want a more expensive machine - a more `serious' machine, if you like, then I will buy a PC - the industry standard home computer. However, what I want is a hobbyist machine whose operating system and users are constantly growing, developing and improving, whilst still delivering the power to run the applications I need; so I will opt for an Atari.

Myself, I am very impressed with the specs/price ratio so far. I do feel a little let down by the 16MHz clock speed. I will pay for 32MHz and fast memory in the Falcon. I'm sorry to say I will not be buying a 16MHz Falcon.

--
David Clear Phone: +44 227 764000 x7620
Systems Group Email: dac@ukc.ac.uk
Computing Laboratory Fax: +44 227 762811
University of Kent at Canterbury, UK witty_quote: No such file or directory

1568. Re: Major TERMCAP question!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 14:27:46 UTC
From: bkr@drdhh.hanse.de
Message-ID: <1992Aug14.142746.10847@drdhh.hanse.de>
Source record: 218665

woocm@essex.ac.uk (Chris Wood) writes:
> I know that this all has something to do with TERMCAP, a little
>shell cariable that has lots of funny characters in it. But what the
>hell is termcap exactly. I been using my Sun workstation for a while
>not particularly caring about it. Sorry but now I would like to know
>what its all about. Where can I read about it.

Don't know if this EMACS uses TERMCAP anyway.
Try 3.11, mine didn't work but might have been damaged.

sun:
$ man 5 termcap

Regards, Bjoern
--
bkr@drdhh.hanse.de - Bjoern Kriews - Stormsweg 6 - D-2000 Hamburg 76 - FRG

If you can laugh at yourself, you'll find no end of amusement.

1569. english CRACKART doc's

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 15:42:00 UTC
From: SELDMARC@HASARA11.BITNET
Message-ID: <92227.154200SELDMARC@HASARA11.BITNET>
Source record: 218737

Hi,

A while ago i read on comp.sys.atari.st something about
the english doc's of a german program called CRACKART.
Now i don't know if it exist's or not but if it does i
would like to receive any information about where to
find it (or a copy of the file).

Many thanks in advance,
(sig follows)

```
*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*
X \ / Real live: - Marc Heida X
* >- SELDMARC@HASARA11.bitnet -< - Sara Amsterdam *
X / \ - The Netherlands X
*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*
X " For a price I'd do about anything - Queensryche X
* Except pull the trigger - Operation : Mindcrime *
X For that I'd need a pretty good cause " - Anarchy - X X
*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*
```

1570. Re: Wanted Sam Tramiel, conference transcript of GEnie

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 16:19:16 UTC
From: ken@isgtec.com
Message-ID: <3106@isgtec.isgtec.com>
Source record: 218608

In article <1992Aug13.153118.18966@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
> I didn't like two things about the conference.
> The first thing was when he said if you want better resolution,
> get a TT. I thought that it was sad when he said that because
> it probably means that the 640x480 will be the highest resolutions
> even on the higher-end Falcons. I hope this isn't the case.

Yes, this is the only negative really about the rumours about the Falcon.
The recent reports all seem to point to 640x480 as the max at least for
the initial model. I sincerely hope that Atari plans on 800x600 or
1024x768 colour in a later model at well under $2000. Otherwise they
will release a brand new machine in 1992 that has lower res than
PC SuperVGA has had for some time. In 1992 640x480 just doesn't cut it.
The rest of the machine sounds wonderful though.

--

"Things should be as simple as possible, but no simpler." - Albert Einstein

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1571. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 16:32:01 UTC
From: ken@isgtec.com
Message-ID: <3107@isgtec.isgtec.com>
Source record: 218607

In article <1992Aug13.182309.10852@pellns.alleg.edu> heidelj@alleg.edu (Jason Heideloff) writes:
> Rumors which state that
> the new Falcon will have the 68030. Sure this is impressive for the
> average Atari user who is primarily an Atari user, but what type of
> company would put a chip in a new computer that is slowly becoming too
> slow.

Oh c'mon, the answer is obviously price. The 68040 and high-speed memory would push the price way up. Don't forget the machine is not just a CPU-and-memory box, when you push clock rates up you usually have to boost the speed of all the custom chips, disk controllers, RAM controllers, video, etc etc. Atari are obviously trying to keep the price very low, an excellent idea IMHO. Also it is very likely there will be higher-end models with more horsepower. BTW, most of the Apple line use 030's.

--

"Things should be as simple as possible, but no simpler." - Albert Einstein

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1572. Re: Gemulator (now taking orders!)

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 16:32:25 UTC
From: darekm@microsoft.com
Message-ID: <1992Aug14.163225.2234@microsoft.com>
Source record: 218745

In article <F5JFPB2w164w@tcpbbs.pcn.org> joeadato@tcpbbs.pcn.org (Joseph Adato) writes:
>I just got the demonstration video for Gemulator, the ST emulator for
>any IBM/IBM clone computer. I must say what I saw was very impressive.
>I strongly recomend that anyone slightly interested in the subject of
>have an ST emulator for the PC spend the $5.00 and get a copy.

Thanks for that positive remark about Gemulator. They're quite rare
here on the net. <grin> But interest in ST emulation is picking up.

I just thought I'd update you on what's been happening with it. First of
all, there is now a distributor for Gemulator, and they are already taking
orders. As I said many months ago, I would not be involved in the actual
distribution of Gemulator to avoid any problems I experienced with Quick ST,
mainly in the area of shipping product on time and supporting customers. PMC
in Bellevue, WA is the distributor and look for a press release from them
very shortly. If you already pre-ordered you'll be receiving a letter from them.

This weekend at the Atari show in Hartford, CT will be the last demo of
Gemulator prior to its release next month at the Glendale show. You will
be able to place orders at the show at the introductory price. The 1/2
price introductory offer has been changed slightly, in that TOS 2.06 ROMs
are now included and pre-installed on every Gemulator board. Of course, there
are still 6 empty sockets to plug in other TOS versions. The new intro price
for Gemulator + TOS 2.06 is $279, $20 less that before. Pre-installing TOS
ROMs will insure that a) you can just plug in and use Gemulator, b) you don't
have to muss with plugging in TOS ROMs, or finding TOS ROMs for that matter,
and c) it allowed me to make a very large purchase of TOS 2.06 ROMs and
lower the price!

Gemulator has also been reduced in size and sped up by between 10% and 40%
since last shown at the Indianapolis show last month. It can now run on
a 6 meg PC (instead of an 8 meg PC) directly, or on a 4 meg PC when you use
virtual memory. Virtual memory slows down the program somewhat, but there is
simply no way to cram DOS, device drivers, the Gemulator code, 256K of TOS
ROM code, and 2 meg of Atari ST memory into a 4 meg PC. You need 6 meg. And
yes, it will run on a 386SX all the way up to a 486/50. On a 486/33 it's
running slightly faster than a 8 Mhz ST, on a 486/50 it runs almost as fast
as a 16 Mhz ST, and on a 386/33 it runs at half the speed of an ST.

Current Notes and other U.S., U.K., and German magazines currently all have
Gemulator in their hands right now and are reviewing it. Look for the first
review of it in the September issue of Current Notes. (Of course, by then,
you will miss the introductory offer, but PMC is running a special of their
own until the end of September).

If you have any further questions about Gemulator, please call PMC at
206-747-1519. To place an order, order a newsletter, order a demo video, etc.
Don't call BraSoft because I will just have to refer you to them. :-)

- Darek

--

/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

1573. Re: Atari Advantage Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 16:49:13 UTC
From: ekrimen@wet.UUCP
Message-ID: <4241@wet.UUCP>
Source record: 218740

In article <1992Aug13.133704.20462@porthos.cc.bellcore.com> rrk@vixen.uucp (24115-kutz) writes:
>
>I notice discussion on the latest issue (in an erratic series)
>of Atari Advantage Magazine, a.k.a. the "Falcon issue."
>If a subscriber (such as I) has not yet received this issue, should
>I be concerned? Or should I attribute the empty mail-box to
>delays common to magazine-class delivery (I'm on the east coast USA)?

They shipped them third class, so it could take up to four weeks to receive it. I got mine this past Monday.

If you don't receive it by the end of August, you might want to give them a call.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1574. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 17:07:59 UTC
From: ekrimen@wet.UUCP
Message-ID: <4242@wet.UUCP>
Source record: 218741

In article <1992Aug13.182309.10852@pellns.alleg.edu> heidelj@alleg.edu (Jason Heideloff) writes:
>My biggest turnoff of Atari the company (by the way, I do own a Mega STe.)
>is the fact that they wait too long. They wait too long to deliver any
>new products, they wait too long to inform the public on much of anything
>and it is an absolute killer. Quite frankly, I am surprised that they are
>still in busines.
>

In the past, Atari's been accused of producing vaporware, i.e. announcing products and taking too long to deliver. This time, they're not announcing them until they're almost ready to ship.

>supposed to be even faster. My question is, why would any company, I
>don't care who it is, invest in technology which has surpassed and will
>soon be taken over by something else. I would agree with them if they
>shiped their computers with 68040, but I can't believe that they would
>like to slow themselves (the company) down by installing yesterday's
>technology. It just doesn't make sense.

The Falcon is going to cost well under US$1000, have two hard drive interfaces (IDE and SCSI-II), 16Mhz 68030, 10+ MIPS DSP, LAN port, expandability to 14megs, Multitasking OS, processor direct slots, great graphics, and you're complaining because it's old technology?! What other computer has what the Falcon has for under $1000?

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1575. Re: Forbes Article

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 17:17:23 UTC
From: glens@natinst.com
Message-ID: <1992Aug14.171723.16452@natinst.com>
Source record: 218736

Jonathon Eggert writes:

> There wasn't a lot of good news in the article, if any.

One (or two) good point in the article was that the Falcon 030 _AND_
the Jaguar are both due out within 12 months (of the article).

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA

1576. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 17:51:40 UTC
From: techno@zelator.in-berlin.de
Message-ID: <S325Y1W@zelator.in-berlin.de>
Source record: 218735
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In <1992Aug14.094530.2218@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:

>I've heard that the new Amiga will also have a dsp chip, is this true?

>Herb
>--

Which new Amiga ? Even if there should be one, it will be too late...

Techno
>/**
>Herbert Sauro e-mail: hrs@aber.ac.uk
>Biological Sciences phone: +44 970 622353
>Univesity College of Wales
--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

1577. Re: Forbes Article

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 18:19:25 UTC
From: ricks@tcpbbs.pcn.org
Message-ID: <33DiPB1w164w@tcpbbs.pcn.org>
Source record: 218750

heidelj@alleg.edu (Jason Heideloff) writes:

> Can anyone summarize what the Forbes article said? This is the first I
> have heard of "The Forbes Article"....
>
> Thanks,
> Jason Heideloff
> heidelj@alleg.edu

Jason, from what I've heard, it wasn't too good. Also, next month is
suppose to be part 2 of the article.

Rick Snevel
B&G Electronics
Cleveland, OH

1578. Re: Forbes Article

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 19:07:38 UTC
From: eggert@lclark.edu
Message-ID: <1992Aug14.190738.29762@lclark.edu>
Source record: 218738

In article <1992Aug14.171723.16452@natinst.com> glens@natinst.com (Glen Sescila) writes:
>
> Jonathon Eggert writes:
>
>> There wasn't a lot of good news in the article, if any.
>
> One (or two) good point in the article was that the Falcon 030 _AND_
>the Jaguar are both due out within 12 months (of the article).
>

Woops, I had forgotten about those. Thanks for pointing that out.
Jon Eggert

1579. just got my machine back (what does it need?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 20:09:52 UTC
From: jfreem@ecsvax.uncecs.edu
Message-ID: <1992Aug14.200952.20648@ecsvax.uncecs.edu>
Source record: 218739

I just got my machine back from a relative that I lent it to for two
years. So, I'm trying to figure out whether to sell it or upgade it.
Its a 1040 ST with 1meg, ICD host adapter, mono monitor, and TOS 1.0.
I have read the faq's but still have some questions.

I am thinking about upgrading either the RAM or processor or both. What
would be a recomended solution?

What version of the OS to I need to go to?.

I have some software that I would like to know the latest (last?) version
Antic A-Calc Prime
Antic Flash
OSS Pascal
Megamax C
DBMan
Thunder
Easy Draw
Shankhai
Sundog
FS II
HabaWriter

Are there any dealers in the North Carolina Area?

Email replies are fine.

<joe>
--
Joe Freeman jfreem@uncecs.edu
jfreeman@next.com (NeXT Mail)
The opinions espressed here are my own and are not shared by my employer or
anyone else I know of. Flames can be mailed to me or routed to /dev/null.

1580. Help! Need a price

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 20:24:43 UTC
From: ras@oracorp.com
Message-ID: <1992Aug14.202443.11275@oracorp.com>
Source record: 218613

I have a large number of atari 520's and 1040's we are donating to
a school system in West Virginia. I need a price so the school can
give us a receipt for the IRS. There is no atari dealer here in town
any more and the one price I got seems way too high for 5 year old
ataris. Please e-mail as I don't subscribe to this group.

Thanks

the rickster

phone 607.277.2020

1581. Re: RAM expansion on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 21:21:11 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l8o8u7INNgtu@aludra.usc.edu>
Source record: 218742

In article <1992Aug14.131357.13446@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>very similar (at least in concept) to RAM expansion on the TT. The Atari
>TT RAM expansion board has two problems as I far as I can make out, 1) it's
>*very* expensive, 2) it's also very difficult to get hold of.

I'd like to add to this. 3) it is not very expandable (TTRAM) as it only goes to 16MB. The STRAM is not expandable at all (what a shame!)

> Instead most
>people I believe (including myself) opt for the German 3rd party board. This
>too has it's problems though, it's expensive (not as expensive as the Atari
>one), about 200 pounds (no ram chips) and it doesn't always necessarily work
>dependening on the TT motherboard, for example, I can never have the
>TT cache on because of timing problems (bombs out - yes they are suppose
>to be replacing the board but I've been waining almost 3 months already).
>
>The SIMM slots on the STE are an ideal solution, RAM is easy to install
>and cheap, just look at the number of adverts for STE upgrades in British
>mags to realise how successful there are. Now why didn't they do the same
>for the Falcon!? I hope RAM upgrades on the Falcon won't be expensive
>as it is for the TT.

I have to disagree, and for some of the reasons you mentioned. If Atari were to have implemented a SIMM slot sort of expansion for memory, it would 1)be expensive - to the cost of the machine, as well as to company-bought SIMMs. 2)It would not be that expandable. I mean, if the Atari board only handles 16MB, do you think that a cost-conscious Atari would make the internal SIMM handler go to more that that? Just think, if they had done that, there would not have been such a product as the German board that goes to _32MB_. You would have been stuck. The same thing goes for the Falcon - I hope they haven't made the BIOS so brain-dead that it will not allow memory to be used on the other side of the masked-out 2MBs -> you could have a memory map (similar to the TT) which has the 0-14MB RAM ->14-16MB BIOS/IO/ETC -> 16+RAM. Of course, it still stands to reason that this shouldn't prevent someone from making an accelerator similar to the ADSPEED or even the DX2 chips for INTEL. Both of these solutions require cache memory to be effective though...

>
>Otherwise I think the Falcon sounds like a great machine. I'd be interested
>to hear if anyone knows how it rates speed wise against the TT.

I think it sounds pretty good - in fact, it looks to be targeted as _the_ cheapest (near)professional music development platform yet.

>Herb
>--
>/**
>Herbert Sauro e-mail: hrs@aber.ac.uk
>Biological Sciences phone: +44 970 622353
>Univesity College of Wales

-Mike

1582. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 21:27:38 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l8o9aaINNh5t@aludra.usc.edu>
Source record: 218743

In article <4242@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>The Falcon is going to cost well under US$1000, have two hard drive interfaces
>(IDE and SCSI-II), 16Mhz 68030, 10+ MIPS DSP, LAN port, expandability to 14megs,
>Multitasking OS, processor direct slots, great graphics, and you're complaining
>because it's old technology?! What other computer has what the Falcon
>has for under $1000?

I agree totally with this. However, the brief descriptions of the
PDS have made me feel a bit troubled. Whenever it is mentioned, the most
oft-heard description of it is that it will enable "386sx" boards to be
connected...and sometimes it is just "386" boards. So, does this mean that
the PDS only access 16-bits????? If it accesses 32bits, then why in the heck
will it be unable to use a 486? Lastly, if it can use a '486, then why do
people insist on remarking on its lowest capability, or maybe just refer
to it as being "IBM emulatable" and avoid the chip designations alltogether
(which will be a lot more important when PINK is more substantial).

>--
> ||| Ed Krimen
> ||| ekrimen@wet.com
> / | \ E.KRIMEN (GEnie)

-Mike

1583. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 21:36:29 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Aug14.143634.3612@arizona.edu>
Source record: 218744

Well, it seems that everybody has a rather low view of Atari today. So why did we all buy them? If you want a PC clone or a Mac or Unix box then get one and stop complainging! I got my TT last November for a number of reasons: (1)Unix machines are _way_ out of my price range (I did lust after a NeXT for a while, but reality eventually hit me in the face--and people shouldn't compare and Atari with a Next; they're a few thousand dollars different); (2) I still see PC's as suped-up 8 bit
machines (and have had little evidence otherwise); and (3) I could get an Atari with
a Mac emulator for less than a Mac or similar speed (and who really needs color on a Mac anyway--I've never had any use for it). So I've got my fast Mac, plus a free
Atari on the side (which, I've found, has more _useful_ PD software out there than anything short of a Unix). So are my reasons lagit?

And about the Falcon, I think that if Atari could actually manage to market these things right, it could be a big _cheap_ computer. Sure, maybe you could find a 386 in the same supposed price range, but with MIDI and DSP? My roommate forked out big money to put MIDI on his PC. As I see it, this is a musician's dream machine. I mean, what musician cares if his computer can beat a 386 in some meaningless benchmark? And the Falcon even has a TV output for those who don't care what their graphics look lik

e.

Anyway, the Falcon isn't even a competitor for the TT, and I think it's impossible to compare it to a NeXT. So if you like it, buy it; if not, then quit complaining.

--just my thoughts
-Paul Harris
paul@jupiter.ame.arizona.edu

p.s.
So what's the new key on the Falcon between 'Z' and the left-shift?

1584. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 22:38:23 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug14.223823.14794@usenet.ins.cwru.edu>
Source record: 218746

In a previous article, heidelj@alleg.edu (Jason Heideloff) says:

>> Sure it does. Remember that the Falcon is trying to hit an under $1000
>> price point. Motorola 68040s are _well_ over $200 in quantity, whereas
>> 68030s are below $100 (from what I've seen). So if Atari wants to make
>> a higher-end version of the Falcon based on a 68040, they can sell it
>> for over $1000. But, they're trying to sell to a home audience, rather
>> than the pricey NeXT audience (ever try to buy a NeXT machine for under
>> $1000?). I'm certain not every Mac buyer is buying a Quadra right now
>> due to the high cost of those 68040-based machines.
>>
>> --
>> Paul Dorweiler
>> Hewlett-Packard Company
>> Fort Collins, CO
>> email: pjd@hpespjd.fc.hp.com
>> AT&T: (303) 229-6030
>
>But that is another good point to bring up. Why does Atari always seem to
>try and produce things so that they are cheaply priced? I think that
>people are turned off by lowly priced computers, especially from Atari
>anyway. I don't think the Power Without The Price motto can survive much
>longer.
>
>Jason Heideloff
>heidelj@alleg.edu
>

Let's put it this way. The reason I own an Atari computer is
because it did not cost very much to purchase.

Atari wants to give everyone as much as possible for say $700.00

If they included a 68040 and other stuff, they would have to charge
maybe $2000.00. Which do you think will sell better?

I think a powerful low-cost computer should do well. Even though
it may not be made up of the most recent technology.

And REMEMBER, this is Atari's low-end computer. I think it is a VERY GOOD
low-end computer. If Atari starts cheating on its high-end machines
then I will start complaining.

Len

--

1585. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 22:44:20 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug14.224420.14988@usenet.ins.cwru.edu>
Source record: 218747

In a previous article, dac@ukc.ac.uk (D.A.Clear) says:

>In article <1992Aug14.124301.17713@pellns.alleg.edu> heidelj@alleg.edu (Jason Heideloff)
writes:
>>But that is another good point to bring up. Why does Atari always seem to
>>try and produce things so that they are cheaply priced? I think that
>>people are turned off by lowly priced computers, especially from Atari
>>anyway. I don't think the Power Without The Price motto can survive much
>>longer.
>
>I'm sorry, I don't agree. If I want a more expensive machine - a more
>`serious' machine, if you like, then I will buy a PC - the industry
>standard home computer. However, what I want is a hobbyist machine
>whose operating system and users are constantly growing, developing and
>improving, whilst still delivering the power to run the applications I
>need; so I will opt for an Atari.
>
>Myself, I am very impressed with the specs/price ratio so far. I do
>feel a little let down by the 16MHz clock speed. I will pay for 32MHz
>and fast memory in the Falcon. I'm sorry to say I will not be buying
>a 16MHz Falcon.
>
>--
>David Clear Phone: +44 227 764000 x7620
>Systems Group Email: dac@ukc.ac.uk
>Computing Laboratory Fax: +44 227 762811
>University of Kent at Canterbury, UK witty_quote: No such file or directory
>

I don't think people realize how fast a Motorola 16 MHz CPU is
compared to an Intel 20 Mhz CPU. It is pretty fast!

Also, the 32 MHz DSP should speed things up.

SPEED is different in different machines...

--

1586. Re: Forbes Article

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 22:53:14 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug14.225314.15793@usenet.ins.cwru.edu>
Source record: 218748

In a previous article, eggert@lclark.edu (Jonathan Eggert) says:

>In article <1992Aug14.171723.16452@natinst.com> glens@natinst.com (Glen Sescila) writes:
>>
>> Jonathon Eggert writes:
>>
>>> There wasn't a lot of good news in the article, if any.
>>
>> One (or two) good point in the article was that the Falcon 030 _AND_
>>the Jaguar are both due out within 12 months (of the article).
>>
>
>Woops, I had forgotten about those. Thanks for pointing that out.
>Jon Eggert
>

The author tried to make Atari look bad--plain and simple.

He brought up stuff like Sega investing millions of millions of
dollars to promote the Sega Masters system while Atari spent hardly
any to promote the 7800.

DID IT REALLY MAKE A DIFFERENCE? Sega wasted money by attempting
to fight Nintendo. The Sega Masters was a failure.

Of course, if Atari did spend that amount, they may have won the
law-suit against Nintendo.

We also didn't know EXACTLY what were the reasons behind things
such as Jack checking to make sure tips didn't exceed a certain amount.
Maybe people were writing down that they tipped $40 and really
pocketed the rest? If no one checked, this person could get away
with it.

I know there are problems at Atari but I think the author had
something against the company.

--

1587. Re: My MIDI ports dont work anymore :(

Newsgroup: comp.sys.atari.st
Date: 1992-08-14 23:09:55 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Aug15.031811.6827@ryn.mro4.dec.com>
Source record: 218601

In article <Bsz7Do.MJw@world.std.com>, azog@world.std.com (Azog Thoth) writes...
>In article <BsxD91.F6G@world.std.com>, I write:
>if I damaged the keyboard. Since I dont have any other MIDI gear to

Hi,

I assume you tried a different cable? (I'm not trying to be "smart")

I'm not familiar with the "MIDI checker program", sounds useful.
Does it just require a cable looped from the ST's OUT->IN? Actually
if the out was broken, a perfectly good in could be suspected of
a problem...

When your MIDI device stopped working, was it while attaching
or detaching a cable with the power on? A friend of mine
blew the optoisolator in his MIDI bass that way...

Hope it's a cheap fix whatever it is,

John

1588. elvis 1.6 (was: Elvis 1.5 (esp. for MiNT) - How would you like it?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 00:09:26 UTC
From: nox@jelal.north.de
Message-ID: <2258.08.92@jelal.north.de>
Source record: 218604

[hmm i haven't seen <9752@uqcspe.cs.uq.oz.au> here...]

In <oli.713633831@ernie> oli@math.rwth-aachen.de (Oliver Bonten) writes:

>alf@skid.north.de (Alf Hoheisel) writes:

>>What are you doing there? This versions of Elvis have been ported a long
>>time ago. The newest version I know of is 1.6 (27 April 1992). I'm working
>>with this version since 17 May 1992. I can also use our `Umlaute'. I've
>>no other editor on my HD.

>Where to ftp?

not yet... but if steve doesn't mind i'll write a little readme and
post my current version somewhere, and then tell you all here.
(incidentally, when i mailed him a small update a few days ago i asked
just that, so now i'm only waiting for the answer.)

oh if anyone wonders: yes the next version of elvis will know TOS and
MiNT, and yes it will do everything right including newlines. :-)

c u,
Juergen
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

1589. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 00:12:04 UTC
From: agostino@cs.concordia.ca
Message-ID: <4752@daily-planet.concordia.ca>
Source record: 218749

In article <1992Aug10.124433.21419@its.bt.co.uk> jvt@its.bt.co.uk
(John Trickey) writes:
~ In article <9681@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
~ >I call this a feature. When a shell escape crashes you machine, you will
~ >too.
~ >(provided you use a recoverable ramdisk - harddisk /tmp is too slow).
~
~ Yes, but I'm a coward at heart. I always save before shelling out.

Why *does* elvis crash after a shell escape? I found the problem usually
happens when I'm editing two or more files, do a :next and then a :!<something>
and <<<blamo!>>>... I wish this would be fixed in the newer version...

~ John Trickey <jvt@its.bt.co.uk>
~ Voice: +44 21 524 8200 Fax: +44 21 553 6120
~ (Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
~ +44 21 308 8892

--
Agostino Deligia
agostino@cs.concordia.ca
It was the best of .sigs, it was the worst of .sigs...

1590. Re: Gemulator (Falcon emulator?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 04:46:57 UTC
From: jyoung@nyx.cs.du.edu
Message-ID: <1992Aug15.044657.442@mnemosyne.cs.du.edu>
Source record: 218602

In article <1992Aug14.163225.2234@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>
>Gemulator has also been reduced in size and sped up by between 10% and 40%
>since last shown at the Indianapolis show last month. It can now run on
>a 6 meg PC (instead of an 8 meg PC) directly, or on a 4 meg PC when you use
>virtual memory. Virtual memory slows down the program somewhat, but there is
>simply no way to cram DOS, device drivers, the Gemulator code, 256K of TOS
>ROM code, and 2 meg of Atari ST memory into a 4 meg PC. You need 6 meg. And
>yes, it will run on a 386SX all the way up to a 486/50. On a 486/33 it's
>running slightly faster than a 8 Mhz ST, on a 486/50 it runs almost as fast
>as a 16 Mhz ST, and on a 386/33 it runs at half the speed of an ST.

486/33 only running at speed of 8 MHZ ST?!! Some people said it was
supposing to run 2-3 TIMES faster! WHAT happened?? People said
Gemulator demo running run from 100% RAMDISK too and it is fooling
everyone because real ST DMA is 2-3 TIMES faster than PC hard disk!!
What MIDI programs running now? Adlib is bankrupt and Soundblaster
has very very terrible MIDI port and sound. Turtle Beach board
for PC has DSP 56001 like in Atari Falcon but price is $800!!!!

Delphi report said Falcon is selling NEXT WEEK so Gemulator MUST
faster than 68030 16 MHZ, DSP 56001. Also PC needs 8 channel
16 bit stereo too! Falcon already using local bus and very
fast SCSI 2 so maybe 486/200 is needed???.

Someone will please post benchmarks of Gemulator and Falcon?

1591. Re: Forbes Article

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 04:55:21 UTC
From: jyoung@nyx.cs.du.edu
Message-ID: <1992Aug15.045521.653@mnemosyne.cs.du.edu>
Source record: 218603

In article <1992Aug14.225314.15793@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>> One (or two) good point in the article was that the Falcon 030 _AND_
>>>the Jaguar are both due out within 12 months (of the article).
>
>I know there are problems at Atari but I think the author had
>something against the company.

It is good to know good AND bad points about companies! Tramiel sons are like son of Wang Computer. Driving company without licence!! With Jack Tramiel back charge Atari Lynx is NUMBER ONE and Atari is putting GIANT 30 pages ads in magazines and many people in England are seeing Atari commercial in Battman Returns movie! With Lynx commercials on Star Trek show many more millions will be sold.

Other person in Amiga group said Atari and C= should join together and be best companies in the world! (Irving and Tramiel sons on bottom and Jack Tramiel back on top)

1592. Re: Atari Canada (or lack thereof)

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 05:34:22 UTC
From: ljdickey@math.uwaterloo.ca
Message-ID: <Bt0FHB.8IJ@math.uwaterloo.ca>
Source record: 218605

In article <10AUG92.16125932@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>Atari Canada, for all practical purposes, does not exist anymore.
>As an Atari dealer, I now have to purchase all my product
>through the US. There are only a few warm bodies left to
>hold down the fort in Canada. I hope this new management
>structure (North American wide) does not end up hurting
>dealers and their ability to provide product and service.

This could be unfortunate. There were occasions when Atari users
in Canada had better access to supplies of machines than did
our American friends. My experience with the US office is
that they do not answer mail.

--
Prof. Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@math.UWaterloo.ca
ljdickey@math.waterloo.edu
UUCP: ljdickey@watmath.UUCP

1593. Re: Waiting for hard disks

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 05:43:03 UTC
From: ljdickey@math.uwaterloo.ca
Message-ID: <Bt0Fvr.8qr@math.uwaterloo.ca>
Source record: 218606

In article <1992Aug11.003407.8936@msuinfo.cl.msu.edu> cable@crs.cl.msu.edu (Dan Cable) writes:
>Paul Purdom <pwp@moose.cs.indiana.edu> writes:
>
>>Can someone recommend a program that waits for a hard disk to warm up
>>when booting an ST? I haave been using one that printed jkwaiting while it
>>was waiting, and I forgot its name. Also, I lost my copy (or else I have
>>it stored under a name that does not ring a bell).
>
>Atari has released NOROACH for this purpose and there is also another program
>called BOOTTYME which should do the trick.

The program that you lost is called hdboot by Jelske Kloppenberg
Two sequels, hdwait2 and hdwait3 have been released by others.

--
Prof. Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@math.UWaterloo.ca
ljdickey@math.waterloo.edu
UUCP: ljdickey@watmath.UUCP

1594. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 06:10:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <2211970@overmind.citadel>
Source record: 218636

Can anyone verify for me that the authors of MIDI-MAZE II are still around, and provide a current address for them? An E-Mail address would also be most helpful, if they have one. I would like to send them a shareware payment, but I want to make sure they'll receive it...

1595. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 06:12:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <2211972@overmind.citadel>
Source record: 218635

I am attempting to write a
program that accesses the modem, and I have a question: Is there a
convenient way to set/drop DTR and RTS? I haven't found any way to do this.
An example in C would be most helpful, or even in assembly if that's the only
way. Thanks.

arthur dent
sysop@onlybbs.via.mind.org

1596. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 07:39:48 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <3082801@harvee.billerica.ma.us>
Source record: 218616
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug15.043618.17054@news.csuohio.edu> max@madnick.cba.csuohio.edu (Max Polk) writes:
> This is an utterly bizarre idea that will either send you into a
> screaming fit or drop your diastolic blood pressure ten or twenty
> points causing congestive heart failure because the idea is so far from
> reality and anything you have ever known or felt before that you reel
> in the multitude of possibility and/or confusion.
>
[edited]
> Let's see: $189.95 / $6.95 is about 27, and $1199.00 / $5.95 is about
> 201. Ignoring for a moment all of what you have grown to know and love
> about operating systems and microcomputer architecture, consider this
> possibility: couldn't you do more with 27 outstanding 68000's running
> exactly one process each, in parallel, than you could with one 68020
> running and switching between 27 processes, executing no more than one
> instruction at a time (for roughly the same amount of money)?

it is not as surreal/unreal as you think. I suggest you look into
andy tannenbaum's amoeba system and see how close you came to
reinventing the wheel.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) johansson@athena.polaroid.com
source of the public's fear of the unknown since 1956

1597. S: Converter for Grayscale-Images

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 08:28:04 UTC
From: hank@longus.north.de
Message-ID: <H.wyB95LneNIo@longus.north.de>
Source record: 218652

Hi!

I've just got the AIM 'ANOTER IMAGE MANAGER'.

I'm searching for a Programm that converts an Gif, Tiff or B_W image
in the AIM-Format.

Thanx in advance HANK
--
hank@longus.north.de
Derk Haendel, Ostpreussenstrasse 17, 2887 Elsfleth, Tel. 04404 - 3294

1598. Re: Gemulator (Falcon emulator?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 08:50:50 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <64054@cup.portal.com>
Source record: 218609

Jeff Young writes:

>Someone will please post benchmarks of Gemulator and Falcon?

What's the point..?

Gemulator is an ST emulator, not a Falcon emulator..

Why not complain that it doesn't also emulate a Cray-1..?

BobR

1599. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 12:36:04 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Aug15.123604.18306@aber.ac.uk>
Source record: 218610

In article <1992Aug14.124301.17713@pellns.alleg.edu> heidelj@alleg.edu (Jason Heideloff) writes:
>> Sure it does. Remember that the Falcon is trying to hit an under $1000
>> price point. Motorola 68040s are _well_ over $200 in quantity, whereas
>> 68030s are below $100 (from what I've seen). So if Atari wants to make
>> a higher-end version of the Falcon based on a 68040, they can sell it
>> for over $1000. But, they're trying to sell to a home audience, rather
>> than the pricey NeXT audience (ever try to buy a NeXT machine for under
>> $1000?). I'm certain not every Mac buyer is buying a Quadra right now
>> due to the high cost of those 68040-based machines.
>>
>> --
>> Paul Dorweiler
>> Hewlett-Packard Company
>> Fort Collins, CO
>> email: pjd@hpespjd.fc.hp.com
>> AT&T: (303) 229-6030
>
>But that is another good point to bring up. Why does Atari always seem to
>try and produce things so that they are cheaply priced? I think that
>people are turned off by lowly priced computers, especially from Atari
>anyway. I don't think the Power Without The Price motto can survive much
>longer.
>
>Jason Heideloff
>heidelj@alleg.edu
What you've just said is a complete contradication! I bet you'd (JH)
would be the first to complain if Atari computers were expensive (like the TT),
have you bought a TT (after all it is expensive)?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1600. Re: RAM expansion on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 12:44:15 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Aug15.124415.18602@aber.ac.uk>
Source record: 218611

Mike mentioned that the German TT-RAM card goes upto 32MB, as of 2 months ago (about that) a new board is out which now goes up to 64MB.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1601. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 12:50:34 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Aug15.125034.18852@aber.ac.uk>
Source record: 218612

In article <3107@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <1992Aug13.182309.10852@pellns.alleg.edu> heidelj@alleg.edu
(Jason Heideloff) writes:
>> Rumors which state that
>> the new Falcon will have the 68030. Sure this is impressive for the
>> average Atari user who is primarily an Atari user, but what type of
>> company would put a chip in a new computer that is slowly becoming too
>> slow.
>
>Oh c'mon, the answer is obviously price. The 68040 and high-speed memory
>would push the price way up. Don't forget the machine is not just a
>CPU-and-memory box, when you push clock rates up you usually have to boost
>the speed of all the custom chips, disk controllers, RAM controllers,
>video, etc etc. Atari are obviously trying to keep the price very low,
>an excellent idea IMHO. Also it is very likely there will be higher-end
>models with more horsepower. BTW, most of the Apple line use 030's.
>
>
>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman
I agree with Ken, anyway what's wrong with a 68030, what applications
Jason do you have that really requires a 68040?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1602. German mail order companies?

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 13:56:52 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.Nlk5bppsxaU@yonder.equinox.gen.nz>
Source record: 218692

Hello,
I was just wondering if anyone could tell me the names of
any German mail order companies that could understand orders sent in
english?

Thanks,
Craig.

--
* Craig Shore | Phone (voice) | Internet:craig@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

1603. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 14:05:00 UTC
From: only_bbs!King_Midas@overmind.mind.org
Message-ID: <2212445@overmind.citadel>
Source record: 218638

Arthur, you might try calling Dark STar (269-8780)
and looking in some of the Fnet bases. People have been discussing that
recently.

1604. Re: Atari Canada (ready for business!)

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 14:07:47 UTC
From: jyoung@nyx.cs.du.edu
Message-ID: <1992Aug15.140747.11395@mnemosyne.cs.du.edu>
Source record: 218614

This is news from Atari person Bob Brodie about Atari Canada!..

Conf : Atari Explorer Online
Msg# : 18948 Lines: 14 Read: 2
To : David Pischke
From : Duke Kish at The Songwriter's Den (Node #610)
Subj : Re: <18632> ATARI CANADA UPDATE

In reply to:

> It looks like Atari Canada will be staying open after all. Calls from
> dealers to Atari Canada after the long weekend confirmed that Atari
> Canada will be staying open; only the Service Centre will be closed.
> (Service will be handled by GE Service Centre.)
>

Now David, are you sure that's correct? You certainly must know that the rumor mongers disagree with you. I wouldn't be the one to dispell their rumors and ruin the intense glee they've exhibited with that particular rumor. David, David, David...get ready...they're not going to believe you. hehe
Duke.
(By the way, thanks for the info.).

Msg# : 18891 Lines: 9 Read: 2
To : Bob Brodie
From : David Pischke at LEFTOVER HIPPIES 523 1:250:744 (Node #523)
Subj : Re: <18530> ATARI CANADA

BB> Atari Canada is being converted into a sales office. I'd love to
BB> have Geoff Earle here, but he's staying up in Canada. The rumors
BB> of the Canadian office being closed are flat out FALSE.

I feel so stupid now. I just re-posted a bunch of posts from another users who has connections in Atari Canada and was positive that Atari Canada would be closed.

Conf : Atari Explorer Online
Msg# : 19004 Lines: Extended Read: 1
To : David Pischke
From : Bob Brodie, Atari Sunnyvale
Subj : Re: <18891> ATARI CANADA NEWS

In message 706/2/18891, David Pischke writes:

> I feel so stupid now. I just re-posted a bunch of posts from another
> users who has connections in Atari Canada and was positive that Atari

> Canada would be closed.

Don't feel so bad. Look at what ST Report did: they published the rumors off of the TAF BBS saying that the place would be closed by Aug 5th, AND an apology from Ron Luks of CompuServe saying that Atari Canada was NOT closed.

Apparently this contradiction didn't require clarification in the eyes of the publisher of ST Report. And *you* feel stupid? His issue came out AFTER August 5th, he could have easily verified Atari Canada was in business by either calling them or faxing them. Instead all he did is spread contradictory rumors.

Typical.

regards,

Bob Brodie
Atari Corp.

1605. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 14:32:07 UTC
From: dave@admiral.uucp
Message-ID: <1992Aug15.143207.20806@admiral.uucp>
Source record: 218628

In article <1992Aug14.224420.14988@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In a previous article, dac@ukc.ac.uk (D.A.Clear) says:
>
>>Myself, I am very impressed with the specs/price ratio so far. I do
>>feel a little let down by the 16MHz clock speed. I will pay for 32MHz
>>and fast memory in the Falcon. I'm sorry to say I will not be buying
>>a 16MHz Falcon.
>
>I don't think people realize how fast a Motorola 16 MHz CPU is
>compared to an Intel 20 Mhz CPU. It is pretty fast!

True, but a 16 Mhz Falcon '030 is nowhere near as fast as a 32 Mhz Falcon '030!

>Also, the 32 MHz DSP should speed things up.

Only in applications written to utilize it. It's not like a Blitter!

--
"Dammit Jim, I'm a free man, not a number!"

"This mission will be very safe and lots of fun for all of you."
-- The Computer, Pre-Mega-Whoops Alpha Complex

1606. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 17:50:57 UTC
From: azog@world.std.com
Message-ID: <Bt1DKz.Bp1@world.std.com>
Source record: 218619

hrs@aber.ac.uk (Herbert Martin Sauro) writes:

[stuff about bitching about the Falcon deleted]
>I agree with Ken, anyway what's wrong with a 68030, what applications
>Jason do you have that really requires a 68040?

This is IMHO, flames and comments are welcome, as long as they are
logical...

It seems to me that the people who are now complaing about the Falcon
are probably weenies who want a NeXT-type of machine for $700. Face it,
the Falcon (seems) be to offering a helluva lot, for $700. Add a VGA
monitor, for $200, and a hard drive, for say $300, and youve got a killer
machine that would do lots of damage to your 'de facto' standards (IBM).

These are probably also the weenies who just want to boast to their
friends "Oh, my Falcon has a 50MHz 68040 with 128mb of RAM!". Granted
that there are applications that would require such, like very high
end graphics, but dont forget, that the Falcon is a _home_ computer,
and most people will probablty run simple apps on it; games are probably
the forefront, home accounting, MIDI of course since this is Ataris
niche, etc. If one wants to run 3-dimensional rendering, then they would
look elsewhere, such as SGI.

Myself, if and when I get a Falcon, I plan to run the same apps that I
do now: MIDI, telecommunications, and WP. Having a MIDI machine with a
DSP in it would be a great advantage. I can record my music via MIDI,
and lay in vocal tracks via the DSP (if indeed I planned on such a thing...
most of my music is non-vocal).

Atari could easily build up the Falcon 040 to meet such requirements,
but they would be beyond my price range. And again, there is the old
label that Atari has, for being a game company, and this, IMHO, is what
turns most people off.

One other thing, totally off the above topic, Ive seen many postings
regarding this empty socket in the Falcon, and people are hoping or
wondering if itll be for a 386 processor, and have IBM emulation
pretty much built in... My ideal would be to make it another 68030,
running concurrent with the existing processor. Imagine the media
reaction to such a machine? Duel processors under $1000? So far, as I
know, the only duel processor machines are _very_ high end ones, like
the Sun Sparc 10 (or whatever its called), and large iron, like VAXen.
Putting duel processors on the desktop would be a boost to Atari, and
put it over Amiga.

--
Billy D'augustine
azog@world.std.com

"Obliteration of mankind. Under a pale grey sky. We shall arise!"

1607. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 18:12:19 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Aug15.181219.3819@mits.mdata.fi>
Source record: 218615
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <S325Y1W@zelator.in-berlin.de> techno@zelator.in-berlin.de (Frank Dahncke) writes:
>In <1992Aug14.094530.2218@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>
>>I've heard that the new Amiga will also have a dsp chip, is this true?
>
>>Herb
>>--
>
>Which new Amiga ? Even if there should be one, it will be too late...
>

I've heard that the new Amiga (A800) should be released next spring.
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

1608. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 18:37:35 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1992Aug15.184709.26573@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 218617
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

hrs@aber.ac.uk (Herbert Martin Sauro) writes:

>I've heard that the new Amiga will also have a dsp chip, is this true?

>Herb
>--

I 've heared that the next falcon generation will have 2 or more DSP's
connected to the main memory by one high-spee-bus for each dsp.

And - rumors about tomorrow say that there will be a big green
arkle desaster consuming the who universe ....

And - I really hate hearing nothing but rumors about something nobody has ever
seen nor hacked 'around with but which are useful to keep a certain company
alive that likes making you hungry for something that is just a cloud
of ideas in some developers' mind .

* FLAME OFF *
vorgive me, i could not stand it any more

--
==
CS Student | I may be late,
Real : Frank Moehle, Diesselweg 3, D-w2900 Oldenburg| but I'm worth
Inhouse : faramir!moesel | waiting for.
UUCP : moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<--------------------------------
a fool with a tool is still a fool

1609. a.a.u.e mail server

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 18:39:05 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Aug15.183905.4690@mits.mdata.fi>
Source record: 218618

I've been posting messages requesting an Index from
atari.archive.umich.edu, but I have got no replies. Before this, I
have succesfully requested several files via the e-mail fileserver. My
messages requesting the Index look like this :

```
send Index
path paetau@mits.mdata.fi
```

and that format has worked well until now. So does anybody know what's
going on?

Thanks in advance!

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

1610. Need good dump utility

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 19:57:36 UTC
From: pinelr@aix.rpi.edu
Message-ID: <1hbyzhj@rpi.edu>
Source record: 218620

Hi there. I got so much help from my fellow Atarians in my searches for MIDI file specs and PD Minesweeper games, that I had to come back with another query! THis time I need some sort of a dump utility. That is, something that will let me view binary files as groupings of hex digits. I obviously can't use a text editor because trying to look at binary files with that puts a jumble of half fujis and quarter "Bob"s on my screen. SO, if anyone can tell me what a good PD dump utility is, I would be very appre-ciative. Thanks.

BTW, I need this so I can look at actual standard MIDI files and take them apart as sort of a black box thing. As much as I read, I can't seem to get a handle on this stuff.

--

||| | Rob Pinelli |5\ Seymour: "Hey this isn't right! You're supposed to
/ | \ | pinelr@rpi.edu |18\ show me how miserable everybody is without me!"
Atari ST| 203 North Hall |276\ Junior: "Hey, if *everyone* made the world a
Mega 2 | Troy, NY 12180 |7080\ better place, it'd be perfect!" -Little Shop

1611. Re: Elvis 1.5 (esp. for MiNT) - How would you like it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 22:35:21 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <7847@lee.SEAS.UCLA.EDU>
Source record: 218623

In article <9816@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>alf@skid.north.de (Alf Hoheisel) writes:
>
>>warwick@cs.uq.oz.au (Warwick Allison) writes:
>
>>What are you doing there? This versions of Elvis have been ported a long
>>time ago. The newest version I know of is 1.6 (27 April 1992). I'm working
>>with this version since 17 May 1992.
>
>Strange, I've never heard of Elvis 1.6, and archie only mentions a jelvis
>(localised Japanese) 1.6 elvis. Not that it matters - it only took 10
>minutes to port anyway.

Elvis 1.5 is the latest official release version. Version 1.6 is still
in beta release and shouldn't be widely distributed to people who don't
wish to deal with source code and report bugs. I've been using 1.6 since
about May and it does have various little bugs. It is very easy to port
to MiNT, since MiNT's libraries are so BSD-like (however, there are always
little things that need fixing here and there).

Scott Willingham // willing@icsl.ucla.edu
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1612. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 23:00:07 UTC
From: sourada@iastate.edu
Message-ID: <sourada.713919607@vincent1.iastate.edu>
Source record: 218622
Cross-posted to: comp.sys.atari.st,news.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
COMP Atari-related companies
*IAAD Independent Atari Developers
*CREDIT Who has contributed to the FAQ?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
```

comp.sources.atari.st ! uuencoded/shar sources

:EMILY:
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of
humor.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways),
Emily has taken time out of her busy schedule to answer a few commonly
asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.
Flame wars are fun. They're the main reason people creted Usenet,

and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS:
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public. See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &
docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. £49.99

All the above together £99.99

Hardware and Chip Specs. 228 pages. £29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa

(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is based on the 31 articles that Clayton Walnum wrote for Analog. It was written on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very large and takes quite a while to make a hard copy if you desire to do so. The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar (.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

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*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV:
How do I become a developer for the Atari ST?
==========

Contact Gail Bacani, Atari Rep Person, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Gail for
more information.

Atari is now selling the developer's kit (or parts of it) seperately. No
project-in-development or non-disclosure agreement is necessary.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5
Invalid handle.....-37.....6
Insufficient memory.....-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46.....15

No more files..................-49...........18
Range error....................-64...........33
Internal error.................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
==
Reset: Initial PC2..............1
Bus Error.....................2
Address Error.................3
Illegal Instruction............4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation............8
Trace.........................9
Line 1010 Emulator...........10
Line 1111 Emulator...........11
[unassigned, reserved].......12
[unassigned, reserved].......13
Format Error.................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt...........24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

:FREE:
What is Free-Net and how can I get access?
==

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG

P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS:
What magazines are available for the Atari ST?
==========

The information here is preliminary. If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.
As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011 Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so polished. 2 cover disks per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this information, DP-Z]. Hardware and Software reviews, some commercial software reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100 Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Markt & Technik Verlag AG, Hans-Pinsel-Strasse 2, D-8013 Haar bei Muenchen GERMANY

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

:TIPS:
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning

of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

On the Desktop of TOS 1.4 or higher, holding the right mouse button allows you to manipulate files in other windows. This is useful for a number of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window. (I've been told this will work on 1.2, and possibly other TOSi.)

:ZNET:
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR:
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user
magazine are also available from the atari.archive server under
/atari/magazines.

:PD:
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL:
E-Mail file servers

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@twitterpater.eng.sun.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu

archive-server@lancs.pdsoft:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

archive.cs.ruu.nl [131.211.80.5]

:COMP:
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that
might be of use to Atari ST users. Please send me addresses for the blank ones
on this list. See also IAAD, it lists many more companies that are not on
this list.

BMS

E.A. Brown
3404 Pawnee Drive
Alexandria
Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem

Supra

TKR

Wittich Computer

:IAAD:
Independent Atari Developers
==========
(Thanks to Ed Krimen (ekrimen@wet.com) for sending this along)
(And to Joachim Vance (jvance@einstein.oac.uci.edu) for reformatting)

The Independent Association of Atari Developers
Member Directory

Compiled 6/7/92

Please note: Most IAAD members support users through the bulletin board areas on GEnie. References in this file to "Cat" or "Top" refer to the ST RT bulletin board area; other RTs are designated by name. We welcome your comments and inquiries!

James C Allen Todd Bane
FAST TECHNOLOGY Soft-Aware Unlimited
P.O. Box 578 334B North Euclid Avenue
Andover, MA 01810 Upland, CA 91786
508 475 3810 (fax) 714 985 2348 (fax)
508 475 3810 714 982 8409
GEnie: J.ALLEN27 GEnie: R.SKRALY
Cat4 Top11 Cat6 Top4

Steve Barker David Beckemeyer
Flying Pigs Software Beckemeyer Development Tools
P.O. Box 688 P.O. Box 21575
St. George, UT 84771 Oakland, CA 94620
801 628 5764 (fax) 510 530 0451 (fax)
801 628 5713 510 530 9637
GEnie: STEVE-B GEnie: D.BECKEMEYER
BBS: 801 628 5773 Intrnt: david@bdt.CO
Cat2 Top34

Robert M Birmingham Dorothy A Brumleve
13630 SW 101 Lane D.A. Brumleve
Miami, FL 33186-2814 P.O. Box 4195
305 385 1942 Urbana, IL 61801-8820
GEnie: R.BIRMINGHA4 217 337 1937
CIS: 73637,1120 GEnie: D.A.BRUMLEVE
Cat25 Delphi: DABRUMLEVE
CIS: 71451,1141
Cat29 Top6

Gilbert Callaghan Phil Comeau
Double Click Software Phil Comeau Software
P.O. Box 741206 43 Rueter Street
Houston, TX 77274-1206 Nepean, Ontario Canada K2J 3Z9
713 977 6520 (fax jack) 613 596 4081 (fax P.C. Soft)
713 977 6520 613 825 6721
GEnie: DOUBLE-CLICK GEnie: P.COMEAU1
CIS: 75300,577 Cat13 Tops7,20
BBS: 713 944 0108
Cat30

Jay Craswell Craig W Daymon
Dover Research Corp. ICD Inc.
321 W. 4th Street 1220 Rock Street
Jordan, MN 55352 Rockford, IL 61101
612 492 3913 815 968 6888 (fax)

GEnie: J.CRASWELL 815 968 2228
CIS: 73016,27 GEnie: C.DAYMON
ICD RT

John Eidsvoog Lauren Flanagan-Sellers
CodeHead Technologies Goldleaf Publishing Inc.
P.O. Box 74090 700 Larkspur Landing Circle, Suite 199
Los Angeles, CA 90004 Larkspur, CA 94939
213 386 5789 (fax) 415 257 3515
213 386 5735 GEnie: WORDFLAIR
GEnie: J.EIDSVOOG1 Cat35
Cat32

Rick Flashman David Fletcher
Gribnif Software Ditek International
P.O. Box 350 2800 John Street, Unit 15
Hadley, MA 01035 Markham, Ontario Canada L3R 0E2
413 584 2565 (fax) 416 479 1882 (fax)
413 584 7887 416 479 1990
GEnie: R.FLASHMAN GEnie: DITEK
Cat17 Cat6 Top9 / Cat7 Top7

George Geczy Keith Gerdes
JMG Software International, Inc. Double Click Software
892 Upper James Street P.O. Box 741206
Hamilton, Ontario Canada L9C 3A5 Houston, TX 77274-1206
416 575 0283 (fax) 713 977 6520 (fax jack)
416 575 3201 713 977 6520
GEnie: JMGSOFT GEnie: DOUBLE-CLICK
BBS: 416 389 9064 CIS: 75300,577
Cat6 Top32 BBS: 713 944 0108
Cat30

Tyson T Gill Tom Harker
GT Software ICD, Inc.
12114 Kirton Avenue 1220 Rock Street
Cleveland, OH 44135-3612 Rockford, IL 61101
216 252 4272 815 968 6888 (fax)
GEnie: T.GILL7 815 968 2228
CIS: 73467,777 GEnie: ICDINC
Cat17 ICD RT

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Shreveport, LA 71105 P.O. Box 715
318 869 1292 Ann Arbor, MI 48105
GEnie: D.S.HARRISON 313 971 8671
Cat2 Top15 GEnie: C.HARVEY
BBS: 313 971 6035
Cat2 Top40

John 'Hutch' Hutchinson Hagop Janoyan
Fair Dinkum Technologies PDC, Inc.
P.O. Box 2 515 Wing Street
Los Alamos, NM 87544 Glendale, CA 91205
505 662 7366 206 348 4276 (fax)
GEnie: FAIR-DINKUM 818 242 5692 or 206 745 5980
Cat29 Top4 GEnie: H.JANOYAN3 or PDC.SW
Cat13 Tops12,21,22 / Cat10 Top11 /
others

Charles F Johnson Todd Johnson
CodeHead Technologies Cherry Fonts
P.O. Box 74090 Unit #4, 2250 Tyner Street
Los Angeles, CA 90004 Port Coquitlam, B.C. Canada V3C 2Z1
213 386 5789 (fax) 213 386 5735 (CodeHead)
213 386 5735 GEnie: CHERRY.FONTS
GEnie: C.F.JOHNSON Cat32 Top27
Delphi: CFJ
CIS: 76004,2232
Cat32

Deron Kazmaier Gene Kane
Soft-Logik Publishing Xerox Corp
P.O. Box 290070 101 Continental Blvd. M/S ESC1-945
St. Louis, MO 63129 El Segundo, CA 90245
314 894 8608 310 333 2707
GEnie: DERON.K GEnie: GENEXRX
SOFTLOGIC RT CIS: 70475,440

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GEnie: HISOFT +49 6104 6403
Cat3 Top11,14,15 / Cat2 Top30 GEnie: ICD.GMBH
ICD RT

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GEnie: DOUBLE-CLICK GEnie: HISOFT
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16200 S.W. Pacific Hwy. Suite 162 611 West Illinois Street

Tigard, OR 97224 Urbana, IL 61801
503 638 6182 (fax) 217 351 6412 (fax)
503 620 4919 217 384 8469
GEnie: B.LUNESKI1 GEnie: H.MURPHY
Cat2 Top42 Cat5 Top2

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72 Shades Crest Road The Old School, Greenfield
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Cat29 Top7 Cat3 Top11,14,15 / Cat2 Top30

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P.O. Box 45 3235 Wright Avenue
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216 539 5623 206 373 4840
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Cat7 Top5 BBS: 206 479 2157

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606 W. Cross Street 2800 John Street, Unit 15
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916 666 1813 (fax) 416 479 1882 (fax)
916 666 1813 416 479 1880
GEnie: J.PIERSTORFF GEnie: ISD
CIS: 76004,2246
Delphi: ISDMARKETING
Cat16

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317 356 6946 201 998 4441
GEnie: R.RICHARDS2 GEnie: G.RICHARDSO1
Cat2 Top19

A Ridley Chris Roberts
Canoe Computer Services DragonWare Software Inc.
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Havre, MT 59501-1719
406 265 9609
GEnie: DRAGONWARE
Cat13 Top4

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94 Rowe Drive 996 Redondo Avenue, #404
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613 591 1922 310 595 9799
GEnie: E.ROSENQUIST Orders: 800 237 4SDS
CIS: 72711,2503 GEnie: S.SANDERS2
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Cat17 Cat2 Top39

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GEnie: L.SEILER New York City, NY 10014
Cat25 212 627 5830
GEnie: NEVIN-S
Cat6 Top23

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40 West Littleton Blvd., #210-211 611 West Illinois Street
Littleton, CO 80120 Urbana, IL 61801
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303 791 6098 217 384 8469
GEnie: DAVESMALL GEnie: C.STANFORD
GADGETS RT Cat5 Top2

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4157 Lyndale Avenue South P.O. Box 134
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612 825 4215 419 529 5197 (fax)
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GEnie: MINDOVERMIDI ICD RT
Cat 10 Top 15

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416 575 3201 GEnie: J.TRAUTSCHOL
GEnie: D.THOMPSON66 BIX: jtrautschold
BBS: 416 389 9064 CIS: 73250,572
Cat6 Top32 Cat8 Top2

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5575 Baltimore Drive, Suite 105-127 P.O. Box 1822-3
La Mesa, CA 91942 Fairfield, IA 52556
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GEnie: M.TURCSANYI GEnie: R.TURNER10

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Double Click Software Taylor Ridge Books
P.O. Box 741206 P.O. Box 78
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713 977 6520 (fax) 203 643 9673
713 977 6520 GEnie: C.WALNUM1
GEnie: DOUBLE-CLICK Delphi: ANALOG4
CIS: 75300,577
BBS: 713 944 0108
Cat30

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216 539 5623 213 876 7704
GEnie: C.WALTERS1 GEnie: N.WEINRESS
Cat7 Top13 Cat4 Top12

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815 968 6888 (fax) GEnie: S.WHITNEY
815 968 2228 Cat13 Top14
GEnie: DOUG.W
ICD RT

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P.O. Box 350 One Technology Drive, Bldg 1E, Suite 301
Hadley, MA 01035 Irvine, CA 92718
413 584 2565 (fax) 714 753 9255 (fax)
413 584 7887 714 753 9253
GEnie: GRIBNIF GEnie: WUZTEK.OPI
Cat17 Delphi: OPI
Cat4 Tops12,17,31,32
:CREDIT:
Who has contributed to the FAQ?
==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

Kevin Busby (kevinb@syma.sussex.ac.uk)
Ben Gilbert
Edgar Greuter (edgar@pingu.saar.de)
John Henders (jhenders@jonh.wimsey.bc.ca)
Graham Higgins
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Alan Pratt
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Eric Smith (eric.smith@uwo.ca)
Andy Tanenbaum (ast@cs.vu.nl)
Shoou-yu Tang (sytang@lamar.colostate.edu)
Oddvar Tveito FTO (Oddvar.Tveito@nta.no)
Wayne (?) (trek@ihlpb.att.com)
John Townsend
Joachim Vance (jvance@einstein.oac.uci.edu)
Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

1613. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1992-08-15 23:05:14 UTC
From: sourada@iastate.edu
Message-ID: <sourada.713919914@vincent1.iastate.edu>
Source record: 218624
Cross-posted to: comp.sys.atari.st,news.answers

Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
*FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks?
GRAPHIC How can I enjoy enhanced graphics on my ST?
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL:
Welcome to comp.sys.atari.st
==========

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:FALCON:
What are the specs on the Falcon?

==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

Distribution is beginning soon in Europe, and by late October in North
America

:ACCEL:
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

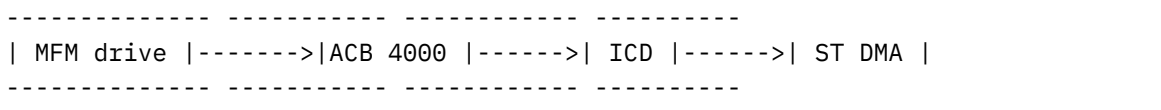
68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:DRIVES:
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:



3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put the drive internally, you will need a case with power supply to house the adapter and hard drive. IBM case is very easy to get and has a lot of space for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive they use about 20 watts or less, Quantum LPS drive use about 10 watts each, make sure your power supply has more than the drives need. Again if you use IBM case, the 150 watts power supply for that type case can drive at least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL), it's 50pins IDC female connector on each end with 50 conductors cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again. And check the jumper setting on the drive (consult the drive's manual). If you are using more than one drive with the system, make sure only the last drive has the terminator (either a DIP or a signle inline package of resistor, which usually is socketed and close to the SCSI connector on the drive circle board. Remove the terminator from other drives. [only the last drive should have the terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5 from ftp sites.

:FLOPPY:
Can I use 1.44 meg floppy disks?

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe and TT machines. If you own an older Atari ST, there is a company which offers a $199 kit (including floppy) to install and use the drive. (I will supply the name next month, sorry...)

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the desktop.

:GRAPHIC:
How can I enjoy enhanced graphics on my ST?

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync
monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome

* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:JOY:
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable units"

:MODEM:
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOOW to you!

:MONITOR:
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM:
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE:
How can I turn my Atari ST into a Macintosh emulator?

==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases. The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and the excessive use of disk accesses in Mac software will have you wanting a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File Exchange if you are needing MS-DOS data disks for Mac work. Language configuration support, keyboard support, A4 paper size support for Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a MacIntosh with a decent screen is indescribable. The extra flexibility that you get will also make you feel more confident in the greatness of your Atari. You will also get to see some of the frustrations with one of the other sides of the fence - frustrations like excessive disk access, remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating philosophies of an ST and of a MacIntosh. You really must read the documentation that comes with the Spectre GCR (and I for one found that

a real delight. Dave and Sandy have a very different approach to software documentation that makes it enjoyable reading.) You should also read the Mac Operating System docs. One other reference you may need if you are going to do much with Mac software is one of the reference manuals referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on a GCR, don't figure you will get a straight answer. They won't know. The current compatibility list from Gadgets lists about 450 programs and their release numbers that have been tried and found to work with Spectre GCR. In general, if a piece of software won't work with the GCR, it is probably becuase of copy protection. Most serious Mac software is not copy protected.

One last note - earlier versions of the emulator exist that were not capable of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64 KB ROM which is not good) to fully utilize the device. Also it's recommanded to use it with MONO monitor and at least 2MB RAM. The Spectre software takes about 300 some KB of memory, so on a 1040 there is not very much left for Mac, especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most Mac drive is double side). With DOS mounter or software like that you can read /write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM binary. It's only for file transfer). Or you can use Apple File Exchange to read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not run with it.

:UPGRADE:
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

1614. Re: Gem Support Dieing?

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 01:25:58 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.578043@cix.compulink.co.uk>
Source record: 218625

In article <4226@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) writes:
>as I know. I haven't seen GEM on a PC, but I would highly suspect that GEM,
>TOS 2.06, and even Multi-TOS (on the ST) look and feel completely different
>than the PC version of GEM.
>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.com
> / | \ E.KRIMEN (GEnie)
>

GEM on the PC was severely crippled due to some law suit with Apple. Like
windows can't be sized etc.. How Atari got round this one i don't know.
All the GUIs around today owe alot to Apple even if they don't admit it.
How comes the recoverable trashcan thingy in Neo got by the board for that
matter ? i'm fairly sure this was copyright Apple.

Adam.

1615. Re: Bug in NVDI ??(was: Re: Bug in TOSWIN?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 01:30:28 UTC
From: erlingh@idt.unit.no
Message-ID: <1992Aug16.013028.11715@ugle.unit.no>
Source record: 218627
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.adLXo1afCzs@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org writes:
>In <1992Aug12.093923.1@uwovax.uwo.ca>, Eric Smith writes:
>> In article <H.&PuIzwvJfmU@marsu.tynet.sub.org>, wenzel@marsu.tynet.sub.org (Markus
Wenzel) writes:
>> > I tried all combinations and without other stuff in the auto folder etc.
>> > Without success. Then I tried a minimal MiNT configuration on my old ST:
>> > TOSWIN had no problems!!
>> > So this is definetly a TT-only bug (or feature :-), and other German TT users
>> > reported the same behaviour.
>>
>> In fact, I'm using NVDI 2.03 on my (North American) TT with TOSWIN, and
>> haven't had any problems.
>> I've also tried a variety of different GDOS's with TOSWIN, and they've all
>> worked fine.
>> Perhaps there is a bug in the German version of NVDI? (The one I have is all
>> in English.)
>
>Very strange! I cannot see any logical reason why different language versions
>could be responsible for this bug. I am going to ask the guys from BELA at
>Atari fair next week about it.
>
>Still wondering,
>Markus.
>
>--
>/dev Markus Wenzel, University of Stuttgart
>/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
>/etc/motd Cut your .sig!

Well, I tested this on my TT, and the bug showed up.
BUT in st-high-res it didn't show up, so probably it'll work
in TT high as well. Unfortunately I don't have a high-res monitor.
My guess is that Eric is using a TTM194 and thus haven't discovered
the bug (yet)...

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

1616. Re: Bob Brodie address

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 01:47:22 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A8DB3AA.24006@orion.oac.uci.edu>
Source record: 218626

>ca806@cleveland.Freenet.Edu (Roger M. Selby) writes:
>>Does someone have an e-mail address for Bob Brodie - on any of
>>the commercial services, an internet address or a fnet node
>>and username? Thanks

dud@hardy.u.washington.edu (Daniel Aylward) writes:
>Bob gets his Internet access thru Compuserve; 70007,3240@Compuserve.com

Wrong. You have to take out the comma and replace it with a period.
That would be:

70007.3240@compuserve.com

for Bob Brodie at Compu$erve. Apparently he can also be reached at
Delphi (If he's ever there) at:

bobbro@delphi.com

I'm surprised that Genie doesn't get a net gateway installed.

--
Joachim Vance
^~^~^~

1617. Re: Atari Canada (or lack thereof)

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 02:28:12 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.218bU_Q2jTc@jonh.wimsey.bc.ca>
Source record: 218632

In <Bt0FHB.8IJ@math.uwaterloo.ca>, L.J. Dickey writes:
>
>This could be unfortunate. There were occasions when Atari users
>in Canada had better access to supplies of machines than did
>our American friends. My experience with the US office is
>that they do not answer mail.

From what I've heard from western Canada dealers, Geoff Earle,
now covers all eastern sales, including US, and Murry Brown, former
western Canada sales rep, covers western Canada, and nw US.

Both these guys have better track records at opening new dealers
to Atari, and keeping machines flowing to their deales, than their
former US counterpars, so in general, it could be an iomprovement.

Who knows, maybe you'll even see more Atari dealers in their
respective territories. At one time, Geoff Earle had more Atari
dealers in Toronto than the entire US east coast, including NYC.

--
jhenders@jonh.wimsey.bc.ca

1618. Re: Software written to your specs

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 03:02:32 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.tTX&ZzYtjW_@jonh.wimsey.bc.ca>
Source record: 218631

In <5332764@harvee.billerica.ma.us>, Eric S Johansson writes:
>
>Instead of bsd UUCP, I suggest using taylor UUCP from the FSF. From what
>I read on comp.mail.uucp it is very robust and the author would like to see
>a port to micros.
>
>BTW, I would like to pay for hermes. what is the best way to ship money to
>germany? (lowest hassle, and/or fees to banks)

To all those having trouble getting in touch with Martin Ibert.

As as been mentioned before, Martin has a job which keeps him on the
road a lot, and so, doesn't always answer his mail that quickly. To send him
money, I beleive the address in the 1.0 and 1.03 releases is still good. I
sent cash. Just figure out what your currency works out to for the DM
price, and add about 10%, to pay for any charges he incurs changing the
money at the bank. This is much cheaper than buying an international
money order or doing a bank transfer. This method would probably be
acceptable top other European shareware authors, but try to check with
them before sending.
I just wrap a bunch of old printouts around the $ to prevent it from
being visible through the envelope.

--
jhenders@jonh.wimsey.bc.ca

1619. Re: Gem Support Dieing?

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 03:45:56 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug16.034556.28695@msuinfo.cl.msu.edu>
Source record: 218629

apelled@cix.compulink.co.uk (Adam Pelled) writes:

>GEM on the PC was severely crippled due to some law suit with Apple. Like
>windows can't be sized etc.. How Atari got round this one i don't know.
>All the GUIs around today owe alot to Apple even if they don't admit it.
>How comes the recoverable trashcan thingy in Neo got by the board for that
>matter ? i'm fairly sure this was copyright Apple.

I think it might be more correct to say that all the GUIs around today owe a lot to Xerox PARC and not to Apple. I am, however, somewhat suprised too that Gribnif didn't at least get a "cease and desist" letter from Apple's attorneys.

--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

1620. FALCON DSP IS NICE

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 07:50:42 UTC
From: kemp@uiatma.atmos.uiuc.edu
Message-ID: <Bt2GGL.29C@news.cso.uiuc.edu>
Source record: 218630

The only compelling reason I can see to own a FALCON030
is the 56001 DSP. Thinking about it, why not just make
a box that plugs into the card slot on the side of the
ST???

Does someone make such a beast already?
JohnKemp@uiuc.edu

1621. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 13:15:16 UTC
From: jonc@status.gen.nz
Message-ID: <68okPB1w164w@status.gen.nz>
Source record: 218679
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> These are my arguments against the new group.
>
> --
> jhenders@jonh.wimsey.bc.ca
>

Thanks for your input John, maybe you would like to post this in
news.groups with the rest of the discussion.

regards

Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

1622. Re: Gem Support Dieing?

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 13:48:57 UTC
From: pinelr@aix.rpi.edu
Message-ID: <9_cy19m@rpi.edu>
Source record: 218633

In article <1992Aug16.034556.28695@msuinfo.cl.msu.edu> cable@crs.cl.msu.edu (Dan Cable) writes:
>apelled@cix.compulink.co.uk (Adam Pelled) writes:
>
>>GEM on the PC was severely crippled due to some law suit with Apple. Like
>>windows can't be sized etc.. How Atari got round this one i don't know.
>>All the GUIs around today owe alot to Apple even if they don't admit it.
>>How comes the recoverable trashcan thingy in Neo got by the board for that
>>matter ? i'm fairly sure this was copyright Apple.
>
>I think it might be more correct to say that all the GUIs around today owe a
>lot to Xerox PARC and not to Apple. I am, however, somewhat suprised too that
>Gribnif didn't at least get a "cease and desist" letter from Apple's
>attorneys.

Well, I don't know for sure but I think Apple may not have considered GEM
on the Atari platform to be much of a threat to their market share. At least
not big enough to justify any legal expenses they would've incurred. Now
IBM on the other hand...

--
||| | Rob Pinelli |5\ Seymour: "Hey this isn't right! You're supposed to
/ | \ | pinelr@rpi.edu |18\ show me how miserable everybody is without me!"
Atari ST| 203 North Hall |276\ Junior: "Hey, if *everyone* made the world a
Mega 2 | Troy, NY 12180 |7080\ better place, it'd be perfect!" -Little Shop

1623. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 14:46:03 UTC
From: only_bbs!JOHN_LOCKARD@overmind.mind.org
Message-ID: <2212598@overmind.citadel>
Source record: 218637

For those taht are interested, Bob Brodies bulletin board is at
(510)
373-6792 running Forem solft with 14400 buad modem.

1624. Tiny Turbo

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 15:59:27 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Aug16165927@kolsaas.ifi.uio.no>
Source record: 218639

Can someone out there give me some info on the Tiny Turbo 030 card?

What speed is it running the 68030 at?
How much RAM does it support?
Will it fit in a 520?
Price?

Thanks!

--
Terje Vernly----------------
InterNet: terjeve@ifi.uio.no

--
Terje Vernly----------------
InterNet: terjeve@ifi.uio.no

1625. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 16:11:23 UTC
From: saj@chinet.chi.il.us
Message-ID: <Bt33n0.6wq@chinet.chi.il.us>
Source record: 218647
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <6768351@harvee.billerica.ma.us> esj@harvee.billerica.ma.us (Eric S Johansson) writes:
>
>I wonder if atari would consider a "loyalty pays" program similar to the
>one telebit runs every couple of years. they could do something like trade
>in your old machine and get a new falcon for 300$ off. nah. I'm just
>dreaming.
>
Sam Tramiel specifically denied that there would be a trade-in/upgrade program.
He said it was against long-standing policy. Frankly, I don't understand.
Atari could trade a new machine at even a little above dealer cost for a
returned Atari computer; make money on it and get good will that no amount of
money could buy directly. This is essentially what Apple used to do with Mac
upgrades. They could recycle the cases and cut the boards in half and job
the halves out to surplus stores, if there's any question what to do with
bunches of obsolete computers.
Steve

1626. uucico and Hermes

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 16:16:23 UTC
From: azog@world.std.com
Message-ID: <Bt33vC.L81@world.std.com>
Source record: 218634

Ive gotten the uucico342 that was recently posted to comp.binaries.atari.st, and have replaced the uucico.prg that came with Hermes (v1.0) with it, and now have some questions...

When I send mail to my friends machine, I watch uucico startup, login, and send them password. From there, I cant tell whats happening, but here is the tail of my $USR/adm/uucico log file. Hopefully someone can tell me what I have done wrong:

```
16 Aug 92 11:31:10 UUCICO started. Default protocol:g
16 Aug 92 11:31:38 Connected 2400 to spatula.
16 Aug 92 11:31:44 Logged in at remote site.
16 Aug 92 11:31:44 Protocols ged offered by remote site.
16 Aug 92 11:31:44 Using g-protocol...
16 Aug 92 11:31:54 register p; {
16 Aug 92 11:31:54 ! No data packet.
16 Aug 92 11:31:54 ! Flushing datastream.
16 Aug 92 11:32:06 ! No data packet.
16 Aug 92 11:32:06 ! Flushing datastream.
16 Aug 92 11:32:18 ! No data packet.
16 Aug 92 11:32:18 ! Flushing datastream.
16 Aug 92 11:32:30 ! No data packet.
16 Aug 92 11:32:30 ! Flushing datastream.
16 Aug 92 11:32:42 ! No data packet.
16 Aug 92 11:32:42 ! Flushing datastream.
16 Aug 92 11:32:54 ! No data packet.
16 Aug 92 11:32:54 ! Flushing datastream.
16 Aug 92 11:33:14 ! No data packet.
16 Aug 92 11:33:14 ! Flushing datastream.
16 Aug 92 11:33:14 ! No data packet.
16 Aug 92 11:33:14 ! Flushing datastream.
16 Aug 92 11:33:14 ! No data packet.
16 Aug 92 11:33:14 ! Flushing datastream.
16 Aug 92 11:33:14 ! No data packet.
16 Aug 92 11:33:14 ! Flushing datastream.
16 Aug 92 11:33:14 ! Failed waiting for a data frame.
```

Thats it. It stops after about 2 minutes.

Thanx

--
Billy D'augustine
azog@world.std.com

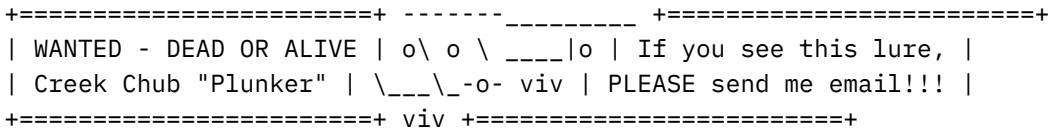
"Obliteration of mankind. Under a pale grey sky. We shall arise!"

1627. Source wanted for ppmtospu.c (PbmPlus) or ppmtospc.c

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 16:40:48 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <swood.713983248@vela>
Source record: 218641
Cross-posted to: alt.graphics.pixutils,comp.sys.atari.st

I accidentally nuked the version of ppmtospu that I had on our Ultrix system and killed the sources at the same time. If anyone has a copy of this, it would be greatly appreciated.

If there is a version of ppmtospc out there or even ppmtosps that would be even better....

swood
--


1628. Re: Gemulator (Falcon emulator?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 17:24:24 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Aug16.172424.28188@ucsu.Colorado.EDU>
Source record: 218644

In article <1992Aug15.044657.442@mnemosyne.cs.du.edu> jyoung@nyx.cs.du.edu (Jeff Young) writes:
>
>486/33 only running at speed of 8 MHZ ST?!! Some people said it was
>supposing to run 2-3 TIMES faster! WHAT happened?? People said

Jeff, please try to understand that this is software emulation of the ST, if you have Quick ST, it should allow an increase in the speed which I read from the letter from Darek(or was it e-mailed). Anyways try doing a PC emulation of a AT machine on your so darling FALCON(Don't get me wrong, I'm in support of the FALCON even in the AMIGA.ADVOCACY newsgrp which seems that you are being flamed out of now). I had a 030-16Mhz machine before, believe me when I ran the AT emulator emulation of EGA, it was about 1.6 Mhz AT speed! That's quite useless in graphic intensive calls.

>Gemulator demo running run from 100% RAMDISK too and it is fooling
>everyone because real ST DMA is 2-3 TIMES faster than PC hard disk!!

DMA on the ST is 10 MegaBits which translates to about 1.25 Mbytes per sec. Will my ISA machine IDE HD does about 2 Mbytes per sec., that seems quite a different than your assumption (With cache its rating at 9 Mbytes per sec.) And if you had a EISA with SCSI 32-Bit card it's over 5 Mbytes a sec. (EISA + SCSI 32-Bit card is very cheap nowadays).

>What MIDI programs running now? Adlib is bankrupt and Soundblaster
>has very very terrible MIDI port and sound. Turtle Beach board

Seems like a subject of opinion

>Delphi report said Falcon is selling NEXT WEEK so Gemulator MUST
>faster than 68030 16 MHZ, DSP 56001. Also PC needs 8 channel

I hope its available here, love to see it!

>16 bit stereo too! Falcon already using local bus and very
>fast SCSI 2 so maybe 486/200 is needed???.

Why would say that Jeff? The cpu on the FALCON itself is quite slow at 16Mhz!

>Someone will please post benchmarks of Gemulator and Falcon?

The FALCON 030-16Mhz cpu alone is about the same as a 386SX20. I got this info directly from Mac Ads on their powerbook ads. They compared their 030-16Mhz 32-Bit(not the 16-Bit path like the LC II) to a 386SX20 running windows, well it was printed that the speed was about the same. So in saying that, the 030-16Mhz may be slower in reality to the 386-20SX since their benchmarks ran it on Windows 3.0 instead of OS/2 2.0 32-Bit OS.

1629. SuperBoot & FontGDOS

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 17:32:42 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug16.173242.28884@u.washington.edu>
Source record: 218640

Does anyone know where I can FTP the latest version of SuperBoot? I think 7.2 is it... It doesn't seem to be on atari.archive.umich.edu...

Also, I don't log on to GEnie. I would like to have the new fontGDOS, but as far as I know, it's only available on GEnie. I have the small version, that was supposed to be distributed with AEO, but I need the big version with all the drivers. I would really appreciate it if someone could at least tell me where I can get it without paying for GEnie...

Thanks,

Dan Aylward
dud@u.washington.edu

1630. Re: SuperBoot & FontGDOS

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 18:21:56 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Aug16.182156.24096@a.cs.okstate.edu>
Source record: 218642

In article <1992Aug16.173242.28884@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>Does anyone know where I can FTP the latest version of SuperBoot? I think
>7.2 is it... It doesn't seem to be on atari.archive.umich.edu...
>
I use 7.4... if it's not up there... I'll see about putting it there!

jc

1631. Quickie FAX software sought

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 19:01:52 UTC
From: slick@netcom.com
Message-ID: <x18m5g=.slick@netcom.com>
Source record: 218643

OK, so now that I have splurged and bought a Supra FAXModem V.32bis from my local Atari dealer and have seen the light of way-fast modem speeds, I am left with the nagging question in my mind: does the fax part of this puppy work too? After all, I have only five years to find out before the warranty runs out. :-)

So I place it before the assembled throng: is there a quick/easy/cheap fax program for the ST by which I can send some simple file to a fax machine, and perhaps even receive a fax from said machine? I have no dtp programs with which to compose a fancy page, but I can gin something up with Degas or I can create a PostScript [tm] or .dvi file on another system and get it to my ST.

Suggestions?

--
Martin Veneroso
slick@netcom.com
Jung'f vg gb ln?
jneybeqf fhpx fjbeqf

1632. Re: Gem Support Dieing?

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 21:11:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A46065@MS.maus.de>
Source record: 218469

Adam Pelled wrote:

>GEM on the PC was severely crippled due to some law suit with Apple. Like
>windows can't be sized etc..

That was just the PC-GEM _desktop_ 2.X. The program's windows can be sized,
although.

>How Atari got round this one i don't know.

They got the licence from DRI early enough to be not concerned in the legal
conflict.

Regards,
Patrick

1633. Re: Quickie FAX software sought

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 22:15:37 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug16.221537.1044@msuinfo.cl.msu.edu>
Source record: 218645

slick@netcom.com (Martin Veneroso) writes:

>OK, so now that I have splurged and bought a Supra FAXModem V.32bis from
>my local Atari dealer and have seen the light of way-fast modem speeds,
>I am left with the nagging question in my mind: does the fax part of
>this puppy work too? After all, I have only five years to find out
>before the warranty runs out. :-)

>So I place it before the assembled throng: is there a quick/easy/cheap
>fax program for the ST by which I can send some simple file to a fax
>machine, and perhaps even receive a fax from said machine? I have no
>dtp programs with which to compose a fancy page, but I can gin something
>up with Degas or I can create a PostScript [tm] or .dvi file on another
>system and get it to my ST.

The only existing piece of faxmodem software that I am aware of is STraight
Fax from Joppa Software (717)428-3231. It is capable of converting ASCII files
along with any GDOS files. It doesn't do background faxing and it doesn't have
a printer emulator. For occasional faxes it works great for both send and
receive.

Dan
--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

1634. Neodesk3 with MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 23:14:29 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Aug16.181429.1@vaxc.stevens-tech.edu>
Source record: 218646
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

I got a copy of Neodesk3 this weeken for a good price and it looks pretty interesting. However one big problem for me is i cannot seem to get it to work with MiNT.

Has anyone successfuly installed mint and have NeoDesk3 up and running?

Many thanks,

Scott Kolodzieski
scott@sparc1.stevens-tech.edu

1635. Re: Falcon 030 <-> 386 40 Mhz

Newsgroup: comp.sys.atari.st
Date: 1992-08-16 23:38:35 UTC
From: u894776@bruny.cc.utas.edu.au
Message-ID: <u894776.714008315@bruny>
Source record: 218648
Cross-posted to: comp.sys.atari.st,maus.sys.atari.st,maus.sys.atari.hardware

leo@zelator.in-berlin.de (Stefan Hartmann) writes:

...
>Same was true with the Archimedes from Arcon, Uk over here in Germany.

>It had a better hardware than all the STs and Amigas, but it was not
>supported well enough over here, so only a few were selled !

Being an owner of an Archimedes 310 and an Amiga 1000, I have to
tend to disagree here. The hardware in the amiga 1000 is better than that
in the Archimedes. However the Amiga hardware is looking very 'deadend' now
because - CBM just don't seem to be supporting in properly.

>So I don't think that many people will buy the Falcon 030.

Tend to agree here - from what I see Atari seems to have very little
marketing outside of the uk (and maybe de?). Just remember how the C64
outsold the old atari 800's by a factor of about 4-1, due to poor marketing.
And how the Atari ST, outsold the Amiga in the uk - in the early days.
Marketing, software, and support *is* the only way computers sell -
unfortunately Atari just don't seem to have it - which is a bit of a shame
seeing as the Falcon has more going for it than the ST did.
(Not that that is saying much ;-))

1636. Re: uucico and Hermes

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 00:40:04 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.NQyYisayKcl@jonh.wimsey.bc.ca>
Source record: 218657

In <Bt33vC.L81@world.std.com>, Azog Thoth writes:
>
>When I send mail to my friends machine, I watch uucico startup, login,
>and send them password. From there, I cant tell whats happening, but
>here is the tail of my $USR/adm/uucico log file. Hopefully someone can
>tell me what I have done wrong:

< Log deleted >

I've seen that kind of reports on a really dirty line. Other than
that, I don't know what your problem could be, as I hooked the new
uucico into hermes today and it works fine. Also, it works under
MiNT (or so the docs say, as I haven't tried it yet.)

--
jhenders@jonh.wimsey.bc.ca

1637. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 00:49:08 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.mjY3I7An&Dc@jonh.wimsey.bc.ca>
Source record: 218658
Cross-posted to: news.software.nn,comp.sys.atari.st

In <1992Aug13.053705.5193@r-node.gts.org>, Mike Stramba writes:
>In article <H.0DyDPW6UWvU@tokna.gold.sub.org> tknauer@tokna.gold.sub.org (Thomas Knauer)
writes:
>>
>>Hi Mike,
>>
>>don't give up installing NN. It also took me some hard work. :-(
>>
This mainly sems to be a problem with the Atari ST port, but..

Does anyone on mausnet know who actually did this port? Also, does
anyone know where to get the *nix installation docs, without having to
ftp the entire nn release?

I've gotten buildact to work, though the active file it writes causes
hermes' rmail to put all active groups in junk, so there must be a way to
keep 2 active files around, one for nn, and one for hermes. Also, I've
found that the nnadmin program, called without parameters, gives a menu
with lots of options, and nnmaster also will create a database. However,
no matter what I do, starting nn gets me no news to read, just the
"no news is good news" quote and then exit. Any suggestions what I'm doing
wrong? I can't seem to find a way to get nn to display the currently
active newsgroups or allow me to read them.

--
jhenders@jonh.wimsey.bc.ca

1638. Re: Tiny Turbo

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 02:30:16 UTC
From: may-j@iguana.cis.ohio-state.edu
Message-ID: <1992Aug17.023016.4579@cis.ohio-state.edu>
Source record: 218653

In article <TERJEVE.92Aug16165927@kolsaas.ifi.uio.no> terjeve@ifi.uio.no (Terje Vernly) writes:
>
>Can someone out there give me some info on the Tiny Turbo 030 card?
>
>What speed is it running the 68030 at?
>How much RAM does it support?
>Will it fit in a 520?
>Price?
>
I don't have the last ad I read, but hopefully I'm remembering this correctly...
Speed: 40Mhz (50 Mhz if the virtual memory option is also puchased)
RAM: 32K (I think) cache
No way to add additional memory
It will fit in a 520.
Price: $999 (they had a $599 intro offer, but I think this expired long ago)
virtual memory option--$299 additional
there was also another option available, but I can't remember what it was

--Jeff

may-j@cis.ohio-state.edu bm110@cleveland.freenet.edu

1639. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 02:32:13 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l8u3tdINN2kt@aludra.usc.edu>
Source record: 218654

In article <1992Aug13.152028.18112@usenet.ins.cwru.edu> an375@cleveland.Freenet.Edu (Jason Baker) writes:
[stuff deleted]
>Computability has them for $209. They also have golden image mice (for PC)
>for $17, hmmm.

Are you sure that that is a supraFAX modem V.32_bis_? that sounds like
the price of the 9600bps V.32 (no bis, also,not 14.4kbps).

Could you double check that?

>--
>This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
>like it and keep a copy for your own use, you owe me $20. Please pass it on
>to your friends with all documentation. Email okes@essex.ac.uk.
>NOTE: I'm not okes, but you can reply to him if you want.

-Mike

1640. Re: Software written to your specs

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 03:00:44 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.NEFVZcS1UN2@harvee.billerica.ma.us>
Source record: 218656

In <H.tTX&ZzYtjW_@jonh.wimsey.bc.ca>, John Henders writes:
> To all those having trouble getting in touch with Martin Ibert.
>
> As as been mentioned before, Martin has a job which keeps him on the
>road a lot, and so, doesn't always answer his mail that quickly. To send him
>money, I beleive the address in the 1.0 and 1.03 releases is still good. I
>sent cash. Just figure out what your currency works out to for the DM
>price, and add about 10%, to pay for any charges he incurs changing the
>money at the bank. This is much cheaper than buying an international
>money order or doing a bank transfer. This method would probably be
>acceptable top other European shareware authors, but try to check with
>them before sending.
> I just wrap a bunch of old printouts around the $ to prevent it from
>being visible through the envelope.

Bank transfers are somewhat expensive (25$US) but are reliable and fast.
When my wife heard about my attempts get money to germany, she reminded
me of international money orders from the US post office. they are
fairly cheap (~2$) and available in the currency of your choice (or
at least that is what my wife claims). I'll update the net as to what
I find. (the things I go through to pay for shareware) I wonder
if martin is interested in a north american rep.

and now on to the hermes questions:

I just converted over to hermes after living with mercury for the past
2 years. It took all day but now I have an acceptable (and probably
not optimal) configuration. But as you can guess, I have some questions.

I have not run pathalis because I have only one connection and I
keep getting file usr\lib\mail\paths" not found messages. what is a good
dummy file for paths and mdbs files?

Another warning is it can not tell what my modem type is. I suspect I
am missing a database somewhere. clues?

when I run nhm and try to regenerate the history files, I get can't
open any more files error messages. could this be due to some 0
length files in my news spool area? (I got them when I overflowed
my disk when I had a large burp of news).

Thanks for any info.

--- eric

BTW, if you answer by email, use the polaroid address below. my feed
is at risk of vanishing in the near future which will invalidate my

.us address.. so if anyone knows of any friendly feed sites that
are willing to feed me mail and news PLEASE TELL ME! a net connection
is a terrible thing to lose.

--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) johansson@athena.polaroid.com
source of the public's fear of the unknown since 1956

1641. Re: Software written to your specs

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 03:19:28 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.iQEOzb_YkvU@harvee.billerica.ma.us>
Source record: 218655

In <H.NEFVZcS1UN2@harvee.billerica.ma.us>, Eric S Johansson writes:
>and now on to the hermes questions:

and I just remembered one more question. Why is the date/time about
2 hrs west of england? I set it to EST in config.sys.

--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) johansson@athena.polaroid.com
source of the public's fear of the unknown since 1956

1642. Re: Gemulator (Falcon emulator?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 05:34:35 UTC
From: darekm@microsoft.com
Message-ID: <1992Aug17.053435.3924@microsoft.com>
Source record: 218677

In article <64054@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Jeff Young writes:
>
>>Someone will please post benchmarks of Gemulator and Falcon?
>What's the point..?
>Gemulator is an ST emulator, not a Falcon emulator..

Don't forget to also mention that as far as the Falcon is concerned it has not been seen by any U.S. Atari users that I know of. It wasn't present at the Toronto show, not at the Indianapolis show, and it sure as heck wasn't present at this weekend's Connecticut show. Bob Brodie did show up, but all he brought was Lynx machine. OH BOY!!!!! And Bob Brodie, shame on you for not even having the courtesy to show up at the banquet on Saturday night. I guess you were far too busy to mingle with users and developers who each shelled out $26 for "dinner", which to me looked like cold cuts and bread.

Jeff, tell you what, when YOU personally manage to buy a Falcon, please, oh please, do tell us how much you paid for it, and do post benchmark results. I'm sure the Falcon will run circles around a 486 running Gemulator. No dispute there. But until you can buy a Falcon you shouldn't really compare an invisible vaporware machine that almost no one has ever seen vs. an Atari emulator that has now been seen by about 4000 Atari ST users and which goes on sale in under 4 weeks.

- Darek

--
/---\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\---/

1643. Re: Software written to your specs

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 06:28:50 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.SFQ745kLNNU@jonh.wimsey.bc.ca>
Source record: 218672

In <H.NEFVZcS1UN2@harvee.billerica.ma.us>, Eric S Johansson writes:

>I have not run pathalis because I have only one connection and I
>keep getting file usr\lib\mail\paths" not found messages. what is a good
>dummy file for paths and mdbs files?

You just need one entry in your hosts file
domain-name of your host<tab>sitename of your hst!%s

ie:
Mine looks like this
wimsey.bc.ca van-bc!%s
^
Make sure this is a tab character

--
jhenders@jonh.wimsey.bc.ca

1644. Re: Software written to your specs

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 06:31:18 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.7WYmcAzhtQ6@jonh.wimsey.bc.ca>
Source record: 218673

In <H.iQEOzb_YkvU@harvee.billerica.ma.us>, Eric S Johansson writes:
>In <H.NEFVZcS1UN2@harvee.billerica.ma.us>, Eric S Johansson writes:
>>and now on to the hermes questions:
>
>and I just remembered one more question. Why is the date/time about
>2 hrs west of england? I set it to EST in config.sys.
>
Check appropriate RFC's and follow news.admin. Letters for timezones
are going away. An offset from GMT is best. -0200 in your case, if you
are 2 hours past GMT.

--
jhenders@jonh.wimsey.bc.ca

1645. What is NDVI?

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 07:35:50 UTC
From: muts@fss.fokker.nl
Message-ID: <1992Aug17.073550.21281@fys.ruu.nl>
Source record: 218659

Hello,

I've been away for a while and now that I'm back I hear people
talking about NDVI. It seems to be like Turbo ST, a screen
output accelerator. Could anyone enlighten me, also about
speed compared to Turbo ST? Thanks in advance,

Peter Mutsaers. Fokker Space & Systems BV |================
internet:muts@fss.fokker.nl uucp:sun4nl!fss!muts | "Memento Mori"

1646. News of Connecticut Atarifest?

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 08:00:18 UTC
From: rost@rgb.dec.com
Message-ID: <1992Aug17.120302.18889@ryn.mro4.dec.com>
Source record: 218668

Family commitments prevented me from attending. Anyone want to post what went on?

Brian Rost @rgb.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

1647. STBook

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 08:18:34 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Aug17.081834.21888@sactoh0.sac.ca.us>
Source record: 218664

Having the brouchure for some time, and in need of a portable ST without lugging around an LST, where can one get an STBook, if they have been released?

Although I love my Portfolio, you just can't do heavy word processing like I do with my desktop STs.

--
##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
#################### default .signature file ####################

1648. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 09:02:37 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Aug17.090237.24295@rhrk.uni-kl.de>
Source record: 218662
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

paetau@mits.mdata.fi (Rasmus Paetau) writes:

>I've heard that the new Amiga (A800) should be released next spring.
That't to late for Commodore. Next spring everybody interested in a Falcon
or A800 like machine will have bought the Falcon, won't he? :-)

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1649. Re: Bug in NVDI ??(was: Re: Bug in TOSWIN?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 09:17:13 UTC
From: didrich@cs.tu-berlin.de
Message-ID: <1992Aug17.091713.16060@cs.tu-berlin.de>
Source record: 218660
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

erlingh@idt.unit.no (Erling Henanger) writes:
> In article <H.adLXo1afCzs@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org writes:
> >In <1992Aug12.093923.1@uwovax.uwo.ca>, Eric Smith writes:
> >> In article <H.&PuIzwvJfmU@marsu.tynet.sub.org>, wenzel@marsu.tynet.sub.org (Markus
Wenzel) writes:
> >> > I tried all combinations and without other stuff in the auto folder etc.
> >> > Without success. Then I tried a minimal MiNT configuration on my old ST:
> >> > TOSWIN had no problems!!
> >> > So this is definetly a TT-only bug (or feature :-), and other German TT users
> >> > reported the same behaviour.
> >>
> >> In fact, I'm using NVDI 2.03 on my (North American) TT with TOSWIN, and
> >> haven't had any problems.
> >> I've also tried a variety of different GDOS's with TOSWIN, and they've all
> >> worked fine.
> >> Perhaps there is a bug in the German version of NVDI? (The one I have is all
> >> in English.)
> >
> >Very strange! I cannot see any logical reason why different language versions
> >could be responsible for this bug. I am going to ask the guys from BELA at
> >Atari fair next week about it.
> >
> >Still wondering,
> >Markus.
> >
> >--
> >/dev Markus Wenzel, University of Stuttgart
> >/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
> >/etc/motd Cut your .sig!
>
> Well, I tested this on my TT, and the bug showed up.
> BUT in st-high-res it didn't show up, so probably it'll work
> in TT high as well. Unfortunately I don't have a high-res monitor.
> My guess is that Eric is using a TTM194 and thus haven't discovered
> the bug (yet)...
>
> Erling
>
>
I tried out different fonts and different fontsizes. The problem is worse
with small fonts and occurs less often with bigger fonts. Using a 26pt-font
it didn't show up at all.

BTW, I'd like to have saved not only rows and colums but also the scrollback
amount in toswin.cnf.
--
....
Klaus Didrich didrich@cs.tu-berlin.de

1650. Question on Protar Series II, PC-Ditto and TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 09:27:07 UTC
From: mr3@ukc.ac.uk
Message-ID: <1467@eagle.ukc.ac.uk>
Source record: 218661

Hallo Atari people. I recently posted the following for a friend
but he got no replies :-(So here it is again, in the hope that some
kind soul will help him out:

I am going to buy a Protar Series II 100M hard disk and am thinking of
upgrading my operating system from TOS 1.2 (UK) to TOS 2.06.
Has anyone encountered any problems running the pc-ditto software emulator
with TOS 2.06? Does pc-ditto work with the Protar drive?
My ST is a 1040 stf. Does TOS 2.06 (the USA version) work on a british
machine or are there any problems?

I can be contacted at cmeli%panther.uucp@carla.dist.unige.it

Clyde

Please send replies to cmeli%panther.uucp@carla.dist.unige.it but
if the mail bounced back then send it to me. Thanks,

Mike

--
Michael Rizzo email mr3@ukc.ac.uk
Rm109B, Computing Laboratory
University of Kent
Canterbury CT2 7NF U.K. Tel. (0227) 764000 Ext 7684

1651. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 10:05:10 UTC
From: newvirus@delight.uucp
Message-ID: <dx-a0bury8l@delight.uucp>
Source record: 218403

In article <4230@wet.UUCP> ekrimen@wet.UUCP writes:

]In article <1992Aug11.155003.21640@clinet.fi> alien@clinet.fi (Risto Juvonen)
writes:
]> I've tested Tempus on my TT and its really fast. But, why new
]
]How'd you get Tempus running on your TT? I have version 2 and all I get
]is two bombs when I try to run it.

... you should use version 2.12 ... she's runin' perfectly
in st- and tt-high ..

MfG
|||
|||
.../.|.\..... E-Mail: newvirus%delight@corrado.in-berlin.de
.. TT030 .....
..... Mnet online DELIGHT totally online 24 hours
..... 030/751 94 43 (300/1200/2400/14400/16800 bps USR HST DUAL)
..... Konstantin Woller Albrechtstr. 50 1000 Berlin 42 .....
.. ich bremse nicht fuer DOSen .....

1652. Re: Authors of Midimaze II

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 10:12:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A45824@K2.maus.de>
Source record: 218470

Hi,

o> Can anyone verify for me that the authors of MIDI-MAZE II are still
o>around, and provide a current address for them? An E-Mail address would
o>also be most helpful, if they have one.

You can reach one of the authors in the german MausNet. His address is
markus_fritze@hh2.maus.de. I'm sure he will be delighted to sell you a midimaze
:-)

Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

1653. STOS MOD player

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 10:36:29 UTC
From: evilandi@VNET.IBM.COM
Message-ID: <9208171027.AA17861@ucbvax.Berkeley.EDU>
Source record: 218663

STOS.

The PD STOS extention STOS TRACKER allows you to play Amiga AMOS .ABK tracker modules from STOS. It includes a converter from Noisetracker .MOD to AMOS .ABK (so you can play Noisetracker modules, too). It is available from most UK PD libraries. If you have any problems getting hold of it, mail me.

1654. Re: Gem Support Dieing?

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 11:14:54 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92230.111454RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 218670

In article <memo.578043@cix.compulink.co.uk>, apelled@cix.compulink.co.uk (Adam Pelled) says:
>
>GEM on the PC was severely crippled due to some law suit with Apple. Like
>windows can't be sized etc.. How Atari got round this one i don't know.
>All the GUIs around today owe alot to Apple even if they don't admit it.
>How comes the recoverable trashcan thingy in Neo got by the board for that
>matter ? i'm fairly sure this was copyright Apple.
>
> Adam.

This is simply wrong. The only thing that was crippled was the desktop. The AES was even extended. Most people I knew at that time continued to use the old desktop in top of the new AES.

Nowadays, DR has a realtime multitasking OS called Flex/OS with a multitasking version of AES on top (X/GEM). So both GEM lines (PC and Atari) are still supported.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
_____________________ correct me if I'm wrong _______________________________

1655. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 12:34:50 UTC
From: glens@natinst.com
Message-ID: <1992Aug17.123450.13044@natinst.com>
Source record: 218667

baffoni@aludra.usc.edu (Juxtaposer) writes:

> I agree totally with this. However, the brief descriptions of the
> PDS have made me feel a bit troubled. Whenever it is mentioned, the most
> oft-heard description of it is that it will enable "386sx" boards to be
> connected...and sometimes it is just "386" boards. So, does this mean that
> the PDS only access 16-bits????? If it accesses 32bits, then why in the heck
> will it be unable to use a 486? Lastly, if it can use a '486, then why do
> people insist on remarking on its lowest capability, or maybe just refer
> to it as being "IBM emulatable" and avoid the chip designations alltogether
> (which will be a lot more important when PINK is more substantial).

Keep in mind that Cypress (I believe it's them) makes a wonderful
chip called the 486SLC. It is made to drop right into a 386SX slot. I
imagine that anywhere a 386SX could be put you could use one of these
instead. It will still only access memory in 16 bits of course but it
should still provide excellent speed (for an emulator) !

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA

1656. Flight Sims??

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 12:55:51 UTC
From: imt@crosfield.co.uk
Message-ID: <15156@suns8.crosfield.co.uk>
Source record: 218666
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

Can anybody recommend a good flight sim for the ST?
The ones I already have are...

Falcon (+mission disks) Sublogic FS II
Thunderhawk F-29 Retaliator
Flight of the Intruder

I am looking for something with an accent on realism, like Falcon, but with
decent graphics, like F-29 or Thunderhawk. Can anybody give me recommendations?
In particular, I am interested in..

Knights of the Sky
F-15 Strike Eagle II
Birds of Prey (is this out yet?)
Battle of Britain

Any help would be appreciated.
Thanks very much

| Ian Taylor (x4097) | | imt@cel.crosfield.uk |

1657. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 13:01:42 UTC
From: an375@cleveland.Freenet.Edu
Message-ID: <1992Aug17.130142.12288@usenet.ins.cwru.edu>
Source record: 218669

In a previous article, baffoni@aludra.usc.edu (Juxtaposer) says:

>In article <1992Aug13.152028.18112@usenet.ins.cwru.edu> an375@cleveland.Freenet.Edu
(Jason Baker) writes:
>[stuff deleted]
>>Computability has them for $209. They also have golden image mice (for PC)
>>for $17, hmmm.
>
> Are you sure that that is a supraFAX modem V.32_bis_? that sounds like
>the price of the 9600bps V.32 (no bis, also,not 14.4kbps).
>
> Could you double check that?

You're right, but, in my typical half asleep way, I thought we were
talking about 9600. What is v.32bis? Is it a kind of data compression no
high speed modem should be without, or is it the 14.4k protocol? What is
their voice upgrade, and will it affect the modem/fax capabilities? And,
why do I ask since I never have any money?

Also, I was off on the price by $30 (its 239, more with PC software).
I learned this when I single checked.
--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.
NOTE: I'm not okes, but you can reply to him if you want.

1658. Re: uucico and Hermes

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 14:05:55 UTC
From: sjg@dogmatix.ph.kcl.ac.uk
Message-ID: <1992Aug17.140555.14104@ctr.columbia.edu>
Source record: 218671

Does anyone have a list of uucp sites that will let me call them. I'm trying to set up uucp at home using MiNT as a multi-user system, with uucp to a local unix node. Problem is I need to make sure it's working my end. I'm in London, and I'd prefer a local uucp node, but anywhere ok really.

Simon (looking forward to usenet news and email at home)

--

____
(_____________________________O
/ / Janet Address:
(Simon Gornall (
\ \ sjg@uk.ac.kcl.ph.ipg
) sjg@asterix.ph.kcl.ac.uk)
/_____________________________/ >> Spice is the plural of Spouse <<
(_____________________________O

1659. Re: Atari Canada (or lack thereof)

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 15:57:30 UTC
From: ken@isgtec.com
Message-ID: <3130@isgtec.isgtec.com>
Source record: 218688

In article <H.218bU_Q2jTc@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
> Who knows, maybe you'll even see more Atari dealers in their
> respective territories. At one time, Geoff Earle had more Atari
> dealers in Toronto than the entire US east coast, including NYC.

This might have been true at one time, there used to be lots of dealers
in Toronto. But being in Toronto myself, I can assure you there are very
few left. There were a few stores that were Atari-only (probably a rarity
in the US!) but now they sell PC's and have a handful of Atari products
in the back corner somewhere. It's pretty grim now. I mail-order everything
now, usually from Toad Computers, which is very good. Their catalog is
amazing, for anyone who hasn't seen it, it's like 50-60 pages of everything
in the world for Ataris, hardware and software.

--

"Things should be as simple as possible, but no simpler." - Albert Einstein

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1660. Re: uucico and Hermes

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 17:41:12 UTC
From: azog@world.std.com
Message-ID: <Bt52Gq.M2n@world.std.com>
Source record: 218680

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

>In <Bt33vC.L81@world.std.com>, Azog Thoth writes:
>>
>>When I send mail to my friends machine, I watch uucico startup, login,
>>and send them password. From there, I cant tell whats happening, but
>>here is the tail of my $USR/adm/uucico log file. Hopefully someone can
>>tell me what I have done wrong:

> < Log deleted >

> I've seen that kind of reports on a really dirty line. Other than
>that, I don't know what your problem could be, as I hooked the new
>uucico into hermes today and it works fine. Also, it works under
>MiNT (or so the docs say, as I haven't tried it yet.)

Ive (sorta) solved the problem. I used RTS handshaking (appeneded an
/R to the baud), and it works. Now that last minor problem, which I
wont worry about, but will mention. $USR/adm/uucico gave me all status
reports, and finished OK, but in $ETC/xhosts, it tells me that a
successful connection has never been established...

Now all I gotta do is remember my mail/news feed info :-) (I since
sold my old mail machine, and dont recall the phone number, or
password!)

Thanx!

--
Billy D'augustine
azog@world.std.com

"Obliteration of mankind. Under a pale grey sky. We shall arise!"

1661. Re: RAM expansion on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 17:46:25 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Aug17.104626.3614@arizona.edu>
Source record: 218681

In article 18602@aber.ac.uk, hrs@aber.ac.uk (Herbert Martin Sauro) writes:
> Mike mentioned that the German TT-RAM card goes upto 32MB, as of 2 months ago
> (about that) a new board is out which now goes up to 64MB.
>
> Herb
> --
> /***
> Herbert Sauro e-mail: hrs@aber.ac.uk
> Biological Sciences phone: +44 970 622353
> Univesity College of Wales

But has anybody actually seen this board? If so, I'd like to know where and for how much. And does it work with all TT's? Somebody said that the 32MB board has problems with older TT's, of which I believe mine is one.

-Paul Harris
paul@jupiter.ame.arizona.edu

1662. Re: Atari Dealer in Boston area??

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 18:46:58 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <ZcZNPB3w164w@tcpbbs.pcn.org>
Source record: 218694

naffara@crc.ac.uk (Dr. N.A. Affara) writes:

> In article <1992Aug13.080446.1@woods.ulowell.edu>, edmondse@woods.ulowell.edu
> > Hello,
> >
> > I am new to Atari hardware but I am interested in the new machine being
> > discussed called the Falcon.
>
> Aren't we all....
>
> > Eric Edmonds
> > UMASS at Lowell
> > Dept of Nuclear Engineering
>
> Phil
>
> --
> Kryten (When Cat says why don't we raise the defensive shields?) "A superlati
> suggestion sir,with only two drawbacks: one,we don't have any defensive shiel
> and two,we don't have any defensive shields.I know that,technically,that's on
> one drawback,but it was such a big one I thought I'd mention it twice".

I suggest you get a copy of the June/July 1992 issue of Atari Advantage.
In it is a very indepth article about the Falcon computer. You'll find the
article starting on page #20.

1663. Frame Grabbers

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 18:58:25 UTC
From: rs@siesoft.co.uk
Message-ID: <1992Aug17.185825.4935@siesoft.co.uk>
Source record: 218674

Does anyone (particularly in the UK) use the Rombo VIDI-ST frame grabber, I am considering buying one and am intrested in any comments from other users. Also has anybody used a genlock on an ST ? How do they work. I have a very old ST (circa 1985) which does not have composite video output only RGB, I have been assured by a supplier that this is not a problem, can anybody confirm this ?

email: r.such@siesoft.co.uk

1664. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 19:25:24 UTC
From: dunham@mpd.tandem.com
Message-ID: <2254@devnull.mpd.tandem.com>
Source record: 218685
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug15.043618.17054@news.csuohio.edu> max@madnick.cba.csuohio.edu (Max Polk) writes:
>This is an utterly bizarre idea.

Nope.

>Here it is in a nutshell: a parallel processing Atari microcomputer
>featuring a set of 68000 microprocessors, sold at low cost yet
>featuring high technology.
>
>It's about time that someone tries this out in one form or another
>for reasonably-priced small computers, and Atari could pull it off.

This sounds amazingly like an Atari-sized version of the Tandem T16 NonStop architecture that has taken Tandem Computers to a dominant position in fault tolerant computers and transaction processing. This would NOT be a trivial development effort, but WOULD result in a potentially killer machine. It would NOT fall into the price range wherein Atari has traditionally been reasonably successful. I would certainly like to see it happen. So who's going to tell Sam T.?

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

1665. Re: Forbes Article

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 19:43:36 UTC
From: eggert@lclark.edu
Message-ID: <1992Aug17.194336.23824@lclark.edu>
Source record: 218683

>The author tried to make Atari look bad--plain and simple.
>
>He brought up stuff like Sega investing millions of millions of
>dollars to promote the Sega Masters system while Atari spent hardly
>any to promote the 7800.
>
>DID IT REALLY MAKE A DIFFERENCE? Sega wasted money by attempting
>to fight Nintendo. The Sega Masters was a failure.
>
>Of course, if Atari did spend that amount, they may have won the
>law-suit against Nintendo.
>
>We also didn't know EXACTLY what were the reasons behind things
>such as Jack checking to make sure tips didn't exceed a certain amount.
>Maybe people were writing down that they tipped $40 and really
>pocketed the rest? If no one checked, this person could get away
>with it.
>
>I know there are problems at Atari but I think the author had
>something against the company.
>
You may very well be right. Although, I would say that the author more likely just wanted to share a little bad news and tech some people a lesson about what happens to companies with CEO's who supposedly don't change with the market. It's more like an "I told you so" article.

Jon Eggert

1666. Re: Gem Support Dieing?

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 20:03:37 UTC
From: dunham@mpd.tandem.com
Message-ID: <2256@devnull.mpd.tandem.com>
Source record: 218686

In article <memo.578043@cix.compulink.co.uk> apelled@cix.compulink.co.uk writes:
>
>GEM on the PC was severely crippled due to some law suit with Apple. Like
>windows can't be sized etc.. How Atari got round this one i don't know.
>All the GUIs around today owe alot to Apple even if they don't admit it.

And nearly everything you know and love regarding the Apple Macintosh WIMP interface was derived from the Xerox Star and work done by Xerox PARC long before the first Mac saw the light of day. It is not a coincidence that Alan Kay worked at PARC for many years before coming to Apple to assist with the development of the Mac for Steve Jobs.

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

1667. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 20:19:37 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Aug17.201937.14113@mits.mdata.fi>
Source record: 218682
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1992Aug17.090237.24295@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>>I've heard that the new Amiga (A800) should be released next spring.
>That't to late for Commodore. Next spring everybody interested in a Falcon
>or A800 like machine will have bought the Falcon, won't he? :-)

I don't know about me, for the moment I have very little money. Maybe
it will be spring before I have saved enough (that doesn't mean I'll
buy the Amiga).

>**************************************
>* Uwe Seimet *
>* seimet@rhrk.uni-kl.de *
>* seimet@chemie.uni-kl.de *
>*-----------------------------------*
>* I really hate this damned machine, *
>* I wish that they would sell it. *
>* It never does that what I mean *
>* but only what I tell it. *
>**************************************

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

1668. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 20:27:16 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Aug17.202716.16166@sfu.ca>
Source record: 218689
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <68okPB1w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>
> Thanks for your input John, maybe you would like to post this in
>news.groups with the rest of the discussion.
>
>regards

What discussion? I've been checking news.groups for a couple of weeks, now
and haven't seen a single article about comp.sys.atari.znet!

Am I the only one missing this discussion?

Gordon

Gordon Farrell |e-mail:gfarrell@sfu.ca |"Shee, you guys are so unhip
Computing Science Major | gfarrell@cs.sfu.ca | it's a wonder your bums
Simon Fraser University | gordonf@sfu.ca | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

>
> Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
> GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
> T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

1669. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 20:28:57 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l90309INN6q5@aludra.usc.edu>
Source record: 218596
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug15.043618.17054@news.csuohio.edu> max@madnick.cba.csuohio.edu (Max Polk) writes:
>This is an utterly bizarre idea that will either send you into a
>screaming fit or drop your diastolic blood pressure ten or twenty
[idea of making a 68k based multiprocessor Atari machine removed]

This sounds like a good idea, except:

1) The 68ks were not built for multiprocessing (big surprise) - you are not only talking about totally (almost) re-writing TOS to handle the multiple processors (which sounds like a good idea to me anyway), but you would have to implement some impressive glue-logic to get the multiple processors to work cooperatively since they a) don't know that they don't own the bus, b) don't understand any kind of memory but super/user, c) only have 24bits address line (and you really want to be able to share some of the memory so you can at least pass information between processes/virtual machines).

2) Related to the last point of 1), you really want to have a distributed multiprocessor-system - how many times do you run 27 applications simul-taneously? Not to mention that each processor would have to have its own memory - and it doesn't sound too appealing or marketable to have to buy 27MB so you can have 27 1-MB virtual machines. That and the fact that each would still be going at the original (single processor) speed. By having a distributed multiprocessor system, you distribute tasks over the multiple processors so that you can have (with properly written software) a (several) programs executing in parallel over as many processors as is possible/feasable. Therefore, you get a faster execution time with a slower (=cheaper) technology.

My suggestions:

To address 1) above, use a 68040 as a minimum - you need not get a faster one, (<=25MHz should be more than enough, and with the '040/33, prices should be dropping) - this would be an excellent choice of multiprocessor as it has built in cache w/cache snoop (if something on the bus requests data that is cached on the '040, it supplies the data), MMU so that memory can be partitioned however needed (ie. processor N's memory, sharable, etc.), and it can address 32bits of dataspace so that a huge chunk of memory can be partitioned dynamically to the processors. Most importantly, the '040 does not bus-master the bus - it requests access to the bus just like any other device on the bus, thus making it nice for other processors that might be present.

So how does that sound? Atari - feel like making some low-cost multi-processor workstations?

-Mike

1670. Re: RAM expansion on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 20:32:13 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9036dINN6vr@aludra.usc.edu>
Source record: 218684

In article <1992Aug15.124415.18602@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>Mike mentioned that the German TT-RAM card goes upto 32MB, as of 2 months ago
>(about that) a new board is out which now goes up to 64MB.

Hi!

I am curios about the new board. The old one had 2 banks of 32-bit wide memory, up to 4MB per memory location. Will the new board handle 4 banks (the easiest way to 64MB) or will it actually be able to support 16MB chips (neccesitating the existance of only one bank)? BTW, have they sorted out all of the incompatibilities they were having with the older TTs?

>
>Herb
>--
>/***
>Herbert Sauro e-mail: hrs@aber.ac.uk
>Biological Sciences phone: +44 970 622353
>Univesity College of Wales

-Mike

1671. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 20:58:41 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l904o1INN8pl@aludra.usc.edu>
Source record: 218687

In article <1992Aug17.123450.13044@natinst.com> glens@natinst.com (Glen Sescila) writes:
>
>
> Keep in mind that Cypress (I believe it's them) makes a wonderful
>chip called the 486SLC. It is made to drop right into a 386SX slot. I
>imagine that anywhere a 386SX could be put you could use one of these
>instead. It will still only access memory in 16 bits of course but it
>should still provide excellent speed (for an emulator) !

Hi,

I believe it is Cyrix that makes the chip, and that chip is (I believe)
32-bits wide. It gets upwards of the speed of the 486sx (which is 32-bits) and
I can't imagine it performing that well on a 16bit bus. But you are right, its
supposed to be pin compatible with the 386 (not sx).

However, this would still require a 32-bit bus slot to work from. Come
on, who gets serious speed out of a 16bit bus anymore (relative)? It would
be ridiculous to expect serious coprocessor/alt. processor support out of
a 16-bit slot, hence being "troubled" by the constant 386sx references.
Could someone at Atari PLEASE! either confirm or deny this?

>
>--
>"Now You're Playing With Power Without The Price!" Glen Sescila |||
> / | \
>My opinions do not necessarily reflect those of my employer and probably are
>exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA
>--

-Mike

1672. California Dealers, namely L.A. area!

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 21:55:08 UTC
From: alvear@panini.cs.jhu.edu
Message-ID: <1992Aug17.215508.25951@blaze.cs.jhu.edu>
Source record: 218690

I will be moving to California in a month and need to find out where I can go to get good support of my beloved 520ST.

I need the names and addresses of dealers in the Los Angeles area. I will have a car, so distance (< 75 miles) is not really a problem.

Thanks in advance!

Dom (alvear@cs.jhu.edu)

1673. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 22:04:50 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <H.MXapKbpLXXU@lionbbs.bs.open.de>
Source record: 218404
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Aug15.043618.17054@news.csuohio.edu>, Max Polk writes:

> Let's see: $189.95 / $6.95 is about 27, and $1199.00 / $5.95 is about
> 201. Ignoring for a moment all of what you have grown to know and love
> about operating systems and microcomputer architecture, consider this
> possibility: couldn't you do more with 27 outstanding 68000's running
> exactly one process each, in parallel, than you could with one 68020
> running and switching between 27 processes, executing no more than one
> instruction at a time (for roughly the same amount of money)?
Two problems:
- (1/2) stuff that much electronics in a little box
- (1/2) supply enough electricity without melting the box
- (1) let 27 microprocessors access the main memory
simultaneously

(the first two are marked 1/2 because the can be easily fixed: ;-)
- get a bigger box
- get a better power supply

There also is a simple rule:
The more chips, the more bucks!

It's not only the chips that make this, but the mainboard design.
You need local memory, cache, or something else.

> Consider what a great product Atari could have, flying into the twenty-
> first century at low cost, if they could write an operating system that
> is based upon the architecture of one microprocessor for each process
> that can run.
That's it!
IF THEY COULD WRITE IT!
If I sometimes take a look at some parts of TOS and the current
bugs, I doubt!
--
Eliminiere das Unmoegliche. Was immer uebrig bleibt, so
unwahrscheinlich es auch wirkt, muss die Wahrheit sein.
Aber was ist, wenn einmal NICHTS mehr uebrig bleibt?
(nach: John Brunner - Mehr Dinge zwischen Himmel und Erde)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

1674. Re: STBook

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 22:25:03 UTC
From: ekrimen@wet.UUCP
Message-ID: <4246@wet.UUCP>
Source record: 218693

In article <1992Aug17.081834.21888@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>Having the brouchure for some time, and in need of a portable ST
>without lugging around an LST, where can one get an STBook, if they
>have been released?

They're available in Europe for the most part, in one meg versions. Bob Brodie said that Atari US didn't feel one meg was adequate and that they were going to wait for the four meg version. When that comes, who knows.

One of the local dealers obtained an ST Book from an Atari employee who didn't want it any more, but promptly sold it. Perhaps you could inquire at Atari Corp.

You may also want to look into getting a DOS notebook or a PowerBook 100.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1675. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 23:37:20 UTC
From: bcc@lanai.Eyring.COM
Message-ID: <1992Aug17.233720.6633@fcom.cc.utah.edu>
Source record: 218691

>In article <1992Aug15.043618.17054@news.csuohio.edu> max@madnick.cba.csuohio.edu (Max Polk) writes:
>>This is an utterly bizarre idea.
>
>Nope.
>
>>Here it is in a nutshell: a parallel processing Atari microcomputer
>>featuring a set of 68000 microprocessors, sold at low cost yet
>>featuring high technology.
>>
>>It's about time that someone tries this out in one form or another
>>for reasonably-priced small computers, and Atari could pull it off.
>

While we're at it, let's revolutionize the automotive industry by combining 8 used Volkswagons (each might cost $400) to create a car with the power of a Ferrari, for only $3200!! Yeah!

Parallel processing machines have been the dream whose idea has never quite come, perhaps because it is easier to create the hardware than to write software that effectively uses it. Wasn't the Atari implementation of the transputer intended to be a super-powerful multi-processor machine? How many of those were sold?

--
Brian Cooper bcc@Eyring.COM
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

1676. Re: Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1992-08-17 23:50:24 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <18305.2a90c0d8@levels.unisa.edu.au>
Source record: 218557

In article <sourada.713919914@vincent1.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:
> :FALCON:
> What are the specs on the Falcon?
> ================================
>
> Sound features:
>
> Eight 16 bit audio DMA record and playback channels
> Stereo 16 bit digital DMA input
^^^^^^^^^^^^^^^^^

hmmm.... I don't think it will be "digital" input, like the AES/EBU digital audio standard, rather sampled audio input..

Kym

"`Get back' I screamed, `I'm an Australian!'.I new this was a pretty lame excuse and prepared myself for the truth. `Australia is merely an Island of Antarctica' came the voice,`and of no further significance.' Suddenly I understood the secret of Atlantis."
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.

1677. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 00:36:59 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <cgFNPB1w165w@dogbox.acme.gen.nz>
Source record: 218675

davidli@simvax.labmed.umn.edu writes:

> In article <1992Jul21.025646.6776@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.
> >My next machine will be a PC clone, it is a simple as that...
> >Roger.............. sheppard_r@kosmos.wcc.govt.nz
>
> Anyone else willing to kick in a buck to get Mr. Sheppard an Intel-clone
> machine? I'd just as soon he left this newsgroup permanently, given the tone
> of his postings.
>
> The Falcon hasn't even been OFFICIALLY announced yet, and he's complaining
> about the price and the lack of documentation and software!!
>

Roger has got a point though. I ended up setting up my BBS on a PC with a
200Mb hard drive for less than the retail price of an Atari 40Meg HDD.

Quite frankly, the best machine in the world is not going to sell if it's
overpriced and not supported. The information I have received from
several retailer around New Zealand is that the Atari agents are actually
actively trying to drop the machines...to the point where I have been
asked to repair machines *still under warranty* as they could/would not
be fixed by the N.Z. agents.

dogbowl at The Dawghaus BBS (+64 6 357-9245)

1678. For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 00:45:55 UTC
From: jonc@status.gen.nz
Message-ID: <9iaPPB2w165w@status.gen.nz>
Source record: 218678

Greetings,

I have two hard disk units forsale if anyone is interested.

I x SH205 in good condition complete with shareware (ex bbs) $nzd500
1 x Megafile 30 (now 60 megs) also ex bbs $nzd800

Please feel free to drop me a note or ring me on (09) 3585589 (ah)
(why am I selling I need a 1.2gig disk for the bbs (status))

Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

1679. fast modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 01:32:42 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <81HNPB2w165w@dogbox.acme.gen.nz>
Source record: 218676

The discussions on fast modems have me wondering....

In a previous posting I mentioned that I set up a BBS on a PC for the simple reason that it was cheaper to do so.

That BBS uses a ZyXEL modem (Sysop deal, so I should mention it) which is capable of 14,400 uncompressed. It will literally scream along at 56000 bits per second on uncompressed files, and is capable of going faster (it has a couple of higher speeds talking to another ZyXEL).

On the horizon I see glimpses of modems which are capable of 28,000bps *uncompressed*! I hesitate to think what they'll be capable of doing when compression kicks in......

Question time...

1: What defines a 'fast modem'
2: Will the new Atari machines (Falcon et al) be able to keep up with these sort of speeds?
3: How long before 2400bps modems are relics of history?

dogbowl at The Dawghaus BBS (+64 6 357-9245)

1680. Re: Gemulator (Falcon emulator?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 02:09:58 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug18.020958.9097@u.washington.edu>
Source record: 218697

darekm@microsoft.com (Darek Mihocka) writes:

>In article <64054@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>Jeff Young writes:
>>
>>>Someone will please post benchmarks of Gemulator and Falcon?
>>What's the point..?
>>Gemulator is an ST emulator, not a Falcon emulator..

>please, do tell us how much you paid for it, and do post benchmark results.
>I'm sure the Falcon will run circles around a 486 running Gemulator. No
>dispute there. But until you can buy a Falcon you shouldn't really compare
>an invisible vaporware machine that almost no one has ever seen vs. an
>Atari emulator that has now been seen by about 4000 Atari ST users and
>which goes on sale in under 4 weeks.

Why?

1681. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 02:21:17 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug18.022117.9699@u.washington.edu>
Source record: 218698
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

gfarrell@fraser.sfu.ca (Gordon James Farrell) writes:

>In article <68okPB1w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>>
>> Thanks for your input John, maybe you would like to post this in
>>news.groups with the rest of the discussion.
>>
>>regards

>What discussion? I've been checking news.groups for a couple of weeks, now
>and haven't seen a single article about comp.sys.atari.znet!

>Am I the only one missing this discussion?

>Gordon

What is there to discuss? There is no question it should be done!

Dan Aylward
dud@u.washington.edu

1682. Re: Software written to your specs

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 02:29:24 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.rO0JmSgUCg_@harvee.billerica.ma.us>
Source record: 218567

In <H.7WYmcAzhtQ6@jonh.wimsey.bc.ca>, John Henders writes:
>In <H.iQEOzb_YkvU@harvee.billerica.ma.us>, Eric S Johansson writes:
>>In <H.NEFVZcS1UN2@harvee.billerica.ma.us>, Eric S Johansson writes:
>>>and now on to the hermes questions:
>>
>>and I just remembered one more question. Why is the date/time about
>>2 hrs west of england? I set it to EST in config.sys.
>>
> Check appropriate RFC's and follow news.admin. Letters for timezones
>are going away. An offset from GMT is best. -0200 in your case, if you
>are 2 hours past GMT.
>
my config.sys file has the following line:
0111 "EST" # TZ

If I understand you correctly, for eastern US (billerica.ma.us to be specific)
I should set the TZ line to my offset from UT or:
0111 "-0500" # TZ

correct?
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) johansson@athena.polaroid.com
source of the public's fear of the unknown since 1956

1683. Re: MiNT Setups...

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 03:15:08 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1992Aug17.221508.23834@minyos.xx.rmit.oz.au>
Source record: 218699

chang@assb01 writes:

> I'd like to request that (successful) MiNT users out there share
>their setups on the net.

Great Idea!
--
rasas@minyos.xx.rmit.oz.au

Disclaimer - These opiini^H^H damn! ^H^H ^Q ^[.... :w :q :wq :wq! ^d X ^?
exit X Q ^C ^? :quitbye CtrlAltDel ~~q :~q logout save/quit :!QUIT
^[zz ^[ZZZZZZ ^H man vi ^@ ^L ^[c ^# ^E ^X ^I ^T ? help helpquit ^D ^d
man help ^C ^c help exit ?Quit ?q CtrlShftDel "Hey, what does this button d..."

1684. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 03:19:54 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Aug18.031954.14502@zooid.guild.org>
Source record: 218696
Cross-posted to: news.software.nn,comp.sys.atari.st

jhenders@jonh.wimsey.bc.ca writes:
>>>
> This mainly sems to be a problem with the Atari ST port, but..
>
>
> I've gotten buildact to work, though the active file it writes causes

How did you even get that far?

Did you ever get a 'sed: garbled command' message along the way?

(Or else maybe I have corrupted files)

Mike

1685. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 04:41:43 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <9FwoPB3w164w@sys6626.bison.mb.ca>
Source record: 218554
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

baffoni@aludra.usc.edu (Juxtaposer) writes:

> In article <1992Aug15.043618.17054@news.csuohio.edu> max@madnick.cba.csuohio.
> >This is an utterly bizarre idea that will either send you into a
> >screaming fit or drop your diastolic blood pressure ten or twenty
> [idea of making a 68k based multiprocessor Atari machine removed]
> My suggestions:
>
> To address 1) above, use a 68040 as a minimum - you need not get a faster one
> (<=25MHz should be more than enough, and with the '040/33, prices should be
> dropping) - this would be an excellent choice of multiprocessor as it has
> built in cache w/cache snoop (if something on the bus requests data that is
> cached on the '040, it supplies the data), MMU so that memory can be
> partitioned however needed (ie. processor N's memory, sharable, etc.), and
> it can address 32bits of dataspace so that a huge chunk of memory can be
> partitioned dynamically to the processors. Most importantly, the '040 does
> not bus-master the bus - it requests access to the bus just like any other
> device on the bus, thus making it nice for other processors that might be
> present.
>
> So how does that sound? Atari - feel like making some low-cost
> multi-processor workstations?
>
Sounds like the new Falcon to me.

;--- (boris) a user of sys6626, running waffle 1.64
;E-mail: boris@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1686. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 05:56:30 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <77930@ut-emx.uucp>
Source record: 218551

In article <BAMMI.92Aug15103416@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:

>> Personally, I think that this is a bug in GEM (it shouldn't be sending
>> mouse events to a program that doesn't have control of the mouse). At any
>> rate, I will change TOSWIN's behaviour -- this bug has been reported
>
> please DONT! or atleast have a configuration option not to. i
>personally dont like the idea of having to top a window to do anything
>useful with it. if its visible you should be able to do stuff with
>it. i really dislike GEMs policy of having to top windows (which it
>half enforces anyways).
> another feature i would like to see is a config. option to
>set auto-top on mouse entry into a window.

I cast my vote with Bammi. As far as windows, you don't have to
actually top the window, just make it active. An option for this
would be wonderful. I changed my copies of unix windows and MW2
to add "point-to-type" (as opposed to "click-to-type") options.
It really makes them much more usable.

-Tim Gallivan
timg@landau.ph.utexas.edu

1687. Re: MiNT Setups...

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 06:15:43 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Aug18.061543.9667@actrix.gen.nz>
Source record: 218552

I've opted for the easy way -running MiNT from the AUTO folder, and have TOSWIN.ACC in the main directory. Works okay, and 1. My keyboard doesn't wear out from typing all the CLI routines, and 2. I don't have to try and remember all the routines/commands etc.
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

1688. New goodies for Ghostscript users.

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 06:19:45 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <77932@ut-emx.uucp>
Source record: 218553

Some new Ghostscript stuff is available for anonymous ftp
from lifshitz.ph.utexas.edu in pub/ghostscript.

gemgs10.zoo: A GEM shell for Ghostscript. The only real
advantage this offers over the command line is
the ability to pick selected pages from large
documents for GS to render. Unfortunately, this
feature is slow. It is fun to play with though.

gs241r1.zoo: gs 2.41 Atari revision 1.
This differs from revision 0 in only 2 respects:

1) The screen driver supports windows, for use
with gemGS, or from the command line.

2) The executable includes an NEC P6 360dpi driver,
which several people have expressed a desire
to have.

gs241dif.zoo: Diffs for changes to the ORIGINAL 2.41 source.

It just remembered that I haven't tested gemGS or the window driver
on color screens--oops. I think they will work, but I am sure
people will let me know if they don't.

Does anyone know if things are getting moved out of the new directory at
atari.archive yet. If so, I will upload all this stuff to atari.archive.

-Tim Gallivan
timg@landau.ph.utexas.edu

1689. Re: Neodesk3 with MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 07:03:51 UTC
From: rzsbs@rz.uni-sb.de
Message-ID: <20808@sbsvax.cs.uni-sb.de>
Source record: 218558
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

From article <1992Aug16.181429.1@vaxc.stevens-tech.edu>, by
skolodzieski@vaxc.stevens-tech.edu:
> Hello,
>
> I got a copy of Neodesk3 this weeken for a good price and it looks pretty
> interesting. However one big problem for me is i cannot seem to get it to
> work with MiNT.
>
> Has anyone successfuly installed mint and have NeoDesk3 up and running?
>

Hi Scott,

this is an old problem: NeoDesk refuses to start if MiNT is active.
Having MiNT 0.94 installed, you could start Neodesk in the following way:
- start MiNT in the Auto folder
- start GEM from MINT.CNF (last line = #INIT=)
- start mintshel as an AUTO application
- start Neodesk from mintshel.rc by the last lines:
cd $NEODESK # here lives Neodesk
neodesk.exe # not neoload.prg !!!

But this does not work with MiNT 0.95 !!!
You have to initialize MiNT, GEM, your environment (by mintshel) and then return
to the normal desktop. Now you will be able to start Neodesk as application.

Strange, but this method forks fine for me...

BTW: I am thinking of replacing Neodesk by GEMINI if no new Neodesk version
is launched on the atari fair in Duesseldorf as last year...

greetings Bernhard

****
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.de *
* /____/ ___/ /_. ++49-681-302-4626 | *
****

1690. Re: uucico and Hermes

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 07:07:09 UTC
From: rzsbs@rz.uni-sb.de
Message-ID: <20809@sbsvax.cs.uni-sb.de>
Source record: 218555

From article <H.NQyYisayKcI@jonh.wimsey.bc.ca>, by jhenders@jonh.wimsey.bc.ca (John Henders):
> uucico into hermes today and it works fine. Also, it works under
> MiNT (or so the docs say, as I haven't tried it yet.)
>

Be sure, it does !!!

But: Not in the background (not yet at least...).

Bernhard


```
*****************************************************************************
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.de *
* /____/ ___/ /_. ++49-681-302-4626 | *
*****************************************************************************
```

1691. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 08:05:01 UTC
From: colas@bagheera.inria.fr
Message-ID: <27202@sophia.inria.fr>
Source record: 218566
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1992Aug17.090237.24295@rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
|> >I've heard that the new Amiga (A800) should be released next spring.
|> That't to late for Commodore. Next spring everybody interested in a Falcon
|> or A800 like machine will have bought the Falcon, won't he? :-)

This is ONLY false rumors.
New Amigas will be announced when they are available.
Although the new amiga machines & OS are already been in the hands of
developers for many months, they will only be announced when ready to be
bought,
unlike the Atari policy for the falcon.

--
Colas Nahaboo, colas@sa.inria.fr, Bull Research Koala proj. Wool&Gwm Architect
Pho:(33) 93.65.77.70(.66 Fax), INRIA, B.P.93 - 06902 Sophia Antipolis, FRANCE.

1692. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 08:25:25 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Aug18.082525.5878@cs.hw.ac.uk>
Source record: 218559

In article <1992Aug14.143634.3612@arizona.edu>
paul@jupiter.ame.arizona.edu writes:
>So what's the new key on the Falcon between 'Z' and the left-shift?

That's a British keyboard. The key is '\' and '|' when shifted. The UK
manual for my 1040ST has a picture of a US machine with the massive left shift
key.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "I'm sorry, I'm not allowed to argue anymore" !
+---+

1693. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 09:14:58 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A90BF92.20961@orion.oac.uci.edu>
Source record: 218560

>bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>> another feature i would like to see is a config. option to
>>set auto-top on mouse entry into a window.

timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
>I cast my vote with Bammi. As far as windows, you don't have to
>actually top the window, just make it active. An option for this
>would be wonderful. I changed my copies of unix windows and MW2
>to add "point-to-type" (as opposed to "click-to-type") options.
>It really makes them much more usable.

Well you could try dctopper. This tiny program from the Double
Click guys automagically tops any window that is under the mouse.
It's available at atari.archive.umich.edu in the dc directory as
"dctoper2.lzh".

--
Joachim Vance
^~^~^~

1694. Re: RAM expansion on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 09:24:50 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Aug18.092450.1565@aber.ac.uk>
Source record: 218562

In article <1992Aug17.104626.3614@arizona.edu> paul@jupiter.ame.arizona.edu writes:
>In article 18602@aber.ac.uk, hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>> Mike mentioned that the German TT-RAM card goes upto 32MB, as of 2 months ago
>> (about that) a new board is out which now goes up to 64MB.
>>
>> Herb
>> --
>> /***
>> Herbert Sauro e-mail: hrs@aber.ac.uk
>
>But has anybody actually seen this board? If so, I'd like to know where and for how much.
And does it work with all TT's? Somebody said that the 32MB board has problems with older
TT's, of which I believe mine is one.
>
>-Paul Harris
>paul@jupiter.ame.arizona.edu
Well I've seen a picture of it in the German mag ST Computer and some else
has also mentioned its existence. I've not seen an advert for it however,
but I'm sure GE-Soft will be showing it at this weekend's show.

herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1695. Re: Gemulator (Falcon emulator?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 09:38:11 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A90C503.21468@orion.oac.uci.edu>
Source record: 218561

darekm@microsoft.com (Darek Mihocka) writes:
>But until you can buy a Falcon you shouldn't really compare
>an invisible vaporware machine.... [stuff deleted]

Just out of curiosity, at what point does something become
"vaporware"?
- Is something vaporware from the time it is announced until it comes
out?
- Or is something vaporware if it is announced and misses a deadline
or two? (like FSM GDOS).
- Or is something vaporware if it is announced and never comes out?
(like the 1450XLD which I wanted so badly..:)

And how much does rumor count in something's vaporware status. I
thought that vaporware was something that just didn't ever come out.
(or doesn't seem to.)

Just wondering.

--
Joachim Vance
^~^~^~

1696. Re: Gem Support Dieing?

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 10:04:23 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992Aug18.100423.18194@vlsi.louisville.edu>
Source record: 218563

In article <2256@devnull.mpd.tandem.com>, dunham@mpd.tandem.com (Jerry Dunham) writes:
>Alan Kay worked at PARC for many years before coming to Apple to assist
>with the development of the Mac for Steve Jobs.
>
>--
>Jerry Dunham dunham_jerry@tandem.com
>Tandem Computers, Inc. dunham@mpd.tandem.com
>Austin, TX (512)244-8598
> This opinion intentionally left blank.

And he also used to work for Atari (before Apple (according to his article
in last year's Sci. Am.)).

r. royar (no address where I work)

1697. Re: Major TERMCAP question!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 10:20:22 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.714133222@vier>
Source record: 218568

bkr@drdhh.hanse.de (Bjoern Kriews) writes:

>woocm@essex.ac.uk (Chris Wood) writes:
>> I know that this all has something to do with TERMCAP, a little
>>shell cariable that has lots of funny characters in it. But what the
>>hell is termcap exactly. [...] Where can I read about it.

You should definitely read the termcap.texinfo manual that comes with
GNU Emacs. It tells you more than you ever wanted to know about
termcap, and it also says why it's a good idea to use the GNU termcap
library. (It *is* a good idea, really.)

The `man 5 termcap' idea is also good, although the manpage is *much*
more concise than the GNU manual. Given that the manpage is a
reference tool, this is not surprising.

You could also look at the source code for any curses library.

Hope this helps.

--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof

1698. Where can I get 'CrackArt' from?

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 10:56:20 UTC
From: hansen@hathi.informatik.rwth-aachen.de
Message-ID: <hansen.714135380@hathi>
Source record: 218565

Well, the subject says it all: Does anyone know where I can ftp or order
the graphics program CrackArt from?

Oliver

hansen@pool.informatik.rwth-aachen.de
"I scan what I scan, and what I scan needs no excuses."

1699. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 11:06:32 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Aug18.110632.426@ulrik.uio.no>
Source record: 218564

In article <1992Aug17.233720.6633@fcom.cc.utah.edu>,
bcc@lanai.Eyring.COM (Brian Cooper) writes:
> >In article <1992Aug15.043618.17054@news.csuohio.edu>
max@madnick.cba.csuohio.edu (Max Polk) writes:
>
Interesting discussion of parallell processing Atari deleted.
.
.
.
>
> While we're at it, let's revolutionize the automotive industry by
combining
> 8 used Volkswagons (each might cost $400) to create a car with the
power of
> a Ferrari, for only $3200!! Yeah!
>
> Parallel processing machines have been the dream whose idea has never
quite
> come, perhaps because it is easier to create the hardware than to
write
> software that effectively uses it. Wasn't the Atari implementation of
the
> transputer intended to be a super-powerful multi-processor machine?
How
> many of those were sold?
> --
> Brian Cooper bcc@Eyring.COM
> Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

Well, parallel processing machines ARE the state of the art in computing
nowadays,
if you don't believe me, I would recommend you reading the last? issue
of BYTE,
where there is a discussion of parallel processing in connection with
office
computing.

Since I have never programmed any parallel processing machines I won't
make any
statements concerning the simplicity og lack of it, but those at our
institute that
uses Cray, says it's no big deal, nowadays. As long as your program can
be vectorized
it should pose no big trouble. I'm talking here about scientific
calculations,

I guess Word-procs should be a bit worse.

Jarle.

1700. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 11:23:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.QfAo0u&vFPQ@jonh.wimsey.bc.ca>
Source record: 218700
Cross-posted to: news.software.nn,comp.sys.atari.st

In <1992Aug18.031954.14502@zooid.guild.org>, Mike Stramba writes:
>How did you even get that far?
>
>Did you ever get a 'sed: garbled command' message along the way?
>(Or else maybe I have corrupted files)

Is your shell using argv? Does your sed understand it> Try
another sed. I think mine came from atari.archive.

It doesn't make much difference until I figure out hoe to get
nn to notice there's some news to be read.

Does anyone know if there's an nnadmin command to open the groups.
One command I tried reported all the groups as BLOCKED, even though I
set my permissions for "read any time" TFM says BLOCKED means that nnmaster
is working on the database, but it wasn't even running. Is there a way
to unblock the groups? I thought of trying to figure out which bit in
the field indicated the group was blocked, but that seems a rather kludgy
way of dealing with this.

Maybe nn only works under MiNT. Have to go looking for MiNT traps, I
guess.

--
jhenders@jonh.wimsey.bc.ca

1701. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 11:42:58 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.YcvkJoiyiN6@jonh.wimsey.bc.ca>
Source record: 218570
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In <68okPB1w164w@status.gen.nz>, Jon Clarke writes:
>jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>> These are my arguments against the new group.
>
> Thanks for your input John, maybe you would like to post this in
>news.groups with the rest of the discussion.

As several other posters have pointed out, there is no discussion
in news.groups. This could be because your crosspost was mistakenly
posted to _news.group_, as someone else pointed out, which means any
discussion would likely be going on in most systems junk directories,
unless they have just dropped it on the floor.

Also, if you check the newuser postings, you'll find an article
called "How to create a new newsgroup." This will give you all the
suggested guidelines for creating said group. Another suggested
source of interest is the " What is Usenet posting ".

One other thing. Two actually. You will find that an RFD will not
be considered real until it has been mailed to tail@rpi. Secondly, on
splits and reorganizations, it is customary to at least have a bit of
discussion on the affected groups before issuing a RFD, so a well thought
out charter and answers to the various questions that will be asked can
be answered.
Most of the questions I brought up in my original post are fairly
stock for news.groups regulars, and better answers are needed if you want
a snowball's chance of getting the group passed, which I think is unlikely
at best. In your proposal, you showed no reason why the new group would
be any different in substance than c.s.a.st or c.s.a.st.tech.
Why don't you just gateway the znet feed into c.s.a.st? It's not like
we're drowning in messages as it is.
Or better yet, gateway it to a mailing list, and let those interested
subscribe.

--
jhenders@jonh.wimsey.bc.ca

1702. Re: uucico and Hermes

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 11:52:38 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.uDZeltl4wC_@jonh.wimsey.bc.ca>
Source record: 218571

In <20809@sbsvax.cs.uni-sb.de>, sbusol writes:
>From article <H.NQyYisayKcI@jonh.wimsey.bc.ca>, by jhenders@jonh.wimsey.bc.ca (John Henders):
>> uucico into hermes today and it works fine. Also, it works under
>> MiNT (or so the docs say, as I haven't tried it yet.)

>Be sure, it does !!!
>But: Not in the background (not yet at least...).

I discovered that today, after cleaning off enough HD space to instal MiNT .95. ;-(Oh well, maybe next release. It just needs a flag to only send info to the log file, I think. I guess GFA doesn't like it's console routines redirected.

Also, rmail and rnews weren't all that happy either.

--
jhenders@jonh.wimsey.bc.ca

1703. STOS MOD player

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 12:03:51 UTC
From: evilandi@VNET.IBM.COM
Message-ID: <9208181146.AA23785@ucbvax.Berkeley.EDU>
Source record: 218569

Several people have asked me to upload the STOS TRACKER extension to the net.

Unfortunately I am netting from my workplace at IBM Warwick, where we have
a diskless office. I do not have access to the net at home.

So here's one of the many UK PD libraries it can be obtained from:

GOODMAN ENTERPRISES
16, Conrad Close,
Meir Hay Estate,
Longton,
Stoke On Trent,
Staffs ST3 1SW UK.
Tel: (+44) (0) 782 335650
Fax: (+44) (0) 782 316132
Visa & Access (=Mastercard) are acceptable.

The UK price is 2 pounds 27 pence sterling, but I'd expect to pay a little
more for overseas shipment.

Tell Mike Goodman that Andrew Oakley of the Gothic Domain sent you. Goodmans
are the official STOS Shareware Service (previously run by Sandra Sharkey).

And now, a plug; my latest puzzle game, Square Off, is on this months'
(Sept) ATARI ST REVIEW cover disk (I have already been paid so I am
making no more money by plugging it, OK!).

Andrew Oakley (Evil Andi of Gothic Domain Shareware) EVILANDI@VNET.IBM.COM
IBM Warwick, UK (I speak FROM IBM, not FOR IBM)

Q: Why do Yanks say "Zee" instead of "Zed"?
A: Because they'd never remember the alphabet if it didn't rhyme.
(UK trad.)

1704. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 13:14:04 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.IOPdfWnqt42@jonh.wimsey.bc.ca>
Source record: 218572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In <68okPB1w164w@status.gen.nz>, Jon Clarke writes:
>
> Thanks for your input John, maybe you would like to post this in
>news.groups with the rest of the discussion.

Another thing to note included below.

---------- Begin included post ----------------------

From: tale@uunet.uu.net (David C Lawrence)
Newsgroups: news.announce.newgroups,news.groups
Subject: Current Status of USENET Newsgroup Proposals
Message-ID: <Bt54w8.AF2@uunet.uu.net>
Date: 17 Aug 92 18:33:42 GMT
Sender: tale@uunet.uu.net (David C Lawrence)
Followup-To: poster
Organization: UUNET Technologies, Inc
Lines: 116
Approved: tale@uunet.uu.net

The groups listed below have been suggested in news.announce.newgroups,
with a Request for Discussion posted on the date indicated. Proposals
stay in this list for one month, regardless of whether they are moved
to a vote.

Group RFD Group RFD
==================================== ====================================
sci.techxfer 20 Jul rec.games.int-fiction 21 Jul
misc.forsale.computers.hardware.ibm 28 Jul
misc.forsale.computers.hardware.apple 28 Jul
misc.forsale.computers.hardware.other 28 Jul
misc.forsale.computers.software.ibm 28 Jul
misc.forsale.computers.software.apple 28 Jul
misc.forsale.computers.software.other 28 Jul
rec.models.scale 28 Jul sci.virtual-world.apps 30 Jul
comp.org.aix 4 Aug comp.sys.stratus 4 Aug
comp.graphics.gnuplot 8 Aug comp.infosystems.hypertext 11 Aug
comp.speech 11 Aug misc.transit 11 Aug
soc.culture.maghreb 11 Aug

--
jhenders@jonh.wimsey.bc.ca

1705. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 13:20:18 UTC
From: adrian@robots.ox.ac.uk
Message-ID: <ADRIAN.92Aug18142018@percy.robots.ox.ac.uk>
Source record: 218573

In article <1992Aug18.110632.426@ulrik.uio.no> jarleb@athena.uio.no (Jarle Brinchmann) writes:
Since I have never programmed any parallel processing machines I won't make any
statements concerning the simplicity og lack of it, but those at our institute that
uses Cray, says it's no big deal, nowadays. As long as your program can be vectorized
it should pose no big trouble. I'm talking here about scientific calculations,
I guess Word-procs should be a bit worse.
Jarle.

Vectorising is a technique for speeding large chunks of arithmetic, such as matrix addition. The Cray supercomputer is designed for large number crunching, and does it very well. What I have not heard of is a parallel architecture good for interactive programs such as word processors and art packages. Though these could be split between several processors, I don't know of any useful way to make them scale so that doubling the number of processors doubles the performance.

- Adrian

1706. Help: microemacs problems (I think)

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 13:25:36 UTC
From: strgh@warwick.ac.uk
Message-ID: <kq0nbskh@csv.warwick.ac.uk>
Source record: 218574

My ST has just been upgraded to 4Mb and TOS1.4, and I'm having problems
with micro-emacs (both versions 3.9e and 3.10). On starting u-emacs,
or after reading/writing files (^x^w etc.), the screen fills with zeroes
(at approximately keyboard-repeat rate) until I hit a key or mouse button.
I can then delete the zeroes & edit as normal.
Problems remain with filenames even after quitting u-emacs, e.g. the
command line on any .TTP application also fills with zeroes until I
hit a key or button. They're OK if I haven't previously run u-emacs.

As far as I can tell, only u-emacs is so afflicted. Every combination of
bug fixes (POOLFIX[34], Atari Rainbow TOS patches) and my preferred Auto
programs & desk accessories (including none) has no apparent effect.

Can anyone out there suggest a diagnosis or cure? U-emacs was fine with
my old TOS1.0, and I'd like to continue using it. Please e-mail me;
I'll summarise.

-- Ewart Shaw

P.S. Please also e-mail me if you want to add to my list of `recommended
configurations for start-up' - what desk accessories and Auto programs
do you use? I'll be summarising responses in a week or so. Many thanks.
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick.cu
University of Warwick, | BITNET: strgh%uk.ac.warwick.cu@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
yacc - the piece of code that understandeth all parsing

1707. Help: broken condensator

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 14:02:45 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Aug18.140245.9126@daimi.aau.dk>
Source record: 218576

During a RAM upgarde, I have accidentally broken one of the condensators, and I would very much like know if anybody can supply with the correct type so I can replace it.

It is a glass-condensator with the number C10 on my C070789-001 REV.D motherboard. It has apparently no colour-coding, but the tips are orange and the middle of the glass coating is transparent while the condensator itself is black (square) with silver connections on the ends.

Does anybody have any information on this? Could I perhaps grab one of the condensators from the blitter-chip (which I don't have anyway)?

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

1708. Re: SuperBoot & FontGDOS

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 14:18:38 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Aug18.141838.5519@aston.ac.uk>
Source record: 218575

cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
: In article <1992Aug16.173242.28884@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
: >Does anyone know where I can FTP the latest version of SuperBoot? I think
: >7.2 is it... It doesn't seem to be on atari.archive.umich.edu...
: >
: I use 7.4... if it's not up there... I'll see about putting it there!
:
: jc

Yup, I think 7.4 is the most recent version, but the newest version on a.a.u.e is 7.2 (in the utilities directory, called (I think) supbt7_2.lzh or something) whilst 7.4 was on the coverdisk of a recent ST Format. I'm not sure what the differences are though...

--
Tim Wright.
wrighttj@cs.aston.ac.uk

1709. 16 MHz / Overscan questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 14:32:41 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Aug18.143241.5623@aston.ac.uk>
Source record: 218577

Well, I'm contemplating squeezing some more hardware into the guts of my ST and I wondered if anyone could give me some advice. The two upgrades I'm currently considering are...

A cheap accelerator board (probably 16 MHz 68000) which seem quite cheap,

The PD Overscan mod, which seems incredibly cheap!

The things I'm concerned with are mainly (1) performance and (2) compatibility with the software I'm using. Firstly, what kind of speed increase do you get from the accelerator? Will it significantly speed up window drawing, number crunching and the like? What performance do people get from things like packed executables/ archives being uncompressed, ray tracing programs, screen redraws and the like? Is it worth coughing up more cash for a 25Mhz or even faster?

Regarding Overscan, does it slow down the computer significantly when it's running? If so, how much? There's also a hardware kit over here in the UK called the "Autoswitch Overscan" which (I think) fits into the monitor (Hi res) and costs 50 UK pounds- as I almost exclusively use Hi-res this would be equally functional for me, so does anyone have experience of this? Is it better/worse than the PD overscan hardware mod?

Compatibility- I play a few games in colour, but presumably both these mods can be deactivated so that shouldn't be a problem (should it?) but in hi res I'm using (or planning on buying) Neodesk 3, Steinberg Cubase, Spectre GCR, and numerous ray-tracers, graphics programs, and STOS. Anyone have any experience of how these programs work with 16MHz / Overscan modes?

Anyway, thanks for reading all this, If I get much feedback I'll post a summary. Cheers...

--
Tim Wright.
wrighttj@cs.aston.ac.uk

1710. Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 14:37:13 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Aug18.143713.5706@aston.ac.uk>
Source record: 218578

Hmmm... You don't see much about games on this group, but since this is an acknowledged classic I thought I'd break with convention.
Are there any Dungeon Master addicts/ expert hackers out there who know everything there is to know about DM? If so, I'd like to hear from you, as there are still things I don't fully understand even after completing the game about 15 times (I did say addicts!) such as...
What do various objects do (Ekhard Cross, Rabbit's foot)
What advantage do you get from having a full set of Armor of Darc/Lyte
How is damage / armor calculated- why are some weaponds better for some monsters and others for other monsters?

Does anyone else even care? Oh well, sorry for wasting bandwidth ;)

--
Tim Wright.
wrighttj@cs.aston.ac.uk

1711. Re: Atari Networking (was: Atari Falcon hands-on review)

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 15:19:33 UTC
From: q92269@pbhrzx.uni-paderborn.de
Message-ID: <q92269.714151173@pbhrzx.uni-paderborn.de>
Source record: 218580

michael.smith@p3.f842.n680.z3.fido.zeta.org.au (michael smith) writes:
>In a message of <25 Jul 92 13:22:38>, ens@ccu.umanitoba.ca (3:713/602)
>writes:
> e> In article <1992Jul16.173623.109047@rrz.uni-koeln.de
> e> kim@vax.mpiz-koeln.mpg.dbp.de writes:
> >> I could waste some more time mentioning networks using ethernet
> >> and the DMA ports or the mega slot. I know there are at least two
> >> German companies (PamsNet and BioData) that sell network adapters
> >> for the ST/STe/TT, and their products will certainly available
> >> for the Falcon too.
> e> These systems are priced out of consideration in my opinion.
> e> Similar products for the Mac and PC sell for 1/3 the price, or less.
>Well, to be frank, your opinion isn't worth too much. If I mention 'economy
>of scale' do your eyes glaze over? Try networking any other small-market
>system and see if you come off that well.

It is possible for a 1 MB machine to serve at least five or six further ST
(with dedicated server software). What we did (began as hobby, now almost
finished and quite a complex system): Transfer via the printer port (with
about 400 Kbyte throughput parallel), dedicated server with new operating
system, own file system (extended attributes, user management) and tools
for administration (cron, mail, batch processor, loadable user overlays).

Our problem is that we've an almost complete and quite complex system running
here, but we don't have much documentation ready and so we cannot give it
away. The other point is that a network will always be a commercial product;
there's some hardware behind it and institutions setting up a network want
to have support when they've got trouble with their installation etc.

If you're interested in further information or a demo (1 client, 1 server :-),
just send e-mail to me. Please don't regard this article as "commercial".
We don't have a distributor for it.

Waiting for flames...
Daniel

--
Daniel Roedding "When your only tool is a hammer a lot of problems look
Detmolder Str. 19 like nails"
D-4790 Paderborn E-Mail: q92269@pbhrzx.uni-paderborn.de
+49 5251 541965 "/: cannot stat ." danny@fiction.ms.sub.org

1712. Re: RFD: comp.sys.atari.znet

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 15:25:30 UTC
From: weber@rhrk.uni-kl.de
Message-ID: <1992Aug18.152530.16913@rhrk.uni-kl.de>
Source record: 218584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hello,

dud@hardy.u.washington.edu (Daniel Aylward) writes:
>gfarrell@fraser.sfu.ca (Gordon James Farrell) writes:
>>jonc@status.gen.nz (Jon Clarke) writes:
>>>
>>> Thanks for your input John, maybe you would like to post this in
>>>news.groups with the rest of the discussion.
>>>
>>>regards

>>What discussion? I've been checking news.groups for a couple of weeks, now
>>and haven't seen a single article about comp.sys.atari.znet!

>>Am I the only one missing this discussion?

>What is there to discuss? There is no question it should be done!

Sorry to disappoint you folks, but reading news.groups for almost
8 months now I didn't see the RfD there. I also checked David Lawrence's
recent status messages - there isn't mentioned any atari group.

So - if you want to create a group in a main hierarchy like comp you have
to get posted your RfD at least in news.groups and news.announce.newgroups.
I said "get posted" because n.a.n is moderated and therefore you have
to send your RfD to the moderator.

For details see the "How to create a New Newsgroup" posting in
news.announce.newusers.

Regards

Christoph Weber-Fahr

--
Christoph Weber-Fahr | E-Mail: weber@rhrk.uni-kl.de
Universitaet Kaiserslautern, KIT | S-Mail: Postfach 3049
Tel. 0631/205-3391 | D-6750 Kaiserslautern
------------------------- My personal opinion only ---------------------

1713. Re: System start-up

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 15:31:33 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Aug18173133@orion.laas.fr>
Source record: 218579

```
>>>>> On 13 Aug 92 17:17:04 GMT, davidli@simvax.labmed.umn.edu said:
davidli> Nntp-Posting-Host: lapis.labmed.umn.edu

davidli> In article <786@ozz.oasis.icl.co.uk>, jas@oasis.icl.co.uk (Jason Morris) writes:
>>strgh@warwick.ac.uk (J E H Shaw) writes:
>>.. if they are really FUQs
>> (Frequently Unasked Questions). Many thanks.
>
> Purely out of curiosity, how does one pronounce "FUQ"?

davidli> It is pronounced "fyook" (like fluke without the "l"). :)

Couldn't resist but :-) , this topic might make you ~PUKE"! :-)

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
================================================================================
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?
```

1714. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 15:54:55 UTC
From: glens@natinst.com
Message-ID: <1992Aug18.155455.2183@natinst.com>
Source record: 218581

baffoni@aludra.usc.edu (Juxtaposer) writes:

> I believe it is Cyrix that makes the chip, and that chip is (I believe)
>32-bits wide. It gets upwards of the speed of the 486sx (which is 32-bits) and
>I can't imagine it performing that well on a 16bit bus. But you are right, its
>supposed to be pin compatible with the 386 (not sx).

Nope, I just checked this out. The 486SLC drops right in to a
386SX slot!

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA

1715. Falcon tinkering thoughts...

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 15:57:22 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug18.155722.27123@u.washington.edu>
Source record: 218582

Can anyone who's seen a Falcon tell me how easy it would be to pull out the motherboard and put it in my Mega STe? I don't want to give up my separate keyboard. I have a Maxtor 7120S SCSI 120 meg drive in it now; I'd probably have to rig up some funky way of connecting it internally to the SCSI port... have to cut different holes in the back for the different ports... How about the keyboard? Could the modular jack be directly wired from the old keyboard wires?

The other thing is if I were to get a Falcon (whether or not I put the motherboard in the Mega STe case) would I be able to run mono-only programs like Calamus 1.09n?

Thanks,

Dan Aylward
dud@u.washington.edu

1716. Re: Falcon030 is there ..

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 16:08:21 UTC
From: mario@mbunix.adsp.sub.org
Message-ID: <338@mbunix.adsp.sub.org>
Source record: 218509
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

gb@mbunix.adsp.sub.org (Gerhard Bayer) writes:

> Made for the Real World: A Personal Media System
> --

pfff...

> Most computer manufacturers seem to think that the real world is black&white,
> or drawn from a limited palette of colors. That sounds are nothing more than
> lo-fi noises. And that the real world consists of people who don't care about
> cost, compatibility of new machines with older software, or "improved" opera-
> ting systems that cause problems instead of solve them (and who never need to
> work on more than one task at a time).

Yes... the ATARI World is black&white...

> At Atari, we know better. Atari's world includes a vison in which advanced
> technology meets cost-effective production to create not just a great computer
> but a great personal media system. We built the Atari Falcon030 as a personal
> media system for the real world - a world with vibrant colors, crystal-clear
> sound, and people who want a computer to make their lives easier, not harder.
> Our personal media system allows manipulation of video, audio, text, animation
> and telecommunications - easily and affordably on a quality home system.
> Atari's personal media system for consumers is was multimedia systems should
> be for businesspeople.

We will see...

> The Atari Falcon030 is a "musical instrument". A "special F/X optical bench"
> for video. A better-than-CD-quality "digital recorder". An elctronic canvas
> with more than a quarter million possible colors. A graphics workstation.
> An animation studio. A multimedia production center. An unflagging helpmate
> around the house. An experience that you've never experienced before.

We will see this too...

> Simply stated, the Atari Falcon030 is the first system that makes personal
> media possible. Here's why.

This must be a very good reasen...

> Proven Technology, Proven Software
> ----------------------------------

Where is a improven technology... for the ATARI line yes... but in compare to
the Amiga... no... (OK... the DSP.. but that`s all)

> The Atari Falcon030's heart is a Motorola 68030 processor (the same blazingly
> fast chip used in computers other companies sell for thousends more). It's
> teamed with a 32MHz Motorola 56001 Digital Signal Processing and a special
> Atari custom chipset that delivers state-of-the-art audio quality for music,
> speech, or special effects. With most computers, this kind of extraordinary
> audio capability is an expensive ad-on (if it's available at all). But in a
> personal media system, we design in quality audio from beginning. The Atari
> Falcon030 delivers audio power without the price.

Yes... & what is the price for that box...

> For video, the Atari Falcon030 doesn't just offer Super VGA graphics, but also
> true color 16-bit mode (up to 640x480 resolution and up to 65,536 on-screen
> colors). It accepts external video sync for high-quality genlock, and - thanks
> to a unique overlay mode - makes titling and special effects a breeze.
> Graphics are fast too, because of a dedicated, high-speed graphics coprocessor
> chip. Unlike computers that require costly (and sometimes temperamental) op-
> tional hardware to do pro-level video, the Atari Falcon030 already includes
> what you need.

Yes... & the Amiga Line since 85`...

> This level of integration and performance is what you'd expect from a company
> that has been making personal technology products since 1985. Yet, as the
> Atari Falcon030 looks forward to the new generation of creativity and produc-
> tivity, it hasn't forgotten the past. It will run virtually all programs for
> the industry-standard Atari St (as Europe's #1 omputer during the '80's a vast
> selection of pro-level ST programs are already available). But that's not all:
> there's standard MS-DOS file compatibility, and a wealth of ports for communi-
> cating with existing peripherals - as well as optional soon-to-be-released
> '386 PC emulation, or, Macintosh emulation, and several other exciting new
> types of peripherals planned for the future. In short, Atari has combined all
> of the ingredients for a true personal media system for use at home -or at the
> office.

But the Amiga Lines haves this too... since 85`...

> A Sound Investment
> ------------------

> MIDI is the world-wide standard that allows technology products to communicate
> with today's musical instruments, recording devices, and stage lighting. Atari
> made the first computer to offer a built-in MIDI interface which for all other
> computers requires an extra card or external box. Now Atari has upped the ante
> by adding the next logical step: integrated, high-quality digital audio. What
> u're a musician in need of digital audio recording or synthesis, a video
> production, an executive who saves time with voice mail messages, or a speech
> therapist rehabillitating children, the Atari Falcon030's digital audio cap-
> abilities can provide the answer to your needs.
> Yet even that just scratches the surface Digital Signal Processing can produce
> special effects such as reverberation or echo, and hook into your home enter-
> tainment system to provide options like synthesized concert hall ambience.
> Professional-quality speech compression and decompression, also available out

> of the box, are essential tools for those who need to fit sound to picture for
> digital recording, the Atari Falcon030 handels 8 discrete tracks at a time,
> without add-on boards or issues of compatibility. Between MIDI, digital recor-
> ding, and multitasking, the Atari Falcon030 provides the same-if not superoir
> functionality to digital recording systems costing literally thousands of $
> more.

Ohhh... thousands of $$$ more... I tought the Amiga is cheaper...

> A Colorful Sight
> ----------------

> Artists can never have enough colors. That's why the Atari Falcon030 displaymo
> re than 65,000 colors from a palette of 262,144 colors, and all of this can
> - if needed - be genlocked to professional video equipment. Corporate presen-
> tations take an astounding vibrancy. New vistas open up for the electronic
> artist. Programs become more intuitive, thanks to the sophisticated use of
> color. And entertainment - well, let's just say you've never seen this kind of
> richness before on any system. You no longer have to settle for anything less
> than a virtual rainbow of color.

I tought the Amiga is the home-professional video equipment...

> The Fun Factor
> --------------

> The best tools should be fun to use, and the Atari Falcon030 is just that.
> Already, major software developers are so exicted about this stunning personal
> media system that they've committed to providing programs that take advantage
> of the Atari Falcon030's ground-breaking capabilities, we're not just talking
> ports from other platforms. You think you've seen flight simulators before ?
> Just wait.

We are waiting sooo long...

> The Atari Falcon030 finally delivers on the promise of a true personal media
> system system for the home - that's equally comfortable adding surround-sound
> to your VCR, delivering interactive education, running a home security system,
> or simply providing entertainment after a day's work.

... Amigas have a higer fun-factor than any ATARIs...

> Power Without the Price
> -----------------------

> Atari is dedicated to bringing high technology into the real world, for real
> people. We don't charge more than we need to just because we can get away with
> it. Our audience is not pinstripe clones or "blind lemmings", but those every-
> day users who want powerful, efficient, cost-effectiv tools.

Powerful, efficient, cost-effectiv tools... pfff... haharharhahrhaHHAEHRAHE...

(no... I`am not the JOKER from the Batman movie... but this is too funnny for
me ;-))

> The Atari Falcon030 has been years in the making. It marries the business
> experience we've gained with the Mega and TT line, the musical edge that the
> ST series has always had, and the incredible color and speed that remain the
> hallmark of our video game technology. From these three apparently divergent
> sources, we've crafted a platform that's for your most challenging creativta
> sks - where color and sound blend seamlessly into a system that can truly be
> any kind of personal, creative tool you want.

Ohhh... it`s sooo boring... I`am at the ATARI Duesseldorf show... & than I will see... what ATARI can/do/will...

Bye....
.
... Mario Bayer, ECA008

E-Mail over UUCP to mario@mbunix.adsp.sub.org, over Z-NETZ to M.BAYER@LINK-ATU

You can also send a E-Mail to BTX Austria user 912214584

Or you call my host & login as guest.. # +43(1)3306878

1717. elvis 1.6 `beta' for TOS/MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 16:10:29 UTC
From: d09c@alf.zfn.uni-bremen.de
Message-ID: <d09c.714151872@alf.zfn.uni-bremen.de>
Source record: 218583

ok, here it is... :-)

elvis 1.6 for the atari is now on ftp.uni-paderborn.de [131.234.2.32]
in atari/MiNT/mgnustuff and on wowbagger.pc-labor.uni-bremen.de
[134.102.228.9] in incoming/atari/mint (should move to
pub/atari_st/mint). filename is elv16beta.zoo.

note this is *not* an official release, so don't blame steve if
something goes wrong. but i am intrested in your comments of course...
(i use it now for about 3 months and apart from one rare redraw problem
that was also in earlier versions i have fixed only 1 bug since then.
so it is quite stable...)

here comes the readme...

------------snip-----
From: Juergen Lock <nox@jelal.north.de>
Subject: elvis 1.6 for MiNT/TOS -- readme

[^^^^ so you can easily reply]

due to popular demand :-) and because its still some time until this will
appear in an official release: here is the current state of elvis on
MiNT/TOS. features:

0. this is an *inofficial* version. even the original 1.6 src it is
based on you won't see posted somewhere... next will probably be elvis
1.7 appearing in comp.sources.reviewed. (but still without this MiNT
stuff built in.) so if you find problems and bugs don't bother steve
with it (yet), they're probably mine anyway. :-)

1. runs fine on both MiNT and TOS, but needs MiNT libraries to compile
(and also probably gcc). i have left the #if TOS stuff in (my patches
use #if MINT) but you should use that only as a last resort. (the MiNT
version runs better even under TOS.)

2. behaves itself under MiNT. that includes stuff like not busy-wait on
the terminal, use pipes instead of tempfiles etc... (looks at the __mint
variable)

3. and of course shell escapes etc work like you would expect of a vi.
:r !ls -l ... !Gtr -d '\015' (but see 6. :-)

4. uses -ltermcap. (that one was easy...)

5. uses the `special key' mapping of the messdos version (see docs)
and also maps the shifted cursor/insrt/home keys wich would otherwise
give digits. some of the keys can also be defined in the termcap entry,

if that is found a default mapping for the others is used.

6. new options: crlf (read/write \r\n, can be changed anytime) and
stbios (screen io thru BIOS, default on TOS, off with MiNT).

7...and varios fixes and other thigs i have forgot.

here is the termcap entry i use on the console...

```
at|st|atari st:\
:ti=\Ev\Ee:am:te=\Ev\Ee:\
:al=\EL:bs:cd=\EJ:ce=\EK:cl=\EE:cm=\EY%+ %+ :co#80:\
:dl=\EM:do=\EB:ho=\EH:ve=\Ee:vi=\Ef:\
:li#25:se=\Eq:so=\Ep:up=\EA:nd=\EC:\
:us=\Er:ue=\Eu:md=\E(:me=\E):\
:ms:pt:\
:kl=#K:kr=#M:ku=#H:kd=#P:\
:kI=#R:kh=#G:kH=#O:kP=#I:kN=#Q:\
:k0=#D:k1=#;:k2=#<:k3=#=:\
:k4=#>:k5=#?:k6=#@:k7=#A:k8=#B:k9=#C:\
:ve=#blink:vs=#noblink:\
:cQ=#blink:cV=#noblink:
```

...and this one for toswin. (uses bold for reverse and has the keys
added, otherwise its unchanged)

```
st52|toswin window mgr:\
al=\EL:am:bl=^G:bs:cd=\EJ:ce=\EK:cl=\EE:cm=\EY%+ %+ :\
co#80:dc=\Ea:dl=\EM:do=\EB:ei=\Ei:eo:ho=\EH:ic=:im=\Eh:it#8:\
le=^H:li#25:md=\EyA:me=\Ez_:mh=\EzB:mi:mr=\Ep:ms:nd=\EC:\
rc=\Ek:rs=\Ez_\Eb@\EcA:sc=\Ej:se=\Ez\01:sf=^J:sr=\EI:so=\Ey\01:\
ta=^I:ti=\Eq\Ev\Ee:ue=\EzH:us=\EyH:up=\EA:ve=\Ee:vi=\Ef:\
:kl=#K:kr=#M:ku=#H:kd=#P:\
:kI=#R:kh=#G:kH=#O:kP=#I:kN=#Q:\
:k0=#D:k1=#;:k2=#<:k3=#=:\
:k4=#>:k5=#?:k6=#@:k7=#A:k8=#B:k9=#C:
```

ok, have fun...
Juergen

1718. Re: elvis 1.6 `beta' for TOS/MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 16:28:02 UTC
From: d09c@alf.zfn.uni-bremen.de
Message-ID: <d09c.714155063@alf.zfn.uni-bremen.de>
Source record: 218585

d09c@alf.zfn.uni-bremen.de (Juergen Lock) writes:

>(i use it now for about 3 months and apart from one rare redraw problem
>that was also in earlier versions i have fixed only 1 bug since then.
>so it is quite stable...)

oops that doesn't mean i have fixed the redraw bug...more its the only
one i know thats still there. :-)

greetings,
Juergen (still learning english... :-)

1719. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 16:32:02 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Aug18.163202.24234@zooid.guild.org>
Source record: 218512
Cross-posted to: news.software.nn,comp.sys.atari.st

jhenders@jonh.wimsey.bc.ca writes:
>In <1992Aug18.031954.14502@zooid.guild.org>, Mike Stramba writes:
>>How did you even get that far?
>>
>>Did you ever get a 'sed: garbled command' message along the way?
>>(Or else maybe I have corrupted files)
>
> Is your shell using argv? Does your sed understand it> Try
>another sed. I think mine came from atari.archive.

I was trying to use the Gulam shell, switched over to the HUSH shell, and
at least got sed to run. It just ended up copying the active file anyway.

I presume the active file is supposed to end up looking like a '.newsrc'
file?

Can you post part of your active so I can see what the format is supposed to
be?

Or how about posting your active and /.nn/master (uuencoded if it's binary)
and I'll set my system up the same way for testing.

How do you get the /.nn/master file created? If I can at least get that file
created and get to the point you're at, maybe I can discover something that
will help us both.

> It doesn't make much difference until I figure out hoe to get
>nn to notice there's some news to be read.
>
Like I said, if I can even set my system up to the point you're at, I might be
able to discover something.

Mike
>
>
>
>
>--
>jhenders@jonh.wimsey.bc.ca
>

1720. Re: fast modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 17:15:23 UTC
From: ekrimen@wet.UUCP
Message-ID: <4249@wet.UUCP>
Source record: 218595

In article <81HNPB2w165w@dogbox.acme.gen.nz> dogbowl@dogbox.acme.gen.nz (dogbowl) writes:
>That BBS uses a ZyXEL modem (Sysop deal, so I should mention it) which
>is capable of 14,400 uncompressed. It will literally scream along at
>56000 bits per second on uncompressed files, and is capable of going
>faster (it has a couple of higher speeds talking to another ZyXEL).
>
>On the horizon I see glimpses of modems which are capable of 28,000bps
>*uncompressed*! I hesitate to think what they'll be capable of doing when
>compression kicks in......
>

Well, you said above that it will do 56,000bps uncompressed, so I guess the
horizon isn't too far away. :^)

From what I understand, before modems get significantly faster, we're going
to need fiber optic lines.

>Question time...
>
>1: What defines a 'fast modem'

Your needs. Some people may think 1200bps is fast enough for them. I have
a Supra V.32bis modem here and now I think it's too fast since my only other
local 14.4kbps connection went bye-bye recently.

>2: Will the new Atari machines (Falcon et al) be able to keep up with
> these sort of speeds?

The "old" Atari machines, like the MegaSTE and TT, already support astronomical
speeds on their second through fourth modem ports. STalker is the only term
program I'm aware of that supports those faster speeds. (Maybe Rufus too,
or Connect?)

>3: How long before 2400bps modems are relics of history?

Are 300bps modems relics of history yet?

I don't know, some people still use MS-DOS, so I guess 2400bps will still be
around for a while. :^)

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1721. For Sale: Atari 520ST, software, extra power supply

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 17:19:41 UTC
From: epkst1+@pitt.edu
Message-ID: <4897@blue.cis.pitt.edu.UUCP>
Source record: 218591
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I am selling my Atari ST system and I still have the following items
available:

Atari 520STM $140
1meg RAM, TOS 1.4, RF modulator

Power supply for Atari disk drive $10

Software:

Forth MT (Abacus) $10
ProCopy $10
G+Plus $7

Falcon (Spectrum Holobyte) $7
Strip Poker $7
Xenon 2 $7
Tetris (Spectrum Holobyte) $5
AirBall (Atari) $5

Ed Kuzemchak

kuzemcha@tartan.com
or
epkst1@unix.cis.pitt.edu

1722. Colonial Conquest

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 17:26:09 UTC
From: behan@coos.dartmouth.edu
Message-ID: <1992Aug18.172609.22763@dartvax.dartmouth.edu>
Source record: 218588

Hi-- I 'm just wondering... A friend of mine had a game a few years ago called
"Colonial Conquest", somewhat like RISK but much cooler... can anyone tell
me who makes/made that game, and what their address is? Thanks in advance,

Pat
please e-mail me at -----> behan@coos.dartmouth.edu

--
Patrick Brendan Kalaher, Dartmouth 1991. No Justice, No Peace.
e-mail: behan@coos.dartmouth.edu,pbk@mac.dartmouth.edu
"Most people do not take heed of the things they encounter,
nor do they grasp them even when they have learned about them,

1723. Does it exist???

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 17:34:17 UTC
From: pinelr@aix.rpi.edu
Message-ID: <xcfyn0n@rpi.edu>
Source record: 218586

Hi. I was wondering if there was a program out there, whether in PD or (more likely) commercially that is similar to the IBM program AUTOMAP. AUTOMAP, for those of you who don't know, is a program which basically plots out the best routes to take on US roads between any two given points. If there is anything remotely like this for the ST platform, I would love to get it. Email or post if anybody knows if such a beast exists! Thanks!

--
||| | Rob Pinelli |5\ Seymour: "Hey this isn't right! You're supposed to
/ | \ | pinelr@rpi.edu |18\ show me how miserable everybody is without me!"
Atari ST| 203 North Hall |276\ Junior: "Hey, if *everyone* made the world a
Mega 2 | Troy, NY 12180 |7080\ better place, it'd be perfect!" -Little Shop

1724. Sale of Atari Equipment

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 17:44:57 UTC
From: rsl@aplpy.jhuapl.edu
Message-ID: <1992Aug18.174457.24786@aplcen.apl.jhu.edu>
Source record: 218587
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have the following for sale:

Atari 1040ST
Atari Color Monitor
I.B. 5-1/4" external drive
RACAL 1200 bps modem

Various Software Titles (including):

PCDitto (original)
WordWriter ST
Dungeon Master
Pirates
some AD&D adventures

plus more.

If you are interested, make me an offer.

Scott Laderer

1725. for sale commodore 64 stuff

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 18:10:39 UTC
From: mrdunn@csd4.csd.uwm.edu
Message-ID: <1992Aug18.181039.17169@uwm.edu>
Source record: 218589
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

For sale.

--BOOKS--
The Commodore Programers Challenge -$5-
Compute!'s Kids and the Commodore 128 -$7.50-
Compute!'s The Complete 64 (with disk) -$12-
Compute!'s, Mapping the Commodore 64 -$7.50-
Infoworld's Essential Guide to the Commodore 64
How to use the Commodore 64 -$2.50-
Commodore 64 Programming: A Hands On Approach to Basic -$5-
Commodore 128 Basic: Programming Techniques -$5-
Commodore 64 Programmer's Reference Guide -$10-
1541 User's Guide -$12-

--HARDWARE--
Commodore 1541 (old style worked fine the last time I used it) -$50-
Commodore 1541 (doesn't work) -$10-
1541 cooling fan (this is about 4 inches tall and sit on top of
the drives) -$3-
Commodore 64 power supply -$5-

--SOFTWARE $7.50 each--
Pocket Filer 64
Pocket Planner 64
Timework's, Word Writer 128
Pfs: File
Vizastar 64
Evelyn Wood Dynamic Reader
Trail Blazer
Paperclip 64 (v1)
Video Phile (video library organizer)
Top Gun (thunder mounatin)

--Disk, no Docs $2.50 each--
Aztec Challenge
Ardok the Barbarian
Rush'n Attack
Kung Fu II
Hardball
EasyScript
Commodore Assembler Development system

Prices do not include postage, but they also aren't set in stone, if
you want something make me an offer.

1726. Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 18:18:46 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1992Aug18.181846.3658@riacs.edu>
Source record: 218590

I know that the standard resolutions that the Falcon supports is no higher than 640 x 480. But isn't it possible to go up to something like 1280 x 1024 or 800 x 600, with a video card and SVGA monitor? I was told by a local Atari dealer who had seen the Falcon that this was the case. I'd love to fantasize about getting one, but I'm afraid that higher resolution is a principal concern of mine.

Also, does anyone know if there there is anyone presently developing sample editing programs that use the Falcon's sampling capabilities?

Muchas Gracias

1727. Will there be NoiseTrackers for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 18:33:20 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Aug18.183320.122315@rrz.uni-koeln.de>
Source record: 218592

Hi folks,

in that c't article about the Falcon (issue sept. '92) I've read
that the Falcon was capable of producing sound in stereo CD
quality. The only serious limitation they talk about is mass
storage capacity. However, that seems relevant only if one wants
to record/play samples of considerable length at high rates. If
it comes to playing NT modules, mass storage should be no
problem.
Therefore, it seems to me that it may be possible to play NT
modules in CD quality on a falcon if a NoiseTracker for the
Falcon using its hardware was available. Therefore, I'm very
interested in informations/speculations if such a beast will be
available sooner or later for the Falcon.
BTW, is there a tracker that makes use of the new sound
capabilities of the TT? I only got hold of a program called
"Jukebox", which had an option to play samples at high rates on a
TT, but it was not too impressive. Also, I'd be interested in a
tracker with some enhanced editing operations, e.g. simple
macros...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

1728. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 18:41:56 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Aug18.184156.27284@mits.mdata.fi>
Source record: 218593

In article <1992Aug18.143713.5706@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
>Hmmm... You don't see much about games on this group, but since this is
>an acknowledged classic I thought I'd break with convention.
> Are there any Dungeon Master addicts/ expert hackers out there who know
>everything there is to know about DM? If so, I'd like to hear from you,
>as there are still things I don't fully understand even after completing
>the game about 15 times (I did say addicts!) such as...
> What do various objects do (Ekhard Cross, Rabbit's foot)
> What advantage do you get from having a full set of Armor of Darc/Lyte
> How is damage / armor calculated- why are some weaponds better for some
> monsters and others for other monsters?
>
> Does anyone else even care? Oh well, sorry for wasting bandwidth ;)
>
>
>--
>Tim Wright.
>wrighttj@cs.aston.ac.uk

I'm not sure, but I think the person who carries the rabbit's foot
doesn't get as much attention from the monsters as the others do.
BTW, when you descend from level 14 to 15, you find a locked door. Did
you (or anybody) succeed to open it? I never did. What was behind it?
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

1729. Re: STBook

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 18:58:48 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Aug18.185848.21603@sactoh0.sac.ca.us>
Source record: 218594

In <4246@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:

>In article <1992Aug17.081834.21888@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>>Having the brouchure for some time, and in need of a portable ST
>>without lugging around an LST, where can one get an STBook, if they
>>have been released?

>They're available in Europe for the most part, in one meg versions. Bob
>Brodie said that Atari US didn't feel one meg was adequate and that they
>were going to wait for the four meg version. When that comes, who knows.

>One of the local dealers obtained an ST Book from an Atari employee who
>didn't want it any more, but promptly sold it. Perhaps you could inquire
>at Atari Corp.

>You may also want to look into getting a DOS notebook or a PowerBook 100.
What!?!?! An....(gasp) Apple?!?!?!? Ugh, no way, I really do not
like Apple's desktop interface and I reallt do not like their
trackball. Or the IBM machines' either. Even if I got an IBM, then
I'd have to buy another incompatible word processor. Well, on
second thought, I have the original GEM Write around here...

No, I'm an original Atari man (since 1978) and I'm not about to get
another system. (yet- never say never)

Besides, the STBook last longer per charge, and cheaper per Mb than
the Apple, isn't it?

I guess one could get an IBM notebook, install the original GEM
(GEM 3 absolutely sucks!! Thanks for nothing, Apple!) interface,
and slap a few Atari logos (from B&C Comptervisions), and presto..
an ABC notebook! (Atari, are you listening??)

--

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##################### default .signature file ######################

1730. Atari, Digital research, and GEM

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 19:04:33 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Aug18.190433.21767@sactoh0.sac.ca.us>
Source record: 218598

As stated in Atari's annual report, Atari has paid for, and has license in perpetuity, the rights to make an infinite number of copies of the GEM interface for the ST line of computers.

My question is do they have the rights to migrate the interface to another line of computers, namely the ABC line? Or any new line of computers that they may develop?

Although this is probably a dead issue, with OS/2 and Windows, I thought I'd ask.

As I mused in another post, one could get a notebook clone, install the original GEM interface, and a few Atari logos here and there, and you have machine that looks like the ST, with the exception of the operating system, of course.

--
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1731. New operating systems (OS/2-TOS)

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 19:18:02 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Aug18.191802.22099@sactoh0.sac.ca.us>
Source record: 218599

If there is a grand future for Atari, I have a few comments on future operating systems.

Seeing that the basic GEM interface and TOS has been relative unchanged from the original 1985 version, and seeing the operating system for the IBM machines evolve to OS/2, what is in store for TOS?

I have seen what OS/2 can do, and compared to TOS, it seems to me that Atari is being left behind. Real multitasking through the OS, not through a program, drag and drop, being able to configure almost anything tthe user desires, and being a 32-bit operating system.

How does the current TT TOS (3.0??) compare? Is it a 32-bit operating system, or is it still tied to a 16-bit path?

What is the fastest Motorola processor?

What about the Motorola 88000? Is it faster, better, compatible?

Or will Atari start to make Intel machines? My feelings is why not. There is the ST market and the larger (in the US) IBM market. If Dell, Wang, and the others are making (??) money, Atari should be in there to capture some of the market. After all, Atari still makes the 2600 because there are people STILL buying them, so why not havev Atari expand their ABC systems to make the incremental sales.

--

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1732. MiNT, shells

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 19:57:51 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1107@usdtsg.DaytonOH.NCR.COM>
Source record: 218508

I have a question regarding MiNT and related things.

I finally set up MiNT 0.95 and have it call TC Shell. I've set up the paths and some variables, but have not quite figured out how to set up the termcap to be used (my guess is a TERMCAP variable or something?). I've tried to run STeVIe 3.4 but can not cursor anywhere but down, so I'm guessing the termcap may help.

Also, how do I access GEM from Mint, without EXITing the shell?

Since MiNT and the shells generally act like unix, is there some sort of unix documentation that may help me with things like background processes, etc?

Thanks...

Robert J. Anisko
anisko@usdtsg.daytonoh.ncr.com

1733. 9600 baud MIDI mods

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 20:22:28 UTC
From: KWFRIBER@MTUS5.BITNET
Message-ID: <92231.152228KWFRIBER@MTUS5.BITNET>
Source record: 218410

A friend of mine wants to do the mod on his midi port so it can run
9600 baud. Unfortunatly, he lost the information. If anybody has
it, or know where I can get it, please send me e-mail at either of
the following addresses:
kwfriber@mtu.edu
friberg@mtu.edu

Please don't follow up to this news group as I don't read it often, and
don't really want to (I have eneogh computer problems without adding more
information to the mess).

Thanks,
Ken Friberg n8pbe

1734. MiNT Info Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 21:01:00 UTC
From: s883334@minyos.xx.rmit.oz.au
Message-ID: <1992Aug18.160100.27287@minyos.xx.rmit.oz.au>
Source record: 218556

I've been away from this group for a while, having little time to keep up with any recent developments. Would some kind soul please inform me of new developments with mint and associated programs ?

I've run mint and mgr windows quite a while ago, but found them extemely awkward to run in 1 meg, and no hard drive. Ive looked around on atari.archive and there are quite a few new programs for mint (toswin for example) but no digest that explains what exactly they are or accomplish.

Any info appreciated, THanks.

--
- James Alan Hall s883334@minyos.xx.rmit.oz.au
- Mithrandir mith@arda.pub.uu.oz.au

Thence to Briton shall return, If right prophetic rolls I learn,
Borne on victory's spreading plume, His ancient sceptre to resume,
His knightly table to restore, And brave the tournaments of yore.

1735. *FOR SALE*

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 21:26:39 UTC
From: hedley@iitinc.uucp
Message-ID: <1992Aug18.212639.20847@iitinc.uucp>
Source record: 218435

Well it is time for me to sell:

Mega 4 ST TOS1.4
Toad 80Meg fixed + 40meg removable HD (1 Pack)
ICD FAST backup tape drive
Moniterm 19" B/W + display card
Spectre GCR
B/W + color Atari monitors
Developer docs
Software: Laser C, MW C, Numerous games + joysticks

I would like $1500 for the above equipment.

Also unrelated but anyway:
Casio CZ5000 synthesiser $200 + Music software for the ST

Hedley

hedley@iit.com | Integrated Information Tech.
{decwrl|sun}!imagen!iitinc!hedley | Santa Clara, CA. (408)-727-1885 x266
--
hedley@iit.com | Integrated Information Tech.
{decwrl|sun}!imagen!iitinc!hedley | Santa Clara, CA. (408)-727-1885 x266

1736. Re: California Dealers, namely L.A. area!

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 21:30:41 UTC
From: ekrimen@wet.UUCP
Message-ID: <4250@wet.UUCP>
Source record: 218502

In article <1992Aug17.215508.25951@blaze.cs.jhu.edu> alvear@panini.cs.jhu.edu (Domingo Bruno Alvear) writes:
>I will be moving to California in a month and need to find out where I can
>go to get good support of my beloved 520ST.
>
>I need the names and addresses of dealers in the Los Angeles area. I will
>have a car, so distance (< 75 miles) is not really a problem.

L.A. is part of Atari heaven. You'll have no problem finding good dealers there. Just look in the phone book. I don't have any names or addresses off-hand though.

If you're going to be there around Sep 12-13, you should stop by the Glendale Atari Show. It's going to be excellent.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1737. Re: RAM expansion on the TT

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 22:08:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A45918@K2.maus.de>
Source record: 218472

In article <l9036dINN6vr@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:

b> I am curios about the new board. The old one had 2 banks of
b>32-bit wide memory, up to 4MB per memory location. Will the new board
b>handle 4 banks (the easiest way to 64MB) or will it actually be able to
b>support 16MB chips (neccesitating the existance of only one bank)?

As far as i know (i think you're talking about the GE-Soft Mighty Mic TT-RAM expansion) they have 4 Banks on the new board (GE-Soft is just 500m away). But also the old 32 MB Boards should support the 16MB Chips so you can expand your memory up to 128 MB with an old 32MB board if you have 16 MBit chips at hand.

b>BTW, have they sorted out all of the incompatibilities they were
b>having with the older TTs?

I've heard from some users of the board that the newer ones (especially the 64MB board) works much better than the old ones. I have an old 32MB board with 16MB and never had any problems with it, and the new ones should be better (what's better than no problem?).

Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

1738. Re: German mail order companies?

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 22:17:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A45919@K2.maus.de>
Source record: 218473

c> any German mail order companies that could understand orders sent in
c>english?

I think that every german mailorder company would understand an english order.
English isn't such a rare language :-) The real question is if they would send
something overseas.

Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

1739. Re: 16 MHz / Overscan questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 22:28:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A45920@K2.maus.de>
Source record: 218468

In article <1992Aug18.143241.5623@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

w>Firstly, what kind of speed increase do you get from the accelerator?
If you're thinking about a very cheap solution which just pumps up the 68000 to 16 MHz without any cache, the speed up will by just a little. You can get 10% or something like that. If you would buy a speeder board with cache (16kB), the performance will increase by 70%, depending on the application.

w>Is it worth coughing up more cash for a 25Mhz or even faster?
No, i don't think so. In this case i would think about a new computer (a TT oder the new Falcon030). In both cases you would have enhanced resolutions anyway.

w>Regarding Overscan, does it slow down the computer significantly when
w>it's running?
Because the screen memory is a bit larger it slows down the computer a bit, but not significantly.

w>There's also a hardware kit over here in the UK called the "Autoswitch
w>Overscan" which (I think) fits into the monitor (Hi res) and costs 50 UK
w>pounds-
AutoSwitch OverScan is an improved version of OverScan with much better software and a better hardware. It's built in the computer (not the monitor) and improves all resolutions. The developers are the same as for the original PD-Overscan so they know what they're doing. The autoswitch means that the software can switch from the enhanced overscan resolution (e.g. 708*480) back to 640*400 if the current software doesn't work fine with the higher resolution. And it switches back to the enhanced resolution after the program finishes.

w>Compatibility
I just can talk about the compatibility of AS-Overscan because i've never got an 16Mhz board. The compatibility is very high because you activate the Overscan resolutions in the auto folder and because of the autoswitch feature (see above). Games with autostart are no problem because without the overscan software you've got a normal ST.

bye, Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

1740. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 22:40:51 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Aug18.224051.6308@elroy.jpl.nasa.gov>
Source record: 218597
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug15.043618.17054@news.csuohio.edu> max@madnick.cba.csuohio.edu (Max Polk) writes:
>Here it is in a nutshell: a parallel processing Atari microcomputer
>featuring a set of 68000 microprocessors, sold at low cost yet
>featuring high technology.

In 1985 or so, a company called Alliant Computer Systems based in Littleton, Massachusetts, introduced their FX series of machines, with the FX/8 being the main product, 8 68020-clones in a single chassis. This mini-supercomputer was outfitted with special vector-processor hardware as well, and cost around a million bucks. Alliant went bankrupt this year, and FX/8s now cost around $30K or so second-hand.

It's an interesting idea, but it takes hard work to get it right. Alliant abandoned the Motorola family in favor of the Intel i860, (which I think was a mistake) but their operating system was a pretty mature product already.
> * * *

>As I glanced at my JDR Microdevices catalog, I couldn't help but wonder
>why. Why is it that our thinking is so bound to a single microprocessor
>running the whole show? Why must a multitasking operating system be
>bound to a single microprocessor doing EVERYTHING. Isn't it obvious that
>we are running into the very real limits of clock frequency and chip
>size having to make the single microprocessor do more and more things
>faster and faster?

Sure is. But still, it's very difficult to break up a problem into segments that can be run concurrently. If you can't partition your problem this way, then parallel multiprocessing doesn't gain you anything.
>
>The catalog I referred to lists the price of microprocessors you can
>order: the Atari ST's Motorola 68000 costs $6.95, while the 68020
>costs $189.95. The IBM PC's Intel 8086 costs $5.95 while the 80486
>that runs at 50 MHZ costs $1199.00.

Hm. The cost is certainly attractive, but I still wouldn't want to use anything less than a 68020 in a system I were to design today. A real 32 bit architecture, instead of the 16 bit data/24 bit addressing of the 68000, plus the support needed for virtual memory, exotic address spaces, etc. Just can't see developing a Real Computing System without it.
>
>Let's see: $189.95 / $6.95 is about 27, and $1199.00 / $5.95 is about
>201. Ignoring for a moment all of what you have grown to know and love
>about operating systems and microcomputer architecture, consider this
>possibility: couldn't you do more with 27 outstanding 68000's running

>exactly one process each, in parallel, than you could with one 68020
>running and switching between 27 processes, executing no more than one
>instruction at a time (for roughly the same amount of money)?

If you had 27 things you wanted to do right away, all at once, this would be fantastic. In my day to day use, I seldom have more than 4 windows open on my X terminal, and I'm generally only actively using one or two of them. When I ftp a new distribution of the X window system, or GCC, or some other large package, I actually do compile them in parallel on our FX/8 or FX/800, using up to processors at once on the 8. It's wonderful. But it's not a common occurrence. (See my paper "GNU & You, Building a Better World" in the proceedings of the 9th Annual Sun User Group conference...)
>
>For that matter, couldn't you do more with 201 good 8086's running
>exactly one process each, in parallel, than you could with one 80486
>running 201 processes all at once (for roughly the same amount of
>money)?

For roughly the same amount of money, you would have to scale back severely from 201 processors. It takes a tremendous amount of logic to synchronize a bus between a large number of processors.
>
>Consider what a great product Atari could have, flying into the twenty-
>first century at low cost, if they could write an operating system that
>is based upon the architecture of one microprocessor for each process
>that can run. It wouldn't be that hard, if my thinking is correct:
>each process runs on its own microprocessor with its own memory,
>totally protected, so as to achieve instances of deaf, blind, and mute
>minicomputers all inside the same box. (These computers inside of
>computers will be referred to as DBMT's: Deaf, Blind, and Mute aTari's.)

This is called asymmetric multi-processing. Sun is taking this approach in Solaris 1.x, and going for symmetric multiprocessing in Solaris 2.0. The Alliant Concentrix operating system was fully symmetric. It's just fine to have one processor per Unix process, but if you have only one kernel "process," then you get serious performance bottlenecks. 27 or 201 processors making system calls to a single OS process will be a major drag. You will find most of your processors waiting in spin loops for the OS processor to complete their service requests.
>
>The operating system would only wait for system calls to be issued from
>the various DBMT's and then handle the requests.
>
>Each DBMT would be constructed on a single plug-in board and there
>would be as many of them as you had slots to plug them into. (This is
>beginning to take on mainframe proportions!)

That's a good idea. I think Alliant painted themselves into a corner by only allowing a small fixed number of processors per system. (8 procs on an FX/80, up to 28 on an FX/2800.) Like the transputer approach, where there is no predetermined limit to the number of processors you can connect. But

again, the control circuitry for this approach gets quite complex.
>
>The process that desired to run a program would issue a system call,
>and could either wait or not for it to finish. The operating system
>would start the next idle DBMT. Disk access and window graphics would
>also be system calls, giving good separation from the operating system,
>and excellent protection (no more crashes either). Actually, the
>protection would be perfect, leaving no possibilities whatsoever for
>the user to tinker with system globals, keyboard vector interrupts,
>vertical blanking interrupt routines, etc.

So you're implying absolutely no sharing of memory between processor nodes, eh?
That means all communication between a node and the OS processor has to be by
DMA transfer? That will also introduce a performance hit. Motorola's DMA
controllers only operate at speeds of up to around 10 or 12 MHz, for transfer
rates of about 4 or 5 MB/sec. That's not so terrible for older SCSI-1 block
devices, but that imposes tremendous overhead for tty-style character-at-a-time
I/O processing.
>
>Perhaps this parallel concept would be applied to the filesystem as
>well. Don't wait for a single head to reposition itself over and
>over again while the programs are twiddling their thumbs -- use several
>small drives or some such scheme to prevent the tremendous speed of
>the parallel processors from bottlenecking at the disk drive.

Check out the literature on RAIDs - "Redundant Array of Inexpensive Disk."
All the rage in current high-performance disk storage systems.
>
>The speed would be so tremendous that no single microprocessor computer
>could ever compare, no matter how powerful or fast. And yet, the
>cost would be very low, since you are using the older 68000's and
>a simple parallel processing scheme.
>
>Breaking a program down into several subprograms each on its own
>DBMT with message passing between them through the operating system
>would speed up any program. So Atari could make the most effective
>microcomputer on the market today. Atari would supply the buyer with
>tools to write parallel-processing programs in ordinary languages
>to get things rolling.

This is a very hard problem. To be able to easily split a single program
among different processors, you really want to have shared memory between
those processors, which is something we've already excluded from this design.
Aside from that, it takes a different mind-set to get out of writing programs
in the start -> crunch -> stop model of linear computing. Current compiler
technology just takes traditional code and tries to run loops in parallel.
If you have a huge processing job but it just consists of a sequence of steps
that run in series, you can't get any benefit. (What you do then, of course,
is fire off multiple instances of the job on multiple processors... But if
you only need to run it once, you can't win.)
>

>Atari would have been one of the firsts to jump beyond the single
>microprocessor barrier for the average home computer, giving users
>fantastic power for the software that will soon arise that needs more
>than a single microprocessor can handle (even with a math coprocessor).
>
>Because each DBMT is just that, deaf, blind, and mute, it would not
>have to worry about I/O devices, leaving only the microprocessor and
>memory to be installed on each DBMT board. Such a modular design
>would be easier to construct and debug at the hardware level.

It's an interesting idea. Sounds much like a transputer network, but with
no internodal communications.
>
>It's about time that someone tries this out in one form or another
>for reasonably-priced small computers, and Atari could pull it off.
>If they did, it wouldn't be perfect, since no new ventures like this
>are, but they could start things rolling and place their name in
>history.

Actually, thinking about this a bit more, there's no reason to limit such
a design to any specific model of processor. Ok, so we have a single bus
master that's basically a request dispatcher. When "the system" is booted,
this guy starts up, inits the I/O subsystems, and inits each processor
module. The processor modules and I/O modules can be pretty interchangeable,
basically a card that resides at a particular bus address, with a processor,
memory, and if an I/O module, whatever I/O channels it requires.

Hm. With a 68020 or up as the central system, you can have up to 256
24-bit (i.e. 68000) nodes. (Assuming that you decode the function codes & such,
giving a full 32 bit address space for the 68020 itself, and another 32 bits
for the nodes... Maybe even more if you care to distinguish I/O nodes from
processor nodes.)

Ok, now, in order to make each single node useful, they need to have a good
amount of RAM. I guess 4M is good for most common tasks. But wouldn't it be
silly to have, say, 16 nodes == 64M of RAM in your system, but you can't run
a single program that wants 8M because your memory is in 4M chunks? I guess
this tells me that you've really got to have a single memory pool, with
shared access to all the processors.

Ah, this brings up another issue. So I can buy 27 68000s for the cost of one
68020. I probably can't afford to outfit all 27 of 'em with enough RAM for them
all to do reasonable work, eh? I think it should be obvious from all this that,
when you're designing a computer system, deciding on the processor is one of
the easiest steps. Creating the memory system is the hard part, everything
depends on its performance.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
::
::To the owner of the blue Mazda, license 742-XLT, your headlights are on...::
::

1741. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 23:21:35 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l931fvINN40n@aludra.usc.edu>
Source record: 218600
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9FwoPB3w164w@sys6626.bison.mb.ca> boris@sys6626.bison.mb.ca (boris) writes:
>baffoni@aludra.usc.edu (Juxtaposer) writes:
[my suggestions for minimum hardware on a multi-proccessor system deleted]
>Sounds like the new Falcon to me.

Not even. For starters, it has an '030 - no "other cache" awareness,
and still maintains bus mastership like the other Moto chips <'040. Although
it does have a Processor direct slot, it sounds like it is only 16bits wide
which would really blow chunks trying to put another proccessor on it. It
is (so far) limited to 14MB - not much room for concurrent processes, let
alone system space. And to top it off - there is not much room to spare
in that 1040STe style case - multiprocessors+glue are going to be big and
are probably going to generate a LOT of heat, not to mention likely to
totally waste the power supply.

However, this is not going to stop it from being an excellent
single proc. machine - very multi-media-ish.

>
>;--- (boris) a user of sys6626, running waffle 1.64
>;E-mail: boris@sys6626.bison.mb.ca
>;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

-Mike

1742. Re: Falcon tinkering thoughts...

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 23:27:39 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l931rbINN4b1@aludra.usc.edu>
Source record: 218501

In article <1992Aug18.155722.27123@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>
>Can anyone who's seen a Falcon tell me how easy it would be to pull out
>the motherboard and put it in my Mega STe? I don't want to give up my
>separate keyboard.

I don't blame you - the separate keyboards make life a nicer place to be. :)

> I have a Maxtor 7120S SCSI 120 meg drive in it now;
>I'd probably have to rig up some funky way of connecting it internally to
>the SCSI port... have to cut different holes in the back for the
>different ports... How about the keyboard? Could the modular jack be
>directly wired from the old keyboard wires?

Remember, the Falcon has an internal IDE drive - that means they probably took out the internal SCSI connector. So you will have to get an external case, and a converter to go from 25->50 SCSI, and of course, the 25pin cable - you can get that at any Mac shop - in fact, just about any case/powersupply built for the mac should work perfectly. Also, if you plan to get a high-speed SCSI-2 drive in the future, I recommend you get the SCSI-2 rated cables - supposedly they give better performance (more s/n ??) but I have not seen this first hand.

>
>The other thing is if I were to get a Falcon (whether or not I put the
>motherboard in the Mega STe case) would I be able to run mono-only
>programs like Calamus 1.09n?

Sure. It supports all the ST resolutions.

>
>Thanks,
>
>Dan Aylward
>dud@u.washington.edu
>

-No prob.

Mike

1743. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 23:35:18 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9329mlNN4op@aludra.usc.edu>
Source record: 218503

In article <1992Aug18.181846.3658@riacs.edu> glennd@pioneer.arc.nasa.gov (Glen Deardorff) writes:
>I know that the standard resolutions that the Falcon supports is no higher
>than 640 x 480. But isn't it possible to go up to something like 1280 x 1024
>or 800 x 600, with a video card and SVGA monitor? I was told by a local
>Atari dealer who had seen the Falcon that this was the case. I'd love to
>fantasize about getting one, but I'm afraid that higher resolution is a
>principal concern of mine.

Well, its not likely. It sounds (from the descriptions) that it's only
internal port will be the PDS. So until someone makes a graphics card to fit
the PDS, the answer is no (it definately won't have the VME slot).

>
>Also, does anyone know if there there is anyone presently developing sample
>editing programs that use the Falcon's sampling capabilities?
>

From the advert. noize, it is sounding like everyone and his cousin
is jumping up and down to get one so they can write software for it. Reality
is that the Music industry is the one jumping up and down - the rest, well
as a professor once said the proof is in the pudding (or in this case, the
software). It is almost a given that there are people working on software
that takes advantage of the new sound/DSP capabilities.

BTW, did you get a chance to try the dynamite demo on a TT?

Awesome. I hope they plan on making a .mod/.segm player - the
stuff they had sounded smoother/better than any other software I have tried -
I kept forgetting it was only 8-bit samples. Of course, they probably did some
optimizing of sounds for the demo, but...it still sounded good.

>Muchas Gracias

De nada.

Mike

1744. Re: Will there be NoiseTrackers for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 23:48:57 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l93339INN5o2@aludra.usc.edu>
Source record: 218504

In article <1992Aug18.183320.122315@rrz.uni-koeln.de> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>Hi folks,
>
>in that c't article about the Falcon (issue sept. '92) I've read
>that the Falcon was capable of producing sound in stereo CD
>quality. The only serious limitation they talk about is mass
>storage capacity.

I don't know what you mean by "serious limitation ... [of] mass storage capacity" - it has a SCSI-2 interface - not only bu**-kicking fast (upwards of 10MB/s - I'd _love_ to see a music-data-stream requiring a throughput greater than THAT!) but it can handle 7 of them. If you are referring to the limitations of the internal drive - now that is a different story. Yes, the internal IDE drive is limited to at most 2, and yes they are generally slower/smaller than SCSI drives. However, I was talking to friend who got a PC with local-bus IDE controller and she said it was faster than the SCSI-2 controller they tried...so I dunno - and yes, they were used on different (aproporiate) drives which were identical except for interface. _THAT_ is the only limitation I am aware of in the Falcon's mass-storage abilities.

> However, that seems relevant only if one wants
>to record/play samples of considerable length at high rates. If
>it comes to playing NT modules, mass storage should be no
>problem.
>Therefore, it seems to me that it may be possible to play NT
>modules in CD quality on a falcon if a NoiseTracker for the
>Falcon using its hardware was available. Therefore, I'm very
>interested in informations/speculations if such a beast will be
>available sooner or later for the Falcon.

I would be VERY surprised if there weren't one out before the Falcons are out :). At least, it is supposed to be compatible with STE/TT sound so available-now NT players should work....

>BTW, is there a tracker that makes use of the new sound
>capabilities of the TT? I only got hold of a program called
>"Jukebox", which had an option to play samples at high rates on a
>TT, but it was not too impressive. Also, I'd be interested in a
>tracker with some enhanced editing operations, e.g. simple
>macros...

Try NoizeTrakr, that should give you the editing capabilities you want. As far as a player, Backtrack is nice (but I thought that Jukebox (1.3?) was better). I am hoping that the guys who did the dynamite demo will do

a NT player. If you haven't see/heard it, you should give it a try. I just wish they would give you an "exit from demo" option. As far as listening, you should try NTcompiler-2 - it converts the NTs to segm, and to me it sounds better (it definately uses less CPU cycles to play).

>Greetinx, Jan
>
> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
> | |
> *----=< hierarchical systems are for files, not for humans >=-----*

-Mike

1745. A "windy" conference this Thursday at 9:00 EST

Newsgroup: comp.sys.atari.st
Date: 1992-08-18 23:55:55 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug18.235555.26527@usenet.ins.cwru.edu>
Source record: 218505

A "windy" conference will be held this Thursday at 9:00 PM EST on
the Cleveland Free-Net.

Type 'go cafe' and it will be in the multi-user chat (channel '+AtariCon').

The last conference scheduled for Sunday was moved to Thursday
due to Free-Net system problems.

The conferenc will deal about a campaign to get some FANTASTIC software
for the ST and Falcon. If interested, please join!

Don't forget to wear your jacket though, it may get windy... :)

--

1746. Re: 16 MHz / Overscan questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 00:15:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A46252@MS.maus.de>
Source record: 218471

wrighttj@uhura.aston.ac.uk wrote:

>Regarding Overscan, does it slow down the computer significantly when it's
>running? If so, how much? There's also a hardware kit over here in the UK
>called the "Autoswitch Overscan" which (I think) fits into the monitor
>(Hi res) and costs 50 UK pounds- as I almost exclusively use Hi-res this
>would be equally functional for me, so does anyone have experience of this?
>Is it better/worse than the PD overscan hardware mod?

It doesn't slow down the ST significantly.

I highly recommend AutoSwitch-Overscan to every ST user!
Reasons:

-It's easy to build in (some soldering).
-With a regular SM124 you have up to 736*480 dots on the screen
-You can define a list of (dirty, dirty!!) programs, which are not capable of running in others than the original ST-resolutions. If you start one of 'em, AutoSwitch Overscan will switch to the 'normal' rez and gives you full compatibility.
-The software of the PD Overscan is buggy and won't be upgraded anymore. - On the other hand, the software of AutoSwitch-Overscan is updated regularly so that you won't get into trouble with new versions of TOS.

Regards
Patrick

****
Abolish the death penalty!
****

1747. MiNT disk formatter

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 01:38:06 UTC
From: azog@world.std.com
Message-ID: <Bt7J7K.GFu@world.std.com>
Source record: 218507

Is there exist a MiNT capable floppy disk formatter (ie: one that can
be run as a bg process)

In my travels thru ftp, I havent seen one, but am sure one must exist,
as its such a wonderful idea.

If not, I would like to write my own. I assume that the code is resident
in GEM and/or TOS, and would like to know how to call it. My ideal
would be something like:

$ mkfs -density filesys

Where -density would be single or double sided, and high density for
those lucky enough to have it, and filesys would be a floppy disk
designator.

Thanx

--
Billy D'augustine
azog@world.std.com

"Obliteration of mankind. Under a pale grey sky. We shall arise!"

1748. Re: Falcon tinkering thoughts...

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 01:42:58 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug19.014258.1275@u.washington.edu>
Source record: 218506

baffoni@aludra.usc.edu (Juxtaposer) writes:

>In article <1992Aug18.155722.27123@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>>
>>Can anyone who's seen a Falcon tell me how easy it would be to pull out
>>the motherboard and put it in my Mega STe? I don't want to give up my
>>separate keyboard.

> I don't blame you - the separate keyboards make life a nicer place to
>be. :)

>> I have a Maxtor 7120S SCSI 120 meg drive in it now;
>>I'd probably have to rig up some funky way of connecting it internally to
>>the SCSI port... have to cut different holes in the back for the
>>different ports... How about the keyboard? Could the modular jack be
>>directly wired from the old keyboard wires?

> Remember, the Falcon has an internal IDE drive - that means they
>probably took out the internal SCSI connector. So you will have to get an
>external case, and a converter to go from 25->50 SCSI, and of course, the
>25pin cable - you can get that at any Mac shop - in fact, just about any
>case/powersupply built for the mac should work perfectly. Also, if you plan
>to get a high-speed SCSI-2 drive in the future, I recommend you get the
>SCSI-2 rated cables - supposedly they give better performance (more s/n ??)
>but I have not seen this first hand.

Yes, but the IDE drive is optional. I think it will be possible to
connect the SCSI ribbon cable internally to the external SCSI port; i.e.,
soldering the individual wires to the leads on the inside of the connector...

>>The other thing is if I were to get a Falcon (whether or not I put the
>>motherboard in the Mega STe case) would I be able to run mono-only
>>programs like Calamus 1.09n?

> Sure. It supports all the ST resolutions.

Oh, I see you're right from my trusty Atari Advantage! :) Didn't notice
that. But it doesn't do TT High (1280x960 monochrome) though...

And I wonder if MultiTos will run ST high res programs in windows in its
640x480 65k color mode?

1749. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 02:57:18 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9880@uqcspe.cs.uq.oz.au>
Source record: 218510

adrian@robots.ox.ac.uk (Adrian Cox) writes:

>What I have not heard of is
>a parallel architecture good for interactive programs such as word
>processors and art packages.

While "performance" is a moot point for straight wordprocessors, art packages and DTP programs could achieve significant benefits from vectorization. The bezier curve algorithm is trivially vectorizable, for example, and probably consumes the greatest amount of CPU time in DTP packages (when coupled to drawing font elements, etc).

However, any multitasking environment will benefit from multi-processing, and this was the original poster point, I believe (since only a two-processor system was referred to - useless for vectorization).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1750. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 02:59:34 UTC
From: dave@admiral.uucp
Message-ID: <1992Aug19.025934.7685@admiral.uucp>
Source record: 218376
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1992Aug17.201937.14113@mits.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>In article <1992Aug17.090237.24295@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>>paetau@mits.mdata.fi (Rasmus Paetau) writes:
>>
>>>I've heard that the new Amiga (A800) should be released next spring.
>>That't to late for Commodore. Next spring everybody interested in a Falcon
>>or A800 like machine will have bought the Falcon, won't he? :-)
>
>I don't know about me, for the moment I have very little money. Maybe
>it will be spring before I have saved enough (that doesn't mean I'll
>buy the Amiga).

I'm a die-hard Atari fan, but even if I had the money, I wouldn't buy a Falcon right away. Let's take a look at the last two computers Atari released, the STe and the TT. The STe is now starting to have some software written specifically for it, but many software houses just don't bother, in the interest of staying ST-compatible with their new releases. Now, the TT has very little machine-specific software available, and considering the non-impact that the TT has had on the market, I would not expect too much more. In fact, if the Falcon is sucessful it may end up killing the TT completely.

So, I just want to see how the Falcon will do before I consider buying one. Not to mention that I'd rather wait until all the initial-release bugs are ironed out!

--
"Dammit Jim, I'm a free man, not a number!"

"Quick, man! Cling tenaciously to my buttocks!" -- Powdered Toast Man

1751. Slow hard disk with Spectre GCR :(

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 04:27:55 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Aug18.212755.1@violet.ccit.arizona.edu>
Source record: 218524
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have recently set up a Spectre GCR on my system which consists of Mega 4 ST, ICD AdSCSI host, Maxtor LXT-200 disk drive. Also, I have Spectre v. 3.0, with a 50 meg partition formatted for Mac. The hard disk writes seem to be slower than they should be. It works ok, and reads seem sufficiently fast, but writes of large files seem slow.
For example, copying Superpaint 2.1 from a Mac floppy to the hard drive on my system took 1 minute 14 seconds. The same operation on a real Mac SE/30 took only about 23 seconds. On my system, during the write to the hard disk, it would pause so long that the light on the floppy would actually go out while it was waiting for a part of the HD write to finish.
Is this normal, and if so, why?? Thanks!

Doug Tarico
dtarico@ccit.arizona.edu
doug@sie.arizona.edu

1752. Re: STBook

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 05:13:11 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <64267@cup.portal.com>
Source record: 218511

Mark Newton-John writes:

>I guess one could get an IBM notebook, install the original GEM

That's the operative sentence...

One CAN get an IBM compatible notebook computer, OR a
Mac Powerbook... now.. and compute real computing on it.

OR.. one could wait for the STBook... and think about how
great it will be to compute on it.. someday.

It all depends on whether you need a notebook computer NOW, or
if you're satisfied knowing that someone, somewhere in Europe
has one... and you don't.

BobR

1753. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 05:33:00 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <64270@cup.portal.com>
Source record: 218513

Tim Wright asked some questions about Dungeon Master...

According to FTL, the person carrying the rabbit's foot will be
"luckier in some circumstances"... as far as I've observed, it's
real purpose in life is to take up a valuable slot in your backpack,
and to be used to hold floorswitches down.

The jewelery is tough to pin down.. a few are obvious in their effects.
The Moonstone adds 3 mana to the Champion who wears it.
The Illumulet gives a low level of illumination in the Dungeon at all times.
The Pendant Feral adds one to a Champion's Wizard level.
The umm.. gak.. it's either the Ekhard Cross or the Jewel Symal..
makes the Champion regenerate health points quicker...

Most of them don't have enough effect to make any real difference though.

(Oh.. and the Choker maked the Champion use food more slowly)

The only advantage to wearing the Armor of Darc and Lyte is better
protection, IF your Champions are strong enough to carry it. My ladies
were never that strong, and so left it behind, preferring to rely on
quick reflexes rather than thick armor.

In my experience, the only time a weapon really affected a particular
monster more was the Vorpal Sword, which was the only weapon which could
hit a "non-material" being.. the damage from all weapons seemed to be
based on a random roll, modified by the maximum damage of the weapon.

Here's a "fun FYI".. did you ever put a coin in your Champion's
"action hand" and click on it like it was a weapon..?

Rasmus Petau asked about a locked door on Level 15 (actually, the way FTL
itself numbers the Levels, the Hall of Champions is Level 1, so there
are only 14 Levels.. so I'm assuming the question is about the
Dragon's lair..?)

The only locked door I know about on the Dragon's level is the one
which leads to the Power Gem... which you HAVE to get in order to
complete the game. The other door on the level is opened by inserting
a coin in the slot next to it, and leads to an altar of resurrection
(just in case any of your Champions gets toasted by the Dragon).

(The key to the door in front of the Power Gem is hidden under one
of the piles of ashes on the floor, by the way...)

You're right, Tim.. DM *is* a classic...!

BobR

1754. How Do I Restore My Hard Disk FATs? (Help!)

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 05:44:03 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <Bt7uLH.JIE@watserv1.uwaterloo.ca>
Source record: 218515

This evening I discovered that there was a problem with one of
my hard disk partition folders. Specifically, my utilities folder had
become corrupt. I could not drag the folder into the trash can for
successful deletion. Instead I did a 'copy' under TOS 1.4 to my TMP
dir on the same partition. It copied successfully. So, I deleted the
folder out of the TMP dir. I rebuilt the dir from backups. Then I rebooted.
When the system came up, the contents of my E:\ partition was
showing up in my D:\ partition (the one with original problem) and the E:\
partition was no where to be found. The C:\ (boot) partition was fine.
The I used ICD's 'rebuild partition' utility in the ICDFMT program. Now,
both the D:\ and E:\ partition's register as existing and empty. When I
look at sector info with Disk Doctor, I see that all the original files
are on the disk (ie. it wasn't wiped). This represents about 2600 files
and no user files backed-up.
THE QUESTION: How do I restore the FAT in the partitions so that the
dir points to all the files? Is there program I can get to do this? I
have no programming experience. Am I completely f*ucked??
Any help would be appreciated... I'd hate to have to reformat.

Brett Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1755. genie messages

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 06:02:06 UTC
From: ca806@cleveland.Freenet.Edu
Message-ID: <1992Aug19.060206.14680@usenet.ins.cwru.edu>
Source record: 218514

Is there any way of getting email from the internet to GEnie?
--
Roger Selby
Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
ca806@freenet

1756. Re: Does it exist???

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 08:30:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Aug19.083032.27203@peponi.wcc.govt.nz>
Source record: 218517

In article <xcfyn0n@rpi.edu>, pinelr@aix.rpi.edu (Rob Pinelli) writes:
> Hi. I was wondering if there was a program out there, whether in PD or
>(more likely) commercially that is similar to the IBM program AUTOMAP.
>AUTOMAP, for those of you who don't know, is a program which basically
>plots out the best routes to take on US roads between any two given points.
>If there is anything remotely like this for the ST platform, I would love
>to get it. Email or post if anybody knows if such a beast exists! Thanks!
>

>--
> ||| | Rob Pinelli |5\ Seymour: "Hey this isn't right! You're supposed to
> / | \ | pinelr@rpi.edu |18\ show me how miserable everybody is without me!"
>Atari ST| 203 North Hall |276\ Junior: "Hey, if *everyone* made the world a
> Mega 2 | Troy, NY 12180 |7080\ better place, it'd be perfect!" -Little Shop

There is a UK program called Autoroute, I don't know if there is a USA version,
may be the UK readers can help...!!!

Roger.......... sheppard_r@kosmos.wcc.govt.nz

1757. Re: Where can I get 'CrackArt' from?

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 08:59:16 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7756@laas.laas.fr>
Source record: 218520

In article 714135380@hathi, hansen@hathi.informatik.rwth-aachen.de (Oliver Hansen) writes:
>Well, the subject says it all: Does anyone know where I can ftp or order
>the graphics program CrackArt from?
>
>Oliver
>
>
>hansen@pool.informatik.rwth-aachen.de
> "I scan what I scan, and what I scan needs no excuses."

CrackArt (v 1.0) can be obtained at atari.archive.umich.edu, in the
atari/graphics directory. The package contains german docs.
The docs have been translated in english but i can't remember
anymore where one can get it...

If you send the shareware fee (DM20 = ~ US$13), you'll get the new
version (v 1.20): that's what I did, and I've got it yesterday...

From what the authors told me, they're currently developping "scanner drivers"
for C.A., and gave end of August as a release date.

Bye.

+-------------------------+
| Jean-Etienne DOUCET |
| doucet@laas.laas.fr |
+-------------------------+

1758. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 09:53:37 UTC
From: vince@sci.kun.nl
Message-ID: <1992Aug19.095337.17381@sci.kun.nl>
Source record: 218519

In <1992Aug18.181846.3658@riacs.edu> glennd@pioneer.arc.nasa.gov (Glen Deardorff) writes:

>I know that the standard resolutions that the Falcon supports is no higher
>than 640 x 480. But isn't it possible to go up to something like 1280 x 1024
>or 800 x 600, with a video card and SVGA monitor? I was told by a local
>Atari dealer who had seen the Falcon that this was the case. I'd love to
>fantasize about getting one, but I'm afraid that higher resolution is a
>principal concern of mine.

Same here. You can't seriously multitask (and that's the way Atari
seems to be going) with such a small screen. We want many windows open
at once, so there has to be room for them on screen. Anyway, I think I
remember reading somewhere that a programmable overscan will be built
in, and that the Falcon could easily (and cheaply) be upgraded to about
900x1200. That sounds more like it, huh? Problem Is, monitors above 768x1024
rapidly become unaffordable (at least color monitors do). BTW, if I
remember correctly, it was someone from Atari who said it. Makes it
less of a rumour. It sounds believable anyway, since OverScan does
quite good work in an ST for little dinero. Shouldn't be too hard to
integrate some kind of overscan in the video circuitry.

[stuff deleted about which I know nothing anyway]

>Muchas Gracias

De nada.

Sander SToks,
vince@sci.kun.nl

1759. Re^2: uucico and Hermes

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 10:23:38 UTC
From: lp@shlink.hanse.de
Message-ID: <AN57693L1111244@shlink.hanse.de>
Source record: 218426

Im Artikel <Bt33vC.L81@world.std.com> schreibt azog@world.std.com (Azog Thoth):
>
> Ive gotten the uucico342 that was recently posted to comp.binaries.atari.st,
> and have replaced the uucico.prg that came with Hermes (v1.0) with it,

The Author of Hermes told me, there are some problems running the new
version of the uucico together with 'uuwork'. So I've made some changes
and now can't find any problems.

> When I send mail to my friends machine, I watch uucico startup, login,
> and send them password. From there, I cant tell whats happening, but
> here is the tail of my $USR/adm/uucico log file. Hopefully someone can
> tell me what I have done wrong:
>
> 16 Aug 92 11:31:10 UUCICO started. Default protocol:g
> 16 Aug 92 11:31:44 Protocols ged offered by remote site.
> 16 Aug 92 11:31:44 Using g-protocol...
> 16 Aug 92 11:31:54 register p; {

What's that ? There's no such Info-Text in the uucico-code. Send me a list
of your exactly system-configuration and Environments.

Lutz

--
\\ lutz petersen, 22oo elmshorn, germany, +49 4121-65023 \\
\\ e-mail: lp@shlink.hanse.de oder lp@shlink.zer.sub.org \\

1760. SYNTH

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 10:34:54 UTC
From: vince@sci.kun.nl
Message-ID: <1992Aug19.103454.17957@sci.kun.nl>
Source record: 218522

OK, so I had vacation the last few weeks and didn't read c.s.a.st. Now our news program has already skipped the oldest articles. So here's a question:

Is Edd Deegan's SYNTH shell out yet? I was planning to ask him myself but I left his e-mail address at home. Stupid. I remember him promising it to be out shortly after Easter. Well, is it? I can hardly wait...

Thanks,

Sander STOks
vince@sci.kun.nl

1761. Re: Forbes Magazine article

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 10:39:38 UTC
From: vince@sci.kun.nl
Message-ID: <1992Aug19.103938.18146@sci.kun.nl>
Source record: 218523

In <l7djejINN775@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:

>In article <mikael.0y0o@terapin.com> mikael@terapin.com (Mikael Andersson) writes:
>>On the Falcon the ACSI interface is removed and there's only SCSI harddisk
>>interface left.

> This is true. But according to most (_unofficial_) reports, the falcon
>sports an internal IDE drive. Therefore two drive interfaces. Of course, it
>doesn't sound like you will be able to do much in the way of expanding it
>unless you (like so many have done) rip it out of the small case and put it in
>a bigger, beefier, and more manly AT-case that has more pumpitude than the
>girly-case that Atari will use. Yah - ya know? Besides, you could only use
>at most two IDE drives anyway. Pretty wimpy. (For all you non-SNL fans,
>pumpitude=power and girly=wimpy=underpowered. "Hey Hans, maybe we should
>flex." "Nah, we don't want to break their little-girly monitahs, ya know?")

> BTW, I am glad that they went whole-hog and put in SCSI-2 - the only
>way to go at this point - but I don't know about taking out the ACSI port. I
>mean, it might be different if the SLM604s had come with a SCSI interface, then
>going to pure SCSI external devices would have been a natural next step, but
>as it is, they will be leaving a lot of Laserprinting users high and dry
>(except of course for those who either have non-atari laserprinters hooked to
>their (egads!) parallel port, or have non-atari laserprinters hooked to the
>ACSI port via host adapter (those are the guys that will whether this ok)).
>Of course, perhaps the wizards at ICD will be able to save their bacon by
>making an ACSI<->SCSI converter (I assume that presently available host
>adapters will _not_ work as I don't know _that_ much about the mechanics of
>SCSI/ACSI).

The new Atari SLM 406 laserprinter has a SCSI interface (!).

>>
>>Mikael

>-Michael

Sander SToks
vince@sci.kun.nl

1762. Re: Quickie FAX software sought

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 11:02:01 UTC
From: pkor@phoenix.oulu.fi
Message-ID: <1992Aug19.110201.18602@ousrvr.oulu.fi>
Source record: 218521

>
> The only existing piece of faxmodem software that I am aware of is STraight
> Fax from Joppa Software (717)428-3231. It is capable of converting ASCII files
> along with any GDOS files. It doesn't do background faxing and it doesn't have
> a printer emulator. For occasional faxes it works great for both send and
> receive.
>
> Dan
> --
> Dan Cable e-mail cable@crs.cl.msu.edu
> Canton MI USA planet Earth Compuserve 75266.353

Do you (or anybody) know Joppa Software's fax number ?
It would be most helpful in trying to contact the company from around here.
Thanks in a dvance ! :)

Pasi
--
Pasi Korhonen pkor@phoenix.oulu.fi
Saaristonkatu 3 A 6 ar660@cleveland.freenet.edu
90100 Oulu pkorhone@nyx.cs.du.edu
981-377 811 bronx/OuluBox,IRC

1763. Re: New operating systems (OS/2-TOS)

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 11:46:52 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92232.114652RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 218516

In article <1992Aug18.191802.22099@sactoh0.sac.ca.us>, mfolivo@sactoh0.sac.ca.us
(Mark Newton-John) says:
>
>If there is a grand future for Atari, I have a few comments on
>future operating systems.
>
>Seeing that the basic GEM interface and TOS has been relative
>unchanged from the original 1985 version, and seeing the operating
>system for the IBM machines evolve to OS/2, what is in store for
>TOS?

Preemptive multitasking with MultiTOS (and existing (!) GEM applications).

>
>I have seen what OS/2 can do, and compared to TOS, it seems to me
>that Atari is being left behind. Real multitasking through the OS,
>not through a program, drag and drop, being able to configure
>almost anything tthe user desires, and being a 32-bit operating
>system.

Drag & Drop is there since there are alternative desktops (and, of course,
Atari's own new desktop in TOS 2.x and 3.x).

>
>How does the current TT TOS (3.0??) compare? Is it a 32-bit
>operating system, or is it still tied to a 16-bit path?

TOS *ALWAYS* has been as 32 bit operating system (this means: TOS
always used a flat 32 bit memory model).

>
>What is the fastest Motorola processor?

68040/33 Mhz. Seems to be comparable to a Sparc chip.

>
>What about the Motorola 88000? Is it faster, better, compatible?

Perhaps faster, but not compatible.

>
>Or will Atari start to make Intel machines? My feelings is why not.
>There is the ST market and the larger (in the US) IBM market. If
>Dell, Wang, and the others are making (??) money, Atari should be
>in there to capture some of the market. After all, Atari still
>makes the 2600 because there are people STILL buying them, so why
>not havev Atari expand their ABC systems to make the incremental

>sales.

I doubt that they can earn lots of money there. They would have to
compete with low cost vendors, which is virtually impossible.

1764. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 11:49:28 UTC
From: alf@skid.north.de
Message-ID: <a6981673@skid.north.de>
Source record: 218401
Cross-posted to: news.software.nn,comp.sys.atari.st

In <H.QfAo0u&vFPQ@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> Maybe nn only works under MiNT. Have to go looking for MiNT traps, I
>guess.

No, the nn has been ported with TC. I didn't know who ported it but the one
was using the mupfel. That's the reason why there is a file
$HOME/nn/param.mup (the extension mup is for shellscripts under the mupfel).

If you wants to use the nn under MiNT you will need a little programm that
helps you because the nn is compiled with TC and uses the _shell_p-vector
to give commands to the shell. I didn't know any shell under MiNT that will
set this vector. So you will have to set this vector and write a little
function beeing executed when a programm uses _shell_p.

If you don't have such a little programm you can only read news. You will
have no chance to send a followup or reply. That it is working with a little
help you can see on my system. I only read mail and news under MiNT.

The nn also makes trouble under TOS when you are using gulam. I didn't know
why but the arguments won't pass correct to gulam.

Tschuess,
Alf
--
Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> alf@zfn.uni-bremen.de | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

1765. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 11:57:13 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Aug19.115713.11178@aston.ac.uk>
Source record: 218525

A few things I thought I could add to this...

Bob_BobR_Retelle@cup.portal.com writes:
: Tim Wright asked some questions about Dungeon Master...
:
: According to FTL, the person carrying the rabbit's foot will be
: "luckier in some circumstances"... as far as I've observed, it's
: real purpose in life is to take up a valuable slot in your backpack,
: and to be used to hold floorswitches down.
:
: The jewelery is tough to pin down.. a few are obvious in their effects.
: The Moonstone adds 3 mana to the Champion who wears it.
: The Illumulet gives a low level of illumination in the Dungeon at all times.
: The Pendant Feral adds one to a Champion's Wizard level.
: The umm.. gak.. it's either the Ekhard Cross or the Jewel Symal..
: makes the Champion regenerate health points quicker...

Hadn't noticed this, but I'll try it- I know that either the Gem of Ages
of the Jewel Symal gives you +15 anti-magic...

:
: Most of them don't have enough effect to make any real difference though.
:
: (Oh.. and the Choker maked the Champion use food more slowly)
:
: The only advantage to wearing the Armor of Darc and Lyte is better
: protection, IF your Champions are strong enough to carry it. My ladies
: were never that strong, and so left it behind, preferring to rely on
: quick reflexes rather than thick armor.

Two ArchMaster fighters, with 999/857 Health... should be enough :)

:
: In my experience, the only time a weapon really affected a particular
: monster more was the Vorpal Sword, which was the only weapon which could
: hit a "non-material" being.. the damage from all weapons seemed to be
: based on a random roll, modified by the maximum damage of the weapon.

Hmm. I'm pretty sure different monsters react in different way- Screamers
get cut up by blades (Delta, Rapier etc..) as do rockpiles, but Skeletons
seemed to be better served by blunt instruments (Axe, mace...) as did the
blue meanies (Anyone out there have a definitive list of monsters
'official' names?)

:
: Here's a "fun FYI".. did you ever put a coin in your Champion's

: "action hand" and click on it like it was a weapon..?

Had you noticed that the Mace of Order makes you walk faster?

:
: Rasmus Petau asked about a locked door on Level 15 (actually, the way FTL
: itself numbers the Levels, the Hall of Champions is Level 1, so there
: are only 14 Levels.. so I'm assuming the question is about the
: Dragon's lair..?)
:
: The only locked door I know about on the Dragon's level is the one
: which leads to the Power Gem... which you HAVE to get in order to
: complete the game. The other door on the level is opened by inserting
: a coin in the slot next to it, and leads to an altar of resurrection
: (just in case any of your Champions gets toasted by the Dragon).

What about the door at the bottom of the Skull Staircase? Has to be opened
by the Winged Key which is on the firestaff level. I think there's also
another hidden area on the Dragon level- I'll pull the map from a.a and
try it out.

:
: (The key to the door in front of the Power Gem is hidden under one
: of the piles of ashes on the floor, by the way...)
:
: You're right, Tim.. DM *is* a classic...!
:
: BobR

--
Tim Wright.
wrighttj@cs.aston.ac.uk

1766. Re: Falcon030 is there ..

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 12:10:55 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Aug19.121055.11276@aston.ac.uk>
Source record: 218526

Nice reply from someone- I tried to post a followup and was politely informed that it would be redirected to comp.sys.amiga.advocacy. Why do people do this? I don't go over to their groups and shout at them; I guess it must just be insecurity... :)

Anyway. I don't know whether the original article was posted direct or copied from somewhere, but it was nice to have all the recent speculation confirmed. Especially the CD quality sample recording stuff... Maybe the Amiga freak would like to cross over to rec.music.makers and rec.music .synth and tell them that they've been wasting their money on the Yam DM80, Alesis ADAT, Plasmec ADAS et al and that they could have bought an Amiga instead. I'm sure they'll be convinced...

Okay, bitching about it won't solve anything... Time to modify the KillFile, I guess...

--
Tim Wright.
wrighttj@cs.aston.ac.uk

1767. Re: Does it exist???

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 14:04:39 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1992Aug19.140439.16515@lut.ac.uk>
Source record: 218527

In article <1992Aug19.083032.27203@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <xcfyn0n@rpi.edu>, pinelr@aix.rpi.edu (Rob Pinelli) writes:
>> Hi. I was wondering if there was a program out there, whether in PD or
>>(more likely) commercially that is similar to the IBM program AUTOMAP.
>>AUTOMAP, for those of you who don't know, is a program which basically
>
>There is a UK program called Autoroute, I don't know if there is a USA version,
>may be the UK readers can help...!!!
>
>

Autoroute is a very capable program and became very popular in PC arena.
The ST version I saw was an early version and if I am not mistaken has
not been updated. The PC version grew stronger and now supports some
European countries as well.

>Roger..... sheppard_r@kosmos.wcc.govt.nz

- Rahin

1768. JPEG

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 14:54:18 UTC
From: miked@syscon.rn.com
Message-ID: <1992Aug19.145418.8287@syscon.rn.com>
Source record: 218518

Did that new version of the JPEG viewer/GIF converter for the
ST announced a while back make it to binaries or atari.archive?

1769. Bob Brodie comments at the Connecticut Atarifest

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 18:06:54 UTC
From: peters@allvax.enet.dec.com
Message-ID: <9208191806.AA20817@enet-gw.pa.dec.com>
Source record: 218530

Some people have already commented on what Bob Brodie said at the Connecticut Atarifest that took place last weekend. I've just reviewed the notes I took while he spoke and hopefully I can pass along some new information.

- the RAM board holds a max of 14 Megabytes, and is not proprietary in its design. Atari used a board since they could squeeze more memory on the Falcon than if they had just used SIMMS.

- There is supposed to be a 1 Meg machine available. But, since the operating system takes 2 Meg, I asked how a 1 Meg machine was possible. He didn't know the technical details on this.

- Developer DSP documentation is shipping "this Thursday"

- Atari hopes to avoid the 3 month long lead time for FCC certification by going thru an independent lab. One of their people has said that the Falcon030 "should" pass without any problem, and this is why they expect to have machines for the USA by mid to late October.

- 32Mhz operation is not possible, according to Atari. But Brodie did say that other developers (e.g., Jim Allen) have surprised them and made the hardware perform faster...

- The SC1224 will be able to handle 16 bit "true color"

- He gave a hint that later machines might have a 68040 processor.

- The mouse port is still under the case, as in the 1040 series.

- Marketing info and price will be announced at the Duesseldorf fair.

- 75 Falcons are now in the hands of developers.

- Mac-formatted sound files can be used (they did this with a disk of Star-Trek sounds, associating the "transporter" sound with the opening of a window!)

- As to a question as to what would be the new bottom line computer after the Falcon was released: "No comment".

- If anyone wants more technical info on the Falcon030, contact Bill Rehbock at Atari (Voice: 408-745-2082, Fax: 408-745-2083).

On other matters:

- Atari's new policy is to use Bitstream fonts.

- The ST Book is being redesigned for more memory and a new screen, and should be out the first quarter of 93.

- The GE service deal is still getting going.

1770. Re: fast modems

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 18:38:05 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1108@usdtsg.DaytonOH.NCR.COM>
Source record: 218547

In article <4249@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>
>>2: Will the new Atari machines (Falcon et al) be able to keep up with
>> these sort of speeds?
>
>The "old" Atari machines, like the MegaSTE and TT, already support astronomical
>speeds on their second through fourth modem ports. STalker is the only term
>program I'm aware of that supports those faster speeds. (Maybe Rufus too,
>or Connect?)

It seems somewhat odd that Modem 2 and up support the high baud rates,
but not Modem 1. I wonder if Atari was trying to keep some compatibility
with the old machines that I do not fathom? (i.e. shouldn't Modem 1 and
Modem 2 act the same way?). I've done transfers of 38,400 baud from my
MegaSTe to my PC using Connect 1.8i (I would have gone higher, but the baud
rates listed above 38400 for the PC and ST term programs didn't match).

I wonder what kind of speeds the Falcon's DSP could do if it were
programmed for such purposes...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com
R.ANISKO
Fnet 410

1771. Re: Falcon tinkering thoughts...

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 18:49:02 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l955suINNuk@aludra.usc.edu>
Source record: 218529

In article <1992Aug19.014258.1275@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:

>Yes, but the IDE drive is optional. I think it will be possible to
>connect the SCSI ribbon cable internally to the external SCSI port; i.e.,
>soldering the individual wires to the leads on the inside of the connector...

Yukkk!!!!! Get that soldering iron away from my war-on-teed machine!
Better off just paying for another $50-100 than to not only void your warranty,
to then threaten the life and longevity of your wonderful new machine by such
a Nasssty hack.

Maybe after the Falcon has been out a few years, and only costs <=$300
would I even consider that sort of approach.

-Mike

1772. Re: Falcon tinkering thoughts...

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 19:10:28 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.CRIp6MGgqdY@jonh.wimsey.bc.ca>
Source record: 218423

In <1992Aug18.155722.27123@u.washington.edu>, Daniel Aylward writes:
>
>Can anyone who's seen a Falcon tell me how easy it would be to pull out
>the motherboard and put it in my Mega STe? I don't want to give up my
>separate keyboard. I have a Maxtor 7120S SCSI 120 meg drive in it now;
>I'd probably have to rig up some funky way of connecting it internally to
>the SCSI port... have to cut different holes in the back for the
>different ports... How about the keyboard? Could the modular jack be
>directly wired from the old keyboard wires?
>

Well, I hate to rain on anyone's parade, but in the release specs,
there's mention of a new keyboard chip, so hooking up an old ST or TT
keyboard is probably not an option. As they used the 1040 case, though,
it might be possible to fit the new keyboard in a mega keyboard case,
and fake up a new cable.
I had the same thoughts when I heard the Falcon came in a 1040 case.
After you have a printer, monitor, and any other assorted cables sticking
out of the back of the case, it's a b*tch moving the computer around.
Besides, I'm gettinb real used to typing with the keyboard in my lap.
Atari hasn't said what new keyboard chip they're using, maybe it'll
be the same on as in a clone keyboard. Probably not, though.

--
jhenders@jonh.wimsey.bc.ca

1773. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 19:26:24 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.mLcNNj6jtBg@jonh.wimsey.bc.ca>
Source record: 218407
Cross-posted to: news.software.nn,comp.sys.atari.st

In <1992Aug18.163202.24234@zooid.guild.org>, Mike Stramba writes:
>
>I presume the active file is supposed to end up looking like a '.newsrc'
>file?

That's what it says in the docs. If you look at the back of the manual
file, you'll find some docs on nnmaster and nnadmin. Unfortunately, they
look to be the unix docs, but you'll get some idea how it's supposed to work.

>
>Can you post part of your active so I can see what the format is supposed to
>be?
>
If sed ran, it probably worked. All it does is add an article number
to the newsgroup name, with a '|' seperator.

>
>How do you get the /.nn/master file created? If I can at least get that file
>created and get to the point you're at, maybe I can discover something that
>will help us both.
>
nnmaster -I

--
jhenders@jonh.wimsey.bc.ca

1774. Re: 16 MHz / Overscan questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 19:35:08 UTC
From: ue@nathan.do.open.de
Message-ID: <H.uMHtfbhsh6Y@nathan.do.open.de>
Source record: 218183

In <1992Aug18.143241.5623@aston.ac.uk>, Auntie Tim writes:

Hi,
>Regarding Overscan, does it slow down the computer significantly when it's
>running? If so, how much? There's also a hardware kit over here in the UK
>called the "Autoswitch Overscan" which (I think) fits into the monitor
>(Hi res) and costs 50 UK pounds- as I almost exclusively use Hi-res this
>would be equally functional for me, so does anyone have experience of this?
>Is it better/worse than the PD overscan hardware mod?

I think that Autoswitch Overscan (or simple AOS) is much better than PD version
(which is called Hyperscreen if I remember correctly). When encountering a
"dirty" programm (those who only work in 640x400, mostly GFA-Basic programs)
while using Hyperscreen, you'll have to switch off your computer, turn that
switch and restart. With AOS, all you have to do is quit the programm, and
restart it again while pressing a hotkey (ALT-CTRL) and AOS will switch back
to standard resolution. If you think you've got to use that dirty program
for a longer time, just add it's name to AOS' inf-file and AOS will switch
back every time you start it. After finishing the program, AOS will switch
back to the extended resolution.

Additionally, Hyperscreen is no longer supported by it's author, AOS is. When
comparing the two programs, you'll also find that AOS has a very powerful
setup program allowing you to get the last pixel from your monitor.

>Compatibility- I play a few games in colour, but presumably both these mods
>can be deactivated so that shouldn't be a problem (should it?) but in hi res
>I'm using (or planning on buying) Neodesk 3, Steinberg Cubase, Spectre GCR,
>and numerous ray-tracers, graphics programs, and STOS. Anyone have any
>experience of how these programs work with 16MHz / Overscan modes?
Most games won't work with overscan or 16 MHz, but that's no problem. AOS
needs its software to work, if you boot from disk to play, it won't be
activated so you'll have no problems...

--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

1775. Re: Falcon 030 specs released! No more rumor...

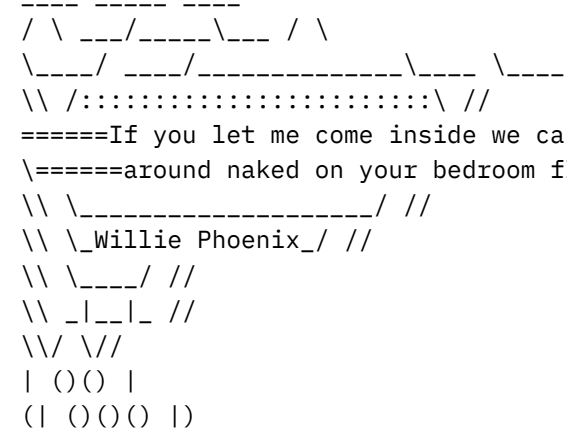
Newsgroup: comp.sys.atari.st
Date: 1992-08-19 19:57:13 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Aug19.195713.13330@magnus.acs.ohio-state.edu>
Source record: 218528
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

>>No. MultiTOS is the gross/disgusting ST-TOS with Eric Smith's PD MiNT
>>package (ironically, it stands for MiNT is Not TOS) hacked in. MiNT
>>replaces the ST's BIOS with traps to it's own multitasking BIOS
>>routines. Programs must be linked with MiNT to multitask and last time I
>>used an ST (admittedly a long while ago), it only could run 1 GEM app at
>>a time regardless of how it was linked. In a word, when compared to an
>>actual OS, MultiTOS SUCKS. Even if it were better integrated, it would
>>still be suck when compared to much more featureful OSes such as

This is absolutely incorrect! I've seen it in action, I even got to test it out to a certain extent, and it is *wonderful*! I'm so impressed I'm actually speachless. We're talking Amiga-level multitasking here guys, with the sole exception of floppy-disk access (stops everything else on the ST, while the Amiga will keep on chugging along). I saw it in action on a Mega-4 with AdSpeed, and it was *FAST*, three copies of a line-drawing program were up (in high-rez color on a graphics board of some type), a program was loading a GIF in the background, a clock was functioning (the hands were moving correctly), a TOS program was checking-off the percentage of cpu time each program was using, text was being entered into a text editor all at the SAME TIME! AND, during this, it was decided to *really* stress the system out, so about 20 megs in files were grabbed and copied from one partition to another, no *that* slowed things down a bit, but everything still worked, and the file copying just took place in the background! (this did not work when tried with a floppy disk...)

I was not expecting anything even *remotely* as professional and excellent as this. Prepared to be very *happy* if this ever actually gets produced.
-->
|-) -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| - FRANK ZAPPA for president! "One of his best qualifications is
/ | \ that at least he won't take it seriously." - Jammer



```
| ()() |
\________/
```

1776. Re: Does it exist???

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 20:02:17 UTC
From: pinelr@aix.rpi.edu
Message-ID: <nhgy!9f@rpi.edu>
Source record: 218531

In article <1992Aug19.140439.16515@lut.ac.uk> rahin@scs.leeds.ac.uk (M A Rahin) writes:
>>In article <xcfyn0n@rpi.edu>, pinelr@aix.rpi.edu (Rob Pinelli) writes:
>>> Hi. I was wondering if there was a program out there, whether in PD or
>>>(more likely) commercially that is similar to the IBM program AUTOMAP.
>>>AUTOMAP, for those of you who don't know, is a program which basically
>>
>
>Autoroute is a very capable program and became very popular in PC arena.
>The ST version I saw was an early version and if I am not mistaken has
>not been updated. The PC version grew stronger and now supports some
>European countries as well.

Well, I would like the US version of such a program if it exists. I imag-
ine such a program would be easier to write for England, since it has fewer
miles of road per car than any other country. Anyhow, if something like this
is out there for Atari, someone please let me know!

--
||| | Rob Pinelli |5\ Seymour: "Hey this isn't right! You're supposed to
/ | \ | pinelr@rpi.edu |18\ show me how miserable everybody is without me!"
Atari ST| 203 North Hall |276\ Junior: "Hey, if *everyone* made the world a
Mega 2 | Troy, NY 12180 |7080\ better place, it'd be perfect!" -Little Shop

1777. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 20:12:38 UTC
From: ken@isgtec.com
Message-ID: <3156@isgtec.isgtec.com>
Source record: 218539

In article <l9329mINN4op@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
< In article <1992Aug18.181846.3658@riacs.edu> glennd@pioneer.arc.nasa.gov (Glen Deardorff) writes:
< >I know that the standard resolutions that the Falcon supports is no higher
< >than 640 x 480. But isn't it possible to go up to something like 1280 x 1024
< >or 800 x 600, with a video card and SVGA monitor? I was told by a local
< >Atari dealer who had seen the Falcon that this was the case. I'd love to
< >fantasize about getting one, but I'm afraid that higher resolution is a
< >principal concern of mine.
<
< Well, its not likely. It sounds (from the descriptions) that it's only
< internal port will be the PDS. So until someone makes a graphics card to fit
< the PDS, the answer is no (it definately won't have the VME slot).

Yep, the provisions for video upgrades on the Falcon don't look so great,
Yet Another Proprietary Interface (YAPI), the PDS. Also in Tramiel's
announcement on Genie, he said explicitly that the 640x480 mode, at least
with 16-bit colour (which is a great feature, mind you), is **INTERLACED**!
Sigh. This means some good things, as he mentioned, like the Falcon will
work on SC1224 monitors (as well as VGA monitors with higher scan rate).
But it also means that the Falcon will have the same interlace problems
that the Amiga 640x400 16-colour mode has - FLICKER. Not too bad on
digitized images, but for the desktop or window/text displays, it will
drive you crazy.

Does anyone have any more detailed information on this? Will all the
640x480 modes be interlaced? Will both the SC1224 and VGA monitors work
in all modes, or just some of them? Which ones?

--

Old programmers never die, they just log off.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1778. Re: Gemulator (Falcon emulator?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 20:17:27 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Aug19.201727.29364@sfu.ca>
Source record: 218534

In article <2A90C503.21468@orion.oac.uci.edu> jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
> - Or is something vaporware if it is announced and misses a deadline
>or two? (like FSM GDOS).

Speaking of FSMGDOS, I got the lastest version of it a couple of weeks ago with my Wordflair II upgrade. It's supposed to be MultiTOS friendly, now, but I can't get it to work! Whenever I run Wordflair, I get 4 bombs (grrr), so I went back to the older version I got from them with the last upgrade.

A side note about FSM's `vapourware' status: The README file that came with the upgrade mentioned that FSM is still in the testing stages, with an official release yet to come (I guess that makes me a beta-tester :-)).

>
>--
>Joachim Vance
>^~^~^~

1779. GNU and UW

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 20:32:33 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1109@usdtsg.DaytonOH.NCR.COM>
Source record: 218550

I have a question regarding UW (Unix Windows). When I compiled the server sources on our unix box at school, it compiled fine. But when I try to compile it on another unix box, it mentions a number of files that are not on this unix box (.h files).

What I want to know is if I can compile it on another system, and use the executable on this unix box? I could either have a friend compile it for me on the school's unix box, or if I ever get GCC set up (under TC Shell/MiNT), maybe I could compile it there.

The main question is if I *can* cross-compile it on either my Atari or on the other unix box, what flags/settings/variables would I need to set up in the makefile? The destination box is a 68020-based system. Also, what would be the setup to make it work on a 386/486 system running System V? Any help would be appreciated. Thanks...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

from my s

1780. Article on FALCON in German mag c't

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 20:45:30 UTC
From: kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <H.rYMcKrPZhMM@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
Source record: 218532

I wonder that this has not been posted yet:

The German computer magazine "c't" (one of the leading ones) has an
article in its September issue on the Falcon030, which will be presented
definitely on the Atari fair, Aug. 21-23, 1992 in Duesseldorf/Germany.

Even though some of the information has been posted before, I'll post
the summary again for some details (may be):

- processor 68030/16 Mhz
- coprocessor 68881/68882 optional (socket available)
- RAM: 1, 4, or 14 MByte
- ROM: 512 kByte (internal), 128 kByte (external, ROM-Port), 16 bit wide

Sound subsystem:
- DSP 56001/32 Mhz with 96k SRAM (0 wait, 32 kWords at 24 bit)
- 16 bit stereo AD/DA
- sampling rate max. 62.5 kHz, external clock input available
- 8 bit sound compatible to STE
- 3 channel PSG sound compatible to ST

Video subsystem:
- ST low 320 x 200, 16 colors from 4096
- ST med 640 x 200, 8 colors from 4096
- ST high 640 x 400, 2 colors from 4096
- 640 x 480, 256 colors from 262144
true color mode:
- 320 x 200, 32768 colors
- 320 x 480, 32768 colors
either overscan or interlaced mode, may be sychronized from outside
overlay mode, HF modulator
- Blitter at 16 bit, 16 MHz

Interfaces:
- DSP connector, Sub-D, 26pol. fem.
- SCSI-2, 50pol.
- Centronics, Sub-D, 25pol. fem.
- RS-232, Sub-D, 9pol., male
- MIDI In, Out/Thru, 5pol. DIN, fem.
- LAN, compatible to TT030 and STE (8pol. Mini-DIN, fem.)
- ROM-Port (cartrigde, 16 bit, compatible to ST)
- 2 STE compatible joystick ports, Sub-D, 15pol., 3 rows

Storage subsystem:
- Floppy 1.44 MByte, 3.5''
- HD, internal IDE Bus, external SCSI Bus (size expected to be

40 MByte), 2.5'' within the case

Miscellaneous:
- operating system unclear; currently TOS 2.07, MultiTOS to be expected
- real time clock, battery backed
- internal expansion port
- fan
- connectors for microphone and speaker
- case like 1040

Price: around DM 1500 (~ UK L 500, ~ FF 5000).

In particular, it might be interesting that ordinary MultiSync or VGA monitors can be connected now instead of just a SM 124.

The machine presented to "c't" had no MultiTOS yet, but a modified TOS 2.07 (whatever this may be). "tms" claims that they were able to port their program "Cranach" easily to the new system. QuickIndex reveals a CPU performance of about 50% of the TT030. It's quite unclear to me what the LAN interface is meant to be.

There is a photograph inside the mag which shows a rather clean board apparently ready for production. The machine presented here was handed out to the magazine in the beginning of July.

The machine seems to aim at the consumers market, rather at the low than the high end. Alwin Stumpf from Atari Germany did not exclude that yet another machine may be released this year, but left it open if that will be a Falcon040 or an even smaller system.

I'm personally quite unsecure if I should replace my old MegaST by such a machine. I think it's better to wait for a high end machine such as the speculated Falcon040. There is still a need for MultiTOS to become ready, before.

Regards,
Thomas
--
Thomas-Martin Kruel Institut f. Physikalische Chemie / Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg, Tel. +49 931 31579

1781. trading for a 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 20:53:03 UTC
From: lenin@wam.umd.edu
Message-ID: <1992Aug19.205303.6719@wam.umd.edu>
Source record: 218537

I was interested in getting a 1040STe and I have a bunch of gaming
machines in top condition that I am willing to trade. In
particular I have a Genesis "core" system and a Super Nintendo "base
unit" and a couple of other things.
If you have an STe (520 or 1040 but I would preffer a 1040)
drop me a note if you want to exchange, I am willing to also pich in
some money if the system is nice.
Thanks!

--

Alec Perez "Why won't you kill me Harlock...?"
Aperez@umdacc.umd.edu Queen Laffresia (SP Harlock)
Lenin@wam.umd.edu

1782. Fax Software

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 20:53:31 UTC
From: ac999a07@umbc5.umbc.edu
Message-ID: <1992Aug19.205331.12402@umbc3.umbc.edu>
Source record: 218533
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

Along with Straight FAX from Joppa Software Development... there is a program called FastFax from Michtron (or whoever they may be now.). I also read in a magazine at one point of another company comming out with a background fax program. Dunno...

1783. Re: Article on FALCON in German mag c't

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 21:03:22 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l95doqINN9jt@aludra.usc.edu>
Source record: 218535

In article <H.rYMcKrPZhMM@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
[specs deleted]
> true color mode:
> - 320 x 200, 32768 colors
> - 320 x 480, 32768 colors
> either overscan or interlaced mode, may be sychronized from outside
> overlay mode, HF modulator

I thought you would get the TC mode at 640x480...guess not.

> - Blitter at 16 bit, 16 MHz
> Interfaces:
> - DSP connector, Sub-D, 26pol. fem.

What is a Sub-D, _26_? Is this a 26pin variant of the db25/db9 that
is the standard for RS232C? If so, how will you know if it is upside down?

[specs deleted]

> Miscellaneous:
> - operating system unclear; currently TOS 2.07, MultiTOS to be expected

_2.07_????? I would think it would be a 3.XX variant since it has an '030
in it. Why are they using a 2.XX???? Granted, it will (supposedly) come
out with Multitos, but ... that is still confusing....

> - real time clock, battery backed
> - internal expansion port
> - fan
> - connectors for microphone and speaker

These are normal micro-jacks: the same kind as most earphones/portable
radios (like walkmans) have. Very convienient - I wish the TT used these, so
that I wouldn't have to use the cheesy RCA-jack to micro-jack converter I use
now for my amplified speakers.

> - case like 1040
>
> Price: around DM 1500 (~ UK L 500, ~ FF 5000).

Well, according to Security Pac. Bank, the exchange rate today is
1.504 (or thereabouts) so that would make a US model about $1000. Not bad,
but could be better - lets hope so.

>
>
> In particular, it might be interesting that ordinary MultiSync or VGA

>monitors can be connected now instead of just a SM 124.
>
> The machine presented to "c't" had no MultiTOS yet, but a modified TOS
>2.07 (whatever this may be). "tms" claims that they were able to port their
>program "Cranach" easily to the new system.

Pardon my ignorance, but what is Cranach?

> QuickIndex reveals a CPU
>performance of about 50% of the TT030.

That is dissapointing. I was hoping to get around 60% since it
wouldn't have to deal with as many memory wait-states as the TT does. BTW,
is this rating comparison with the TT from Qindex running in Slow or Fast
memory? Since the Falcon's RAM is (likely) to be designed similarly to TT
slow memory (Video/CPU time slices, etc.), I guess a 50% speed is to be
expected.

>It's quite unclear to me what the LAN
>interface is meant to be.

This is a Lan connector that is identical to the mac localtalk
connector. They just need to implement software that uses it (for use in a
local talk network - they already have Atari-specific network software).

> I'm personally quite unsecure if I should replace my old MegaST by such
>a machine. I think it's better to wait for a high end machine such as the
>speculated Falcon040. There is still a need for MultiTOS to become ready,
>before.

I don't know. If you can put up with the built in keyboard, then
I would say go for it. It is more than a replacement for the MegaST(E).
What I want to know is, can it use the previous color/mono monitors that you
are using with the MegaST (probably not), and if so, what are the max
resolutions with the SC1224?

>
>
>Regards,
> Thomas
>--
>Thomas-Martin Kruel Institut f. Physikalische Chemie / Universitaet Wuerzburg
> Marcusstr. 9-11, D-8700 Wuerzburg, Tel. +49 931 31579

-Mike

1784. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 21:19:59 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l95envINNard@aludra.usc.edu>
Source record: 218536

In article <1992Aug19.095337.17381@sci.kun.nl> vince@sci.kun.nl (V.G.J.M. Stoks) writes:
[stuff deleted]
>at once, so there has to be room for them on screen. Anyway, I think I
>remember reading somewhere that a programmable overscan will be built
>in, and that the Falcon could easily (and cheaply) be upgraded to about
>900x1200. That sounds more like it, huh? Problem Is, monitors above 768x1024
>rapidly become unaffordable (at least color monitors do). BTW, if I
[stuff deleted]

Sorry to tell you this, but overscan doesn't work that way. According
to the post from the interview with Sam T., the overscan will give you around
732x400 (I believe - I deleted the article) with overscan in the 640x400 mode.
Overscan just makes the left/right boarders disappear - basically it starts
early/delays the Hblank signal so that you get more pixels/scan line (horiz.
line on monitor). It does not change the basic output frequency which is the
big factor in determining screen Resolution (1024x768 needs a higher display
signal frequency than a 640x400 - the 640x400 is just a "safe" size for the
frequency of the signal, with margins for error (the borders) to keep from
accidentally displaying over the rest of the screen, and to give the monitor
time to "hide" its video gun as it aims it from one side of the screen to the
other to get to the next scan line). So, unless you get a video card that
is able to output a higher frequency for the larger screens, 732x400 is gonna
be your max size.

>
>Sander SToks,
>vince@sci.kun.nl

-Mike

1785. Re: Quickie FAX software sought

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 22:19:22 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <78035@ut-emx.uucp>
Source record: 218542

In article <1992Aug16.221537.1044@msuinfo.cl.msu.edu> cable@crs.cl.msu.edu (Dan Cable) writes:
>slick@netcom.com (Martin Veneroso) writes:
>
>>OK, so now that I have splurged and bought a Supra FAXModem V.32bis from

>>So I place it before the assembled throng: is there a quick/easy/cheap
>>fax program for the ST by which I can send some simple file to a fax
>>machine, and perhaps even receive a fax from said machine?

>>up with Degas or I can create a PostScript [tm] or .dvi file on another
>>system and get it to my ST.

>The only existing piece of faxmodem software that I am aware of is STraight
>Fax from Joppa Software (717)428-3231. It is capable of converting ASCII files
>along with any GDOS files.

I don't know exactly what fax software usually does, but I thought I should mention that ghostscript comes with source for a couple of fax drivers (but they aren't compiled into the ST version of GS). I don't know if the output format would work with your particular modem, but it should be fairly easy to write new drivers that do, assuming you know what format you need. These GS fax drivers just convert a PostScript file into a bitmap that the fax modem can understand, so presumably you still need something to send the bitmap to the faxmodem. If all that is required is sending the file to the serial port, well that is no problem, and GS can even do that. Since GS is free, this might be a cheap way to test your modem. Someone please tell me if I am oversimplifying this.

Of course, GS can't help on the receiving end, so it you want to send AND receive ....

-Tim Gallivan
timg@landau.ph.utexas.edu

1786. Atari Equipment for Sale. . .

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 22:24:01 UTC
From: jasond@microsoft.com
Message-ID: <1992Aug19.222401.29365@microsoft.com>
Source record: 218538
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

Greetings,

I have decided to part-out my atari equipment.
The following is a list of hardware; everything can, of course,
be purchased as a system.

Secondary Storage

Atari Megafile 44 (44Mb removable cartridge hard drive, Syquest mech, SCSI)
Seagate ST296N (85Mb 5 1/4" HH, SCSI)
Under Monitor case with 2 bays, power supply, ICD ADSCSI+ Adapter, fan, cables.

*Note, the Megafile comes in a case w/ power supply and adapter of it's own.

Monitor

Atari SC1224 Color Monitor (No display problems)

CPU

Atari 1040ST with 4Mb RAM (Zubair ZRAM 3D card, might separate.)

Accessories

Monitor Master
Extra Mouse

ALL OF THE ABOVE EQUIPMENT CAN BE HAD FOR $1200.
IF YOU WANT PIECES, EMAIL ME WITH OFFERS.

jasond@microsoft.com

PS. I also have a TT030/8 if anyone is interested in purchasing it.

1787. Re: Quickie FAX software sought

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 22:31:36 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug19.223136.12766@msuinfo.cl.msu.edu>
Source record: 218540

pkor@phoenix.oulu.fi (Pasi Korhonen) writes:

> Do you (or anybody) know Joppa Software's fax number ?
>It would be most helpful in trying to contact the company from around here.
>Thanks in a dvance ! :)

Sure, Their fax number is (717) 428-0424. Also, I received e-mail informing me
that there is also a program called QFax Pro which is supposed to be able to
do background operations. I didn't get any more info on this program but I
will post it when I do.

--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

1788. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 22:38:28 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <H.ochUJiy12Xc@lionbbs.bs.open.de>
Source record: 218461
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <l90309INN6q5@aludra.usc.edu>, Juxtaposer writes:

> This sounds like a good idea, except:
> 1) The 68ks were not built for multiprocessing (big surprise) - you are not
> only talking about totally (almost) re-writing TOS to handle the multiple
> processors (which sounds like a good idea to me anyway), but you would have
> to implement some impressive glue-logic to get the multiple processors to
> work cooperatively since they

> a) don't know that they don't own the bus,
Which is definitely wrong!
Even for the simple 68000!
What do you think are the pins ~BR(bus request),
~BG (bus grant) and ~BGACK (bus grant acknowlege) for?

> b) don't understand any kind of memory but super/user,
They understand:
supervisor program
supervisor data
user program
user data
That can enhance the 16 MB limit (see below) to 64 MB,
but what does that do WRONG????

> c) only have 24bits address line
Which means 16 MegaByte and should be enough on a multiprocessor system
where you have, say 8 MB private an 8 MB shared RAM for each processor.
That's 27 * 8(private) + 8(shared) = 224 MB main memory. Not enough?
Boy, your last name is croesus isn't it?

> 2) Related to the last point of 1), you really want to have a distributed
> multiprocessor-system - how many times do you run 27 applications simul-
> taneously?
Why? you can split ONE application into several THREADS!

> Not to mention that each processor would have to have its own
> memory - and it doesn't sound too appealing or marketable to have to buy
> 27MB so you can have 27 1-MB virtual machines.
Make it upgradeble at least one and at most (as much as you want).
1MB is much for that task.
Even 8MB (shared) main memory and 128KB (private) cache may be enough
with a hardware supporting virtual memory.

> [...] a distributed multiprocessor system, you distribute tasks over the multiple
> would still be going at the original (single processor) speed.

There you address the one and only problem: THE SOFTWARE!
You need a distributed environment!
A parallel OS and parallel Applications which means
parallelising (? ;-) developement tools.

THAT'S THE REAL PROBLEM AT ALL!

At least with ATARI! ;-)

Uwe
--
Eliminiere das Unmoegliche. Was immer uebrig bleibt, so
unwahrscheinlich es auch wirkt, muss die Wahrheit sein.
Aber was ist, wenn einmal NICHTS mehr uebrig bleibt?
(nach: John Brunner - Mehr Dinge zwischen Himmel und Erde)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

1789. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 22:43:22 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <H.PnaCZW6ttv6@lionbbs.bs.open.de>
Source record: 218462

In <2254@devnull.mpd.tandem.com>, Jerry Dunham writes:

> This sounds amazingly like an Atari-sized version of the Tandem T16 NonStop
> architecture that has taken Tandem Computers to a dominant position in fault
> tolerant computers and transaction processing. This would NOT be a trivial
> development effort, but WOULD result in a potentially killer machine. It
> would NOT fall into the price range wherein Atari has traditionally been rea-
> sonably successful. I would certainly like to see it happen. So who's going
> to tell Sam T.?

Hey isn't that the guy who likes the Lynx so much? ;-)
Can't we ask someone else?
Doesn't seem to be his pocket size! 8-)

Uwe
--
Eliminiere das Unmoegliche. Was immer uebrig bleibt, so
unwahrscheinlich es auch wirkt, muss die Wahrheit sein.
Aber was ist, wenn einmal NICHTS mehr uebrig bleibt?
(nach: John Brunner - Mehr Dinge zwischen Himmel und Erde)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

1790. Looking for ST binaries for glib

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 22:47:55 UTC
From: bobhays@spss.com
Message-ID: <1992Aug19.224755.8826@spss.com>
Source record: 218541

I've gotten a Kawai K5 and found the Kawai free patches out in ftp land, but these patches are in glib format. I don't have enough space (such as a hard disk:-) to build glib, so I was hoping someone could either direct me to an ftp site with the binaries for the ST or someone could uuencode and email the program(s) to me or I could mail a diskette and get a copy that way.

Thanks! - Bob

--
==========
The opinions expressed above are those of Bob Hays and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "I'm hovering like a fly, waiting
Fax: (312) 329-3657 | for a windshield on a freeway" -PG

1791. Re: What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 22:51:45 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Aug19.225145.11316@vpnet.chi.il.us>
Source record: 218412

I tried to run Elvis (the version I have is 1.3) on my TT, and I get some error message that is displayed (and then the program exits to the desktop) so fast that I can't really read it. From what I was able to make out, it sounds like it is complaining about something in its environment. I see that there's an ELVIS.RC file in the directory (I unpacked into a separate ELVIS directory) - is there something I need to change in that file to make Elvis work on my TT? (I currently have 2MB of ST RAM [:-(my 2MB ST RAM expansion board went bad, screwing up the video, and my dealer is waiting on a replacement], and 4 MB of TT RAM.)

STeVIe works fine (I miss some of the ex [':'] commands etc. that were not ported from vi though) on my TT.

Please reply by email if possible. (I'd be happy to summarize responses in a later posting!)

Nick DiMasi

nickd@vpnet.chi.il.us

Delphi: TURBONICK

1792. Re: Falcon tinkering thoughts.

Newsgroup: comp.sys.atari.st
Date: 1992-08-19 23:45:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A45969@K2.maus.de>
Source record: 218474

b>So you will have to get an external case, and a converter to go from
b>25->50 SCSI, and of course, the 25pin cable - you can get that at any
b>Mac shop - in fact, just about any case/powersupply built for the mac
b>should work perfectly.

Just a little correction here: the Falcon has a SCSI2 connector at it's back
and definitely not the 25-pin connector the TT has.

So you would have to get another cable.

Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

1793. Re: Bob Brodie comments at the Connecticut Atarifest

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 00:14:07 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug20.001407.5248@usenet.ins.cwru.edu>
Source record: 218543

In a previous article, peters@allvax.enet.dec.com (Don Peters TAY1-1/D7 DTN 227-3173
19-Aug-1992 1409) says:

>Some people have already commented on what Bob Brodie said at the
>Connecticut Atarifest that took place last weekend. I've just reviewed
>the notes I took while he spoke and hopefully I can pass along some new
>information.
>
> - the RAM board holds a max of 14 Megabytes, and is not proprietary
> in its design. Atari used a board since they could squeeze more
> memory on the Falcon than if they had just used SIMMS.

We shall see when the price is released for this board...

Will Atari screw us or will they pay us back for our loyalty?

The truth is now!

>
> - There is supposed to be a 1 Meg machine available. But, since the
> operating system takes 2 Meg, I asked how a 1 Meg machine was
> possible. He didn't know the technical details on this.
>

I'm sure anyone who read the Atari Advantage article had the same question,
why is it that Bob Brodie didn't find the answer?

> - Developer DSP documentation is shipping "this Thursday"
>

I'm surprised it was shipping two months ago.

> - Atari hopes to avoid the 3 month long lead time for FCC certification
> by going thru an independent lab. One of their people has said that
> the Falcon030 "should" pass without any problem, and this is why they
> expect to have machines for the USA by mid to late October.

They shouldn't announce a release date unless they are SURE that it
will be released at that time. I'm surprised that Atari didn't learn
its lesson with about 80% of its products.

>
> - 32Mhz operation is not possible, according to Atari. But Brodie did
> say that other developers (e.g., Jim Allen) have surprised them and
> made the hardware perform faster...

I have no problem with 16 MHz as long as it is quick.

>
> - The SC1224 will be able to handle 16 bit "true color"
>
> - He gave a hint that later machines might have a 68040 processor.
>

Oh, I think this is obvious. What I want to know is will these
machines be at least 32 MHz? Will they have greater resolutions?
Will they have a great case? Will they be expandable?

> - The mouse port is still under the case, as in the 1040 series.
>

Yes, I guess we knew that the BIGGEST gripe among Atari users would
not get fixed. WAY TO GO ATARI! You sure listen to your users...

I've learned never to do things half-assed in this world. If you are
planning to do something, do it right or don't do it.

> - Marketing info and price will be announced at the Duesseldorf fair.
>
> - 75 Falcons are now in the hands of developers.

About two months ago, I heard that there were 500 HUNDRED sent to
developers.

If there are only 75 in the hands of developers, forget a large
number of title for at least six months.

>
>
> - As to a question as to what would be the new bottom line computer
> after the Falcon was released: "No comment".

NOW, this is VERY VERY VERY dumb!!! I hope Atari isn't planning an
A600 because if they are, I'll go IBM compatible. I swear.
They should make the Falcon 030 the bottom line computer and everything
up from there.

Unless of course they are talking JAGUAR.

>
> - If anyone wants more technical info on the Falcon030, contact Bill
> Rehbock at Atari (Voice: 408-745-2082, Fax: 408-745-2083).
>
--

1794. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 01:11:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9886@uqcspe.cs.uq.oz.au>
Source record: 218545

vince@sci.kun.nl (V.G.J.M. Stoks) writes:

>You can't seriously multitask (and that's the way Atari
>seems to be going) with such a small screen. We want many windows open
>at once, so there has to be room for them on screen.

ahahahhah! Unix users have been multi-tasking with no troubles at
all, just using DUMB TERMINALS. You can always use multiple-screen
interfaces (eg. "miwm" for MiNT, which even though it is a quick-hack,
is still excellent; or for those keen - just port Unix "screens").

Multiple windows is not a pre-requisit for multip-tasking... though I
imagine BigScreens will appear for the Falcon even faster than they did
for the ST...

But are you really going to plug a $1500 monitor into your $1000 computer :-)?

--
warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1795. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 01:16:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9887@uqcspe.cs.uq.oz.au>
Source record: 218544

ken@isgtec.com (Ken Newman) writes:

>in Tramiel's
>announcement on Genie, he said explicitly that the 640x480 mode, at least
>with 16-bit colour (which is a great feature, mind you), is **INTERLACED**!
>Sigh. This means some good things, as he mentioned, like the Falcon will
>work on SC1224 monitors (as well as VGA monitors with higher scan rate).

BEEP. The SC1224 simply cannot handle such high resolutions - it doesn't
HAVE 480 scanlines to use! The VGA/MultiSync monitors will not experience
the flicker - just as they don't on the Amiga.

Me, I'm impressed that they even BOTHERED to support high-res on the SC1224.
You'd be a bit crazy to buy an SC1224 rather than a MultiSync, considering
the slight cost diff, compared to the value you will get out of the Falcon's
higher resolutions. The Aint No Such Thing As A Free Lunch, and your SC1224
will never handle 640x480 non-interlaced.

Question: will 1280x480 interlaced be possible with a MultiSync?

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1796. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 01:18:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9888@uqcspe.cs.uq.oz.au>
Source record: 218546

baffoni@aludra.usc.edu (Juxtaposer) writes:

> Sorry to tell you this, but overscan doesn't work that way. According
>to the post from the interview with Sam T., the overscan will give you around
>732x400 (I believe - I deleted the article) with overscan in the 640x400 mode.

NOT 400. *480*. So 732x480 will be the max size - that's 37% more desk
space than in ST High. TT TosWin users can tell you what 640x480 colour
windows are like to use...

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1797. Need a good hard Drive backup program....

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 02:20:29 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Aug20.022029.9319@oz.plymouth.edu>
Source record: 218457

I just finished "pruning" my hard drive (getting rid of unneccessary files, etc) in preparation for backing it up [Very necessary, the last time I backed it up was LAST September.. youch...]. What I need is a program that will reliably backup my hard drive and not require me to jump through hoops to do so....

I've been using Turtle for years but today is the first time I tried it on my Mega STe..... and it didn't work.

What I need is some sort of backup utility that will allow me to use both floppy drives in a manner similar to Turtle.... and it would be nice to have one that also restores files (I plan on reformatting my drive as soon as I backup all my partitions (including the minix ones..) and don't want to go thru the hassle of having to worry about what file belongs in what directory.... (Does anybody have a cpdir like the one for minix ?)

Oh yeah.... I'd appreciate the Internet address for any location.... I can't get to it right now (Our Internet link is screwed-up, the only thing going in or out is Netnews.....)

Please reply in this group. WHile I will EVENTUALLY get any mail sent to me it looks like it'll sit downstream from here for a week before I get it...)

Thanx
-Andy-

ps. I've heard of "The Vault" but it's not on a.a & I can't find it elsewhere...
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

1798. Falcon question: is 640x480x8 mode memory-mapped?

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 03:37:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9897@uqcspe.cs.uq.oz.au>
Source record: 218548

VGA is known to be as slow as a dog for certain applications - because
the memory for the graphics resides on the VGA board, and accessed through
a slow architecture, the details of which I am not familiar with.

BUT, will the 640x480x8 mode (256 colour) of the Falcon suffer from this
(I doubt it), or is it memory mapped and consistent with the other graphics
modes, ie. interleaved bitplanes.

I am particularly interested in this, since if it is similar to the normal
ST and TT modes, all my local software can trivially port to it, and I
will not miss the TT-low and TT-medium modes I see on friends' TTs (since
they are both subsets: 320x480x8 and 640x480x4).

Anyone know yet? And can you say? (Just something like "memory-mapped,
8 interleaved bitplanes, just like TT-Low, but with more horiz. rez" will do)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1799. Wanted Part II

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 03:49:14 UTC
From: ac999a07@umbc5.umbc.edu
Message-ID: <1992Aug20.034914.28632@umbc3.umbc.edu>
Source record: 218549

Ok.. sorry about this. I am still looking for used Atari equipment for
a friend of mine. A 1040 Style computer.. ST or STe but at a reasonable
price. If you have one please mail: Danckaert@dockmaster.ncsc.mil

(I had the mail address wrong before... :(

Thanks...

1800. Re: 16 MHz / Overscan questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 04:38:29 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Aug20.043829.22938@msuinfo.cl.msu.edu>
Source record: 218402

wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

>A cheap accelerator board (probably 16 MHz 68000) which seem quite cheap,

I use the ICD AdSpeed and it's a gift from heaven by my reckoning. It
significantly improved PageStream output and redraw times, I get better
results from telecommunication with the internet now that the cpu can
keep better tabs on the RS232 buffer so it can toggle the serial fix
RTS/CTS programs. And ARCing/LHArcing files is improved BIG TIME!
Don't hesitate to make this jump. It's worth it!

>The PD Overscan mod, which seems incredibly cheap!

I have also been considering this upgrade, seeing it in magazines at
around $100-$110. Anybody know for sure if this works properly with
PageStream? Flash? SpectreGCR? TouchUp?

molin@crs.cl.msu.edu

1801. Re: Falcon mass storage (was: NoiseTrackers for the Falcon?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 08:12:26 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Aug20.081226.152704@rrz.uni-koeln.de>
Source record: 218405

In <l93339INN5o2@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:

>In article <1992Aug18.183320.122315@rrz.uni-koeln.de> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>>Hi folks,
>>
>>in that c't article about the Falcon (issue sept. '92) I've read
>>that the Falcon was capable of producing sound in stereo CD
>>quality. The only serious limitation they talk about is mass
>>storage capacity.

> I don't know what you mean by "serious limitation ... [of] mass
>storage capacity" - it has a SCSI-2 interface - not only bu**-kicking fast
>(upwards of 10MB/s - I'd _love_ to see a music-data-stream requiring a
>throughput greater than THAT!) but it can handle 7 of them. If you are
>referring to the limitations of the internal drive - now that is a different
>story.

Well, I was kinda confused... I mixed up the september article
mentioned above and another one that appeared ni c't august '92.
In the latter one they note that the Falcon could serve as a
basis for a hard disk recorder, but that a drastic amound of hard
disc capacity would have to be added for this purpose as one
minute recording in CD qualtiy gobbles up 10 MB.
Regarding the data throughput speed, in the september article it
is said that the system bus is the bottleneck, it limits the
performance to 1 MB/s.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

1802. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 08:31:32 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <64335@cup.portal.com>
Source record: 218406

Hmmm.. further thoughts about Dungeon Master..

That's true about the Winged Key door at the bottom of the
Skeleon Key stairway.. maybe that's the door Rasmus was
referring to..

That door leads to a secret entrance to the Dragon's Room, from which
you can "hit and run" at the Dragon.. the first time I found m
way down there I somehow ended up with him trapped in there with
me... so I hightailled it back up the stairs and came back down
the regular stairs into the Dragon's Room, leaving him trapped
behind the wall..!

The Winged Key is however, well hidden..

The Mace of Order may make your party move faster, but that's
because it increases the Load capacity of the Champion who carries it..

When I noticed that the Jewel Symal (I think.. I've gotta find my
notes on this..!) seemed to be helping regenerate health points,
my ladies and I spent a somewhat painful (for us all) time
experimenting..

I'd throw a LO fireball at the wall, and time how long it took for
one of them to recover their health without the medallion, and
then again with the medallion.. over time, it became apparent
that it did help.. but again, not enough to make a big difference.

Did accidentally bump your party into the wall, and find yourself
apologizing to them...?

:)

1803. Scrolling

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 10:41:00 UTC
From: Shane.Ziegler@f47.n282.z1.tdkt.kksys.com
Message-ID: <714319461.F00001@tdkt.kksys.com>
Source record: 218424

Can someone tell me where the system variables HSCROLL,VBASELO,and LINEWID are located in memory? I want to try some hardware scrolling...

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1804. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 11:06:13 UTC
From: vince@sci.kun.nl
Message-ID: <1992Aug20.110613.1265@sci.kun.nl>
Source record: 218408

In <9886@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>vince@sci.kun.nl (V.G.J.M. Stoks) writes:

>>You can't seriously multitask (and that's the way Atari
>>seems to be going) with such a small screen. We want many windows open
>>at once, so there has to be room for them on screen.

>ahahahhah! Unix users have been multi-tasking with no troubles at
>all, just using DUMB TERMINALS. You can always use multiple-screen
>interfaces (eg. "miwm" for MiNT, which even though it is a quick-hack,
>is still excellent; or for those keen - just port Unix "screens").

I know, I know... Before I discovered a room full of SUN IPC's I used
to work (well... read the news anyway) on some good old adm3a's. Now,
if any terminal is dumb, it's these ones.

>Multiple windows is not a pre-requisit for multip-tasking... though I
>imagine BigScreens will appear for the Falcon even faster than they did
>for the ST...

It mightn't be a pre-requisit, but do I like to have it! Some programs
don't run in bg nicely (they keep getting stopped for terminal output)
(Yes I know there must be a solution for that...). I like TOSWIN a
LOT; it gives me real XWindow-feeling; with the new Falcon GEM (I saw
screenshots; nice face-lift, with 3D-style windows) it would even be
Motif- or OpenLook-like. Whoopee!
I just like "A4-windows" for TeX-previewing and such. For that, I need
a big screen. I *can* open a 67-line window now, but with that tiny 6x6
font. And that's with 480 vertical pixels. So I would like to have
just a bit more on the Falcon, even if it's just in mono.

>But are you really going to plug a $1500 monitor into your $1000 computer :-)?

I've seen some reasonable XVGA monitors (768x1024), non-interlaced,
color, for under HFl 1000,- (Look in your local newspaper what the
exchange rate is... It's <600 US$).

>--
>warwick
>--
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> _.-._/ University of Queensland, / void (if removed)
> v Brisbane, Australia. /

Sander STOks
vince@sci.kun.nl

1805. Re: Falcon tinkering thoughts...

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 11:09:26 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Aug20.110926.15472@donau.et.tudelft.nl>
Source record: 218413

In <1992Aug18.155722.27123@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:

>Can anyone who's seen a Falcon tell me how easy it would be to pull out
>the motherboard and put it in my Mega STe? I don't want to give up my
>separate keyboard.

WARNING UNFOUNDED SPECULATION AHEAD

Another method would be to simply wait a bit. Although Atari hasn't stated this explicitly, I have seen indications that they will also produce a Mega Falcon. Also, some of the magazines covering the Falcon treat this as an obvious fact.

I know there is a market of at least 1 person for such a model :-).

=-=-=-

1806. Atari 1040ST System for sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 11:43:00 UTC
From: lagoze@cs.cornell.edu
Message-ID: <1992Aug20.114300.18476@cs.cornell.edu>
Source record: 218409
Cross-posted to: comp.sys.atari.st,misc.forsale

I have replaced my old home computer and offer it for sale.
It consists of:

Atari 1040ST computer, 1 mb memory, 68000 processor
Internal double sided drive
Atari Monochrome Monitor
Atari external double sided drive
Citizen MSP-10 dot matrix printer
WordPerfect for Atari
EasyDraw

All pieces are in excellent working condition.

Make me a reasonable offer and we can negotiate.

Carl Lagoze
607-273-2892 (during the evenings)
carl@grammtech.com

--
Carl Lagoze lagoze@cs.cornell.edu
Dept. of Computer Science 607-255-8670
Cornell University
Ithaca, NY 14853

1807. Re: Major TERMCAP question!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 11:55:46 UTC
From: vince@sci.kun.nl
Message-ID: <1992Aug20.115546.1794@sci.kun.nl>
Source record: 218411

In <5003@sersun1.essex.ac.uk> woocm@essex.ac.uk (Chris Wood) writes:

> Okay, so I have mint, and running on top MGR. I can list compile
>etc. quite happily. Now I need to edit something using my version of
>micro-emacs I got via the CS-TEX distribution. Only problem is it
>doesn't work because of the varying window sizes.

Something completely different but equally interesting: Do you know of
a DVI-previewer under mgr? The main reason for me not to use it
(despite the beautiful intro :-) is not being able to run GEM programs
(or have I missed something here?) --> not being able to preview.

> C.W.

>---
>Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
>University Of Essex. | (Shakespeare) |
>woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

Sander SToks
vince@sci.kun.nl

1808. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 12:30:56 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Aug20.123056.16601@aston.ac.uk>
Source record: 218414

Bob_BobR_Retelle@cup.portal.com writes:
: Hmmm.. further thoughts about Dungeon Master..
:
: That's true about the Winged Key door at the bottom of the
: Skeleon Key stairway.. maybe that's the door Rasmus was
: referring to..
:
: That door leads to a secret entrance to the Dragon's Room, from which
: you can "hit and run" at the Dragon.. the first time I found m
: way down there I somehow ended up with him trapped in there with
: me... so I hightailled it back up the stairs and came back down
: the regular stairs into the Dragon's Room, leaving him trapped
: behind the wall..!
:
: The Winged Key is however, well hidden..
:
: The Mace of Order may make your party move faster, but that's
: because it increases the Load capacity of the Champion who carries it..

You sure about this? It definitely speeds up, even if you weren't
overloaded before- maybe I should try dropping everything but the
Mace and see if it still speeds you up...

: When I noticed that the Jewel Symal (I think.. I've gotta find my
: notes on this..!) seemed to be helping regenerate health points,
: my ladies and I spent a somewhat painful (for us all) time
: experimenting..

I checked this last night- Jewel Symal gives you +15 Anti Magic,
It's the Ekhard Cross which helps to regenerate Health. I found it
quite distinct- Damage my two fighters, without medallions, and they
both recovered at the same rate. Put on the Cross, and one of them
pull visibly ahead...

I still don't know what the Gem of Ages does though... Anyone?

:
: I'd throw a LO fireball at the wall, and time how long it took for
: one of them to recover their health without the medallion, and
: then again with the medallion.. over time, it became apparent
: that it did help.. but again, not enough to make a big difference.
:
: Did accidentally bump your party into the wall, and find yourself
: apologizing to them...?

Ever run into a fourth level fireball which you just fired yourself?

:
: :)

Maybe we should put together some kind of definitive guide to DM;
monsters, combat, tactics, magic, objects etc. and put it on a.a.
The 'DM Help' files up there at the moment seem pretty patchy...
Any opinions?
--
Tim Wright.
wrighttj@cs.aston.ac.uk

1809. Bug in Ghostscript 2.41 ?

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 13:00:47 UTC
From: REISSEN@rzmain.rz.uni-ulm.de
Message-ID: <1992Aug20.130047.18037@wega.rz.uni-ulm.de>
Source record: 218415

Message for Tim Gallivan, timg@landau.ph.utexas.edu

Hallo Tim!

I uploaded the new version Ghostscript 2.41 from lifshitz.ph.utexas.edu.
I installed it on my ST (1040STF with 4Mb memory and TOS 1.04).
When I started gs with

gs filename.ps

I got the error message

Initializing ....
Unexpected interpreter error -21

The error obviously occured during the initializing process. With
version 2.31 everything is ok, only with version 2.41 I get this
error. So the file gs_init.ps seems to be ok, and this must be a
bug of version 2.41.

The program gemgs seems to have a bug, too. Together with NVDI version
2.03 the program bombs, without NVDI it works, but the mouse pointer
looks like a busy bee all the time.

Please could you correct these two bugs, I want to use these
two programs. gemgs really is a very good program.

Thanks

Bernhard Reissenauer

Bernhard Reissenauer, Abt. Chemische Physik
Uni Ulm, Albert-Einstein-Allee 11, 7900 Ulm
Internet: reissen@rzmain.rz.uni-ulm.de
reissen@laborix.mathematik.uni-ulm.de
EARN: reissen@dulruu51

1810. life...

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 13:20:04 UTC
From: amos@prl.dec.com
Message-ID: <1992Aug20.132004.1413@prl.dec.com>
Source record: 218416

```
Does anyone here go to the Dusseldorf messe?
Really ? I go from France..
all readers could get in touch there, don't you think ?
maybe a date .. saturday in the middle of the messe..okay
see you there..
.
```

1811. MiNT and Minit

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 13:24:39 UTC
From: thiele@quando.quantum.de
Message-ID: <1992Aug20.132439.25793@quando.quantum.de>
Source record: 218418

Hello everybody,

I have some questions about MiNT, the program `minit` and minix-
compatible filesystems.
I am using a MEGA ST (4MB), mint v0.95 and the init package. Now I
want to install a filesystem under MiNT, which uses file permissions.
There is a program named `minit`, which initialisize a minix-compa-
tible filesystem. Sorry, but I don`t have any documentation, so
I will be very happy if there is someone who can answer some questions:
- what is minit? Is it `only` a driver, or can it transform a normal
partition into a minix-filesystem? Can one use this filesystem
under MiNT without any problems? How can I install such a
file system????
- how does minit works? Are there any parameters neccessary?

I hope someone can help me a bit!

--

Holger Thiele |
Quantum GmbH Dortmund | Et nunc, reges, intelligite,
thiele@quantum.de | erudimini, qui judicatis terram

1812. Call for Scrolly Show-Offs!

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 13:49:09 UTC
From: evilandi@VNET.IBM.COM
Message-ID: <9208201356.AA27639@ucbvax.Berkeley.EDU>
Source record: 218417

I am putting the finishing touches to my Square Off game for Budgie UK Licenceware tonight. Any person or group who wishes their name to appear on the scrolling message should mail me before 1500GMT Friday 21/08/1992. This game, a souped-up version of the game appearing on the September issue of Atari ST Review magazine here in the UK, should be available through most UK PD dealers, plus all other worldwide Budgie UK retailers, in October.

Andrew Oakley (EVILANDI@VNET.IBM.COM)
IBM Warwick, UK (I speak FROM IBM, not FOR IBM)

Stand not on the precipice with the dross of matter,
for there is a place for thy image in a realm ever splendid.
(Childean Oracles of Zoroaster)

1813. Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 14:25:49 UTC
From: amos@prl.dec.com
Message-ID: <1992Aug20.142549.2831@prl.dec.com>
Source record: 218419

Do you think it is worth buying a falcon ??

1814. Hardware/Software Sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 15:10:01 UTC
From: ronw@cbnewsk.cb.att.com
Message-ID: <1992Aug20.151001.14921@cbnewsk.cb.att.com>
Source record: 218427

All items (except maybe two of the software programs) include original boxes.
There is a $2 shipping charge per order on software. Buyer pays actual shipping
charges for hardware.

SOFTWARE
GAMES
$5.00
The Pawn Ultima II Knight Orc
Pirates of the Barberry Coast Space ShuttleII
GFC Football Gauntlet Into the Eagles Nest

$10.00
Stellar Crusade Red Lightning
War in Middle Earth Hunt for Red October
Leader Board Silent Service
Defender of the Crown Empire
Rouge Alternate Reality/City
High Roller (Harrier) Sundog

$15.00
Falcon F-15 Strike Eagle Dungeon Master
Battlechess Colonial Conquest

UTILITIES
$10.00
Spectrum 512 DAC Easy Accounting

$15.00
VIP Easy Draw First Cadd

$30.00
Laser-C

$50.00
All issues of START + disks

HARDWARE
EVERYTHING IS IN PERFECT WORKING ORDER.

1040ST (TOS 1.0) $190
MEGA 4 (TOS 1.4) $420
Color Monitor $140
B&W Monitor $85
DS External Drive (SF314) $80
Monitor Master $25
ICD Advantage Host Adaptor w/cable $55

Ron Wolenty
inuxy!wolenty
317-845-6172

1815. Re: Bob Brodie comments at the Connecticut Atarifest

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 15:18:35 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1110@usdtsg.DaytonOH.NCR.COM>
Source record: 218425

In article <9208191806.AA20817@enet-gw.pa.dec.com> peters@allvax.enet.dec.com (Don Peters TAY1-1/D7 DTN 227-3173 19-Aug-1992 1409) writes:
>Some people have already commented on what Bob Brodie said at the
>Connecticut Atarifest that took place last weekend. I've just reviewed
>the notes I took while he spoke and hopefully I can pass along some new
>information.
>
> - There is supposed to be a 1 Meg machine available. But, since the
> operating system takes 2 Meg, I asked how a 1 Meg machine was
> possible. He didn't know the technical details on this.

I'd guess you could run it as a normal Atari MINUS the multitasking extensions (which would probably take up the extra meg)...

> - The mouse port is still under the case, as in the 1040 series.

Too bad. I think the MegaSTe (and TT) have the best setup - the mouse port is VERY conventient (as well as the external keyboard).

> - Mac-formatted sound files can be used (they did this with a disk of
> Star-Trek sounds, associating the "transporter" sound with the
> opening of a window!)

Can be used in which way? There are already programs out there to use MAC SND files, either at bootup, or through a "viewer" (listener?). Unless the SND files I've used are CONVERTED from MAC files? I know there is at least one program where you can associate sounds to keyboard presses.

The only thing I which about the Falcon was that the keyboard was external. It's no big deal, but is VERY convenient. Oh well, I guess I'll have to wait for the Falcon II :-)

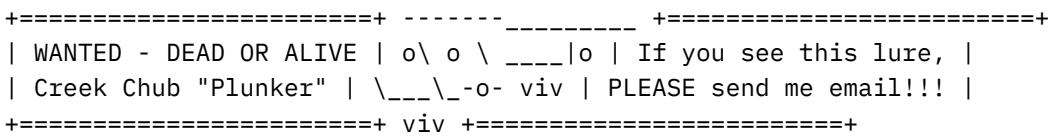
Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

1816. WANTED: W0RLI BBS for Atari ST <-> amateur Packet

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 15:29:56 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <1992Aug20.152956.9270@vela.acs.oakland.edu>
Source record: 218420
Cross-posted to: comp.sys.atari.st,rec.radio.amateur.packet

I heard that there is a version of the W0RLI BBS that was written
as part of pack-et-term but I have not had any luck in chasing it down.
If someone has this program and can pack it (lharc or zoo, etc) and
the either let me know where to get it or uuencode it and mail it to
me, I would greatly appreciate it.

Thanks

swood
--


1817. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 16:45:34 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l97j1elNNkov@aludra.usc.edu>
Source record: 218421

In article <9886@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>But are you really going to plug a $1500 monitor into your $1000 computer :-)?

Why not? Its quite likely that that $1500 monitor will also work with
that $2000 computer you might upgrade to ... once you recover from buying the
monitor. :)

>--
>warwick
>--
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> _.-._/ University of Queensland, / void (if removed)
> v Brisbane, Australia. /

-Mike

1818. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 17:07:02 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l97k9mlNNlsv@aludra.usc.edu>
Source record: 218422

In article <9887@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>ken@isgtec.com (Ken Newman) writes:
>
>>in Tramiel's
>>announcement on Genie, he said explicitly that the 640x480 mode, at least
>>with 16-bit colour (which is a great feature, mind you), is **INTERLACED**!
>>Sigh. This means some good things, as he mentioned, like the Falcon will
>>work on SC1224 monitors (as well as VGA monitors with higher scan rate).
>
>
>BEEP. The SC1224 simply cannot handle such high resolutions - it doesn't
>HAVE 480 scanlines to use! The VGA/MultiSync monitors will not experience
>the flicker - just as they don't on the Amiga.

Hold on there partner - maybe you forgot just how that interlaced
stuff works - you scan the picture, skipping every other line of the output
video, and then fill it in on the next Vblank of the monitor. In this way
you get a simulated doubled verticle size - but of course since the phosphor
of the monitor is "excited" in one frame different from the next (especially
if they are of different colors) you get the flicker effect. I'm not certain,
but I think that there might be minor verticle displacements on alternating
video frames that are part of normal monitor operation - if so, this would
help the illusion that you have more verticle pixels, but you will still have
overlap and will still have flicker. Of course, if the Falcon can output 16
bit color (colour for you Brits :) at a 640x480's frequency, then yeah, you
shouldn't have a problem on multisyncs - but who's to say (yet) that they
didn't skimp on the video circuitry so that it _can't_ do it (ie. it can only
output 16bit color at 640x240 rates).

>Me, I'm impressed that they even BOTHERED to support high-res on the SC1224.
>You'd be a bit crazy to buy an SC1224 rather than a MultiSync, considering
>the slight cost diff, compared to the value you will get out of the Falcon's
>higher resolutions. The Aint No Such Thing As A Free Lunch, and your SC1224
>will never handle 640x480 non-interlaced.

Then again, the part of supporting the SC1224 was a _good_ idea. After
all, remember - who will be a big portion of Falcon buyers? They will be
current Atari users who probably have a SC1224 at home and are on a tight
budget. Thus _all_ they have to buy is the Falcon if they already have a
monitor (granted, not top of the line) at home. Not having to buy a monitor
is a BIG cost diff. At least $300 worth. And hey, you really should think
about that old "never say never" cliche'....

>Question: will 1280x480 interlaced be possible with a MultiSync?

I doubt it. Since it looks like you are looking at a 640 max (monitor) horiz. freq., there aren't that many more pixels you can squeeze into the visable portion of the screen beyond the 732 that was mentioned. More than that will probably give you diagnal streaks accross the screen because the gun isn't hiding fast enough during Hblank.

>--
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> _.-._/ University of Queensland, / void (if removed)
> v Brisbane, Australia. /

-juss Mike

1819. Toppings for plain Vanilla

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 19:39:39 UTC
From: churchm@gov.on.ca
Message-ID: <1992Aug20.193939.18455@gov.on.ca>
Source record: 218118

Hi. I'm new to this group so hopefully this is a good place to start.

I've had my good old 1040 ST for a number of years, and I've recently just upgraded to a Mega-4 STe. Up until now, I've really done nothing serious with it; but I'd like to start.

My machine is "plain Vanilla". I'm using almost no extra software; just the stuff that came with it (excluding things such as word processors, programming languages, etc.).

Can someone advise me on what I need to "spice it up". I've seen that people seem to be using different file selectors, GUI's, multi-tasking shells, etc. Where should I start, and where should I look?

Thanks in advance,

Mike.
--
churchm@ndm.gov.on.ca (Mike Churchward)

1820. Re: Article on FALCON in German mag c't

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 19:44:08 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Aug20.194408.2029@mits.mdata.fi>
Source record: 218428

In article <H.rYMcKrPZhMM@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
>I wonder that this has not been posted yet:
>
> The German computer magazine "c't" (one of the leading ones) has an
>article in its September issue on the Falcon030, which will be presented
>definitely on the Atari fair, Aug. 21-23, 1992 in Duesseldorf/Germany.
>
>

[Stuff deleted]

> true color mode:
> - 320 x 200, 32768 colors
> - 320 x 480, 32768 colors

[Rest of article deleted]

Didn't Sam say 65536 colors at the GEnie conference? Anybody know for
sure how these color-things are?
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

1821. atari messe

Newsgroup: comp.sys.atari.st
Date: 1992-08-20 20:03:18 UTC
From: mabu@delight.uucp
Message-ID: <dx-a0buyai6@delight.uucp>
Source record: 218484

Hi loids !

Ich biete zum Samstag den 22.8 92 noch ein Platz in meinem Auto
zur ATARI messe nach Duesseldorf an, ab Berlin zum selbstkostenpreis
Benzin wird umgelegt auf alle beteiligten !
Wir wollen Samstag ca gegen 1 Uhr abhauen und gegen 8 Uhr dasein zum
Fruehstueckn

Bei interesse call per voice 8265371

ciaoooo Mabu

--
	E-MAIL : mabu%delight@corrado.in-berlin.de	

|||	Adresse : Markus Buhland	|||
|||	Friedrichsruher Str.25	|||
/	\	D-1000 Berlin 33	/	\
ATARI	---	ATARI
	Telefon : +49 30 826 53 71	

1822. Re: genie messages

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 00:14:22 UTC
From: andy@homebase.vistachrome.com
Message-ID: <1992Aug21.001422.17730@homebase.vistachrome.com>
Source record: 218429

ca806@cleveland.Freenet.Edu (Roger M. Selby) writes:
>Is there any way of getting email from the internet to GEnie?
>--
>Roger Selby
>Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
>ca806@freenet

Yes, send mail to user.name@Genie.geis.com - so for example, you might be r.selby@genie.geis.com (upper and lower case does not matter).

The user in question will have had to have sign up for the Internet gateway test on page 207. If they haven't, you'll get a message back from the gateway machine explaining this to you.

-Andy

--
Andrew Finkenstadt | Vista-Chrome, Inc. | andy@GEnie
GEnie Unix Sysop/Manager | The Printing House | NIC Handle: AF136
+1 904 222 2639 home | 1600 Capital Cir SW | ...!uunet!rde!andy
+1 904 575 0189 work | Tallahassee FL 32310 | andy@vistachrome.com
---------> "Our OS which art in CPU... UNIX be thy name" <----------

1823. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 00:17:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9914@uqcspe.cs.uq.oz.au>
Source record: 218430

baffoni@aludra.usc.edu (Juxtaposer) writes:

>warwick@cs.uq.oz.au writes:

>>[SC1224] doesn't
>>HAVE 480 scanlines to use! The VGA/MultiSync monitors will not experience
>>the flicker - just as they don't on the Amiga.

> Hold on there partner - maybe you forgot just how that interlaced
>stuff works - you scan the picture, skipping every other line of the output
>video, and then fill it in on the next Vblank of the monitor.

Well if they don't support 480 scanlines non-interlaced on a monitor that
can handle it, then it's useless. I doubt that would be the case. I think
the interlaced mode will just be so that poor old SC1224's (like mine) can
at least get SOMETHING out of the 480-line modes. My bet is it works just
as on the Amiga - interlaced for cheapo monitors, non-interlaced for multi's.

> the part of supporting the SC1224 was a _good_ idea. After
>all, remember - who will be a big portion of Falcon buyers?

Yes, let's face it. Atari has done The Right Thing. I was discussing with a
fellow the merits of excluding TT-High and creating a super-set of TT-Low
and TT-Medium in the 640x480x256col mode. I think it is right on the mark.
They have to keep the costs down. And I think they have.

>>Question: will 1280x480 interlaced be possible with a MultiSync?

> I doubt it. Since it looks like you are looking at a 640 max (monitor)

Oops, doubled the wrong figure... I meant "640x960"... too much bubbly-black-
american-culture that day.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1824. Re: Article on FALCON in German mag c't

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 00:23:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9915@uqcspe.cs.uq.oz.au>
Source record: 218431

paetau@mits.mdata.fi (Rasmus Paetau) writes:

>> true color mode:
>> - 320 x 200, 32768 colors
>> - 320 x 480, 32768 colors

>Didn't Sam say 65536 colors at the GEnie conference? Anybody know for
>sure how these color-things are?

It is 16-bit, so yes 65536 colours. The question is, how. 15-bits
(32768 colours) would simply map to 32 shades-of-red x 32 shades-of-green x
32 shades-of-blue - ie. twice the colour accuracy of the STe (4x the ST),
and unrestricted palette (ie. true colour). Now, the last bit... well,
it could be a "half-brite" bit, or some such global effect - perhaps
thus giving even higher colour accuracy... but as for the TRUTH... who
knows... 32Kcolours is fine by me! At least it doesn't exhaust all
of your memory like 24-bit colur does (16Mcolours).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1825. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 02:23:37 UTC
From: abs0@coos.dartmouth.edu
Message-ID: <1992Aug21.022337.12700@dartvax.dartmouth.edu>
Source record: 218432

heidelj@alleg.edu (Jason Heideloff) writes:

>But that is another good point to bring up. Why does Atari always seem to
>try and produce things so that they are cheaply priced? I think that
>people are turned off by lowly priced computers, especially from Atari
>anyway. I don't think the Power Without The Price motto can survive much
>longer.

I have to disagree--sorry.

"Power without the price" should now be IBM clones' slogan--and that's
what make IBM clones sell like hot-cakes right now.

If a powerful IBM clone costs as much as it used to, it would not as
popular as it is right now...

>Jason Heideloff
>heidelj@alleg.edu

Yours Sincerely,
Kelvin
e-mail: abs0@coos.dartmouth.edu

1826. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 02:44:49 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9a7c1INN36k@aludra.usc.edu>
Source record: 218447

In article <9914@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:

>>>Question: will 1280x480 interlaced be possible with a MultiSync?
>
>> I doubt it. Since it looks like you are looking at a 640 max (monitor)
>
>Oops, doubled the wrong figure... I meant "640x960"...
[stuff deleted]

The question is not "can they do it", the question is, why would you
want to? You were questioning just the 640x480 in interlace - on a multisynch
it would be much worse (usually lower refresh rate depending on quality of
monitor). Sure, you might be able to get full-page display out of it (I think)
but who wants to try to do DTP for more than 10 min. on an interlaced display?
You certainly don't want to do games where you have to track objects and blink
no more than once every ten minutes. :)

>--
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> _.-._/ University of Queensland, / void (if removed)
> v Brisbane, Australia. /

-Mike

1827. Latest version of digitized sound utilities on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 02:59:30 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Aug21.025930.20008@wam.umd.edu>
Source record: 218433

The file atari/new/digistuf.arc contains the latest versions of QD Play, Digital Keyclick, Beep, Digivec, and other digitized sound utilities. The main new feature is that they all support stereo sounds and the DMA sound capabilities of the STe, TT, and Falcon. Be the first on your block with a stereo keyclick! (What could be better?)

Dave Baggett
--
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@wam.umd.edu ** Compu$erve: 76440,2671 ** GEnie: ADVENTIONS

1828. GS and gemGS problems.

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 03:07:57 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <78123@ut-emx.uucp>
Source record: 218434

Hi,

A couple of days ago, I made available a GEM shell for Ghostscript and a GS screen device that supports windows. I mentioned at the time that I had not tested them on color systems, and well, they don't work properly on them. Neither do they work properly on hi-res systems, but I didn't encounter the hi-res problem until I turned off QuickST. Both programs are usable on medium and high res systems, but please be advised that they will not look perfect. I will fix these problems as soon as I can, but my system is on the fritz right now and it may be a while.

GemGS has too many menu items for a low res screen. I don't know what to do about that. Also, can anyone tell me how to find the color of the current desktop background. When I restore the background myself, it is the wrong color.

Sorry for the problems,

-Tim
timg@landau.ph.utexas.edu

1829. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 05:13:19 UTC
From: ekrimen@wet.UUCP
Message-ID: <4252@wet.UUCP>
Source record: 218436

In article <1992Aug18.181846.3658@riacs.edu> glennd@pioneer.arc.nasa.gov (Glen Deardorff) writes:
>I know that the standard resolutions that the Falcon supports is no higher
>than 640 x 480. But isn't it possible to go up to something like 1280 x 1024
>or 800 x 600, with a video card and SVGA monitor? I was told by a local
>Atari dealer who had seen the Falcon that this was the case. I'd love to
>fantasize about getting one, but I'm afraid that higher resolution is a
>principal concern of mine.

If you want high resolution now, get a Mega STE or TT and pop in a graphics card.

I believe the dealer is right, that the Falcon can go no higher than 640x480 (plus overscan). However, Jim Allen on GEnie has spoken of his dreams for connecting high-res Mac monitors to the Falcon, among other things like processor acceleration. But I think waiting for third-party hardware items to be released for the Falcon is foolish. I have no doubts they'll come, but when is the question, and you'll always seem to be waiting for them.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1830. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 06:34:20 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.UjJFyVrP2F2@jonh.wimsey.bc.ca>
Source record: 218451

In <a6981673@skid.north.de>, Alf Hoheisel writes:
>
>No, the nn has been ported with TC. I didn't know who ported it but the one
>was using the mupfel. That's the reason why there is a file
>$HOME/nn/param.mup (the extension mup is for shellscripts under the mupfel).

Could you give us (me) a little explanation of how you installed nn? I've got it part way there, but it start's with all groups unsubscribed. I've had to resubscribe to all the groups, and still have to run nn -g to get in, then tell it what group to start reading. Is this normal. I figured out that you had to run nnadmin EYW to start the nn database. It took about 2 hours, as I already had a news system up under hermes. Also, it seems to put 2 '/''s in some of the file names when it looks for anything in the $USR tree. I had $USR set to g:, which works fine under Hermes, but nn seems to hate it. I could move everything into a /usr folder, but would prefer not to. Also, if I try to reply or followup, it just returns without loading the editor. All I did was change the default editor to vi from me, as using ted to launch Tempus, like in Gus, didn't work. The version I have is nn13, and all it has for installation instructions is a brief readme which mainly describes changes from previous versions.

If anyone has the original installation docs, I'd appreciate having them mailed to me.

--
jhenders@jonh.wimsey.bc.ca

1831. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 06:39:30 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Aug21.063930.4986@elroy.jpl.nasa.gov>
Source record: 218437

In article <l97k9mINNlsv@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <9887@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>Question: will 1280x480 interlaced be possible with a MultiSync?
>
> I doubt it. Since it looks like you are looking at a 640 max (monitor)
>horiz. freq., there aren't that many more pixels you can squeeze into the
>visable portion of the screen beyond the 732 that was mentioned. More than
>that will probably give you diagnal streaks accross the screen because the
>gun isn't hiding fast enough during Hblank.

And on *that* note... Just thought I'd share with ya a little experience I've had (I actually reported this several months ago). After installing an ICD AdSCSI into my Mega, an interesting thing happened when I wrote to my hard drive. In monochrome mode, the screen would reset and display 1280x200 instead of 640x400. (On a multisync monitor. I haven't pulled my SM124 out of its box since I moved to California, tho mebbe I ought to just to see how it reacts.) I must say, it was rather disconcerting to have all the even pixel rows on the left half of the screen and all the odd rows on the right half, but a couple quick patches into Line-A fixed that right up and I had me a 1280x200 desktop. You should've seen the patched Overscan mode... This monitor is only rated at 1024x768 with interlace, but I coaxed 1440 pixels per row out of it. Tried for 1472 but the edges started to warp and bleed...

At any rate... (ah, sorry, no pun intended) I guess the moral of the story is that you never can tell exactly where your limits will be when messing with a multisync monitor. If I ever got around to outfitting my ST with a timing circuit to introduce an interlace delay, this quirk could actually be useful to me. As it is, it's just a strange curiosity, which ICD assures me I can cure by soldering a bypass capacitor onto the AdSCSI board. (I haven't done it yet because I'm still a little curious about what's going on... Who knows, maybe one day I'll find a need for a 1440x240 display.)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
::
::To the owner of the blue Mazda, license 742-XLT, your headlights are on...::
::

1832. Re: Does it exist???

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 08:25:47 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Aug21.082547.23966@cs.hw.ac.uk>
Source record: 218439

In article <1992Aug19.140439.16515@lut.ac.uk> rahin@scs.leeds.ac.uk
(M A Rahin) writes:
>Autoroute is a very capable program and became very popular in PC arena.
>The ST version I saw was an early version and if I am not mistaken has
>not been updated. The PC version grew stronger and now supports some
>European countries as well.

I remember reading about how the company that produced Autoroute for the ST said they were planning to drop it due to piracy. Sales were small and a company big-wig saw a pirate copy at a school he was visiting and this confirmed his belief. How a pirate copy in the hands of a child too young to drive can be viewed as lost revenue is a mystery.

The program cost over 100 pounds so to clear out the remaining stock the company dropped the price to 50 and sales boomed. Obviously most Car & ST owners thought that the 100+ price of the program was a bit steep.

Strangely and sadly this did not encourage the company to continue to support and develope Autoroute-ST any further.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1833. Re: Article on FALCON in German mag c't

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 09:00:37 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Aug21.090037.8774@quando.quantum.de>
Source record: 218440

```
Warwick Allison (warwick@cs.uq.oz.au) wrote:
: paetau@mits.mdata.fi (Rasmus Paetau) writes:
:
: >> true color mode:
: >> - 320 x 200, 32768 colors
: >> - 320 x 480, 32768 colors
:
: >Didn't Sam say 65536 colors at the GEnie conference? Anybody know for
: >sure how these color-things are?
:
: It is 16-bit, so yes 65536 colours. The question is, how. 15-bits
: (32768 colours) would simply map to 32 shades-of-red x 32 shades-of-green x
: 32 shades-of-blue - ie. twice the colour accuracy of the STe (4x the ST),
: and unrestricted palette (ie. true colour). Now, the last bit... well,
: it could be a "half-brite" bit, or some such global effect - perhaps
: thus giving even higher colour accuracy... but as for the TRUTH... who
: knows... 32Kcolours is fine by me! At least it doesn't exhaust all
: of your memory like 24-bit colur does (16Mcolours).

It's 16-bit and 32768 colours: 5 bits for red, 5 bits for green and 5 bits
for blue, no LUT and therefore the term "true colour", even if it isn't
24 bits. The remaining bit is used for special purposes, for example as an
overlay bit for video titling/genlocking.

: --
: Warwick
: --
: _-_|\ warwick@cs.uq.oz.au /Disclaimer:
: / * <-- Computer Science Department, /
: \_.-._/ University of Queensland, / void (if removed)
: v Brisbane, Australia. /

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____________________________________________________________________
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)
```

1834. Re: MiNT and Minit

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 09:19:57 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Aug21.091957.5785@bas-a.bcc.ac.uk>
Source record: 218441

In article <1992Aug20.132439.25793@quando.quantum.de> thiele@quando.quantum.de (Holger Thiele) writes:
>
>
> Hello everybody,
>
> I have some questions about MiNT, the program `minit` and minix-
> compatible filesystems.
> I am using a MEGA ST (4MB), mint v0.95 and the init package. Now I
> want to install a filesystem under MiNT, which uses file permissions.
> There is a program named `minit`, which initialisize a minix-compa-
> tible filesystem. Sorry, but I don`t have any documentation, so
> I will be very happy if there is someone who can answer some questions:
> - what is minit? Is it `only` a driver, or can it transform a normal
> partition into a minix-filesystem? Can one use this filesystem
> under MiNT without any problems? How can I install such a
> file system????

Minit initialised a partition on your hard disk, or a floppy disk to either Minix V.1 or Minix V.2 filesystems. It is not a driver, minix.xfs is the driver which should be put in the same directory as MiNT so that it will be found at boot time.

> - how does minit works? Are there any parameters neccessary?

I can't remember, it's been such a long time since I used it. I suggest that you get the latest version of minixfs from atari.archive, I believe it has docs. You should find it in atari/mint.

>
> I hope someone can help me a bit!
>
>
>
>--
>---
>Holger Thiele |
>Quantum GmbH Dortmund | Et nunc, reges, intelligite,
>thiele@quantum.de | erudimini, qui judicatis terram

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

1835. Re: Flight Sims??

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 09:36:48 UTC
From: adrian@cs.hw.ac.uk
Message-ID: <1992Aug21.093648.24236@cs.hw.ac.uk>
Source record: 218438
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <15156@suns8.crosfield.co.uk> imt@crosfield.co.uk (ian taylor) writes:
>Can anybody recommend a good flight sim for the ST?
>...
>I am looking for something with an accent on realism, like Falcon, but with
>decent graphics, like F-29 or Thunderhawk. Can anybody give me recommendations?
>In particular, I am interested in..
>
>Knights of the Sky

From MicroProse, the same people who are guilty of F-19 Stealth Fighter -
full complaints list available from me on request. The main problem I
found here is that I can't do an Immelmann turn, even in training mode
using the Fokker Eindecker, the plane in which that manoeuvre was invented.

>F-15 Strike Eagle II

From the same people that did F-19.

Summary of F-19 - great graphics, not realistic, not much of a game.

>Birds of Prey (is this out yet?)

Will it be out for the Atari ST?

>Battle of Britain

Reasonable graphics (it uses bitmaps for the aircraft, meaning more detailed
aircraft but less detailed movement); reasonable realism (you can execute all
the manoeuvres you want, if the aircraft you're using it capable of it - do
not try to do a loop in a He 111); great game (single mission, campaign game,
build your own mission); poor opposition (you can dogfight a Spitfire while
flying a Stuka, and in some of the missions from the Mission Disk, you have
to). Overall, one of the few games I thought was worth the price, especially
as the manual is almost worth the price by itself. And it is copyable, and
can be installed on a hard disc - the protection is a code-wheel.

You might also like Armour-Geddon, which is not realistic in that it does
not simulate real aircraft, but is realistic in that it simulates flight
very well, even though certain things (retracting undercariage and flaps)
are missing. You also get to play with a helicopter and some ground
vehicles. The game is tough but fun (for me, anyway). Another one that
I did not regret paying for.

--
"Keyboard? How quaint!" - M. Scott

Adrian Hurt | JANET: adrian@uk.ac.hw.cs
UUCP: ..!uknet!cs.hw.ac.uk!adrian | ARPA: adrian@cs.hw.ac.uk

1836. Games on my STe

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 10:03:47 UTC
From: otv@hal.nta.no
Message-ID: <1992Aug21.100347.526@nntp.nta.no>
Source record: 218443

Hello!

I never thought I would ever say this, but: I am a little bit curious about what computer games are all about. So, would someone please recommend what they think are the best games availeable as shareware/freeware for my 1040STe. I know *nothing* about computer games. I have only tried STETRIS which I found quite amusing. I have looked in a.a but where should I start? There are hundreds of them!!

I am 31 years old, so I don't think the different war/action-games will be my favourite. But perhaps some kind of IQ/coordination/creativity demanding games.

Thanks in advance!

- Oddvar Tveito

email: otv@nta.no

1837. SNORK SNORK SNORK !!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 10:04:37 UTC
From: amos@prl.dec.com
Message-ID: <1992Aug21.100437.17656@prl.dec.com>
Source record: 218442

Well, the Snork Demo is the FUTURE MINDS demo, with I repeat
a 3d plain faces mainmenu (city where you travel, and each animated
object is a demo)
sountrack fastest routines
hardscrolls in 6 lines
over and ovescans
and DESIGN , no ripped graphix, no ripped music, no ripped code.

I'll upload it soon in the fdp.... see ya

Samos.

1838. What is Multidesk/Hotwire?

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 12:36:17 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Aug21.123617.23297@aston.ac.uk>
Source record: 218444

Well, I've seen these two programs referred to in various PD/Shareware programs I've got, so I thought I'd ask what they were. I get the impression that Multidesk deals with DA's (What intuition, huh? :) and that Hotwire is a kind of replacement desktop. Is it compatible/ even worth using if I've already got Neodesk 3.0? Probably simpler to e-mail me than post, as I get the impression that everybody knows all about this except me... :(

--
Tim Wright.
wrighttj@cs.aston.ac.uk

1839. sozoBoN C Compiler and UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 12:52:36 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <geZJSIS00VBAM0slkl@andrew.cmu.edu>
Source record: 218452

Has anyone out there successfully compiled the sozoBoN C Compiler on a UNIX system? v.2.0 supposedly will compile on a UNIX system as a cross-compiler (with would be really nice), but I can't seem to get it to compile right (I forget the exact error messages I'm getting, but if anyone's interested I'll try it again and post what the compiler says)

gs32+@andrew.cmu.edu

1840. Re: 16 MHz / Overscan questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 14:14:23 UTC
From: ricks@tcpbbs.pcn.org
Message-ID: <oe2uPB1w164w@tcpbbs.pcn.org>
Source record: 218454

wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

> Well, I'm contemplating squeezing some more hardware into the guts of
> my ST and I wondered if anyone could give me some advice. The two
> upgrades I'm currently considering are...
>
> A cheap accelerator board (probably 16 MHz 68000) which seem quite cheap,
>
> The PD Overscan mod, which seems incredibly cheap!
>
> The things I'm concerned with are mainly (1) performance and (2) compatibilit
> with the software I'm using. Firstly, what kind of speed increase do you get
> from the accelerator? Will it significantly speed up window drawing, number
> crunching and the like? What performance do people get from things like
> packed executables/ archives being uncompressed, ray tracing programs, screen
> redraws and the like? Is it worth coughing up more cash for a 25Mhz or even
> faster?
>
> Regarding Overscan, does it slow down the computer significantly when it's
> running? If so, how much? There's also a hardware kit over here in the UK
> called the "Autoswitch Overscan" which (I think) fits into the monitor
> (Hi res) and costs 50 UK pounds- as I almost exclusively use Hi-res this
> would be equally functional for me, so does anyone have experience of this?
> Is it better/worse than the PD overscan hardware mod?
>
> Compatibility- I play a few games in colour, but presumably both these mods
> can be deactivated so that shouldn't be a problem (should it?) but in hi res
> I'm using (or planning on buying) Neodesk 3, Steinberg Cubase, Spectre GCR,
> and numerous ray-tracers, graphics programs, and STOS. Anyone have any
> experience of how these programs work with 16MHz / Overscan modes?
>
> Anyway, thanks for reading all this, If I get much feedback I'll post a
> summary. Cheers...
>
> --
> Tim Wright.
> wrighttj@cs.aston.ac.uk

I've had extemely good luck with ICD's AdSpeed. It seems to be compatible
with everything in 16MHz mode except for the MiGraph handscanner (the Mega
STe in 16MHz mode doesn't work either). But you can switch to 8MHz and
everything is fine. With AdSpeed you can switch speed with software,
keyboard or a mechanical switch if you want to add one in. The speed
increase in graphics programs is nice. It also works very well with the
Spectre GCR.

If you have any other questions, please let me know.

Rick Snevel
B&G Electronics
Cleveland, OH

1841. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 14:46:34 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Aug21.144634.17067@wam.umd.edu>
Source record: 218445

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>Who knows, maybe one day I'll find a need for a 1440x240 display.)

Your experience with multisyncs is similar to mine under X (-Windows) on a 486 machine running mach. The 386 X server lets you select your video mode by actually setting the horizontal and vertical timings. By tweaking these I was able to do 1152x900 (which is as much memory as the card had) on a decent (but not great) multisync. I'm sure you could do even better on a good monitor like a NEC 3FG or Sony 1304 (if you had the memory, of course).

In June I saw a Falcon protoype running in 16-bit 640x480 mode and while it was obvious that it was interlaced it looked OK on an SC1224. Since that was a prototype, I can only assume things have either gotten better or at least stayed the same (which would be fine).

The only problem I have with their video modes is that the one they really want to push for games (16-bits-per-pixel) is way too piggy for a 1 or 2 meg machine. Just one screen at 640x480x64K resolution is 600K, and you'll want to have at least two for page flipping. That about squares it for one and two meg machines right there. (And don't forget that you'll want plenty of 16 bit sampled sounds in there too!) When I mentioned this problem to them they didn't seem to "get it." Oh well...

The minimum standard RAM configuration for the Falcon should be 4 megs if they want game companies to write for that mode. (Game companies always write for the least common denominator so they get the biggest market.) And RAM is cheap. IMHO, they should trade in the 1 meg SIMMS for a single 4 meg SIMM in the base model. (Of course, looking at the specs you can see how much they value *my* opinion! :-)

Dave Baggett
--
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@wam.umd.edu ** Compu$erve: 76440,2671 ** GEnie: ADVENTIONS

1842. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 15:00:09 UTC
From: stevew@teleride.on.ca
Message-ID: <BtC9o9.MxK@teleride.on.ca>
Source record: 218450

In article <1992Aug19.115713.11178@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
>
>Had you noticed that the Mace of Order makes you walk faster?
>

Not as fast as having all four pairs of Boots of Flyte.

--
------- Stephen M. Webb -------

Ack! I've accidentally broken my leg! -- Ed the Happy Clown

1843. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 16:28:01 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9a6chINN2f8@aludra.usc.edu>
Source record: 218446

In article <1992Aug21.063930.4986@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>because I'm still a little curious about what's going on... Who knows, maybe
>one day I'll find a need for a 1440x240 display.)

Well, if you can figure out a patch to swap x->y, and y->x, and then turn your monitor on its side, you can get yourself a full-page monitor - albeit a little skinny. :)

BTW, what machine did you pull this stunt on? ST or STe (I don't know if the Ad board works on STe, so I thought I'd ask)?

> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

-Mike

PS: This is a bit beyond my realm of "knowing" and into guessing, but don't video signals output an Hsynch signal? If so, it sounds like half of the Hsynch signals are being blocked. Then the multisynch monitor compensates for the funky signal...but I guess your monitor is a cut above the normal as ratings are really just minimums...of course it probably helps that it only has to deal with half as many scan lines.

1844. Re: New operating systems (OS/2-TOS)

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 16:45:49 UTC
From: ekrimen@wet.UUCP
Message-ID: <4253@wet.UUCP>
Source record: 218448

In article <1992Aug18.191802.22099@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>I have seen what OS/2 can do, and compared to TOS, it seems to me
>that Atari is being left behind. Real multitasking through the OS,
>not through a program, drag and drop, being able to configure
>almost anything tthe user desires, and being a 32-bit operating
>system.

MultiTOS should cure your hunger pangs.

>Or will Atari start to make Intel machines? My feelings is why not.

They've tried that, and IMO, it's a waste of time.

>There is the ST market and the larger (in the US) IBM market. If
>Dell, Wang, and the others are making (??) money, Atari should be

Didn't Wang just file for bankruptcy yesterday?

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1845. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 17:15:34 UTC
From: ken@isgtec.com
Message-ID: <3166@isgtec.isgtec.com>
Source record: 218456

In article <9887@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
> ken@isgtec.com (Ken Newman) writes:
> >announcement on Genie, he said explicitly that the 640x480 mode, at least
> >with 16-bit colour (which is a great feature, mind you), is **INTERLACED**!
> >Sigh. This means some good things, as he mentioned, like the Falcon will
> >work on SC1224 monitors (as well as VGA monitors with higher scan rate).
>
> BEEP. The SC1224 simply cannot handle such high resolutions - it doesn't
> HAVE 480 scanlines to use! The VGA/MultiSync monitors will not experience
> the flicker - just as they don't on the Amiga.

You are seriously confused here, do you know what interlaced video is?
I said 480 lines *interlaced*, which is 240 lines really and quite possible
on an SC1224. That is the whole point of interlacing! You're also
wrong about VGA monitors on the Amiga - it ALWAYS FLICKERS at 400 lines
unless you have a FlickerFixer or an A3000. The standard Amiga itself
produces interlaced video at 400 lines resolution, it's not a monitor issue.

> Me, I'm impressed that they even BOTHERED to support high-res on the SC1224.
> You'd be a bit crazy to buy an SC1224 rather than a MultiSync, considering

I can't believe you said that. What about the entire existing user base
who ALREADY HAVE SC1224's? Sure would be nice if they could use their
existing monitor, eh?

> The Aint No Such Thing As A Free Lunch, and your SC1224
> will never handle 640x480 non-interlaced.

Agreed, but that is not at all what I said, nor what Tramiel said on Genie.
Try reading the article next time. :-}

--

Old programmers never die, they just log off.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1846. TDD or TYY for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 19:04:21 UTC
From: chang@assb01
Message-ID: <9208211904.AA01417@adelphi-assb01.army.mil>
Source record: 218449

Does anyone know if there is a TDD or TYY (teletype for talking
to the deaf by phone), or better yet is anyone familiar with what protocol
it uses to communicate with, perhaps I can just use a terminal program.

Fo

1847. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 19:33:29 UTC
From: techno@zelator.in-berlin.de
Message-ID: <MX05XDS@zelator.in-berlin.de>
Source record: 218453

In <1992Aug20.142549.2831@prl.dec.com> amos@prl.dec.com (Samos) writes:

>Do you think it is worth buying a falcon ??

Absolutely !

Techno
--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

1848. Re: Need a good hard Drive backup program....

Newsgroup: comp.sys.atari.st
Date: 1992-08-21 22:14:33 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <keZRh9G00axfEDlEV4@andrew.cmu.edu>
Source record: 218459

Look around and try to find VAULT if TURTLE doesn't work for you.
They are the 2 best PD/Shareware backup programs I've seen. Of course,
DiamondBack is better than both of them.

1849. What's the best vi editor for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-22 00:12:12 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <714534538.F00001@tdkt.kksys.com>
Source record: 218481

In a message of 17 Aug 92 12:05:10, Konstantin Woller wrote:
KW> In article <4230@wet.UUCP> ekrimen@wet.UUCP writes:
KW>]In article <1992Aug11.155003.21640@clinet.fi> alien@clinet.fi (Risto
KW> Juvonen)
KW> writes:
KW>]> I've tested Tempus on my TT and its really fast. But, why new
KW>]How'd you get Tempus running on your TT? I have version 2 and all I get
KW>]is two bombs when I try to run it.
KW>
KW> ... you should use version 2.12 ... she's runin' perfectly
KW> in st- and tt-high ..

I've got version 2.07 How do I upgrade? Can I upgrade, or do I have to buy
new?

* Origin: FlightLine PointNet Point 1 (1:282/47.1)

1850. Re: Colonial Conquest

Newsgroup: comp.sys.atari.st
Date: 1992-08-22 00:28:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.588773@cix.compulink.co.uk>
Source record: 218464

>"Colonial Conquest", somewhat like RISK but much cooler... can anyone tell
>me who makes/made that game, and what their address is? Thanks in advance,

SSI. 1046 N. Rengstoff Ave, Mountain View, CA 94043 according to the box.

```
+--------------------------------------------------+---------------+
| I don't want to start any blasphemous rumours, | Atari ST user |
| But I think that God's got a sick sense of humour | Unix user |
| - ML Gore | |
+--------------------------------------------------+ |
| DOS sucks - Give me Unix! +---------------+
| ilaskey@cix.compulink.co.uk | Iain R Laskey |
+--------------------------------------------------+---------------+
```

1851. SAM video digitiser

Newsgroup: comp.sys.atari.st
Date: 1992-08-22 00:28:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.588774@cix.compulink.co.uk>
Source record: 218465

I've just bought a SAM video digitiser and was wondering, what is the current/latest version of the software. Are the manufacturers still in business and if so, where can I get hold of them?

Thanks.

+--+---------------+
I don't want to start any blasphemous rumours,	Atari ST user
But I think that God's got a sick sense of humour	Unix user
- ML Gore	
+--+
DOS sucks - Give me Unix! +---------------+
ilaskey@cix.compulink.co.uk	Iain R Laskey
+--+---------------+

1852. is a mega-bus Y adapter available?

Newsgroup: comp.sys.atari.st
Date: 1992-08-22 02:14:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <BtD24p.LH5@acsu.buffalo.edu>
Source record: 218455

I currently have a mega-2 with the TEC card installed. This occupies the processor bus. I am considering adding an additional item or two that would need to be run off of the bus as well. Does anybody know where I can purchase an adapter that would fit my needs? Or is it blatantly impossible? All comments would be greatly appreciated..

.Philip

1853. MT-QWK 1.08D - Anyone got it?

Newsgroup: comp.sys.atari.st
Date: 1992-08-22 05:32:12 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Aug22.053212.12618@peponi.wcc.govt.nz>
Source record: 218458

I posted a message a while back, but I don't think anyone replied...

Has anyone got a copy of the offline reader,
 MicroTalk version 1.08D ???

It's a QWK packet offline reader for reading BBS messages
offline, written by Wolfgang Zweygart.

Surely someone here must have or know of a place to get a copy?

Thanks,
Craig.
* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

1854. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-08-22 07:01:35 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Aug22.070135.7822@terminator.cc.umich.edu>
Source record: 218460

```
drwxrwxr-x atari 1024 Aug 16 03:01 .
```

1855. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-22 08:41:34 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Aug22.084134.1714@elroy.jpl.nasa.gov>
Source record: 218463

In article <l9a6chINN2f8@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <1992Aug21.063930.4986@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>because I'm still a little curious about what's going on... Who knows, maybe
>>one day I'll find a need for a 1440x240 display.)
>
> Well, if you can figure out a patch to swap x->y, and y->x, and then
>turn your monitor on its side, you can get yourself a full-page monitor -
>albeit a little skinny. :)

No kidding, a bit too skinny... But it's certainly been entertaining to see what kinds of programs can and cannot cope with really weirdo screen sizes. I was quite disappointed to find that the version of Uniterm I hacked to work with Overscan failed in this mode, had to fall back to Zmodem. (Just a brief aside - I've come to learn that an 80x50 text screen is tremendously more useful than a 160x25 screen....)
>
> BTW, what machine did you pull this stunt on? ST or STe (I don't know
>if the Ad board works on STe, so I thought I'd ask)?

An old Mega ST, with the old homebrew overscan mod, and various other abuses.
>
>PS: This is a bit beyond my realm of "knowing" and into guessing, but don't
>video signals output an Hsynch signal? If so, it sounds like half of the
>Hsynch signals are being blocked. Then the multisynch monitor compensates
>for the funky signal...but I guess your monitor is a cut above the normal as
>ratings are really just minimums...of course it probably helps that it only
>has to deal with half as many scan lines.

Yeah, not only the hsync, but the video blanking appears to be missing. This is not a case of the signal being externally suppressed, as far as I can tell. The other funny thing about this situation is that simply writing the current value of the ShiftMode register back to itself restores the normal 640x400 monochrome screen configuration ($ff8260).
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
::
::To the owner of the blue Mazda, license 742-XLT, your headlights are on...::
::

1856. TeX and MultiGEM

Newsgroup: comp.sys.atari.st
Date: 1992-08-22 10:50:56 UTC
From: kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <H.dpOgJlwuiV_@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
Source record: 218475

Hi,

I'm looking for a TeX implementation which runs in an ordinary GEM
window in order to get it run with MultiGEM.

I use Lindner's TeX and I hesitate to switch to Strunk's MultiTeX.

Does anybody know if such a thing exists ?

BTW: Are there any experiences with MultiTeX ? Can it be recommended ?

Thanks,
Thomas
--
Thomas-Martin Kruel Institut f. Physikalische Chemie / Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg, Tel. +49 931 31579

1857. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-22 15:31:09 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <oeZZqx200awNQ66F0C@andrew.cmu.edu>
Source record: 218466
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Which is definitely wrong!
> Even for the simple 68000!
> What do you think are the pins ~BR(bus request),
> ~BG (bus grant) and ~BGACK (bus grant acknowlege) for?

Just a precision: with caches, you generally don't use BG and the likes
to solve the problem of simultaneous access to shared memory: each
processor has his own local bus!

The main problem with 27 processors is that shared memory is not applicable:
this memory would be too of a bottleneck!
but until 10 or so processors, it is definetely 'makable' although
surely (much) more expensive than a 68030 (or even 68040) monoprocessor
system!

That's the whole point: the processor price doesn't decide the system price !

Cheers,

Stefan Monnier

```
------------------------------------------------------
-- On the average, people seem to be acting normal --
------------------------------------------------------
```

1858. uucico 3.42

Newsgroup: comp.sys.atari.st
Date: 1992-08-22 17:48:12 UTC
From: geoffc@zebedeeUUCP
Message-ID: <6411427@zebedeeUUCP>
Source record: 218476

Thanks for the new version of uucico that was posted recently, it works fine with Mercury 1.18. I have tried upgrading to hermes but every time I request it from atari.archive it doesn't arrive - it's in the telecomm index OK though and I can get other stuff OK.

My main question is though, what's cicostat.prg for ??? I've setup all the environment variables it needed but it only appeared to move uucico.log to uucico.bak. What else does it do ?

PS: which is faster at 2400baud MNP4, e-protocol or g-protocol ? I normally use g but when I tried e the cps rate looked to be slightly higher.

Cheers

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!ibmpcug!jshark!zebedee!geoffc

1859. First Report from Dusseldorf !!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-22 21:10:25 UTC
From: cinnanum@mentor.cc.purdue.edu
Message-ID: <BtELHF.MC2@mentor.cc.purdue.edu>
Source record: 218467

GEnie/Z*NET NEWS REPORT
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Z*NET NEWS SERVICE
8/21/92

FIRST REPORT FROM DUSSELDORF

Nathan Potechin of DMC Publishing, Inc., filed this first report of the huge Atari show in Germany. The information came via telephone from the floor of the Atari Messe ("Fair") in Dusseldorf, Germany, and was transcribed by John Nagy of the Z*Net News Service at Nathan's request, and has been uploaded by Z*Net to GEnie. This news release may be reprinted, excerpted, or re-posted on any other telecommunication service ONLY with this notice intact. The Atari Roundtables on GEnie are *official* information services of Atari Corporation.

ATARI AT ATARI MESSE - THE NEW WAVE BEGINS

Every year, Atari holds a huge trade show in Dusseldorf, Germany. Spanning roughly four football fields of floor space, the show this year is similar in size and attendance to last year's event.

The announcement of the Falcon 030 to the largest Atari show in the world was the first order of business. According to Nathan Potechin, "there are Falcons all over the floor of the show, in almost every booth." Clearly, the nearly-accurate profile of the coming machine offered by most of the Atari media across the last months was not missed by the showgoing Atari Messe audience, and the excitement in the crowd was high as they saw it firsthand.

Many vendors had new applications that expose the power and features that are new on the Falcon 030. DMC Publishing (Calamus) again had the largest booth on the floor, spanning 4,000 square feet with about 40 people working in it alone. Other large booths included TMS, Matrix, 3k, and Maxxon. Many new products were shown, and we will report on them in detail in a later release.

MARKETING PLANS, PRICE FOR FALCON IN USA

The hottest news at 5:00 PM Friday evening in Germany after the close of the first day of Atari Messe was the unveiling not only of the Falcon, but of the plans that Atari has to market the new machine in the USA.

The "base" Falcon 030 will retail for $799 in the USA in a one-megabyte configuration. The next option up the scale will be a four-megabyte RAM with 65 megabyte hard drive Falcon at $1,399.

Sam Tramiel told dealers and developers at an afternoon meeting that the US launch will begin immediately with regional marketing build-ups. Individual regions of the USA will be targeted, one at a time, with major "dog and pony shows" to both woo and educate computer dealers. "Serious" co-op advertising money will be offered to dealers who join in the roll-out. Once enough regions are served by an operating dealer network, Atari will launch a national advertising campaign.

Industry observers suggest that this plan will make the most of Atari's cash and production resources. By serving a small but growing dealer network with product, on-board Falcon dealers can be more assured of delivery of product during the build-out stages of the plan. Dealers will help and be helped in promotional costs, enabling Atari to make a bigger splash in smaller ponds with less of their own money, and allowing Atari's resources to go towards increasing production of Falcon computers. As production and sales increase, so will revenues with which to attack new regions. Meanwhile, Falcon specific software will mature and present a solid base for the later national marketing efforts.

More details from Germany will be coming later in the weekend. Look for more special reports on GEnie, a service of GEnie and the Z*Net News Service.

To sign up for GEnie service, call (with modem) 800-638-8369. Upon connection type HHH (RETURN after that). Wait for the U#= prompt. Type XTX99436,GEnie and hit RETURN. The system will prompt you for your information.

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1860. Developers and Dealers mistreated by Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-08-22 23:25:48 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug22.232548.15976@usenet.ins.cwru.edu>
Source record: 218477

I have talked with a few developers and dealers that feel they
have been mistreated by Atari to say the least.

I have been told that they hesitate to do business with Atari
because of it.

I believe this is a serious problem and I would like for you to
let me know if you have been mistreated.

If you don't mind, I would also like to know how you were mistreated.

Do you feel there is a problem?

I may be sending Atari a letter to let them know about this problem
and would like to know how serious it is.

No names will be mentioned.

Thanks.

Len
(aa399@cleveland.freenet.Edu)

--

1861. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-22 23:31:08 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.lBex463NjY6@jonh.wimsey.bc.ca>
Source record: 218480

In <H.UjJFyVrP2F2@jonh.wimsey.bc.ca>, John Henders writes:
>In <a6981673@skid.north.de>, Alf Hoheisel writes:
>>
>>No, the nn has been ported with TC. I didn't know who ported it but the one
>>was using the mupfel. That's the reason why there is a file
>>$HOME/nn/param.mup (the extension mup is for shellscripts under the mupfel).
>
> Could you give us (me) a little explanation of how you installed
>nn? I've got it part way there, but it start's with all groups
>unsubscribed. I've had to resubscribe to all the groups, and
>still have to run nn -g to get in, then tell it what group to
>start reading. Is this normal.

Due to the time lag of getting replies, I'm following up my own message,
to update what I've figured out about installing nn on hermes, hopefully
it will help others with problems.

First problem I found a solution to had to do with the USR variable.
Hermes was quite happy with g:. as I used the drive itself as a usr
directory. Also, I had moved NEWS to another drive, as 16meg wasn't enough
to run a news system when I went out of town for any length of time.

Second, you have to change the ACTIVE variable as nn trashes hermes'
active file when buildact runs. Fortunately, nn uses the usr/lib path
to find active, while hermes uses the ACTIVE variable, so defining
that to something like active.hrm allows rnews to read a file it can
understand, and nn can do what it likes with lib/news/active.

Third, after every poll of your're feed, you must run buildact after
rmail, then nnadmin -EYW to update nn's database.

Fourth, If you call nn and get " no news is good news", try nn -g.
Start with alt. when it prompts for a group name. Enter the first group,
and chck the top status line. If it says UNSUB, hit 'U' to resubscribe.
You will have to do this with every group you read. You can advane though
unsubscribed groups with 'A', and subscribe to each one. Also, if you've
been using hermes, and don't have all the CURRENT.USR variables set, you
should use herme's login program to log into nn, as this will set the
currentuser variable so nn knows who you are.

These hints should get you to where you can read news with nn, but
here's where I need help. I can't figure out how to set aux.ttp to allow
me to post. The readme mentions aux.mup/doaux.ttp. but the release has
only aux.tt, and no clue as to what should be in the .mup file. In my init
file, I've set the mailer to mmail, martin's mailer from hermes. I set
inews to mrecmail, but in hermes. mmail handlers boith news and mail

posting. If I try to followup or reply, nn returns, announcing that nothing was done.

Can someone using nn explain how to set up aux and init to post or mail using hermes? Also, does nn handle mail reading, or is that only possible with elm or mail? Thirdly, is there anywhere to put mailing addresses for moderated groups, and anyway to tell nn which groups are moderated?

--
jhenders@jonh.wimsey.bc.ca

1862. Gemini

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 00:05:55 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Aug23.000555.25456@peponi.wcc.govt.nz>
Source record: 218478

Is there an English version of Gemini available?

If so, where??

Thanks,
Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

1863. Re: Gemini

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 02:57:22 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <QeZjuGy00awN09_V1H@andrew.cmu.edu>
Source record: 218479

Excerpts from netnews.comp.sys.atari.st: 23-Aug-92 Gemini Craig
Shore@kosmos.wcc.g (313)

> Is there an English version of Gemini available?

> If so, where??

> Thanks,
> Craig.

> * Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
> * 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
> * Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

Sure there is: at a.a, of course ! (atari.archive.umich.edu if you don't know)

Stefan Monnier

-- On the average, people seem to be acting normal --

1864. Re: Gemini

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 06:07:04 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Aug23.060704.29843@peponi.wcc.govt.nz>
Source record: 218482

In article <QeZjuGy00awN09_V1H@andrew.cmu.edu>, Stefan Monnier <sm86+@andrew.cmu.edu>
writes:
>> Is there an English version of Gemini available?
>
>> If so, where??
>
>
>Sure there is: at a.a, of course ! (atari.archive.umich.edu if you don't know)
>
> Stefan Monnier

Ah, thanks Stefan.
That'll teach me for going to German archive sites... lots of nice software
though... almost worth learning German for! :-)
I didn't know what it was when I got it... just got a shock when I saw
it was over 500K that I had just ftp'ed!

After running it, i'm hooked I think.... it's a great replacement desktop.
I'll have to go get the english one now.

>---
>-- On the average, people seem to be acting normal --
>---

Where'd you get your average?! :-)

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

1865. CLA V1 - multiple inputs?

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 14:19:39 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Aug23.141939.16360@zooid.guild.org>
Source record: 218488

Is anyone using the program CLA v1, the digital logic design and simulation package?

If so, do you know how to draw multiple inputs to one gate?

The docs mention something about connecting mul. inputs to a 'driver' gate?

I can't see any driver gates in the 'gate' dialog.

I don't know a lot (if anything about digital circuits/electronics.
Is there such a thing e.g. as an 'and' gate with more than two inputs?

Mike

1866. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 15:37:03 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Aug23.153703.17494@zooid.guild.org>
Source record: 218490

amos@prl.dec.com (Samos) writes:
>Do you think it is worth buying a falcon ??
>
>

Anyone who attended the Duesseldorf fair know the officially released prices? The word is $799 US for a 1 Meg version, no monitor, no HD. The one with 65 Meg HD is $1399 US, this one excludes the monitor as well. Any german inputs on this one?

Sincerely,
Mark K.
E-Mail: kovarski@zooid.guild.org

1867. Re: uucico 3.42

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 15:47:06 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.05k1RsHq5vE@jonh.wimsey.bc.ca>
Source record: 218485

geoffc@zebedeeUUCP (Geoffrey Coan) writes:

>My main question is though, what's cicostat.prg for ??? I've setup all
>the environment variables it needed but it only appeared to move
>uucico.log to uucico.bak. What else does it do ?

From what I've figured out, it mails a copy of your uucico stats
to cicostat, which you create in your mail alias file. If you haven't
got hermes, I don't think Mercury supported alias's.

>PS: which is faster at 2400baud MNP4, e-protocol or g-protocol ? I normally
> use g but when I tried e the cps rate looked to be slightly higher.

The e protocal does no error checking, so if MNP4 is error correction,
use it, as it should speed things up.

--
jhenders@jonh.wimsey.bc.ca

1868. Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 15:51:54 UTC
From: june@f308.n133.z1.FIDONET.ORG
Message-ID: <183.2A99CCB8@gisatl.fidonet.org>
Source record: 218204

On <Aug 22 14:19>, Samos of 1:133/411 wrote to All:

S> From: amos@prl.dec.com (Samos)
S> Date: 20 Aug 92 14:25:49 GMT
S> Organization: Digital Equipment Corporation - Paris Research
S> Laboratory Message-ID: <1992Aug20.142549.2831@prl.dec.com>
S> Newsgroups: comp.sys.atari.st

S> Do you think it is worth buying a falcon ??

No.
WAY too slow!

--
Ed June

Fidonet: 1:133/308, Atlanta's OS/2 Users Group BBS, 404-471-1549
Internet: ed_june@over.mind.org
Internet: june@gisatl.fidonet.org
UUCP: ...!emory!uumind!overmind!ed_june
UUCP : ...!gatech!warlord!gisatl!308!june

1869. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 15:57:42 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.dYXRZRE0BqM@jonh.wimsey.bc.ca>
Source record: 218486

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

>In <H.UjJFyVrP2F2@jonh.wimsey.bc.ca>, John Henders writes:

Here's me following up my own article again. I got nn to work, and post.
This is posted from nn, so if you're reading it, I guess it all works.
For my system, because I had $USR defined as a drive, rather than a file,
I had to go into the various nn* programs and use a hex editor to change
sme strings. In many places, there are strings like ${USR}lib\something
or ${NEWS}something\something else. By sheer good luck, there were 2 00
bytes after these strings, so I was able to add a backslash between the
variable and the rest of the string and still have a null terminating byte.
This is important for running with Hermes, where variables leave off
the trailing backslash, as is usual with most environment variables.
The one program that gave me trouble was buildact, which did not
have 2 00's, but fortunately, I was able to run it through a disassembler,
change the string, and reassemble it.(no one said this stuff was easy ;-)
I will make my patched version available if there's enough demand.

--
jhenders@jonh.wimsey.bc.ca

1870. Re: is a mega-bus Y adapter available?

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 16:10:00 UTC
From: undermind!cmc@overmind.mind.org
Message-ID: <2223370@overmind.citadel>
Source record: 218483

I certainly do understand your setup, having an identical one here. I wonder why they did not simply put a MegaBus passthrough on the card? does anyone know? The documentation specifically says that your slot must be either unused or the device on it must have a passthrough. I think the AdSCSI that installs internally has one, why doesn't the Bus-Bridge TEC upgrade? Anyway, I'd say check out the items you're looking into buying... you might luck out and discover that they already have a passthrough on them. :)

-chris
root@mind.ORG

1871. Re: Falcon Resolution, Audio Sampling

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 17:54:09 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Aug23.175409.26944@mits.mdata.fi>
Source record: 218487

Let's see if I've understood this interlace-thing right :

Falcon uses interlace to produce the 480 vertical resolution, if you
are using a normal monitor. If you are using a VGA or a MultiSync, it
will not be interlaced. Is that right?? Or does Falcon use interlace
even with a Multisync or a VGA?
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

1872. Falcon RS-Port max baud rate?

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 18:38:26 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Aug23.183826.27596@mits.mdata.fi>
Source record: 218489

Does anybody know how fast the Falcon030 RS-232 port will go?
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

1873. Re: New operating systems (OS/2-TOS)

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 19:11:36 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.JHXj&6Ouz4Y@marsu.tynet.sub.org>
Source record: 218261

In <92232.114652RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>, Julian F. Reschke writes:
> >What is the fastest Motorola processor?
>
> 68040/33 Mhz. Seems to be comparable to a Sparc chip.

That was yesterday, guys. Coming from Atari fair I can
tell you that I've seen a ST/TT-Compatible with a
68040 CPU running at 60 (= sixty!) MHz.
The GEM_TEST.PRG benchmark was finished in about
three seconds...

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Luck is believing you're lucky ! <<

1874. Re: Bug in Ghostscript 2.41 ?

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 19:16:10 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.4dPV2w2&y5c@marsu.tynet.sub.org>
Source record: 218260

In <1992Aug20.130047.18037@wega.rz.uni-ulm.de>, REISSENAUER BERNHARD writes:
> I uploaded the new version Ghostscript 2.41 from lifshitz.ph.utexas.edu.
Who ported this 2.41 to the Atari?
Perhaps he should concentrate on 2.5, which is the current version.
BTW: I'd like to have a color TT-VDI-driver implemented !!

> The program gemgs seems to have a bug, too. Together with NVDI version
> 2.03 the program bombs, without NVDI it works, but the mouse pointer
> looks like a busy bee all the time.
What does gemgs do? Never heard about it. Sounds interesting!
If these bugs are fixed, someone should upload it to a.a.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Luck is believing you're lucky ! <<

1875. Re: What is NDVI?

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 19:33:39 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <8eZyUHG00awO4EnV9Y@andrew.cmu.edu>
Source record: 218491

Excerpts from netnews.comp.sys.atari.st: 18-Aug-92 Re: What is NDVI?
#Michael Eyd) (560)

> / hpbbm.bbn.hp.com:comp.sys.atari.st / muts@fss.fokker.nl / 9:35 am
> Aug 17, 1992 /
> Hello,

> I've been away for a while and now that I'm back I hear people
> talking about NDVI. It seems to be like Turbo ST, a screen
> output accelerator. Could anyone enlighten me, also about
> speed compared to Turbo ST? Thanks in advance,

It is not really faster, BUT:

It is not just a screen accelerator: it is a entirely new VDI which
means that it is clean, fast, adds some new functionalities (like GDOS
or some functions from GEM 2.0) and is much more compatible (for
example, it is not screen dependent)

It is a VDI replacement as opposed to Turbo ST (or alikes) that are VDI
extensions !

Stefan Monnier

-- On the average, people seem to be acting normal --

1876. Re: Utterly bizarre idea for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-08-23 22:28:36 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <H.rmGpWKv8&K2@lionbbs.bs.open.de>
Source record: 218381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <oeZZqx200awNQ66F0C@andrew.cmu.edu>, Stefan Monnier writes:
> > Which is definitely wrong! Even for the simple 68000!
> > What do you think are the pins ~BR(bus request),
> > ~BG (bus grant) and ~BGACK (bus grant acknowlege) for?

> Just a precision: with caches, you generally don't use BG and the likes
> to solve the problem of simultaneous access to shared memory: each
> processor has his own local bus!
Right!
But with caching the cache controller should use bus arbitration.

> The main problem with 27 processors is that shared memory is not applicable:
> this memory would be too of a bottleneck!
> but until 10 or so processors, it is definetely 'makable' although
Jep! This ist the number I remember from my CS lectures.

> surely (much) more expensive than a 68030 (or even 68040) monoprocessor
> system!
Power has it's price! ;-)

> That's the whole point: the processor price doesn't decide the system price !
Right!

Uwe
--
Eliminiere das Unmoegliche. Was immer uebrig bleibt, so
unwahrscheinlich es auch wirkt, muss die Wahrheit sein.
Aber was ist, wenn einmal NICHTS mehr uebrig bleibt?
(nach: John Brunner - Mehr Dinge zwischen Himmel und Erde)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

1877. ShadowTerm II - Uploaded on GEnie. Could some kind soul...

Newsgroup: comp.sys.atari.st
Date: 1992-08-24 04:33:02 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <RHuZPB1w165w@ersys.edmonton.ab.ca>
Source record: 218492

Hi.

ShadowTerm II has been uploaded to GEnie (File #25398 SHDWTERM.ARC).

I have had numerous problems getting it to atari.archive and comp.binaries.atari.st and have come to ask some kind soul to download it from GEnie and upload it to these areas. CompuServe would be nice too, since I don't have an account there. (Perhaps I am wishing on a falling star on this point, though.)

The original file (ZOO) had problems. Or rather, ZOO had the problem extracting the directories. I changed the file to an ARC 6.02 archive (since I have little idea how to make LZH use directories and I will most likely never be able to read German).

If anyone could take it upon themselves to do this, I would be forever grateful.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

1878. Official Falcon Specs

Newsgroup: comp.sys.atari.st
Date: 1992-08-24 18:15:00 UTC
From: Thomas_Leonhaeuser@f.maus.de
Message-ID: <A14190@F.maus.de>
Source record: 218354

Hello,

i've been on las Sunday in Duesseldorf "Atari Messe" and here are the official
Specification of the Falcon 030:

- 680030 CPU 16 MHZ (with cache)
- optional FPU 68881 / 68882 16 MHZ
- RAM 1, 4, 14 MB
- ROM 512 KB
- BLITTER 16 MHZ

Video:
- VGA 640 x 480 x 256 collors (from 262.144)
320 x 480 x 65.356
320 x 480 x 32.768 with overlay-Bit
- RGB/TV 768 x 480 x 256 from 262.144, interleaced
768 x 480 x 65.536 , interleaced
768 x 480 x 32.768, interleaced with overlay Bit
- all ST-modi
- Hardware-overscan option
- Hardware scrolling

Coprocessor Subsystems:
- DSP 56001 32 MHZ 32K x 24 Bit SRAm. 0 Waitstates
- Blitter, 16MHZ, kompatibel to ST-Blitter

Ports:
- Paralel
- RS-232 / Modem
- Midi in
- Midi out/through
- Cartridge-Port
- SCSI II (50 Pin connector) with SCSI-DMA
- LAN (compatible to MEGA STE and TT)
- mouse

Sound:
- 16 Bit D/A A/D converter
- Stereo input and output
- 8 channels 16 Bit recording and replay (max. 50 KHz sampling frequenz)
- 3 channel PSC sound (ST)
- connector for Digital audio and DSP

Joystick:
- 2 x STE compatible
- 2 x standard

Floppy:
- 1,44 MByte

Harddisk
- intern optional IDE-bus Harddisk (2,5")

allso
- realtime (??) clock with battery
- expansionbus with all important things CPU, bus-control, Interrupt ...
- RAM-Bus

Bye ____
/homas L.

P.S. Sorry for any mistackes in the Text
E-mail: _____
______/ (MausNet) Thomas Leonhaeuser @ F ______
/// (UseNet) Thomas_Leonhaeuser@F.maus.de \\\
||| (Z-Netz) Thomas_Leonhaeuser%f@ZERMAUS.ZER |||
\\\ Mailbox: Maus Frankfurt am Main (germany) //

1879. Re: New operating systems (OS/2-TOS)

Newsgroup: comp.sys.atari.st
Date: 1992-08-24 19:39:20 UTC
From: darekm@microsoft.com
Message-ID: <1992Aug24.193920.7734@microsoft.com>
Source record: 218493

In article <4253@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <1992Aug18.191802.22099@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>>Or will Atari start to make Intel machines? My feelings is why not.
>
>They've tried that, and IMO, it's a waste of time.
>
>>There is the ST market and the larger (in the US) IBM market. If
>>Dell, Wang, and the others are making (??) money, Atari should be
>
>Didn't Wang just file for bankruptcy yesterday?

Dell, AST, Gateway, ALR, and others are making billions a year selling inexpensive PC clones. They've already go 66 Mhz 486 machines out the door at the same price ($2495) as 33 Mhz machines cost a few months ago. They're working on very small margins (nothing new to Atari) but they make up for that by selling tens of thousands of machines a month. Gateway alone grossed $600M last year and sold a few hundred thousand machines. With a market of 10 million PCs in the U.S. each year, you'd think Atari would have a half decent chance of getting even a small market share, but from what I've heard they don't even bother to produce the Atari ABC machines anymore. Way to go. What are they waiting for? Cheaper DRAMs? <grin>

Wang, well, that's not exactly a name synonomous with PC clones! Clones are not their main business. From what I've read their problems are that they were deep in debt, didn't adapt quickly enough to create new products, and they hired someone to lead the company who didn't really know what he was doing. And when was the last time you saw a Wang advertisement? Atari sounds like another Wang just waiting to happen!

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

1880. Re: uucico 3.42

Newsgroup: comp.sys.atari.st
Date: 1992-08-24 21:55:40 UTC
From: alf@skid.north.de
Message-ID: <a4048477@skid.north.de>
Source record: 218231

In <H.05k1RsHq5vE@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:

>geoffc@zebedeeUUCP (Geoffrey Coan) writes:

>>PS: which is faster at 2400baud MNP4, e-protocol or g-protocol ? I normally
>> use g but when I tried e the cps rate looked to be slightly higher.

> The e protocal does no error checking, so if MNP4 is error correction,
>use it, as it should speed things up.

The e-protocol is faster but never use it. If you are using MNP4 or V.42 you
have error correction between the modems and won't lose data between the
modems. But what is with the cable between your modem and the dte (computer)?
If you didn't use a very good isolated cable you'll lose data between the
modem and the dte.

regards,
Alf
--
Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> alf@zfn.uni-bremen.de | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

1881. Re: how to install nn?

Newsgroup: comp.sys.atari.st
Date: 1992-08-24 23:10:04 UTC
From: olaf@oski.toppoint.de
Message-ID: <9208242858@oski.toppoint.de>
Source record: 218383

I was informed by some forwarded mail and a mail of jhenders (my reply
bounced just at the last site on the way to you, please check that,
your host is lacking an MX record for you), that there suddenly is
trouble about a version of nn for ST, and now, after all I read,
I guess, its my version.

I'm very sorry, that it causes so much trouble. Over a year ago I posted an
installation guide to the german part of the net demanding every archive
admin to incorporate it into their copy of nn, but it has been naive to
think that would help.

I will post it again after this article. It will not solve all problems, as
the configuration, nn was aimed at, is very special (Gemini, Mercury UUCP or
Digital Island UUCP), but there was nothing else (as far as UUCP systems for
ST computers are concerned) available at the time NN was ported. I have no
experience with Hermes, although the mmail.ttp incorporated in the nn
distribution is a very ancient predecessor of mmail coming along with
hermes. It is true that the shell used has to support the following features:

_shell_p hook
ARGV argument passing
strings can be quoted without any processing by ''

I heared there are older versions of gulam still alive which do not
know about _shell_p or ARGV.

Read the installation guide with special care for environment variables.
nn uses a lot of environment variables standard in Unix, but not normally
defined on an ST (HOME, LOGNAME, USER). I hope its all in the docs.

I will stay tuned.

--
Olaf Schlueter, Sandkuhle 4-6, | olaf@oski.toppoint.de,
2300 Kiel 1, Germany, Toppoint Mailbox e.V. | olaf@tpki.toppoint.de
My heart full of hope, my ass full of dope.
Barcelona 1992

1882. Installation Guide for NN 6.4.11 ST

Newsgroup: comp.sys.atari.st
Date: 1992-08-24 23:30:39 UTC
From: olaf@oski.toppoint.de
Message-ID: <9208242962@oski.toppoint.de>
Source record: 218382

[In case I said anything different from what is stated in this document,
this document is right, and I've been wrong.]

How to install NN 6.4.11 ST

Olaf Schlueter <olaf@oski.toppoint.de>

Advice

`Read them,' said the King.
The White Rabbit put on his spectacles. `Where shall I begin,
please your Majesty?' he asked.
`Begin at the beginning,' the King said, very gravely,
`and go on till you come to the end: then stop.'

Lewis Carrol, Alice in Wonderland

1. Requirements

To run (and need) NN 6.4.11 ST you need a working news system. This
usually consists of a hard disk partition big enough to store incoming
news for a reasonable long time, and either the Mercury UUCP Modules or
the MNews Implementation for the Atari ST. NN has been tested with both
and tools are included in the NN.LZH archiv to let NN cooperate with
both. Nevertheless, MNews is recommended, as it has fewer bugs and makes
using of hard disk space more efficient.

Next, you need a shell, a command-line interpreter, which is not
normally coming along with your Atari ST. This shell is not needed as a
user-interface, but as a program running beneath NN, called by NN via
the _shell_p pointer hook. The shell used for the NN development has
been Gemini, a shareware desktop available at several atari archive
sites. If you have Gemini, you are lucky, since NN was written with
this excellent shell in mind, and the author himself did not test it on
other platforms. However, it is reported, that NN works with Gulam and
a couple of other shells too. For you to decide, whether you have to
get Gemini (or at least Mupfel, the command-line part of Gemini - in
case you are short of memory space), you will find a list of commands
the shell must be able to perform when called via _shell_p in section 2.3.

Finally, you need a text editor, which must NOT use GEM (as NN doesn't),
for posting/mailing within nn. There are several of them available
and I do not include any of them in the distribution. Note, that
NN knows certain editors, MicroEmacs and Vi, better then others, if the
program is called `em' or `vi' respectively.

2. Environment

Another beast not normally found on an Atari system is the environment. NN makes heavy use of this feature and again you need a shell or another tool to install an environment. Conceptually speaking the environment is a set of variables named in uppercase letters and their contents, which are simple strings. These variables may be set by a program and are available to all other programs started by it. I.e., if your shell defines an environment, the settings defined may be read by NN, if NN is started by that shell.

Most shells offer a setenv command like

setenv HOME my_castle

which defines the variable HOME to have the (string) contents `my_castle` or a BASIC like directive like

HOME=my_castle

(Gemini/Mupfel offers both) and a feature to let you define an environment when starting the shell by the use of a kind of startup file. See the documentation of your shell how to define an environment during the startup of the shell.

2.1 The environment needed by NN - Personal Information

Some information NN cannot figure out without asking you, but this information stays always the same at every time you start NN, and you surely do not want answer NN's questions every time NN is coming up.

At first, NN needs to know, who you are (that won't change pretty often, eh?), and what the name and domain of your site is in the USENET. These names are defined by the environment variables USER (your username for mail purposes), SITENAME (the name of your computer) and DOMAIN (the name of the Domain your SITENAME is unique within). For example, the authors USENET Adress is olaf@oski.toppoint.de. Due to USENET mail address rules, the USER is olaf, the SITENAME is oski, and the DOMAIN is toppoint.de. So I use the following settings:

setenv USER olaf
setenv SITENAME oski
setenv DOMAIN toppoint.de

Next, NN creates temporary files (files which are destroyed immediately after use) every now and then, and this is normally done in a certain directory, which may be a ram disk for the sake of speed. This directory is reported to NN by the environment variable TMP. On my system the temp directory resides on C:\TMP, so I say

setenv TMP C:\TMP

Furthermore, NN assumes that you are using a certain directory for your private purposes, i.e., a directory not filled up with programms, configuration files etc. but with your personal data like mail, texts you wrote and so on. On Unix systems the documentation refers to this directory as your `home' directory, and this give reason to the naming of

the environment variable HOME, which tells NN where your HOME is. My HOME is D:\usr\schlut (in the world my computer is able to realize), and so I say

setenv HOME D:\usr\schlut

If you are the only one using NN (and all the other USENET stuff) on your computer, then there is no problem to set these variables in a startup file once and for all when you start your favorite shell. If someone else is using NN too, you should think about a way to change the HOME and USER setting to introduce this other user to your system. No tool is included in the NN distribution for this purpose, but it is easy to develop one.

2.2 Environment needed by NN - Information about your hard disk structure

Another thing NN needs to know is the location of several data on your hard disk. Among these are the location of the news directory tree, and certain configuration directories.

There are a lot of different directories used by NN, and it would be a waste of memory to assign a environment variable to every directory. Instead NN is satisfied with a set of two variables, if you install a certain structure on your hard disk. These two variables are USR and ETC which contain root directories for the rest of the others. The following list tries to tell you about the directory structure in a compact manner. The prefixes $USR and $ETC are placeholders for the actual contents of USR and ETC, i.e., $USR\lib\nn stands for F:\usr\lib\nn, if USR happens to have the contents F:\usr.

$USR\spool\news # the root directory for the news article tree
$USR\spool\news\.nn # a directory for nn's database (we will talk
about that later)

$USR\lib\nn # a directory for nn's help files and other things
$USR\lib\nn\help

$USR\lib\news # a directory where the active file of the
news system lives.

$USR\adm # a directory where logfiles will go

$ETC # the passwd (see later) file will live here.

This directory structure is defined more strictly and elaborated in a paper called the HH standard (HH stands for Hansestadt Hamburg), which also defines a couple of other enviroments settings and file formats. NN follows this standard with one unimportant exception regarding the temp directory (the HH standard allows 4 different variables to introduce this directory, but NN insists on TMP) and an important exception as it requires a shell in the background (I said that before, didn't I?).

Now look at the directories listed above and their meanings. You already may have some of them, namely $USR\spool\news (although it may be F:\news or what on your system), and $ETC since even Mercury UUCP Modules makes use of a passwd File.

So you may set $ETC to the directory where the passwd file lives. If your news directory does not fit in the $USR\spool... scheme, you may explicitely set it with the environment variable NEWS (which is still a HH standard variable). $USR is nevertheless required to find all the other directories which must be in $USR at the places mentioned in this paper.

On my system, the news articles are stored in E:\usr\spool\news, and anything else belonging to $USR starts with E:\usr so I say

setenv USR E:\USR

My passwd file is C:\etc\passwd, so this is set by

setenv ETC C:\ETC

IMPORTANT: Once you have installed the settings of USR and ETC, you have to follow the scheme as defined by the HH standard. All informations regarding NN are contained in this readme, but for other programs which explicitely state that they follow the HH standard, you have to install their directories according to your actual setting of USR and ETC instead of changine the contents of these variables. You may obtain the HH standard description by asking me via E-Mail for it.

2.3 Environment of NN - Location of programs

Finally, NN calls several other programs at several places. It uses the shell (remember _shell_p!) fur this purpose rather then executing programs directly, making it possible this way to put the executable programs anywhere on your hard disk.

Most shells offer the feature to tell them a list of directories which contain executable programs using the PATH environment variable. Hunt through your shell documentation for a feature like this. Normally, the directory list is seperated by colons or semicolons. I use the directories C:\bin and C:\usr\bin for executables and my PATH variable therefor reads

setenv PATH "C:\bin;C:\usr\bin"

(The quotes are necessary in Gemini to avoid misinterpretation of the semicolon).

If your PATH variable is correctly set, you should be able to call a program like C:\bin\em.ttp by just saying

em

to the shell. NN calls every program without a full pathname and without an extension (.ttp or .tos or whatever) by telling only its basename to the shell. If your shell does not support this, you are in

trouble.

The following programs and commands (in addition to those contained in this distribution) are called by NN (especially when posting or mailing articles).

```
echo args... # outputs its arguments to the screen
rm -f file # removes a file without bothering whether it exists
cp a b # copies file a to file b
mkdir a # creates directory a
cat # copies a file or its input to its standard output
```

The following is seldom used (only by nnadmin), so you may live even if your shell does not support it.

```
ls -l pattern # list the directory contents matching pattern
# note that pattern is a Unix style pattern not
# an MSDOS style.
```

2.4 The editor to use - EDITOR

At last, you need the environment variable EDITOR. It should contain the command name of your favorite text editor. This text editor should not use GEM but rather be a TOS program. I recommend MicroEmacs, which , if called `em.ttp' or `em.tos', is better supported by NN then others. (NN also knows about `vi'.)

```
setenv EDITOR em
```

3. Making directories

Now, after defining the meaning of the USR and ETC environment variable, we are going to create directories, which are needed by NN, but not normally by your other News and Mail software so they probably won't exist. Since there is no standard shell coming along with the atari, we have to do everything by hand - there is no installation script.

The easiest way to get the directories is to unpack the archiv and let USR and ETC point to the directories usr and etc created during extraction of the archiv. If you dont want that for any reason, the directory structure created by the archiv will still be useful as an illustration of what is going on now.

In the following, I will repeatedly refer to the "directory, which is defined in the environment variable XXX". To avoid this lengthy idiom, I will use the notation $XXX to refer to the contents of XXX.

At first, of course, we should check whether $USR or $ETC exists. Make them if needed. (If $USR did not exist before, that implies that your news articles did not fit in the $USR\spool\news scheme - remember to define NEWS to point to your news directory!).

The HH standard and NN require two subdirs in $USR:

$USR\adm # for logfiles
$USR\lib # for configuration and help files of certain programs

and again $USR\lib needs two subdirs:

$USR\lib\news # for the active File
$USR\lib\nn # for nn's needs

The last directory must contain a subdir

$USR\lib\nn\help # nn's online help

Finally, we remember that there is a $USR\spool\news\.nn (or $NEWS\.nn) directory, which is new. Make it and a subdir DATA in it.

$USR\spool\news\.nn
$USR\spool\news\.nn\DATA

4. Copying Files

Now we are ready to move the files of the distribution archiv to the places where they belong. After you have unpacked the archiv you will notice that it resembles very well the directory structure described above. The directories contained in the archiv are:

usr\lib\nn # NN's aux files
usr\lib\nn\help # NN's help files

usr\lib\news # where the active file of the news
system should be

usr\lib\mercury # see note below

usr\spool\news\.nn # NN's database
usr\spool\news\.nn\DATA

etc # the passwd file is here

usr\bin # the executables
bin

NOTE: If you are using Mercury UUCP, you may already have a file named active somewhere on your disk. If it happens to live in $USR\lib\news, you have to move it to somewhere else or rename it and change the appropiate field in config.sys. It is field 0012. Check it NOW!

No copy the contents of usr\lib\nn and its subdir help to $USR\lib\nn (and $USR\lib\nn\help).

Then copy the contents of usr\bin and bin to one or several directories listed in your PATH environment variable.

5. Localizing some files

A part of the localizing procedure has been described earlier in the environment topic. You should now have configured your shell so far that the necessary environment variables are defined when the shell has

started.

5.1 /etc/passwd

Under normal circumstances you probably will have a /etc/passwd file.
To make sure that it has the correct format, I describe the passwd file
format as described in the HH standard, a format which is used by Unix,
newer Mercury UUCP (>=1.16) and, of course NN.

The passwd file contains one or several lines of the format

username:password:uid:gid:Voller Name|Organisation:Home-Dir:Default-shell

To illustrate the meaning of it, here an example

olaf::0:0:Olaf Schlueter|Toppoint Mailbox e.V.:D:\usr\schlut:C:\bin\gemini

The fields are seperated by :, which cause an ambiguity in the HomeDir
field and shell field, but this is correctly resolved by the routines NN
is using to parse the passwd File. The informations NN takes out of
this file are the full name (Olaf Schlueter) and the organization
(Toppoint Mailbox e.V.) by looking up the line in the file that matches
the username defined by the environment variable USER. Although the
passwd file contains an entry for the home directory of a user, NN does
not look at that but insist on having a defined HOME environment
variable.

So you should have a line in your passwd file with your
username, your fullname and your organization. The others fields of
this line should not be empty, but their actual contents is not
important (as far as NN is concerned).

5.2 Adapting NN to Mercury UUCP

One file needs to be adapted to Mercury UUCP and one possibly needs to
be created. The first file to look at is the config.sys file used by
Mercury UUCP.

If you moved the news directory ($NEWS or $USR\spool\news) to another
place during installation of NN, you should check, whether it is
correctly defined in config.sys. It is field 0018 in config.sys.

Finally, create an empty file named "alias" somewhere and append a line

#!0102 "<complete path to alias>"

to config.sys. <complete path to alias> stands for the actual pathname
of course. On my system the file is E:\usr\lib\mail\alias, and my
config.sys has

#!0102 "E:\usr\lib\mail\alias"

Now, check whether your news spool directory ($NEWS or $USR\spool\news)
is in the right place. Then you should have a file $NEWS\news.def or
$USR\spool\news\news.def. If not, reread this paper. $NEWS or

$USR\spool\news should by the directory, the news article tree starts in.

Otherwise, you run

buildact

from your shell. This will create a Unix compatible (and NN compatible) active file in $USR\lib\news\active.

5.3 Adapting NN to MNews

MNews is another news system for the Atari ST. Originally developed for OS-9, it has been ported to TOS independently by bjoern@drdhh.hanse.de and the author of this paper. MNews is slower then Mercury UUCP in processing incoming News but has less bugs and offers a more Unix like environment like an Unix compatible active File and a history mechanism. If you already use it, you will probably have had less trouble in installing NN since MNews supports and requires the HH standard, so lots of things mentioned above should already have existed.

However, to let NN cooperate with MNews, you still have to change on file: $USR\lib\nn\init. The init file in the distribution is prepared for operation with Mercury UUCP. Look at the init file and read the comments regarding MNews and HH rmail. Actually, you may run three different configurations:

Mercury UUCP for mail and News that was handled in section 5.2

Mercury UUCP for mail and MNews that is explained here

HH mail and MNews that is also explained here

NN offers a mail interface, which is less powerful then a real mail user agent like elm or blm, but let you read your mail or mail a message to the author of a newsgroup article. Therefore there are some configuration variables within nn, which let you adapt them to either mail package mentionend above. The variables are

mail # the location of your mail folder (HH mail)
mailer # the program to send mail to an author
append-signatur-mail # whether to append a signature file to
each outgoing mail or not

As has been said, NN is preconfigured both by compilation and the contents of the init file as delivered to use Mercury UUCP. If you are going to use HH mail (also called Digital Island UUCP), you may follow the comments within the init file to change the settings of these variables. The setting of `mail' makes no sense in Mercury UUCP, as Mercury does not collect your mail in one file, so it is unset by default. Also, the mailer program used by Mercury UUCP, mrecmail, appends the file $HOME\signatur.mai itself, so `append-signature-mail' is false (i.e., unset) by default. The changes for HH mail are

commented out, just remove the '#' signs in front of those set commands,
and put '#' in front of those regarding Mercury rmail. Note that
NN knows that the signature file for HH mail is $HOME\signatur.

Posting of news articles is controlled by the variables
`append-signature-post' and `inews'. The init file as delivered
sets them right for Mercury UUCP, and again you may change
that following the instructions in the comments.

5.4 Signature Files

Mercury UUCP, HH mail and MNews have a different naming convetion
for signature files. Mercury UUCP has two signature files, one
for mail, which should be in $HOME\signatur.mai and one for
news, which is called $HOME\signatur.net. If you are using
either HH mail or MNews or both, you need a $HOME\signatur
File, since both packages use this for your signature. You can
remove either signatur.mai (if you are using HH mail) or
signatur.net (if you are using MNews) or both then.

Note, that all three packages do not automatically put a
-- \n sequence in front of your signature so you should include
it in your signature file if you want to support this
(useful) convention.

After making the necessary modifications to adapt NN to the News and
Mail software you are actually using, the final installation step
is to initialise NN's database of news articles. Unlike most other
news readers, NN maintains a database containing all repeatedly
needed information about any article in any newsgroup of your system,
to avoid scanning newsgroup directories and reading articles more
often then necessary. This database has to be created and maintained
everytime new articles arrive at your system. See the NN manual
for a more elaborated description of NN's use of a database and
nnmaster, which is the database gardener.

Then run

nnmaster -I 100

This will initialise the nn database of available articles. nnmaster
reads your active file to determine which groups are currently on your
system. If new groups are created later on, nnmaster will append them
to its database during normal operation. (100 tells nnmaster to collect
at most 100 articles per group, which saves time during initialisation,
but won't let you read any older article then the youngest 100 in
every group. This disadvantage will vanish with time, as these old
articles get expired. You may safely omit the 100 or any other number,
but be prepared for a possibly very long initialisation run of nnmaster.)

nnmaster will prompt you to type OK (in uppercase letters!) to confirm
initialisation. Just do it. It will now take a bit of time depending
on how many groups already exists on your system. Be patient.

After nnmaster has finished you should have a human-readable file $USR\lib\nn\groups and a not human-readable file $USR\lib\nn\master. This is the root of the nn database. The groups file is editable, but before you are going to change it, read the corresponding sections in the nn manual. Later on I will tell you how to read this unusual formatted document using nn.

Finally, to complete the first time creation of the nn database, run nnmaster again, but this time you type

nnmaster -u

This will take even more time then nnmaster -I this time depending on the count of articles already on your system. You may want to take a break of sitting in front of your computer.

At least, don't worry about speed: only this first time scanning of the articles may take a considerable amount of time, later on the actual incoming news flow is handled very fast.

Testing nn

When nnmaster has completed this task too, you are ready to read news using nn. Just start nn by typing

nn

and watch what is happening. You pass through some welcome screens, and then nn will present you all articles of the first group on your system, either in an alphabetical sense or according to the sequence defined in $USR\lib\nn\init.

You may get help by typing ?, or :help or :man. The latter will put you into nn's online Manual, which you may read by pressing the percent sign % followed by the letter or digit standing in front of each entry on the screen.

The nn online manual is an ordinary text file (and lives in $USR\lib\nn\help\manual) and can be printed without problems. However, the text layout is somewhat unsual but I have no NN 6.4.11 Unix man page available.

You should read the NN manual. NN is a slightly complex, but very powerful news-reader and you will enjoy its features.

6. Posting Articles

There are several ways to post an article. If you want to make a follow-up to an article you are actually reading, just type 'f'. If you want to post an article without referencing another type ':post' from within nn, or 'nnpost' from the shell. NN will lead you through all necessary steps to create and send an article.

Note, that you can abort the creation of an article any time by pressing the `Delete' key (until you are within the text editor: leave it then

and press 'a<Return>' for abort afterwards).

Problems with posting, NN and the shell

Most people so far report few problems in making NN to present articles
to you, but much problems in making it to post something. The reason
for this is always, that another shell then Gemini/Mupfel is used.
Actually, most of the shell dependence is here.

For your help, I will outline now, how NN posts articles:

After asking some questions about newsgroups, distributions etc.
nn starts the programm $USR\lib\nn\aux.ttp. This program
makes heavily use of the shell feature offered by _shell_p
to perform its tasks. The first problem most people
encounter is that aux.ttp is not where it should be,
namely $USR\lib\nn\aux.ttp.

aux.ttp can perform five different tasks: mailing, replying, posting,
writing a followup and cancelling of articles. Which task it
should perform, NN tells him by an argument. NN says

```
aux mail
aux post
aux follow
aux reply
aux cancel
```

All other parameters needed are collected in a file $HOME\nn\param.mup.

When replying or posting a followup, aux first start your texteditor and
let you edit the original message to allow quoting. In case of posting
an original article, you are put into the editor too, but the file you
edit is almost empty.

Never remove one of the header field lines like 'Newsgroups:' or
'Subject:'. They are necessary and belong to the places you find them,
so do not even move them around or insert anything in front of them. If
you are using MicroEmacs or vi, the cursor is initially placed below them to
remind you of this.

After you have edit the message, the shell's tough job is started:
Now many files are moved around, appended, concatenated, filtered
and so on, and there is quite a good chance that you do not
have a good shell. Here are some examples of commands, your shell
must be able to perform:

```
echo "To: " > file
sed -e "s/^To:/X-To:/" -e "/^Orig-To:/d" filea >> fileb
```

Note the use of " characters here and the use IO redirection > and >>.
In the latter case output is appended to fileb. sed is not an builtin
command in most shells, but included in the distribution like grep,
which is also used by aux.

Some shells do not have a 'cat' command. Some have a 'copy'
command with the same meaning and an alias feature so you may
tell your shell

alias cat copy

Some shells do not like a space following the '>' or '>>'. Well, then
get another. They should allow it.

Some shells handle quoting in a different manner, they do not remove "
characters around arguments, do not collect them right, and so on. All
programms in the NN package uses the ARGV scheme as defined by Atari.
If your shell does not support it, you are in trouble. Again, get
another.

I recommend to use Gemini/Mupfel. It's shareware and costs 50 DM,
but it is worth more. If you are short of memory (1M or less),
you have to restrict yourself to use Mupfel alone, i.e., call
nn only within mupfel.

As far as I know, Gulam (Freeware) works well too. But there are
older versions of Gulam, which do not support ARGV. Make sure
you have the newest one (which nevertheless is pretty old).

Sometimes the reason for the failure of aux is repairable: check the
PATH environment variable, and look if all programs I mentioned in this
paper (the editor, sed, grep, cat, rm etc.) are callable by just typing
their name at the shell prompt.

7. Maintaining the nn database

Every time articles are coming to your site, either created
by you or forwarded to you by your newsfeed, nn's database
of articles needs an update. An update is also necessary
after article expiration.

This is easy. After your news system has processed the incoming
news, or you did expire articles, type

buildact
nnadmin EYW

in case you are using Mercury UUCP, or just

nnadmin EYW

in case you are using MNews, which maintains an Unix compatible
active file, so buildact is not necessary (won't even work
then).

If you are interested in how many new articles has arrived
after a poll, type

nnadmin L

finally. This will show you the tail of the Log file maintained
by nnmaster, and the lines starting with C: report about
collection of articles, how many have been collected during
one run and how long it takes.

Again, read the manual(s). They explain all these features and
a whole bunch of others.

8. Bugs and Bug reports

Yet, there is one bug in nn. The commands :unshar and :patch
won't work but bomb. If everything would be, like it was
intended by me, they won't crash, but still won't do
anything useful, as their use is very Unix specific. In case
you want to unshar a posted shar archive, or patch online
sources with a posted patch, use the save command to save
the relevant articles, and extract the shar archives or
patches by hand after leaving nn. The :decode command,
often useful in comp.sources.atari.st or comp.binaries.atari.st,
works and does not even require an external uudecode utility.

Anything else you consider a bug you may report to me via
E-Mail. Put the line

set bug-report-adress olaf@oski.toppoint.de

somewhere in your $USR\lib\nn\init file. Then bugs are
easily reported by typing

:bug

within nn. It is very useful for me if you type

nnadmin C >$USR\lib\nn\conf

to finish your nn installation. The conf file is automatically
included into the bug-report created by nn, and contains
useful information for me.

Also, always, I repeat, always, tell me about:

Operating system in use (TOS Version number, KAOS)
Type of computer (Mega, STE, TT)
Memory size
News/Mail Software in use
Shell used

since I do not have telepathic abilities.

If you think of any other special features of your computer not normally
found on other systems, include them in your description.

If the log file used by nn and nnmaster contains error reports, include
it in your mail. Keep the other lines around them, do not delete them
(i.e., do NOT type nnadmin LE >bugrep.txt). To shorten it just remove
all lines in front of the last nnmaster started line.

And, finally, do not expect wonders: the source code of NN has died during a hard disk crash (hardware failure). I'm therefore not able to remove bugs from the software, but may hunt for ways around them, or give you tips for changing your installation. Mostly, what you consider a bug is really an installation problem. On a couple of sites NN is working without problems for more than a half year.

9. Pecularities of the ST implementation

NN interprets the backslash as a path seperator under normal circumstances in contrast to its Unix father. But within the init file (both your personal init file and the global init file), the backslash is still used as an escape character, and if you want assign a TOS path to a variable, you have to escape the backslashes. Look at the definition of the variable `mail' or `newsrc' in the accompanying \usr\lib\nn\init file.

Furthermore, NN ST lacks the `nngoback' feature, as I did not write a programm which maintains a number of backups of the active file.

Also, NN ST does not have advanced terminal options like underlining or shading, as the ST does not have it.

If you are using gemini and run nn in the console window, you may define a environment variable TERM=gemini. NN then looks for the environment variables ROWS and COLUMNS (which are automatically created by Gemini), and adapts its screen size. This is also useful if you are using an enhanced video display on your Atari (then you have to create ROWS and COLUMNS in addition to TERM by yourself).

There is no background option in nnmaster, i.e. the option -r is ignored by nnmaster. Therefore, nnadmin always reports `master NOT running'. The 'W'akeup command of nnadmin is implemented as starting nnmaster without any option and, due to the nature of TOS, waiting until it has finished.

You may bother TOS with an uncareful setting of the save-counter variable. If this creates more then one '.' in the filename, TOS is very annoyed. Also, the $G variable is not useful in TOS, as it contains too much periods. The $F variable, however, is expanded right, i.e., it uses backslashes instead of slashes.

10. Technical Notes

Maybe you are writing your own news system. If you want to make it cooperate with NN, you may be interested in the HH standard. Just mail me and ask for it. Furthermore, NN understands a disk space saving feature, which is already used by at least my implementation of MNews. If a crossposting is coming to your site, Mercury UUCP creates copies of it in every directory, so a 10K article may easily occupy 30K disk space on your hard disk.

MNews uses a kind of `symbolic link', to prevent an article to be stored in more then one copy on your hard disk. In the first newsgroup

encountered in a crossposting the article is stored as a whole. This may be junk, but as this group must exist in every news system that is no problem. All other copies of the article does not contain its text, but a line reading

%(#)$ <path of original article relative to $NEWS or $USR\spool\news>

For example, if there is a crossposting to comp.os.minix and sub.os.minix in that order, and the article is stored in $NEWS\comp\os\minix\112 and $NEWS\sub\os\minix\20, the latter file will be very short and will contain only the line

%(#)$ comp\os\minix\112

Note that this causes a slight problem according to the manner % and $A are handled, when passed to shell commands. Both of them shall contain the full pathname of the file, the article is in. This may be a link file, in which case both % and $A do not contain the article itself. So, if you type

!cat %

you may be disappointed to see only a link entry instead of the article you have been actually reading. As long as I am usign NN, I never faced a situation where this bothered me, in fact I never used % or $A yet. If you really want to let a shell command operate on the contents of an article, no matter where it is, use the pipe feature of the save command or the print command.

Of course, if your news system does not have this feature, you won't have the problem (but probably want a bigger hard disk).

11. Acknowledgements

Kim F. Storm for creating nn.
Martin I. Hilbert for creating mmail.

--
Olaf Schlueter, Sandkuhle 4-6, | olaf@oski.toppoint.de,
2300 Kiel 1, Germany, Toppoint Mailbox e.V. | olaf@tpki.toppoint.de
My heart full of hope, my ass full of dope.
Barcelona 1992

1883. Re: Atari ST with 60Mhz 68040 on the Atari Messe

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 09:47:00 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9lhjkINN8i1@aludra.usc.edu>
Source record: 218364

In article <tiemann.714777478@tardis61> tiemann@iis.ethz.ch (Bjoern Tiemann) writes:
>I also saw this thing at the 'atari messe' and talked some words
>with the person who has built it.
>
>In my eyes it's not fair to sell this system as a '60 MHz 68040'.
>Maybe 60 MHz is the internal clock speed. But one has to specify
>the _external_ clock rate, as well as the external data bus width.
>(The MC68000 is not a 32 bit machine). NeXT and others do this also
>this way.

Hmm, I should think that if they were going all the way (as they
seem to be) it would be a needless crippling of the product to limit its
bus to anything but 32-bits. And as (I think - no one has given a really
in-depth spec. list yet) it is basically an accelerated proccessor, it should
only have to specify its bus speed as a) it doesn't handle anything but the
CPU bus and b) there aren't any components in the computer that can handle
above 16MHz anyway (memory cache aside). Of course, if it had an extended
series of VME slots, it would be cool. Especially if it were 32 bit VME.

So, would anyone mind posting specs on this beastie so we can do
less supposing, and more discussing (I know _I'm_ guilty :).

>Beside of this. Is it true that the ST-Magazin will present this
>as a instruction to do-it-yourself?

That would be nice - but we'd have to bulk-order the 68040s to make
it anywhere feasable. They are _expensive_. BTW, this overdriving of the
'040 could have some potentially nasty effects - I believe that Motorola has
only released 33MHz spec. chips.

>Bjoern (tiemann@iis.ethz.ch)
>
>(also waiting for the Falcon 040)
>

:) But how long will you wait?

-Mike

1884. Re: Falcon Resolution, Audio S

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 10:18:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A46108@K2.maus.de>
Source record: 218284

paetau@mits.mdata.fi writes:

p>If you are using a VGA or a MultiSync, it will not be interlaced. Is
p>that right??

That's right.

p> Or does Falcon use interlace even with a Multisync or a VGA?
No.

Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

1885. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 14:31:43 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <leafHDC00awAICXXAh@andrew.cmu.edu>
Source record: 218357

Excerpts from netnews.comp.sys.atari.st: 25-Aug-92 Re: Falcon Graphics
Juxtaposer@aludra.usc.ed (2459)

> In article <1992Aug25.124510.2938@aber.ac.uk> hrs@aber.ac.uk (Herbert
> Martin Sauro) writes:
> >Having now seen the Falcon at first hand (ie at the show) I was a bit
> >disappointed at the graphics. The 640x480 at 256 colour appeared to
> >be quite stable, almost as good as mono on an SM124. The higher colour
> >modes however, weren't very good and a number of the monitors showed
> >flicker which is a shame.

> Was this on a SC1224 monitor or were you seeing flicker on a Multisync?
> BTW, anyone know what the line-doubling graphics mode is?

Yes, someone knows: it is just a mechanism that displays each lines
twice so that
you have a 640x240 screen displayed as a 640x480 (it is just like an y zoom) !

On Multisync monitors, you're likely not to be able to display 640x240
cause it is
too slow for the monitor (or cause the image is not good: not enough
points used and
too many unused). The line-doubling permits to use the 640x240 on this
kind of
monitor (it can be useful for compatiblity or for memory reasons)

Stefan Monnier

-- On the average, people seem to be acting normal --

1886. Re: Midi as a virtual drive?

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 16:58:27 UTC
From: ekrimen@wet.UUCP
Message-ID: <4265@wet.UUCP>
Source record: 218355

In article <BtI64o.2p3.1@cs.cmu.edu> irogina+@SMAK.BOLTZ.CS.CMU.EDU (Ivica Rogina) writes:
>Is there a program, which emulates a virtual drive on the
>Midi port? Or to be more precise: can one ST connected to
>another ST via Midi access the other ST's physical drives?

Yes, it's called a MIDI network. There are commercial and freely-distrutable
versions available. Check atari.archive.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1887. Re: Atari marketing was: ding dong.. who's there ? Dr who..

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 17:44:26 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Aug25.174426.116444@rrz.uni-koeln.de>
Source record: 218494

In <oliver.714758617@damabus> oliver@damabus.informatik.rwth-aachen.de (Oliver Meyer) writes:

[...]

>And if you have seen the fair in Duesseldorf (as I did) you would
>know, that Atari hasn't learnd anything about marketing. It was a
>desaster in my eyes. A little show with lots of pauses and a
>guy doing the speech, who wasn't a seller, but a grandpa. He told
>us, what could be done in the future, but not now. You don't sell
>anything this way.

Who cares how "professional" a presentation show is done? Would
you have been more impressed if the Falcon had been presented by
Claudia Schiffer?? ;-)
Let's face it: The fuss they make is of absolute no use or harm
to any user once he/she bought the computer. It's the facts that
count. And for the Falcon that is: Excellent "multimedia"
capabilities and sufficient numbercrunching capabilities for the
money.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

1888. Re: ding dong.. who's there ? Dr who..

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 18:20:12 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <ceaidQy00aw_087UUQ@andrew.cmu.edu>
Source record: 218374

Unfortunately, I can see why new users would avoid Atari. I don't know how things are in Australia, but in the U.S., at least, Atari doesn't advertise. If I wasn't involed with BBS's run by Atari users who all told me how great the machines were, I probably wouldn't have gotten one myself. It would've been a BIG mistake, but one a lot of people are likely to make until Atari starts advertising!

1889. ST ftp sites

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 18:22:21 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <seaifRK00aw_487UoM@andrew.cmu.edu>
Source record: 218373

Please excuse the question, as I'm sure it's been answered at least 5 million times before, but I'm new to the net, and I'm looking for a list of ftp sites with ST files, preferably those with anonymous logins allowed. The only one I know about now is atari.archive.umich.edu, which is a great server, but I'd like to find some more.

1890. Re: GCR troubles

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 18:24:51 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Aug25.112452.3628@arizona.edu>
Source record: 218496

aweder@iiic.ethz.ch (Andreas Michael Weder) writes:
> Hi everybody,
>
> I just bought an old (V 2.65) Spectre GCR from a guy in Liver-
> pool (Hi Kev), who himself bought that nice little
> box from a friend of his.
(deleted)
> Now, the problem is the following:
> The emulation works perfectly and so does hard disk access.
> But: it only accepts ONE SPECTRE DISK each time I start it up.
> It doesn`t like MacDisks at all and will instantly crash if
> a second Spectre Disk gets inserted.
>
(stuff deleted)
I have GCR 3.0 running on a TT, so I don't know if this applies to you,
but...
I found that I can only access Mac disks if I boot up with a disk in the
flopply drive (a light-off program doesn't help) and remove it before
running Spectre. Otherwise it will never take a floppy.

> Thanks
> -- Andrew
>

-Paul Harris
paul@jupiter.ame.arizona.edu

1891. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 18:30:12 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Aug25.183012.12747@u.washington.edu>
Source record: 218495

In article <H.lV7x_TlNb62@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>In <27119@life.ai.mit.edu> dmb@rice-chex.ai.mit.edu (David Baggett) writes:
...
>> High-resolution D/A converters are
>>very sensitive.
>
> (I presume you meant expensive)

Maybe he did mean sensitive, at least in the sense of being susceptible
to noise. If we assume the D/A outputs 0 to 5V, 5V/65536 = 76 _micro_volts;
I'm not sure, but I'd think great care in construction and shielding
would be necessary to maintain those last few bits of precision...
(not saying anything one way or th'other in re Falcon)

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

1892. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 18:50:43 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Aug25.185043.13226@u.washington.edu>
Source record: 218497

In article <27171@life.ai.mit.edu> dmb@rice-chex.ai.mit.edu (David Baggett) writes:
...
>All I'm saying is that whatever the Falcon has in it, the machine was
>not designed with a high-end audio system in it. At the price they're
>giving, and with the cheesy ST-style construction, it's just not
>possible to equal high-end samplers, quality wise. Hence my conclusion
>that the Falcon's digital audio capabilities, while extremely useful
>for a front-end, are inappropriate for use as a professional
>direct-to-disk recording system.
...
>The original claim I responded to was (essentially) "the Falcon will
>revolutionize the music business because it will allow anyone to do
>professional direct-to-disk recording for very little money." The
>Falcon may be a nice machine, but it's not *that* nice.
>

Strictly speaking, direct-to-disk recording doesn't even require D/A
conversion, so this whole discussion is kinda pointless :^)
Seriously, though, in addition to a big disk, you'll need a good
(==expensive?) sound digitizer (I don't recall reading that the
Falcon has 16-bit A/D on board...)

>Dave Baggett
>--

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

1893. DX-Android (ed/lib) for sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 19:27:56 UTC
From: despair@netcom.com
Message-ID: <l1an10m.despair@netcom.com>
Source record: 218498
Cross-posted to: comp.sys.atari.st,rec.music.marketplace

I have Hybrid Arts DX-7 (and TX) editor/librarian. It has some interesting features such as randomizing patches, combining, etc. Original disk and manual, asking $25 including shipping or best offer.

Regards.
--
Scott Hanson This has been a recording.
despair@netcom.com

1894. Two questions..... (Power supply and color printing)

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 20:24:08 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Aug25.152409.12274@miavx1.acs.muohio.edu>
Source record: 218499

Two questions:

1. My power supply died in my 1040 last year. Since then I've been
using an old PC ps, but the case has been off because. Does anyone know
of a cheap replacement? A replacement PS costs $65!!

2. I've recently acquired a Dataproducts 1070 printer, which is Old
Epson and supposedly Epson JX-80 (color) compatable. What I would like
to know if there is any software out there that I could try to print in
color.

Thanks!!!!!!!!!!

Later.......

```
------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
------=======}}}}}}}}(((((()))))))){{{{{{{{=======--------
```

1895. Re: Need a good hard Drive backup program....

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 20:50:31 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9l78nINNfe1@aludra.usc.edu>
Source record: 218500

In article <1159@tekgen.bv.tek.com> boblu@tekgen.bv.tek.com (Robert Luneski) writes:
[stuff deleted]

>Ultimate Virus Killer(North American version) you can contact us at
>the address/phone listed below.

I hadn't heard about this product. Does it check in memory for already
resident viri? Does it scan a hard-disk for file-infecting viri (as opposed to
strictly boot-sector viri)?

Does it scan the boot-sector of an HD?

>
>Thank you,
>
> ____ ____
>/\/\/\ Bob Luneski Diamond Back II and Diamond Edge Support: /\/\/\
>\/\/\/ Oregon Research Associates boblu@tekgen.bv.tek.com \/\/\/
> \/\/ 16200 S.W. Pacific Hwy., Suite 162 Genie: B.LUNESKI1 \/\/
> \/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 639-6182 \/

-Thank you,

Mike

1896. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 21:10:27 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9l8e3INNhhf@aludra.usc.edu>
Source record: 218351

In article <1992Aug25.124510.2938@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>Having now seen the Falcon at first hand (ie at the show) I was a bit
>disappointed at the graphics. The 640x480 at 256 colour appeared to
>be quite stable, almost as good as mono on an SM124. The higher colour
>modes however, weren't very good and a number of the monitors showed
>flicker which is a shame.

Was this on a SC1224 monitor or were you seeing flicker on a Multisync?
BTW, anyone know what the line-doubling graphics mode is?

> But I guess with 640x480 2356 colour at least
>we're now up to Mac and PC standard. The sound system was very good
>though, I don't use my ST for music but the sound coming from the
>Falcon was as good as a CD.
>
>I guess everyone knows that the GEM interface has gone '3-D', i.e 3D borders
>on windows and 3D buttons just like Windows. Unfortunately they didn't
>seem to be showing MultiTOS, at least on the general display models.

This is nice, but seeing as how soon MT should be out, I doubt if
TOS 2.07 (still haven't figured out why it isn't 3.07) will get high sales
volume. BTW, anyone know if it has the CTS/RTS bug? Will MT incorporate the
3-D look of 2.07?

>I did notice some other companies showing what I think was MultiTOS
>(it wasn't MultiGEM).

This was probably just (ha!) MiNT. Shouldn't look or act much
different when MT comes out - except multiple GEM windows...

> What was nice to see was the lower price for a
>base model of the TT at 2000DM (this wasn't a special show price either).
>And Atari didn't show any STEs.

Excellent. The question now is, how much are TT video (24bit) cards
running for? Oh, does anyone know what the max resolution of the PTC(TT color
monitor) are? 640x480, or will it do 800x600?

A couple months ago, someone posted a list of TT/MSTe video cards that
are available. Would someone mind posting an updated list? I would prefer
prices in US$, but not neccessary if fairly recent exchange rates are posted
too (hey, I have a calculator! :). Would it be asking to much to include a
(US) vendor for the prices quoted?

>
>Herb

>--
>/**
>Herbert Sauro e-mail: hrs@aber.ac.uk
>Biological Sciences phone: +44 970 622353
>Univesity College of Wales

Thanks,

Mike

1897. Re: Atari ST with 60Mhz 68040 on the Atari Messe

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 21:17:58 UTC
From: tiemann@iis.ethz.ch
Message-ID: <tiemann.714777478@tardis61>
Source record: 218353

I also saw this thing at the 'atari messe' and talked some words
with the person who has built it.

In my eyes it's not fair to sell this system as a '60 MHz 68040'.
Maybe 60 MHz is the internal clock speed. But one has to specify
the _external_ clock rate, as well as the external data bus width.
(The MC68000 is not a 32 bit machine). NeXT and others do this also
this way.

Beside of this. Is it true that the ST-Magazin will present this
as a instruction to do-it-yourself?

Bjoern (tiemann@iis.ethz.ch)

(also waiting for the Falcon 040)

1898. Icon-Editor

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 21:29:04 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Aug25.212904.19974@actrix.gen.nz>
Source record: 218362

Does anyone know where I can get an application for editing the
DESKICON.RSC files (the icons) in TOS 2.?+

I'm using a ReSourCe editor at the moment - but it is very slow, and
very awkward to use - and every time I save the file, I have to delete
the definition files it creates.

ICONEDIT.APP is mentioned in the DESKICON.RSC as one of the icon names
- and if it does the job, I'd like to get a copy from somewhere!!
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

1899. FOR SALE: SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 21:30:13 UTC
From: ronw@cbnewsk.cb.att.com
Message-ID: <1992Aug25.213013.16269@cbnewsk.cb.att.com>
Source record: 218352

I have a SPECTRE GCR with MAC ROMS and 3.0 software for sale.
I will consider offers but the first offer of $300 takes it!

1900. Re: Falcon thoughts....

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 22:11:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A46123@K2.maus.de>
Source record: 218287

a>But memory is the big problem - Atari aren't using SIMMs for size
a>reasons - so how much are upgrades going to cost? And how fast can third
a>party sources get them out?

On the Falcon RAM-Cards only RAM-Chips are located, the memory controller is placed on the board. So there should be no real problem for any third party company to build their own memory expansions for the Falcon.

Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

1901. Re: Midi as a virtual drive?

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 22:13:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A46124@K2.maus.de>
Source record: 218285

i>Is there a program, which emulates a virtual drive on the Midi port? Or
i>to be more precise: can one ST connected to another ST via Midi access
i>the other ST's physical drives?

Here in germany there is a pd or shareware produkt called LittleNet which links to STs via Midi. But i don't know if it is available at any ftp sites, but i think it should be available somewhere.

Dirk.
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

1902. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 22:21:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A46125@K2.maus.de>
Source record: 218286

h>And Atari didn't show any STEs.

In fact the did show STEs. There were some Mega STEs on the main stand and some 1040 STEs on the backside of the main stand. And in hall 11 (the game/consumer hall) there were a lot of 1040STEs for testing games and the like.

Dirk.
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

1903. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 22:31:10 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Aug25.223110.141473@rrz.uni-koeln.de>
Source record: 218356

In <1992Aug25.185043.13226@u.washington.edu> mpark@milton.u.washington.edu (Michael Park) writes:

[stuff deleted]

>Strictly speaking, direct-to-disk recording doesn't even require D/A
>conversion, so this whole discussion is kinda pointless :^)
>Seriously, though, in addition to a big disk, you'll need a good
>(==expensive?) sound digitizer (I don't recall reading that the
>Falcon has 16-bit A/D on board...)

There definitely is a microphone jack at the back of the Falcon.
It's in the Falcon sheet that was available at the Atari Messe
and I saw it myself too. An Atari representative explained to me
that all you need to digitize sound was a microphone to plug into
that jack and some software. Unfortunately, I didn't ask about
technical details, but from what I heard I conclude there must be
an A/D converter of some sort already built in.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

1904. Re: Atari ST with 60Mhz 68040 on the Atari Messe

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 22:35:16 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Aug25.223516.141637@rrz.uni-koeln.de>
Source record: 218358

In <tiemann.714777478@tardis61> tiemann@iis.ethz.ch (Bjoern Tiemann) writes:

>Beside of this. Is it true that the ST-Magazin will present this
>as a instruction to do-it-yourself?

At least it is true that the Markt & Technic representatives told
everyone who asked that this stuff is intended as a project in an
issue late this year. A friend of mine was told it would probably
appear in the november issue of the ST Magazin.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

1905. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 23:23:51 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9lg87INN67u@aludra.usc.edu>
Source record: 218361

In article <1992Aug25.143553.14540@usenet.ins.cwru.edu> an375@cleveland.Freenet.Edu (Jason Baker) writes:
>
>In a previous article, baffoni@aludra.usc.edu (Juxtaposer) says:
>> Sure, but CD players are cheap and due to the amount of components
>>manufactured for them, I am sure that their components are cheap enough to
>>be incorporated on the Falcon. So beware - it may very well be the same
>>D/A that Sony uses. Or Kawai. :)
>>
> Wouldn't cd player hardware have a fixed rate of 41khz (or is it 44)?

(44KHz). Nah, (just about) the only useful component from a CD player would be the D/A and the oversampling/MASH hardware. None of that is sample rate dependant (other than spec. min/maxs).

>> Besides, I get the feeling from reading the origonal post that he will
>>be more upset by the fact that I am pretty sure the Falcon has only one set of
>>stereo out (and in) jacks, with the 8 channels internally mixed for output onto
>>the one output jack - not as he was saying 8 separate/independant external
>>stereo outputs. As such, you are not going to be able to use it as a mixer.
>>It does mean it can handle 8 separate channels of audio info, and let you mix
>>them internally.
> To me, it would seem more usefull to process one live instrument while
>doing various fucked up loops in real time.

Well, with only one input, that is all you are really gonna be able to (independently) control.

[stuff deleted]
>>>the primary function of the machine, as with a CD player), you'll only
>>>really get about 12-14 bits worth of real-world resolution. This
>>>is marvelous for most applications (like adding little sound effects
>>>to your desktop), but not good enough for real studio work.

> It seems like it would also be enough for live work. Aren't some
>older samplers only 12 bits? And weren't the first cd players 14?

Yes, and yes, but I believe the original poster goofed by putting "professional" in his post, and got jumped on. I guess "near professional" would be more accurate (and being subject to interpretation, he wouldn't be labled wrong out of hand). I am still a little fuzzy on his "real-world" resolution. I mean, since when is a studio a real world anyway (or a home studio for that matter). If he is talking about how well it deals with interference... well, unless you are in a nice, insulated studio, the mics will pick up noise, and of course cables can be very antenna like...I should think that noize generated by your A/D connector would be rather minimal

(unless of course it is a really bad/cheap A/D that produces noize on
the input line). However, since I am hardly a music studio tech., these
are merely the ramblings of a frustrated EE student (almost grad).

>>>(Also, when you get a Falcon, take a look at the audio out system. I
>>>bet you it's not anywhere near as noise-free as the out of an AKAI
>>>sampler.)

>Noise is good! I just got an album called white noise and there was hardly
>any :(.

Well, gee, was there any yellow or blue noize? I'm sure a nice muave
noise would be good to do homework by... :)

>--
>"I dont want to erad this sick s**t what the hell is wrong with people who
>think theyre elves?" I'm not sure which way to interpret that.
>" I can type and I will not be judged by tping skills"
>"cross yourself. scream once more. move yourself across the floor."

-Mike

1906. Re: Falcon question: is 640x480x8 mode memory-mapped?

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 23:32:23 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Aug25.233223.28484@zooid.guild.org>
Source record: 218379

The Falcon030, as a machine, has some very unique features to offer. As far as the company is concerned, it is run by very unprofessional staff members, to say the least. Not only that, they are *very* affraid if someone voices an opinion that does not correspond to theirs.

As I have stated many times before, the computer market in North America and around the world has changed dramatically over the course of the last few years. This is not 1985 but 1992. The PC market along with the Mac market are the dominating force and will remain so unless something truly spectacular will happen. The amount of Atari dealers that are still supporting the Atari line of computers in North America is declining. Only a very few are still selling Atari computers. There is vitually no support, and if there is you will have to search for mail-order house. Not many people like to use mail-order houses, I can tell you that much.

For whatever reason people are switching to other platforms, they are doing it because they are not satisfied with the current one they own. After contributing to the Atari community as much as I possibly could, I have decided to move on but I still own lots of Atari equipment. Currently I am running a 486/50 MHz, 16 MB Ram, ATI Graphics Ultra (Super Fast Graphics), 17 inch MAG Monitor etc. Sure the system costs quite a few $$ but it was well worth it. Runnnig IBM's OS/2 2.0 allows me to multitask and multithread and run Windows and DOS as well OS/2 programs at the same time. I must agree, when Atari Corporation initially released their ST line, PC computers could not compete but today it is a totally different story. You can have the fastest machine in the world but if there is almost no support it's not worth one dime.

Forbes, a leading financial publication in the United States, summarized Atari Corporations dealings very nicely - CHEAP DIDN'T SELL.

Mark K.
E-Mail: kovarski@zooid.guild.org
UUCP: uunet.ca!zooid!kovarski
IBMNet: Mark Kovarski@44:613/13
AtariNet: Mark K @ Brewery BBS
Opinions expressed are my own.

1907. List of files required for GCC/G++ 2.1 ...

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 23:40:34 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9986@uqcspe.cs.uq.oz.au>
Source record: 218368

I'm pretty sure this is EVERYTHING that is required to set-up GCC/G++...

/atari/gnustuff/tos/curses/crsolb12.zoo
/atari/gnustuff/tos/g++/gpincl07.zoo
/atari/gnustuff/tos/g++/gplibo07.zoo
/atari/gnustuff/tos/g++/gplibs07.zoo
/atari/gnustuff/tos/g++/gplibt02.zoo
/atari/gnustuff/tos/gcc/gcc21b02.zoo
/atari/gnustuff/tos/gcc/gcc21dvi.zoo
/atari/gnustuff/tos/gcc/gcc21man.zoo
/atari/gnustuff/tos/gcc/gccdoc.zoo
/atari/gnustuff/tos/gemlib/gmlibo23.zoo
/atari/gnustuff/tos/gnulib/libolb80.zoo
/atari/gnustuff/tos/gprof/gpfbin07.zoo
/atari/gnustuff/tos/include/includ80.zoo
/atari/gnustuff/tos/pmathlib/pmlolb18.zoo
/atari/gnustuff/tos/util/utlbin27.zoo
/atari/new/crt0fils.zoo

Note: the file "/atari/new/crt0fils.zoo" can only be gotten by changing into
the /atari/new directory, and getting the file - you cannot list the files
in that directory, but you can get them (now you know the name).

Can anyone add to the above list?

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1908. Re: Falcon Resolutions

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 23:44:49 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug25.234449.20278@usenet.ins.cwru.edu>
Source record: 218363

I have a Magnavox Profession Series Display.
It was created by Phillips Consumer Electronics Company
There is a port labeled RGB and a button labeled
Analogue as well as buttons labled
CBVS RGB and CVBS LCA on the back.

Would anyone know if this is similar to the SC1224?

By the way, it was manufactured in 1990 and was released at the
same time as the SC1224. It is in stereo.

THANKS!

Len
(aa399@cleveland.freenet.Edu)
--

1909. Re: Falcon question: is 640x480x8 mode memory-mapped?

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 23:47:20 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug25.234720.20428@usenet.ins.cwru.edu>
Source record: 218366

In a previous article, piet@cs.ruu.nl (Piet van Oostrum) says:

>>>>>> krs@ardvar.moundst.mn.org (Kent Schumacher) (KS) writes:
>
>KS> And of course Multi TOS comes with the system (Windows 3.1 costs $80.00,
>KS> and OS/2 costs $150.00 - OS/2 is more comparable to Multi-TOS in terms
>KS> of memory protection and pre-emptive multitasking).
>
>Eventually, yes. The Falcons on the Atari Messe did not have MultiTOS what
>I found very disappointing. I asked an Atari rep when MT whas expected and
>he said somewehere in the beginning of 1993. So the first Falcon will be
>shipped with the single-tasking TOS. I asked if the upgrade would be on
>floppy or you would have to buy new ROMS for MT and he didn't know. I think
>I wait until MT is included before I buy the Falcon.
>--
>Piet* van Oostrum, Dept of Computer Science, Utrecht University,
>Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
>Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
>Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')
>

Didn't Sam Tramiel say on one of the online conferences that Multi-TOS
would be shipped with the new Falcons?

I thought for sure he said it because I was looking for it.

Len

--

1910. Re: Atari marketing was: ding dong.. who's there ? Dr who..

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 23:49:42 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92238.184942JJMCWILL@MTUS5.BITNET>
Source record: 218360

In article <oliver.714758617@damabus>, oliver@damabus.informatik.rwth-aachen.de (Oliver Meyer) says:
>us, what could be done in the future, but not now. You don't sell
>anything this way.
>

Well, that is ALWAYS being done. The recent MACWORLD had an article where the author commented how Apple's CEO talks about Apple computers understanding human speech, as if Keyboards will be obsolete real soon now. The author commented that such talk is fair nonsense, we don't have that sort of technology just yet. My point is, Atari isn't the only people who talk about futuristic visions as if they were going to be realities next week.
That aside, the rest of your commentary seems pretty valid.

JEFF

1911. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 23:50:44 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug25.235044.20667@usenet.ins.cwru.edu>
Source record: 218367

In a previous article, RESCHKE@DMSWWU1A.UNI-MUENSTER.DE (Julian F. Reschke) says:

>
>In article <25134@castle.ed.ac.uk>, simonk@castle.ed.ac.uk (Simon Kinahan) says:
>>
>> Recent word in the UK says L 399 which is fairly impressive.
>> This price is for the 1Mb no hard disk (I strongly suspect therefore
>>unusable) model.
>> How much the higher models cost I do not know.
>> Magazines here in brittain are publishing pictures (not photoshopped
>>this time) of a dark grey (black if you ask me) box and a thoroughly
>>densely packed looking circuit board with both IDE drive slot and a
>>SCSI 2 interface.
>> And yes its true about the yelllow keycaps but they don't look half as
>>bad as you might imagine.
>>
>>
>>--
>>Simon Kinahan simonk@castle.ed.ac.uk "Only in our dreams are we truly free.
>> scgk@dcs.ed.ac.uk The rest of the time we need wages."
>> --Terry Pratchett, Wyrd Sisters
>>
>
>Production falcons have the normal ST grey casing, and a darker keyboard.
>
>_____________________________ cut here _____________________________________
>JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
>EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
>_____________________ correct me if I'm wrong ______________________________

Are you sure? I thought someone said it would have a dark grey color
and have white key caps...

In fact, I was pretty sure that this is what it was going to be
to distinguish it from the normal STs.

--

1912. what is toad's phone

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 23:52:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <BtKA7M.JFG@acsu.buffalo.edu>
Source record: 218359

Could somebody please tell me what the phone # is for toad? Thank you..

.Philip

1913. JAGUAR - graphics, could it be?

Newsgroup: comp.sys.atari.st
Date: 1992-08-25 23:55:23 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug25.235523.21248@usenet.ins.cwru.edu>
Source record: 218365

Hmmm... I think we have discovered how the Jaguar will pass the graphics of SNES and Genesis. It will most likely used interlace since it can be displayed on a television.

Video Gaming should be pretty exciting in the future where Atari products are concerned.

Len

--

1914. Re: ding dong.. who's there ? Dr who..

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 00:04:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9987@uqcspe.cs.uq.oz.au>
Source record: 218370

In <1992Aug25.123435.2775@prl.dec.com> amos@prl.dec.com (Samos) writes:

>Who will go on Falcon ?

>No amiga users ...
>No PC users...
>Neither archimede users nor Next nor Mac users...
>So, Atari users ? Yes, and even not all...

Is this guy for real? Does he think everyone in the world already owns
a computer and so it is a competition between the various computer camps?

Get real.

Companies survive by creating NEW customers - not by dragging customers from
other vendors.

I don't see why a new-computer buyer would avoid the Falcon - or any Atari
products. Certainly a PC is useless to the new user - way to difficult to
operate (it's okay for us to say "Oh, just press return", but take a look
at the average new-user - I have, and they HATE IBM PC's). Apple computers
are great for new users - but $$$'s are always on the new-buyers mind, since
that is about the only thing they are familiar with that they can compare
(Computer A is cheaper than computer C, so buy A).

"Power without the Price" is good.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1915. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 00:24:24 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Aug26.002424.21440@u.washington.edu>
Source record: 218369

In article <1992Aug25.185043.13226@u.washington.edu> mpark@milton.u.washington.edu (Michael Park -- hey that's me!) writes:
...
>Strictly speaking, direct-to-disk recording doesn't even require D/A
>conversion, so this whole discussion is kinda pointless :^)
>Seriously, though, in addition to a big disk, you'll need a good
>(==expensive?) sound digitizer (I don't recall reading that the
>Falcon has 16-bit A/D on board...)
>

Well I guess I wasn't paying attention; I've been informed that
the Falcon does indeed have 16-bit A/D. Live and learn (slowly)

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

1916. pointer and addendum to Info-ZIP ANNOUNCEMENT

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 00:34:50 UTC
From: roe2@ellis.uchicago.edu
Message-ID: <1992Aug26.003450.6704@midway.uchicago.edu>
Source record: 218380
Cross-posted to: comp.binaries.ibm.pc.archives,comp.binaries.ibm.pc.d,comp.sys.mac.apps,comp.sys.3b1,comp.sys.amiga,comp.sys.atari.st,vmsnet.sources.d,alt.binaries.pictures.utilities

This is a pointer to Info-ZIP's announcement of its latest file compression/encryption software. The announcement is in comp.sources.d with the following subject line:
REAL ANNOUNCEMENT: Info-ZIP Zip 1.9, UnZip v5.0, and utilities
and it contains some important information about the release. (And yes, this message is appropriate to all the groups to which it's being cross-posted; follow-ups to comp.sources.d or to the group in which you are reading this, please.)

The following is an addendum to the announcement:

(1) I haven't yet seen either WizUnZip or the encryption/decryption sources yet, but they should be out soon. There were last-minute changes to the WizUnZip documentation files, and the crypt stuff must be posted from outside the US.

(2) Timo Salmi and Arjan de Vet reported at least one and possibly two bugs involving zip's -l (convert end-of-line) option. It truncates files greater than 64K (patch will be posted to c.s.m soon), and in combination with -j (junk paths) and a full path specification, there may be another bug (not reproduced yet).

(3) Charles Hannum reported a bug involving zip's -m option (move files into zipfile) wherein there are "dangling directories" or some such when zipping as root on an IBM RS/6000 AIX system. We don't have any more details on this yet; I assume he means that zip isn't removing directories after itself when it stores files recursively.

(4) Several people have contacted us recently about porting both Zip and UnZip to the Amiga; the UnZip port appears to be finished (not tested yet, though), and the Zip port is claimed to be almost done. So please contact zip-bugs@cs.ucla.edu before doing it all again, and we'll put you in contact with the others.

(5) The Summary line of the announcement should read "comp.sources.misc", not "comp.source.misc".

(6) The utilities to which the announcement refers are, in addition to Zip and UnZip themselves, the following: ZipNote (add/edit zipfile comment or individual file comments); ZipSplit (split a large zipfile into smaller pieces); ZipInfo (detailed information about zipfile structure); FUnZip (simple Unix filter version of UnZip, most useful in conjunction with tar); and ZipCloak (stand-alone zipfile encryption/

decryption program).

Finally, to repeat something from the announcement: archive sites are still in the process of getting all the pieces of the release, so WAIT A FEW DAYS if the files aren't there yet! Just keep telling yourself, "patience IS a virtue." :-)

Greg Roelofs
Info-ZIP guy

1917. Re: JAGUAR - graphics, could it be?

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 01:30:31 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9lnlnINNibh@aludra.usc.edu>
Source record: 218371

In article <1992Aug25.235523.21248@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>Hmmm... I think we have discovered how the Jaguar will pass the
>graphics of SNES and Genesis. It will most likely used interlace
>since it can be displayed on a television.
>
>Video Gaming should be pretty exciting in the future where
>Atari products are concerned.

It might use Interlace.... and you are excited about it?

Yuck! That sounds like a nasty form of torture, or perhaps it will
be like those products you buy to kick the smoking habit, only this one will
kick the video game habit. You see, these great games will come out for it
with awsome sound and kick-butt graphics, but everytime you play the game, it
gives you this splitting headache. Since everything eles would be nothing
compared to it, and since you wouldn't be able to stand playing the Jaguar,
you'd eventually kick the habit, go blind, or go nuts.

>Len

A very unexcited,

-Mike

1918. need help with emacs & mint...

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 01:50:48 UTC
From: kendall@flammulated.rice.edu
Message-ID: <KENDALL.92Aug25195048@flammulated.rice.edu>
Source record: 218372

I've having a problem with emacs 18.57 and mint .095 (the newest one) on a new 1040STE. The Emacs is the one from the mint directory on a.a, as is Mint itself.

Here's the problem - I can't get the arrow keys to work with Emacs - whenever I press an arrow key, Emacs only gets one character of the escape sequence - the first keypress sends a ^[, any other keypress after sends the following letter ('a' if I was using the up arrow, for instance) and then the key pressed as well. I have my TERM, TERMCAP and everything else set OK - I can use Emacs, it's just that the arrow keys don't work, and also presumabley anything else that needs a multiple character escape sequence to work. Any ideas would be most appreciated...

Thanks,

--
---> Kendall Gelner (kendall@rice.edu)
There's a Swedish saying that goes like this:
"Det finns inget daaligt vaeder - bara daaliga klaeder!"
If you translate that to (bad) English you get:
"There isn't any bad weather - just bad clothes!"

1919. Re: what is toad's phone

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 03:13:09 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug26.031309.13923@msuinfo.cl.msu.edu>
Source record: 218378

ugafence@ubvmsb.cc.buffalo.edu (UB FENCING CLUB) writes:

> Could somebody please tell me what the phone # is for toad? Thank you..

1-800-448-8623 is for orders. 1-410-544-6943 if ya just wanna chat. You're welcome.

--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

1920. Having problems with zoo21.ttp...

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 03:35:57 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9lv0tINNpoi@aludra.usc.edu>
Source record: 218375

Hi all,

I have a TT w/ TOS 3.01. I am trying to unzoo a file by typing:

(click on zoo.ttp) "-extract zoo21bin.zoo"
or
"-extract zoo21bin.zoo *.*"

and it is dying with two bombs. I also tried a beta zooshell (don't
remmember who wrote it) and it bombs too. Actually, it says "fiz.ttp - "
and then it bombs.

So anyone know what is wrong, and more importantly, how I can get
zoo working. I really wanna use that serialfx and tcsh!

ADVthanksANCE!

-Mike

1921. curses.h for Turbo C 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 04:30:25 UTC
From: u882453@bruny.cc.utas.edu.au
Message-ID: <u882453.714803425@bruny>
Source record: 218377

Does anyone know where I could get this module for Turbo C .. or any other
C on the ST for that matter ?

Andrew King u882453@bruny.cc.utas.edu.au

1922. Re: Games on my STe

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 07:21:43 UTC
From: baumer@cs.utwente.nl
Message-ID: <1992Aug26.072143.17573@cs.utwente.nl>
Source record: 218386

doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:
> How about a thread "The best games in atari.archive/atari/games" ?
ok.

Esprit and Oxyd are extremely good games.

--
___ Han Baumer <baumer@cs.utwente.nl>
___/ ________
| ___/ | Univ. of Twente, Dept. Computer Science, TIOS-group
| ___ _ _ __ | P.O. Box 217, NL-7500 AE Enschede, The Netherlands
| | | / \ (_ | tel: +31 53 89 3742
| | | _/ __) | tel: +31 53 89 3755 fax: +31 53 333815
|_____________|

1923. Re: Falcon question: is 640x480x8 mode memory-mapped?

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 07:31:05 UTC
From: meulenbr@prl.philips.nl
Message-ID: <meulenbr.714814265@cstw168>
Source record: 218393

piet@cs.ruu.nl (Piet van Oostrum) writes:
>Eventually, yes. The Falcons on the Atari Messe did not have MultiTOS what
>I found very disappointing. I asked an Atari rep when MT whas expected and
>he said somewehere in the beginning of 1993. So the first Falcon will be
>shipped with the single-tasking TOS. I asked if the upgrade would be on
>floppy or you would have to buy new ROMS for MT and he didn't know. I think
>I wait until MT is included before I buy the Falcon.

Strange.
To me an atari rep said that they hoped to ship the falcon directly with
multitos. He was not 100 % sure if they could make it though.
In the falcon multitos is partly in rom and partly disk based.
The TT multitos will be a fully disk based.
(still according to this atari person).

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

1924. Re: JAGUAR - graphics, could it be?

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 07:58:22 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <64681@cup.portal.com>
Source record: 218384

A very unexcited, Mike writes:

>It might use Interlace.... and you are excited about it?

>Yuck! That sounds like a nasty form of torture, or perhaps it will

...

>but everytime you play the game, it gives you this splitting headache.

Guess you don't watch TV much, eh, Mike..?

If you did, it would give you a splitting headache every time
you watched it...

Guess what regular TV uses...? Oh no..! Interlace..!!

(Not that I believe for a second that there's anything like an
Atari Jaguar in my immediate future to threaten me with splitting
headaches or anything else...)

BobR

1925. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 08:23:52 UTC
From: harold@alice.hobby.nl
Message-ID: <H.O3xKOmuGTE_@alice.hobby.nl>
Source record: 218385
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In <68okPB1w164w@status.gen.nz>, Jon Clarke writes:
> Thanks for your input John, maybe you would like to post this in
>news.groups with the rest of the discussion.

Haven't seen any such discussion in news.groups, did you?

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
"I saw a huge green flame and I realized we had a technical problem"
Staalstra, president of Cindu Uithoorn.

1926. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 08:37:27 UTC
From: djs@jet.uk
Message-ID: <1992Aug26.083727.1420@jet.uk>
Source record: 218387

In <1992Aug24.073643.14690@rose.com> mark.thomas@rose.com (mark thomas) writes:

>Date Entered: 08-24-92 03:28
> As a musician, I think that all this blickering about the
>Falcon's video capabilities and 16Mhz speed is missing what a
>revelution the Falcon means to a musician.
>
> The Falcon has 8 CD quality audio ports. It does not take much
>imagination to see the Falcon as a sampling device with capabilites
>that today would cost about $6000.
>
> Also I hope that these ports can be harnessed into an 8-channel
>digital recorder. It is true that a very large hard disk will be
>required, but try to buy such a system today for under $15000
>
> The Falcon (and other computers to follow) will continue to
>revelutionize the industry. Imagine...home digital recording....
>
A few reasons why some current devices cost several thousands:
a) They contain the software to control the sampling, playback etc and
to allow sample editing... The Falcon does not.
b) Such devices contain High Quality ADCs and DACs. Do you know what
the quality of the Falcon's converters are? As a musician, I thought
you might realise that just because a spec sheet says 50kHz 16bit or
whatever, this does NOT necessarily mean CD quality; look how much the
sound of CD players has improved since their introduction, still with
the same digital data. (Anyway my not-very-expensive CD is
18bit 176kHz on output anyway, by oversampling). The 56K chip is
going to have its work cut out if it is performing oversampling,
digital effects and EQ, real-time editing etc as available on
the expensive equipment.

I do expect the Falcon to become the basis of some reasonably priced recording
systems, but I do not think that, without extra hardware, I do not think that
it will compete with the $15000 Pro systems you mention.

David.
--
+--+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+--+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1927. Re: Falcon thoughts....

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 09:08:20 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Aug26.090820.2719@aber.ac.uk>
Source record: 218389

In article <10201@baird.cs.strath.ac.uk> amcalind@cs.strath.ac.uk (Anthony McAlinden IE91) writes:
>I returned to my keyboard this morning hoping that Atari might actually
>have revealed something at the Messe. And, sad to say, it looks like a
>_typical_ Atari 'Messe'.
>
>......
>I must say that I like that Matte Black finish, though. Cooler than the
>average ST.
>
> Tony
Except that most of the Falcons at the Messe weren't block but slightly
grey. Only Hisoft's Falcon was black as far as I could make out.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1928. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 09:22:11 UTC
From: djs@jet.uk
Message-ID: <1992Aug26.092211.1850@jet.uk>
Source record: 218388

In <1992Aug26.083727.1420@jet.uk> djs@jet.uk (David J Stevenson) writes:

>...
>I do expect the Falcon to become the basis of some reasonably priced recording
>systems, but I do not think that, without extra hardware, I do not think that
>it will compete with the $15000 Pro systems you mention.

This got mungled, I ended up putting in a double negative, but I'm sure you
know what I meant! The audio on the Falcon will almost certainly not compare
with the quality of the Pro systems that the original poster mentioned.

Shameless irrelevent plug: Anyone in Reading for the rock festival this
weekend might like to check out Blank Generation at the Greyhound, Silver
Street on Thursday (official Festival starts Friday). But don't expect my ST
to make an appearance, it doesn't drink enough to play in the Blanks...

--
+--+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+--+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1929. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 09:28:56 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Aug26.092856.22757@bas-a.bcc.ac.uk>
Source record: 218390

Well, here's my two penny worth...

Some background..

I've worked upon (helped develop) a high speed, high resolution seismic data
acquisition system for a hot dry rock geothermal energy project. This system
contained a 16 bit 200KHz A/D system, both hardware and software filters
etc...

Now to the real stuff...

In article <l9lg87INN67u@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <1992Aug25.143553.14540@usenet.ins.cwru.edu> an375@cleveland.Freenet.Edu
(Jason Baker) writes:
>>
>>In a previous article, baffoni@aludra.usc.edu (Juxtaposer) says:
>>> Sure, but CD players are cheap and due to the amount of components
>>>manufactured for them, I am sure that their components are cheap enough to
>>>be incorporated on the Falcon. So beware - it may very well be the same
>>>D/A that Sony uses. Or Kawai. :)
>>>
>> Wouldn't cd player hardware have a fixed rate of 41khz (or is it 44)?
>
> (44KHz). Nah, (just about) the only useful component from a CD player
>would be the D/A and the oversampling/MASH hardware. None of that is sample
>rate dependant (other than spec. min/maxs).
>
>>> Besides, I get the feeling from reading the origonal post that he will
>>>be more upset by the fact that I am pretty sure the Falcon has only one set of
>>>stereo out (and in) jacks, with the 8 channels internally mixed for output onto
>>>the one output jack - not as he was saying 8 separate/independant external
>>>stereo outputs. As such, you are not going to be able to use it as a mixer.
>>>It does mean it can handle 8 separate channels of audio info, and let you mix
>>>them internally.
>> To me, it would seem more usefull to process one live instrument while
>>doing various fucked up loops in real time.
>
> Well, with only one input, that is all you are really gonna be able to
>(independently) control.
>
>[stuff deleted]
>>>>the primary function of the machine, as with a CD player), you'll only
>>>>really get about 12-14 bits worth of real-world resolution. This
>>>>is marvelous for most applications (like adding little sound effects
>>>>to your desktop), but not good enough for real studio work.

>
>> It seems like it would also be enough for live work. Aren't some
>>older samplers only 12 bits? And weren't the first cd players 14?
>
> Yes, and yes, but I believe the original poster goofed by putting
>"professional" in his post, and got jumped on. I guess "near professional"
>would be more accurate (and being subject to interpretation, he wouldn't be
>labled wrong out of hand). I am still a little fuzzy on his "real-world"
>resolution. I mean, since when is a studio a real world anyway (or a home
>studio for that matter). If he is talking about how well it deals with
>interference... well, unless you are in a nice, insulated studio, the mics will
>pick up noise, and of course cables can be very antenna like...I should
>think that noize generated by your A/D connector would be rather minimal
>(unless of course it is a really bad/cheap A/D that produces noize on
>the input line). However, since I am hardly a music studio tech., these
>are merely the ramblings of a frustrated EE student (almost grad).

In the "real world" you are very lucky if you can get 14 bits of real
resolution, the noise levels, even on the highest quality A/Ds and filters,
are too high.

>
>>>>(Also, when you get a Falcon, take a look at the audio out system. I
>>>>bet you it's not anywhere near as noise-free as the out of an AKAI
>>>>sampler.)
>

I can't really comment on this, and neither can you, until you put the same
data through both systems and check it with a spectral analyser.

Just because the AKAI system is from a big company and costs a large amount
of money doesn't mean that it's the best you can get, often the best kit
comes from small innovatory companies and doesn't cost a large fortune.

Steve

PS. I am not saying that the Falcon IS better than the AKAI system. I'm just
saying don't prejudge just on the price!

PPS. Even if the built in A/Ds aren't good, what's to stop you bolting some
onto the back of the DSP? In the realms of digital Data Acquisition, the
Falcon is quite a formidible system, 8 channels at 50KHz adds up to a total
sampling rate of 400KHz! An Analogics 400KHz 16bit A/D with 8 channels (VME
bsu based) will set you back something in the region of 10 thousand pounds
stirling (ex VAT). A PC system of the same sort of ability will cost you
about the same or more.
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

1930. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 10:20:31 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Aug26.102031.10533@aber.ac.uk>
Source record: 218391

In article <l9l8e3INNhhf@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <1992Aug25.124510.2938@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro)
writes:
>>Having now seen the Falcon at first hand (ie at the show) I was a bit
>>disappointed at the graphics. The 640x480 at 256 colour appeared to
>>be quite stable, almost as good as mono on an SM124. The higher colour
>>modes however, weren't very good and a number of the monitors showed
>>flicker which is a shame.
>
> Was this on a SC1224 monitor or were you seeing flicker on a Multisync?
>BTW, anyone know what the line-doubling graphics mode is?
>

The monitors I saw which flickered weren't the SC1224 they may have been just
ordinary VGA monitors (not Atari anyway).

>> But I guess with 640x480 2356 colour at least
>>we're now up to Mac and PC standard. The sound system was very good
>>though, I don't use my ST for music but the sound coming from the
>>Falcon was as good as a CD.
>>
>>I guess everyone knows that the GEM interface has gone '3-D', i.e 3D borders
>>on windows and 3D buttons just like Windows. Unfortunately they didn't
>>seem to be showing MultiTOS, at least on the general display models.
>
> This is nice, but seeing as how soon MT should be out, I doubt if
>TOS 2.07 (still haven't figured out why it isn't 3.07) will get high sales
>volume. BTW, anyone know if it has the CTS/RTS bug? Will MT incorporate the
>3-D look of 2.07?
>

Interestingly, the Falcons at the show were running (According to the
Atari guy), TOS 4.0.

>>I did notice some other companies showing what I think was MultiTOS
>>(it wasn't MultiGEM).
>
> This was probably just (ha!) MiNT. Shouldn't look or act much
>different when MT comes out - except multiple GEM windows...
>
>> What was nice to see was the lower price for a
>>base model of the TT at 2000DM (this wasn't a special show price either).
>>And Atari didn't show any STEs.
>
> Excellent. The question now is, how much are TT video (24bit) cards

>running for? Oh, does anyone know what the max resolution of the PTC(TT color
>monitor) are? 640x480, or will it do 800x600?
>

I think the PTC can go upto 800x600, but it's not a very good monitor.
My PTC flickers a lot (been replaced soon) which I thought was just
me, but even the Atari PTCs at the show were fickering - dark lines
running down the screen. Unfortunately the TT/MSTe graphics boards are still
in the 800-900DM range. What I'm thinking of doing now if to go for the
large mono monitor which is only 600 pounds and should be great for
C dev work.

> A couple months ago, someone posted a list of TT/MSTe video cards that
>are available. Would someone mind posting an updated list? I would prefer
>prices in US$, but not neccessary if fairly recent exchange rates are posted
>too (hey, I have a calculator! :). Would it be asking to much to include a
>(US) vendor for the prices quoted?
>
>>
>>Herb
>>--
>>/***
>>Herbert Sauro e-mail: hrs@aber.ac.uk
>>Biological Sciences phone: +44 970 622353
>>Univesity College of Wales
>
>Thanks,
>
>Mike
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1931. More Official Falcon Specs wanted

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 10:51:13 UTC
From: leikvoll@hsr.no
Message-ID: <1992Aug26.105113.14515@hsr.no>
Source record: 218394

> - BLITTER 16 MHZ

And how much memory can it handle??

> Video:
> - Hardware scrolling

What about 'character screen' like the C64 and (i guess) 520 series. This lacks in the Amiga... (I'am an Amiga owner)

> - connector for Digital audio and DSP

This will probably result in VERY cheap modems....???

> Harddisk
> - intern optional IDE-bus Harddisk (2,5")

Included in the 500 GBpounds???? (if yes...count me in...)

-Morten Leikvoll (Is it short enough?)

1932. Re: Gemulator (Falcon emulator?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 11:04:22 UTC
From: jyoung@nyx.cs.du.edu
Message-ID: <1992Aug26.110422.18126@mnemosyne.cs.du.edu>
Source record: 218392

Many people are mailing to say Gemulator is FRAUD if demo video is showing progrmas running from 100% RAMDISK and people think Gemulator is faster than real! Post inspectors will investigate if FRAUD possible and put crooks in salt mine?

None of Gemulators ads telling of 40% speed with 386 so people will want MONEYBACK GUARANTY if something like worldclass MIDI software does not work or is slow like glue.

Regular price of Gemulator is almost SAME PRICE as new $799 Falcons so BraSoft (Bra__Soft? BrainSoft?!) MUST give moneyback guaranty to prove it is good!

1933. OS/2 HPS and Atari file format

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 11:18:12 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Aug26.111812.17058@sactoh0.sac.ca.us>
Source record: 218397

Thanks for the traffic about OS/2 and TOS, here is another.

Now that OS/2 can name files with more than eight characters with it's HPS, what does that do to the ability for Atari to read IBM format disks?

I'm sure that IBM machine will be able to read Atari files (under the old filename system) could an Atari read files created under OS/2's high performance filesystem?

Would compatibility with the OS/2 file format be a future feature of a TOS 4?

I feel this to be an important question, as OS/2 becomes more popular, and the likelyhood of Windows NT having a similar filesystem, and the need for curent and future (?) Atari users to read IBM disks.

--
###
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

1934. Atari 1040 STe system forsale

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 12:48:52 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <swood.714833332@vela>
Source record: 218395

Atari 1040 STe with 4 Meg internal ram for sale
system includes:
320x200 512 color graphics or high resolution 640x400 mono
Stereo sound, parallel & serial ports, DMA port
monitor & RF outputs
Internal DS/DD 800K 3 1/2" floppy drive
External SF 354 SS/DD 400K 3 1/2" floppy drive
up to four joysticks (mouse and 2 joysticks included)
Analog amber monitor and cable
RF converter and cable for connecting to any TV
small desk stand for monitor and mouse pad

books included - almost complete set of abacus atari books and
some miscillaneous compute, etc books

Ton's of PD software and disk case plus the following commercial:

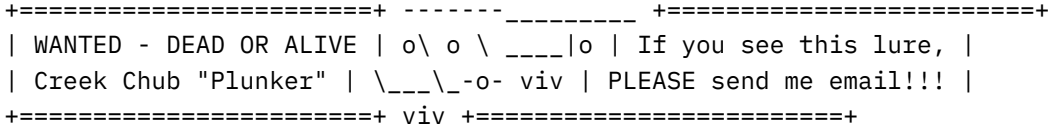
LDW Power Spreadsheet (VP Planner clone - Lotus compatible)
DbMan (Database III+ clone)

Flight Simulator II
Mig 29 Fulcrum
Super Conductor

plus about 50 disks full of spectrum adult graphics files

Asking $550 or best for the system

swood

(313) 801-0586 (313) 394-0351 or email swood@vela.acs.oakland.edu
--


1935. Re: ding dong.. who's there ? Dr who..

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 12:57:53 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <7774PB1w165w@comtch.spk.wa.us>
Source record: 218400

warwick@cs.uq.oz.au (Warwick Allison) writes:
> I don't see why a new-computer buyer would avoid the Falcon - or any Atari
> products. Certainly a PC is useless to the new user - way to difficult to
> operate (it's okay for us to say "Oh, just press return", but take a look
> at the average new-user - I have, and they HATE IBM PC's). Apple computers
> are great for new users - but $$$'s are always on the new-buyers mind, since
> that is about the only thing they are familiar with that they can compare
> (Computer A is cheaper than computer C, so buy A).
> "Power without the Price" is good.

The only trouble with this is that it assumes equal marketing - that the new buyer is AWARE that A exists and is cheaper than C. If all he or she knows about is C, that is what will be purchased. If the buyer thinks that A doesn't have software, or support, or any of a million things a new user thinks are important (and they think some odd things are important), they'll buy C.

You can have the best product in the world, at the lowest cost (gee, I seem to recall a computer that fit that description...), but if you don't market it, and FLOOD the public awareness, you will never sell anything.

Yes, ads in magazines like Time, Newsweek, People, Good Housekeeping, etc. and on national network television (or MTV, CNN, etc.), are expensive. But not advertising is FAR more expensive. And sadly, that's the path Atari's taken for the past seven years.

Much as I love using the ST, and I am seriously considering the Falcon, I won't buy it if Atari doesn't proselytize to the unwashed masses. I'd rather go with one of the goyim computers in that case.

- Mark Hughes #1101 mhughes@comtch.spk.wa.us

1936. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 13:14:47 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Aug26.131447.25040@oz.plymouth.edu>
Source record: 218262

{I'm not too sure who said what here.....}

In article <1992Aug26.102031.10533@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>In article <19l8e3INNhhf@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>>In article <1992Aug25.124510.2938@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:

>>>I guess everyone knows that the GEM interface has gone '3-D', i.e 3D borders
>>>on windows and 3D buttons just like Windows. Unfortunately they didn't

>> This is nice, but seeing as how soon MT should be out, I doubt if
>>TOS 2.07 (still haven't figured out why it isn't 3.07) will get high sales
>>volume. BTW, anyone know if it has the CTS/RTS bug? Will MT incorporate the
>>3-D look of 2.07?

>Interestingly, the Falcons at the show were running (According to the
>Atari guy), TOS 4.0.

Could anyone (who knows) comment on the 3D look to this newer TOS/GEM
? Any posibility that it will work with a Mega STe (I'm assuming
MultiTos won't be available fro an STe) ? I haven't gotten 2.06 yet
for my Mega STe so if I can get a 3D style I'd love to.....

Also, what kind of monitor do you need for the 3D effect ?

Lastly, Where can I find that list of monitors/video cards for Mega
STe's ? My SM124 (1986 vintage) is finally starting to show its age
(and I can't stand to use my SM1224 for anything other than games)...

Thanx....
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

1937. Myyd{{n...

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 13:25:23 UTC
From: tmo@rieska.oulu.fi
Message-ID: <1992Aug26.132523.22904@ousrvr.oulu.fi>
Source record: 218396

Myyn seuraavat romppeet erikseen tai pakettina:-

Atari STE
- 2 Mb RAM
- TOS 2.06
- GoldenIMAGE 360dpi hiiri
- Thompson v{rin{ytt|
- Softaa Hp. 1900:--
Atari SM124 monon{ytt| Hp. 700:--
Hard & Soft 100 Mb kovalevy Hp. 3000:--
Power Computing 5.25" ulkoinen levari Hp. 300:--
Star LC24-10 printteri Hp. 1500:--
USRobotics Courier HST modeemi Hp. 1900:--
DMA kaapeli Eniten tarjoavalle
SCSI lattakaapeli - " -
SIMM 4*256 Kb (8 chippi{/120ns) - " -
Dallas kellopiiri kannalla - " -

HUOM! Hinnat ovat "erikseen" hintoja...
Kovalevy k{y my|s MACiin, koska siin{ on ulkoinen SCSI
liit{nt{ (SCSI ID asetettavissa ulkopuolelta)!

Atari ST kirjallisuutta:-
- Internals
- Disk Drives Inside Out
- 3D Graphics
- Application Programming (GEM)
- Machine Language
- M68000 Programmer's Reference Manual

Hanki nyt (The) MIDI-tietokone halvalla...

Soittele 981-571552 (Tero)
Emailia tmo@rieska.oulu.fi
tai
tmo@tolsun.oulu.fi

1938. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 14:01:59 UTC
From: darling@cellar.org
Message-ID: <1604PB2w164w@cellar.org>
Source record: 218270

dmb@rice-chex.ai.mit.edu (David Baggett) writes:

> All I'm saying is that whatever the Falcon has in it, the machine was
> not designed with a high-end audio system in it. At the price they're
> giving, and with the cheesy ST-style construction, it's just not
> possible to equal high-end samplers, quality wise. Hence my conclusion
> that the Falcon's digital audio capabilities, while extremely useful
> for a front-end, are inappropriate for use as a professional
> direct-to-disk recording system.

Lemme get this straight: It's not as good as high-end SAMPLERS, so you can't use it as an AUDIO RECORDER?

Apples and oranges, Dave. Neither DAT machines, nor ADAT recorders, or the ubiquitous Fostex 16-tk 1" analog used on every rap record, nor just about every other device used daily to make professional recordings boasts the same type of output as high-end samplers. You're making a really bizarre conclusion, here.

> Practically speaking, 50 kHz is no better than 48 kHz anyway, since
> Nyquist's theorem tells us that to sample any frequency with absolute
> accuracy you must sample at double that frequency. 50 kHz vs. 48 kHz
> just means you can sample 25 kHz sounds accurately along with 24 kHz
> sounds. 24 kHz is well beyond the average human being's hearing
> range.

It matters in terms of sample quantization errors and the amount of aliasing you end up having to filter out, but I won't bore you and everyone else with musicianspeak. Agreed that the difference is minor.

> >> (Also, when you get a Falcon, take a look at the audio out system. I
> >> bet you it's not anywhere near as noise-free as the out of an AKAI
> >> sampler.)
> >
> >I had an Akai S1000. Blew. Not an ideal example.
>
> I was really referring to the S9000 (?) which seems to be (according to
> most of the music magazines) the industry standard. It sounded great
> to me. If you think a $1000 AKAI sampler isn't good enough for you,
> you can forget the Falcon's audio system right now.

I mean this in the kindest possible way, Dave, but I don't really think you know what you're talking about.

First of all, there is no Akai S9000. You might be thinking of the Akai S900, which was an industry standard about four years ago (how old are your music magazines) and is now quite obsolete.

Second, if it sounded "great" to you, I don't think you're ready to judge the requirements of professional audio. The S900 is one of the noisiest, grainiest samplers still in use.

Third, the S1000 goes for about $7000, not $1000. You wont find a single pro sampler that can be bought new for $1000.

And fourth, how many times do you have to be told that samplers and recorders are completely different? A sampler's DAC involves things like moving anti-aliasing filters and variable-frequency playback. An audio recorder can make do with fixed-frequency playback and simple D/A conversion.

> Do you think Atari (a faltering computer company) could do better than
> AKAI (a successful and well-respected music company) with a 20th of the
> budget?

If you want to compare Akai's ill-fated recorder to the first wave of Falcon-based recorders, I think you'll be surprised (even though one is tape-based, a comparison can be made).

> The point is that the sound quality you'll get out of a Falcon hardly
> compares to what you'd get out of high-end (or even low-end) samplers.

You still don't get it, do you? Look, if you really do know the difference between samplers and pro audio recorders, then stop using samplers as your ideal. Compare it to the S/N specs and D/A conversion of, say, Hybrid Arts' Digital Master system. Or Cubase Audio. Or something in the same ballpark.

> Given that, I *hardly* think you'd want to use the Falcon for serious
> direct to disk (multitracked or otherwise) digital recording. Not to
> mention the fact that you'll need to buy a pretty big hard disk to go
> along with your Falcon if you want to do direct-to-disk recording. That
> adds a couple thousand right there (for a 1 gig drive, for example).

What have you got against a Syquest 44meg removeable system? For adding vocals to MIDI, it'd work fine. Buy one for $600, and plug it into your SCSI port.

But yes, you'll need a large hard disk for many applications. Just like you would with any other direct-to-disk recorder on any other computer. What's your point?

> The original claim I responded to was (essentially) "the Falcon will
> revolutionize the music business because it will allow anyone to do
> professional direct-to-disk recording for very little money." The
> Falcon may be a nice machine, but it's not *that* nice.

It doesn't have to be "*that* nice." To fulfill the goal, it will have to have good software, decent (relatively cheap) D/A conversion, and easy hard disk expandability. Knowing C-Lab's and Steinberg's attitudes towards the Falcon, the specs on the DAC, and the basic functioning of SCSI, clearly there's no cause for concluding the machine is incapable of performing one of its primary functions as a musician's computer.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

1939. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 14:32:18 UTC
From: djs@jet.uk
Message-ID: <1992Aug26.143218.4567@jet.uk>
Source record: 218399

In <1992Aug25.223110.141473@rrz.uni-koeln.de> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>In <1992Aug25.185043.13226@u.washington.edu> mpark@milton.u.washington.edu (Michael Park) writes:

>[stuff deleted]

>>Strictly speaking, direct-to-disk recording doesn't even require D/A
>>conversion, so this whole discussion is kinda pointless :^)
>>Seriously, though, in addition to a big disk, you'll need a good
>>(==expensive?) sound digitizer (I don't recall reading that the
>>Falcon has 16-bit A/D on board...)

>There definitely is a microphone jack at the back of the Falcon.
>It's in the Falcon sheet that was available at the Atari Messe
>and I saw it myself too. An Atari representative explained to me
>that all you need to digitize sound was a microphone to plug into
>that jack and some software. Unfortunately, I didn't ask about
>technical details, but from what I heard I conclude there must be
>an A/D converter of some sort already built in.

Yes, there is apparently a stereo microphone input. But earlier in this
thread we were talking about Pro standard multitrace direct-to-disk, requiring
a) More than two channels of ADC
b) Ability to cope with a wider source range than just microphones
c) Higher quality converters than are likely to be fitted by Atari, taking
into account price of the machine and their past history.
d) A greater selection of sampling rates than the four used on the STE; we
definately need 44.1 and 48kHz. Does anyone know if the Falcon allow
such rates?
--
+---+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1940. Re: FOR SALE: SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 14:43:45 UTC
From: ronw@cbnewsk.cb.att.com
Message-ID: <1992Aug26.144345.4008@cbnewsk.cb.att.com>
Source record: 218398

In article <1992Aug25.213013.16269@cbnewsk.cb.att.com>, ronw@cbnewsk.cb.att.com (ronald.g.wolenty) writes:
> I have a SPECTRE GCR with MAC ROMS and 3.0 software for sale.
> I will consider offers but the first offer of $300 takes it!
>

It has been sold - thanks for your replies!
Ron Wolenty

1941. Re: curses.h for Turbo C 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 14:44:07 UTC
From: jansteen@cwi.nl
Message-ID: <7164@charon.cwi.nl>
Source record: 218253

u882453@bruny.cc.utas.edu.au (Andrew King) writes:

>Does anyone know where I could get this module for Turbo C .. or any other
>C on the ST for that matter ?

I happened to need cursus too recently and I fixed some bugs
at the same time :). Especially the subwin() code needed some fixing.
But, maybe my version was not the most recent one.
Does anybody know the current state of affaires concerning curses?

And Andrew, of course I can send you my version if that's all
we can get.

Jan van der Steen
--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

1942. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 15:07:52 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Aug26.150752.19645@cs.ruu.nl>
Source record: 218254

>>>>> jhenders@jonh.wimsey.bc.ca (John Henders) (JH) writes:

JH> Didn't one article mention a direct out from the DSP chip as one
JH> of the ports on the back of the Falcon? If this is the case, direct
JH> to disk recording would definately possible using outboard d/a's.

Yes, it has a DSP bus on the back, you can use this to connect AD/DA's or
AES/SBU or S/PDIF etc.

>>>>> an375@cleveland.Freenet.Edu (Jason Baker) (JB) writes:

JB> Wouldn't cd player hardware have a fixed rate of 41khz (or is it 44)?

It is 44.1KHz

>>>>> dmb@rice-chex.ai.mit.edu (David Baggett) (DB) writes:

DB> This was simply inherited from the STe's DMA sound system. The
DB> nonstandard sampling rates really suck rocks, if you ask me. 6.25,
DB> 12.6, 25, and 50 just don't cut it. I hope the Falcon can do any
DB> sample rate, otherwise it's totally useless for professional digital
DB> audio work.

There is also a pin for an external clock so you can get nonstandard
sampling rates (e.g. 44.1KHz for CD)

DB> The point is that the sound quality you'll get out of a Falcon hardly
DB> compares to what you'd get out of high-end (or even low-end) samplers.
DB> Given that, I *hardly* think you'd want to use the Falcon for serious
DB> direct to disk (multitracked or otherwise) digital recording. Not to
DB> mention the fact that you'll need to buy a pretty big hard disk to go
DB> along with your Falcon if you want to do direct-to-disk recording. That
DB> adds a couple thousand right there (for a 1 gig drive, for example).

DB> The original claim I responded to was (essentially) "the Falcon will
DB> revolutionize the music business because it will allow anyone to do
DB> professional direct-to-disk recording for very little money." The
DB> Falcon may be a nice machine, but it's not *that* nice.

Did you test the Falcon? Or is it just your expectation?
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

1943. Re: JAGUAR - graphics, could it be?

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 15:15:14 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.714842114@garbod20>
Source record: 218251

baffoni@aludra.usc.edu (Juxtaposer) writes:
>> [Len Stys writes: ...]
>> ...
>> ... It will most likely used interlace since it can be displayed on
>> a television.
>> ...
>> Video Gaming should be pretty exciting in the future where
>> Atari products are concerned.

> It might use Interlace.... and you are excited about it?

> Yuck! That sounds like a nasty form of torture, or perhaps it will
>be like those products you buy to kick the smoking habit, only this one will
>kick the video game habit. You see, these great games will come out for it
>with awsome sound and kick-butt graphics, but everytime you play the game, it
>gives you this splitting headache. Since everything eles would be nothing
>compared to it, and since you wouldn't be able to stand playing the Jaguar,
>you'd eventually kick the habit, go blind, or go nuts.

I would say: It depends. If you use interlaced graphics to display, say,
a word processor's text and take advantage of the improved detail, it
will flicker badly.

If you, on the other hand, use interlaced video to display computer
game screens with smooth shading between adjacent screen lines, you
won't notice the flicker any more than while watching TV.

Generally, the flicker in interlaced video modes is noticeable only
when bright and dark screen lines are displayed next to each other, only
then the low frame rate becomes obvious.

Anders Skelander, Sweden

1944. Printing PostScript from Timeworks DTP

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 15:23:18 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1992Aug26.152318.21836@lut.ac.uk>
Source record: 218259

This probably have been discussed before, but I am having difficulty. Would appreciate if someonce could provide the right answer.

I am plotting some graphs & then saving those as GEM files with OPUS. These GEM files are then imported into Timeworks DTP. Timeworks is set for a PostScript printer. I print to a disk and bring the disk to my school. When I try to view the postscript file using ghostscript I get the following message "Error: /undefined in statusdict" followed by various stack stats. I then removed the ^Ds from the beginning & end of the PS file. gs now shows the file on the screen. However, only the text part is shown and no graph lines, including axes are shown. I tried to send the file to a postscript laser printer. The printer is a Apple Laser Writer and connected to the school SUN network. When I took the printout, it is full of PostScript source. Obviously, PS was not interpreted by the printer. What is wrong here ? Is some header portion missing ? Do I need to put some header info into PS file ? Suggestions are welcome. Timeworks is V.1.12 (I think).

Thanks in advance.

- Rahin
---------------------------------------|---------------------------------------
_ _ _ __ _ __ | Janet : rahin@uk.ac.leeds.scs
'))) /) ')) / | Internet : rahin@scs.leeds.ac.uk
/ / / /--/ /--' __. /_ o ____ |_____
/ ' (_/ (_ / _(_/|_/ /_<_/ / <_ | Phones :
M.A. Rahin | Office : (0532) 335478
School of Computer Studies | (0532) 335766
University of Leeds, Leeds LS2 9JT, UK	Home :

1945. MiNTSHEL bombs on ESC-T (was: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 15:34:21 UTC
From: omerzu@quando.quantum.de
Message-ID: <1992Aug26.153421.20664@quando.quantum.de>
Source record: 218205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug8.122634.1@uwovax.uwo.ca>
7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>The correct termcap entry for tw52 is the one put into the TERMCAP=
>environment variable by TOSWIN. You can also retrieve it by sending
>ESC T to TOSWIN from one of the windows.

If I open a TOSWIN window with MINTSHEL running inside, 'echo ESC-T' bombs out
the shell; I finally tried it on a minimal system; nevertheless the
problem didn't disappear:

This is a MEGA-ST1 with (German) TOS1.4.
I prepared a disk with only the following files on it:

AUTO\MINT.PRG
TOSWIN.ACC
TOSWIN.RSC
MINTSHEL.TTP

After system startup, open TOSWIN, create a std window with MINTSHEL in
it (no args) and enter 'echo ESC-T'.
In response, I get something like
pid 3 (MINTSHEL): BUS ERROR: PC=456205c (basepage=759d0)
The TERMCAP string gets printed, then MINTSHEL exits.

--
--
Thomas Omerzu. Internet: omerzu@quantum.de
Quantum Software GmbH Bitnet: omerzu%quando@UNIDO.bitnet
Dortmund,Germany UUCP: ...!unido!quando!omerzu

1946. Ultimate Virus Killer(was Need a HD backup)

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 15:37:23 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <1164@tekgen.bv.tek.com>
Source record: 218255

In article <l9l78nINNfe1@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:

>>Ultimate Virus Killer(North American version) you can contact us at
>>the address/phone listed below.
>
> I hadn't heard about this product. Does it check in memory for already
>resident viri? Does it scan a hard-disk for file-infecting viri (as opposed to
>strictly boot-sector viri)?
>
> Does it scan the boot-sector of an HD?

Yes, Ultimate Virus Killer(UVK) scans memory for all known existing resident
virus strains and provides probability factors on unknown code resident in
system vectors. It can scan any disk(hard or floppy) for all known link
viruses(the kind that attach themselves to files) and scans both hard and
floppy boot sectors for viruses.

Recognizes and protects against every known ST virus both bootsector and
link strains, can immunize disks against future virus attack. Over 1000
benign executable explicitly recognized with over 500 being directly
repairable from the program(great to restore functionality to the trashed
boot sector on that new game). Can detect unkown strains of viruses and
give a viral probability factor on discovery.

UVK(introductory retail $29.95) and Diamond Edge(disk diagnostics/repair/
optimization/data recovery) will both be released at the Glendale show on
September 12, 1992. We are taking orders for both products now at the
address listed below(Visa/MC accepted).

If I can be of any further assistance please let me know.

---- ----
/\/\/\ Bob Luneski Diamond Back II, Diamond Edge, and UVK Support. /\/\/\
\/\/\/ Oregon Research Associates boblu@tekgen.bv.tek.com \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Genie: ORA.TECH \/\/
\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 639-6182 \/

1947. FontGDOS WORKS!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 16:04:53 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Aug26.160453.9574@pbhya.PacBell.COM>
Source record: 218252

08/26/92

I almost missed an excellent addition to my ST due to a lot of flames. That addition is Font GDOS. I had ignored it's existance because of numerous messages in this newgroup that said how terrible it is.

Last night I downloaded it from GEnie (on a lark) and found that it works GREAT with ALL of my GDOS compatible programs. I can't vouch for all of the printer drivers, but the laserjet driver even worked with my old versions of GDOS. It's the first one that does work with all of my programs without quirks.

There is a help file on GEnie that provides helpful hints. It's not real long and I suggest you read it. It notes that there was (evidently) another version uploaded at one time. This (current) one is about 450K and includes quite a few printer drivers, FontGDOS, configuration modules (Xcontrol and accesory versions) and documentation.

Now before we hear from those for whom it did not work, here's a setup that does work:
4 meg 1040 STe
TOS 2.06
HP Laserjet II (2.5 meg)
Mega44 hard drive.
Golden Image scanner
Navarone clock.
Warp9
Xcontrol.acc
AHDI5.0
And the programs that worked with it:
Touch-up
Timeworks Desktop Publisher
STraight-FAX
EZ-Draw
Degas-Elite

I am using the standard Timeworks DTP bitmapped fonts, and they work fine.

Thank you, Atari, for releasing it as freeware. It makes my whole system much more usable. Now how about a quick note concerning the policy that it ONLY be available from GEnie? (I can think of several good reasons, but I would like Atari's)

Daniel B. Suthers, CCP
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: dbsuthe@Pacbell.COM
==========

```
= Commit unexpected kindnesses and senseless acts of beauty. =
================================================================================
```

1948. Re: Falcon Resolutions

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 16:12:26 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.XBDb0V2llx6@jonh.wimsey.bc.ca>
Source record: 218275

In <1992Aug25.234449.20278@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:

>I have a Magnavox Profession Series Display.
>It was created by Phillips Consumer Electronics Company
>There is a port labeled RGB and a button labeled
>Analogue as well as buttons labled
>CBVS RGB and CVBS LCA on the back.

In rgb mode it should work fine, though you might need to use resistors to lower the output from the Atari, as I know that was needed with Sony rgb tv's. There was a file around descibing how to hook up Sony SCART connectors, that had a pi3 picture. I don't remember the name, but I know it's on GEnie, if not on atari.archive.

--
jhenders@jonh.wimsey.bc.ca

1949. Re: JAGUAR - graphics, could it be?

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 16:31:46 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9ncfiINNq0u@aludra.usc.edu>
Source record: 218256

In article <64681@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>A very unexcited, Mike writes:
>
>>It might use Interlace.... and you are excited about it?
>
>>Yuck! That sounds like a nasty form of torture, or perhaps it will
>
>...
>
>>but everytime you play the game, it gives you this splitting headache.
>
>
>Guess you don't watch TV much, eh, Mike..?
>
>If you did, it would give you a splitting headache every time
>you watched it...
>
>Guess what regular TV uses...? Oh no..! Interlace..!!

Oh no! My mother lied to me all those years! She said my headaches
were from the stupid shows I was watching, and that it was sucking my brain
out through my eyeballs! I was such a child to believe her. :)

To be honest, I don't watch TV that much, and when I do, it does give
me headaches. However, I would think that better TVs reduce the more harmful
effects of an interlaced screen (aside from ELF and whatever other radiation
that TVs spit out). Isn't there a signal buffering on most (good) TVs so that
they can display the picture at that magick 60 Hz (is it 50Hz across the
pond)? If not, it may just be a difference in phosophor, or more likely the
fact that I generally do not strain to look at a TV as I do not do DTP, etc
on a TV, where fine resolution would be neccessary.

>(Not that I believe for a second that there's anything like an
>Atari Jaguar in my immediate future to threaten me with splitting
>headaches or anything else...)

Yeah, I suppose they would have to sell it before we could go home and
get our RDA of head-pain. So we will have to make do with getting our RDA
from the office monitors, or if you can't do that (they installed glare-guards
on all the monitors - How DARE they?) you can always try looking at the sun
and seeing how long it takes the "sun ghost" to go away.

For the (sick) humor impared: :)!

>BobR

-Mike

1950. Falcon DSP -> standard modem & fax?

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 17:04:29 UTC
From: selick@csa.bu.edu
Message-ID: <94611@bu.edu>
Source record: 218257

Just how programmable will the dsp chip in the new Falcon be? For instance, could one program it to emulate a standard modem? How fast would it be able to run? How about using the Falcon as a midi sampler? What polyphony would such a beast have? Perhaps a vocodor? It would seem that somebody who was a bit clever could even make the Falcon into a Yamaha DX-7, or even a more complicated machine, using MIDI as the key input. Could the dsp chip possibly be used for added processing power if you are using non-dsp programs? Any chance C-Lab's Notator will be taking advantage of the new falcon hardware in the near future? When they say "8 channel digital recording" Do they literally mean like an alesis adat machine? Will future programs be able to do digital cut and paste on one of those tracks independantly? How large a disk drive would one need for say 1 minute of 8 track recording? Would it be possible to do such recording directly to a tape backup drive? Can the Falcon start up an old car on a frosty morning? :)

Lots of questions here...feel free to answer just a few!

-Steve <selick@csa.bu.edu>

1951. Re: Atari ST with 60Mhz 68040 on the Atari Messe

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 18:05:14 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Aug26.180514.6431@rhrk.uni-kl.de>
Source record: 218268

tiemann@iis.ethz.ch (Bjoern Tiemann) writes:

>I also saw this thing at the 'atari messe' and talked some words
>Maybe 60 MHz is the internal clock speed. But one has to specify
>the _external_ clock rate, as well as the external data bus width.
>(The MC68000 is not a 32 bit machine). NeXT and others do this also
>this way.
I perfectly agree with that.

>Beside of this. Is it true that the ST-Magazin will present this
>as a instruction to do-it-yourself?

Yes, this is true.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1952. Databases for the STe

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 18:17:53 UTC
From: jharres@doc.bmd.trw.com
Message-ID: <1992Aug26.111754.327@doc.bmd.trw.com>
Source record: 218258

What databases are available that work on the 1040 STe? I have Regent Base, which I like (on my ST), but doesn't work on the STe. Both commercial and PD (free or shareware). I have tried Fastbase from a.a.u.e but it appears to have a bug (on my STe) and I haven't been able to contact the author.

Jim jharres@oz.bmd.trw.com

1953. Re: New operating systems (OS/2-TOS)

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 18:29:07 UTC
From: skip@tacky.cs.olemiss.edu
Message-ID: <1992Aug26.182907.28894@ra.msstate.edu>
Source record: 218263

In article <H.JHXj&6Ouz4Y@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org writes:
>In <92232.114652RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>, Julian F. Reschke writes:
>> >What is the fastest Motorola processor?
>>
>> 68040/33 Mhz. Seems to be comparable to a Sparc chip.
>
>That was yesterday, guys. Coming from Atari fair I can
>tell you that I've seen a ST/TT-Compatible with a
>68040 CPU running at 60 (= sixty!) MHz.
>The GEM_TEST.PRG benchmark was finished in about
>three seconds...

More likely the 040 is running at 30MHz externally and 60MHz internally.
Intel is using this scam in their 50MHz 486DX2 chips and it sounds like
this same trick is being used by the company whose product you saw.
Don`t worry though, the 040 is faster at any clock speed than the 486
and such deceptions really are not needed. However, they may be running
a 25MHz chip at 30MHz and there could be problems.

Skip Sauls
skip@tacky.cs.olemiss.edu

1954. Re: Shadow-Term II

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 18:53:04 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Aug26.185304.16536@mits.mdata.fi>
Source record: 218264

In article <1992Aug25.090730.13188@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

[Part deleted]

>I am still waiting for a good comms program...

Have you tried FreeZe Dried Terminal? I use it all the time, the only thing that is missing is a proper VT-100 emulation. That too is supposed to be in the next version. If you did try it out and didn't like it, would you mind telling why you disliked it?

>
>Roger..... sheppard_r@kosmos.wcc.govt.nz
>

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

1955. Re: Falcon Resolutions

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 18:58:52 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Aug26.185852.16721@mits.mdata.fi>
Source record: 218265

In article <BtILG9.Knz@rice.edu> vjrao@owlnet.rice.edu (Vinay Julapalli Rao) writes:
>The following message describes the resolution modes on the Falcon 030:
>
>
>Resolutions available on the Atari Falcon030
>(c) 1992 Atari Corp. Written by John Townsend
>==
>This document may be re-printed again and again as long as the Atari
>copyright remains intact.
>==
>

[Stuff deleted]

> 4 color, line-doubling, VGA: 320x240, 4 colors, 2 planes
> 16 color, line-doubling, VGA: 320x240, 16 colors, 4 planes
> 256 color, line-doubling, VGA: 320x240, 256 colors, 8 planes
> True color, line-doubling, VGA: 320x240, true color

[More stuff deleted]

> 4 color, line-doubling, VGA: 640x240, 4 colors, 2 planes
> 16 color, line-doubling, VGA: 640x240, 16 colors, 4 planes
> 256 color, line-doubling, VGA: 640x240, 256 colors, 8 planes

What does this line-doubling mean?

[Even more stuff deleted]

>independently. Special Note: On a VGA monitor, overscan is "faked".. since the
>video hardware doesn't have the capability to do overscan on a VGA monitor, we
>made it so that if a overscan mode is set on a VGA monitor, you still see the
>normal size screen, but the screen is a window onto the bigger overscanned
>image. Make sense? We did this for compatibility. This way if a game that has
>an overscanned starup picture can use the same pic on both the VGA monitor and
>the TV monitor. Pretty cool, eh? <grin>

Is the Multisync overscan "real" ?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

1956. Reading the system clock????

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 19:12:14 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Aug26.121215.3632@arizona.edu>
Source record: 218266

Is there some system call to get the system time to, say, a fraction of a second? All I've been able to find will only give me a two-second resolution, which really isn't good enough for what I'm doing (a benchmark program).

-Thanks

-Paul Harris
paul@jupiter.ame.arizona.edu

1957. Re: Timeworks DTP - New Fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 19:19:14 UTC
From: r.evans@cc.ic.ac.uk
Message-ID: <1992Aug26.201915.29917@cc.ic.ac.uk>
Source record: 218269

In article <1992Aug25.084006.29119@hasler.ascom.ch>, PAULETTI@biel.be.tech.ascom.ch
(Pauletti Andreas) writes:
-- In <1992Aug24.182153.28682@peponi.wcc.govt.nz> shore_c@kosmos.wcc.govt.nz writes:
--
-- > Can someone please tell me, is it possible to install
-- > new GDOS fonts into Timeworks DTP?
-- >
-- > I've looked through the manual, and couldn't find it anywhere.
-- >
--
-- It is possible to install new GDOS fonts for Timeworks. Timeworks
-- should show them in the font selection if they are installed auto-
-- matically.

If you install new fonts for TW, then I believe that you have to re-run
'FONTWID.APP'. However, as I have never done it before, I cannot be sure.

Best of luck,
Robert.
--
/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\
/|\ Robert Evans /|\ JANET email (UK): /|\
/|\ Centre for Computing Services, /|\ r.evans@uk.ac.ic.cc /|\
/|\ Imperial College /|\ INTERNET email (World): /|\
/|\ London, UK /|\ r.evans@cc.ic.ac.uk /|\
/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\
/|\ He who holds his tongue cannot eat chocolate bar /|\
/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\

1958. ARJ compression utilities?

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 20:05:34 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Aug26.200534.18322@mits.mdata.fi>
Source record: 218267

I've been seeing a lot of .ARJ packages lately, but I haven't seen any
ARJ compression utility for the ST. Are there such utilities? Where
can I get them from? (I do have an ARJ unpacker, but I'm curious where
all thes .ARJ packages come from).
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

1959. Re: New operating systems (OS/2-TOS)

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 20:29:52 UTC
From: healy@nosc.mil
Message-ID: <1992Aug26.202952.26085@nosc.mil>
Source record: 218274

As far as running 68040s at higher than rated clock speeds, we use 25 MHz 68040s and FORCE has glued industrial strength heat sinks directly onto the 68040 chips because these suckers run hot at 25 MHz. Now this 60 MHz thing is from Germany, right? And I understand that it can get pretty cold in Deutschland, so maybe the heat produced by the chip will be of more benefit than it would be here in sunny So Cal :-)

Mike Healy

healy@cod.nosc.mil

1960. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 20:35:00 UTC
From: only_bbs!JOHN_LOCKARD@overmind.mind.org
Message-ID: <2228675@overmind.citadel>
Source record: 218210

> Imagine...home digital recording...

Imagine when the big Japanese record companies, like CBS, have thier lawyers complain to congress and have the DCC-SCSM installed on the Falcon's disk-drive? =^)

What I like about the Falcon is that one can do a spectrum-like technique using 300 inerupts as opposed to 18,000 spectrum does on the ST. Heck, you can do it even in ST Basic. =^)

1961. Falcon Sampling (was Re: FALCON)

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 20:46:47 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1992Aug26.204647.7461@riacs.edu>
Source record: 218272

...Stuff...

> And fourth, how many times do you have to be told that samplers and
> recorders are completely different? A sampler's DAC involves things like
> moving anti-aliasing filters and variable-frequency playback. An audio
> recorder can make do with fixed-frequency playback and simple D/A
> conversion.

...Stuff...

> You still don't get it, do you? Look, if you really do know the difference
> between samplers and pro audio recorders, then stop using samplers as your
> ideal. Compare it to the S/N specs and D/A conversion of, say, Hybrid Arts'
> Digital Master system. Or Cubase Audio. Or something in the same ballpark.

So, Thomas (or anyone), what do you think about the Falcon's capabililities strictly as a sampler? This is what intrigues me the most (as opposed to direct-to-disk recording), since my music is entirely electronic. Do you think the components are "up to snuff" for pro-quality (ambiguous term, I know) sampling? How might the sound differ from, say an Emax II ?

I'd love to see the Falcon equipped with appropriate software for the DSP, to emulate something like the Kurzweil K2000, where you take a sample and mutate it beyond mortal recognition.

- Glenn

1962. what DTP packages work in mono? Moniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 21:44:00 UTC
From: ugafence@ubvmsd.cc.buffalo.edu
Message-ID: <BtLyyF.B49@acsu.buffalo.edu>
Source record: 218271

I am currently using Timeworks Desktop Publisher and am curious as to whether it can be set up on a mono monitor (preferably a moniterm as well). If this is not possible, what package would you recommend as being the most appropriate to use? Thanks for any info..

.Philip

1963. communication software with MNP

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 21:52:51 UTC
From: faliaga@usachux1.usach.cl
Message-ID: <1992Aug26.215251.22862@tolten.puc.cl>
Source record: 218273

HI:

I access Internet via modem, but in 1200 bps or plus, it's
impossible. Too errors.

Any body know if exist a software with MNP emulator?????

I used the FLASHINTERCOMM. Dont't work.

Thanks in advance.

Fernando Aliaga V.
faliaga@ux1.usach.cl
faliaga@lascar.puc.cl
faliaga@usachvm1.bitnet

1964. Re: Atari ST with 60Mhz 68040 on the Atari Messe

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 22:16:41 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.92Aug26161641@piano.adept.ih.att.com>
Source record: 218279

In article <tiemann.714777478@tardis61> tiemann@iis.ethz.ch (Bjoern Tiemann) writes:

In my eyes it's not fair to sell this system as a '60 MHz 68040'.
Maybe 60 MHz is the internal clock speed.

This is exactly how the cheap clones get away with advertising 50MHz processors.
They are using the clock doubler chips. The external clock is 25MHz.

Even still, these clock doubled chips reportedly give a performance boost.

I sure wouldn't mind owning a 60MHz 68040 based atari!

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

1965. Re: uucico 3.42

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 23:34:56 UTC
From: geoffc@zebedee.UUCP
Message-ID: <7518087@zebedee.UUCP>
Source record: 218240

In article <H.05k1RsHq5vE@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca
(John Henders) writes:
> geoffc@zebedeeUUCP (Geoffrey Coan) writes:
>
> >My main question is though, what's cicostat.prg for ??? I've setup all
> >the environment variables it needed but it only appeared to move
> >uucico.log to uucico.bak. What else does it do ?
>
> From what I've figured out, it mails a copy of your uucico stats
> to cicostat, which you create in your mail alias file. If you haven't
> got hermes, I don't think Mercury supported alias's.
>
Actually I worked it out when I polled my upwards site after posting the
news item. It sent the uucico stats to 'cicostat' which of course wasn't
registered as a user - rmail sent it to 'postmaster' which is defined as
me so I got it OK !

> >PS: which is faster at 2400baud MNP4, e-protocol or g-protocol ? I normally
> > use g but when I tried e the cps rate looked to be slightly higher.
>
> The e protocal does no error checking, so if MNP4 is error correction,
> use it, as it should speed things up.
>
Yes, MNP4 is error correction (actually its faster than MNP5 which is error
correction + compression). From tests I've done it appears to do about 210cps
with g-protocol and 250 cps with e-protocol (but I've only used e-protocol
once)

>
> --
> jhenders@jonh.wimsey.bc.ca
>

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!ibmpcug!jshark!zebedee!geoffc

1966. Re: uucico 3.42

Newsgroup: comp.sys.atari.st
Date: 1992-08-26 23:41:22 UTC
From: geoffc@zebedee.UUCP
Message-ID: <6814380@zebedee.UUCP>
Source record: 218241

In article <1992Aug24.045506.18193@peponi.wcc.govt.nz> shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:
> In article <H.05k1RsHq5vE@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> >geoffc@zebedeeUUCP (Geoffrey Coan) writes:
> >
> >>My main question is though, what's cicostat.prg for ??? I've setup ..
>
> I haven't figured out how to get alias working yet... it works on a local
> basis, but mail from the outside world doesn't get redirected.
> So, I came up with a cleaver alternative... I created the user cicostat,
> and gave it my user directory as well (i.e. 2 user names share the same
> directory)... it works fine.
>
Quite a neat idea

> As it looks like he's run the program without cicostat as a user/or an alias
> for it, the results from it will be in the mail boxes of postmaster
> andthe bounced message in root. cicostat sends the message to cicostat
> from root.
>
Yes, correct it did, and since postmaster is defined as 'geoffc' I got it OK.

> Now can someone tell me how the program Kosten works? it also does something
> with the uucico adm file.
>
Where did you find Kosten ? Is it part of hermes ? Incidently, is
hermes still on atari.archive as telecomm/herm100b.lzh - because I can't
find it if it is.

> BTW: Tried to mail my reply to the first message, but it bounced :-(
Hmm, I think the new uucico has trashed my path as everything is coming
as zebedeeUUCP (rather than zebedee.UUCP). Even this isn't right as my site
isn't registered anywhere - the only way I've ever got stuff through is to
force the path through as '..!uunet!ibmpcug!jshark!zebedee!geoffc' - anyone
any better ideas ?

>
> Craig.
>
> * Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
> * 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
> * Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

Geoffrey
--

are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!ibmpcug!jshark!zebedee!geoffc

1967. Re: New operating systems (OS/2-TOS)

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 00:40:41 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9o949lNNf7r@aludra.usc.edu>
Source record: 218276

In article <H.JHXj&6Ouz4Y@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org writes:
>In <92232.114652RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>, Julian F. Reschke writes:
>> >What is the fastest Motorola processor?
>>
>> 68040/33 Mhz. Seems to be comparable to a Sparc chip.
>
>That was yesterday, guys. Coming from Atari fair I can
>tell you that I've seen a ST/TT-Compatible with a
>68040 CPU running at 60 (= sixty!) MHz.

This is an overdriven chip. Motorola only guarantees it operates at
a frequency of 33MHz. You can push them at higher frequencies iff a) the
particular chip you have can take it (not all chips can be pushed) b) you use
one mother big heat sink to deal with the extra power that needs to be
dissapated. The problem with overdriving your chip is that it may work when
you first get it, and it may work during a "burn-in" test to see if the chip
works, but because of the extra heat you can have damage creep into the chip
until it is eventually unusable.

However, it is NOT like the DX2 chips by INTEL (as one of the other
posters had mentioned). The DX2 are rated to go at the doubled speed, and
yes they have an external speed of half the internal speed, but if you have
a decent internal cache, you still see signifcant speed increases (much larger
than the early ST accelerators that only accellerated the CPU without
accelerating the memory it accesses).

>The GEM_TEST.PRG benchmark was finished in about
>three seconds...

Sounds like it would be neat to see in action. Does it come with
more connectors? Like VME, SCSI-2, PDS, others?

>Regards, Markus.
>
>--
>/dev Markus Wenzel, University of Stuttgart
>/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
>/etc/motd >> Luck is believing you're lucky ! <<

-Mike

1968. Re: Falcon DSP -> standard modem & fax?

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 01:14:59 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug27.011459.14484@usenet.ins.cwru.edu>
Source record: 218278

In a previous article, selick@csa.bu.edu (Steven Selick) says:

>
>Just how programmable will the dsp chip in the new Falcon be? For
>instance, could one program it to emulate a standard modem? How fast
>would it be able to run? How about using the Falcon as a midi sampler?
>What polyphony would such a beast have? Perhaps a vocodor? It would seem
>that somebody who was a bit clever could even make the Falcon into a
>Yamaha DX-7, or even a more complicated machine, using MIDI as the key
>input. Could the dsp chip possibly be used for added processing power if
>you are using non-dsp programs? Any chance C-Lab's Notator will be
>taking advantage of the new falcon hardware in the near future? When
>they say "8 channel digital recording" Do they literally mean like an
>alesis adat machine? Will future programs be able to do digital cut and
>paste on one of those tracks independantly? How large a disk drive would
>one need for say 1 minute of 8 track recording? Would it be possible to
>do such recording directly to a tape backup drive? Can the Falcon start
>up an old car on a frosty morning? :)
>
>Lots of questions here...feel free to answer just a few!
>
>-Steve <selick@csa.bu.edu>
>

The Motorola DSP56001 has its own port with which it can communicate directly.
This actually provides two serial ports, one synchronous, the other
asynchronous. The port uses a femal DB-15 connector, numbered like this

```
8 7 6 5 4 3 2 1
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0
15 14 13 12 11 10 9
```

1 Serial clock signal (synchronous)
2 Serial receive data (synchronous)
3 Serial transmit data (synchronous)
4 Serial clock signal (asynchronous)
5 Receive data (asynchronous)
6 Transmit data (asynchronous)
7 +12v
8 -12v
9 Ground
10 Ground
11 Ground
12 SC2

13 SC1
14 Reserved
15 Ground

Len (aa399@cleveland.freenet.edu)

--

1969. Re: Icon-Editor

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 01:19:58 UTC
From: ekrimen@wet.UUCP
Message-ID: <4271@wet.UUCP>
Source record: 218282

In article <1992Aug25.212904.19974@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:
>Does anyone know where I can get an application for editing the
>DESKICON.RSC files (the icons) in TOS 2.?+
>
>I'm using a ReSourCe editor at the moment - but it is very slow, and
>very awkward to use - and every time I save the file, I have to delete
>the definition files it creates.
>
>ICONEDIT.APP is mentioned in the DESKICON.RSC as one of the icon names
>- and if it does the job, I'd like to get a copy from somewhere!!

There's two that I know of. NewDesk Icon Editor from Software Development Systems (SDS). It runs as a CPX. Latest version is 2.xx. Very nice. There's also the Icon Juggler (I think that's the name) from Codehead Technologies. They ship it free when you buy the ROMs or the TEC from them, but everyone else can buy it from them for $10. I believe the $10 also includes Codehead docs for NewDesk. The Icon Juggler is not an icon editor though; it edits the DESKICON.RSC. I'm pretty sure you can only move icons around, assign them to different files, and import icons from other files.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

1970. Re: Falcon DSP -> standard modem & fax?

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 01:38:32 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug27.013832.11651@athena.cs.uga.edu>
Source record: 218280

In article <94611@bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>
>Just how programmable will the dsp chip in the new Falcon be? For
>instance, could one program it to emulate a standard modem? How fast
>would it be able to run? How about using the Falcon as a midi sampler?
>What polyphony would such a beast have? Perhaps a vocodor? It would seem
>that somebody who was a bit clever could even make the Falcon into a
>Yamaha DX-7, or even a more complicated machine, using MIDI as the key
>input. Could the dsp chip possibly be used for added processing power if
>you are using non-dsp programs? Any chance C-Lab's Notator will be
>taking advantage of the new falcon hardware in the near future? When
>they say "8 channel digital recording" Do they literally mean like an
>alesis adat machine? Will future programs be able to do digital cut and
>paste on one of those tracks independantly? How large a disk drive would
>one need for say 1 minute of 8 track recording? Would it be possible to
>do such recording directly to a tape backup drive? Can the Falcon start
>up an old car on a frosty morning? :)
>
>Lots of questions here...feel free to answer just a few!
>
>-Steve <selick@csa.bu.edu>

There is already talk of using the DSP for high-speed modeming
(9600-14400bps+) that would only require an interface for the phone
connection to the CODEC (A/D / D/A converter) and the software. The
interface shouldn't cost much, though. By "talk of" I mean as if it's
already planned. There is also talk of sampling/synthesis/effects
applications already being the works. And C-Lab is soon to release
Notator Logic for the Mac and Atari which should use some of the Falcon's
abilities. Likewise, Steinberg/Jones' new Cubase Audio for the Mac and
Atari should also be using some of the Falcon's abilities. By "8 channel
digital playback and record," what is meant is that the Falcon has a
built-in 8 channel multiplexer, but in truth the Falcon can only record
in 2 channels simultaneously since it only has a stereo input (although
an interface could be made for the DSP port which would allow 8 channel
recording, or even more). Likewise, without some kind of expander, the
Falcon combines/mixes the the 8 channels into 2 channels for playback since
it only comes standard with a stereo output. 1 minute of CD-quality
(44.1kHz) sound on one channel takes up about 5MB (5.046844482MB to be more
accurate), so 8 channels would take up 40MB. However, since you'd probably
need at least 5 minutes of recording time per channel, you'd really need
a little over 200MB of hard drive space. It would be an okay system to do
some relatively inexpensive digital 8-track demos on that you're going to
mix back down onto 2-track DAT or cassette, but you'd be much better off

with an Alesis ADAT (if they get the bugs out of it) or the like if want something more professional (and have the money).

The NeXT is a fairly popular research workstation, partially because of the built-in DSP (the same one in the Falcon). With the right interfaces for the DSP port, it can take in gobs and gobs of data and spit out results before you can say "go!" Okay, maybe that's somewhat of an exaggeration, but a DSP can do some mighty impressive things. Perhaps (and that's a big "perhaps") the Falcon will also be used by some researchers on a budget.

Steve "This is my brother's account, so don't send me mail!" Johnson
GEnie: S.JOHNSON10 (E. Krimen probably knows who I am.)
Internet: ???@athena.cs.uga.edu (in about a month)

1971. TT for sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 01:39:00 UTC
From: alewis@vx9000.weber.edu
Message-ID: <26AUG199218390194@vx9000.weber.edu>
Source record: 218277

TT with 2M RAM and 50M HD and NEC Multisync II monitor for $1400.

E-mail alewis@icarus.weber.edu if interested.

1972. Re: Problem with gcc

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 01:42:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10001@uqcspe.cs.uq.oz.au>
Source record: 218281

s_wolf@irau34.ira.uka.de (Markus Wolf) writes:

>I am using gcc version 2.1 PatchLevel 2 and the Include-files PatchLevel "80"
>I try to compile the following little program:

>#include <stdio.h>

>int main(void)
>{int i;
> for (i=0;i<100;i++)
> printf("\n%d\n",i);
> return(0);
>}

>I get the following message:
>In file included from test.c:1:
>d:\\gcc\\include\\gcc\\stdio.h:105: parse error before `cha'

I've seen this happen with insufficient memory. If your have a 2.5M or less machine, you'll have to run it pretty bare (maybe just a cache and a CLI, or a small ramdisk) to run GCC 2.1. If you have 4M, then you shouldn't have memory troubles (except maybe two-deep in bash shells under mint, with a 720K ramdisk and 128K cache :-]).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1973. Re: ARJ compression utilities?

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 03:49:16 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Aug27.034916.4811@peponi.wcc.govt.nz>
Source record: 218288

In article <1992Aug26.200534.18322@mits.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>I've been seeing a lot of .ARJ packages lately, but I haven't seen any
>ARJ compression utility for the ST. Are there such utilities? Where
>can I get them from? (I do have an ARJ unpacker, but I'm curious where
>all thes .ARJ packages come from).

They come from the IBM and Archimedies(sp?). Dunno about the Arch,
but on the IBM, ARJ is slow... whereas on the ST, it's the fastest
best compression one around...and still we don't have a program to
compress arj files :-(

Any of you programers want to write one? :-)

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

1974. Re: More Official Falcon Specs wanted

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 03:53:24 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10004@uqcspe.cs.uq.oz.au>
Source record: 218283

leikvoll@hsr.no (Morten Leikvoll) writes:

> > - BLITTER 16 MHZ

>And how much memory can it handle??

This is an interesting question, since I believe even the more recent
Amigas have something like a 1-meg limit on "chip memory". The blitter
on the ST had no such restrictions and the Falcon blitter is fully
compatible with that one. I supose it could, technically be limited to
4Meg - since the entire ST could only (theoretically :-]) handle 4Meg.

> > Video:
> > - Hardware scrolling

>What about 'character screen' like the C64 and (i guess) 520 series. This lacks
>in the Amiga... (I'am an Amiga owner)

I don't think anything uses HARDWARE "character screens" (as in C64 and
Atari 800) any more - the 520 certainly didn't (the text mode their is
still graphical). The reason is that software "character screens" can
EASILY be updated faster-than-the-eye-can read. And after all, text
is only useful to be "read". Okay, tell me about redefined character
sets, and 4-pixel colour text and other fancies the old 8-bits had...
No point these days.

Oh, I forgot - PC's still have a text screen. For DOS.

>> Harddisk
>> - intern optional IDE-bus Harddisk (2,5")

>Included in the 500 GBpounds???? (if yes...count me in...)

Many have listed "$US1300" as Falcon+4Meg+65MegHD. Count me in on that.
(actually, tell me the price for 14Meg first - that's necessary for
serious multitasking in a development environment)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

1975. Excuse my ignorance...

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 05:34:58 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Aug27.053458.17951@u.washington.edu>
Source record: 218238

```
...but did somebody say there's going to be an Atari show
in California next month? I gotta start paying attention.
Where can I find out more? Will a Falcon be there?

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+
```

1976. Re: Gemulator (Falcon emulator?)

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 05:55:32 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <64741@cup.portal.com>
Source record: 218289

Jeff Young writes:

>Regular price of Gemulator is almost SAME PRICE as new $799 Falcons
>so BraSoft (Bra__Soft? BrainSoft?!) MUST give moneyback guaranty
>to prove it is good!

One more time...

SO WHAT??

The GEMulator is (read my lips) an *ST EMULATOR* **NOT** a Falcon
Emulator.

Whatever the Falcon is, or someday may be has nothing AT ALL to do with
whether or not the GEMulator does anything or nothing in a PC..

Is this a difficult concept to grasp, or what..?

BobR

1977. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 06:55:09 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Aug27.065509.1858@quando.quantum.de>
Source record: 218206

Herbert Martin Sauro (hrs@aber.ac.uk) wrote:
: Having now seen the Falcon at first hand (ie at the show) I was a bit
: disappointed at the graphics. The 640x480 at 256 colour appeared to
: be quite stable, almost as good as mono on an SM124. The higher colour
: modes however, weren't very good and a number of the monitors showed
: flicker which is a shame. But I guess with 640x480 2356 colour at least
: we're now up to Mac and PC standard. The sound system was very good
: though, I don't use my ST for music but the sound coming from the
: Falcon was as good as a CD.

I think most people were a bit disappointed with what they saw - that was
the impression I got. The 640x480x256 mode is non-interlaced on a VGA monitor
so it should be stable. Most monitors/TVs on the show however used the
interlaced modes - I guess Atari wanted to show off the true-colour
capabilities of the Falcon - that's were the flicker came from; not very
impressive.
There were some game demos on display: one Defender-like game which looked
quite good and another arcade-adventure-like game, which looked okay but
it took ages to load from hard disk - we are talking minutes(!)... not a
very good choice if you want to show off the speed of a Falcon.

I have to agree that the sound system was the most impressive thing about the
Falcon. The graphic modes are more or less standard, nothing you haven't seen
before but the in the sound department the Falcon shows its real strength.
It gives you more possibilities and better sounds than any other computer
system (in that price range anyway) - it's worth buying it for that alone.

Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

1978. DSP ? In one word, that is the Falcon..

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 08:04:27 UTC
From: amos@prl.dec.com
Message-ID: <1992Aug27.080427.10738@prl.dec.com>
Source record: 218290

I think the DSP will be a major reason to buy a Falcon if you buy one,
with this marvellous prossessor, by repogramming it, you can
emulate a modem, fax, correct the accustic of the room !, make easily soundtrack music (!),
help the 68030 (what will be great, as it is in parallel), so in one word,
the DSP in a wonderful little piece of art.

Amos.

1979. Falcon and A/D

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 08:10:37 UTC
From: leikvoll@hsr.no
Message-ID: <1992Aug27.081037.19661@hsr.no>
Source record: 218291

```
There is much talk about if the Falcon has an A/D. It doesn't need one!
If they have build in a comparator (probably already in the DSP), the DPS can
emulate an A/D with the help of successive approximation...

-Morten Leikvoll (Is it short enough?)
```

1980. Re: Re: More falcon specs wanted

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 08:18:23 UTC
From: leikvoll@hsr.no
Message-ID: <1992Aug27.081823.19791@hsr.no>
Source record: 218295

Thanks for the info, klee@nyx.cs.du.edu

>>And how much memory can it handle??
>
>On another network, Atari software engineer (John Townsend) said the
>Blitter works in all (30) graphics modes.

What I meant is how much memory can it for exaple move in one 'instruction'.. Does it have a own bus for this? (I have heard that the MEGA-ST's blitter can conbtrol 4Mb..

>>What about 'character screen' like the C64 and (i guess) 520 series. This lacks
>>in the Amiga... (I'am an Amiga owner)
>
>I am not sure what you want. Macs, Amigas and Atari are graphics based
>computers so all 'characters' are really graphics characters.

The C64 has a screenmode there you can put a character on the screen with ONE move (or STA) instruction. The video DMA fixes the rest. If you for example do :

```
LDA #$00
STA $0400
STA $0401
RTS
```

There will appear two @'s in the upper left corner. (in normal mode) This makes text handling very fast. And this mode does not exist on the amiga (I miss it)

>Yes. For 9600 baud modem interface will be about $100! DSP I/O port
>also has Sony/Philips digital interface and 8 Mbps serial speed.

NICE!

1981. Re: More Official Falcon Specs wanted

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 08:35:42 UTC
From: leikvoll@hsr.no
Message-ID: <1992Aug27.083542.19881@hsr.no>
Source record: 218294

In article <10004@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
(some stuff deleted)
> >And how much memory can it handle??
>
> This is an interesting question, since I believe even the more recent
> Amigas have something like a 1-meg limit on "chip memory". The blitter
> on the ST had no such restrictions and the Falcon blitter is fully
> compatible with that one. I supose it could, technically be limited to
> 4Meg - since the entire ST could only (theoretically :-]) handle 4Meg.

The newest amigas has 2MB chip memory. This is the maximum that can (also in the future) be used for the chipmem. (The area $00000000-$00200000 is reserved for chipmem) Lots of changes has to be made if commodore want to increase it.
On the Amiga running a code in chipmem while in hires with 16 colours, slows down the processor. And if you have a 68020 or higher (with a reasonable freq.), it can move data faster then the blitter...

> >What about 'character screen' like the C64 and (i guess) 520 series. This lacks
> >in the Amiga... (I'am an Amiga owner)
>
> I don't think anything uses HARDWARE "character screens" (as in C64 and
> Atari 800) any more - the 520 certainly didn't (the text mode their is
> still graphical). The reason is that software "character screens" can
> EASILY be updated faster-than-the-eye-can read. And after all, text

Faster-than-the-eye-can-read is not fast enough. Remember that in games there are loads of other things to be processed in one picture frame. If display is updated in 2 raster lines, that would be better than 50. How about 16x16 user definable characters??? Or even X times X, where X can be selected.

> is only useful to be "read". Okay, tell me about redefined character
> sets, and 4-pixel colour text and other fancies the old 8-bits had...
> No point these days.

YES! (there is always a point in increasing the speed!!!!)

>
> Oh, I forgot - PC's still have a text screen. For DOS.

Yes, isn't it terrible using wordperfect (the old one).....

-Morten Leikvoll (Is it short enough?)

1982. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 08:36:11 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A9C93FB.14833@orion.oac.uci.edu>
Source record: 218292

hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>
>I guess everyone knows that the GEM interface has gone '3-D', i.e 3D borders
>on windows and 3D buttons just like Windows.

That's a new one to me. I was wondering when Atari would finally
update the "look" of the interface to make GEM more modern looking.
So is this 3D thing a part of TOS 2.07 and 3.07 or is it a part of
Multi-TOS or did it happen before this and I just missed it?

--
Joachim Vance
^~
I am antisesquipedalian--Opposed to the use of long words.
^~

1983. Is UMich Archive Still Around?

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 08:36:43 UTC
From: rost@rgb.dec.com
Message-ID: <1992Aug27.124011.20544@ryn.mro4.dec.com>
Source record: 218141

The same sad story again...I've been unable to get contact with the archive at UMich via ftp the last couple of weeks, are they still there? Also been unable to get ahold of the Panarthea archive.

Brian Rost @rgb.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

1984. Re: FontGDOS WORKS!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 08:42:58 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Aug27.034258.23310@hemlock.cray.com>
Source record: 218293

In article <1992Aug26.160453.9574@pbhya.PacBell.COM>, dbsuthe@pbhya.PacBell.COM (Daniel B. Suthers) writes:
> 08/26/92
>
> I almost missed an excellent addition to my ST due to a lot of flames. That
> addition is Font GDOS. I had ignored it's existance because of numerous
> messages in this newgroup that said how terrible it is.
>
> Last night I downloaded it from GEnie (on a lark) and found that it works GREAT
> with ALL of my GDOS compatible programs. I can't vouch for all of the printer
> drivers, but the laserjet driver even worked with my old versions of GDOS.
> It's the first one that does work with all of my programs without quirks.
>
> There is a help file on GEnie that provides helpful hints. It's not real long
> and I suggest you read it. It notes that there was (evidently) another version
> uploaded at one time. This (current) one is about 450K and includes quite a few
> printer drivers, FontGDOS, configuration modules (Xcontrol and accesory
> versions) and documentation.
>
> Now before we hear from those for whom it did not work, here's a setup that
> does work:
> 4 meg 1040 STe
> TOS 2.06
> HP Laserjet II (2.5 meg)
> Mega44 hard drive.
> Golden Image scanner
> Navarone clock.
> Warp9
> Xcontrol.acc
> AHDI5.0
> And the programs that worked with it:
> Touch-up
> Timeworks Desktop Publisher
> STraight-FAX
> EZ-Draw
> Degas-Elite
>
> I am using the standard Timeworks DTP bitmapped fonts, and they work fine.
>
>
> Thank you, Atari, for releasing it as freeware. It makes my whole system much
> more usable. Now how about a quick note concerning the policy that it ONLY
> be available from GEnie? (I can think of several good reasons, but I would
> like Atari's)

>
>
> Daniel B. Suthers, CCP
> Technology Consultant, PCS & IN Development Lab, Pac*Bell
> Voice: (510) 671-1325 UUCP: dbsuthe@Pacbell.COM
> ==
> = Commit unexpected kindnesses and senseless acts of beauty. =
> ==

Is it possible to make FontGDOS available on atari.archive for those of us
without GENie access (and *dying* to see a copy!)?

Cheers,

[M][a][r][c]

1985. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 08:48:33 UTC
From: dave@admiral.uucp
Message-ID: <1992Aug27.084833.12055@admiral.uucp>
Source record: 218246

In article <1992Aug20.123056.16601@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
>Bob_BobR_Retelle@cup.portal.com writes:
>: Hmmm.. further thoughts about Dungeon Master..
>:
>: Did accidentally bump your party into the wall, and find yourself
>: apologizing to them...?
>
>Ever run into a fourth level fireball which you just fired yourself?

I've got that beat by a mile.

I was on the third (?) level, at the place where you walk up to a door, which slams shut before you can get through it, then a message on the wall mocks you with 'None shall pass'. Of course, visible behind a blue transporter/force field is a treasure chest which I wanted. I hadn't yet figured out that you could chop some doors down (but then again, I also didn't know that Altars of Vi resurrected your characters) so I set to work trying to find a way through the force field. Eventually, I decided from the descriptions of the magical syllables in the manual that a spell of FUL IR (FUL, which controls the essence of fire, and hey, the field LOOKED kinda firey, and IR, which was the power of flight) would take the energy from the field, and make it fly away, right? Wrong. It was, of course, a fireball, which flew into the field, was transported behind my party, then slammed into them from behind. Now, this being only the third level, my adventurers were weak enough that even that tiny LO fireball killed them all. So, a slight setback, but after I restore my game, I had a ball (excuse the pun) torching everything in sight...

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

1986. Help! I'm totally GNUless

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 09:57:45 UTC
From: PMEEKIN@ESOC.BITNET
Message-ID: <92240.095745PMEEKIN@ESOC.BITNET>
Source record: 218311
Cross-posted to: comp.sys.atari.st,

I've been scanning the GNU and NEWS.ANSWERS newsgroups for some time now to get the address of the Free Software Foundation so that I can get hold of GNU but so far without success. Can someone Email their address please? Unfortunately I can't use FTP from here.

Thanks in advance.

Paul Meekin
ESA Operations Centre
Darmstadt

1987. Re: FontGDOS WORKS!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 09:58:04 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Aug27.095804.25323@cs.hw.ac.uk>
Source record: 218297

In article <1992Aug26.160453.9574@pbhya.PacBell.COM> dbsuthe@pbhya.PacBell.COM (Daniel B. Suthers) writes (WRT FontGDOS):
>Thank you, Atari, for releasing it as freeware. It makes my whole system much
>more usable. Now how about a quick note concerning the policy that it ONLY
>be available from GEnie? (I can think of several good reasons, but I would
>like Atari's)

If it's freeware then it should be available anywhere. Anyone want to upload it to BART (a.k.a Atari Archive). I'd rather get it now than in two years from Atari UK.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1988. GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 10:05:51 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Aug27.100551.4716@bas-a.bcc.ac.uk>
Source record: 218296

From what I've heard, the new version of GEM for the FALCON seems a great improvement. I hope that at least some of the following gripes I have with GEM are fixed, and the rest to be fixed ASAP if the Atari machines are to get anywhere:-

(1) Response time for mouse button presses.

Has anyone noticed that it takes about a second for a mouse press to be acted upon under GEM? This delay is the same on the TT as on the ST. This has put off a large number of people when I've tried to promote the ST/TT for general use. It can be a right pain when you click on one item, move the mouse and the system highlights the one your mouse just passed over.

(2) Printer drivers have to be assigned at INSTALL time or by editing a file.

This is a MAJOR failing. Call the system user friendly? Even the first version of MS Windows had the capability to select the type of printer driver from a menu at any time.

(3) GDOS is an optional extra.

In these days any GUI-frontend without a built in scalable font generator is doomed. In my opinion a GDOS derivative (scalable font version) should be included IN ROM along with a minimum of fonts (eg Times Roman, Helvetica etc).

(4) The low-level character of the GEM interface.

In my opinion, the programming interface to GEM is too low level to be of much use to simple applications developers. If a higher level STANDARD library could be developed and released to the public FREE OF CHARGE (but NOT free of copyright) I believe the amount and the quality of GEM applications would increase by a great deal. This library should preferably be available in all the generally available formats, ie DRI, GCC, Turbo C etc. It should include (with the coming of such things as MultiTOS) the possibility of interrupt driven user interfaces (ie set up your handlers, tell GEM to get on with calling them then get on with your processing task, handy for processor intensive tasks which need to be able to cope with something such as a window resize/redraw/repair). Maybe it could be just a X emulation library (I know, straight X is horrid)with all the support libraries. This would at least increase the number of possible applications on the machines manyfold and give the machine a "standard" coding API.

(5) The low speed of the VDI routines.

The speed of plotting a pixel on the screen using VDI on the TT is
so slow... dumping a 320x240 picture using point plotting with VDI can take
up to a minute.. the is UNACCEPTABLE. The fastest possible algorithms for
the hardware should be used, else developers will just hack the system and
cause incompatibilities. This is bad for everyone.

Please note that I'm not saying MS windows or MacOS is the way to go... or
my machine in better than your machine. I'm just trying to say what I
believe needs to be done to make the Atari version of GEM a modern and
attractive (in the view of developers) GUI.

Steve

Please don't flame me, I'm just trying to help! :-)

PS. Not having done too much programming using GEM I may well be wrong about
the API, but I still think, whatever, that point 4 has at least some
validity.
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

1989. Re: Shadow-Term II

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 10:16:23 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Aug27.101623.6691@peponi.wcc.govt.nz>
Source record: 218299

In article <1992Aug26.185304.16536@mits.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
>In article <1992Aug25.090730.13188@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>[Part deleted]
>
>>I am still waiting for a good comms program...
>
>Have you tried FreeZe Dried Terminal? I use it all the time, the only
>thing that is missing is a proper VT-100 emulation. That too is
>supposed to be in the next version. If you did try it out and didn't
>like it, would you mind telling why you disliked it?
>
>>
>>Roger.......... sheppard_r@kosmos.wcc.govt.nz
>>
>
>
>--
>---
>| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
>---

Well I did try one of the earlyer versions but did not like it at all,
the programer did not know what arcv was all about, and it still does not have
a real Zmodem with a batch upload mode..

Most of the chaps that I know that use FDT tell me that its still full of
bugs..

I access the net from a Vax/Vms machines and you do nead VT100 ..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1990. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 10:41:47 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Aug27.104147.7976@rhrk.uni-kl.de>
Source record: 218203

djs@jet.uk (David J Stevenson) writes:

>d) A greater selection of sampling rates than the four used on the STE; we
> definately need 44.1 and 48kHz. Does anyone know if the Falcon allow
> such rates?
These rates (and others) are allowed if you use an external clock generator.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----

* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

1991. Re: Falcon DSP -> standard modem & fax?

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 10:52:28 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Aug27.105228.112902@rrz.uni-koeln.de>
Source record: 218298

In <94611@bu.edu> selick@csa.bu.edu (Steven Selick) writes:

>Just how programmable will the dsp chip in the new Falcon be? For
>instance, could one program it to emulate a standard modem? How fast
>would it be able to run?

I can't claim to have much understanding of this matter of my
own, but this is exactly what was said at the Falcon show at the
Atari Messe (done by the "grandpa" someone was sneering at
recently). He said the DSP has 96 KB of SRAM memory of its own
that can be loaded with any program. MultiTOS, he added, would
supply routines for entering programs for the DSP into a queue.
As examples for using this feature, he mentioned the use of the
DSP as a modem, a fax, or an answering machine. Regarding the
baud rates that could be done with the "DSP modem", I'd assume
that, since the DSP runs at 32 Mhz, the quality of the phone
lines will normally be limiting the transmission speed rather
than the DSP's capabilities.

>How about using the Falcon as a midi sampler?
>What polyphony would such a beast have? Perhaps a vocodor? It would seem
>that somebody who was a bit clever could even make the Falcon into a
>Yamaha DX-7, or even a more complicated machine, using MIDI as the key
>input. Could the dsp chip possibly be used for added processing power if
>you are using non-dsp programs?

DSP programs will have to be in the DSP's machine code (just as
things work with any processor). But as mentioned above, it seems
that it is possible to run any DSP program. If I remember that
correctly, in the c't article on the Falcon (in the september
issue) they were reasoning that using the DSP for
packing/unpacking various compressed graphics formats would be a
possible use.
So, to run non-DSP programs on the DSP, one might think of
writing DSP program that emulates another processor... maybe a
6502 emulator :-)

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

1992. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 10:56:38 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1992Aug27.105638.18903@lut.ac.uk>
Source record: 218201

In article <2A9C93FB.14833@orion.oac.uci.edu> jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
>hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>>
>>I guess everyone knows that the GEM interface has gone '3-D', i.e 3D borders
>>on windows and 3D buttons just like Windows.
>
> That's a new one to me. I was wondering when Atari would finally
>update the "look" of the interface to make GEM more modern looking.
> So is this 3D thing a part of TOS 2.07 and 3.07 or is it a part of
>Multi-TOS or did it happen before this and I just missed it?
>
>--
>Joachim Vance

And I am wondering whether FSMGDOS (or whatever it'll be called) is to be included in Falcon GEM. Without this, I am sure many will be disappointed.

- Rahin

1993. Re: Falcon DSP -> standard modem & fax?

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 11:05:45 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Aug27.110545.113600@rrz.uni-koeln.de>
Source record: 218300

In <1992Aug27.013832.11651@athena.cs.uga.edu> kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:

>The NeXT is a fairly popular research workstation, partially because of the
>built-in DSP (the same one in the Falcon). With the right interfaces for
>the DSP port, it can take in gobs and gobs of data and spit out results
>before you can say "go!" Okay, maybe that's somewhat of an exaggeration,
>but a DSP can do some mighty impressive things. Perhaps (and that's a big
>"perhaps") the Falcon will also be used by some researchers on a budget.

I wouldn't say the "perhaps" is that big, at least not here in
Germany. Ataris are quite popular at research institutes over
here -- remember that "Atari computers in tv" thread when there
was this report about two German nobel laureates showing one of
them in his lab which was full of Mega ST's. There definitely are
people who are familiar with Ataris and have the capabilities of
creating the hard- and software for such realtime data analysis
purposes.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

1994. Older ROMs ok in Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 11:37:53 UTC
From: bbs.ruscal@tsoft.sf-bay.org
Message-ID: <u6X6PB2w165w@tsoft.sf-bay.org>
Source record: 218223

I am having problems running the Hybrid Arts ADAP 1 software on a Mega STE. On a regular ST, I can zoom a window and then evelope a small section of a waveform. On a Mega STE, the window zooms back out. I have eliminated software as a varaible, and now look to the ROM routines as the probable culprit. So the question is, can I load TOS 1.x ROMS in place of the 2.x ?

Please E-Mail response direct; I'll re-post appropriate info.

Thanks!

--
Russel Mar (bbs.ruscal@tsoft.sf-bay.org)

1995. Re: OS/2 HPS and Atari file format

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 12:08:44 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1113@usdtsg.DaytonOH.NCR.COM>
Source record: 218229

In article <1992Aug26.111812.17058@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>Thanks for the traffic about OS/2 and TOS, here is another.
>
>Now that OS/2 can name files with more than eight characters with
>it's HPS, what does that do to the ability for Atari to read IBM
>format disks?
>
>I'm sure that IBM machine will be able to read Atari files (under
>the old filename system) could an Atari read files created under
>OS/2's high performance filesystem?

Just a general guess, but I would suppose that since you can install different filesystems under Mint (like Minix) then someone would probably write a filesystem for OS/2. I wonder if this would also be possible to do it this way with MAC disks? I'm a novice when it comes to filesystem files, etc, but that is my general impression of what they do.

I doubt it will be "built-in" to TOS directly, but instead it would probably be released as a TOS extension, at least that way they keep the compatibility with the present ST's/DOS machines, and then could add the OS/2 stuff for those who need it...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

1996. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 12:17:57 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1114@usdtsg.DaytonOH.NCR.COM>
Source record: 218230

In article <1992Aug26.131447.25040@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>Could anyone (who knows) comment on the 3D look to this newer TOS/GEM
>? Any posibility that it will work with a Mega STe (I'm assuming
>MultiTos won't be available fro an STe) ? I haven't gotten 2.06 yet
>for my Mega STe so if I can get a 3D style I'd love to.....

Perhaps if someone has one of these new machines could maybe make a screen snapshot (in Degas or GIF format) and post it. I would assume that since it has been -displayed- in public then it shouldn't be breaking any non-disclosure pacts with Atari to do so? Of course, it would probably be smart to ask Atari first. Or better yet, maybe a screen snapshot could be included in an issue of Atari Explorer Online as one of their "bonus files?" Just a thought...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

1997. what DTP packages work in mono? Moniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 12:52:46 UTC
From: evilandi@VNET.IBM.COM
Message-ID: <9208271257.AA11065@ucbvax.Berkeley.EDU>
Source record: 218226

You obviously have a pirate copy since it states quite clearly
in the manual that Timeworks DTP runs in mono.

(The manual is quite correct, by the way; it runs perfectly,
provided you use the installation program provided).

Andrew Oakley
IBM Warwick, UK (I speak FROM IBM, not FOR IBM)

"Kill Your Television"- Ned's Atomic Dustbin

1998. Re: 16 MHz / Overscan questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 12:57:58 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Aug27.125758.15812@cs.ruu.nl>
Source record: 218233

I might have asked this on news earlier but I never got
a reply. When I tried to buy an overscan for my 1040STE
they told me that was not possible. Is there really no
way to get an autoswitch-overscan or pixelwonder sort of
thing installed on an STE?

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

1999. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 13:07:48 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Aug27.130748.17110@cs.ruu.nl>
Source record: 218235
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <BAMMI.92Aug15103416@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:

>personally dont like the idea of having to top a window to do anything
>useful with it. if its visible you should be able to do stuff with
>it. i really dislike GEMs policy of having to top windows (which it
>half enforces anyways).

I TOTALLY AGREE

I am not using MiNT at the moment, because something with my GEMINI goes wrong, but I'm working on the ST text editor of the future, which makes use of the right mouse button to work in background windows. It is very annoying that mouse events are usually (at least not on my STE) not sent to background windows if the top window is not owned by the same application (I am talking about DA- multitasking now).
I sure wish this is going to change in MultiTOS, which is after all at the moment a more vital concern to all of us than just MiNT, I think.

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

2000. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 13:10:28 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Aug27.131028.17190@cs.ruu.nl>
Source record: 218234

In <2A90BF92.20961@orion.oac.uci.edu> jvance@maxwell.oac.uci.edu (Joachim Vance) writes:

>>> another feature i would like to see is a config. option to
>>>set auto-top on mouse entry into a window.

>"dctoper2.lzh".

I wrote one, too. This is a smaller version and TOS independent, but
less luxury (who knows, maybe there will be a better version TOMORROW).
It's available as 'autorais' in our anonymous ftp site:

sol.cs.ruu.nl

Annius Groenink
--
____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

2001. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 13:58:34 UTC
From: dmb@rice-chex.ai.mit.edu
Message-ID: <27282@life.ai.mit.edu>
Source record: 218212

In article <1992Aug26.150752.19645@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>DB> The original claim I responded to was (essentially) "the Falcon will
>DB> revolutionize the music business because it will allow anyone to do
>DB> professional direct-to-disk recording for very little money." The
>DB> Falcon may be a nice machine, but it's not *that* nice.
>
>Did you test the Falcon? Or is it just your expectation?

Some of both, I guess. My expectations are based on conversations I
had with "non-marketroid" Atari employees and on a fairly brief but
early look at a prototype back in June. I have not personally tested a
Falcon to any reasonable extent.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

2002. Re: FontGDOS WORKS!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 14:06:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Aug27.140622.23832@newshost.lanl.gov>
Source record: 218207

>In article <1992Aug26.160453.9574@pbhya.PacBell.COM> dbsuthe@pbhya.PacBell.COM
>(Daniel B. Suthers) writes (WRT FontGDOS):
>>Thank you, Atari, for releasing it as freeware. It makes my whole system much
>>more usable. Now how about a quick note concerning the policy that it ONLY
>>be available from GEnie? (I can think of several good reasons, but I would
>>like Atari's)

Well, as I understand it, there was a 30 day restriction in regards to the
GEnie upload of FGDOS; in that period the files could not be posted anywhere
else but on GEnie. Atari has taken a lot of flak over this policy but heck,
GEnie _is_ their official online service, ya know. Besides, the 30 days is
up now, I'm sure, so it should be free for uploading to any public BBS.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2003. Re: OS/2 HPS and Atari file format

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 14:08:57 UTC
From: cae@vnet.ibm.com
Message-ID: <19920827.051401.459@almaden.ibm.com>
Source record: 218202

In <1992Aug26.111812.17058@sactoh0.sac.ca.us> Mark Newton-John writes:
>Now that OS/2 can name files with more than eight characters with
>it's HPS, what does that do to the ability for Atari to read IBM
>format disks?

The HPFS is only used on hard disks, floppy disks are still written
using a FAT and remain compatible to DOS/TOS.

Cornelius Caesar GADL Boeblingen
IBM Germany
Mailbox: Cornelius_Caesar@BB.maus.de Internet: cae@vnet.ibm.com

2004. Falcon, but whoM

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 14:10:34 UTC
From: amos@prl.dec.com
Message-ID: <1992Aug27.141034.14490@prl.dec.com>
Source record: 218209

Well, I mean before developping on the Falcon, we all have to wait
to see how devices will be sold, and WHICH configuration will be
the more expanded..

For example :

o if noone buys a 1MegFalcon, and you do not need to
make your program with 1Meg..
o And if noone buys a Falcon, you do not need to
make commercial products..

Wait'n'see...

2005. New BBS w/ ST support!

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 14:12:58 UTC
From: jhurwitz@access.digex.com
Message-ID: <1992Aug27.141258.29714@access.digex.com>
Source record: 218114

```
1010101010 _____________________________________________ 0101010101
0101010101 |\ /| 1010101010
1010101010 | \ Virtual Space Driver / | 0101010101
0101010101 | /--------------------------------------\ | 1010101010
1010101010 | | 0 o o o o o o o o o o o o | | 0101010101
0101010101 | | o o o o o 1 o o o o 1 o o | | 1010101010
1010101010 | | o o o o o o o o o o o o o | | 0101010101
0101010101 | | o o o o o o o o | | 1010101010
1010101010 | | o 1 o /-----------\ o o o | | 0101010101
0101010101 | | o o o 1 | 1zer0 | o 1 o | | 1010101010
1010101010 | | o o o | Cybernet | o o o | | 0101010101
0101010101 | | o o o o | B B S | o o o o | | 1010101010
1010101010 | | o o o \-----------/ o o o | | 0101010101
0101010101 | | o o o o o o o o 1 | | 1010101010
1010101010 | | o 1 o o o o o o o o o o o | | 0101010101
0101010101 | | o o o o o 1 0 1 o o o o o | | 1010101010
1010101010 | | o o o o o o o o o o o o o | | 0101010101
0101010101 | \--------------------------------------/ | 1010101010
1010101010 | / In Cyberspace no one can hear you scream\ | 0101010101
0101010101 |/_____________________________________________\| 1010101010

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--------> ONLINE SEPTEMBER 1st <--------

Virtual Port Dial Up # 301-589-4064
```

2006. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 14:14:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Aug27.141442.24371@newshost.lanl.gov>
Source record: 218208

In article 2A99CCB8@gisatl.fidonet.org, june@f308.n133.z1.FIDONET.ORG (Ed June) writes:
>On <Aug 22 14:19>, Samos of 1:133/411 wrote to All:
>
>> Do you think it is worth buying a falcon ??
>
>
>No.
>WAY too slow!
>
>Ed June
>

Geeez, Ed. Compared to what? Your TT? Your 486-66DX2? Your SGI? Your Cray?

Sure, a 16MHz 68030 is far from the top of the heap in the speed race. But it will be considerably faster than the 8MHz ST/STe or the 16MHz MSTe and will be cheaper than a TT with lots of extra goodies thrown in to boot. I am more than a little uneasy about Atari's marketing plan (plan?) for this beastie, but make no mistake, it will be a nice little machine for the money.... when and _if_ you can buy one!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2007. Re: FontGDOS WORKS!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 14:47:17 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Aug27.144717.25234@yuma.ACNS.ColoState.EDU>
Source record: 218211

Since a few netter is asking for it, it means probably a lot of them did not know it's already in atari.archive.umich.edu. [Someone has put it there, I do not have Genie access nor can I take the credit]. It's currently under /atari/new/fontgdos.lzh, I was looking for it for quite awhile and have been checking the a.a.u.e regularly and found it there last week.

Tang
sytang@lamar.colostate.edu

2008. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 15:06:54 UTC
From: jhh@cwi.nl
Message-ID: <7170@charon.cwi.nl>
Source record: 218236

In article <1604PB2w164w@cellar.org>, darling@cellar.org (Thomas Darling) writes:

[stuff deleted]

|>
|> And fourth, how many times do you have to be told that samplers and
|> recorders are completely different? A sampler's DAC involves things like
|> moving anti-aliasing filters and variable-frequency playback. An audio
|> recorder can make do with fixed-frequency playback and simple D/A
|> conversion.

It might interest you to know that currently the new range of Roland samplers use fixed-frequency playback. The fact that older samplers use variable-frequency playback and moving anti-aliasing filters only makes them much more expensive, surely not better (in precision) than fixed-frequency DAC's.

Regarding precision, I'd rather `make do' with a fixed frequency DAC, using some good interpolation (quadratic) method, than relying on a moving anti-alias filter. Anyone who has any experience with analog filter techniques knows that filters, and especially state-variable ones, are always imperfect.

b.t.w., i am considering to try and write a sampler program for the FALCON. If you look at the specifications, it must be possible. I do not expect, however, to obtain a large degree of polyphonism (I think I would be quite happy to reach more that 10 `voices' simultaneously). To bad the 68030 doesn't run at 32MHz.

If anyone has suggestions as to which functions should be present in a sampler, mail them to me. I'm especially interested in those functions that are currently lacking in sold samplers.

Jaap-Henk Hoepman, jhh@cwi.nl Centre of Mathematics and Computer Science
Amsterdam
The Netherlands

2009. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 15:10:19 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Aug27.151019.26372@cs.hw.ac.uk>
Source record: 218214

In article <2A9C93FB.14833@orion.oac.uci.edu> jvance@maxwell.oac.uci.edu
(Joachim Vance) writes:
>hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>>I guess everyone knows that the GEM interface has gone '3-D', i.e 3D borders
>>on windows and 3D buttons just like Windows.
> That's a new one to me. I was wondering when Atari would finally
>update the "look" of the interface to make GEM more modern looking.

It would be nice if the Atari desktop could also have multi-coloured icons
like W*nd*ws has. I was trying to think of a way it could be bolted on to
the exiting GEM interface but no clean solutions came to mind.
You'd think we'd be happy with 3D but no. :-)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2010. Re: Timeworks DTP - New Fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 15:10:43 UTC
From: samm@aifh.ed.ac.uk
Message-ID: <1992Aug27.161043@aifh.ed.ac.uk>
Source record: 218213

In article <1992Aug26.201915.29917@cc.ic.ac.uk>, r.evans@cc.ic.ac.uk (Mr R.H. Evans) writes:
In article <1992Aug25.084006.29119@hasler.ascom.ch>, PAULETTI@biel.be.tech.ascom.ch (Pauletti Andreas) writes:
-- In <1992Aug24.182153.28682@peponi.wcc.govt.nz> shore_c@kosmos.wcc.govt.nz writes:
--
-- > Can someone please tell me, is it possible to install
-- > new GDOS fonts into Timeworks DTP?
-- >
-- > I've looked through the manual, and couldn't find it anywhere.
-- >
--
-- It is possible to install new GDOS fonts for Timeworks. Timeworks
-- should show them in the font selection if they are installed auto-
-- matically.
#
If you install new fonts for TW, then I believe that you have to re-run
'FONTWID.APP'. However, as I have never done it before, I cannot be sure.

You're right about fontwid.app. Note that you also need to list all of the new fonts in the assign.sys files in ASCENDING order of their identity numbers,
and that all ID numbers must be under 128. You can change the ID # with most font editing packs (e.g. the ST Club's Fontkit). There's a doc on atari.archive giving lots of info on the mysterious assign.sys file and GDOS, I think.

Sam.

2011. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 15:12:59 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Aug27.151259.16825@ucsu.Colorado.EDU>
Source record: 218225

In article <1992Aug23.153703.17494@zooid.guild.org> Mark Kovarski
<kovarski@zooid.guild.org> writes:
>amos@prl.dec.com (Samos) writes:
>>Do you think it is worth buying a falcon ??
>>
>>
>
>Anyone who attended the Duesseldorf fair know the officially released prices?
>The word is $799 US for a 1 Meg version, no monitor, no HD. The one with 65
>Meg HD is $1399 US, this one excludes the monitor as well. Any german inputs
>on this one?
>
>Sincerely,
>Mark K.
>E-Mail: kovarski@zooid.guild.org
>
>

What else is included with the $1399? For a 65 megger HD alone is not worth
the extra $600.00 price increase

2012. TT Compatability questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 15:26:21 UTC
From: mack@deci.cs.umn.edu
Message-ID: <mack.714929181@deci>
Source record: 218217

With the recent drop in TT prices, I'm considering purchasing one but first I'd like to know what people's experiences are with the TT.

So, for those of you who know, could you answer as many questions below as possible and I'll post a summary of the results to this news group in a day or so.

Thanks,

==========

1 . Do games like Falcon, Flight Simulator, Sim City, etc. run well on the TT? Too fast?

2. Does Calamus and other word processing packages work?

3. Has Minix been ported over yet?

4. Is there a Unix like OS for the TT? If so, has anyone gotton X11 R4 or X11 R5 to compile on a TT?

5. Are there any UNIXless X servers available for the TT?

6. If you own a TT, what are your impressions of the machine?

7. Which version of the Atari OS do the TTs run? 2.?? 3.??

==========

Dan
--
-- -- -- --- --- --- ---- ---- ___ ---- ----- ----- ----- ------ ------ -----
Dan Mack (mack@cray.com) / | \ "We're not hitchiking anymore... ..
Sun/SGI Resource Group \/_\/ We're riding!" -Commander Hoek
Cray Research, Eagan MN ----- ----- ----- ---- ---- ---- --- --- --- -- -- --

2013. Re: Falcon thoughts....

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 15:27:43 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug27.152743.28693@athena.cs.uga.edu>
Source record: 218215

In article <A46123@K2.maus.de> Dirk_Steins@k2.maus.de (Dirk Steins) writes:
>
>On the Falcon RAM-Cards only RAM-Chips are located, the memory controller is
>placed on the board. So there should be no real problem for any third party
>company to build their own memory expansions for the Falcon.
>
>Dirk

Also, using this setup for the RAM in the Falcon030 will provide another way to expand the machine. Supposedly, a small graphics card (like a 1280x960 mono and/or 1024x768 color card) can use the RAM card connectors as well. This is according to Jim Allen of Fast Technologies. If it hasn't been mentioned, Jim is also already working on 40-50MHz+ accelerators for the Falcon030 as well as 68040 upgrade.

Steve Johnson
GEnie: S.JOHNSON10
Internet: ???@athena.cs.uga.edu (in about a month)

2014. Re: DSP ? In one word, that is the Falcon..

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 15:38:18 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug27.153818.29376@athena.cs.uga.edu>
Source record: 218216

Supposedly, high speed FAX modems that use the DSP for around $100 are in the works. There may also be an interface and software available for the Falcon which decodes Dolby Surround Sound. Compression utilities which use the DSP are also in the Falcon's immediate future.

Steve "Not Kris" Johnson

2015. Re: Falcon and A/D

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 15:57:05 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug27.155705.264@athena.cs.uga.edu>
Source record: 218218

In article <1992Aug27.081037.19661@hsr.no> leikvoll@hsr.no (Morten Leikvoll) writes:
>There is much talk about if the Falcon has an A/D. It doesn't need one!
>If they have build in a comparator (probably already in the DSP), the DPS can
>emulate an A/D with the help of successive approximation...
>
>-Morten Leikvoll (Is it short enough?)

The Falcon has a built-in stereo 16-bit CODEC (A/D COder & D/A DECoder).

Some people were wondering about the types of connectors on some of the ports
and they are as follows:

Bi-directional parallel port (DB25 Female)
Serial port (DB9 Male)
SCSI II (50-pin SCSI II connector)
Video (DB19 Male - 15-pin VGA/13-pin ST monitor/etc. adaptors are available)
Stereo output/headphones (1/8" minijack Female)
Stereo input (1/8" minijack Female)
DSP I/O (DB26 Female)
LAN (9-pin miniDIN)

Everything else is the same as on the STE (except, of course, that there is
no external floppy port). Atari also has new analog joysticks for the
'enhanced controller' ports. They have a joystick, 3 fire buttons, and a
12-key keypad. Atari is emphasizing using the new controller ports to
developers rather than using the mouse/joystick 9-pin ports.

Steve

2016. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 16:01:50 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug27.160150.475@athena.cs.uga.edu>
Source record: 218219

In article <2A9C93FB.14833@orion.oac.uci.edu> jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
>hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>>
>>I guess everyone knows that the GEM interface has gone '3-D', i.e 3D borders
>>on windows and 3D buttons just like Windows.
>
> That's a new one to me. I was wondering when Atari would finally
>update the "look" of the interface to make GEM more modern looking.
> So is this 3D thing a part of TOS 2.07 and 3.07 or is it a part of
>Multi-TOS or did it happen before this and I just missed it?
>
>--
>Joachim Vance

The new 3D look is part of the new AES, which will be part of the disk-based portion of MultiTOS. It isn't part of TOS 4.00 (the Falcon's ROM verisons).

Steve

2017. Re: FontGDOS WORKS!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 16:02:46 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Aug27.160246.5913@pbhya.PacBell.COM>
Source record: 218221

In article <1992Aug27.140622.23832@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>In article <1992Aug26.160453.9574@pbhya.PacBell.COM> dbsuthe@pbhya.PacBell.COM
>>(Daniel B. Suthers) writes (WRT FontGDOS):
>>>Thank you, Atari, for releasing it as freeware. It makes my whole system much
>>>more usable. Now how about a quick note concerning the policy that it ONLY
>>>be available from GEnie? (I can think of several good reasons, but I would
>>>like Atari's)
>
>Well, as I understand it, there was a 30 day restriction in regards to the
>GEnie upload of FGDOS; in that period the files could not be posted anywhere
>else but on GEnie. Atari has taken a lot of flak over this policy but heck,
>GEnie _is_ their official online service, ya know. Besides, the 30 days is
>up now, I'm sure, so it should be free for uploading to any public BBS.
>---
>
>_____________________________ John "HUTCH" Hutchinson ____________________________

Will someone from atari please officially comment on that? As an ethical issue,
I would not feel right about posting it on our user's group disk of the month
without explicit permission to override the restrictions mentioned in the
documentation.

HOW ABOUT IT? IS IT OFFICIALLY OK TO DISTRIBUTE?????

Daniel B. Suthers, ICCP Certified Computer Programmer.
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: dbsuthe@Pacbell.COM
==
= Those of us who write software must have more respect for copyright. =
==

2018. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 16:15:39 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug27.161539.1115@athena.cs.uga.edu>
Source record: 218220

In article <1992Aug27.105638.18903@lut.ac.uk> rahin@scs.leeds.ac.uk (M A Rahin) writes:
>
>And I am wondering whether FSMGDOS (or whatever it'll be called) is to be
>included in Falcon GEM. Without this, I am sure many will be disappointed.
>
>- Rahin

FSMGDOS is currently being rewritten to use different font formats. I don't
recall the specifics, but it *IS* being rewritten. However, I don't think
it'll be available now until early '93.

Steve

2019. Re: Bug in Ghostscript 2.41 ?

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 16:16:38 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <78498@ut-emx.uucp>
Source record: 218224

In article <H.4dPV2w2&y5c@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org writes:
>In <1992Aug20.130047.18037@wega.rz.uni-ulm.de>, REISSENAUER BERNHARD writes:

>Who ported this 2.41 to the Atari?
>Perhaps he should concentrate on 2.5, which is the current version.

I did. GS 2.5 had not been released when the original article was posted. I am working on the 2.5 port now, but will probably not post anything until 2.51, which is promised soon. Regarding the possible bug in 2.41, I believe the poster was using setup files from 2.31 with 2.41, which most certainly causes a crash.

>BTW: I'd like to have a color TT-VDI-driver implemented !!

The current screen driver does work in TT medium res (4 color), although the color mapping is messed up. I may add 8 bit color and try to fix the color mapping some in 2.51.

>> The program gemgs seems to have a bug, too. Together with NVDI version
>> 2.03 the program bombs, without NVDI it works, but the mouse pointer
>> looks like a busy bee all the time.

>What does gemgs do? Never heard about it. Sounds interesting!
>If these bugs are fixed, someone should upload it to a.a.

GemGS is a GEM shell for ghostscript. I know of at least one person who is using gemGS with NVDI, although I do not know which version. I have no way to investigate this problem (I have no NVDI), but source is included, and anyone who experiences difficulties is welcome to look for themselves (I would appreciate knowing if any problems are found).

One busy bee bug is fixed (but there is apparently another), and a couple of bugs not mentioned in the previous post have been repaired also. I plan to fix the remaining known bugs this weekend and will put the new program on lifshitz.ph.utexas.edu. As soon as atari.archive is back in working order (i.e. you can see what you want to download), I will upload all the latest ghostscript stuff there.

-Tim Gallivan
timg@landau.ph.utexas.edu

2020. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 16:21:22 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Aug27.162122.6521@pbhya.PacBell.COM>
Source record: 218222

FORWARD: MR. Usher describes several TT troubles. Most appear to be
due to a virus or hardware trouble specific to his machine.

In article <1992Aug27.100551.4716@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher)
writes:
>
>From what I've heard, the new version of GEM for the FALCON seems a great
>improvement. I hope that at least some of the following gripes I have with
>GEM are fixed, and the rest to be fixed ASAP if the Atari machines are to
>get anywhere:-
>
>(1) Response time for mouse button presses.
>
> Has anyone noticed that it takes about a second for a mouse press to
>be acted upon under GEM? This delay is the same on the TT as on the ST. This
>has put off a large number of people when I've tried to promote the ST/TT
[TEXT DELETED]
THIS IS A PROBLEM WITH YOUR COMPUTER. MY SON'S ST HAD A BAD HARD DRIVE THAT
CAUSED SIMILAR PROBLEM. ALL THREE OF MY STS PROVIDE INSTANT MOUSE RESONSE.

>(2) Printer drivers have to be assigned at INSTALL time or by editing a
>file. [TEXT DELETED]
FONT GDOS ALLOWS YOU TO HAVE MULTIPLE DRIVERS DEFINED. JUST LIKE WINDOWS,
YOU MUST EXIT AND RESTART IF YOU WANT A TOTALLY NEW ONE INSTALLED FROM A FLOPPY.

>(3) GDOS IS AN OPTIONAL EXTRA.
[TEXT DELETED]
FONT (OR FSM) GDOS SHOULD BE INCLUDED WITH ALL NEW SYSTEMS (I HOPE)

>(5) The low speed of the VDI routines.
>
> The speed of plotting a pixel on the screen using VDI on the TT is
>so slow... dumping a 320x240 picture using point plotting with VDI can take
>up to a minute.. the is UNACCEPTABLE.

IF I HAD SUCH PROBLEMS, I TOO WOULD AGREE. IT APPEARS YOUR SYSTEM HAS
A SERIOUS TROUBLE. MINE WORK AT "BLINDING ELECTRONIC SPEED".

Daniel B. Suthers, CCP
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: dbsuthe@Pacbell.COM
==========
= Commit unexpected kindnesses and senseless acts of beauty. =
==========

2021. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 16:38:06 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug27.163806.1979@athena.cs.uga.edu>
Source record: 218227

In article <1992Aug27.151019.26372@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>It would be nice if the Atari desktop could also have multi-coloured icons
>like W*nd*ws has. I was trying to think of a way it could be bolted on to
>the exiting GEM interface but no clean solutions came to mind.
>You'd think we'd be happy with 3D but no. :-)
>

Surprise!!! The new AES that comes with MultiTOS not only has a new 3D look
to it, but it also allows icons to have up to 256 colors. So, you don't
have to be happy with just 3D. <grin>

Steve

2022. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 17:11:06 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <MebEmeK00awP4Wh0tl@andrew.cmu.edu>
Source record: 218228

Excerpts from netnews.comp.sys.atari.st: 27-Aug-92 GEM.. what needs to
be fixe.. Mr Stephen R Usher@ucl.a (3256)

> From what I've heard, the new version of GEM for the FALCON seems a great
> improvement. I hope that at least some of the following gripes I have with
> GEM are fixed, and the rest to be fixed ASAP if the Atari machines are to
> get anywhere:-

> (1) Response time for mouse button presses.

> Has anyone noticed that it takes about a second for a mouse press to
> be acted upon under GEM? This delay is the same on the TT as on the ST. This
> has put off a large number of people when I've tried to promote the ST/TT
> for general use. It can be a right pain when you click on one item, move the
> mouse and the system highlights the one your mouse just passed over.

Well, the same problem exist on Macs. And it is not so easily corrected: the
problem is with the double click: how could you know at the first click
if there
will be a second one or not ? You HAVE to wait. I know, you don't need to wait
when the click is long: it means it is a 'click-n drag' and that could
be improved !

> (2) Printer drivers have to be assigned at INSTALL time or by editing a
> file.

> This is a MAJOR failing. Call the system user friendly? Even the
> first version of MS Windows had the capability to select the type of printer
> driver from a menu at any time.

> (3) GDOS is an optional extra.

> In these days any GUI-frontend without a built in scalable font
> generator is doomed. In my opinion a GDOS derivative (scalable font version)
> should be included IN ROM along with a minimum of fonts (eg Times Roman,
> Helvetica etc).

Why in ROM in these days (just think of Macs, OS/2, Windows, Unix, etc..) ?
I personnally think that much more of the OS should come on disk ! (for
faster and easier updates)

> (4) The low-level character of the GEM interface.

> In my opinion, the programming interface to GEM is too low level to
> be of much use to simple applications developers. If a higher level STANDARD
> library could be developed and released to the public FREE OF CHARGE (but
> NOT free of copyright) I believe the amount and the quality of GEM
> applications would increase by a great deal. This library should preferably

> be available in all the generally available formats, ie DRI, GCC, Turbo C
> etc. It should include (with the coming of such things as MultiTOS) the
> possibility of interrupt driven user interfaces (ie set up your handlers,
> tell GEM to get on with calling them then get on with your processing task,
> handy for processor intensive tasks which need to be able to cope with
> something such as a window resize/redraw/repair). Maybe it could be just a X
> emulation library (I know, straight X is horrid)with all the support
> libraries. This would at least increase the number of possible applications
> on the machines manyfold and give the machine a "standard" coding API.

That true (but I'm not sure whether better interfaces are common on other
architectures right now). ACS is a good way in that direction (for those who
don't know, it is a kind of 'interface builder' for GEM: a great
improvement over
RCSs). An OO standard language could also be an answer: why not switch to C++
(also I would personnally prefer Eiffel) instead of C ?

> (5) The low speed of the VDI routines.

> The speed of plotting a pixel on the screen using VDI on the TT is
> so slow... dumping a 320x240 picture using point plotting with VDI can take
> up to a minute.. the is UNACCEPTABLE. The fastest possible algorithms for
> the hardware should be used, else developers will just hack the system and
> cause incompatibilities. This is bad for everyone.

VDI is slow, that's true. BUT there is NVDI, which is much better and faster !
(of course it is not really part of the standard OS, bad luck). After
all, you'll have
to get used to slow routines: Xwindows, Display postscript, and the
likes are slow !

> Please note that I'm not saying MS windows or MacOS is the way to go... or
> my machine in better than your machine. I'm just trying to say what I
> believe needs to be done to make the Atari version of GEM a modern and
> attractive (in the view of developers) GUI.

I completely agree with you ! None of the widespread current OSes is good !
TOS is a bit 'older' than others. It needs much work. Maybe in 10 years
? Just wait'n see !

> Steve

> Please don't flame me, I'm just trying to help! :-)

> PS. Not having done too much programming using GEM I may well be wrong about
> the API, but I still think, whatever, that point 4 has at least some
> validity.
> --
> Addresses:-
> JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
> Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

Stefan Monnier

```
-----------------------------------------------------
-- On the average, people seem to be acting normal --
-----------------------------------------------------
```

2023. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 18:22:47 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Aug27.182247.25368@u.washington.edu>
Source record: 218244

```
In article <1604PB2w164w@cellar.org> darling@cellar.org (Thomas Darling) writes:
...
>
>And fourth, how many times do you have to be told that samplers and
>recorders are completely different? A sampler's DAC involves things like
>moving anti-aliasing filters and variable-frequency playback. An audio
>recorder can make do with fixed-frequency playback and simple D/A
^^^^^^^^ ^^^
>conversion.
>

I'd really like to know why you and Dave keep harping on _D/A_
conversion; for direct-to-disk recording I'd be a lot more concerned
about _A/D_ conversion. Speaking of which, does anybody know
_for_sure_ whether the Falcon has 16-bit A/D on board? One person
assured me it did, but when he sent me a copy of the specs as given
by Sam Tramiel, the point was actually ambiguous (the specs listed
16-bit _audio_ output, 16-bit _digital_ input). Note that the
presence of a microphone jack does not imply 16-bit A/D (compare
the NeXT: CODEC mic built-in, but for 16-bit A/D you need to buy
extra hardware.

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+
```

2024. Re: Need a good hard Drive backup program....

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 19:33:47 UTC
From: saj@chinet.chi.il.us
Message-ID: <BtnqCC.9Ms@chinet.chi.il.us>
Source record: 218249

In article <l9l78nINNfe1@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>
> I hadn't heard about this product. Does it check in memory for already
>resident viri? Does it scan a hard-disk for file-infecting viri (as opposed to
>strictly boot-sector viri)?

I really thought we had settled the plural-of-virus question. The English
language plural of 'virus' is 'viruses' (the word is not a standard Latin
masculine form). The recommended plural within the Atari ST community is
(naturally enough) the German language plural 'viren.' The form 'virii'
is an abomination, and 'viri' is only slightly less uglii.

Steve

2025. Re: Printing PostScript from Timeworks DTP

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 19:40:10 UTC
From: miked@syscon.rn.com
Message-ID: <1992Aug27.194010.23210@syscon.rn.com>
Source record: 218232

The ^D's are what tell the printer to go to Postscript mode. I have had problems with certain graphics images causing TWDTP not to print on a PS printer. Digitized pics converted to IMG and GEM from GFA Draft (even after being converted to IMG by Touchup).

2026. Re: Bug in Ghostscript 2.41 ?

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 20:30:50 UTC
From: merlyn@agora.rain.com
Message-ID: <BtnszG.E3G@agora.rain.com>
Source record: 218242

Since I just got a Panasonic KX-P2123 24-pin printer with the color option, I am curious is someone did a driver for either the B/W or Color 24-pin Epson printers for GhostScript.

2027. Re: TT Compatability questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 20:38:54 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Aug27.133858.3635@arizona.edu>
Source record: 218237

In article 714929181@deci, mack@deci.cs.umn.edu (Dan Mack) writes:
> With the recent drop in TT prices, I'm considering purchasing one but
> first I'd like to know what people's experiences are with the TT.
>
> So, for those of you who know, could you answer as many questions
> below as possible and I'll post a summary of the results to this news
> group in a day or so.
>
> Thanks,
>
> ==============
>
> 1 . Do games like Falcon, Flight Simulator, Sim City, etc. run well
> on the TT? Too fast?

All the games I have are ones I've downloaded, and _most_ work, though some require switching screen modes manually or running a 24-bit mapping program first.

>
> 2. Does Calamus and other word processing packages work?
>

I have demos on Calamus 1.09 (?) and SL (German version) and they both work, though SL keeps complaining about more memory (I've only got 2M)

> 3. Has Minix been ported over yet?
>
> 4. Is there a Unix like OS for the TT? If so, has anyone gotton X11
> R4 or X11 R5 to compile on a TT?
>
> 5. Are there any UNIXless X servers available for the TT?
>
> 6. If you own a TT, what are your impressions of the machine?
>
Support is terrible, but hey, this _is_ Atari, and the mail-order place I got it from knew nothing about it (but it was cheap). But it does run lots of stuff nice and fast (enought to impress my friends) and some of it is even useful (e.g., running Mac stuff on Spectre puts real Macs to shame).

> 7. Which version of the Atari OS do the TTs run? 2.?? 3.??
>
3.05. Bugs, bugs, bugs (but there's fixes out there).

> ==============
>
> Dan

> --
> -- -- -- --- --- --- ---- ---- ___ ---- ----- ----- ----- ------ ------ -----
> Dan Mack (mack@cray.com) / | \ "We're not hitchiking anymore... ..
> Sun/SGI Resource Group \/_\/ We're riding!" -Commander Hoek
> Cray Research, Eagan MN ----- ----- ----- ---- ---- ---- --- --- --- -- -- --

-Paul Harris
paul@jupiter.ame.arizona.edu

2028. Re: Two questions..... (Power supply and color printing)

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 21:34:16 UTC
From: HAEBLER@DMSWWU1A.UNI-MUENSTER.DE
Message-ID: <92240.213416HAEBLER@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 218329

Concerning your question about the color printing:

Ghostscript 2.41 for Atari ST is able to print on a epson color printer.
Try lifshitz.ph.utexas.edu to get it. It should be in pub/ghostscript.
I did not try it on a epson color printer but it should work.

Marcus
****
* MARCUS HAEBLER *
* EMAIL: HAEBLER@DMSWWU1A.UNI-MUENSTER.DE IRC: D_GENTLY *
****

2029. Re: Falcon and A/D

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 22:46:44 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug27.224644.29443@usenet.ins.cwru.edu>
Source record: 218239

In a previous article, kjohnson@castor.cs.uga.edu (Kristopher Johnson) says:

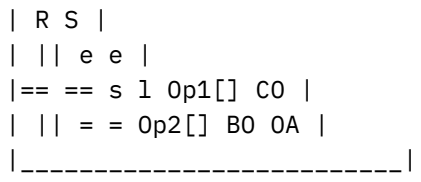
>In article <1992Aug27.081037.19661@hsr.no> leikvoll@hsr.no (Morten Leikvoll) writes:
>>There is much talk about if the Falcon has an A/D. It doesn't need one!
>>If they have build in a comparator (probably already in the DSP), the DPS can
>>emulate an A/D with the help of successive approximation...
>>
>>-Morten Leikvoll (Is it short enough?)
>
>The Falcon has a built-in stereo 16-bit CODEC (A/D COder & D/A DECoder).
>
>
>Some people were wondering about the types of connectors on some of the ports
>and they are as follows:
>
> Bi-directional parallel port (DB25 Female)
> Serial port (DB9 Male)
> SCSI II (50-pin SCSI II connector)
> Video (DB19 Male - 15-pin VGA/13-pin ST monitor/etc. adaptors are available)
> Stereo output/headphones (1/8" minijack Female)
> Stereo input (1/8" minijack Female)
> DSP I/O (DB26 Female)
> LAN (9-pin miniDIN)
>
>Everything else is the same as on the STE (except, of course, that there is
>no external floppy port). Atari also has new analog joysticks for the
>'enhanced controller' ports. They have a joystick, 3 fire buttons, and a
>12-key keypad. Atari is emphasizing using the new controller ports to
>developers rather than using the mouse/joystick 9-pin ports.
>
>
>Steve
>

TWELVE KEY KEYPAD? Are they serious????

They must not be... How many young video gamers will get excited
about a twelve key keypad????

KEEP IT SIMPLE, STUPID!!!

This is the kind of joypad that I would like to see... taking notes Atari?
\
|
|



8-Directional Joypad
Reset
Select
Option 1
Option 2
A, B, C

What do you all think???

--

2030. Re: Excuse my ignorance...

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 23:00:33 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug27.230033.15014@athena.cs.uga.edu>
Source record: 218243

In article <1992Aug27.053458.17951@u.washington.edu> mpark@u.washington.edu writes:
>
>...but did somebody say there's going to be an Atari show
>in California next month? I gotta start paying attention.
>Where can I find out more? Will a Falcon be there?
>
>--
>Ciao-abunga! +-------------------------------------+
>Michael Park | This space intentionally left blank |
>mpark@u.washington.edu +-------------------------------------+

The Southern California Computer Faire is Sept. 12-13 at the Glendale Civic Auditorium (in Glendale, CA of course). General admission is $6 per person per day (or $10/person for both days). For more info, contact:

John King Tarpinian
c/o H.A.C.K.S.
249 N. Brand Blvd., #321
Glendale, CA 91203
(818)246-7276
GEnie: JOHN.KING.T

A showing of the Falcon030 at the Glendale show is expected, but not promised.

For some of the rest of you interested in the digital audio abilities of the Falcon030, for what it's worth, the output uses a bitstream 1-bit D/A converter w/ 80 times oversampling. Since the D/A converter is on the same chip as the A/D converter, the input may be the same.

Steve

2031. Re: OS/2 HPS and Atari file format

Newsgroup: comp.sys.atari.st
Date: 1992-08-27 23:24:00 UTC
From: undermind!cmc@overmind.mind.org
Message-ID: <2230284@overmind.citadel>
Source record: 218313

OS/2 HPS file systems cannot be written on floppy disks. they are restricted
to hard drives. at least, that is what my version of OS/2 2.0 does...

-chris
cmc@under.mind.ORG

2032. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 00:04:42 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Aug28010442@SunLab43.essex.ac.uk>
Source record: 218247

In article <1992Aug24.113648.1435@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
| stevew@teleride.on.ca (Stephen M. Webb) writes:
| : In article <1992Aug19.115713.11178@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
| : >
| : >Had you noticed that the Mace of Order makes you walk faster?
| : >
| :
| : Not as fast as having all four pairs of Boots of Flyte.
| ^^^^^^^^^^^^^^^^
|
| Pardon?!? I've never even seen ONE pair of 'Boots of Flyte'. Do you mean
| Boots of Speed? Or are we talking about a different game? You've got me
| interested now...
Boots of Flyte? I'v never seen THOSE. However, I do know where to get
the GREAVE OF LITE, and all 4 pairs of Boots of Speed.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

2033. Re: FontGDOS WORKS!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 00:23:28 UTC
From: ekrimen@wet.UUCP
Message-ID: <4272@wet.UUCP>
Source record: 218301

In article <1992Aug27.160246.5913@pbhya.PacBell.COM> dbsuthe@PacBell.COM (Daniel B. Suthers) writes:
>
>Will someone from atari please officially comment on that? As an ethical issue,
>I would not feel right about posting it on our user's group disk of the month
>without explicit permission to override the restrictions mentioned in the
>documentation.
>
>
>HOW ABOUT IT? IS IT OFFICIALLY OK TO DISTRIBUTE?????

I'd highly recommend you call Atari at 408-745-2000 and ask for Bob Brodie
or Bill Rehbock. If they're not in, leave a message stating that you have
a question about distributing FontGDOS. They should get back to you.

Tell them what you think of it, too. Oh, and tell them I sent you. :^)

Then get back to us. :^)
--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

2034. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 00:30:11 UTC
From: ekrimen@wet.UUCP
Message-ID: <4273@wet.UUCP>
Source record: 218302

In article <1992Aug27.151259.16825@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>
>What else is included with the $1399? For a 65 megger HD alone is not worth
>the extra $600.00 price increase

4megs of RAM.

This model of the Falcon (with HD and 4megs RAM installed) is for dealers, like music dealers, that don't want to have to deal with installing their own hard drives and RAM. I suspect that most people in the know, like here on the network, will opt for the no hard drive/1meg RAM version and either have their dealers install the components or do it themselves. It's cheaper that way.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

2035. Gemulator - ready to ship, lower price!

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 00:43:41 UTC
From: darekm@microsoft.com
Message-ID: <1992Aug28.004341.23179@microsoft.com>
Source record: 218250

Upgrade your PC compatible 386/486 computer to TOS 2.06 for under $200!

This is just to inform everyone that Gemulator is being released at a new
lower price. Until September 14th, you can order the Gemulator board
and a set of TOS 2.06 ROMs for only $199, or you can purchase it
at the Glendale Atari show on September 12th and 13th for the same price.

This offer is being made by Purple Mountain Computers so if you have questions
call them (PMC) at 206-747-1519. The offer is not available through us.

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

2036. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 01:14:39 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10018@uqcspe.cs.uq.oz.au>
Source record: 218245

```
>What else is included with the $1399? For a 65 megger HD alone is not worth
>the extra $600.00 price increase

4Meg of memory.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
\_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /
```

2037. 2 meg 1040STe & monitor for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 02:19:12 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug28.021912.5998@u.washington.edu>
Source record: 218248

FOR SALE:

Atari 1040STe upgraded to 2 megs & SM124 monochrome monitor.
It has TOS 1.62, and it's about 8 months old. Minimal usage, like
new condition. Original packaging.

$500!

I'll include a homemade (nice!) monitor stand too.

If you're interested in a hard drive, I can put together a very nice
ICD Advantage+ system using all brand new components including a
Maxtor 65 meg 1" high mech and low profile case, for about $400.

E-mail: dud@u.washington.edu
Phone: (206)522-8641

Dan Aylward
dud@u.washington.edu

2038. Re: New operating systems (OS/2-TOS)

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 04:50:20 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Aug28.045020.12486@zooid.guild.org>
Source record: 218304

wenzel@marsu.tynet.sub.org writes:
>In <92232.114652RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>, Julian F. Reschke writes:
>> >What is the fastest Motorola processor?
>>
>> 68040/33 Mhz. Seems to be comparable to a Sparc chip.
>
>That was yesterday, guys. Coming from Atari fair I can
>tell you that I've seen a ST/TT-Compatible with a
>68040 CPU running at 60 (= sixty!) MHz.
>The GEM_TEST.PRG benchmark was finished in about
>three seconds...
>
>Regards, Markus.
>
>--
>/dev Markus Wenzel, University of Stuttgart
>/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
>/etc/motd >> Luck is believing you're lucky ! <<

Is this the 68040 running 60 MHz internally and externally 30(33?) MHz? Is the price, which was quoted at 3000,- DM right? Well, I am currently running a 486DX50 MHz (internal/external at 50 MHz) and it is fast so I can imagine how everybody was interested in that Board. I got prepared, got myself a motherboard that will handle the "overdrive" chip (100 MHz) once it is released by Intel. This never ends...;-)

Mark K.
E-Mail: kovarski@zooid.guild.org

2039. Re: Having problems with zoo21.ttp...

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 05:49:58 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9rfk6INN9ja@aludra.usc.edu>
Source record: 218303

Hello All,

I am still having problems getting zoo 2.1 to work. It worked ok on
my ST so it must be a TT thing.

Well, I tried it with all .acc progs and /auto progs turned off. No
difference. I did as one poster suggested and used the "x file.zoo" command
and still the same problem. Is there a KNOWN bug that does not allow 2.1 to
work in TOS 3.01? I know that lzh works fine...

BTW, just to make sure that I didn't have corrupt files, I uploaded
my files to my UNIX host and unzooed my files (I just got my Supra V.32bis
and I HAD TO GET SERIALFX!) and then downloaded the binaries which worked.

So, can anyone help out here?

BTW, does anyone else have a Supra V.32bis? Sometimes (in Uniterm)
I type, the sd/rd lights go on, but nothing shows up on the screen - nothing
cures it reliably (not reset terminal, exit/load Uniterm). One thing that
did seem to help was going into Connect, and then exiting (I still don't
understand how to dial out once I have made a dial entry...). After doing
that it seemed ok.

Thanks for any help that you can provide!!!

-Mike

2040. Re: FontGDOS WORKS!!!

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 06:31:37 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug28.063137.1331@msuinfo.cl.msu.edu>
Source record: 218307

>Is it possible to make FontGDOS available on atari.archive for those of us
>without GENie access (and *dying* to see a copy!)?

Look in the new directory as fontgdos.lzh. Or rather don't look (you won't see
anything listed in that directory) but you can get it from there with ftp.
--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

2041. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 06:32:54 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.49@dhhalden.no>
Source record: 218305

In article <1992Aug27.163806.1979@athena.cs.uga.edu> kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:

>In article <1992Aug27.151019.26372@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>
>>It would be nice if the Atari desktop could also have multi-coloured icons
>>like W*nd*ws has. I was trying to think of a way it could be bolted on to
>>the exiting GEM interface but no clean solutions came to mind.
>>You'd think we'd be happy with 3D but no. :-)
>>

>Surprise!!! The new AES that comes with MultiTOS not only has a new 3D look
>to it, but it also allows icons to have up to 256 colors. So, you don't
>have to be happy with just 3D. <grin>

Do you know if this will work on graphic cards as well (should do, but one never knows...)? I'm planning to buy a CuberCube card in January or so.

BTW, does anyone know if I can just hook my TT up to a Hitachi 2087 (20" 1280x1024 color multisync monitor) and get the TT high mode? Some German firms advertises boxes to get all modes on a hi-res multisync. Any Germans out there?

Nomad

>Steve
Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 | If Batman can have 2 Crays, then why can't
N-1784 HALDEN, NORWAY | I get a humble TT030?
Voice: +47 9 18 49 38 |

2042. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 06:39:46 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Aug28.063946.1744@quando.quantum.de>
Source record: 218309
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

Dave Litchman (dave@admiral.uucp) wrote:
: In article <1992Aug17.201937.14113@mits.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
: >In article <1992Aug17.090237.24295@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
: >>paetau@mits.mdata.fi (Rasmus Paetau) writes:
: >>
: >>>I've heard that the new Amiga (A800) should be released next spring.
: >>That't to late for Commodore. Next spring everybody interested in a Falcon
: >>or A800 like machine will have bought the Falcon, won't he? :-)
: >
: >I don't know about me, for the moment I have very little money. Maybe
: >it will be spring before I have saved enough (that doesn't mean I'll
: >buy the Amiga).
:
: I'm a die-hard Atari fan, but even if I had the money, I wouldn't buy a Falcon
: right away. Let's take a look at the last two computers Atari released, the
: STe and the TT. The STe is now starting to have some software written
: specifically for it, but many software houses just don't bother, in the
: interest of staying ST-compatible with their new releases. Now, the TT has

I think the TT was intented for the more professional users; it's too pricey
for most ST users. While it's true that there doesn't seem to be a lot of
software around that says "TT only", you shouldn't ignore the fact that some
TT-software might still run on the ST because it doesn't use 60030 specific
code but still only makes sense on a TT (or STe).
The STe was just that: an ST with a little e(xtra). I don't think it
offers much more than an ST, so I can't see anyone "upgrading" from an ST
to an STe.
The Falcon030 is completely different. I think many ST users have been looking
for a faster machine with better sound and graphic capabilities at the right
price and the Falcon is just that. There will probably a lot of people who
want to upgrade and if there are enough users, Falcon-specific software will
be written.

: very little machine-specific software available, and considering the
: non-impact that the TT has had on the market, I would not expect too much
: more. In fact, if the Falcon is sucessful it may end up killing the TT complete-
: ly.
As far as I know the STe goes, the TT stays (for now). Considering what the
Falcon offers, it's much better value for money than the STe. The TT on the
other hand is still faster (and more expensive...)

See ya, Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

2043. Re: Falcon price

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 06:50:07 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Aug28.065007.2392@quando.quantum.de>
Source record: 218331

Len Stys (aa399@cleveland.Freenet.Edu) wrote:
:
: In a previous article, RESCHKE@DMSWWU1A.UNI-MUENSTER.DE (Julian F. Reschke) says:
:
: >Production falcons have the normal ST grey casing, and a darker keyboard.
: >
: Are you sure? I thought someone said it would have a dark grey color
: and have white key caps...
:
: In fact, I was pretty sure that this is what it was going to be
: to distinguish it from the normal STs.

The early prototypes had a dark grey colour, the Falcons at the show in
Duesseldorf had the grey ST casing however with darker keys and a rather
colourful Falcon030 logo. I think Atari scrapped the idea of a darker casing
because with all the other grey add-ons Atari users might have, the Falcon
would look out of place....

See ya, Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

2044. Re: curses.h for Turbo C 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 06:56:24 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.714984984@mi.el.utwente.nl>
Source record: 218306

In <u882453.714803425@bruny> u882453@bruny.cc.utas.edu.au (Andrew King) writes:

>Does anyone know where I could get this module for Turbo C .. or any other
>C on the ST for that matter ?

For another C: you can find it on nikhefh.nikhef,nl in directory
/pub/atari/unix/curses. Wouldn't be suprised if other atari archives have
this as well.
It is not only curses.h, but also the associated library routine.
Runs only in tos mode -- no GEM support -- and only vt52.

Porting to Turbo C is rather straight forward (i have done it). If you
really can't work it out, drop me a line, and i might be able to dig it
up.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

2045. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 07:57:26 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.axavFH9yo9I@jonh.wimsey.bc.ca>
Source record: 218347

In <7170@charon.cwi.nl>, Jaap Henk Hoepman writes:
>
>[stuff deleted]
>
>b.t.w., i am considering to try and write a sampler program for the FALCON.
>If you look at the specifications, it must be possible. I do not
>expect, however, to obtain a large degree of polyphonism (I think I would be
>quite happy to reach more that 10 `voices' simultaneously). To bad the
>68030 doesn't run at 32MHz.

I was talking to a friend doing programming for a local company
doing direct to disk system with their own hardware. Their evaaluation
of the 56001 was that it isn't quite fast enough to do 8 channels at
48k. They went with the 56002 instead.

Just to put this pro/non-pro discussion in perspective, there's a
thread in rec.audio.pro right now on digital recorders, cost and
comparisons to high-end analogue machines.

If I were going to design a professional quality direct to disk
recording system around the falcon, I'd use outboard dac's, and use the
dsp for manipulating the sound during editing. Most studios don't even
use the dacs that come with most multitrack digital recorders. The
better recorders even come with slots which can take custom dac's of
the customer's choice. One of the more popular is the Apogee. It
probably costs about as much as a Falcon.

For a lower end system, using the Falcon to edit tracks recorderd to
the Adat would probably be a fairly reasonable alternative th the Fostex
analogue system, for around the same amount of money.

Another interesting idea would be to use the 56001 to do various
digital effects, allowing complete editing, mixing and production in
the digital domain.

Appearantly there's a version of gas that produces code for the
56001. Hopefully we'll see a port to the Falcon in the future.

--
jhenders@jonh.wimsey.bc.ca

2046. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 08:24:35 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Aug28.082435.2688@cs.hw.ac.uk>
Source record: 218308

In article <1992Aug27.163806.1979@athena.cs.uga.edu> kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:
>In article <1992Aug27.151019.26372@cs.hw.ac.uk> neil@cs.hw.ac.uk
>(Neil Forsyth) <- That's me! writes:
>>It would be nice if the Atari desktop could also have multi-coloured icons
>>like W*nd*ws has. I was trying to think of a way it could be bolted on to
>>the exiting GEM interface but no clean solutions came to mind.
>>You'd think we'd be happy with 3D but no. :-)
>Surprise!!! The new AES that comes with MultiTOS not only has a new 3D look
>to it, but it also allows icons to have up to 256 colors. So, you don't
>have to be happy with just 3D. <grin>

Drool, drool. I want it now! I presume the original set come up in colour and any regular additional icons from the Mega STE or TT come up in b/w. I guess there will be docs, and hopefully tools, regarding how to create your own coloured icons.

This explains why Atari are recommending that the first 16 colours of the 256 colour palette be left alone by the user. It's so the icons and windows don't look dumb.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2047. ST as Develpt Station

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 09:05:30 UTC
From: marre@tls-cs.cert.fr
Message-ID: <645@tls-cs.cert.fr>
Source record: 218310

I'm looking for a mean to use ST as a developpement station for a target system for educational use. That is, we want to develop romable programs with pure C and remoteload on the target with an terminal emulator as Uniterm.

A bad joke is that Uniterm and Pure C are uncompatible so we must quit each one for using the other with fastidious manipulations for a wanted 'easy to use tool'.
Does any one can help us, perhaps with another terminal emulator or other thing ??
Thank's for help.

Daniel.
--

Daniel Marre
DERI-CERT-ONERA - 2 av. E. BELIN - BP 4025 - 31055 Toulouse cedex France
tel. 61.55.71.66 telefax 61.55.71.72 telex 521596 F ONECERT

2048. Re: FALCON (Filters)

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 09:25:08 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Aug28.092508.69@cs.ruu.nl>
Source record: 218314

Does anybody know what kind of ant-aliasing filters will be present in the
Falcon? Or do you have to provide them externally?
--
Piet van Oostrum <piet@cs.ruu.nl>

2049. Re: Printing PostScript from Timeworks DTP

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 09:28:50 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1992Aug28.092850.23443@lut.ac.uk>
Source record: 218317

In article <1992Aug27.194010.23210@syscon.rn.com> miked@syscon.rn.com (Mike DeMetz) writes:
>The ^D's are what tell the printer to go to Postscript mode. I have
>had problems with certain graphics images causing TWDTP not to print
>on a PS printer. Digitized pics converted to IMG and GEM from GFA Draft
>(even after being converted to IMG by Touchup).

I think the newer PostScript printers do not need the ^D anymore. What is missing from the PS created by TimeWorks are few lines of headers. I grabbed those header lines from a small PS file created by Windows Write on a PC and placed it at the beginning of TimeWorks PS file. It prints ok now. I think the newer PS printers now expect '%!' as the first two characters in order to be able to interpret PS correctly.

- Rahin

2050. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 09:33:46 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Aug28.093346.20438@bas-a.bcc.ac.uk>
Source record: 218312

In article <1992Aug27.162122.6521@pbhya.PacBell.COM> dbsuthe@PacBell.COM (Daniel B. Suthers) writes:
>FORWARD: MR. Usher describes several TT troubles. Most appear to be
>due to a virus or hardware trouble specific to his machine.
>

Hmm.... (Have you ever worked for IBM's fault report service? :-))

>
>In article <1992Aug27.100551.4716@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>>
>>From what I've heard, the new version of GEM for the FALCON seems a great
>>improvement. I hope that at least some of the following gripes I have with
>>GEM are fixed, and the rest to be fixed ASAP if the Atari machines are to
>>get anywhere:-
>>
>>(1) Response time for mouse button presses.
>>
>> Has anyone noticed that it takes about a second for a mouse press to
>>be acted upon under GEM? This delay is the same on the TT as on the ST. This
>>has put off a large number of people when I've tried to promote the ST/TT
>[TEXT DELETED]
>THIS IS A PROBLEM WITH YOUR COMPUTER. MY SON'S ST HAD A BAD HARD DRIVE THAT
>CAUSED SIMILAR PROBLEM. ALL THREE OF MY STS PROVIDE INSTANT MOUSE RESONSE.

This happens on all the ST's and TT's I've seen from an old 520STM with TOS 1.0 right through to the TT030 with TOS 3.05, and a friend has reported the same problem with TOS 3.06 on the TTs he uses at work.

>
>>(2) Printer drivers have to be assigned at INSTALL time or by editing a
>>file. [TEXT DELETED]
>FONT GDOS ALLOWS YOU TO HAVE MULTIPLE DRIVERS DEFINED. JUST LIKE WINDOWS,
>YOU MUST EXIT AND RESTART IF YOU WANT A TOTALLY NEW ONE INSTALLED FROM A FLOPPY.

Hmm... an improvement.. but I still think that you should be able to add them on the fly.

>
>>(3) GDOS IS AN OPTIONAL EXTRA.
>[TEXT DELETED]
>FONT (OR FSM) GDOS SHOULD BE INCLUDED WITH ALL NEW SYSTEMS (I HOPE)

Preferably in the ROM with a small set of fonts.

>
>>(5) The low speed of the VDI routines.
>>
>> The speed of plotting a pixel on the screen using VDI on the TT is
>>so slow... dumping a 320x240 picture using point plotting with VDI can take
>>up to a minute.. the is UNACCEPTABLE.
>
>IF I HAD SUCH PROBLEMS, I TOO WOULD AGREE. IT APPEARS YOUR SYSTEM HAS
>A SERIOUS TROUBLE. MINE WORK AT "BLINDING ELECTRONIC SPEED".

Are you talking of applications you have written yourself, or about programs
you have obtained from elsewhere? If the latter, how do you know the
programmer has used the VDI routines to plot the picture?

>
>Daniel B. Suthers, CCP
>Technology Consultant, PCS & IN Development Lab, Pac*Bell
>Voice: (510) 671-1325 UUCP: dbsuthe@Pacbell.COM
>==
>= Commit unexpected kindnesses and senseless acts of beauty. =
>==

Please don't take this as a flame, I'm not shouting at you, I'm merely
replying to your points. The smiley at the begining is there because you
reminded me of the usual response from the IBM user support team.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2051. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 09:54:13 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Aug28.095413.26495@bas-a.bcc.ac.uk>
Source record: 218315

In article <MebEmeK00awP4Wh0tl@andrew.cmu.edu> sm86+@andrew.cmu.edu (Stefan Monnier)
writes:
>Excerpts from netnews.comp.sys.atari.st: 27-Aug-92 GEM.. what needs to
>be fixe.. Mr Stephen R Usher@ucl.a (3256)
>
>
>> From what I've heard, the new version of GEM for the FALCON seems a great
>> improvement. I hope that at least some of the following gripes I have with
>> GEM are fixed, and the rest to be fixed ASAP if the Atari machines are to
>> get anywhere:-
>
>> (1) Response time for mouse button presses.
>
>> Has anyone noticed that it takes about a second for a mouse press to
>> be acted upon under GEM? This delay is the same on the TT as on the ST. This
>> has put off a large number of people when I've tried to promote the ST/TT
>> for general use. It can be a right pain when you click on one item, move the
>> mouse and the system highlights the one your mouse just passed over.
>
>Well, the same problem exist on Macs. And it is not so easily corrected: the
>problem is with the double click: how could you know at the first click
>if there
>will be a second one or not ? You HAVE to wait. I know, you don't need to wait
>when the click is long: it means it is a 'click-n drag' and that could
>be improved !

Why not just stop looking for the double click as soon as the mouse starts
moving? This would mean that click-and-relocate response time would be
acceptable but nothing else will change.

Also, there is no need to wait when you click on radio buttons, maybe the
routines should be made to be context sensitive.

>
>> (2) Printer drivers have to be assigned at INSTALL time or by editing a
>> file.
>
>> This is a MAJOR failing. Call the system user friendly? Even the
>> first version of MS Windows had the capability to select the type of printer
>> driver from a menu at any time.
>
>> (3) GDOS is an optional extra.
>
>> In these days any GUI-frontend without a built in scalable font
>> generator is doomed. In my opinion a GDOS derivative (scalable font version)

>> should be included IN ROM along with a minimum of fonts (eg Times Roman,
>> Helvetica etc).
>
>Why in ROM in these days (just think of Macs, OS/2, Windows, Unix, etc..) ?
>I personnally think that much more of the OS should come on disk ! (for
>faster and easier updates)

It should be on ROM so that the innocent new users need not know anything to start playing.. ie Buy machine, install word precessor using manual to tell them what to do, run word processor... lovely fonts.

OK, if you want it upgradable, you buy the upgrade which just patches over the old version, just like official Atari patches do now!

>
>> (4) The low-level character of the GEM interface.
>
>> In my opinion, the programming interface to GEM is too low level to
>> be of much use to simple applications developers. If a higher level STANDARD
>> library could be developed and released to the public FREE OF CHARGE (but
>> NOT free of copyright) I believe the amount and the quality of GEM
>> applications would increase by a great deal. This library should preferably
>> be available in all the generally available formats, ie DRI, GCC, Turbo C
>> etc. It should include (with the coming of such things as MultiTOS) the
>> possibility of interrupt driven user interfaces (ie set up your handlers,
>> tell GEM to get on with calling them then get on with your processing task,
>> handy for processor intensive tasks which need to be able to cope with
>> something such as a window resize/redraw/repair). Maybe it could be just a X
>> emulation library (I know, straight X is horrid)with all the support
>> libraries. This would at least increase the number of possible applications
>> on the machines manyfold and give the machine a "standard" coding API.
>
>That true (but I'm not sure whether better interfaces are common on other
>architectures right now). ACS is a good way in that direction (for those who
>don't know, it is a kind of 'interface builder' for GEM: a great
>improvement over
>RCSs). An OO standard language could also be an answer: why not switch to C++
>(also I would personnally prefer Eiffel) instead of C ?

Because C is the most widely used development language used today.

As to whether better interfaces appear on other machines, it doesn't really matter. As the Atari machines are a small minority the coding interface of the machine has to be addapted so that it looks like one of the big boys (however awful that may be) so as to persuade big time developers even to look in the direction of the Atari. (If all it needs is a quick recompile of, say, the PC code of a word processor, or anything, without any rewriting then a software house is more likely to support it.)

>
>> (5) The low speed of the VDI routines.
>

>> The speed of plotting a pixel on the screen using VDI on the TT is
>> so slow... dumping a 320x240 picture using point plotting with VDI can take
>> up to a minute.. the is UNACCEPTABLE. The fastest possible algorithms for
>> the hardware should be used, else developers will just hack the system and
>> cause incompatibilities. This is bad for everyone.
>
>VDI is slow, that's true. BUT there is NVDI, which is much better and faster !
>(of course it is not really part of the standard OS, bad luck). After
>all, you'll have
>to get used to slow routines: Xwindows, Display postscript, and the
>likes are slow !

Mostly true. But at least X etc have a resolution independent standard for
image formats. This means that whatever the machine the same code will be
able to be used to generate the pixel map to be placed in the window. ie you
don't have to worry about, oh this mode as this many planes, arranged in
this way, or whatever. You just generate a standard bit map and let the
libraries and servers do the rest. The nitty gritty of the hardware is no
concern of yours.

>
>> Please note that I'm not saying MS windows or MacOS is the way to go... or
>> my machine in better than your machine. I'm just trying to say what I
>> believe needs to be done to make the Atari version of GEM a modern and
>> attractive (in the view of developers) GUI.
>
>I completely agree with you ! None of the widespread current OSes is good !
>TOS is a bit 'older' than others. It needs much work. Maybe in 10 years
>? Just wait'n see !

Hmm.. just wait for the 3D virtual reality office.. :-)

The Falcon's got the HiFi stereo sound, now all it needs are the binocular
hardware renderers. :-)

>
>> Steve
>
>> Please don't flame me, I'm just trying to help! :-)
>
>> PS. Not having done too much programming using GEM I may well be wrong about
>> the API, but I still think, whatever, that point 4 has at least some
>> validity.
>> --
>> Addresses:-
>> JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
>> Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)
>
>
>Stefan Monnier
>
>

>---
>-- On the average, people seem to be acting normal --
>---

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2052. Re: TT Compatability questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 10:09:21 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Aug28.100921.19632@rhrk.uni-kl.de>
Source record: 218316

mack@deci.cs.umn.edu (Dan Mack) writes:

>2. Does Calamus and other word processing packages work?
Yes, Calamus does. Software that is programmed cleanly always works.

>4. Is there a Unix like OS for the TT? If so, has anyone gotton X11
> R4 or X11 R5 to compile on a TT?
Yes, Atari sells System VR4 for the TT.

>6. If you own a TT, what are your impressions of the machine?
I like it. :-)

>7. Which version of the Atari OS do the TTs run? 2.?? 3.??
3.06 is the latest.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2053. Re: Falcon and A/D

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 10:23:21 UTC
From: abaddon@supr.scm.liv.ac.uk
Message-ID: <ABADDON.92Aug28111551@suprenum.supr.scm.liv.ac.uk>
Source record: 218105

>>>>> On 27 Aug 92 15:57:05 GMT, kjohnson@castor.cs.uga.edu (Kristopher Johnson) said:

> SCSI II (50-pin SCSI II connector)

Will a standard SCSI drive plug straight into a SCSI 2 interface (allowing for recabling it)? Would it show any improvement in speed like this?

Kev

2054. Selling it

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 11:58:36 UTC
From: rmk@sgfb.ssd.ray.com
Message-ID: <1992Aug28.115836.23495@rayssd.ssd.ray.com>
Source record: 218323

```
Well, things change. I just started to upgrade and now I have to sell.
So.

Hardware:
1040 STFM $125
SM124 Mono monitor (broken) $25
PC Case/Power Supply/3.5"/5.25" floppies $75
Avatex 1200 Baud Modem with cable $35
JRI SIMM Ram Expansion with 2 Meg (UNUSED) $150
ICD Advantage+ Disk Controller w/CLock (UNUSED) $90
TOS 1.04 ROMS, 6 Chip set (UNUSED) $50

Software:
Warp 9 Screen Accelerator (UNUSED) $35
Flash II Terminal Emulator (UNUSED) $30
Drafix CAD program $25
GFA Draft CAD program $15
Lattice C V3.04 $15
Personal Pascal V2.? with TackleBox $15
WordWriter ST $20
SwiftCalc ST $20
100 disks of PD with cases
Includes all common stuff (Sozo C, Bison, Xlisp,
archivers, tar, games, Caches,
various Vi's, Yale Star catalog, etc.
Also includes NASA Clips Expert System
language with source and hardcopy Docs) $50

Paperware:
Abacus Internals |
Abacus GEM | $25 for all
Sybex Programmers Guide to Gem |
Computes Programming in C |
C-Manship Complete with disk (NEW) $25
35+ Magazines with disks (Start, ST Format, ...) $35

Will take $750 for the whole pile. Can deliver within 100 miles of
Providence RI. Other shipping negotiable (all this makes a BIG pile).

Rich Kulakowski Day: 401-842-4210
rmk@ssd.ray.com Night: 401-683-5329
```

2055. Documentation writers needed

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 12:13:05 UTC
From: uace0@menudo.uh.edu
Message-ID: <1992Aug28.121305.11601@menudo.uh.edu>
Source record: 218320
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Double Click Software is looking for qualified documentation writers. We are in immediate need for qualified, competent and experienced documentation writers.

If you feel that you have the time (this is going to require real time) and feel that you are qualified, please contact us here by email: uace0@menudo.uh.edu

include your name and telephone number you can be reached at in the evenings.

Thank you,

- Michael B. Vederman / President / Double Click Software
--
Signature? Signature? We don't need no stinkin' signature!

2056. Re: Timeworks DTP - New Fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 12:17:05 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Aug28.121705.23793@its.bt.co.uk>
Source record: 218326

In article <1992Aug26.201915.29917@cc.ic.ac.uk> r.evans@cc.ic.ac.uk writes:
>In article <1992Aug25.084006.29119@hasler.ascom.ch>, PAULETTI@biel.be.tech.ascom.ch
(Pauletti Andreas) writes:
> -- In <1992Aug24.182153.28682@peponi.wcc.govt.nz> shore_c@kosmos.wcc.govt.nz writes:
> --
> -- > Can someone please tell me, is it possible to install
> -- > new GDOS fonts into Timeworks DTP?
> -- >
> -- > I've looked through the manual, and couldn't find it anywhere.
> -- >
> --
> -- It is possible to install new GDOS fonts for Timeworks. Timeworks
> -- should show them in the font selection if they are installed auto-
> -- matically.
>
>If you install new fonts for TW, then I believe that you have to re-run
>'FONTWID.APP'. However, as I have never done it before, I cannot be sure.
>

No only that. You need to ensure the fonts appear in assign.sys in
ascending order of font ID :-(I have Timeworks book (forgot its proper
title) from the ST Club. It includes a section on how to install new fonts.

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

2057. More beta testers

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 12:18:56 UTC
From: uace0@menudo.uh.edu
Message-ID: <1992Aug28.121856.11843@menudo.uh.edu>
Source record: 218321
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Double Click Software is in need of more qualified beta testers. We can't tell you what we are beta testing, but if you can read this, you should be qualified. <grin> If you are interested, you will be required to sign a non-disclosure in order to begin testing. You do not need to have any programming experience or technical expertise to test this new, unyet named product. You will need to have some time on your hands and a seriously fun attitude, but be committed to doing your part in helping us complete our product.

The last beta-testing we did on the internet went so well, we wish to do it again. Kudos to all of you netters! Keep up the Atari spirit.

Thanks,

Michael B. Vederman / president / Double Click Software
--
Signature? Signature? We don't need no stinkin' signature!

2058. Re: Printing PostScript from Timeworks DTP

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 12:36:09 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Aug28.123609.23865@its.bt.co.uk>
Source record: 218327

In article <1992Aug26.152318.21836@lut.ac.uk> rahin@scs.leeds.ac.uk (M A Rahin) writes:
>This probably have been discussed before, but I am having difficulty. Would
>appreciate if someonce could provide the right answer.

I hope this will help.

>I am plotting some graphs & then saving those as GEM files with OPUS.
>These GEM files are then imported into Timeworks DTP. Timeworks is set
>for a PostScript printer. I print to a disk and bring the disk to my

Have done this & the results are *excellent*.

[...stuff about problem deleted...]

When I started using the PS output, I too had trouble. I used the "to disk"
option and it was a disaster! I now use PSCAPTURE --- an accessory you
can get from a.a and all is well. Postscript interpreters expect to see
%! on the first line of the file so this acc puts:

```
%!PS-Adobe-1.0
%%Title: GEM Document
%%Creator: Atari ST GDOS
%%CreationDate: 08:24:54 04-03-1992
%%EndComments
```

at the start of the file and:

```
%%Trailer
%%EOF
```

at the end. All you need to do is set up the acc and pretend its a
printer it will then spool to the file you named in the set-up.

Good Luck.

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

2059. File system checker for MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 12:42:54 UTC
From: thiele@quando.quantum.de
Message-ID: <1992Aug28.124254.14750@quando.quantum.de>
Source record: 218332

Hello everybody,

I am searching for a file system checker for a minix-compatible
file system under MiNT (MiNT and minix.xfs). Is there someone who
knows about such a program?

Thanks in advance

--

Holger Thiele |
Quantum GmbH Dortmund | Et nunc, reges, intelligite,
thiele@quantum.de | erudimini, qui judicatis terram

2060. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 12:44:30 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <8ebd0ia00awJ88GUYZ@andrew.cmu.edu>
Source record: 218106

Excerpts from netnews.comp.sys.atari.st: 28-Aug-92 Re: GEM.. what needs to be .. Ryan 'Gozar' Collins@mia (1894)

> The only problem with this is the fact that you would have to hold
> the mouse still for double-clicks. This would slow me down, since I've
> gotten really sloppy on starting programs, but it's faster.

> Later.......

In fact, this particular problem is not so important:
Just get used to double-click very quickly and then set the double-click speed accordingly: you won't have to wait too much when you single-click or when you click'n-drag !

Stefan Monnier

-- On the average, people seem to be acting normal --

2061. ST ADA/ PROLOG/ MIRANDA ?

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 13:03:12 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Aug28.130312.9123@aston.ac.uk>
Source record: 218324

Hi. I am in the unenviable position of needing to learn these three lovely languages inside of two weeks, and ST versions might make the process slightly less painful... anyone know of any? Given the timescale, it'd have to be PD/Shareware and available via ftp. Please- don't bother telling me how horrible these languages are; I have my exam resits in two weeks and after that I intend to never go near them again.. :)

--
Tim Wright.
wrighttj@cs.aston.ac.uk

2062. Snork demo, last session :

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 13:20:47 UTC
From: amos@prl.dec.com
Message-ID: <1992Aug28.132047.28522@prl.dec.com>
Source record: 218322

The Snork demo has been uploaded some minutes ago, here
we go :

The four files (snork 1a.msa, snork 1b.msa, so on with 2a and 2b) are in directory
atari/new

There come all the softwares, until the managers test them and store them at their places.
(atari/demos)

So just download them and look at the demo !

Have fun,

Samos.

2063. Re: Having problems with zoo21.ttp...

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 13:22:14 UTC
From: anders@tfd.chalmers.se
Message-ID: <ANDERS.92Aug28132214@therm6.tfd.chalmers.se>
Source record: 218319

In article <l9rfk6INN9ja@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:

Path:
chalmers.se!sunic!mcsun!uunet!haven.umd.edu!darwin.sura.net!wupost!usc!chaph.usc.edu!news
From: baffoni@aludra.usc.edu (Juxtaposer)
Newsgroups: comp.sys.atari.st
Date: 28 Aug 92 05:49:58 GMT
References: <l9lv0tINNpoi@aludra.usc.edu>
Organization: University of Southern California, Los Angeles, CA
Lines: 29
NNTP-Posting-Host: aludra.usc.edu

>
> Text deleted
>
>
> BTW, does anyone else have a Supra V.32bis? Sometimes (in Uniterm)
> I type, the sd/rd lights go on, but nothing shows up on the screen - nothing
> cures it reliably (not reset terminal, exit/load Uniterm). One thing that
> did seem to help was going into Connect, and then exiting (I still don't
> understand how to dial out once I have made a dial entry...). After doing
> that it seemed ok.
>

Sending a short break and then CR works for me.

>
> Thanks for any help that you can provide!!!
>
> -Mike
>
--
--- ---
Anders Karlsson Thermo and Fluid Dynamics anders@tfd.chalmers.se
--- ---

2064. This is the status of Crack Art!

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 13:30:50 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16851CC1A.BWWL@ibm.rz.tu-clausthal.de>
Source record: 218318

Hi folks!

After a discussion with Detlef Roettger (one programmer of Crack Art)
I will summarize the status of Crack Art:

- The programmers are still busy to update Crack Art. (now again - because
a lot of users have asked them to do that...)
- The actual version number is 1.25 (1.30 will be released about Oct 92)
- Some of the new features:
+ more effects
+ printer driver (e.g. NEC, HP-Deskjet) color!
+ boot-dumper (start your game, press reset and grab the graphics)
+ load and save GIF (actual only 320*200, but the programmers are still
working on it)
+ support of Scanner (optional - not in distribution package)
+ two more games (tetris, pacman)
+ better menus etc.
+ lot of bug fixing (have you ever find one of them?)
- running on all STs, TTs etc. - some problems while running on Falcan 030:
block-operations crashes and some problems with fill-styles :-(
- new extra programs (not only crackart.prg+doc)...
- more than 1 MB Ram strongly recommended! (otherwise you only have one
or two screens)
- no english manual to the latest version, yet. (but a new, longer german
doc)

In the issue 10/92 of the german ST-Magazin there will be an article
about Crack Art.

The version 1.22 is avaible on Maxon-PD-Disk 550.
The version 1.25 is avaible via the programmers and will be on the
ftp-site sun.rz.tu-clausthal.de (139.174.1.3) next week.
(I will post a second messages after uploading it).
The version 1.30 will be released about end of Oct 92.

For further information contact the authors directly (and pay your
shareware fee ;-))

Detlef Roettger Jan Borchers
Vienenbuger Str. 27 Vititorwall 10
W-3387 Vienenburg 2 W-3380 Goslar
Germany Germany

Both do not have Internet-access, nor e-mail addresses....

The authors DO except foreign shareware fees! (someone droped me a note
this would not be so: you are wrong!)

Hope this helps.
Please try to contact the authors directly. I only meet Detlef once a month... thanks.

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

2065. Can't get LLAMATRON to work. Help!

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 13:42:35 UTC
From: dud@cbnewsf.cb.att.com
Message-ID: <1992Aug28.134235.389@cbfsb.cb.att.com>
Source record: 218325

Help! I've ftp'd, downloaded, unpacked, and tried to run LLAMATRON (the 1 meg version) on my 2Meg 520 ST, TOS 1.4. When I run it, the screen goes black. If I hit the mouse buttons or the joy stick button, I get all kinds of sound effects, but the screen is still black.

Since this is a game from the UK, do I need to be running at 50Hz for this to work? (I'm in the US, 60Hz land). Is there a program which will put the machine into 50Hz mode for games like this?

What resolution does the game want? I have a monochrome system, but I can run a color emulator (which us basically worthless for any kind of high speed play).

Thanks in advance.

Bill Dudley

2066. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 14:58:43 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Aug28.145843.1471@csi.uottawa.ca>
Source record: 218330
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug27.130748.17110@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>In <BAMMI.92Aug15103416@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>
>
>>personally dont like the idea of having to top a window to do anything
>>useful with it. if its visible you should be able to do stuff with
>>it. i really dislike GEMs policy of having to top windows (which it
>>half enforces anyways).
>
>I TOTALLY AGREE

Part of me agrees; it's just that the current "system" doesn't work very well. It's definitely NOT completely sensible!

The problem occurs when one window is COMPLETELY obscured by the another. For instance, suppose I have the TOSWIN window covered by the TCSH window. I can't SEE the TOSWIN window - why should its menus activate when my mouse hits the (HIDDEN) spot where the TOSWIN is hiding? You can improve the rules, but the status quo has a problem, and this is where it lies.

Someone mentioned the DCTOPPER program; that is a utility that forces the window on which the mouse pointer lies to become the "front" window. That is a way of making the system WORK, and do what you'd like. Ideally, the features of DCTOPPER should go into TOS/MiNT/MultiTOS/whatever, preferably as an OPTION, and not as a mandatory feature (ala X-windows, where you can customize the environment...)

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

2067. Re: 520ST always boots twice: help!

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 15:18:31 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <kebfF7K00awJA9Gkhx@andrew.cmu.edu>
Source record: 218108

Excerpts from netnews.comp.sys.atari.st: 28-Aug-92 Re: 520ST always
boots twic.. Joseph Adato@tcpbbs.pcn. (464)

> qb7g6@fel.tno.nl (Maarten Landzaat) writes:

> I have never heard of any ST being able to have 3Mb of Ram. I know a 520
> can have 2.5Mb of RAM. But 3Mb a RAM is a new one for me. If this comment
> is not a typo, could you let us know how it's done?

> I'm not trying to be funny or insulting. I've really and truely never
> heard of the ability to upgrade a 520ST to 3 Megs.

Well, 3MB STs are a bit tricky:
the 1st bank is a normal 2MB bank.
but the 2nd is treated specially: the two higher address bits (which are
multiplexed on 1 address line) are used to select one of 4 512K bank.
In fact, you fake a 2MB bank and fill it with 1,2,3 or 4 512K banks !
with 2 512K banks you've got 3MB RAM.

For the hardware, no problem: as soon as the bank respond after the 1st 512K,
it is assumed to be 2MB.
And for the software, no problems either: the TOS don't use the hardware
info to detect RAM size. Rather it checks linearly the RAM space until it
finds a fault which is recognized to be the memtop point !

For it you just need the RAM, 2 flip-flops and a few gates !
Notice, that very slow RAMs (150ns) may not work with this trick cause it
introduces a slight delay in RAM control signals ! Anyway, with nowadays
RAM prices, it is rarely intersting: just go to 4MB !

Stefan Monnier

-- On the average, people seem to be acting normal --

2068. Re: Excuse my ignorance...

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 15:43:21 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Aug28.154321.3709@newshost.lanl.gov>
Source record: 218328

In article 15014@athena.cs.uga.edu, kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:
>
>The Southern California Computer Faire is Sept. 12-13 at the Glendale Civic
>Auditorium (in Glendale, CA of course). General admission is $6 per person
>per day (or $10/person for both days). For more info, contact:
>
> John King Tarpinian
> c/o H.A.C.K.S.
> 249 N. Brand Blvd., #321
> Glendale, CA 91203
> (818)246-7276
> GEnie: JOHN.KING.T
>
>A showing of the Falcon030 at the Glendale show is expected, but not promised.

Tarpinian won't promise a Falcon will be present but _I_ can <grins>. Several developers intend to bring along their own Falcons even if Atari doesn't (but I rather expect them to as well).

Glendale is the largest Atari show in the U.S. and this year's event is shaping up to be a really good one with most every Atari developer planning to attend. It's going to be fun so be there! And stop by our booth and say "G'day", too!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2069. max baudrate?

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 15:50:30 UTC
From: msdloem@cs.vu.nl
Message-ID: <15924@star.cs.vu.nl>
Source record: 218333

What kind of modem suits the atari Mega Ste 4 best?
9600bd + Compression or 14400bd + Compression ?
Is it possible to transfer data at more than 19200 bd using an Mega Ste ?
(Using software or hardware)
--
-- Martin S.D. Loemban Tobing -- INTERNET: msdloem@cs.vu.nl
--

2070. Re: Animation on ST?

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 16:05:09 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <a858PB1w164w@tcpbbs.pcn.org>
Source record: 218345

bcc@lanai.Eyring.COM (Brian Cooper) writes:

> My son is an aspiring artist, but not much for computers, other than for
> playing games. He recently asked me the age old question, "If the Atari
> is the best computer in the world, why doesn't it do <fill in your own
> favorite activity>? (He would like to do computer animation.) The only
> animation I know anything about is an easter egg in NeoChrome version 0.9
> that is too buggy to use. Oh, and I guess you can do color cycling to
> do some kinds of limited animation.
>
> So, what kinds of animation packages are out there? I'm looking for
> commercial as well as share/freeware if the price isn't too far out of
> my reach. Has anyone tried them to see what they are like? I know that
> I have seen some PC software demoed that is apparently a creation of the
> Walt Disney studios -- makes animation quick and easy. Does the ST have
> anything like it?
> --
> Brian Cooper bcc@Eyring.COM
> Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

You might want to take a look at CyberPaint and Cyber 3D-Cad (both by Antic Software), Deluxe Paint which is now being distributed by Golden Image with its optical mouse or the Phase-4 series by Lexicor Software Corp. These are but a few of the anaimation programs available. They can all be obtained from your local Atari dealer. If you have any problems you can call B & G ELECTRONICS 1-216-521-2855 or write 15729 Madison Ave., Lakewood, Ohio 44107. All of the above programs are currently in stock.

2071. Re: SLM804

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 16:13:22 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <Zk68PB2w164w@tcpbbs.pcn.org>
Source record: 218346

riegel@almaden.ibm.com (Jeff Riegel) writes:

> I recently acquired a used Atari SLM804 laser printer without any manuals
> or software drivers. Does anyone know where I could get them? Thanks,
> -Jeff Riegel
> riegel@almaden.ibm.com

I know this will sound as a very silly question, but I'm going to ask it anyway.....Have you tried to call Atari Corp. in Sunnyvale CA.???

2072. Re: FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 16:23:34 UTC
From: darling@cellar.org
Message-ID: <Z268PB1w164w@cellar.org>
Source record: 218341

jhh@cwi.nl (Jaap Henk Hoepman) writes:

> |> And fourth, how many times do you have to be told that samplers and
> |> recorders are completely different? A sampler's DAC involves things like
> |> moving anti-aliasing filters and variable-frequency playback. An audio
> |> recorder can make do with fixed-frequency playback and simple D/A
> |> conversion.
>
> It might interest you to know that currently the new range of Roland samplers
> use fixed-frequency playback.

Kurzweil's supposed to be doing it soon, as well. Pretty neat. It means a
lot more internal number-crunching, but great audio results.

> The fact that older samplers use variable-frequency playback and moving
> anti-aliasing filters only makes them much more expensive surely not
> better (in precision) than fixed-frequency DAC's.

??...that was sort of my point, J. I was saying that samplers require
costlier hardware that isn't particularly better at the kind of clean
fixed-frequency reproduction involved in audio recording.

> Regarding precision, I'd rather `make do' with a fixed frequency DAC, using
> some good interpolation (quadratic) method, than relying on a moving anti-ali
> filter. Anyone who has any experience with analog filter techniques knows tha
> filters, and especially state-variable ones, are always imperfect.

Agreed. See above. And in addition to the imperfect filtration, there's
also the added noise that comes with analog components in the signal chain.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

2073. Re: 520ST always boots twice: help!

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 16:24:48 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <2468PB3w164w@tcpbbs.pcn.org>
Source record: 218344

qb7g6@fel.tno.nl (Maarten Landzaat) writes:

> Hi,
> I have a 520ST with 3Mb, TOS 1.0, a meMafile 20, a separate floppy drive,
> version?
I have never heard of any ST being able to have 3Mb of Ram. I know a 520
can have 2.5Mb of RAM. But 3Mb a RAM is a new one for me. If this comment
is not a typo, could you let us know how it's done?

I'm not trying to be funny or insulting. I've really and truely never
heard of the ability to upgrade a 520ST to 3 Megs.

2074. Re: Can't get LLAMATRON to work. Help!

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 16:43:32 UTC
From: patterson@koal.enet.dec.com
Message-ID: <1992Aug28.160011.4208@decuac.dec.com>
Source record: 218336

In article <1992Aug28.134235.389@cbfsb.cb.att.com>,
dud@cbnewsf.cb.att.com (William F. Dudley Jr.) writes...

>Since this is a game from the UK, do I need to be running at 50Hz for
>this to work? (I'm in the US, 60Hz land). Is there a program which
>will put the machine into 50Hz mode for games like this?

It works for me at 60Hz.

>What resolution does the game want? I have a monochrome
>system, but I can run a color emulator (which us basically worthless
>for any kind of high speed play).

It is a color program, and high speed.

Jim Patterson
(Patterson@vfovax.dec.com)

Programmer on: VAX/VMS, Atari STe, Atari ST, Atari 8-bit, Commodore 64
Programming in: Pascal, VAX MACRO, 68000, C, 6502, Basic, Action, Forth

2075. Re: Bug in Ghostscript 2.41 ?

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 16:58:12 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Aug28.115812.12376@miavx1.acs.muohio.edu>
Source record: 218334

In article <BtnszG.E3G@agora.rain.com>, merlyn@agora.rain.com (Randal L. Schwartz) writes:
> Since I just got a Panasonic KX-P2123 24-pin printer with the color option, I
> am curious is someone did a driver for either the B/W or Color 24-pin Epson
> printers for GhostScript.
>

How about the old Epson JX-80 color printer? (I have a printer that
is supposed to be capatible, but haven't got the chance to try it yet
because of lack of software.)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 28-AUG-1992

2076. Re: New operating systems (OS/2-TOS)

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 17:09:25 UTC
From: ekrimen@wet.UUCP
Message-ID: <4278@wet.UUCP>
Source record: 218117

In article <1992Aug26.202952.26085@nosc.mil> healy@nosc.mil (Mike Healy) writes:
>
>As far as running 68040s at higher than rated clock speeds, we use
>25 MHz 68040s and FORCE has glued industrial strength heat sinks
>directly onto the 68040 chips because these suckers run hot at
>25 MHz. Now this 60 MHz thing is from Germany, right? And I

Can someone explain what a heat sink does and how it works? I get the
impression that it provides a larger surface area to the chip so that it
can dissipate heat faster. I think I've seen what they look like too;
it looks kinda like a vent, with the tall ridges. But how does it work?
It only looks like it's clamped onto the chip. And why is it that only,
at least from what I've heard, 80486 and 68040 chips need these?

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

2077. Re: More Official Falcon Specs wanted

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 17:12:45 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92241.171245RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 218339

In article <10004@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) says:
>This is an interesting question, since I believe even the more recent
>Amigas have something like a 1-meg limit on "chip memory". The blitter
>on the ST had no such restrictions and the Falcon blitter is fully
>compatible with that one. I supose it could, technically be limited to
>4Meg - since the entire ST could only (theoretically :-]) handle 4Meg.

The ST blitter definitively is NOT limited to 4MB - I already used it for blitting on a graohics card (at $C00000). It *might* be limited to 16M.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

2078. 256 grayscale scanner

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 17:47:05 UTC
From: mluoto@klaava.Helsinki.FI
Message-ID: <1992Aug28.174705.2308@klaava.Helsinki.FI>
Source record: 218335

Since the world of mail shopping is small,
thought this might go out:

I'm looking for (yes, to buy) a 256-grayscale scanner, and I
tend to get away cheap, this means that I propably must settle
for a HANDY-SCANNER but if you know of something....

so, all hints and tips are welcome... Why buy abroad, because
there's no ATARI dealer in FINLAND

thanks'

--
email: markku.luoto@helsinki.fi # "I just LOVE G-pull...
(will find me where ever...) # ...and a missile in your ass !"
fax: 358-0-424015 #
voice: 358-0-5091656 (a.maschine) # - a surviving "pro Flite" freak

2079. Where to get ST-Magazine.

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 18:19:49 UTC
From: jarleb@medusa.uio.no
Message-ID: <1992Aug28.181949.14435@ulrik.uio.no>
Source record: 218337

I'm looking for the adress to ST-Magazine, also could anyone
out there how much a subscription costs ?

Are there any other german magazines that are worth getting hold of ?

Jarle.

2080. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 18:38:27 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Aug28.133828.12379@miavx1.acs.muohio.edu>
Source record: 218338

In article <1992Aug28.095413.26495@bas-a.bcc.ac.uk>, ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
> In article <MebEmeK00awP4Wh0tl@andrew.cmu.edu> sm86+@andrew.cmu.edu (Stefan Monnier) writes:
>>Excerpts from netnews.comp.sys.atari.st: 27-Aug-92 GEM.. what needs to
>>be fixe.. Mr Stephen R Usher@ucl.a (3256)
>>
>>> From what I've heard, the new version of GEM for the FALCON seems a great
>>> improvement. I hope that at least some of the following gripes I have with
>>> GEM are fixed, and the rest to be fixed ASAP if the Atari machines are to
>>> get anywhere:-
>>
>>> (1) Response time for mouse button presses.
>>
>>Well, the same problem exist on Macs. And it is not so easily corrected: the
>>problem is with the double click: how could you know at the first click
>>if there
>>will be a second one or not ? You HAVE to wait. I know, you don't need to wait
>>when the click is long: it means it is a 'click-n drag' and that could
>>be improved !
>
> Why not just stop looking for the double click as soon as the mouse starts
> moving? This would mean that click-and-relocate response time would be
> acceptable but nothing else will change.

The only problem with this is the fact that you would have to hold
the mouse still for double-clicks. This would slow me down, since I've
gotten really sloppy on starting programs, but it's faster.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))}}}}}}}}=======----- 28-AUG-1992

2081. Help compiling a special version of emacs 3.10s

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 19:23:38 UTC
From: max@neumann.cba.csuohio.edu
Message-ID: <1992Aug28.192338.18488@news.csuohio.edu>
Source record: 218340

Emacs 3.10s will not compile on my Laser C compiler, and I am therefore unable to tailor the program to my liking. atari.archive.umich.edu has a version with no color, with no reverse status line, and with incremental searches enabled.

Would it be possible for somebody to compile and link this for me to produce a normal, GEM desktop executable program with these options:

```
Option Setting Define in "struct.h" (may not be correct)
---------------- ------- ----------------------------------------
Color on #define COLOR 1
Reverse status line on #define REVERSE 1
Incremental search off #define ISEARCH 0
```

If you are kind enough to help me out with this, please send me a short reply using private email telling me that you could do it, and I will give you the go ahead. In this manner, I won't get ten copies and have nine people waste their time.

Thank you very much, Max

2082. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 20:23:59 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9t2qvlNNoi6@aludra.usc.edu>
Source record: 218342

In article <1992Aug28.095413.26495@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>In article <MebEmeK00awP4Wh0tl@andrew.cmu.edu> sm86+@andrew.cmu.edu (Stefan Monnier) writes:
[stuff deleted]
>>> (1) Response time for mouse button presses.
>>
>>> Has anyone noticed that it takes about a second for a mouse press to
>>> be acted upon under GEM? This delay is the same on the TT as on the ST. This
>>> has put off a large number of people when I've tried to promote the ST/TT
>>> for general use. It can be a right pain when you click on one item, move the
>>> mouse and the system highlights the one your mouse just passed over.
[responses deleted]

I don't know if I am addressing the problem you describe, but doesn't
the button sensitivity section of the General.cpx control in Xcontrol panel
take care of that? You know, set it to faster response?

>>> (3) GDOS is an optional extra.
>>
>>> In these days any GUI-frontend without a built in scalable font
>>> generator is doomed. In my opinion a GDOS derivative (scalable font version)
>>> should be included IN ROM along with a minimum of fonts (eg Times Roman,
>>> Helvetica etc).
>>
>>Why in ROM in these days (just think of Macs, OS/2, Windows, Unix, etc..) ?
>>I personnally think that much more of the OS should come on disk ! (for
>>faster and easier updates)
>
>It should be on ROM so that the innocent new users need not know anything to
>start playing.. ie Buy machine, install word precessor using manual to tell
>them what to do, run word processor... lovely fonts.
>OK, if you want it upgradable, you buy the upgrade which just patches over
>the old version, just like official Atari patches do now!

Thats a nice idea but! it is not very efficient. Remember ROM space
is pretty expensive: Monetarily, it costs more to put it in ROM, especially
since a "few basic fonts" are more than likely to go over 512k - space that
just isn't in the (I believe) 1MB ROM space (might be less); Design wise,
if you insist on putting it with the rest of the system code, you might be
looking at a space-squeeze, so if the fonts go in, something will have to
come out: Do you want to lose a)IDE/SCSI capability? b) MULTI-tasking?
c) GUI (3d, or whatever) ? - Whatever you pick, you are going to lose - just
load them in RAM and forget it. Besides, that way you only need load the
fonts you want, not what are just standard. However, they could make an easier

method of loading fonts (unless FSM/FONTGDOS is as simple as put font program in /auto, run font setup, select fonts to load (that should come on disk with system for basic fonts), never have to load those fonts again (either they are loaded onto floppy for those w/out HDs, or are loaded onto the HD and never be reloaded)).

[much stuff deleted]

-Mike

2083. Re: Having problems with zoo21.ttp...

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 20:40:14 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l9t3peINNpiv@aludra.usc.edu>
Source record: 218343

Well, I am about to give up.

No, not because it doesn't work, but rather because now it works! The problem is, I don't know why, or how long it will last - and THAT really pisses me off. I'll use it when I have to, I just won't look forward to it.

Thanks to all of you that tried to help. I guess the TT was just being stubborn...

-Mike

2084. Re: 16 MHz / Overscan question

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 21:12:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A46770@MS.maus.de>
Source record: 218143

avgroeni@cs.ruu.nl wrote:

>When I tried to buy an overscan for my 1040STE they told me that was not
>possible. Is there really no way to get an autoswitch-overscan or
>pixelwonder sort of thing installed on an STE?

It's sad but true.

Regards,
Patrick

Ashamed to be german, now.

2085. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 21:22:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A46236@K2.maus.de>
Source record: 218140

k>The new 3D look is part of the new AES, which will be part of the disk-
k>based portion of MultiTOS. It isn't part of TOS 4.00 (the Falcon's ROM
k>verisons).

In fact it is part of the new TOS 4.00 in the Falcons ROM version. The windows have 3D buttons and sliders and the dialogs in the desktop have 3D buttons either.

Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

2086. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 21:24:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A46237@K2.maus.de>
Source record: 218146

k>Surprise!!! The new AES that comes with MultiTOS not only has a new 3D
k>look to it, but it also allows icons to have up to 256 colors. So, you
k>don't have to be happy with just 3D. <grin>

If you like you can have more than 256 colors in an icon. The new color icon format supports up to 32767 planes in an icon. I think that should be enough :-)

Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

2087. Re: 16 MHz / Overscan question

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 21:28:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A46238@K2.maus.de>
Source record: 218144

a>When I tried to buy an overscan for my 1040STE they told me that was not
a>possible. Is there really no way to get an autoswitch-overscan or
a>pixelwonder sort of thing installed on an STE?

It is not possible. For autoswitch-overscan you have to interrupt a line
between the mcu (former called mmu) and the glue. Unfortunately in the STE
machines these chips are combined in one chip so it's a little bit difficult to
interrupt this signal line.

Dirk

Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

2088. Re: Can't get LLAMATRON to work. Help!

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 21:46:30 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Aug28.214630.3030@actrix.gen.nz>
Source record: 218348

Llamatron requires a colour monitor, in low resolution, as do most
games!

From memory it *does* work in 60Hz, and is unlikely to work properly
under a colour emulator!
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

2089. V22. V32....?????

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 21:49:25 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Aug28.214925.3165@actrix.gen.nz>
Source record: 218349

Could someone tell me what all the diferent 'v' protocols and the MNP protocols on modems do?

(such as)

V22, V32, V32bis, V42 etc. and MNP 1 to 10 (if available)
there are other V-protocols, like another 'bis' type (what does that stand for!?)

Any information would be much appreciated! In E-Mail would be good, so save on band-width, but there may be other users out there who may find this information useful?!?!
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

2090. Re: what DTP packages work in mono? Moniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 22:23:27 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250038@hpindda.cup.hp.com>
Source record: 218122

Timeworks Desktop Publisher works on a standard monochrome just fine. If you've already installed it for color, you will have to reinstall TDP first or (if you're clever) install the mono GDOS fonts off of the distribution disks and fool with your ASSIGN.SYS (??) file yourself.

I don't know about moniterm support.

Mike

2091. atari st and casio synth for sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 22:37:33 UTC
From: preece@sunfse.ese.lmsc.lockheed.com
Message-ID: <19868@leadsv.UUCP>
Source record: 218112
Cross-posted to: comp.sys.atari.st,ba.market.computers,rec.music.synth

I have an Atari 520ST system for sale:

-CPU, 1/2 meg of RAM
-Monochrome monitor (SM124)
-Single sided disk drive (SF354)
-Mouse, cables and power supplies
-Epson FX185 printer (wide carriage)

Everything works just fine. $275 for everything.

I also have a Casio 3000:

-midi in, out, thru
-programmable
-8 note polyphonic
-stereo output
-full size keys
-hardshell case

best offer over $250

-darrell 408 732 9786

test sig----------

2092. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 22:46:56 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug28.224656.16366@athena.cs.uga.edu>
Source record: 218350

In article <jonal.49@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>
>Do you know if this will work on graphic cards as well (should do, but one
>never knows...)? I'm planning to buy a CuberCube card in January or so.
>
>BTW, does anyone know if I can just hook my TT up to a Hitachi 2087 (20"
>1280x1024 color multisync monitor) and get the TT high mode? Some German
>firms advertises boxes to get all modes on a hi-res multisync. Any Germans
>out there?

I don't know really. You might have to get some kind of driver or something
for it to work on graphics cards.

Steve

2093. ANSI/VT-100 Documentation

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 22:54:40 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <T6N9PB3w165w@ersys.edmonton.ab.ca>
Source record: 218110
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

I am looking for information on ANSI/VT-100 so that I can include it in the next version of ShadowTerm. I have as yet not been able to locate ANY information on the subject. I am mainly looking for a method to interpret the codes sent. I can obtain a font fairly easily, but I need to know the codes.

(I have no access to mail-servers or FTP, so please do not respond with a suggestion to download the information from atari.archive or an FTP site...<Grin!>)

Any information would be appreciated.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

2094. Re: Excuse my ignorance...

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 22:58:35 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug28.225835.16647@athena.cs.uga.edu>
Source record: 218101

In article <1992Aug28.154321.3709@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 15014@athena.cs.uga.edu, kjohnson@castor.cs.uga.edu (Kristopher Johnson)
writes:
>>
>>The Southern California Computer Faire is Sept. 12-13 at the Glendale Civic
>>Auditorium (in Glendale, CA of course). General admission is $6 per person
>>per day (or $10/person for both days). For more info, contact:
>>
>> John King Tarpinian
>> c/o H.A.C.K.S.
>> 249 N. Brand Blvd., #321
>> Glendale, CA 91203
>> (818)246-7276
>> GEnie: JOHN.KING.T
>>
>>A showing of the Falcon030 at the Glendale show is expected, but not promised.
>
>Tarpinian won't promise a Falcon will be present but _I_ can <grins>. Several
>developers intend to bring along their own Falcons even if Atari doesn't (but I
>rather expect them to as well).
>
>Glendale is the largest Atari show in the U.S. and this year's event is shaping
>up to be a really good one with most every Atari developer planning to attend.
>It's going to be fun so be there! And stop by our booth and say "G'day", too!
>
>
>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

Whoops! You're right! I meant to say that ATARI CORP. is expected to show
off the Falcon030 personally, but that it hasn't been promised. Sorry for
the misunderstanding, guys!

2095. 1040ST (and more) for sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 23:01:34 UTC
From: pvf@alantec.com
Message-ID: <pvf.715042894@diablo>
Source record: 218102

FOR SALE TO THE HIGHEST BIDDER...

1040ST w/Monochrome Monitor
Several boxes of assorted stuff
lots of software
joysticks and related stuff
Hippo Sound Digitizer
(probably more that I cannot remember now)

I haven't touched this stuff in ages.
It is time to get rid of it, so make an offer.
The first offer that doesn't insult me gets all of it.

Please contact me via email at pvf@alantec.com

2096. Re: Timeworks DTP - New Fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 23:43:02 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Aug28.234302.9088@peponi.wcc.govt.nz>
Source record: 218103

In article <1992Aug27.161043@aifh.ed.ac.uk>, samm@aifh.ed.ac.uk (Sam Marshall) writes:

>You're right about fontwid.app. Note that you also need to list all of the
>new fonts in the assign.sys files in ASCENDING order of their identity
>numbers,
>and that all ID numbers must be under 128. You can change the ID # with
>most font editing packs (e.g. the ST Club's Fontkit). There's a doc on
>atari.archive giving lots of info on the mysterious assign.sys file and GDOS,
>I think.

Thanks Sam, anyone got any ideas on the name and dir of this file?
(I must d/l the index sometime :-))

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

2097. Zmodem 1.62 (J. Bammi version) compiling problems.

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 23:45:37 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <qiq9PB1w165w@ersys.edmonton.ab.ca>
Source record: 218145
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi.

In my never ending quest to compile the Zmodem 1.62 source code, I have run across several problems.

There are repeated references to a PD MAKE tool. I do not have this tool, and have never been able to locate it. Is it GNU Make?

Also, how do you find out what version of Alcyon you have? I bought the developer's kit from Atari, but can not find any mention of a version number.

Boy, isn't C fun? (As you might have guessed, Pascal is the language for me. It seems to much easier to grasp.)

Last question: The DLIBS library is mentioned in the docs, in association with Alcyon C. I thought DLIBS was meant for Sozobon C? I have a version of DLIBS, but now I'm not sure at all what I should be doing to get Zmodem compiled.

By the way, the Zmodem archive came from GEnie and it is labelled 1.62.

Any help would be appreciated.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

2098. Re: uucico 3.42

Newsgroup: comp.sys.atari.st
Date: 1992-08-28 23:53:06 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Aug28.235306.9228@peponi.wcc.govt.nz>
Source record: 218104

In article <6814380@zebedee.UUCP>, geoffc@zebedee.UUCP (Geoffrey Coan) writes:
>> Now can someone tell me how the program Kosten works? it also does something
>> with the uucico adm file.
>>
>Where did you find Kosten ? Is it part of hermes ? Incidently, is
>hermes still on atari.archive as telecomm/herm100b.lzh - because I can't
>find it if it is.

I got it with the Hermes v1.03 from a german site Stuttgart
(129.69.1.12) (I only have the number, all the names for it are
unrecogonised from here that i've seen)
I can't remember the path to it, try pub/atari/telecomm/hermes
wherever it is, it's in it's own directory calles hermes.
FTP all the files from that dir to get Hermes 1.03... Kosten is one of them.
there's a file called how2(something!), read that, it tells you how to
decompress it all.

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

2099. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 00:07:53 UTC
From: azog@world.std.com
Message-ID: <Btpxp8.G7s@world.std.com>
Source record: 218107
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>In article <1992Aug27.130748.17110@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink)
writes:
>>In <BAMMI.92Aug15103416@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi)
writes:
>>
>>
>>>personally dont like the idea of having to top a window to do anything
>>>useful with it. if its visible you should be able to do stuff with
>>>it. i really dislike GEMs policy of having to top windows (which it
>>>half enforces anyways).
>>
>>I TOTALLY AGREE

Hmmm. I dont know if I follow this. What your saying is that when a
window is buried, and has a menu bar, your able to access it? Ive tried
it on my system (TOS 2.06), and havent gotten it to do that...

--
Billy D'augustine
azog@world.std.com

Atari: Power without the price.

2100. Looking for KAOS TOS

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 00:50:37 UTC
From: darekm@microsoft.com
Message-ID: <1992Aug29.005037.9209@microsoft.com>
Source record: 218111

Would the author(s) of KAOS TOS please contact me by private email?

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

2101. Falcons at Glendale (was Re: Excuse my ignorance...)

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 02:23:16 UTC
From: rjung@aludra.usc.edu
Message-ID: <l9tnskINN2di@aludra.usc.edu>
Source record: 218109

In article <1992Aug28.154321.3709@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 15014@athena.cs.uga.edu, kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:
>>The Southern California Computer Faire is Sept. 12-13 at the Glendale Civic
>>Auditorium (in Glendale, CA of course). ...
>>A showing of the Falcon030 at the Glendale show is expected, but not
>>promised.
>
>Tarpinian won't promise a Falcon will be present but _I_ can <grins>. Several
>developers intend to bring along their own Falcons even if Atari doesn't
>(but I rather expect them to as well).

I'm pretty sure John T. will have a Falcon at the show -- he's been bragging to me about how he was going to get his own advanced box, so if nothing else he'll drag his along. I'm sure there will be plenty of Falcons to look at, so expectations should be kept pretty high.

>It's going to be fun so be there! And stop by our booth and say "G'day", too!

Sure! But first I want to stop by the AtariUser Magazine booth and complain. They've been using some cheap hack to do their Lynx video game reviews...

--R.J.
B-)

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

2102. Falcon/DSP questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 04:30:34 UTC
From: u882453@bruny.cc.utas.edu.au
Message-ID: <u882453.715062634@bruny>
Source record: 218113

Could someone please answer these questions:

1.What is the DMA (?) bandwidth between DSP external RAM and main memory,

2.Does the 68030 have to halt while this occurs ?

3.Can the 16-bit 8 channel sound have independent frequency and volume
control (like the Amiga) for EACH channel.

thanks...

Andrew King u882453@bruny.cc.utas.edu.au

2103. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 07:03:07 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Aug29.070307.9579@terminator.cc.umich.edu>
Source record: 218125

```
drwxrwxr-x atari 1024 Aug 23 03:01 .
```

2104. How do I play .SNG files?

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 07:13:26 UTC
From: ij59@vaxb.acs.unt.edu
Message-ID: <1992Aug29.011326.1@vaxb.acs.unt.edu>
Source record: 218115

HELP! I've just spent several hours downloading music players in an attempt to locate something that will play .SNG files contained in the file SNGFILES.ARC on atari.archive.umich.edu, but only 1 program (MIDISEQ.ARC) even asks for .SNG files, and it's idea of an .SNG file is not the same as the ones in SNGFILES.ARC. (It double-bombs when I try to read the .SNG files, except when I tried saving a blank one with the program itself. It read that one fine.)

There is also an SNGFILE2.ARC I have not bothered to get.

Please, if anyone knows what will read these files please e-mail me.
(Please don't just post it/followup here, because I don't read this area.)

System info: 512k Atari 520ST, 400k ss drive, composite monitor.

(Yeah, I know, just about the lousiest system one can own. At least I have a composite monitor now instead of my old b&w tv...)

Scott "Wish I had a 60mhz '040 enhanced Mega 4ST" Miller

/|\ Atari rules!

2105. Re: Falcon/DSP questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 07:16:51 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug29.071651.26992@athena.cs.uga.edu>
Source record: 218116

In article <u882453.715062634@bruny> u882453@bruny.cc.utas.edu.au (Andrew King) writes:
>Could someone please answer these questions:
>
>1.What is the DMA (?) bandwidth between DSP external RAM and main memory,
>
>2.Does the 68030 have to halt while this occurs ?
>
>3.Can the 16-bit 8 channel sound have independent frequency and volume
>control (like the Amiga) for EACH channel.
>
>thanks...
>
>_____
>Andrew King u882453@bruny.cc.utas.edu.au

I'm not sure if this answers any of your questions, but virtually
everything in the Falcon (BLiTTER, SCSI II, DSP, sound engines, and
CODEC's, at least) has DMA. Since the DSP runs in parallel with the
68030 and has DMA, I wouldn't think the 68030 has to halt for much of
anything.

Steve

P.S. - Mind you, I'm no big techie! <grin>

2106. Re: Falcon and A/D

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 09:25:52 UTC
From: os@IKP.Uni-Koeln.DE
Message-ID: <1992Aug29.092552.118190@rrz.uni-koeln.de>
Source record: 218119

In article <1992Aug27.155705.264@athena.cs.uga.edu>, kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:
|> In article <1992Aug27.081037.19661@hsr.no> leikvoll@hsr.no (Morten Leikvoll) writes:
|> >There is much talk about if the Falcon has an A/D. It doesn't need one!
|> >If they have build in a comparator (probably already in the DSP), the DPS can
|> >emulate an A/D with the help of successive approximation...
|> >
|> >-Morten Leikvoll (Is it short enough?)
|>
|> The Falcon has a built-in stereo 16-bit CODEC (A/D COder & D/A DECoder).

What does this CODEC code/decode ? Sorta S/P-DIF decoder ?
Or is it just a plain A/D-D/A converter ?

--
Oliver Stuch, Institut f"ur Kernphysik, Universit"at zu K"oln
Phone: 0221-4703615 || 0221-4301809 || 02235-5893 || top secret
InterNet: os@ikp.uni-koeln.de
>>> Long live Crab! <<<

2107. MiNT 0.95 Problem with media change detect

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 09:47:14 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.yBcbD4LB&Dw@marsu.tynet.sub.org>
Source record: 217934

Hello!

What does it mean if I press <ESC> in order to update a directory window
and get the following error message:

pid(2): GEM: Files were opened on a changed drive (0x3)!

???

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Luck is believing you're lucky ! <<

2108. Re: New operating systems (OS/2-TOS)

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 10:00:02 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <QebvgW_00VpFAFiUYX@andrew.cmu.edu>
Source record: 218126

Excerpts from netnews.comp.sys.atari.st: 28-Aug-92 Re: New operating systems (.. Ed Krimen@wet.UUCP (849)

> Can someone explain what a heat sink does and how it works? I get the
> impression that it provides a larger surface area to the chip so that it
> can dissipate heat faster. I think I've seen what they look like too;
> it looks kinda like a vent, with the tall ridges. But how does it work?
> It only looks like it's clamped onto the chip. And why is it that only,
> at least from what I've heard, 80486 and 68040 chips need these?

> --
> ||| Ed Krimen
> ||| ekrimen@wet.com
> / | \ E.KRIMEN (GEnie)

The power dissipation of a chip is proportional to his frequency and to the number of tramsistors packed on it (approximately)
It also depends of the use of all those transistors: on a highly parallel CPU (superscalar or just pipelined), transistors are likely to be all (or almost) used at all times. So that on such new CPU, the consumption is really high (can go above 1A).
An extreme example is a recent VAX CPU running at 100Mhz presented by DEC and which is likely to be comparable (for power consumption) to the alpha CPU (from the same company): It drinks about 6A on average! (and as consumption is not constant but is concentrated at each tic of the clock, at each tic the intensity goes up two about 30-40A).

All this power has to be dissipated for the simple reason that silicium transistors' reliability limit is at about 150-200 C ! (and those chips are not really big)

That's why !

Stefan Monnier

-- On the average, people seem to be acting normal --

2109. Re: uucico 3.42

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 10:47:49 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Aug29.104749.17430@peponi.wcc.govt.nz>
Source record: 218120

In article <1992Aug28.235306.9228@peponi.wcc.govt.nz>, shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:
>In article <6814380@zebedee.UUCP>, geoffc@zebedee.UUCP (Geoffrey Coan) writes:
>>> Now can someone tell me how the program Kosten works? it also does something
>>> with the uucico adm file.
>>>
>>Where did you find Kosten ? Is it part of hermes ? Incidently, is
>>hermes still on atari.archive as telecomm/herm100b.lzh - because I can't
>>find it if it is.
>
>I got it with the Hermes v1.03 from a german site Stuttgart
> (129.69.1.12) (I only have the number, all the names for it are
> unrecogonised from here that i've seen)
>I can't remember the path to it, try pub/atari/telecomm/hermes
> wherever it is, it's in it's own directory calles hermes.
>FTP all the files from that dir to get Hermes 1.03... Kosten is one of them.
> there's a file called how2(something!), read that, it tells you how to
> decompress it all.
>
>Craig.
>* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
>* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
>* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

This is the main site for Hermes from memory...
pascal.math.fu-berlin.de (130.133.4.50)...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2110. Re: New operating systems (OS/2-TOS)

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 14:02:45 UTC
From: baffoni@aludra.usc.edu
Message-ID: <la0i35INN8ol@aludra.usc.edu>
Source record: 218142

In article <4278@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>Can someone explain what a heat sink does and how it works? I get the
>impression that it provides a larger surface area to the chip so that it
>can dissipate heat faster. I think I've seen what they look like too;
>it looks kinda like a vent, with the tall ridges. But how does it work?

Well, by providing a larger surface area (using very heat conductive
materials) you allow more heat to be dissapated into the air - since more
air molecules can contact the metal, more air molecules are able to absorb
the heat energy, thus cooling the heat sink, and thus the chip.

>It only looks like it's clamped onto the chip. And why is it that only,
>at least from what I've heard, 80486 and 68040 chips need these?

Usually, you only hear of the '486 and the '040 needing them because
a) they have a larger number of transistors per package and thus generate more
heat; b) they are the top of the line processors from each respective company
and thus are usually the targets for the overzealus power freaks who want to
run the chips faster than they are rated for.

>--
> ||| Ed Krimen
> ||| ekrimen@wet.com
> / | \ E.KRIMEN (GEnie)

-Mike

2111. Atari Mono Monitor WANTED

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 15:48:10 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <swood.715103290@vela>
Source record: 218121

I am trying to sell my system, and I get the feeling that I will get more
out of it if I trade in my analog mono monitor (low and med res only)
for a true blood Atari mono monitor (hi-res only)

If anyone has one for sale, send me email....

swood

--

```
+========================+ -------_________ +========================+
| WANTED - DEAD OR ALIVE | o\ o \ ____|o | If you see this lure, |
| Creek Chub "Plunker" | \___\_-o- viv | PLEASE send me email!!! |
+========================+ viv +========================+
```

2112. Re: Where to get ST-Magazine.

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 16:00:52 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Aug29.160052.6976@zooid.guild.org>
Source record: 218124

jarleb@medusa.uio.no (Jarle Brinchmann) writes:
>I'm looking for the adress to ST-Magazine, also could anyone
>out there how much a subscription costs ?
>
>Are there any other german magazines that are worth getting hold of ?
>
>
> Jarle.
>

"ST-Magazine" is priced at DM 7,00 (German Marks) per issue. It is published by Markt & Technik Verlag AG and the address is:

Markt&Technik Verlag AG
ST Magazine
Hans-Pinsel-Strasse 2
8013 Haar bei Muenchen
BRD
Yearly subscriptions for germany are DM 77,00 for 12 issues. If you live outside germany, the magazines are priced as following (correct me if I am wrong, they might have gone up):

Air Mail; Country Group 1 (ex. USA) is DM 95,00.
Air Mail; Country Group 2 (ex. Hongkong) is DM 115,00.
Air Mail; Country Group 3 (ex. Australia) is DM 145,00.

"ST MAgazine" is approximately 150 pages and comes without a disk.

"ST Computer" is sold for DM 8,00 at newsstands across germany. It is published by MAXON Computer. The address is:

MAXON Computer
Schwalbacher Strasse 52
D-6236 Eschborn
BRD

Yearly subscriptions in germany are DM 80,00. Foreign countries are DM 100,00 and with air mail DM 130,00. This one comes without a disk.

"TOS" is another one and is priced at DM 14,90. Disk is included.

For students it's DM 129,00/year and regular it's DM 152,00/year. The address:

ICP-Verlag GmbH $ Co. KG
Leserservice TOS
Innere-Cramer-Klett-Str. 6
8500 Nuernberg 1

BRD

There is another excellent publication. The french "ST Magazine" but it is of no use if you don't speak french. Price: $8 Canadian. Contains source codes, reviews etc. Pretty much the same as all of the german magazines.

Sincerely,
Mark Kovarski

IBMNet: Mark Kovarski@40:649/313
Internet: kovarski@zooid.guild.org
FNet: Mark Kovarski@Node 66
Opinions expressed are my own.

2113. Re: New operating systems (OS/2-TOS)

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 16:53:40 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.O2xXzYwzAw_@marsu.tynet.sub.org>
Source record: 217936

In <1992Aug26.202952.26085@nosc.mil>, Mike Healy writes:
>
> As far as running 68040s at higher than rated clock speeds, we use
> 25 MHz 68040s and FORCE has glued industrial strength heat sinks
> directly onto the 68040 chips because these suckers run hot at
> 25 MHz. Now this 60 MHz thing is from Germany, right? And I
> understand that it can get pretty cold in Deutschland, so maybe
> the heat produced by the chip will be of more benefit than it
> would be here in sunny So Cal :-)

I can ensure you we have about 30 degrees Celsius here in
Deutschland these days... And we're not going to use high speed
68040 CPUs for heating our rooms :-)

Without kidding: The computer we talk about was in fact clocked with
60 MHz internally and 30 MHz externally. I was astonished myself
as I did not see any icecap or fan for the CPU.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Luck is believing you're lucky ! <<

2114. Re: TT Compatability questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 17:07:32 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.OF_fEP5wfhk@marsu.tynet.sub.org>
Source record: 217935

In <mack.714929181@deci>, Dan Mack writes:
> With the recent drop in TT prices, I'm considering purchasing one but
> first I'd like to know what people's experiences are with the TT.
>
> 1 . Do games like Falcon, Flight Simulator, Sim City, etc. run well
> on the TT? Too fast?
Most games definetly don't work due to various reasons. Sim City
works, very few other games do, too. The TT will never become a
game machine. If this is really your first question, you should
think about purchasing a Falcon, because most game programmers will
of course concentrate on that machine.

> 2. Does Calamus and other word processing packages work?
Yes.

> 3. Has Minix been ported over yet?
They're still working on it.

> 4. Is there a Unix like OS for the TT? If so, has anyone gotton X11
> R4 or X11 R5 to compile on a TT?
There's a System V R 4 from Atari Corp. containing X11/Motif and some
other neat stuff. It has only two problems: The ASV package is rather
expensive (in my opinion) and slow. But it is said to be quite stable.

> 5. Are there any UNIXless X servers available for the TT?
Yes, I saw a demo of a Xserver software on Atari fair, even on
the 14" VGA screen in color. You could easily switch between TOS
and Xserver mode.

> 6. If you own a TT, what are your impressions of the machine?
A good machine, but performance is lousy if you compare
the performance/money relation with a NeXT. You should better
look at the TT as a very fast ST and not as a workstation.
Yet, MiNT makes the TT worthy again.
Meanwhile, there are only minor compatibility problems left.

> 7. Which version of the Atari OS do the TTs run? 2.?? 3.??
TOS 3.06 is the latest release, however, everyone is waiting
for TOS 4.0 + MultiTOS.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Luck is believing you're lucky ! <<

2115. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 17:34:18 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Aug29183418@SunLab45.essex.ac.uk>
Source record: 218123
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Btpxp8.G7s@world.std.com> azog@world.std.com (Azog Thoth) writes:
| >In article <1992Aug27.130748.17110@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
| >>In <BAMMI.92Aug15103416@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
| >>
| >>
| >>>personally dont like the idea of having to top a window to do anything
| >>>useful with it. if its visible you should be able to do stuff with
| >>>it. i really dislike GEMs policy of having to top windows (which it
| >>>half enforces anyways).
| >>
| >>I TOTALLY AGREE
|
| Hmmm. I dont know if I follow this. What your saying is that when a
| window is buried, and has a menu bar, your able to access it? Ive tried
| it on my system (TOS 2.06), and havent gotten it to do that...

I have. It doesn't seem to matter what else is running, but I find
that the TOSWIN menus drop down even when the TOSWIN window is completely
obscured. I'm learning to live with it though.

Another thing that disappointed me slightly was that TOSWIN crashes on
startup if MiNT is not running.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on to
your friends with all documentation. Email okes@essex.ac.uk.

2116. Re: Zmodem 1.62 (J. Bammi version) compiling problems.

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 18:57:04 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <TT80PB5w165w@ersys.edmonton.ab.ca>
Source record: 218147
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

gs32+@andrew.cmu.edu (Geoffrey Spear) writes:

- Excerpts from netnews.comp.sys.atari.st: 28-Aug-92 Zmodem 1.62 (J. Bammi
- > versi.. Michel Forget@ersys.edmo (1164)
-
- > There are repeated references to a PD MAKE tool. I do not have this
- tool, and have never been able to locate it. Is it GNU Make?
-
- There is a "make" tool out that is included with Sozobon C. It
- has no docs with it (which is really annoying), but it is supposedly
- very similar to the UNIX make program. I don't use it myself, I prefer
- to compile everything by hand (although with really BIG programs typing
- > in a cc line for each source file takes a while.)
-
-
- > Last question: The DLIBS library is mentioned in the docs, in
- > association with Alcyon C. I thought DLIBS was meant for Sozobon C? I
- > have a version of DLIBS, but now I'm not sure at all what I should be
- > doing to get Zmodem compiled.
-
- The dLibs library is a PD C library which is generally considered to be
- better than the libraries included with Alcyon. And as Sozobon C was
- developed as a replacement for Alcyon, and is for the most part
- Alcyon-compatible, dLibs works for both. As a matter of fact, dLibs was
- ORIGINALLY created for use with Alcyon, and the people who wrote Sozobon
- used it.

Okay, but how do I get Alcyon to use DLIBS instead of the library it uses
now (which seems to be nothing special). My only experiences with "make"
so far have been ones of total anger, since I can not get it to do what I
need. For a while I thought I was on the right track, but then it told
me that all of the files were up to date. No matter how I changed the
dates on the files, it held to that position...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

2117. Lynx Batman 2 MILLION SELLOUT!!!! (Re: Lynx review! KUNG FOOD)

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 21:50:13 UTC
From: jyoung@nyx.cs.du.edu
Message-ID: <1992Aug29.215013.21200@mnemosyne.cs.du.edu>
Source record: 218128
Cross-posted to: rec.games.video,alt.games.lynx,comp.sys.atari.st

Atari news saying that people bought out over 2 MILLION
Batman Returns game very fast!! Batman coupon said 'only good
for while Batman game stocked' so many people lost out on offer.
BUT Atari has good heart so they will mail Batman game to people
when their factory finished making more copies!

Also MANY more NEW Lynx games coming out in 3-4 weeks!!!!
By middle October 20-25 NEW games pouring out same time as
new Falcon 030!

Atari Lynx was top choice of VG&E magazine poll now smart people
of the world are throwing away PRETENDERS TO THE THRONE Game Gear
and Gameboy and saving huge eye doctor bill!

2118. green SM124?

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 22:40:20 UTC
From: dk3uz@mcshh.Hanse.DE
Message-ID: <1992Aug29.224020.2320@mcshh.Hanse.DE>
Source record: 218160

Hello,

is there such a thing as a green phosphor CRT with the same electrical
and mechanical specs as the white phosphor CRT of a SM124 monitor?

Awaiting your answers,

Eddi

2119. Re: Bug in TOSWIN (was: Re: MiNT 0.95 now available)

Newsgroup: comp.sys.atari.st
Date: 1992-08-29 23:28:04 UTC
From: azog@world.std.com
Message-ID: <Btrqlt.41s@world.std.com>
Source record: 218133
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

okes@essex.ac.uk (Oke S) writes:

>|
>| Hmmm. I dont know if I follow this. What your saying is that when a
>| window is buried, and has a menu bar, your able to access it? Ive tried
>| it on my system (TOS 2.06), and havent gotten it to do that...

>I have. It doesn't seem to matter what else is running, but I find
>that the TOSWIN menus drop down even when the TOSWIN window is completely
>obscured. I'm learning to live with it though.

>Another thing that disappointed me slightly was that TOSWIN crashes on
>startup if MiNT is not running.

Hmmm again. What is your system configuration? Often, I press the right shift
key to bypass MiNT, and the only thing that TOSWIN complains about is
that it cant get a pty. This is due to TOSWIN.CNF starting up BASH and TOP
automatic upon startup...

Im extremely happy with TOSWIN. But there is a point that I should
state. When I try to start Elvis with a filename, it crashes the system.
But if I start without a filename, and use the internal read command, it
works fine. Nothing that really bothers me, tho

--
Billy D'augustine
azog@world.std.com

Atari: Power without the price.

2120. Re: Lynx Batman 2 MILLION SELLOUT!!!! (Re: Lynx review! KUNG FOOD)

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 01:36:52 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug30.013652.14542@athena.cs.uga.edu>
Source record: 218137
Cross-posted to: rec.games.video,alt.games.lynx,comp.sys.atari.st

In article <1992Aug29.215013.21200@mnemosyne.cs.du.edu> jyoung@nyx.cs.du.edu (Jeff Young) writes:

>
>Atari news saying that people bought out over 2 MILLION
>Batman Returns game very fast!! Batman coupon said 'only good
>for while Batman game stocked' so many people lost out on offer.
>BUT Atari has good heart so they will mail Batman game to people
>when their factory finished making more copies!
>
>Also MANY more NEW Lynx games coming out in 3-4 weeks!!!!
>By middle October 20-25 NEW games pouring out same time as
>new Falcon 030!
>
>Atari Lynx was top choice of VG&E magazine poll now smart people
>of the world are throwing away PRETENDERS TO THE THRONE Game Gear
>and Gameboy and saving huge eye doctor bill!

That can't be right. Do you mean that 2 million copies of BATMAN RETURNS have been sold or do you mean that brisk sales of BATMAN RETURNS have brought the total number of Lynx cartridge sales to 2 million? I can believe the latter, but not the former by a long shot.

Steve

2121. Loaded Atari STe system - US$975 obo.

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 02:36:12 UTC
From: atilghma@orac.holonet.net
Message-ID: <Btrz8C.3up@iat.holonet.net>
Source record: 218129
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,ba.forsale.computers

The short form:

Atari 520STe (4Mb, TOS 2.06, DEKA & IBM keyboard); 85Mb HD;
SC1224/SM124 color/mono monitors, monitor switch; WP, comm &
other software.
Atari 1040ST (1Mb, TOS 1.0) & 2 256K SIMMs.

Take all of the above for $975, and I pay shipping.

Call Adam at (415)873-3091, 8am-8pm PST, or email to
"atilghma@holonet.net".

The long form:

Atari 520STe (4Mb RAM, TOS 2.06 installed, with DEKA $350
keyboard adapter & IBM 104-key keyboard)

Atari 1040ST (1Mb RAM, TOS 1.0, internal floppy drive, $100
Golden Image mouse)

ICD FA/ST 85Mb ST-1096N Hard Drive $275

Atari SC1224 color monitor $175

Atari SM124 monochrome monitor $85

Color / Mono monitor switch $10

2 256K 8-bit/100ns SIMMs (bought with 520STe) $10

Wordflair II WP software (will transfer reg.) $40
(w/ dictionary, thesaurus, WYSIWYG)

STalker 3.02 Telecomm software $25

STeno 2.00 text editor software $10

Script WP software (w/ dict., mono only) $10
(stable on floppy-only systems)

Beckemeyer's MT C-Shell, including MT UUCP software $15
(get your machine on the net!)

Every other piece of software that I own (inc. $35
Personal Pascal, DevPac ST assembler, GFA Basic 2.0,
Hyperfont GDOS font editor, Flash 1.0, lots of PD
stuff)

Total: $1140

I'll let EVERYTHING go for $975, and I'll pay shipping.
Otherwise, you pay shipping. I'm open to haggling, since I pretty
much pulled these numbers out of a hat - make me an offer.

-- adam tilghman (atilghma@holonet.net) Voice 415-873-3091 8am-8pmPST

--
Adam G. Tilghman Voice: +1 415 588 5380 (Until 2200 PST)
atilghma@holonet.net "A horse is a mouse in a house, you louse!"

2122. Re: Lynx Batman 2 MILLION SELLOUT!!!! (Re: Lynx review! KUNG FOOD)

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 03:13:36 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <1992Aug30.031336.17297@usenet.ins.cwru.edu>
Source record: 218138

In a previous article, jyoung@nyx.cs.du.edu (Jeff Young) says:

>
>Atari news saying that people bought out over 2 MILLION
>Batman Returns game very fast!! Batman coupon said 'only good
>for while Batman game stocked' so many people lost out on offer.
>BUT Atari has good heart so they will mail Batman game to people
>when their factory finished making more copies!

IF Atari didn't make more copies, they would have a BIG problem.

This is because they advertised the free deal and now they aren't
going to deliver on their promise?

No, it doesn't matter that the coupon says "only good while supplies last"
because Atari supposely hasn't delivered ANY.

And it would be bad business to say to someone... "sorry, we ran out
so you are out of luck..." They would definitely bad mouth Atari
to all their friends.

It kind of ticks me off to see that Atari is playing the "good heart"
game! Get professional dudes!

>
>Also MANY more NEW Lynx games coming out in 3-4 weeks!!!!
>By middle October 20-25 NEW games pouring out same time as
>new Falcon 030!

I doubt that will happen. We have been hearing that there should
have been 10 games this month. It is now the 29th of August and
only two new games released.

>
>Atari Lynx was top choice of VG&E magazine poll now smart people
>of the world are throwing away PRETENDERS TO THE THRONE Game Gear
>and Gameboy and saving huge eye doctor bill!

Maybe if Atari plays their cards right.

>

2123. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 03:56:08 UTC
From: peter@NeoSoft.com
Message-ID: <1992Aug30.035608.8520@NeoSoft.com>
Source record: 218127
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

So how many basically non-compatible-and-require-new-software-to-take-advantage-of-it systems has Atari come out with now? Can you run old "well behaved" Atari software on the latest version of the latest operating system? Does it drag the system down when you do it because of all the polling?
--
Peter da Silva. <peter@sugar.neosoft.com>.
`-_-' "Have you hugged your wolf today?"
'U`

2124. Re: Databases for the STe

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 04:51:17 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <7BZaqB2w164w@tcpbbs.pcn.org>
Source record: 218148

jharres@doc.bmd.trw.com writes:

> What databases are available that work on the 1040 STe? I have Regent Base,
> which I like (on my ST), but doesn't work on the STe. Both commercial and
> PD (free or shareware). I have tried Fastbase from a.a.u.e but it appears
> to have a bug (on my STe) and I haven't been able to contact the author.
>
> Jim jharres@oz.bmd.trw.com
>

Have you taken a look at SuperBase Professional. It is a very good
relational database. Also Datamanager Professional is another relational
database. There is also Informer II which is a graphic database. And,
ofcourse there is always DBman.

2125. Re: ANSI/VT-100 Documentation

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 05:31:46 UTC
From: wilsont@orac.holonet.net
Message-ID: <Bts7Cz.H9z@iat.holonet.net>
Source record: 218130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>I am looking for information on ANSI/VT-100 so that I can include it in
>the next version of ShadowTerm. I have as yet not been able to locate

ok, i have a file...

>(I have no access to mail-servers or FTP, so please do not respond with a
>suggestion to download the information from atari.archive or an FTP
>site...<Grin!>)
so how do i get it to you then?!

do you want me to post it?

Timothy...

2126. Re: Zmodem 1.62 (J. Bammi version) compiling problems.

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 06:44:54 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <4ecBva200aw3I1fG1F@andrew.cmu.edu>
Source record: 218149
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Excerpts from netnews.comp.sys.atari.st: 28-Aug-92 Zmodem 1.62 (J. Bammi
> versi.. Michel Forget@ersys.edmo (1164)

> There are repeated references to a PD MAKE tool. I do not have this
tool, and have never been able to locate it. Is it GNU Make?

There is a "make" tool out that is included with Sozobon C. It
has no docs with it (which is really annoying), but it is supposedly
very similar to the UNIX make program. I don't use it myself, I prefer
to compile everything by hand (although with really BIG programs typing
> in a cc line for each source file takes a while.)

> Last question: The DLIBS library is mentioned in the docs, in
> association with Alcyon C. I thought DLIBS was meant for Sozobon C? I
> have a version of DLIBS, but now I'm not sure at all what I should be
> doing to get Zmodem compiled.

The dLibs library is a PD C library which is generally considered to be
better than the libraries included with Alcyon. And as Sozobon C was
developed as a replacement for Alcyon, and is for the most part
Alcyon-compatible, dLibs works for both. As a matter of fact, dLibs was
ORIGINALLY created for use with Alcyon, and the people who wrote Sozobon
used it.

2127. For Sale: Midi THRU BOX (CASIO TB-1)

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 06:58:21 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Aug30.065821.24969@ucsu.Colorado.EDU>
Source record: 218131

FOR SALE

MIDI THRU BOX - CASIO TB-1

-connects eight midi ports to 1 of 2 midi inputs
- has internal amplifiers
- can run off of batteries or A.C adapter

- BEST OFFER in two weeks gets it. I will ship UPS COD.

- contact me at (503)-666-8568, or here, however, I only log in once a week.

Jonathan

2128. Re: Where to get ST-Magazine.

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 08:20:43 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.50@dhhalden.no>
Source record: 218135

In article <1992Aug28.181949.14435@ulrik.uio.no> jarleb@medusa.uio.no (Jarle Brinchmann) writes:

>I'm looking for the adress to ST-Magazine, also could anyone
>out there how much a subscription costs ?

>Are there any other german magazines that are worth getting hold of ?

> Jarle.

I'm reading three German mags; ST Magazine, ST Computer and TOS regularly and
are planning to subscribe to the first two.
Hopefully others find this info useful...

ST MAGAZINE
150 pages+, stapled, very thin paper, 12 issues a year
Centered around hard- and software reviews, features a magazine-in-the-magazine
called Cicero which is a DTP mag by Calamus makers DMC (very ineresting if
you're into publishing and design), DIY projects. Not too much for developers,
but a few topics are discussed each issue with listings etc.
Shop price: DM 7,-
Sub. price: DM 77,-
DM 65,- for students (add a copy of your student card)
NOTE: I don't know if this works outside Germany...
Mail rates: Add DM 18 if in Europe, DM 38,- for AirMail to the US, DM 68,-
if you have a kangaroo for a neighbour...
Address:
Markt & Technik Verlag AG
ST MAGAZIN Leserservice
Hans-Pinsel-Str. 2
8013 Haar bei Munchen
Germany

ST COMPUTER
around 200 pages, squarebound, sturdier paper than STM, 11 issues a year
A developers dream in terms of featured material for programmers, few but
thorough reviews each issue, lots of text to read (My fave mag - i like to
read), projects.
Shop price: DM 8,-
Sub. price: DM 80,- in Germany
DM 100,- in Europe (Add DM 30,- for Airmail)
No prices for US or other regions
Address:
Heim Fachverlag
Heidelberger Landstr. 194

6100 Darmstadt 13
Germany

TOS
around 150 pages, swuarebound, best paperq. of the three, very nice design,
12 issuea a year (I think). Comes with a disk full of useful stuff like
demos of commercial software, sourcecode, PD utilities etc...
I think this mag is both technical and business orientated, with many reviews
and topics discussed, listings etc., but it has too short articles. It has a
VERY good design and layout which is easy and comfortable to read but the
articles leaves something to be desired. It's expensive as well, due to the
high quality printing and the disk. I buy it occasionally (when someone I know
is in Germany...)
Shop Price: DM 15,-
Sub. Price: DM 152,- (DM 129,- for students)
No info given for additional costs outside Germany.
Address:
ICP Verlag GmbH & Co. KG (What a name...)
Leserservice TOS
Innere-Cramer-Klett-Str. 6
8500 Nurnberg 1
Germany

My personal recommendation is ST COMPUTER. Dull layout, but LOTS to read.
ST MAGAZINE is cheaper and fancier, but might disappoint programmers.
As far as I know for scandinavians, ST MAGAZINE is available at Pressbyraan
in Sweden and should be available in Finland. I think I've found it in Denmark
as well.

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 | If Batman can have 2 Crays, then why can't
N-1784 HALDEN, NORWAY | I get a humble TT030?
Voice: +47 9 18 49 38 |

2129. Re: V22. V32....?????

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 15:36:29 UTC
From: baffoni@aludra.usc.edu
Message-ID: <la1qntINNpn2@aludra.usc.edu>
Source record: 218139

In article <1992Aug28.214925.3165@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:

>Could someone tell me what all the diferent 'v' protocols and the MNP
>protocols on modems do?
>V22, V32, V32bis, V42 etc. and MNP 1 to 10 (if available)
>there are other V-protocols, like another 'bis' type (what does that
>stand for!?)

Bell 103:300bps standard, promoted by (guess who) the old monopolistic
Bell corp.
Bell 212A:1200 bps standard, promoted by Bell

V.21: 300 bps standard promoted by CCITT (forget what it stands for)
V.22: 1200 bps standard (CCITT).
V.22bis: 2400 bps standard (CCITT)
V.32: 9600 bps standard (CCITT)
V.32bis: 12k-14.4k bps standard (CCITT)
V.42: This is a protocol for error detection(correction?).
V.42bis: This is a protocol for error detection AND compression (real-
world results should be around 4X compression on uncompressed
data).

MNP1-3: No idea. These are standards promoted by Microcom (Microcom
Network Protocols). I would imagine MNP1-3 are equivalents
(BUT DIFFERENT) of V.21-V.22bis.
MNP4: This is a protocol for error detection(correction?).
MNP5: This is the Microcom protocol for compressed communications. Real
World results are about 2X compression for uncompressed data.
MNP10: This is a standard for communicating over Cellular lines.

Well, I know I missed some V.[something]ter in the V series, but I
don't remember which ones, let alone what they are for (well, one is probably
for cellular comm.).

Hope that helps!

> Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
> $$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

-Mike

2130. Re: Falcon and A/D

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 15:46:28 UTC
From: baffoni@aludra.usc.edu
Message-ID: <la1rakINNq1p@aludra.usc.edu>
Source record: 218132

In article <ABADDON.92Aug28111551@suprenum.supr.scm.liv.ac.uk> abaddon@supr.scm.liv.ac.uk (Kevin o donovan) writes:
>>>>>> On 27 Aug 92 15:57:05 GMT, kjohnson@castor.cs.uga.edu (Kristopher Johnson) said:
>
>> SCSI II (50-pin SCSI II connector)
>Will a standard SCSI drive plug straight into a SCSI 2 interface (allowing for
>recabling it)? Would it show any improvement in speed like this?

Well, as far as plugging a SCSI-1 into a SCSI-2 socket, I was told that this is indeed possible, but someone on the net said that the SCSI-2 connector on the back of a TT is different. Now, he has not responded to my questioning of this, and no one else has spoken up about this, but I am still pretty sure that it is a plug and go proposition as SCSI-2 is completely backward compatable with SCSI-1. However, this may only refer to the 50-pin implementation.

However, you cannot get the same performance out of SCSI-1 hard disk connect to a SCSI-2 bus, as you will with a SCSI-2 drive. SCSI-2 incorporates a faster communicating speed, a "burst access" mode, and a "wide SCSI" utilization which is a SCSI bus that transfers information over a bus wider than SCSI-1's 8bit bus (not necessarily all implemented by HD manufacturers, or controller manufacturers for that matter).

>
>Kev

-Mike

2131. Re: Lynx Batman 2 MILLION SELLOUT!!!! (Re: Lynx review! KUNG FOOD)

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 16:44:27 UTC
From: cjoseph@tcpbbs.pcn.org
Message-ID: <scwBqB1w164w@tcpbbs.pcn.org>
Source record: 218151
Cross-posted to: rec.games.video,alt.games.lynx,comp.sys.atari.st

jyoung@nyx.cs.du.edu (Jeff Young) writes:

>
> Atari news saying that people bought out over 2 MILLION
> Batman Returns game very fast!! Batman coupon said 'only good
> for while Batman game stocked' so many people lost out on offer.
> BUT Atari has good heart so they will mail Batman game to people
> when their factory finished making more copies!
>
> Also MANY more NEW Lynx games coming out in 3-4 weeks!!!!
> By middle October 20-25 NEW games pouring out same time as
> new Falcon 030!
>
> Atari Lynx was top choice of VG&E magazine poll now smart people
> of the world are throwing away PRETENDERS TO THE THRONE Game Gear
> and Gameboy and saving huge eye doctor bill!

Did you happen to notice the absence of the Lynx in both the Sears and
the J.C. Penny's CHRISTMAS CATALOGS? Someone isn't going to be selling
Lynxes this Christmas season...

Chris Joseph

~~~~~~~~~
cjoseph@tcpbbs.pcn.org (Chris Joseph)
~~~~~~~~~

2132. Re: Shadow-Term II

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 17:45:11 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Aug30.174511.13276@mits.mdata.fi>
Source record: 218152

In article <1992Aug27.101623.6691@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

[Part deleted]

>Well I did try one of the earlyer versions but did not like it at all,
>the programer did not know what arcv was all about, and it still does not have
>a real Zmodem with a batch upload mode..

What do you mean by real Zmodem with batch upload mode? FZDT uses XYZ 2.01 by Starfall software, and it indeed has a batch upload (and download) mode. Freeze Dried even has an auto-start option for the Zmodem. I don't exactly know what this arcv is, but I think it's some kind of command-line extenser (that lets you write an over 128 byte parameter line)? I can't see any reason for using it with FZDT, as it isn't a .TTP program?

>Most of the chaps that I know that use FDT tell me that its still full of
>bugs..

Well, it has bugs, I mean it bombs sometimes (ex. when you load a program that doesn't release all memory when quitting), but it's definetly not full of bugs. I can live with it.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

2133. Re: Falcon and A/D

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 19:53:48 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.tjth7BFj6k6@fredrik.atari.no>
Source record: 218134

In <la1rakINNq1p@aludra.usc.edu>, Juxtaposer writes:
>In article <ABADDON.92Aug28111551@suprenum.supr.scm.liv.ac.uk> abaddon@supr.scm.liv.ac.uk
(Kevin o donovan) writes:
>>>>>>> On 27 Aug 92 15:57:05 GMT, kjohnson@castor.cs.uga.edu (Kristopher Johnson) said:
>>
>>> SCSI II (50-pin SCSI II connector)
>>Will a standard SCSI drive plug straight into a SCSI 2 interface (allowing for
>>recabling it)? Would it show any improvement in speed like this?
>
> Well, as far as plugging a SCSI-1 into a SCSI-2 socket, I was told that
>this is indeed possible, but someone on the net said that the SCSI-2 connector
>on the back of a TT is different. Now, he has not responded to my questioning
>of this, and no one else has spoken up about this, but I am still pretty sure
>that it is a plug and go proposition as SCSI-2 is completely backward
>compatable with SCSI-1. However, this may only refer to the 50-pin
>implementation.
>
The 50 pin cabling is known as twisted pair ground, and I suspect both SCSI I
and SCSI II are identicaly in this respect. The SCSI II 50 pin connector,
however, differ from SCSI I 50 pin in that the SCSI II is smaller physicaly.
Actually it has the same apearance as the 25 pin version of the SCSI I
connector, but with 50 tiny (easy to break) pins.

>>
>>Kev
>
>-Mike
>

JFM

2134. 1040STe (2 meg) & SM124 for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 20:38:32 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug30.203832.7838@u.washington.edu>
Source record: 218136

```
For Sale:

1040STe upgraded to 2 megs: $395

SM124 monochrome monitor &
nice homemade monitor stand: $80

Both together: $450

Everything is in like-new condition; 8 months old. Original
packaging.

F-Net: Dan Aylward @ node 593 (Super 68)
Usenet: dud@u.washington.edu
Phone: (206)522-8641 after 6:00 Pacific time (or leave message).
```

2135. *6:1* Audio Compression on the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 22:03:37 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Aug30.220337.2861@zooid.guild.org>
Source record: 218154

Since the Falcon030 has attracted interest in the Audio field, I would advice any programmer planning on releasing Falcon030 Audio Software to read the "Dr. Dobb's Journal" July 1992 issue where John W. Ratcliff proposes a compression algorithm called "ACOMP" that yields better than 6:1 compression on human voice, and between 1.5:1 to 3:1 on music, while maintaining almost full fidelity. With the implementation of the DSP, this algorithm can be enchanced in order to speed-up the process, which is a very processor intensive one.

The algorithm incorporates two techniques, which are silence encoding and delta modulation. The entire algorithm source code in Assembly is included (for the Intel processors). This can be used not only for the Falcon030 but also the other line of Atari computers such as the (M)ST(E), and the TT.

Sincerely,
Mark Kovarski
IBMNet: Mark Kovarski@40:649/313
Internet: kovarski@zooid.guild.org
Opinions expressed are my own.

2136. Re: max baudrate?

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 22:28:56 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1116@usdtsg.DaytonOH.NCR.COM>
Source record: 218158

In article <15924@star.cs.vu.nl> msdloem@cs.vu.nl (Loemban MSD) writes:
>What kind of modem suits the atari Mega Ste 4 best?
>9600bd + Compression or 14400bd + Compression ?
>Is it possible to transfer data at more than 19200 bd using an Mega Ste ?
>(Using software or hardware)
>--

You can do at least up to 19,200 baud on Modem port 1 on all ST's (with RTS/CTS and Serial fix are helpful)...

With the MegaSTe, you can do up to 153600 on Modem 2/Serial 2. Download the program ConNect 1.8i - it will let you use Modem 1, Modem 2, Serial 2, or MIDI for telecomm. I've done 38400 null modeming on Modem 2 myself...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

2137. Re: Falcon and A/D

Newsgroup: comp.sys.atari.st
Date: 1992-08-30 22:58:25 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug30.225825.7231@athena.cs.uga.edu>
Source record: 218150

The TT030 has a standard SCSI port, not a SCSI-II port, which is why it's different than the SCSI-II port on the Falcon. SCSI-II has a standard connector and that's what the Falcon has. To hook up SCSI-I peripherals to a SCSI-II port, you just need an adaptor.

Steve

2138. Re: Falcon/DSP questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 00:40:28 UTC
From: darling@cellar.org
Message-ID: <6DicqB2w164w@cellar.org>
Source record: 218159

u882453@bruny.cc.utas.edu.au (Andrew King) writes:

> Could someone please answer these questions:
>
> 1.What is the DMA (?) bandwidth between DSP external RAM and main memory,
>
> 2.Does the 68030 have to halt while this occurs ?

1) Not sure. 2) Heck no.

> 3.Can the 16-bit 8 channel sound have independent frequency and volume
> control (like the Amiga) for EACH channel.

3) You bet. This thing is designed for multitrack digital recording. Each channel will have independent volume, panning, etc. Of course, the sample rate will probably suffer as you go for more and more full-frequency output. A single stereo pair will be capable of 50KHz playback, but when you do 8-channel mixing, you might (I repeat MIGHT) be limited to 25KHz/channel or the like. I don't know all the details on the DSP.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

2139. Re: Lynx Batman 2 MILLION SELLOUT!!!! (Re: Lynx review! KUNG FOOD)

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 00:52:51 UTC
From: jefft@athena.mit.edu
Message-ID: <JEFFT.92Aug30205246@w20-575-77.mit.edu>
Source record: 218153
Cross-posted to: rec.games.video,alt.games.lynx,comp.sys.atari.st

In article <scwBqB1w164w@tcpbbs.pcn.org> cjoseph@tcpbbs.pcn.org (Chris Joseph) writes:

Did you happen to notice the absence of the Lynx in both the Sears and
the J.C. Penny's CHRISTMAS CATALOGS? Someone isn't going to be selling
Lynxes this Christmas season...

Chris Joseph

~~~~~~~~~
cjoseph@tcpbbs.pcn.org (Chris Joseph)

Ah, but what about Toys R Us? They own about half of the US toy market.
They're alot more important than sears or penny's?
--
Jeff Tang
jefft@athena.mit.edu
~~~~~~~~~

2140. Re: Lynx Batman 2 MILLION SELLOUT!!!! (Re: Lynx review! KUNG FOOD)

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 01:09:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug31.010910.11285@usenet.ins.cwru.edu>
Source record: 218155

In a previous article, cjoseph@tcpbbs.pcn.org (Chris Joseph) says:

>jyoung@nyx.cs.du.edu (Jeff Young) writes:
>
>>
>> Atari news saying that people bought out over 2 MILLION
>> Batman Returns game very fast!! Batman coupon said 'only good
>> for while Batman game stocked' so many people lost out on offer.
>> BUT Atari has good heart so they will mail Batman game to people
>> when their factory finished making more copies!
>>
>> Also MANY more NEW Lynx games coming out in 3-4 weeks!!!!
>> By middle October 20-25 NEW games pouring out same time as
>> new Falcon 030!
>>
>> Atari Lynx was top choice of VG&E magazine poll now smart people
>> of the world are throwing away PRETENDERS TO THE THRONE Game Gear
>> and Gameboy and saving huge eye doctor bill!
>
>
>Did you happen to notice the absence of the Lynx in both the Sears and
>the J.C. Penny's CHRISTMAS CATALOGS? Someone isn't going to be selling
>Lynxes this Christmas season...

You wouldn't want to forget the BEST Christmas catalog, now would you?

>
>Chris Joseph
>
>~~~~~~~~~~
>cjoseph@tcpbbs.pcn.org (Chris Joseph)
>
>
>
>

--

2141. EZ RAM II

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 01:13:17 UTC
From: cinnanum@mentor.cc.purdue.edu
Message-ID: <Bttq26.137@mentor.cc.purdue.edu>
Source record: 218156
Cross-posted to: rec.games.video,alt.games.lynx,comp.sys.atari.st

I just bought a used EZ RAM II memory upgrade board but it didn't have any instructions with it. If anyone knows how this board is supposed to be installed, could you please E-mail me? Alternatively, the board is populated with 2 Meg of Ram (16 chips) that have 9 pins per chip. I have a 520 STFM with a 512k upgrade already in it. The chips I have in it now have only 8 pins on them. Is there some way I could use the chips without the EZ RAM board?
Any help on this would be greatly appreciated.

Thanx, Phil

2142. Re: Shadow-Term II

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 01:27:37 UTC
From: bigham@acpub.duke.edu
Message-ID: <4988@news.duke.edu>
Source record: 218157

From the Holy Book of <1992Aug30.174511.13276@mits.mdata.fi>
as spake by paetau@mits.mdata.fi (Rasmus Paetau) :

>In article <1992Aug27.101623.6691@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz
writes:

>>the programer did not know what arcv was all about [...]

> [...] I don't exactly know what this arcv is, but I think it's some
>kind of command-line extenser (that lets you write an over 128 byte
>parameter line)?

Yep. Roger is referring to the ARGV standard, the official method for
passing long command lines to programs.

> I can't see any reason for using it with FZDT, as it
>isn't a .TTP program?

Well, if you want to download a _lot_ of files at once, you'll have to
hand XYZ a very long parameter list. XYZ (presumably) prepares for this
eventuality by using startup code that knows how to parse arguments
passed to it via ARGV; the problem (apparently) is that FZDT doesn't
know how to _give_ args to XYZ via ARGV, thus losing the benefit of
long command lines.

[I'm merely inferring from Roger's description here; I've never used
FZDT, so I can't speak with authority.]

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

2143. Re: Falcon/DSP questions

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 05:38:32 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug31.053832.14998@athena.cs.uga.edu>
Source record: 218161

In article <6DicqB2w164w@cellar.org> darling@cellar.org (Thomas Darling) writes:
>
>3) You bet. This thing is designed for multitrack digital recording. Each
>channel will have independent volume, panning, etc. Of course, the sample
>rate will probably suffer as you go for more and more full-frequency output.
>A single stereo pair will be capable of 50KHz playback, but when you do
>8-channel mixing, you might (I repeat MIGHT) be limited to 25KHz/channel or
>the like. I don't know all the details on the DSP.

No, you'll have up to 50kHz playback. The D/A converter is a two-channel
(stereo) converter that operates up to 50kHz and a built-in multiplexer
handles mixing the 8 channels down to 2 channels before it's input to
the D/A converter for output.

Some more info has recently been posted on GEnie concerning the digital
audio on the Falcon, but I haven't read it yet, so I'll post the
essentials, if any, later.

Steve

2144. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 05:42:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10056@uqcspe.cs.uq.oz.au>
Source record: 218162

Dirk_Steins@k2.maus.de (Dirk Steins) writes:

>k>Surprise!!! The new AES that comes with MultiTOS not only has a new 3D
>k>look to it, but it also allows icons to have up to 256 colors.

>If you like you can have more than 256 colors in an icon. The new color icon
>format supports up to 32767 planes in an icon. I think that should be enough

When will Atari learn! Do they honestly think that 707730515522477394500
776513872475800674065355736194083617192874136183317120422626798012678238
324207537737936480828063246194904289772368924440969148125436595871963896
... 70 or so lines deleted ...
627802009883170745594257184899273240365464850145512525265114388470616872
059968021225958035827644544140839818914844082091399072651760361687603175
939138924687191385405495674658146609121381363052314008413497903877056133
4052316856188928 colours is truly enough in the real world?

But seriously, surely 256 bitplanes would have been sufficient - giving
a measly 115792089237316195423570985008687907853269984665640564039457584
007913129639936 colours. But then again, I'd rather deal with int's than
unsigned char's.

Or is the format 32767 COLOURS, rather than bitplanes?

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

2145. Re: 256 grayscale scanner

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 05:45:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10057@uqcspe.cs.uq.oz.au>
Source record: 218163

mluoto@klaava.Helsinki.FI (Markku Luoto) writes:

> Since the world of mail shopping is small,
> thought this might go out:

> I'm looking for (yes, to buy) a 256-grayscale scanner, and I
> tend to get away cheap, this means that I propably must settle
> for a HANDY-SCANNER but if you know of something....

The Golden Image and Migraph hand scanners support some kind of greyscaling-
I only use it for monochrome, but it does report dithered patterns then.
They are fairly cheap - probably about $US250 tops (since I bought one
for $AU450 - and it was imported of course).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

2146. Errors when dumping EMACS 18.58

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 06:48:58 UTC
From: PAULETTI@biel.be.tech.ascom.ch
Message-ID: <1992Aug31.064858.17975@hasler.ascom.ch>
Source record: 218165

```
Hi

Over the weekend I tried to install the emacs 18.58 I dounloaded from
cs.ruu.nl (file : ATARI-ST/gnu/emacs). When I try to dump EMACS using
the dumpemacs.ttp in the e-bin directory I get the following error
message

This is `dumpemac', the coffee break edition
written by Frank Ridderbusch

The dumping procedure takes about 13 minutes and 30 seconds
on a normal ST. So, it's time to have a coffee break. You
should be back at around 17:17 o'clock.

First dump. Commandline: .\temacs -batch -l loadup.el dump

>>>Cannot open load file: loadup.el

The environment variables I set (in tcsh.rc under MiNT) are the
following

setenv EMACSLOADPATH /dev/H/gnu/emacs/e-bin
setenv EMACSLIB /dev/H/gnu/emacs/e-lisp
setenv EMACSDOC /dev/H/gnu/emacs/e-etc

setenv UNIXMODE "/.,LAHdb"

The un-ZOO-ed files are in the following directory structure as it is
stated in the file documnts/st-emacs.doc with H:\GNU\EMACS as the top
of the tree.

---d- 0 28.08.97 16:40:54 documnts
---d- 0 28.08.97 16:41:28 e-bin
---d- 0 28.08.97 16:43:24 e-etc
---d- 0 28.08.97 16:44:46 e-lisp
---d- 0 28.08.97 17:12:50 examples
----- 1355 16.07.92 18:40:08 readme.1st

I tried the brut force method and copied all .el files in the e-bin
directory and runed "dumpemac.tos". The effect was, that it found
the files, but after about 8 files the program aborts with the
following message.

>>> Pure Lisp storage exhausted

My machine configuration is :

520ST, 4MB-Ram, TOS 1.0 (still waiting for MultiTOS !)
```

Is there a kind soul that could help me.

cheers andreas pauletti

2147. Postscript to Image ???

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 06:49:43 UTC
From: dennis@citr.uq.oz.au
Message-ID: <dennis.715243783@citr.uq.oz.au>
Source record: 218164
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

Greetings

I seem to recall somewhere that a program exists to convert a postscript file
to an image file of sorts.

I believe its public domain.

If anybode can shed light on this, please Email me directly.

Thanks

--

Dennis Remmer - dennis@citr.uq.oz.au - DennisR@syacus.acus.oz
Australian Centre for Unisys Software, Brisbane Queensland Australia

2148. Re: Snork demo, last session :

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 08:16:06 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7777@laas.laas.fr>
Source record: 218166

```
In article 28522@prl.dec.com, amos@prl.dec.com (Samos) writes:
>The Snork demo has been uploaded some minutes ago, here
>we go :
>
>The four files (snork 1a.msa, snork 1b.msa, so on with 2a and 2b) are in directory
atari/new
>
>Samos.

The real names are snork_1a.msa and so on...
(Underline characters are missing in the Samos post).

This demo is worth looking at...

+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+
| excuse bad english: I'm still learning it |
| (bad english, that is) |
+-------------------------------------------------+
```

2149. The "revolutionary" FALCON

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 08:16:37 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <44676@ucbvax.BERKELEY.EDU>
Source record: 218182

In article <27119@life.ai.mit.edu> dmb@rice-chex.ai.mit.edu (David Baggett) writes:
>mark.thomas@rose.com (mark thomas) writes:
>> The Falcon has 8 CD quality audio ports. It does not take much
>>imagination to see the Falcon as a sampling device with capabilites
>>that today would cost about $6000.
>
>Not to burst your bubble, but "CD quality" is a bit of an overstatement,
>or at least a huge assumption. Just because the D/A's are spec'ed as
>"16 bit converters" doesn't mean they have the same sound quality as
>D/A's you'd find in CD players. High-resolution D/A converters are
>very sensitive. I expect that in a machine as cheap as the Falcon
>which has only been designed with sound as one capability (and not
>the primary function of the machine, as with a CD player), you'll only
>really get about 12-14 bits worth of real-world resolution. This
>is marvelous for most applications (like adding little sound effects
>to your desktop), but not good enough for real studio work.

But what's "real studio work" really mean? It's just another elitist atti-
tude. Look at the effect that samplers have had on the the Rap, House,
Jazz, Avant-Garde, etc. field. Look at what 4 track tape has done for
punk rock. Look at what "low quality" home video has done to network TV.
Look at what Quicktime, a noisy, low quality video format has done for
computer video. Look at what the Amiga and Video Toaster are doing to the
video industry.

The Falcon is a potential "discount studio" for bands and home studio
builders. It can allow the rank amateur to dabble in adding effects to
the sounds they record.

If Atari did the right thing, there is a port for direct connection to the
DSP so you can add on your own A/D and D/A circuits.

Of course, all of this is moot if the Falcon dies in the marketplace: remember
that as of today, it cannot run Mac or PC CD-Roms, it cannot even use the data
on Mac and PC CD-Roms. CD-Roms are the only popular medium which will allow
someone to use all of the Falcon's sonic and visual features.

--
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

2150. Bugs in Mint0.95

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 08:31:20 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Aug31103119@ruunfs.fys.ruu.nl>
Source record: 218190
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I did the upgrade from 0.94 to 0.95 I hit two little bugs in the
news version:

1) When a filesystem (minix.xfs) is in / instead of in /mint, it gets
loaded twice (at least I see the copyright notice of minix.xfs twice).

2) There is something wrong with cursor handling when using
/dev/fasttext, which used not to be. The cursor is not blinking
anymore, and when I hit return often the black spot remains on the
last line. Also, in an editor the cursor often is not visible at all.
Note that this did not occur with TOS things like gulam, but with my
version of bash and microemacs; I compiled these for the plain unix
version (which works fine and is nicer than the TOS versions).

regards,
--

Peter Mutsaers. |==========
muts@fys.ruu.nl | Memento Mori

2151. Re: Shadow-Term II

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 08:38:37 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Aug31.083837.22508@peponi.wcc.govt.nz>
Source record: 218167

In article <1992Aug30.174511.13276@mits.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
>In article <1992Aug27.101623.6691@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>[Part deleted]
>
>>Well I did try one of the earlyer versions but did not like it at all,
>>the programer did not know what arcv was all about, and it still does not have
>>a real Zmodem with a batch upload mode..
>
>What do you mean by real Zmodem with batch upload mode? FZDT uses XYZ
>2.01 by Starfall software, and it indeed has a batch upload (and
>download) mode. Freeze Dried even has an auto-start option for the
>Zmodem. I don't exactly know what this arcv is, but I think it's some
>kind of command-line extenser (that lets you write an over 128 byte
>parameter line)? I can't see any reason for using it with FZDT, as it
>isn't a .TTP program?

Command lines can be used by any program, it does not have to be a TTP..

arcv is the way that file name strings should be passed to the SZ program,
but XYZ201 requires a file with the file names in it to do this,
this is one big thing that I dislike, they must follow the standard and
use arcv..

>>Most of the chaps that I know that use FDT tell me that its still full of
>>bugs..
>
>Well, it has bugs, I mean it bombs sometimes (ex. when you load a
>program that doesn't release all memory when quitting), but it's
>definetly not full of bugs. I can live with it.
>
>--
>---
>| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
>---

Roger.......... sheppard_r@kosmos.wcc.govt.nz

2152. Re: New operating systems (OS/2-TOS)

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 08:44:06 UTC
From: me@dude.pcs.com
Message-ID: <me.715250646@dude>
Source record: 218169

In <1992Aug26.202952.26085@nosc.mil> healy@nosc.mil (Mike Healy) writes:

>As far as running 68040s at higher than rated clock speeds, we use
>25 MHz 68040s and FORCE has glued industrial strength heat sinks
>directly onto the 68040 chips because these suckers run hot at
>25 MHz. Now this 60 MHz thing is from Germany, right? And I
>understand that it can get pretty cold in Deutschland, so maybe
>the heat produced by the chip will be of more benefit than it
>would be here in sunny So Cal :-)

Uh, I dunno. We've had temperatures in the 90s the last couple
of months :-)

Michael

--
Michael Elbel | No, I haven't lost my brain!
PCS GmbH, Muenchen, Germany | I just forgot it in the
me@dude.pcs.com | rush this morning.

2153. Re: Atari marketing was: ding dong.. who's there ? Dr who..

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 10:55:18 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Aug31.105518.10735@quando.quantum.de>
Source record: 218174

In <oliver.714758617@damabus> oliver@damabus.informatik.rwth-aachen.de (Oliver Meyer) writes:
[...]
>And if you have seen the fair in Duesseldorf (as I did) you would
>know, that Atari hasn't learnd anything about marketing. It was a
>desaster in my eyes. A little show with lots of pauses and a
>guy doing the speech, who wasn't a seller, but a grandpa. He told
>us, what could be done in the future, but not now. You don't sell
>anything this way.

There wasn't much he could do apart from telling us what might be possible
and what could be done - not because the Falcon isn't able to handle it at the
moment but simply because the software isn't available yet. That's hardly
surprising however, considering the fact that the Falcon has just been
released.
Apart from that, when he was talking about image processing for instance,
he mentioned the photo-CD - a medium which itself isn't available yet.
The few demos they had showed real potential - a demo says more than
1000 words.

Jan T. Kim (aeg03@rrz.uni-koeln.de) wrote:
: Who cares how "professional" a presentation show is done? Would
: you have been more impressed if the Falcon had been presented by
: Claudia Schiffer?? ;-)
Probably not - but I think I would have enjoyed it more :-)

See ya, Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

2154. STZIP20.TOS

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 11:00:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Aug31.110047.24827@peponi.wcc.govt.nz>
Source record: 218168

Well I have just uploaded stzip20.tos (126k) to the atari/new directory
on A.A...

This is a ST clone of PKZIP 2.0, has english doc's and
a self extracting utility program..

This program has a Gem shell for those like me, that like to use the Ataries
GUI...

NOTE: This is a self extracting program, so make sure that you have room
on your disk before you run it, more that 410k..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

2155. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 11:03:54 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Aug31.110354.28227@cs.ruu.nl>
Source record: 218170

In <1992Aug27.100551.4716@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>
>(1) Response time for mouse button presses.
>
> Has anyone noticed that it takes about a second for a mouse press to
>be acted upon under GEM? This delay is the same on the TT as on the ST. This
>has put off a large number of people when I've tried to promote the ST/TT
>for general use. It can be a right pain when you click on one item, move the
>mouse and the system highlights the one your mouse just passed over.
>

GEM needs this time to determine the difference between a single and double
click. Just set the double click speed to 4 (maximum) and your mouse buttons
will react a lot faster. (You will have to learn the double click all over
as well...)

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

2156. Re: Older ROMs ok in Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 11:15:31 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Aug31.111531.28983@cs.ruu.nl>
Source record: 218171

In <u6X6PB2w165w@tsoft.sf-bay.org> bbs.ruscal@tsoft.sf-bay.org (Russel Mar) writes:

>I am having problems running the Hybrid Arts ADAP 1 software on a Mega
>STE. On a regular ST, I can zoom a window and then evelope a small
>section of a waveform. On a Mega STE, the window zooms back out. I have
>eliminated software as a varaible, and now look to the ROM routines as
>the probable culprit. So the question is, can I load TOS 1.x ROMS in
>place of the 2.x ?

As long as it's 1.6 (the only 512K 1.* TOS) I suppose. Wanna swap?

>
>Please E-Mail response direct; I'll re-post appropriate info.
>
>Thanks!
>
>--
>Russel Mar (bbs.ruscal@tsoft.sf-bay.org)
--

Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

2157. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 11:37:14 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug31.113714.20267@athena.cs.uga.edu>
Source record: 218172

In article <10056@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Dirk_Steins@k2.maus.de (Dirk Steins) writes:
>
>>k>Surprise!!! The new AES that comes with MultiTOS not only has a new 3D
>>k>look to it, but it also allows icons to have up to 256 colors.
>
>>If you like you can have more than 256 colors in an icon. The new color icon
>>format supports up to 32767 planes in an icon. I think that should be enough
>
>
>When will Atari learn! Do they honestly think that 707730515522477394500
>776513872475800674065355736194083617192874136183317120422626798012678238
>324207537737936480828063246194904289772368924440969148125436595871963896
> ... 70 or so lines deleted ...
>627802009883170745594257184899273240365464850145512525265114388470616872
>059968021225958035827644544140839818914844082091399072651760361687603175
>939138924687191385405495674658146609121381363052314008413497903877056133
>4052316856188928 colours is truly enough in the real world?
>
>
>But seriously, surely 256 bitplanes would have been sufficient - giving
>a measly 115792089237316195423570985008687907853269984665640564039457584
>007913129639936 colours. But then again, I'd rather deal with int's than
>unsigned char's.
>
>
>Or is the format 32767 COLOURS, rather than bitplanes?
>

Wow! I found out on GEnie from Atari that the new icons can not only be very colorful (or colourful for you Europeans out there), but they can also be ANIMATED. Yes, ANIMATED icons as a standard feature. I think they may have taken it too far this time. <grin>

Also mentioned from Atari is that they showed a direct-to-disk stereo 16-bit digital sampling software packaged called "D2D" (cute, huh?) at the show which includes sample editing functions. They also demoed the Falcon's DSP with some digital audio effects (reverb, delay, flange, chorus, etc.) software.

And in the latest Atari Explorer Online, it was revealed the Falcon030 will be bundled with several pieces of software including but not limited to several games written specifically for the Falcon (don't expect any 'too fancy' games here, but rather some 'old standards' like a breakout clone and a few others), a talking clock program, a

calendar program, a phone/address program, and a few more. No word on a Falcon BASIC, though. <grin>

Despite rumors that Atari won't actually deliver the Falcon030 in the U.S. until at least April '93, Atari is still sticking by its initial "limited quantities around mid-October" statement.

More news to come!

Steve

2158. Re: Snork demo, last session :

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 11:51:22 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug31.115122.20501@athena.cs.uga.edu>
Source record: 218173

In article <7777@laas.laas.fr> doucet@ripolin.laas.fr writes:
>
>The real names are snork_1a.msa and so on...
>(Underline characters are missing in the Samos post).
>
>This demo is worth looking at...

Speak for yourself! Personally, I'm sick to death of all these lame demos. They're not good for anything. I wish the people who did some of these things would do something productive and useful with their talents rather than all this demo crap. I wouldn't even mind if they were just graphics and sound demos as long as they didn't have all those stupid, boring, useless, immature, and annoying scrolltexts/greetings/credits. The SNORK demo claims to be 2 years in the making -- what a waste of time!!! If everyone's seen at least one demo, there's nothing new to see here, so save your time getting the 1.5MB of files for this yet-another-lame demo. I downloaded it because of the hype it was getting, so I thought it was different. My mistake! It's the same damn crap that's in every other demo disk.

Steve "No mail! -- This ain't my account!" Johnson
GEnie: S.JOHNSON10

2159. The REAL Falcon specs wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 12:38:40 UTC
From: d91-jsn@ludd.luth.se
Message-ID: <1992Aug31.123840.1064@ludd.luth.se>
Source record: 218175

Aloha! I'm quite interested in the new Falcon, but I NEED to
get the real specs, not just the rumours. If anyone could help me out,
I would surely appreciate it!

The things I want to know is:

Processor: Which 68030 version
Busses: 32 bit in the machine or fucked down like the AMIGA 3000,
bandwith and so on...
DSP: speed and everything.
The blitter: any changes (32 bit and so on...)
The sound chip: Same as above
Graphics modes: I've heard quite alot of garbage and rumours. If anyone could write down
the real modes... Is it true about all those interlace modes???
(Thats REALLY bad!)
OP system: I haven't used an atari before, but I heared soemthing about a
UNIX clone. Even if it's not true, is it using the full 32 bit possibilities
Ports:MIDI and so on.
Casings: is it still the same casing as the ST(e)???

That was all the questions I had. The more specific, the better..
Thanks!

D91-JSN @ mother.ludd.se
Or in plain text:
Joachim Stroembergson

2160. Looking for Chris Schmidt

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 13:04:31 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1992Aug31.090431.3734@spcvxb.spc.edu>
Source record: 218177

Sorry to post here, but...

Looking for Chris Schmidt (old net address was cs@walhalla.informatik.
uni-dortmund.de).

Cheers,

Chris

p.s. How 'bout that Atari stock price, eh? (couldn't resist) :-)

2161. Re: Lynx Batman 2 MILLION SELLOUT!!!! (Re: Lynx review! KUNG FOOD)

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 13:16:59 UTC
From: robichau@lambda.msfc.nasa.gov
Message-ID: <1992Aug31.131659.24113@lambda.msfc.nasa.gov>
Source record: 218176
Cross-posted to: rec.games.video,alt.games.lynx,comp.sys.atari.st

In <scwBqB1w164w@tcpbbs.pcn.org> cjoseph@tcpbbs.pcn.org (Chris Joseph) writes:
>Did you happen to notice the absence of the Lynx in both the Sears and
>the J.C. Penny's CHRISTMAS CATALOGS? Someone isn't going to be selling
>Lynxes this Christmas season...

I don't know about the Penney's catalog, but the Sears Christmas
catalog has a full page of Lynx stuff, right next to the page of Game
Gear stuff.

-Paul

--
Paul Robichaux, KD4JZG | I shouldn't bitch / I shouldn't cry
robichau@lambda.msfc.nasa.gov | I'd start a revolution but I don't have time.

2162. Falcon's DSP (again)

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 13:48:58 UTC
From: leikvoll@hsr.no
Message-ID: <1992Aug31.134858.13698@hsr.no>
Source record: 218179

```
Will the DSP have access to the main memory???
If not....terrible
If yes....where can I buy this thing NOW!

Morten Leikvoll / leikvoll@hsr.no
```

2163. Re: Is UMich Archive Still Around?

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 14:24:56 UTC
From: Bjarne Pohlers <POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92244.142456POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 218181

```
It is.
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <pohlerb@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (X49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!
```

2164. DYNACADD for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 14:39:53 UTC
From: ronw@cbnewsk.cb.att.com
Message-ID: <1992Aug31.143953.15283@cbnewsk.cb.att.com>
Source record: 218180

I have DynaCADD version 1.8 for sale. If you are not familiar with it, DynaCADD is a full featured 2D/3D design program. It supports CALMUS fonts, many output formats including dxf has plotter drivers etc. It does require at least 2 Meg of memory to be usable and a coprocessor really speeds things up (such as dynamic rotation of a part!). If you are serious about CADD, this is an excellent program! I would like to get $285 for this package.

Ron Wolenty
inuxy!wolenty
317-845-6172

2165. Re: Lynx Batman 2 MILLION SELLOUT!!!! (Re: Lynx review! KUNG FOOD)

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 14:48:21 UTC
From: mike%jim.uucp@wupost.wustl.edu
Message-ID: <1992Aug31.144821.11946%jim.uucp@wupost.wustl.edu>
Source record: 218178
Cross-posted to: rec.games.video,alt.games.lynx,comp.sys.atari.st

>Did you happen to notice the absence of the Lynx in both the Sears and
>the J.C. Penny's CHRISTMAS CATALOGS? Someone isn't going to be selling
>Lynxes this Christmas season...

Dont know about the JCP catalog, but they are in Sears (at least
in mine).

Mike
--
mike%jim.uucp@wupost.wustl.edu

2166. Error in NVDI or in TOSWIN?

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 15:09:55 UTC
From: kring@efes.physik.uni-kl.de
Message-ID: <1992Aug31.150955.9518@rhrk.uni-kl.de>
Source record: 218184

Some weeks ago Eric R. Smith posted a small program `runtos.c' in
comp.sys.atari.st. It works very fine when used without NVDI.
But when I use "Install Application" as described in the file `runtos.c'
and when I have NVDI installed, I get an error after (!) `runtos.prg'
returned. Some parts of the desktop are already redrawed, when an alert
box appears, which tells me that VDI was called with the invalid handle
$FFFF.

If I type

echo /bin/hello.tos >> u:/pipe/TOSRUN

while running `tcsh.ttp' and then quit TCSH, the same error occurs. So I
guess it is an error either in NVDI or in TOSWIN. Has anybody made
similar experiences?

I am using the german version of NVDI 2.01 (the date is 21.10.1991) and I
cannot find a version number in toswin, but it came with MiNT 0.95.

Jochen.

VinK - Voss is not Kring

You can e-mail me at `kring@physik.uni-kl.de'.
(use `c/o Jochen' in the Subject)

2167. Digital Stereo 10-Band Graphic Equalizer of the Falcon030 (Using DSP)

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 15:44:18 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Aug31.154418.14816@zooid.guild.org>
Source record: 218186

This is to all people who would like to connect a Digital Stereo 10-Band Graphic Equalizer. Document number APR2/D by Motorola deals with this matter and can be obtained free of charge from Motorola. You can either call them and ask for the document number or you can write to:

Literature Distribution Centers:

USA: Motorola Literature Distribution, P.O. Box 20912; Phoenix, Arizona 85036; United States of America.
Europe: European Literature Center; 88 Tanners Drive. Blakelands Milton Keynes, MK145BP, England.
Asia Pacific: Motorola Semiconductors H.K. Ltd.; P.O. Box 80300;Cheung Sha Wan Post Office; Kowloon Hong Kong.

Most likely the document will be available from your local Motorola office but if it is not, you can obtain if from the above addresses. The Equalizer is build with the following components: 1-2716, 1-74LS374, 1-ADC0804, 4-HC4051 and the source code is also included. The implementation into the Falcon030 and future line of Falcon computers is rather straight forward.

Sincerely,
Mark Kovarski
Internet: kovarski@zooid.guild.org
IBMNet: Mark Kovarski@40:649/313

2168. Re: More beta testers

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 15:54:51 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Aug31.155451.20341@olymp.informatik.uni-bonn.de>
Source record: 218191
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug28.121856.11843@menudo.uh.edu> uace0@menudo.uh.edu (Enthusiasts) writes:
>Double Click Software is in need of more qualified beta testers.

What amount of time are we talking about? I'd be interested but I don't have more than a few hours/week right now for the ST.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

2169. Re: Lynx Batman 2 MILLION SELLOUT!!!! (Re: Lynx review! KUNG FOOD)

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 18:01:22 UTC
From: Laird Popkin <laird@think.com>
Message-ID: <17tmpiINNkds@early-bird.think.com>
Source record: 218185
Cross-posted to: rec.games.video,alt.games.lynx,comp.sys.atari.st

In article <1992Aug30.013652.14542@athena.cs.uga.edu> Kristopher Johnson, kjohnson@castor.cs.uga.edu writes:
>In article <1992Aug29.215013.21200@mnemosyne.cs.du.edu> jyoung@nyx.cs.du.edu
>(Jeff Young) writes:
>>
>>Atari news saying that people bought out over 2 MILLION
>>Batman Returns game very fast!! Batman coupon said 'only good
>>for while Batman game stocked' so many people lost out on offer.
>>BUT Atari has good heart so they will mail Batman game to people
>>when their factory finished making more copies!

[deleted]

>That can't be right. Do you mean that 2 million copies of BATMAN RETURNS
>have been sold or do you mean that brisk sales of BATMAN RETURNS have brought
>the total number of Lynx cartridge sales to 2 million? I can believe the
>latter, but not the former by a long shot.

Atari's sold more than 2 million Lynxes, so I don't believe that there were fewer than 1 game sold per Lynx, especially since most Lynxes sold have included a bundled game or two (which would count as 'sold' since people paid for them). Remember, Batman Returns is sold not only by itself (and reported selling pretty well) but is also given away with every Lynx sold for the past few months, with a big movie tie-in, so I could see 2 million copies of the game sold. In a way it's surprising, since it's not that great a game, but I guess that movie tie-ins and run-around-and-kill-thugs games with "bosses" at the end of every level both sell well, so a (for Atari) highly promoted game that fits that combination ought to do well.

2170. Re: Falcon's DSP (again)

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 19:29:17 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug31.192917.16759@athena.cs.uga.edu>
Source record: 218187

In article <1992Aug31.134858.13698@hsr.no> leikvoll@hsr.no (Morten Leikvoll) writes:
>Will the DSP have access to the main memory???
>If not....terrible
>If yes....where can I buy this thing NOW!
>
>Morten Leikvoll / leikvoll@hsr.no

Yes, virtually everything has direct access to main memory, including the
DSP, BLiTTER, SCSI-II port, and more.

Steve

2171. Re: The REAL Falcon specs wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 19:47:19 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug31.194719.17630@athena.cs.uga.edu>
Source record: 218188

Okay, here it comes...again!!!

Atari Falcon 030 Specifications

CPU: Motorola 68030 32-bit microprocessor @ 16MHz w/ 32-bit bus
FPU: Motorola 68881/68882 @ 16MHz (optional)
DSP: Motorola 56001 Digital Signal Processor running in parallel @ 32MHz
w/ 32kWords (24-bit) of local zero wait state static RAM
ROM: 512kB
RAM: 1, 4 or 16MB(14MB usable) on daughterboard (RAM is 32-bit wide)

Expansion bus: Internal 'Processor-Direct' slot for 386SX emulation
(third party 386SX emulator nearly completed) or other
co-processors/etc.

Video: (See below for specific video modes/resolutions.)
16-bit BLiTTER @ 16MHz (also handles hard drive access)
Accepts external video sync to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan support
Hardware-assisted horizontal fine scrolling
VIDEL (video controller) sits on 32-bit bus

Audio: Stereo 16-bit Analog-to-Digital DMA input
Stereo 16-bit Digital-to-Analog DMA output
Eight 16-bit audio DMA record/playback channels
SDMA sound/DMA co-processor

Ports: 128kB cartridge port
2 9-pin mouse/joystick ports
2 15-pin STe enhanced analog/digital controller ports (Atari also
has new analog controllers w/ a joystick, 3 fire buttons, and a
12-key keypad)
MIDI IN, OUT/THRU
Bi-directional parallel port
RS232C serial port
SCSI II w/ DMA
Analog RGB/VGA/composite video connector
Stereo headphone out (1/8" mini-jack)
Stereo microphone in (1/8" mini-jack)
DSP port (up to 1MHz data transfer rate)
RF modulator for TV hookup
Localtalk compatible LAN (up to 250kbaud transfer rate)

Misc: Internal 1.44MB 3.5" HD floppy
Internal IDE 2.5" hard drive (optional)
Pre-emptive mulitasking OS (MultiTOS) w/ adaptive prioritization
and inter-process communication (also 68040 compatible)
Realtime clock and battery backed up RAM
1040ST-style case w/ internal fan
North American availability in mid-October

Price: 1MB/no HD - $799 list
4MB/65MB - $1399 list

Resolutions available on the Atari Falcon030 (c) 1992 Atari Corp.
Written by John Townsend
==========
This document may be re-printed again and again as long as the Atari
copyright remains intact.
==========

A couple of notes: Unlike previous machines, there are just too many
resolutions to give each resolution a name. Therefore, I will do my best
to describe what the resolution is and which monitor it is on.

- NOTE: TV and a Color Monitor are the same.. by Color Monitor, I am
talking about the standard SC1224. By VGA, I mean a standard VGA
Monitor.

40 column modes ("column" means the number of x pixels divided by 8)
---
4 color, normal, TV: 320x200, 4 colors, 2 planes
16 color, normal, TV: 320x200, 16 colors, 4 planes
256 color, normal, TV: 320x200, 256 colors, 8 planes
True color, normal, TV: 320x200, true color

4 color, interlace, TV: 320x400, 4 colors, 2 planes
16 color, interlace, TV: 320x400, 16 colors, 4 planes
256 color, interlace, TV: 320x400, 256 colors, 8 planes
True color, interlace, TV: 320x400, true color

4 color, normal, VGA: 320x480, 4 colors, 2 planes
16 color, normal, VGA: 320x480, 16 colors, 4 planes
256 color, normal, VGA: 320x480, 256 colors, 8 planes
True color, normal, VGA: 320x480, true color

4 color, line-doubling, VGA: 320x240, 4 colors, 2 planes
16 color, line-doubling, VGA: 320x240, 16 colors, 4 planes
256 color, line-doubling, VGA: 320x240, 256 colors, 8 planes
True color, line-doubling, VGA: 320x240, true color

80 column modes
---
2 color, normal, TV: 640x200, 2 colors, 1 plane
4 color, normal, TV: 640x200, 4 colors, 2 planes
16 color, normal, TV: 640x200, 16 colors, 4 planes
256 color, normal, TV: 640x200, 256 colors, 8 planes

True color, normal, TV: 640x200, true color

4 color, interlace, TV: 640x400, 4 colors, 2 planes
16 color, interlace, TV: 640x400, 16 colors, 4 planes
256 color, interlace, TV: 640x400, 256 colors, 8 planes
True color, interlace, TV: 640x400, true color

2 color, normal, VGA: 640x480, 2 colors, 1 plane
4 color, normal, VGA: 640x480, 4 colors, 2 planes
16 color, normal, VGA: 640x480, 16 colors, 4 planes
256 color, normal, VGA: 640x480, 256 colors, 8 planes

4 color, line-doubling, VGA: 640x240, 4 colors, 2 planes
16 color, line-doubling, VGA: 640x240, 16 colors, 4 planes
256 color, line-doubling, VGA: 640x240, 256 colors, 8 planes

and lastly.. there are compability modes for ST Low, ST Medium, and ST High on both VGA monitors and SC1224 monitors. (On a color monitor, ST High is achieved by using the interlace mode).

Also, the ST Monochrome monitor (the SM124) will work with Falcon030 as well. However, it only supports one resolution: ST High Resolution.

All modes on a TV can be overscanned. This means multiplying the X and Y resolution by 1.2. For example, modes with 320 pixels of horizontal resolution (X res) will become 384 pixels across, and modes with 640 pixels will become 768 across. Overscanning is done in the X and Y resolution. You can't do them independently. Special Note: On a VGA monitor, overscan is "faked".. since the video hardware doesn't have the capability to do overscan on a VGA monitor, we made it so that if a overscan mode is set on a VGA monitor, you still see the normal size screen, but the screen is a window onto the bigger overscanned image. Make sense? We did this for compatibility. This way if a game that has an overscanned starup picture can use the same pic on both the VGA monitor and the TV monitor. Pretty cool, eh? <grin>

BTW.. Overscan can NOT be set from the desktop. The AES and Desktop will work just fine with it, but because you can't see the parts of the screen, we thought that that option shouldn't be available from the desktop. We don't want to confuse people. However, Overscan can be set using a new XBIOS call (Vsetmode()).. so it is still available.

I hope I haven't made any mistakes. I triple-checked this document in search of errors and I couldn't find any. If you do find some, send me Email on GEnie (to TOWNS) or CIS (70007,1135) and let me know.

-- John Townsend, Atari Corp.

P.S. Anyone who would like to reprint this message, please do so! The smaller the number of times I have to type that message, the more my fingers with thank you! ;-)

After looking at this one more time.. one point to clear up: By saying SC1224 Color Monitor, I mean any Color Monitor that Atari

have manufactured for the ST/Mega/STE/MegaSTE computers. Clear as mud? ;-)

2172. Re: The REAL Falcon specs wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 19:57:05 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Aug31.195705.18207@athena.cs.uga.edu>
Source record: 218189

In article <1992Aug31.123840.1064@ludd.luth.se> d91-jsn@ludd.luth.se (Joachim Str|mbergson) writes:
>
>Graphics modes: I've heard quite alot of garbage and rumours. If anyone could write down the real modes... Is it true about all those interlace modes???
> (Thats REALLY bad!)

The interlace modes are mainly there for TV output (since TV is interlaced anyway). I seriously don't understand why everyone's going nuts about it.
If you don't want any interlacing, just get a VGA monitor.

Steve

2173. Re: Zmodem 1.62 (J. Bammi version) compiling problems.

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 20:02:54 UTC
From: healy@nosc.mil
Message-ID: <1992Aug31.200254.15799@nosc.mil>
Source record: 218192
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

If you have your dependencies set up correctly, touching your .c files so that they have a more recent date ought to generate a recompile by make. You can always remove your .o files and then make has to recompile them.

Makefiles are ugly beasts to hack (I'm thinking UNIX and VME systems mostly) but once you get it set up, make sure makes life easier.

Mike

healy@cod.nosc.mil

2174. Animated Icons with the Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1992-08-31 23:41:49 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Aug31.234149.21696@zooid.guild.org>
Source record: 218052

Animated icons with the new TOS, 256 colors as well. I can hear already IBM and Microsoft lawyers coming. ;-)

Mark K.
Internet: kovarski@zooid.guild.org

2175. Communications Software

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 01:16:32 UTC
From: virus@maple.circa.ufl.edu
Message-ID: <36894@uflorida.cis.ufl.edu>
Source record: 218193

Can anyone tell me where I can get communications software that will run on a 1040ST without a hard drive (just one floppy)? If there is a shareware or public domain program available, please tell me where I can get it. Please tell me if there is an FTP site or a phone number where I can download.

If not, please tell me where I can get a catalog where I can order this program. It has to be able to support Kermit and Xmodem. Please help - I haven't found any place in Florida that sells anything for ST. Please respond by E-mail or post.

2176. Re: max baudrate?

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 01:28:42 UTC
From: baffoni@aludra.usc.edu
Message-ID: <la5hqaINNqmb@aludra.usc.edu>
Source record: 218194

> With the MegaSTe, you can do up to 153600 on Modem 2/Serial 2. Download
>the program ConNect 1.8i - it will let you use Modem 1, Modem 2, Serial 2,
>or MIDI for telecomm. I've done 38400 null modeming on Modem 2 myself...

I have a couple of problems, and perhaps you (or someone else) can
help as I don't know any German and thus cannot read any of the docs (I did
figure out the renaming conneng.rsc to connect.rsc).

How do you get Connect to autostart a zmodem download? I have auto
start selected, xyz.ttp is in the paths, RS232C is setup correctly.

How do you get Connect to translate 8-bit/1stopbit/no parity correctly?
Uniterm works correctly at this setting. Connect translates it like every
IBM I have ever seen - it forces (somehow) the other modem to connect at
7-bit/1stop/even parity. I have never seen an IBM connect to another machine
at 8/none. I know it forces the 7/even because I can change it (while still
connected) to 7/even and everything is fine. Also, it must be the translation
because I can log in blind and all of my commands work fine, even if the
characters on my side make no sense.

I know that I can highlight text on the screen, but how do I capture
it and a) save it to a file; b) send it back to the modem; c) save it to a
buffer of some kind?

Lastly, does connect have a history buffer? If so, how do I set it
up and utilize it?

> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com

Thanks for any help. Connect looks like it could work really well,
if I could only get it to work right! :)

-Mike

2177. ZOO/ZIP/ARC/LZH

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 01:43:04 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep1.014304.22255@actrix.gen.nz>
Source record: 218199
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here is a comparison of the four most used Archiving utilities on the Atari ST (And indeed - most 16 & 32 bit machines)

It was performed on an Atari 520STFM with 1meg of RAM. Using a 300k FAST-RAMdisk for all file operations. Write verify was turned off. No TSR's or ACCessories were loaded.

Results may differ very slightly on some machines. (Speed will obviously increase when being used on accelerated machines)

Comparisons of, ZOO, ZIP, ARC and LHarc are described below. This is using versions, that to my knowledge are the latest versions available to the general public. It is not definitive, but it gives a good idea of which techniques are best to use when you want quick & effective compression - (or slow and in-effective). The results are quite surprising with the popular LHarc coming after both ARC and ZIP in the overall ratings, and being beaten by the default compression mode of ZOO!!

De-compression has not been tested - as times are usually pretty similar in rating.

Text: (181246 bytes)

Time taken:

ZOO (Default) 44 secs
ZIP (Default) 45 secs
ARC 46 secs
ZIP (Deflate) 51 secs
LHarc 74 secs
ZOO (Slow mode) 100 secs

Compression: (% of original size)

ZIP (Deflate) 33.5
LHarc 35
ZOO (Slow mode) 35 (61 bytes bigger than LHarc)
ZIP (Default) 36
ZOO (Default) 41
ARC 41 (739 bytes bigger than Default ZOO)

Binary: (155722 bytes)

Time taken:

ZIP (Default) 36 secs
ZOO (Default) 45 secs
ARC 50 secs
ZIP (Deflate) 61 secs
LHarc 62 secs
ZOO (Slow mode) 90 secs

Compression (% of original size)

ZIP (Deflate) 37
LHarc 38
ZOO (Slow mode) 38 (10 bytes bigger than LHarc)
ZIP (Default) 41
ZOO (Default) 56
ARC 58

The overall ratings - taking into consideration, the time taken,
and the relative compression gained within that time (the total
averages), are as follows:

Speed Compression

The winner: ZIP (Default) 1st 3rd
#2 : ZIP (Deflate) 4th 1st
#3 : ZOO (Default) 3rd 4th
#4 : ARC 2nd 5th
#5 : LHarc 5th 2nd=
Last : ZOO (High compression method) 6th 2nd=

Versions used:

ST-ZIP v2
LHarc v2.01L
ARC v6.02
ZOO v2.14
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

2178. New Guy, please help me!

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 01:44:18 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <16854123A3.C556212@mizzou1.missouri.edu>
Source record: 218195

Hello, I am relativly new at the mainframe Atari ST scene, and I am wanting so
me help. things like ftp locations that have ST support, and maybe a few peopl
e I can drop a line to and chat sometime. Thanks!

2179. Diamond Edge Press Release

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 02:06:30 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <1197@tekgen.bv.tek.com>
Source record: 218196

```
**************************************************************************
* *
* Oregon Research Associates Press Release 8/30/92 *
* *
**************************************************************************
```

Oregon Research Associates is proud to announce the addition of two
new programs to our line of quality Atari ST software:

Diamond Edge and The Ultimate Virus Killer

Diamond Edge
****
Under continual development for two years, Diamond Edge represents
our unwavering commitment to provide the Atari ST community with the
highest quality software and product support available for any computer.
Diamond Edge provides the most advanced set of Disk Management tools
available for the Atari ST:

Disk Diagnostics: Analyzes your disks for critical errors that could lead
to data loss. Complete reporting of all errors found and the affected
files. Assess media integrity and map bad sectors. Assess the integrity
of data on your disk with CRC and checksum validations.

Optimization: Improves disk access. Defragments files and directories,
consolidates free space and optimizes data locations to improve disk
performance. FAST disk disk optimization for reading or writing.
Analyzes disk fragmentation level to assess disk performance.

Repair: Repairs damaged disk structure, damaged files, and maps bad sectors.
Save, restore, edit critical disk information to restore even very badly
damaged disks or recover crashed disks. Assesment and validation of the
integrity of the recovered information.

Data Recovery: The Complete Undelete. The Diamond Mirror system automatically
saves critical disk information that allows you to recover deleted files.
Even undelete fragmented files and subdirectories. Validate the integrity
of the undeleted file. Identifies and recovers data from lost clusters
and unzero's disks.

General Disk Management: A wide variety of powerful disk management and
information tools are available, including hard disk partitioning,
copying, zeroing, wiping, etc.

Diamond Edge defines the new state of the art in disk management,
diagnostics, repair, optimization, and data recovery software for the
Atari ST and is accompanied by a comprehensive spiral bound manual.

A full featured demo is available in file #25511.

Ultimate Virus Killer
****
There are nearly 70 types of virus prevalent on the Atari ST. With this package you can detect, destroy, and protect yourself from virus infection by all known and even unknown viruses.

Scans disks and memory for suspicious system activity. Detects even unknown viruses and calculates a viral contamination probability. Immunizes your disks against future virus attacks. 67 Viruses recognized, immunized, and destroyed. Including the dreaded "link viruses" that attach themselves to every program that runs and can destroy all your data.

Over 1000 executable boot sectors explicitly recognized and nearly 500 repairable. Regularly update to guarentee the best possible virus protection possible. The Ultimate Virus Killer is the ULTIMATE tool to protect your Atari ST from virus infection and is accompanied by a comprehensive printed manual..

****
Diamond Edge is available for the introductory price of only $69.95 and will be released at the Glendale show on September 12, 1992. Existing Diamond Back II owners should contact us for a special limited time offer.

The Ultimate Virus Killer is available for the introductory price of only $29.95 and will be released at the Glendale show on September 12, 1992.

Backup, Diagnostics, Optimization, Repair, Recovery, Virus Prevention: Total disk protection from Oregon Research Associates. On the cutting Edge of Computer Technology.

Additional information can be obtained by contacting us at:

Oregon Research Associates
16200 S.W. Pacific Hwy., Suite 162
Tigard, OR 97224

Phone: (503) 620-4919
FAX: (503) 639-6182
Genie mail: ORA.TECH
Usenet: boblu@tekgen.bv.tek.com

Check, Money Order, COD, or VISA/MasterCard accepted.
When ordering, please be sure to include $5 for shipping and handling.
****

Best regards,

---- ----
/\/\/\ Bob Luneski Diamond Back II, Diamond Edge, and UVK Support: /\/\/\
\/\/\/ Oregon Research Associates boblu@tekgen.bv.tek.com \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Genie: ORA.TECH \/\/

\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 639-6182 \/

2180. Re: max baudrate?

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 02:39:25 UTC
From: baffoni@aludra.usc.edu
Message-ID: <la5lutINN2k5@aludra.usc.edu>
Source record: 218198

Hi all,

Two things that I forgot to add in my listing of problems with
connect.
First, when going from reading news (which is ok at 7bit/even parity)
to emacs, it goes back to interpreting 8bit/no parity, so I have to change
the RS232C setings in order to understand what I am emacsing :)

The second thing is that XYZ does not work when run from the
download option. It runs XYZ (it shows the starfall stuff, buffer, etc.)
but then it just sits there - no reaction at all. I left it there for about
five minutes and nothing. Of course when I cancelled XYZ, it cancelled
sz on the host so it puts me back at the system prompt.

Does Connect REQUIRE MiNT to run properly?

-Mike (a frustrated, NON-German-speaking telecommunicator)

2181. Mac Portable vs. ST Portable

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 02:46:20 UTC
From: SML108@psuvm.psu.edu
Message-ID: <92244.224620SML108@psuvm.psu.edu>
Source record: 218060

I have a friend who wants a laptop Macintosh. This much is locked in stone.
Since the mac portable costs ^$5000, I would like to hear from people who
have experience with ST portables running Spectre GCR. How much can
one get one for and how good are they compared to the mac portable?

Scott

2182. ATARI ST (fm) w/ one meg FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 02:53:52 UTC
From: delabarr@en.ecn.purdue.edu
Message-ID: <1992Sep1.025352.5900@en.ecn.purdue.edu>
Source record: 218200

```
For sale :

ATARI 520STFM with memory expanded up to one meg.
- Extra memory put in with sockets...for future upgrade.
- Internal DSDD disk drive.
- Bought new in 1990...only owner...low mileage.
- Most software for a dollar a disk w/purchase of system
- around 250 disks.

--> Selling compuetr only.
--> Reply with E-mail only, please...I am not likely to check this board
regularly.
--> I'm not looking for a fortune, make me an offer!

--> Bryon DeLaBarre
--> delabarr@en.ecn.purdue.edu
```

2183. ATARI ST (fm) w/one meg FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 03:07:47 UTC
From: delabarr@en.ecn.purdue.edu
Message-ID: <1992Sep1.030747.7153@en.ecn.purdue.edu>
Source record: 218051

```
For sale :

ATARI 520STFM with memory expanded up to one meg.
- Extra memory put in with sockets...for future upgrade.
- Internal DSDD disk drive.
- Bought new in 1990...only owner...low mileage.
- Most software for a dollar a disk w/purchase of system
- around 250 disks.

--> Selling compuetr only.
--> Reply with E-mail only, please...I am not likely to check this board
regularly.
--> I'm not looking for a fortune, make me an offer!

--> Bryon DeLaBarre
--> delabarr@en.ecn.purdue.edu
```

2184. Re: Lynx Batman 2 MILLION SELLOUT!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 04:12:20 UTC
From: jyoung@nyx.cs.du.edu
Message-ID: <1992Sep1.041220.13821@mnemosyne.cs.du.edu>
Source record: 218053
Cross-posted to: rec.games.video,alt.games.lynx,comp.sys.atari.st

Many people asking to confirm so call to Atari customer service 408-745-2000
finds Batman Returns game did BLOWOUT 2 MILLION copies in very
quick time!! Atari finding out ads on Star Trek, magazines,
ads in Batman movie made HUGE demand for soso game!

Now Nintendo CD delayed many many months (like 1 year SNES delay) so
Atari with BILLION DOLLAR Warner ad blits can make new Jaguar 32+32
ROAR out of Atari labs and into lead!!

2185. Re: Communications Software

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 04:36:06 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Sep1.043606.3128@athena.cs.uga.edu>
Source record: 218054

In article <36894@uflorida.cis.ufl.edu> virus@maple.circa.ufl.edu writes:
>Can anyone tell me where I can get communications software that will run on
>a 1040ST without a hard drive (just one floppy)? If there is a shareware or
>public domain program available, please tell me where I can get it. Please
>tell me if there is an FTP site or a phone number where I can download.
>
>If not, please tell me where I can get a catalog where I can order this
>program. It has to be able to support Kermit and Xmodem. Please help -
>I haven't found any place in Florida that sells anything for ST. Please
>respond by E-mail or post.

Try st_term.lzh at atari.archive.umich.edu in atari/telecomm/. It's PD
and handles Kermit and Xmodem (not to mention Ymodem, Zmodem, Fmodem,
SEAlink, Compu$erve B, and perhaps a few others). However, it's a fairly
old program and isn't at all GEM-based, if that's what you're looking
for. It *DOES* work, though.

Steve

2186. Re: ZOO/ZIP/ARC/LZH

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 05:35:07 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <8eck4=200awJAJJIFk@andrew.cmu.edu>
Source record: 218056
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Excerpts from netnews.comp.sys.atari.st: 1-Sep-92 ZOO/ZIP/ARC/LZH
Steven.Wells@bbs.actrix. (2562)

> The overall ratings - taking into consideration, the time taken,
> and the relative compression gained within that time (the total
> averages), are as follows:

> Speed Compression

> The winner: ZIP (Default) 1st 3rd
> #2 : ZIP (Deflate) 4th 1st
> #3 : ZOO (Default) 3rd 4th
> #4 : ARC 2nd 5th
> #5 : LHarc 5th 2nd=
> Last : ZOO (High compression method) 6th 2nd=

> Versions used:

> ST-ZIP v2
> LHarc v2.01L
> ARC v6.02
> ZOO v2.14

You can use different weighting for the importance of speed
compared to size ! Of course, LHarc is the worse if time is important
as it always uses a slow but quite efficient algo.
If size is more important, on the other hand, it will be 2nd !

One thing is sure: ZIP is the best in this bechmark !

For the rest, you can interpret the result as you wish !
Personnally, I only use archives for their size (to store on
floppy, or just to gain room on my small HD) so that
speed is not really an issue but size is !

If I want to be fast, I just don't compress at all!

Stefan Monnier

-- On the average, people seem to be acting normal --

2187. Re: Animated Icons with the Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 05:38:12 UTC
From: lectro@milton.u.washington.edu
Message-ID: <1992Sep1.053812.6434@u.washington.edu>
Source record: 218055

In article <1992Aug31.234149.21696@zooid.guild.org> Mark Kovarski
<kovarski@zooid.guild.org> writes:
>Animated icons with the new TOS, 256 colors as well. I can hear already IBM
>and Microsoft lawyers coming. ;-)

After that case, they would probably then sue over the use of the
"double-click" feature. ;-)

Jonathan E. Maier # ## # lectro@u.washington.edu
---------- # ## # ----------
Weekend Operator ## ## ## University of Washington
UCS Operations ## ## ## Seattle, Washington

2188. C compiler questions.

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 05:41:10 UTC
From: morrison@ee.ualberta.ca
Message-ID: <morrison.715326070@ee.ualberta.ca>
Source record: 218057

I have been playing around with some of the sample programs in "Atari ST: VDI" trying to get into graphical programming. I have compiled programs with Sozobon, GCC2.1, and also translated several of them into assembly. I have no trouble getting the programs to work in assembly, so I have a benchmark of what they are supposed to do when working correctly, but I would like to be able to achieve the same results in C.

Sozobon does not appear to have any provisions for linking in the libraries, so I have been using this technique:

```
> cc prog.c aesfast.a vdifast.a -o prog.prg -v
```

which does work, but seems a bit kludgey to me. Any suggestions about what I can do better/differently. Also, some of the VDI bindings do not seem to work properly...for example, vsm_height. Is this a symptom of vdifast.a? Admittedly, vsm_xxxx are not critical functions, but a full implementation ought to include all existing functions.

GCC works somewhat better, but I am curious abouty the structure of the library files. They have .olb extensions, what does this mean? I notice that .a files (used with Sozobon) are not recognized by GCC. Also, when I link in the 'gem.olb' library, things work fine, but if I link in 'gem16.olb' I get multiple bombs (three). What is going on here?

I can write programs in assembly, but when I just want to get a feel for what the various functions _do_, C is way more convenient. One last question, does anyone know when the latest version of HSC is available, and what is the last version? (And would they recommend its use?)

~~~~~~
| Robert Morrison morrison@bode.ee.ualberta.ca |
| Edmonton, Alberta, Canada |
| IBM Canada Ltd. Ph: (403) 439-9372 |
~~~~~~
| [The universe cannot be read until we have learnt the language and |
| become familiar with the characters in which it is written. It is |
| written in mathematical language... Galileo Galilei (1564-1642) |
~~~~~~
~~~~~~

2189. AT-Speed and Windows 3.1 ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 06:09:37 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Aug31.230937.1@violet.ccit.arizona.edu>
Source record: 218058

```
--
------------------------------------------------------------------------------
Doug Tarico
dtarico@ccit.arizona.edu Where's it gonna get you when
doug@sie.arizona.edu your time comes up?
------------------------------------------------------------------------------
```

2190. AT-Speed and Windows 3.1? (2nd try)

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 06:15:04 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Aug31.231504.1@violet.ccit.arizona.edu>
Source record: 218059

Does Microsoft Windows v 3.1 work with the AT-Speed c16? It executed the setup process fine, but when I tried to run Windows, it crashed. Thanks, and sorry about the first empty post.

Doug Tarico
dtarico@ccit.arizona.edu Where's it gonna get you when
doug@sie.arizona.edu your time comes up?

2191. Re: ZOO/ZIP/ARC/LZH

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 06:35:55 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep1.063555.3716@actrix.gen.nz>
Source record: 218061
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

LHarc DOES have a 'fast mode' which involves simply 'storing' the files - so, I didn't bother testing it, as for archival purposes, it's use is very limited.

I know that ZOO's lack of speed has been known for a while - and I never said it was a new discovery, I was merely showing it for comparison purposes. Besides, there are always new users out there!

ZIP's compression technique is not Lh5 - it has a completely different technique - which is basically 'Implode' except it tries harder!
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

2192. Re: Shadow-Term II

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 06:54:08 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1992Sep1.015408.2092@minyos.xx.rmit.oz.au>
Source record: 218197

bigham@acpub.duke.edu (Scott Bigham) writes:

>From the Holy Book of <1992Aug30.174511.13276@mits.mdata.fi>
> as spake by paetau@mits.mdata.fi (Rasmus Paetau) :

>>In article <1992Aug27.101623.6691@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz
writes:

>eventuality by using startup code that knows how to parse arguments
>passed to it via ARGV; the problem (apparently) is that FZDT doesn't
>know how to _give_ args to XYZ via ARGV, thus losing the benefit of
>long command lines.

XYZ takes batch uploads from a file.

Greg.

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

2193. Re: Falcon's DSP (again)

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 09:12:53 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Sep1.091253.1944@rhrk.uni-kl.de>
Source record: 218066

kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:

>In article <1992Aug31.134858.13698@hsr.no> leikvoll@hsr.no (Morten Leikvoll) writes:
>>Will the DSP have access to the main memory???
>>If not....terrible
>>If yes....where can I buy this thing NOW!
>>
>>Morten Leikvoll / leikvoll@hsr.no

>Yes, virtually everything has direct access to main memory, including the
>DSP, BLiTTER, SCSI-II port, and more.
Wrong! The DSP has no direct access to main memory. Data are transferred via
a parallel bus at a maximum speed of 1 MB/s.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----

* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

2194. Re: C compiler questions.

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 09:13:06 UTC
From: ramaer@cs.utwente.nl
Message-ID: <1992Sep1.111306@cs.utwente.nl>
Source record: 218064

In article <morrison.715326070@ee.ualberta.ca>, morrison@ee.ualberta.ca (Robert Morrison) writes:
...
|> Sozobon does not appear to have any provisions for linking in the libraries,
|> so I have been using this technique:
|>
|> > cc prog.c aesfast.a vdifast.a -o prog.prg -v
|>
...
Rename your libraries to libvdi.a and libaes.a and you
can link them with "-lvdi -laes" . Cc also adds the $LIB
path for you.
You can save more keystrokes if you use ar to unpack both
aes and vdi into a fresh directory and then create one big
library libgem.a . However, linking will be slower if you
need only one of them.

Mark

2195. Q: 2nd Drive in Megafile 44

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 09:21:27 UTC
From: roth@sitter.ips.id.ethz.ch
Message-ID: <1992Sep1.092127.25144@bernina.ethz.ch>
Source record: 218062

Ataris Syquest drive, the Megafile 44, seems to be well prepared
to hold a second harddisk drive: it has a free 50 Pin connector
and sufficient power supply. The AHDI 5.0 even sees another ACSI
adress with "no reply".

Anyone build another harddrive into it? What drives can be used?
Does it need terminator resistances as at the first (Syquest)? Need
to set any jumpers? Any info appreciated.

If reply by e-mail (what I would prefer), don't use reply but
send to roth@ips.id.ethz.ch (the from: field is wrong!!).

_ Martin Roth Martin Roth ETHZ, ips, RZ F16
|\ /|_) Mail: roth@ips.id.ethz.ch Sandacker 14 g 01/256 55 68
| \/ | \ (Student of Computer CH-8154 Oberglatt p 01/850 32 75
Science / Engineering) Switzerland (F-)emails welcome!

2196. Problem with Protar drive/TOS 1.2

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 10:02:06 UTC
From: mr3@ukc.ac.uk
Message-ID: <1546@eagle.ukc.ac.uk>
Source record: 218063

I'm posting this for a friend. Reply by email to

cmeli%panther@carla.dist.unige.it

or to me if it bounces back. Thanks.

Mike

Has anyone got a Protar drive (mine is a ProGate 100DC) working with
TOS 1.2? Autobooting results in 2,3 or 11 bombs (even if I insert a
floppy to boot from) while if I copy any file to the hard disk only
the first 1024 bytes are copied correctly (the rest is garbage).
So running programs copied this way results in 2 bombs or a TOS #35
error message. I've tried reformatting & checking for bad sectors
but the drive is physically fine. It's got to be the TOS version.
I thought it could be due to the Protar software writing the FAT
as a 16-bit one so I created a 2.9Meg partition so only a 12-bit
FAT got created. It didn't work still.
The manual states that you have to switch the drive on and wait for
25 seconds, then you switch on the ST. If I do this I get 2,3 or 11
bombs as I stated above. So I first switch on the ST and then the drive
after the ST boots. Then I run BOOT.TTP manually. The version of the
Protar software I have is 4.12 (July 1992) (English version).
Has anyone got it working with TOS 1.2?
I will be upgrading to TOS 2.06, but in the meantime I would like ot
be able to use the drive!

Please reply to me at cmeli%panther@carla.dist.unige.it
or if you can't get through send your message to mr3@ukc.ac.uk
who will forward it to me.

Thanks,

Clyde.

--
Michael Rizzo email mr3@ukc.ac.uk
Rm109B, Computing Laboratory
University of Kent
Canterbury CT2 7NF U.K. Tel. (0227) 764000 Ext 7684

2197. Packet radio

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 10:33:43 UTC
From: leridez@rpksun1.mach.uni-karlsruhe.de
Message-ID: <1992Sep1.103343.23472@rz.uni-karlsruhe.de>
Source record: 218065

Keywords:

Hi anybody !

Can anyone tell me where i can find programs for pocket radio with the ST.
FTP-Sites are prefered. Does anyone works with such programs ?

Please send Email.

Thank you

Daniel

Daniel Leridez RRRRR PPPPP K K
Institut fuer Rechneranwendung R R P P K K
in Planung und Konstruktion R R P P K K
Universitaet Karlsruhe R R P P KK
Kaiserstrasse 12 RRRRR PPPPP KK
D-7500 Karlsruhe R R P K K
Phone: +49 721 4157 R R P K K
Fax: +49 721 661138 R R P K K
Email: leridez@rpksun1.mach.uni-karlsruhe.de

2198. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 11:18:51 UTC
From: abaddon@supr.scm.liv.ac.uk
Message-ID: <ABADDON.92Sep1121112@suprenum.supr.scm.liv.ac.uk>
Source record: 217995

>>>>> On 28 Aug 92 09:54:13 GMT, ucacmsu@ucl.ac.uk (Mr Stephen R Usher) said:

> As to whether better interfaces appear on other machines, it doesn't really
> matter. As the Atari machines are a small minority the coding interface of
> the machine has to be addapted so that it looks like one of the big boys
> (however awful that may be) so as to persuade big time developers even to
> look in the direction of the Atari. (If all it needs is a quick recompile
> of, say, the PC code of a word processor, or anything, without any rewriting
> then a software house is more likely to support it.)

No, no, no, no! I didn't buy an ST so that I could run PC (for example) look alike software on it. If having access to that software is important to you then you should be using a PC. I don't think anyone here honestly sees atari taking on the likes of IBM, much as we'd like them too (more people using your software means more people likely to pay for it), but to suggest that they should just attempt to blend in instead... They're are enough PC clones in the world already, without Atari starting to churn them out.

Kev

2199. Re: Falcon's DSP (again)

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 11:42:48 UTC
From: herzling@rhrk.uni-kl.de
Message-ID: <1992Sep1.114248.13704@rhrk.uni-kl.de>
Source record: 218070

In article <1992Sep1.091253.1944@rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de
(Uwe Seimet) writes:
|>kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:
|>
|>>In article <1992Aug31.134858.13698@hsr.no> leikvoll@hsr.no (Morten
Leikvoll) writes:
|>>>Will the DSP have access to the main memory???
|>>>If not....terrible
|>>>If yes....where can I buy this thing NOW!
|>>>
|>>>Morten Leikvoll / leikvoll@hsr.no
|>
|>>Yes, virtually everything has direct access to main memory, including the
|>>DSP, BLiTTER, SCSI-II port, and more.
|>Wrong! The DSP has no direct access to main memory. Data are transferred via
|>a parallel bus at a maximum speed of 1 MB/s.
|>

I think what Kristopher meant is that the DSP cannot only communicate
via the DSP hostport but also can use the DMA Read/Write Devices. So the
DSP give Data to the DMA device wich put it into main memory. No 030
is involved in that.

Bye,
Alex

Alexander Herzlinger
Email: herzling@rhrk.uni-kl.de

2200. Re: The REAL Falcon specs wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 12:02:11 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Sep1.120211.6162@cs.ruu.nl>
Source record: 218067

I found this file on the local ATARI Company's BBS : (original in Dutch)

This article is written by Wilfred Kilwinger (Support Manager) for
Atari Briefing, the newsletter by Atari (Benelux) B.V. for the Atari
user groups. It was specifically stated that it could be reproduced. I have
translated it in English with the assumption that an English translation
would be considered the same as the original.

The original also contained a description of all the features of the Falcon
which have been reproduced here a zillion of times so I did not include
these.

Atari custom chips

VIDEL

The VIDEL takes care of the video functions of the system including
overscan, overlay mode and true color graphics

COMBEL

The COMBEL is the system manager of the Atari Falcon030. This chip controls
all system functions. Also the BLITTER is built in in this chip.

SDMA

The SDMA is the Sound DMA and controls the sound part. We have built in a
unique matrix switch function in this chip (more details in the second part)

KEYBOARD PROCESSOR

The keyboard processor has been improved and is now also suitable for high
resolution mice.

Besides the above custom chips the Atari Falcon030 has a number of standard
chips like the Motorola 68030 and 56001 DSP. Another important chip is the
CODEC in which the 16 bit AD and DA converters are located.

Video modi

As you can see in the survey of Operating System calls
the video hardware is complete sotware controllable. The following
combinations can a.o. be chosen:

Mode Resolution Bit planes Colors Palette

ST LOW 320x200 4 16 4096
ST MED 640x200 2 4 4096

ST HIGH 640x400 1 2 4096

True Color 640x480 8 256 262144
320x200 15bpp 32768 N/A

The last mode asks for some explanation. Here there is no color palette but
15 bits per pixel to describe the pixel itself. The format is
RRRRRGGGGGXBBBBB. VDI supports this mode thus programs that have not been
written for this mode specifically can use it nevertheless.
X is the overlay bit and can be used for video titling and special effects.

320x200 16bpp 65 N/A

This mode is called the slideshow mode, is not supported by the VDI, you
are on you own. X is an extra green bit.

True Color in 640x480 is not possible because of the bandwidth of VGA monitors.

Mode Resolution Bit planes Colors Palette

VGA 320 of 640 1,4,8 2,16,256 262144 (Overscan
Video 200 of 400

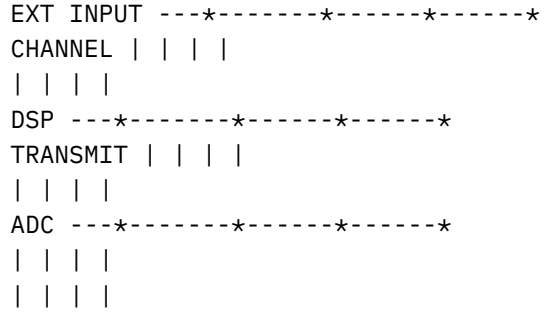
With Video we mean the Atari SC-monitors, the TV modulator and/or the
composite video output.

All modes can be gegenlocked. With adaptors we convert
the 15-pole video bus to thee standard Atari or VGA connections.

Matrix coupling

To make the system performance in the audio part as good as possible Atari
designed a miniature 'telephone exchange' that can easily connect the
source devices to the receiving devices. Also it is possible to make more
than one connection at a time.

Source devices



DMA ---*-------*------*------*
PLAYBACK | | | |
DMA DAC DSP EXT OUTPUT
RECORD RECEIVE CHANNEL

Receiving Devices

Ports andn interfacing

DSP CONNECTOR (DB26 Female)

Pin Signal Pin Signal

1 GP0 14 GND
2 GP1 15 SRD
3 GP2 16 GND
4 P_DATA 17 +12V
5 P_CLK 18 GND
6 P_SYNC 19 R_DATA
7 n/c 20 R_CLK
8 GND 21 R_SYNC
9 +12V 22 EXT_INT
10 GND 23 STD
11 SC0 24 SCK
12 SC1 25 GND
13 SC2 26 EXCLK

SCSI CONNECTOR (flat 50 pins SCSI II Female)

Pin Signal Pin Signal

1-10 GND 37 Not Connected
11 +5V 38 +5V
12-14 Not Connected 39 Not Connected
15-25 GND 40 GND
26 SCSI 0 41 ATN
27 SCSI 1 42 GND
28 SCSI 2 43 BSY
29 SCSI 3 44 ACK
30 SCSI 4 45 RST
31 SCSI 5 46 MSG
32 SCSI 6 47 SEL
33 SCSI 7 48 C/D
34 Parity 49 REQ
35-36 GND 50 I/O

SERIAL PORT (DB9 MALE)

Pin Signal

1 Carrier Detect 5 GND
2 Receive 6 Data set ready
3 Transmit 7 Request to Send
4 Data Terminal Ready 8 Clear to Send

9 Ring Indicator

PARALLEL PORT (DB25 Female)

The parallel port has extra signal to ease the connection of scanners.

Pin Signal

1 Strobe 8 Data 6
2 Data 0 9 Data 7
3 Data 1 10 Acknowledge
4 Data 2 11 Busy
5 Data 3 12-16 Not Connected
6 Data 4 17 Select
7 Data 5 18-25 GND

MONITOR CONNECTOR (DB19 Male)

Pin Signal Pin Signal

1 Red 11 GND
2 Green 12 Composite Sync/Video
3 Blue 13 Horizontal Sync
4 Mono/Overlay 14 Vertical Sync
5 GND 15 External Clock Input
6 Red GND 16 External SYNC Enable
7 Green GND 17 +12V
8 Blue GND 18 M1
9 Audio out 19 M0
10 GND

SCC LAN-port CONNECTOR (8-pin Mini DIN Female RS-422)

Pin Signal

1 Handshake Output (DTR RS 423) 5 - Received Data
2 Handshake Input or External Clock 6 + Transmitted Data
3 - Transmit Data 7 General-purpose Input
4 GND 8 + Receive

ENHANCED JOYSTICK (DB15 Male)

Port A Port B

Pin Signal Pin Signal

1 UP 0 1 UP 1
2 DOWN 0 2 DOWN 1
3 LT 0 3 LT 1
4 RT 0 4 RT 1
5 PAD0Y 5 PAD1Y
6 FIRE 0 / LIGHT GUN 6 FIRE 1
7 VCC (+5 VDC) 7 VCC
8 Not Connected 8 Not Connected
9 GND 9 GND

10 FIRE 2 10 FIRE 3
11 UP 2 11 UP 3
12 DOWN 2 12 DOWN 3
13 LT 2 13 LT 3
14 RT 2 14 RT 3
15 PAD0X 15 PAD1X

MIDI PORT (DIN 5 Female)

MIDI OUT MIDI IN

Pin Signal Pin Signal

1 Thru Transmit 1 Not Connected
2 GND 2 Not Connected
3 Thru Loop Return 3 Not Connected
4 Out Transmit 4 In Receive
5 Out Loop Return 5 In Loop Return

New Operating System calls

This information is not complete, maybe subject to change and is certainly
not meant as documentation for programmers

DSP-calls

Dsp_DoBlock(a,b,c,d) (void) xbios(500,a,b,c,d)
Dsp_BlkHandShake(a,b,c,d) (void) xbios(501,a,b,c,d)
Dsp_BlkUnpacked(a,b,c,d) (void) xbios(502,a,b,c,d)
Dsp_InStream(a,b,c,d) (void) xbios(503,a,b,c,d)
Dsp_OutStream(a,b,c,d) (void) xbios(504,a,b,c,d)
Dsp_IOStream(a,b,c,d,e,f) (void) xbios(505,a,b,c,d,e,f)
Dsp_RemoveInterrupts(a) (void) xbios(506,a)
Dsp_GetWordSize() (int) xbios(507)
Dsp_Lock() (int) xbios(508)
Dsp_Unlock() (void) xbios(509)
Dsp_Available(a,b) (void) xbios(510,a,b)
Dsp_Reserve(a,b) (int) xbios(511,a,b)
Dsp_LoadProg(a,b,c) (int) xbios(512,a,b,c)
Dsp_ExecProg(a,b,c) (void) xbios(513,a,b,c)
Dsp_ExecBoot(a,b,c) (void) xbios(514,a,b,c)
Dsp_LodToBinary(a,b) (long) xbios(515,a,b)
Dsp_TriggerHC(a) (void) xbios(516,a)
Dsp_RequestUniqueAbility() (int) xbios(517)
Dsp_GetProgAbility() (int) xbios(518)
Dsp_FlushSubroutines() (void) xbios(519)
Dsp_LoadSubroutine(a,b,c) (int) xbios(520,a,b,c)
Dsp_InqSubrAbility(a) (int) xbios(521,a)
Dsp_RunSubroutine(a) (int) xbios(522,a)
Dsp_Hf0(a) (int) xbios(523,a)
Dsp_Hf1(a) (int) xbios(524,a)
Dsp_Hf2() (int) xbios(525)
Dsp_Hf3() (int) xbios(526)

```
Dsp_BlkWords(a,b,c,d) (void) xbios(527,a,b,c,d)
Dsp_BlkBytes(a,b,c,d) (void) xbios(528,a,b,c,d)
Dsp_HStat() (char) xbios(529)
Dsp_SetVectors(a,b) (void) xbios(530,a,b)
```

De volledige beschrijving van bovenstaande functie's staat in de Falcon030 Developers Documentation.

VIDEO SETMODE

```
int setmode( int modecode );
```

The setmode(int modecode) call is used to place the Falcon/030 SHIFTER into a specific mode. A bit-encoded value (called a "modecode") is passed to setmode() to set the mode. setmode() returns the previous mode that was set.

To help make the building of modecode values easier, here is a table of defines:

```
#define VERTFLAG 0x100
#define STMODES 0x80
#define OVERSCAN 0x40
#define PAL 0x20
#define VGA 0x10
#define TV 0x0

#define COL80 0x08
#define COL40 0x0
#define NUMCOLS 7

#define BPS16 4
#define BPS8 3
#define BPS4 2
#define BPS2 1
#define BPS1 0
```

Using these defines, you can build a modecode for any possible mode. For example:

For True Color Overscan:

```
modecode = OVERSCAN|COL40|BPS16;
```

For ST Medium Compatibility mode on a Color Monitor/TV:

```
modecode = STMODES|COL80|BPS2;
```

For ST Low Compatibility mode in PAL on a Color Monitor/TV:

```
modecode = STMODES|PAL|COL80|BPS2;
```

For 256 color, 80 column mode on a VGA monitor:

```
modecode = VGA|COL80|BPS8;
```

If you have a modecode and wish to know how many bits per pixel it has, use the following:

```
if( modecode & NUMCOLS ) == BPS16 )
do_something_cool(); /* You have true color mode */
```

The setmode() call will return the previous modecode set. You must use this value to get back to whatever mode you were in before you made your setmode call.

```
int mon_type(void)
```

The mon_type() function will return the kind of monitor that is currently in use. Here are the possible return values:

```
0 = ST monochrome monitor
1 = ST color monitor
2 = VGA monitor
3 = Television.
```

```
void ext_sync( int flag )
```

This function sets or clears external sync. If flag is set, external sync is enabled. If flag is clear, then internal sync is used.

SOUND-calls

```
locksnd();
```
Used as a semiphore to lock the sound system. From other applications.

```
unlocksnd();
```
Used to release the sound system for other applications to use.

```
soundcmd(mode,data);
```
This command is used to get or set the following sound parameters. If a negative number is used as the input then the current setting us returned.

MODE OPERATION MEANING

O LTATTEN Sets the current left channel output

1 RTATTEN Sets the current right channel output

2 LTGAIN Sets the current left channel input gain.

3 RTGAIN Sets the current right channel input gain.

4 ADDERIN Set the output of the 16 bit signed adder to receive it's input from the ADC, Matrix or both.

5 ADCINPUT Set the input the the ADC. The input can either be the left and right channel of the PSG or the left and right channel of the microphone.

6 SETPRESCALE Used for compatability. This prescale value is used when the DEVCONNECT() internal prescale value is set to zero.

setbuffer(reg,begaddr,endaddr);
This function is used to set the play or record buffers. REG selects
playback or record, while begaddr and endaddr are the buffers beginning
and ending locations.

(int) reg - (0) Sets playback registers.
- (1) Sets record registers.
(long) begaddr - Sets the beginning address of the buffer.
(long) endaddr - Sets the ending address of the buffer.

setmode(mode);
This function is used to set record or playback mode. The modes are as
follows:

MODE OPERATION
(int) 0 8 Bit Stereo
(int) 1 16 Bit Stereo
(int) 2 8 Bit Mono

settracks(playtracks,rectracks);
This function is used to sets the number of record or playback tracks.

setmontracks(montrack);
This function is used to set the output of the internal speaker to one of
the four tracks currently playing. The internal speaker is only capable of
outputing ONE track at a time.

setinterrupt(src_inter,cause);
This function is used to set which interrupt that will occur at the end of a
frame. If the frame repeat bit is on, this interrupt is used to allow for
double buffering the playing or recording of sound. Interrupts can come from
TimerA or the MFP i7.

buffoper(mode);
This function is used to control the operation of the play or record buffers
in the sound system. The input to this function is a bitmap. If mode is set
t0 -1 then the current status of the buffer operation bits is returned.

NOTE: The sound system contains a 32 byte FIFO. When transferring data to
the record buffer, software MUST check to see if the record enable (RE) bit
was cleared by the hardware. If the bit was cleared then the FIFO is flushed,
if not then software must flush the FIFO by clearing the record enable (RE)
bit.

dsptristate(dspxmit,dsprec);
This function is used to tristate the DSP from the data matrix.

gpio(mode,data);
This is used to communicate over the General Purpose I/O on the DSP connector.
Only the low order three bits are used. The rest are reserved. This call,
depending on the mode, can be used to set the direction of the I/O bits, read
the bits, or write the bits.

devconnect(src,dst,srcclk,prescale,protocol);
This function is used to attach a source device to any of the destination

devices in the matrix. Given a source device, this call will attach that one source device to one or all of the destination devices. This call also sets up the source clock and prescaler, protocol and protocol source if used.

sndstatus(reset);
This function gets the current status of the codec.

buffptr(pointer);
This function returns the current position of the play and record data buffer pointers. These pointers indicate where the data is being read/written within the buffers themselves. This function is also used to determine how much data has been written to the record buffer. See buffoper().

The above is not yet complete. Atari has also routines for
JPEG and andio conversion.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

2201. TT Fast-RAM for-sale

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 12:08:50 UTC
From: andre@cix.compulink.co.uk
Message-ID: <memo.603815@cix.compulink.co.uk>
Source record: 218068

alewis@icarus.weber.edu recently offered his 2Mb TT030 for sale here. If anyone is interested in buying that, and adding some more memory to it, I've got an Atari 4Mb Fast-RAM board for sale at a reasonable price. (I'm putting a new, larger, board into my own machine so the old one is now spare). Airmail on such an item from the UK should be fairly cheap.

Andre

Andre Willey | Email: andre@cix.compulink.co.uk
7 Oaklands Road, Sutton Coldfield, | andre@cix.uucp
West Midlands, B74 2TB, England. | ...{mcsun}!uknet!cix!andre
Phone: (UK) 021-308-5251 | "Il est mort, Jean Luc..."

2202. Double Klick Software Adresse wanted!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 12:39:40 UTC
From: tries@obelix.kph.uni-mainz.de
Message-ID: <5TL646V@minnie.zdv.uni-mainz.de>
Source record: 218069

Keywords:

I'm lookin' for the Email adress of double klick software, i.e., Mr. Vederman.
I tried to send a mail to uace0@menudo.uh.edu but that acacount was expired.

Waiting for any help

Volker Tries

TRIES@SERVER.PHYSIK.UNI-GIESSEN.DE
TRIES@V3200A.EE.UNI-SB.DE
TRIES@OBELIX.KPH.UNI-MAINZ.DE

2203. Re: Printing PostScript from Timeworks DTP

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 12:47:38 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Sep1.124738.25356@its.bt.co.uk>
Source record: 218073

In article <1992Aug28.123609.23865@its.bt.co.uk> jvt@its.bt.co.uk (John Trickey) writes:

>option and it was a disaster! I now use PSCAPTURE --- an accessory you

I've looked it up. it is arati/printing/pscapt.arc on a.a

John

--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

2204. ZOO/ZIP etc...RELIABILITY?????

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 13:31:43 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Sep1.093143.1@sscl.uwo.ca>
Source record: 218071

All the talk concerning the size and spped etc. of different archivers is fine, but in the long run I want to know which of these formats is the most stable. If I go to de-archive some data files 6mos. form now I don't want bad header errors galore...anyone have any facts on reliability of archivers? Maybe you could post if you lost an archive and we could do a very un-scientific poll of archive reliability. BTW, i'd always found .lzh the best for size, until.zoo, and I haven't really looked at .zip.

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+--------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+------------------------------------+ +--------------------------------+

2205. Dungeon Master Version Numbers

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 13:33:50 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <1992Sep1.133350.17965@ists.ists.ca>
Source record: 218072

I have read that there is more than one version of Dungeon Master and that the end of the earlier version is less interesting/satisfying than that of later version. My questions are:

1. What is the latest version?
2. How do I determine which version I have? I have looked at the box, the label, the docs, and inside the program - I can't find it.
3. What is FTL's policy about upgrading the disk if I have an older version?
4. What is the current address and/or phone number for FTL?

Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ...!ists!gkcl.ists.ca!os9paul

2206. SAM 804 Laser and harddrive at DMA-Port

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 14:58:59 UTC
From: imkrause@techfak.uni-bielefeld.de
Message-ID: <1992Sep1.145859.23952@unibi.uni-bielefeld.de>
Source record: 218075

I am posting this for a friend of mine:
He is running a NEC D5 146H harddrive, driven by a OMTI 5527 (20513?)
controller which runs at the DMA-Port.
At this port the laserprinter should run as well and that is the problem.
How is it possible to work with both devices at the same time ?
It would be fine by just changing a device address of the harddrive or
the laserprinter but there is no documentation available to him :-(
If anybody knows how to deal with this, please email to me
instead of posting because i do not read this newsgroup very often.

Thanks,
Michael

--

- Michael Krause | // -
- E-Mail: imkrause@techfak.uni-bielefeld.de | // -
- Snail-Mail: is too slow | \\ // -
- IRC-Nick: Juggi | \X/030/28 -

2207. Lost Message From Italy

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 15:29:06 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <1201@tekgen.bv.tek.com>
Source record: 218074

Sorry to waste bandwidth. A gentleman sent me a message yesterday regarding Diamond Edge and Ultimate Virus Killer in Italy. My mail reader ate your message. Would you plese resend the information so that I can send you more information.

---- ----
/\/\/\ Bob Luneski Diamond Back II, Diamond Edge, and UVK Support: /\/\/\
\/\/\/ Oregon Research Associates boblu@tekgen.bv.tek.com \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Genie: ORA.TECH \/\/
\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 639-6182 \/

2208. More C compiler problems...

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 16:55:15 UTC
From: Geoffrey Spear <gs32+@andrew.cmu.edu>
Message-ID: <gecu1nO00aw5IBgVJ6@andrew.cmu.edu>
Source record: 218077

Has anyone successfully compiled the HiSoft C GEM toolbox with Sozobon C? I know it will work fine with Lattice C (not surprising, since HiSoft makes Lattice C...), but will it work under any other compiler?

2209. Re: Postscript to Image ???

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 17:18:39 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Sep1191839@orion.laas.fr>
Source record: 218076

I think that Jeff Poskanzer's PBM package does this!

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

2210. Line-doubling on the Falcon, is this what it is?

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 18:45:49 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep1.134551.12462@miavx1.acs.muohio.edu>
Source record: 218078

Well, looking through the latest Video Magazine, I was surprised to see an article on an image enhancing technique for video dubbed line-doubling. Now is this the same as the Falcon's new display modes? If so, this could be one of the best things that Atari could put into the new machine for video production!

The article starts out by comparing line-doubling to HDTV, but is possible now, but for a lot of money. (Most of the set-ups described in the article cost >$30000. (Yes, thats Thirty thousand dollars.)

Here is how they describe line-doubling, taken without permission from VIDEO magazine:

"... A Line doubler memorizes the first (odd) half of the 525 lines [of NTSC video signal] while simultaneously displaying the other(even) half. This adds up to a full frame of video every 1/60th of a second, instead of every 1/30th. Since you're now seeing both halves of the video image on screen at the same time, the picture "looks" more detailed, even thoiugh you're not really seeing more information than is actually present in the source material. Just as importantly, the scan lines become almost imperceptible."

Is this the same mode as line-doubling on the Falcon? If so, the falcon could produce awesome video productions, for a lot less money.

Later.......

```
-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((((((((}}}}}}}}=======----- 1-SEP-1992
```

2211. Re: Mac Portable vs. ST Portable

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 19:19:04 UTC
From: Your Conscience <dhbutler@magnus.acs.ohio-state.edu>
Message-ID: <9209011919.AA27469@photon.magnus.acs.ohio-state.edu>
Source record: 218079

You can get a Mac Powerbook 100 (not a bad machine really, not real fast, but certainly good for wordprocessing) for about $1000.

If you hurry...
-->
|-) -David Butler- dhbutler@magnus.acs.ohio-state.edu

- who now has a shorter .sig file due to complaints...

||| - FRANK ZAPPA for president! "One of his best qualifications is
/ | \ that at least he won't take it seriously." - Jammer

2212. Re: AT-Speed and Windows 3.1? (2nd try)

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 19:48:26 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <0ed3a_m00Vpd0pgmcV@andrew.cmu.edu>
Source record: 218094

Excerpts from netnews.comp.sys.atari.st: 1-Sep-92 Re: AT-Speed and Windows 3... Kristopher Johnson@casto (188)

> I thought Windows 3.1 required at least a '386 to run? The AT-Speed C16
> *IS* only a 16MHz '286, right? Maybe that's the problem. Only Windows
> 2.x will work on a '286, I believe.

> Steve

Sure, Windows 3.1 shouldn't run on 286 but 3.0 should !! (even on 8088)

Stefan Monnier

-- On the average, people seem to be acting normal --

2213. Re: Shadow-Term II

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 20:18:53 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Sep1.201853.23714@mits.mdata.fi>
Source record: 218080

In article <4988@news.duke.edu> bigham@acpub.duke.edu (Scott Bigham) writes:
>From the Holy Book of <1992Aug30.174511.13276@mits.mdata.fi>
> as spake by paetau@mits.mdata.fi (Rasmus Paetau) :
>
>>In article <1992Aug27.101623.6691@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz
writes:
>

[ARCV explanation deleted]

>
>> I can't see any reason for using it with FZDT, as it
>>isn't a .TTP program?
>
>Well, if you want to download a _lot_ of files at once, you'll have to
>hand XYZ a very long parameter list. XYZ (presumably) prepares for this
>eventuality by using startup code that knows how to parse arguments
>passed to it via ARGV; the problem (apparently) is that FZDT doesn't
>know how to _give_ args to XYZ via ARGV, thus losing the benefit of
>long command lines.

This would only occur on Xmodem protocols, because Ymodem and Zmodem
protocols get the filenames from the other end. When you're uploading,
FZDT makes a file containing the batch list of files to send (at least
my FZDS is set up to do so). I'm not sure if it then puts the entire
batch list on the command line, but I don't thinks so, why then bother
to even create the batch list?

[End deleted]

>--
>Scott Bigham | The opinions expressed above are
>bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
> | copied or distributed without a
> | Darn Good Reason(tm).

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

2214. Re: Line-doubling on the Falcon, is this what it is?

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 20:44:49 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <secxN1e00awM0OQUZt@andrew.cmu.edu>
Source record: 218084

Excerpts from netnews.comp.sys.atari.st: 1-Sep-92 Line-doubling on the Falcon.. Ryan 'Gozar' Collins@mia (1822)
> "... A Line doubler memorizes the first (odd) half of the 525 lines
> [of NTSC video signal] while simultaneously displaying the other(even)
> half. This adds up to a full frame of video every 1/60th of a second,
> instead of every 1/30th. Since you're now seeing both halves of the
> video image on screen at the same time, the picture "looks" more
> detailed, even thoiugh you're not really seeing more information than is
> actually present in the source material. Just as importantly, the scan
> lines become almost imperceptible."

> Is this the same mode as line-doubling on the Falcon? If so, the
> falcon could produce awesome video productions, for a lot less money.

> Later.......

No: it is not the same as the line-doubling on the falcon cause
what you describe is related to picture displaying and not to
picture generation. That is: it's a monitor (or TV) trick but
not a computer (or broadcasting) trick !

The Falcon line-doubling, is just a kind of x2 zoom in y dimension
and works only on correspondingly powerful monitors: that means all
VGA monitors but surely not TV-sets !

Your trick is a way to inhence TV-refresh rate, Falcon's is a way
to use lower resolutions on too powerful monitors !

Stefan Monnier

-- On the average, people seem to be acting normal --

2215. Re: AT-Speed and Windows 3.1? (2nd try)

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 21:30:58 UTC
From: dtarico@milori.ccit.arizona.edu
Message-ID: <1992Sep1.143058.1@milori.ccit.arizona.edu>
Source record: 218083

> Does Microsoft Windows v 3.1 work with the AT-Speed c16? It executed the
> setup process fine, but when I tried to run Windows, it crashed. Thanks,
> and sorry about the first empty post.
>
> --
> Doug Tarico
> dtarico@ccit.arizona.edu Where's it gonna get you when
> doug@sie.arizona.edu your time comes up?
> --

If anyone is interested, I was able to get it to work under the Olivetti and EGA mono video modes. I just doesn't seem to like the VGA mono mode. This seems somewhat odd, as during the Windows Setup program, it starts Windows, and it runs just fine in the VGA mode. But then when I try to run Windows by itself, it just shows a messed up title screen and then hangs up (when I install it in the VGA mono mode). Has anybody else gotten it to work in VGA mode? Also, under windows, the keyboard mapping seems a little screwy. For me, the key with the backslash and vertical bar no longer registered anything, and these characters registered on the key that has the tilde and backward single quote. It acted the same for thecouple keyboard configurations that I tried. Does anybody know what type of keyboard AT-Speed emulates? Anyway, Windows 3.1 does work under AT-Speed, and it even seems to run at a pretty usable speed. Ciao.

Doug Tarico
dtarico@ccit.arizona.edu Where's it gonna get you when
doug@sie.arizona.edu your time comes up?

2216. CFV: comp.graphics.gnuplot

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 21:37:04 UTC
From: d-lewart@uiuc.edu
Message-ID: <Btx5Du.4Jv@news.cso.uiuc.edu>
Source record: 218081
Cross-posted to: comp.sys.3b1,comp.sys.apollo,comp.sys.atari.st,comp.sys.sequent,comp.unix.aix,comp.unix.amiga,comp.unix.cray,comp.unix.sysv386,comp.unix.ultrix

```
This is a Call For Votes (CFV) for the comp.graphics.gnuplot newsgroup.
The newsgroup would be unmoderated and its charter is given below.

To vote *for* the creation of comp.graphics.gnuplot, reply to
gnuplot-vote@uiuc.edu with either of the following:
1) A subject of "Yes"
2) Text of "I vote for the group comp.graphics.gnuplot".

To vote *against* the creation of comp.graphics.gnuplot, reply to
gnuplot-vote@uiuc.edu with either of the following:
1) A subject of "No"
2) Text of "I vote against the group comp.graphics.gnuplot".

The voting period will be from Tue 01 Sep 1992 through Tue 22 Sep 1992.

The document "Guidelines for USENET Group Creation" is available by
anonymous `ftp' to pit-manager.mit.edu (18.172.1.27) as the file
/pub/usenet/news.groups/How_to_Create_a_New_Newsgroup.

Let the vote begin!
Daniel Lewart
d-lewart@uiuc.edu
-------------------------------------------------------------------------------
NAME: comp.graphics.gnuplot

CHARTER:
1) This group is for the discussion of the GNUPLOT plotting program by
developers and users.
2) This group will be gatewayed with a mailing list (if someone volunteers
to maintain it).
3) An FAQ list will be maintained.
4) GNUPLOT is a command-driven interactive function plotting program which:
a) Plots data or functions
b) Has been tested on Unix, VMS, MSDOS, MS-Windows, OS/2, Amiga, and
Atari platforms
c) Supports many different graphics devices
d) Is authored by Thomas Williams, Colin Kelley, Russell Lang,
Dave Kotz, John Campbell, Gershon Elber, and many others
e) Is not part of the GNU project.

STATUS: Unmoderated
-------------------------------------------------------------------------------
```

2217. Re: More Official Falcon Specs wanted

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 21:41:23 UTC
From: pss1@kepler.unh.edu
Message-ID: <1992Sep1.214123.14226@newshost.unh.edu>
Source record: 218082

In article <1992Aug27.083542.19881@hsr.no> leikvoll@hsr.no (Morten Leikvoll) writes:
>>
>> Oh, I forgot - PC's still have a text screen. For DOS.
>
>Yes, isn't it terrible using wordperfect (the old one)......
>

It only seems terrible until you try WordPerfect for Windows. After
that, you'll run yelling and screaming back to DOS WordPerfect :-) :-)
:-)

Paul

--
Paul Secinaro
pss1@kepler.unh.edu
Synthetic Vision and Pattern Analysis Laboratory
UNH Dept. of Electrical and Computer Engineering

2218. Re: New Guy, please help me!

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 21:50:54 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.715384254@groucho.phil.ruu.nl>
Source record: 218086

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

>
>Hello, I am relativly new at the mainframe Atari ST scene, and I am wanting
so
>me help. things like ftp locations that have ST support, and maybe a few
peopl
>e I can drop a line to and chat sometime. Thanks!

The best known (and as far as I know the biggest) atari ftp-archive is
atari.archive.umich.edu. In the 'atari' directory you find tons of software.
And about chatting with fellow atariSTs: what about this newsgroup - lots of
expertise here (and, really, most of these guys are quite friendly :).

welcome to ST-land,
Hendrik Jan

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl

2219. Re: Mac Portable vs. ST Portable

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 22:12:38 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Sep1.221238.8282@athena.cs.uga.edu>
Source record: 218085

In article <92244.224620SML108@psuvm.psu.edu> SML108@psuvm.psu.edu writes:
>I have a friend who wants a laptop Macintosh. This much is locked in stone.
>Since the mac portable costs ^$5000, I would like to hear from people who
>have experience with ST portables running Spectre GCR. How much can
>one get one for and how good are they compared to the mac portable?

^$5000??? Where are you looking at Mac laptops? The top of the line Mac notebook, the PB170, costs under $3500 and you can get a PB145 for under $2000. Since the ST Book is still not available anywhere but in Europe, that's not really an option (besides, Spectre GCR won't run on the ST Book yet). However, you *CAN* find Stacy portables for under $1500 that the Spectre GCR will run on, although it's a little less portable with the big Spectre GCR cartridge in it. So if you're friend doesn't mind that and doesn't mind having a machine that only lasts 15-20 minutes on a battery charge (actually, there's a new 2 hour battery for the Stacy which costs around $75), then the Stacy/Spectre GCR *IS* an option. It's not really a 'laptop' mind you, but it *IS* portable. Personally, I like the Stacy a lot since I would only need a portable computer and would never be using the battery. The ST Book notebooks, which are currently under some redesigning, should be available by early '93 in the rest of the world, though there's still no word on a Spectre GCR adaptor for it or even a specially-designed Spectre GCR for the ST Book.

Steve

2220. Re: Bugs in Mint0.95

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 23:22:44 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Sep1.232244.15358@elroy.jpl.nasa.gov>
Source record: 218087
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <MUTS.92Aug31103119@ruunfs.fys.ruu.nl> muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:
>When I did the upgrade from 0.94 to 0.95 I hit two little bugs in the
>news version:
>
>1) When a filesystem (minix.xfs) is in / instead of in /mint, it gets
>loaded twice (at least I see the copyright notice of minix.xfs twice).

The released version of Mint 0.95 was patchlevel 13. This bug was fixed
a couple days later in patchlevel 14.
>
>2) There is something wrong with cursor handling when using
>/dev/fasttext, which used not to be. The cursor is not blinking
>anymore, and when I hit return often the black spot remains on the
>last line. Also, in an editor the cursor often is not visible at all.
>Note that this did not occur with TOS things like gulam, but with my
>version of bash and microemacs; I compiled these for the plain unix
>version (which works fine and is nicer than the TOS versions).

I haven't seen any mention of this bug before, bummer...

By the way, since the .95 release, there have been 3 more patches sent out -
the one I mentioned above, and two more bringing it to version 0.96,
patch level 1. Dunno when a binary for these will be made available.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
::
::To the owner of the blue Mazda, license 742-XLT, your headlights are on...::
::

2221. Re: AT-Speed and Windows 3.1? (2nd try)

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 23:33:19 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Sep1.233319.10304@athena.cs.uga.edu>
Source record: 218088

I thought Windows 3.1 required at least a '386 to run? The AT-Speed C16 *IS* only a 16MHz '286, right? Maybe that's the problem. Only Windows 2.x will work on a '286, I believe.

Steve

2222. Re: The REAL Falcon specs wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-09-01 23:42:37 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Sep1.234237.10652@athena.cs.uga.edu>
Source record: 218089

According to Bill Rehbock, Director of Application S/W @ Atari, the Falcon030 is in a light-grey case like the 1040ST's and that the keys are a darker grey with white lettering. I was pulling for the black (very dark-grey) case, but I apparently lost.

Steve

2223. Re: Zmodem 1.62 (J. Bammi version) compiling problems.

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 00:13:38 UTC
From: healy@nosc.mil
Message-ID: <1992Sep2.001338.12030@nosc.mil>
Source record: 218090
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
One last thing on your make problem:

You do have the dependency for the executable, don't you? e.g.

OBJECTS = foo.o bar.o

foo: $(OBJECTS)
$(CC) $(CFLAGS) -o foo $(OBJECTS) $(LIBS)

or something like that (all symbols previously defined)

Mike Healy

healy@cod.nosc.mil
```

2224. beware of the falcon!

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 00:48:32 UTC
From: robert buonincontro <robert.buonincontro@canrem.com>
Message-ID: <1992Sep1.1113.22617@dosgate>
Source record: 218091

That article came from Europe. In europe the Ataris biggest compeition is the Amiga. The article makes sense with Atari not being able to market the Falcon properly. I talked to a few people who work at EA and they are pissed at the way Atari handled the Lynx. THey said that they could have outsold Nintendo Gameboy by now. I even talked to a guy working at Atari in Toronto and they said that Atari doesn't have to money to mass produce the Links the way they would like too.

As far as the Atari Falcon being Ataris last chance. Do you know how many Atari employees are working in Canada? 3!
--
Canada Remote Systems - Toronto, Ontario/Detroit, MI
World's Largest PCBOARD System - 416-629-7000/629-7044

2225. Re: max baudrate?

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 01:05:27 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Sep2.010527.13472@zooid.guild.org>
Source record: 218099

baffoni@aludra.usc.edu (Juxtaposer) writes:
>
> Hi all,
>
> Two things that I forgot to add in my listing of problems with
>connect.
> First, when going from reading news (which is ok at 7bit/even parity)
>to emacs, it goes back to interpreting 8bit/no parity, so I have to change
>the RS232C setings in order to understand what I am emacsing :)

The 8n1/7e1 thing is EMACS's problem. I have run into exactly the same thing with a board that I connected to at 7e1. Apparently EMACS only runs in 8n1 mode. I also found 'sz' and 'rz' wanted 8n1 as well. If you are running a shell account (I presume?) you could do a stty -evenp after you log on, then change your term program to 8n1 and you will be in 8n1 for everything. A pain, but better than using VI !!!!

>
>The second thing is that XYZ does not work when run from the
>download option. It runs XYZ (it shows the starfall stuff, buffer, etc.)
>but then it just sits there - no reaction at all. I left it there for about
>five minutes and nothing. Of course when I cancelled XYZ, it cancelled
>sz on the host so it puts me back at the system prompt.
>
Is this the first term program you have tried? Have you tried Freeze Dried?

Apparently there is an ENGLISH version of Connect in circulation. As far as the program anyway (or is this what you have now?). I gave up on trying to get it run. I find Freeze Dried great (although I'm only running 2400).

2226. .dl, .gl, .fli files/ viewers

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 01:22:38 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Sep2.012238.14001@zooid.guild.org>
Source record: 218098

1) Are .gl, .dl, .fli files three completely incompatible file types?

What are the differences ?
Each need their own viewer?

2) Are there any viewer programs for the Atari ST?
(for any/all of these file types?

Or anybody have source/docs on these file types?

There was a recent .dl viewer source for X-Windows, but it seemed to be
incomplete.

2227. X-Control Problem and Request

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 03:39:23 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Sep2.033923.9111@magnus.acs.ohio-state.edu>
Source record: 218092

Hello.

Quite a long while back, I pulled xcontrol.arc off of atari.archive.
It piddled with it a bit, then tucked it away in an obscure part of my
hard disk. Recently I came back to it. And I realized why I tucked
it away. For one reason or another, my modem.cpx bombs when I
activate it. And I seem to recall a discussion of this when xcontrol
was first made available.

Anyway, what I'm wondering is if some kind soul would please e-mail me
a working copy of this cpx, or point me towards an ftp site and file
name where I might find it. If you can help, please reply via e-mail
as I'll be away from my account for a while over break and I don't
want to wade through a ton of news when I get back.

Thanks in advance.
Joe
--
__________ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | The Prime Directive forbids our interfering with a
`---- | developing flame-war. But that's never stopped us.

2228. Atari Canada has vanished!!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 03:43:07 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <1SEP92.23430763@cc4.crl.aecl.ca>
Source record: 218093

On Monday August 31st, Bell Canada advised me that Atari Canada disconnected its phone lines. I called Atari USA in Calif and was told it still did not know when it would ship product to Canada.

I was told that someone would call me but so far no one has contacted me from Atari USA.

As a dealer I am really ticked off; after years of flogging Atari products the damn company just pulls the plug on the local operation and leaves me wondering what will happen next.

Right now, I am not so concerned about the FALCON as I am with the actual survival of Atari as a company. I certainly would not pre-pay for any stock since I believe my company is less of a credit risk than Atari!!!

I hope someone from Atari makes a statement on all this pretty soon to clarify what Atari USA intends to do to help its Canadian dealers.

2229. VT100 Codes for all!

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 06:01:05 UTC
From: wilsont@orac.holonet.net
Message-ID: <Btxspt.5H0@iat.holonet.net>
Source record: 218096
Body handling: HTML body converted to readable text

yes.. you all asked for it (well at least 10...)
here are the ansi vt100 codes for cursor control.
it is somwhat edited, since a lot was DEC specific and other stuff.
if you want the whole file.. just mail me
but this is the good stuff:

This file describes information needed for controlling the VT100 terminal from
a remote computer. All of the information was derived from the VT100 user's
manual, Programmer's Information section. Full documentation can be obtain
from DIGITAL'S Accessory and Supplies Group.

ANSI mode w/cursor ANSI mode w/cursor
Cursor Key VT52 mode key mode reset key mode set

UP A [A OA
DOWN B [B OB
RIGHT C [C OC
LEFT D [D OD

```
*******************************
* Special Graphics Characters *
*******************************
```

If the Special Graphics set is selected, the graphics for ASCII codes
0137 through 0176 will be replaced according to the following table (see the
SCS control sequence).

Octal ASCII Special Octal ASCII Special
Code graphic graphic code graphic graphic

0137 _ Blank 0157 o Horiz Line - scan 1
0140 \ Diamond 0160 p Horiz Line - scan 3
0141 a Checkerboard 0161 q Horiz Line - scan 5
0142 b Digraph: HT 0162 r Horiz Line - scan 7
0143 c Digraph: FF 0163 s Horiz Line - scan 9
0144 d Digraph: CR 0164 t Left "T" (|-)
0145 e Digraph: LF 0165 u Right "T" (-|)
0146 f Degree Symbol 0166 v Bottom "T" (|_)
0147 g +/- Symbol 0167 w Top "T" (T)
0150 h Digraph: NL 0170 x Vertical Bar (|)
0151 i Digraph: VT 0171 y Less/Equal (<_)
0152 j Lower-right corner 0172 z Grtr/Egual (>_)
0153 k Upper-right corner 0173 { Pi symbol
0154 l Upper-left corner 0174 | Not equal (=/)
0155 m Lower-left corner 0175 } UK pound symbol

0156 n Crossing lines (+) 0176 ~ Centered dot

NOTE 1: Codes 0152-0156 and 0164-0170 are used to draw rectangular grids" each piece of this set is contiguous with other so the lines formed will be unbroken.

NOTE 2: Codes 0157-0163 give better vertical resolution than dashes and underlines when drawing graphs; using these segments, 120 x 132 resolution may be obtained in 132 column mode with the Advanced Video Option installed.

****
* Terminal Control Commands *
****

Control Characters

The control characters recognized by the VT100 are listed below. All other control characters cause no action to be taken.

Control characters (codes 00 - 037 inclusive) are specifically excluded from the control sequence syntax, but may be embedded within a controlsequence. Embedded control characters are executed as soon as they are encountered by the VT100. The processing of the control sequence then continues with the next character recieved. The exceptions are: if the character occurs, the current control sequence is aborted, and a new one commences beginning with the just recieved. If the character (030) or the character (032) occurs, the current control sequence is aborted. The ability to embed control characters allows the synchronization characters XON and XOFF to be interpreted properly without affecting the control sequence.

Control Octal
Character Code Action Taken

0000 Ignored on input; not stored in buffer
0005 Transmit ANSWERBACK message
0007 Sound bell
0010 Move cursor to the left one position, unless it is at the left margin, in which case no action is taken.
0011 Move cursor to the next tab stop, or to the right margin if no further tabs are set.
0012 Causes either a line feed or new line operation (See new line mode.)
0013 Same as .
0014 Same as .
0015 Move the cursor to the left margin of the current line.
0016 Invoke the G1 character set, as designated by the SCS control sequence.
0017 Invoke the G0 character set, as selected by the (sequence.
0021 Causes terminal to resume transmission (XON).
0023 Causes terminal to stop transmitting all codes except XOFF and XON (XOFF).
0030 If sent during a control sequence, the sequence id

immediately terminated and not executed. It also
causes the error character (checkerboard) to be
displayed.
0032 Same as .
0033 Introduces a control sequence.
0177 Ignored on input; not stored in buffer.

The VT100 is an upward and downward software compatible terminal; that is, previous DIGITAL video terminals have DIGITAL's private standards for control sequences. The American National Standards Institute has since standardized escape and control sequences in terminals in documents X3.41-1974 and X3.64-1977.

The VT100 is compatible with both the previous DIGITAL standard and ANSI standards. Customers may use existing DIGITAL software designed around the VT52 or new VT100 software. The VT100 has a "VT52 compatible" mode in which the VT100 responds to control sequences like a VT52. In this mode, most of the new VT100 features cannot be used.

Throughout this document references will be made to "VT52 mode" or "ANSI mode". These two terms are used to indicate the VT100's software compatibility.

NOTE: The ANSI standards allow the manufacturer flexibility in implementing each function. This document describes how the VT100 will respond to the implemented ANSI central function.

NOTE: ANSI standards may be obtained by writing:

American National Standards Institute
Sales Department
1430 Broadway
New York, NY, 10018

Definitions

Control Sequence Introducer (CSI) - An escape sequence that provides supplementary controls and is itself a prefix affecting the interpretation of a limited number of contiguous characters.
In the VT100, the CSI is: [

Parameter: (1) A string of zero or more decimal characters which represent a single value. Leading zeros are ignored. The decimal characters have a range of 0 (060) to 9 (071).
(2) The value so represented.

Numeric Parameter: A parameter that represents a number, designated by Pn.

Selective Parameter: A parameter that selects a subfunction from a specified set of subfunctions, designated by Ps. In general, a control sequence with more than one selective parameter causes the same effect as several control sequences, each with one selective parameter, e.g., CSI Psa; Psb; Psc F is identical to

CSI Psa F CSI Psb F CSI Psc F.

Parameter String: A string of parameters separated by a semicolon.

Default: A function-dependent value that is assumed when no explicit value, or a value of 0, is specified.

Final character: A character whose bit combination terminates an escape or control sequence.

EXAMPLE: Control sequence to turn off all character attributes, then turn on underscore and blink attributes (SGR). [0;4;5m

Sequence:

Delimiters
/ \
/ \
| |
\ / \ /
[0 ; 4 ; 5 m
^^^^^^ ^ ^ ^ ^
|||||| | | | |
\|||||/ \ | / +------Final character
\|||/ \ | /
CSI Selective
Parameters

The octal representation of this string is:

033 0133 060 073 064 073 065 0155
[0 ; 4 ; 5 m

Alternate sequences which will accomplish the same thing:

1) [;4;m

2) [m
[4m
[5m

3) [0;04;005m

Control Sequences

All of the following control sequences are transmitted from the Host to VT100 unless otherwise noted. All of the control sequences are a subset of those defined in ANSI X 3.64 1977 and ANSI X 3.41 1974.

The following text conforms to these formatting conventions:

1) Control characters are designated by angle brackets (e.g. the Escape character is).

2) Parameters are indicated by curly braces.

3) Parameter types usually are indicated as one of:

{Pn} A string of digits representing a numerical
value.

{Ps} A character that selects an item from a list.

{a-z} Any lowercase sequence of one44 or more
characters in braces represent a value to be
entered (as in {Pn}), and the name in the
braces will be referred to in explanatory text.

4) Spaces in the control sequence are present for clarity and
may be omitted. Spaces which are required will be
surrounded by single quotes: ' '.

5) All other characters are literals.

CPR Cursor Position Report VT100 to Host

[{Pn} ; {Pn} R Default Value: 1

The CPR sequence reports the active position by means of the
parameters. This sequence has two parameter values, the first
specifying the line and the second specifying the column. The default
condition with no parameters present, or parameters of 0, is equivelent
to a cursor at home position.

The numbering of the lines depends upon the state of the Origin Mode
(DECOM).

This control sequence is sent in reply to a device status report (DSR)
command sent from the host.

CUB Cursor Backward Host to VT100 & VT100 to Host

[{Pn} D Default Value: 1

The CUB sequence move the cursor to the left. The distance moved is
determined by the parameter. If the parameter missing, zero, or one,
the cursor is moved one position. The cursor cannot be moved past the
left margin. Editor Function.

CUD Cursor Down Host to VT100 & VT100 to Host

[{Pn} B Default value: 1

Moves the cursor down a number of lines as specified in the parameter
without changing columns. The cursor cannot be moved past the bottom
margin. Editor Function.

CUF Cursor Foreward Host to VT100 & VT100 to Host

[{Pn} C Default Value: 1

The CUF sequence moves the cursor to the right a number of positions
specified in the parameter. The cursor cannot be moved past the right

margin. Editor Function.

CUP Cursor Position

[{Pn} ; {Pn} H Default Value: 1

The CUP sequence moves the curor to the position specified by the parameters. The first parameter specifies the line, and the second specifies the column. A value of zero for either line or column moves the cursor to the first line or column in the display. The default string (H) homes the cursor. In the VT100, this command behaves identically to it's format effector counterpart, HVP.

The numbering of the lines depends upon the state of the Origin Mode (DECOM). Editor Function.

CUU Cursor Up Host to VT100 & VT100 to Host

[{Pn} A Default Value: 1

Moves the cursor up without changing columns. The cursor is moved up a number of lines as indicated by the parameter. The cursor cannot be moved beyond the top margin. Editor Function.

DA Device Attributes Host to VT100 & VT100 to Host

[{Pn} c Default Value: 0

1) The host requests the VT100 to send a DA sequence to indentify itself. This is done by sending the DA sequence with no parameters, or with a parameter of zero.

2) Response to the request described above (VT100 to host) is generated by the VT100 as a DA control sequencewith the numeric parameters as follows:

Option Present Sequence Sent

No options [?1;0c
Processor Option (STP) [?1;1c
Advanced Video Option (AVO) [?1;2c
AVO and STP [?1;3c
Graphics Option (GPO) [?1;4c
GPO and STP [?1;5c
GPO and AVO [?1;6c
GPO, ACO, and STP [?1;7c
<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>

This command causes the VT100 to fill it's screen with uppercase Es for screen focus and alignment.

DECANM ANSI/VT52 Mode (DEC Private)

This is a private parameter to the SM and RM control sequences. The reset state causes only VT52 compatible escape sequences to be recognized. The set state causes only ANSI compatible escape sequences to be recognized. See the entries for MODES, SM, and RM.

DECARM Auto Repeat Mode (DEC Private)

This is a private parameter to the SM and RM control sequences. The reset state causes no keyboard keys to auto-repeat, the set state causes most of them to. See MODES, SM, and RM.

DECAWM Autowrap Mode (DEC Private)

This is a private parameter to the SM and RM control sequences. The reset state prevents the cursor from moving when characters are recieved while at the right margin. The set state causes these characters to advance to the next line, causing a scroll up if required and permitted. See MODES, SM, and RM.

DECCKM Cursor Keys Mode (DEC Private)

This is a private parameter to the SM and RM control requences. This mode is only effective when the terminal is in keypad application mode (DECPAM) and the ANSI/VT52 mode (DECANM) is set. Under these conditions, if this mode is reset, the cursor keys will send ANSI cursor control commands. If setm the cursor keys will send application function commands (See MODES, RM, and SM).

DECCOLM Column Mode (DEC Private)

This is a private parameter to the SM and RM control sequences. The reset state causes an 80 column screen to be used. The set state causes a 132 column screen to be used. See MODES, RM, and SM.

DECDHL Double Height Line (DEC Private)

Top Half: #3
Bottom Half: #4

These sequences cause the line containing the cursor to become the top or bottom half of a double-height, double width line. The sequences should be used in pairs on adjacent lines with each line containing the same character string. If the line was single width single height, all characters to the right of the center of the screen will be lost. The cursor remains over the same character position, unless it would be to the right of the right margin, in which case it is moved to the right margin.

DECDWL Double Width Line (DEC Private)

#6

This causes the line that contains the cursor to become double-width single height. If the line was single width, all characters ro the right of the center of the screen will be lost. The cursor remains over the same character position, unless it would be to the right of the right margin, in which case it is moved to the right margin.

DECID Identify Terminal (DEC Private)

Z

This sequence causes the same response as the DA sequence. This sequence will not be supported in future models.

DECINLM Interlace Mode (DEC Private)

This is a private parameter to the RM and SM control sequences. The reset state (non-interlace) causes the video processor to display 240 scan lines per frame. The set state causes the video processor to display 480 scan lines per screen. See MODES, RM, and SM.

DECKPAM Keypad Application Mode (DEC Private)

=

The auxiliary keypad keys will transmit control sequences.

DECKPNM Keypad Numeric Mode (DEC Private)

>

The auxiliary keypad keys will send ASCII codes corresponding to the characters engraved on their keys.

DECLL Load LEDs (DEC Private)

[{Ps} q Default Value: 0

Load the four programmable LEDs on the keyboard according to the prameter(s).

Parameter Meaning

0 Clear All LEDs
1 Light L1
2 Light L2
3 Light L3
4 Light L4

DECOM Origin Mode (DEC Private)

This is a private parameter to SM and RM control sequences. The reset state causes the origin (or home position) to be the upper left character position of the screen. Line and column numbers are, therefore, independent of current margin settings. The cursor may be positioned outside the margins with a cursor position (CUP) or horizontal and vertical position (HVP) control.

The set state causes the origin to be at the upper left character position within the current margins. Line and column numbers are, therefore, relative to the current margin settings. The cursor cannot be positioned outside of the margins.

The cursor is moved to the new home position when this mode is set or reset. Lines and columns are numbered consecutively, with the origin being line 1, column 1.

DECRC Restore Cursor (DEC Private)

8

This sequence causes the previously saved cursor position, graphic rendition, and character set to be restored.

DECREPTPARM Report Terminal Parameters VT100 to Host

[{sol} ; {par} ; {nbits} ; {xspd} ; {rspd} ; {cmul} ; {flags} x

This sequence is generated by the VT100 to notify the host of the status of selected terminal parameters. The status sequence may be sent when requested by the host (via DECREQTPARM) or at the terminal's discretion. On power up or reset, the VT100 is inhibited from sending unsolicited reports.

The meanings of the sequence paramters are:

Parameter Value Meaning

{sol} 1 This message is a report.
2 This message is a report, and the terminal is
only reporting on request.

{par} 1 No parity set
4 Parity set and odd
5 Parity set and even

{nbits} 1 8 bits per character
2 7 bits per character

{xspd} 0 Speed set to 50 bps
-and- 8 Speed set to 75 bps
{rspd} 16 Speed set to 110 bps
24 Speed set to 134.5 bps
{xspd}= 32 Speed set to 150 bps
Transmit 40 Speed set to 200 bps
Speed 48 Speed set to 300 bps
56 Speed set to 600 bps
{rspd}= 64 Speed set to 1200 bps
Recieve 72 Speed set to 1800 bps
Speed 80 Speed set to 2000 bps
88 Speed set to 2400 bps
96 Speed set to 3600 bps
104 Speed set to 4800 bps

112 Speed set to 9600 bps
120 Speed set tp 19200 bps

{cmul} 1 The bit rate multiplier is 16

{flags} 0-15 This value communicates the four switch values
in block 5 of SET-UP B, which are only visible
to the user when an STP option is installed.

DECREQTPARM Request Terminal Parameters

[{Ps} x

The host sends this sequence to request the VT100 to send a DECREPTPARM sequence back. {Ps} can be either 0 or 1. If 0, the terminal will be allowed to send unsolicited DECREPTPARMs. These reports will be generated each time the terminal exits the SET-UP mode. If {Ps} is 1, then the terminal will only generate DECREPTPARMs in response to a request.

DECSC Save Cursor (DEC Private)

7

Causes the cursor position, graphic rendition, and character set to be saved. (See DECRC)

DECSCLM Scrolling Mode (DEC Private)

This is a private parameter to RM and SM control sequences. The reset state causes scrolls to "jump" instantaneuously one line at a time. The set state causes the scrolls to be "smooth", and scrolls at a maximum rate of siz lines/sec. See MODES, RM, and SM.

DECSCNM Screen Mode (DEC Private)

This is a private parameter to RM and SM control sequences. The reset state causes the screen to be black with white characters; the set state causes the screen to be white with black characters. See MODES, RM, and SM.

<<<>>>
DECSTBM Set Top and Bottom Margins (DEC Private)

[{Pn} ; {Pn} r Default Values: See Below

This sequence sets the top and bottom margins to define the scrolling region. The first parameter is the line number of the first line in the scrolling region; the second parameter is the line number of the bottom line of the scrolling region. Default is the entire screen (no margins). The minimum region allowed is two lines, i.e., the top line must be less than the bottom. The cursor is placed in the home position (See DECOM).

DECSWL Single-width Line (DEC Private)

#5

This causes the line which contains the cursor to become single-width,
single-height. The cursor remains on the same character position.
This is the default condition for all new lines on the screen.

DECTST Invoke Confidence Test

[2 ; {Ps} y

Ps is the parameter indicating the test to be done. It is computed by
taking the weight indicated for each desired test and adding them
together. If Ps is 0, no test is performed but the VT100 is reset.

Test Weight

POST (ROM checksum, RAM NVR, keyboardm and AVO) 1
Data Loop Back (Loopback connector required) 2
EIA Modem Control Test (Loopback connector req.) 4
Repeat Testing until failure 8

DSR Device Status Report Host to VT100 & VT100 to Host

[{Ps} n

Requests and reports the general status of the VT100 according to the
following parameters:

Parameter Meaning

0 Response from VT100 - Ready, no faults detected
3 Response from VT100 - Malfunction Detected
5 Command from host - Report Status (using a DSR control
sequence)
6 Command from host - Report Active Position (using a CPR
sequence)

DSR with a parameter of 0 or 3 is always sent as a response to a
requesting DSR with a parameter of 5.

ED Erase in Display

[{Ps} J Default: 0

This sequence erases some or all of the characters in the display
according to the parameter. Any complete line erased by this sequence
will return that line to single width mode. Editor Function.

Parameter Meaning

0 Erase from the cursor to the end of the screen.
1 Erase from the start of the screen to the cursor.
2 Erase the entire screen.

EL Erase in Line

[{Ps} K Default: 0

Erases some or all characters in the active line, according to the parameter. Editor Function.

Parameter Meaning

0 Erase from cursor to the end of the line.
1 Erase from the start of the line to the cursor.
2 Erase the entire line.

HTS Horizontal Tab Set

H

Set a tab stop at the current cursor position. Format Effector.

HVP Horizontal and Vertical Position

[{Pn} ; {Pn} f

Moves the cursor to the position specified by the parameters. The first parameter specifies the line, and the second specifies the column. A parameter of 0 or 1 causes the active position to move to the first line or column in the display. In the VT100, this control behaves identically with it's editor counterpart, CUP. The numbering of hte lines depends upon the state of the Origin Mode (DECOM). Format Effector.

IND Index

D

This sequence causes the cursor to move downward one line without changing the column. If the cursor is at the bottom margin, a scroll up is performed. Format Effector.

LNM Line Feed/New Line Mode

This is a parameter to SM and RM control sequences. The reset state causes the interpretation of the character to imply only vertical movement of the cursor and causes the RETURN key to send the single code . The set state causes the character to imply movement to the first position of the following line, and causes the RETURN key to send the code pair . This is the New Line option.

This mode does not affect the Index (IND) or the next line (NEL) format effectors.

MODES The Following is a list of VT100 modes which may be changed with Set Mode (SM) and Reset Mode (RM) controls.

ANSI Specified Modes

Parameter Mnemonic Function

0 Error (Ignored)
20 LNM Line Feed/New Line Mode

DEC Private Modes

If the first character in the parameter string is ? (077), the parameters are interpreted as DEC private parameters according to the following:

Parameter Mnemonic Function

0 Error (Ignored)
1 DECCKM Cursor Key
2 DECANM ANSI/VT52
3 DECCOLM Column
4 DECSCLM Scrolling
5 DECSCNM Screen
6 DECOM Origin
7 DECAWM Auto Wrap
8 DECARM Auto Repeat
9 DECINLM Interlace

Any other parameter values are ignored.

The following modes, which are specified in the ANSI standard, may be considered to be permanently set, permanently reset, or not applicable, as noted.

Mnemonic Function State

CRM Control Representation Reset
EBM Editing Boundary Reset
ERM Erasure Set
FEAM Format Effector Action Reset
FETM Format Effector Transfer Reset
GATM Guarded Area Transfer NA
HEM Horizontal Editing NA
IRM Insertion-replacement Reset
KAM Keyboard Action Reset
MATM Multiple area transfer NA
PUM Positioning Unit Reset
SATM Selected Area Transfer NA
SRTM Status Reporting Transfer Reset
TSM Tabulation Stop Reset
TTM Transfer Termination NA
VEM Vertical Editing NA

NEL Next Line

E

This cuases the cursor to move to the first position of the next line down. If the cursor is on the bottom line, a scroll is performed. Format Effector.

RI Reverse Index

M

Move the cursor up one line without changing columns. If the cursor is on the top line, a scroll down is performed.

RIS Reset to Initial State

c

Resets the VT100 to the state is has upon power up. This also causes the execution of the POST and signal INT H to be asserted briefly.

RM Reset Mode

[{Ps} ; {Ps} l

Resets one or more VT100 modes as specified by each selective parameter in the parameter string. Each mode to be reset is specified by a separate parameter. See MODES and SM.

SCS Select Character Set

The appropriate D0 and G1 character sets are designated from one of the five possible sets. The G0 and G1 sets are invokedd by the characters and , respectively.

G0 Sets G1 Sets
Sequence Sequence Meaning

(A)A United Kingdom Set
(B)B ASCII Set
(0)0 Special Graphics
(1)1 Alternate Character ROM
Standard Character Set
(2)2 Alternate Character ROM
Special Graphics

The United Kingdom and ASCII sets conform to the "ISO international register of character sets to be used with escape sequences". The other sets are private character sets. Special graphics means that the graphic characters fpr the codes 0137 to 0176 are replaced with other characters. The specified character set will be used until another SCS is recieved.

SGR Select Graphic Rendition

[{Ps} ; {Ps} m

Invoke the graphic rendition specified by the parameter(s). All following characters transmitted to the VT100 are rendered according to the parameter(s) until the next aoccurrence of an SGR. Format Effector.

Parameter Meaning

0 Attributes Off
1 Bold or increased intensity
4 Underscore

5 Blink
7 Negative (reverse) image

All other parameter values are ignored.

Without the Advanced Video Option, only one type of character attribute is possible, as determined by the cursor selection; in that case specifying either underscore or reverse will activate the currently selected attribute.

SM Set Mode

{Ps} ; {Ps} h

Causes one or more modes to be set within the VT100 as specified by each selective parameter string. Each mode to be set is specified by a seperate parameter. A mode is considered set until it is reset by a Reset Mode (RM) control sequence. See RM and MODES.

TBC Tabulation Clear

[{Ps} g

If the parameter is missing or 0, this will clear the tab stop at the cursor's position. If it is 3, this will clear all of the tab stops. Any other parameter is ignored. Format Effector.

------*** Cut here ***----

Enjoy!

Timothy Wilson

2230. Re: Mac Portable vs. ST Portable

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 06:21:16 UTC
From: morris@divsun.unige.ch
Message-ID: <1992Sep2.082118.19161@uni2b.unige.ch>
Source record: 217901

In article 224620SML108@psuvm.psu.edu, SML108@psuvm.psu.edu () writes:
>I have a friend who wants a laptop Macintosh. This much is locked in stone.
>Since the mac portable costs ^$5000, I would like to hear from people who
>have experience with ST portables running Spectre GCR. How much can
>one get one for and how good are they compared to the mac portable?
>
>Scott

A year or so ago, I used Stacey (2 Mb RAM) very happily with Spectre GCR 3.0.
I didn't have any problems, except the lump sticking out of the side!

Mike M.

2231. Re: Dungeon Master Version Numbers

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 06:22:39 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <65108@cup.portal.com>
Source record: 218095

Paul Good asked a number of questions about Dungeon Master:

As far as I know, the ending of all the ST and Amiga versions
are exactly the same. The IBM PC version has a GREATLY improved
ending animation where the Grey Lord destroys the Firestaff and
the people of the village of Viborg dance in the streets..
VERY nice..!

I'm not sure what the last version of the ST version was.. the
way to check which version number you have is to boot up the
game, then click on the disk icon.. the frame of the dialogue
box (where you can Save, Format, etc) has the version number
on it.

FTL will upgrade the game for a nominal fee.. best to call them
and ask about the newest version number and what their upgrade
procedure currently is..

Their phone number is: (619) 453-5711

BobR

2232. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 06:58:14 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep2.065814.21530@actrix.gen.nz>
Source record: 218097

Would someone stop this feed from going into the amiga group -
otherwise we get this sort of smart-a** saying how great his computer
is, and slagging the ST (Falcon) before he's even had a look at it!

When you reply, just delete the 'comp.sys.amiga.advocacy,' bit from
the Newsgroups: header - that'll stop it!
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

2233. Re: Dungeon Master Version Numbers

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 10:18:20 UTC
From: amos@prl.dec.com
Message-ID: <1992Sep2.101820.5772@prl.dec.com>
Source record: 218100

Dungeon master is my favorite game,

Samos.

Those are my opinions, and not DIGITAL's. (?)

2234. Errors when dumping EMACS 18.58

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 10:45:23 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010049@hpbbrd.bbn.hp.com>
Source record: 217956

> the files, but after about 8 files the program aborts with the
> following message.
>
> >>> Pure Lisp storage exhausted

You need to get the compiled LISP files (*.elc). The default size of the
`pure' storage area is too small for the non-compiled files.
Alternatively, rebuild EMACS with a much bigger PURESIZE parameter and compile
those files yourself (that's what I did, and it wasn't fun ...).

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2235. Re: Postscript to Image ???

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 12:09:52 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Sep2.120952.4445@its.bt.co.uk>
Source record: 217910

In article <RALPH.92Sep1191839@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>I think that Jeff Poskanzer's PBM package does this!

No. PBM is ``Portable Bit Map'' and the package does just that, converts
bit maps. These are the related files from MAN.

brushtopbm(1), cmuwmtopbm(1), g3topbm(1), gemtopbm(1), icon-
topbm(1), macptopbm(1), mgrtopbm(1), pi3topbm(1),
xbmtopbm(1), ybmtopbm(1), pbmto10x(1), pbmtoascii(1),
pbmtobbnbg(1), pbmtocmuwm(1), pbmtoepson(1), pbmtog3(1),
pbmtogem(1), pbmtogo(1), pbmtoicon(1), pbmtolj(1),
pbmtomacp(1), pbmtomgr(1), pbmtopi3(1), pbmtoplot(1),
pbmtoptx(1), pbmtox10bm(1), pbmtoxbm(1), pbmtoybm(1), pbmto-
zinc(1), pbmlife(1), pbmmake(1), pbmmask(1), pbmpaste(1),
pbmreduce(1), pbmtext(1), pbmupc(1), pnm(5), pgm(5), ppm(5)

ghostscript should do what you want. It is capable of converting to a
variety of formats (I don't know them all) but ppm is one of them which
gives you:

giftoppm(1), gouldtoppm(1), ilbmtoppm(1), imgtoppm(1),
mtvtoppm(1), pcxtoppm(1), pgmtoppm(1), pi1toppm(1), pict-
toppm(1), qrttoppm(1), rawtoppm(1), rgb3toppm(1),
spctoppm(1), sputoppm(1), tgatoppm(1), ximtoppm(1),
xpmtoppm(1), ppmtogif(1), ppmtoicr(1), ppmtoilbm(1),
ppmtopcx(1), ppmtopgm(1), ppmtopi1(1), ppmtopict(1),
ppmtops(1), ppmtopuzz(1), ppmtorgb3(1), ppmtouil(1),
ppmtoxpm(1), ppmhist(1), ppmmake(1), ppmpat(1), ppmquant(1),
ppmquantall(1), ppmrelief(1), pnm(5), pgm(5), pbm(5)

Now the only question is what is available for the ST?

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

2236. Looking for a complete discription of the IMG format for the atari st.

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 12:25:44 UTC
From: marcelm@maestro.htsa.aha.nl
Message-ID: <1992Sep2.122544.15695@htsa.aha.nl>
Source record: 217903
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

Hi,

is there anybody who can help me with the complete discription of the
IMG picture format for the atari st?
I've bought a book about bit-mapped graphics wich explains about this format,
but the format for the PC and the Atari seemed to be differend.
If it's also possible I'd like to know about the picture format's:
MAC, PCX, TIFF, etc.
Who can help me !!!

I've heard that every three months a message is send to NEWS, that explains
about the picture formats.
I hope there is someone who can help me.

Thanks !!!!

2237. Re: Atari ST with 60Mhz 68040 on the Atari Messe

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 12:26:30 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.4oWNqRisp5g@fredrik.atari.no>
Source record: 217911

In <l9lhjkINN8i1@aludra.usc.edu>, Juxtaposer writes:

A lot of stuff deleted

> That would be nice - but we'd have to bulk-order the 68040s to make
>it anywhere feasable. They are _expensive_. BTW, this overdriving of the
>'040 could have some potentially nasty effects - I believe that Motorola has
>only released 33MHz spec. chips.
>

The 68040 do have an internal clock doubler, although Motorola does'nt make
such a big fuzz about it. But using the Intel terminology in advertisment, the
68040/33Mhz would be a 68040/66Mhz (DXII) processor! I guess this is what the
maker of this 68040 ST enhancement project has done....

--

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_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

2238. Re: More Official Falcon Specs wanted

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 12:54:14 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.sS5cw_p9qpc@fredrik.atari.no>
Source record: 217913

In <92241.171245RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>, Julian F. Reschke writes:
>
>In article <10004@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison)
>says:
>>This is an interesting question, since I believe even the more recent
>>Amigas have something like a 1-meg limit on "chip memory". The blitter
>>on the ST had no such restrictions and the Falcon blitter is fully
>>compatible with that one. I supose it could, technically be limited to
>>4Meg - since the entire ST could only (theoretically :-]) handle 4Meg.
>
>The ST blitter definitively is NOT limited to 4MB - I already used it for
>blitting on a graohics card (at $C00000). It *might* be limited to 16M.
>
>_____________________________ cut here _____________________________________
>JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
>EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
>_____________________ correct me if I'm wrong ______________________________

The blitter's adress registers are actually 32bit, but only 24 (vel actually
only 23 bit + UDS/LDS logic) is used, so it is definitivly 'limited' to 16MB.
This might only apply tho the old ST Blitter, but I can't see why it shouldn't
apply to the 16MHZ Blitter in the Falcon. Actually, if Atari decided to, it
should be easy to enhance the blitter to be abel to address the whole 32 bit
range (4GB)!!

--

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_____________________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------------
```

2239. Re: Packet radio

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 13:01:49 UTC
From: miked@syscon.rn.com
Message-ID: <1992Sep02.130149.16253@syscon.rn.com>
Source record: 217902

leridez@rpksun1.mach.uni-karlsruhe.de (Daniel Leridez) writes:

>Keywords:

>Hi anybody !

>Can anyone tell me where i can find programs for pocket radio with the ST.
>FTP-Sites are prefered. Does anyone works with such programs ?

>Please send Email.

>Thank you

> Daniel
I have one that came on a PD disk with some other Ham software.

2240. Re: The REAL Falcon specs wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 13:04:41 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Sep2.130441.26725@cs.ruu.nl>
Source record: 217904

In <1992Sep1.120211.6162@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:

>I found this file on the local ATARI Company's BBS : (original in Dutch)
>
>This article is written by Wilfred Kilwinger (Support Manager) for

...

>
>--
>Atari custom chips
>

...

>
>SOUND-calls
>
>locksnd();
>Used as a semiphore to lock the sound system. From other applications.
>
>unlocksnd();
>Used to release the sound system for other applications to use.
>

Has anything been done about locking the Midi ports?

--

Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

2241. Re: TT Compatability questions

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 13:19:30 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.MGgdbM2U5VY@fredrik.atari.no>
Source record: 217914

In <mack.714929181@deci>, Dan Mack writes:
>
>1 . Do games like Falcon, Flight Simulator, Sim City, etc. run well
> on the TT? Too fast?

No, not many games do work (at least without doing some tricks)! But
does it matter. Who buys a TT for playing games? I'd rather buy a LYNX
for that purpose:-)

>2. Does Calamus and other word processing packages work?

Yes, almost all quality non-leasure software is now updated so it works fine
on the TT! Upgrades is sure to be available if you have older versions!

>3. Has Minix been ported over yet?

I'm not sure, most TT CLI freaks seem to like the MiNT/GNU combination
better than MINIX! There is ported a lot of UNIX tools for MiNT!
If you want to know more about this, you could contact Erling Henanger
(erlingh@idt.unit.no).

>4. Is there a Unix like OS for the TT? If so, has anyone gotton X11
> R4 or X11 R5 to compile on a TT?

Atari has ported SYSTEM V Rev.4 to the TT, but I'm not sure if it realy
is available yet? (This package should also contain X11)

>5. Are there any UNIXless X servers available for the TT?

Don't know

>6. If you own a TT, what are your impressions of the machine?

Fast & reliable.

>7. Which version of the Atari OS do the TTs run? 2.?? 3.??
>

The current latest version is 3.06. I've got it for some tim now, and can't
realy say to have discoverd any serious bugs. Even the RS232 RTS/CTS bug is
fixed.

--

```
------------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
------------------------------------------------------------
```

2242. Beta Testers Wanted (MT32)

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 13:29:07 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Sep2.132907.28596@cs.ruu.nl>
Source record: 217905

I'm about to distribute a shareware MT-32 editor, but I'd
like at least two or three people two have a look at it
before I'll put it on the news. Anybody interested?
--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

2243. Re: ZOO/ZIP/ARC/LZH

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 14:33:43 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992Sep2.143343.29691@cs.unca.edu>
Source record: 217906
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Zoo says 'default' -- but it has a higher compression option too!
It takes longer, but does a better job. This tradeoff should be
taken into account.

Zoo is a lot more user-friendly than the other archivers, too. :)

Besides, to function with an atari getting stuff from the net, you
really need *all* archivers installed on your system, or at least
on your net-connected (UNIX) system so you can unpack and repack
the archives before downloading them.

Scott

2244. Mouse Walk

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 14:37:22 UTC
From: d89-sla@dront.nada.kth.se
Message-ID: <1992Sep2.143722.17714@kth.se>
Source record: 217908

My new mouse seems to have a will of its own:

Sometimes the pointer starts moving by itself in one direction: up,
down, left or right.

I remember reading somewhere that this is a "classic" problem,
so I guess other people have experienced it. Does anyone know more
about it such as a reasons, fixes, if it gets worse, if it is
totally random or limited to specific kinds of mouses?

(By the way, what is the preferred plural form of 'mouse'?)

--

Stefan E Larsson // d89-sla@nada.kth.se // Royal Institute of Technology
---

2245. 2nd request - glib for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 15:00:38 UTC
From: bobhays@spss.com
Message-ID: <1992Sep2.150038.2391@spss.com>
Source record: 217907

I'm seeking the executables for glib for the Atari ST (glib is a general librarian for musical instrument sounds, or patches). If someone could email an ftp address or if someone would be willing to US mail me a diskette, that would be great!

Alternatively, if someone could post or email me the format for glib data files (for the Kawai K5 especially:-), I could then write a little program to read such files and dump them to my K5 at home.

Thanks and have fun! - Bob

--
==========
The opinions expressed above are those of Bob Hays and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "I'm hovering like a fly, waiting
Fax: (312) 329-3657 | for a windshield on a freeway" -PG

2246. SUMMARY: Virus detection/elimination software

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 15:07:07 UTC
From: chu@acsu.buffalo.edu
Message-ID: <BtyHzw.LuG@acsu.buffalo.edu>
Source record: 217909

Hi,

Sorry that it took so long for the summary to come out.

I'd like to thank the following people for responding.

boblu@tekgen.bv.tek.com (Robert Luneski)
rutgers!tcpbbs.pcn.org!joeadato (Joseph Adato)
Volker_Soehnitz@ac.maus.de (Volker Soehnitz)
Jochen_Leufen@kr.maus.de (Jochen Leufen)

(I would like to point out that I haven't gotten any of these products yet, except for Sagrotan so all I'm doing is report what they told me.)

Two people mentioned The Ultimate Virus Killer, which is a commercial product. It kills both link and boot sector viruses and checks hard drives. It is also a disk repair package. It is being marketed by Oregon Research Associates. I don't remember offhand what net.policy is about giving addresses of businesses. I'm going to give their address here strictly for completeness sake and with the disclaimer that I have absolutely no relation with them. (I'm not even a customer of theirs!)

Oregon Research Associates
16200 S.W. Pacific Hwy., Suite 162
Tigard, OR 97224

Also:

B&G Electronics
15729 Madison Ave.
Cleveland, Ohio 44107.

sells it. Again, I have no connection with this store. Some of the people who responded suggested it.

There is a shareware virus killer called VIRENDETEKTOR. It is only available with a German manual and its menus are in German.

It recogizes all known ST link and bootsector viruses. Scans whole drives or partitions for link viruss very quickly (It claims 50x faster than Sagrotan.) There is the option of immunizing disks and estimates the "Virus Probability Factor" for unknown boot disks. It recognizes changes to the "rootsektor" (boot sector?) and can restore it.

(Claims to run on all ST type computers.)

VIRENDETEKTOR is Shareware, you can get the new version 3.1e by sending 35,- DM (30,- DM + 5 DM for shipping) or 23 US-Dollar to:

Volker Soehnitz
Beginenstr. 17
5100 Aachen
Germany

There is also a program called Sagrotan, but I didn't get too much information about it. I found it on atari.archive but since I don't know German, I didn't get too far with it.

john
chu@acsu.buffalo.edu

2247. SHUTTLE by Virgin Games

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 15:10:39 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Sep2.151039.7897@unlinfo.unl.edu>
Source record: 217912

Anybody out there have an opinion on this program? I can't speak on the missions yet, because it's got that maddening feature of insisting you accomplish Mission A before you can graduate to Mission B, and it's taken me two nights just to LAND the blasted thing in one piece.

I can say that the keyboard interface has a VERY slow response time -- sometimes you've got to mash a key for 4, 5, 6 seconds (!) before the action takes effect. Which is exciting when, for example, you're trying to drop the landing gear as the runway rushes up at you at 350 mph!

Is this program going to get better as *I* get better, or is it bad to begin with?

2248. Re: X-Control Problem and Request

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 16:01:17 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <182ogdINN8m3@usenet.INS.CWRU.Edu>
Source record: 217915

In a previous article, jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) says:

>Quite a long while back, I pulled xcontrol.arc off of atari.archive.
>It piddled with it a bit, then tucked it away in an obscure part of my
>hard disk. Recently I came back to it. And I realized why I tucked
>it away. For one reason or another, my modem.cpx bombs when I
>activate it. And I seem to recall a discussion of this when xcontrol
>was first made available.

I got my copy from atari.archive and I have no problems with it.
Are you using Shadow, by any chance? I think Shadow and the modem CPX are
not compatible for whatever reason.

--
Doug Wokoun |"The use of Fashions in thought is to distract
(aa384@cleveland.Freenet.Edu) | the attention of men from their real dangers."
- - - |
Atari S I G | -C.S. Lewis

2249. Re: max baudrate?

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 16:09:15 UTC
From: ken@isgtec.com
Message-ID: <3231@isgtec.isgtec.com>
Source record: 217922

In article <la5lutINN2k5@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
> First, when going from reading news (which is ok at 7bit/even parity)
> to emacs, it goes back to interpreting 8bit/no parity, so I have to change
> the RS232C setings in order to understand what I am emacsing :)
> The second thing is that XYZ does not work when run from the
> download option. It runs XYZ (it shows the starfall stuff, buffer, etc.)
> but then it just sits there - no reaction at all. I left it there for about
> five minutes and nothing. Of course when I cancelled XYZ, it cancelled
> sz on the host so it puts me back at the system prompt.

This happens when you try to download and the port is set to 7bit/even parity.
For xyz to work (or any binary transfer) you have to be in 8bit/no parity.
Unix sz though usually sets the port to 8bit automatically, so try setting
the ST to 8bit before the XYZ.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2250. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 16:30:29 UTC
From: dunham_jerry@tandem.com
Message-ID: <2364@devnull.mpd.tandem.com>
Source record: 217917
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

This looked like too good a deal to not pass along. Nick can be reached at cabell_nick@tandem.com. Please don't reply to me since I don't have the machine.

--Jerry

From DUNHAM_JERRY@austin Wed Sep 2 09:45 CDT 1992
Return-Path: <DUNHAM_JERRY@austin.mpd.tandem.com>
Subject: Atari computer for sale - cut rate

------------ ORIGINAL ATTACHMENT --------
SENT 09-01-92 FROM CABELL_NICK @MAILMN

Second call. I'm turning the parts into a local dealer for $100. If you want to better that, call/reply before end of day Thursday 9/3.
Included:
-Atari 520 ST computer w/mouse
-Atari color monitor
-2 single-sided external drives
-Star SG-10 Dot matrix printer
-Software: Flight Simulator, children's games, Superbase, and more
System is works fine, but you must take the whole deal "as is".

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

2251. Problems with GNUmake 3.60

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 16:31:56 UTC
From: heinenb@messua.informatik.rwth-aachen.de
Message-ID: <heinenb.715451516@messua>
Source record: 217916

Hi all,

I got some problems with the GNUmake V3.60 that I got from a.a.
I wrote a makefile to compile and bind a lib I wrote before. I RCSd the
first few files and tried to make the lib another time. But there is a
problem. make calls co with "co xgetrc.c,v xgetrc.c". Using that command line,
co tries to extract xgetrc.c two times from xgetrc.c,v! But after the first
extraction, co states that there already is an extracted xgetrc.c and inter-
actively asks, whether that one should be used or whether the existing file
should be replaced by the new one. Is there a way to tell make to call co with
"co xgetrc.c,v" instead of "co xgetrc.c,v xgetrc.c"?
And another question: is there a way to tell make to auto-delete the files
it checked out just before compilation and to leave the source files that
already existed at the moment when make was startet?

yours,

Benedikt Heinen

2252. Midi Maze

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 16:48:56 UTC
From: mjbutler@miavx2.ham.muohio.edu
Message-ID: <1992Sep2.124856.1133@miavx2.ham.muohio.edu>
Source record: 217919

Hey!
I have been looking for Midi-Maze. we want to set up a game at
the Cincinnati Atari Users Group meeting, but we cannot find the program.
Anyone know where I can get it from?
Thanx
.\\ike

```
|||
||| Buy the bird!
//|\\
```

2253. Re: green SM124?

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 16:50:41 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Sep2.165041.27032@sactoh0.sac.ca.us>
Source record: 217921

In <1992Aug29.224020.2320@mcshh.Hanse.DE> dk3uz@mcshh.Hanse.DE (Edmund Ramm) writes:

>Hello,

> is there such a thing as a green phosphor CRT with the same electrical
>and mechanical specs as the white phosphor CRT of a SM124 monitor?

> Awaiting your answers,

Ewwwwwwwwwwww! Now WHY would anyone want a GREEN SM124??? Well, I
suppose if you want that IBM monochrome monitor look, just tape
green cellophane to your monitor.

Or wear some green sunglasses.

(heh heh)

--

##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
#################### default .signature file ####################

2254. Spectre GCR, System 6 & AppleTalk

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 17:26:31 UTC
From: malay@sae.com
Message-ID: <1992Sep2.172631.10056@sae.com>
Source record: 217920

I tried installing "Freedom of Press Light" which claimed that the AppleTalk in the ROMS was not compatible with FPSpooler and then proceeded to install an AppleTalk file in the Systems Folder. Trying to reboot only hung the boot up procedure - after booting from the floppy and removing the AppleTalk file - rebootimg from hard disk worked but "Freedom of Press" did not because it needed the "newer" version of AppleTalk.

Spectre GCR , System 6.0.5 (I tried 6.0.8, too)

Any clues? Seems to be a Spectre Problem because FOP works fine on the MacPluses at work.

Bob Malay

2255. Re: Double Klick Software Adresse wanted!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 17:31:50 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Sep2.173150.26216@zooid.guild.org>
Source record: 217933

tries@obelix.kph.uni-mainz.de (Volker Tries) writes:
>Keywords:
>
>I'm lookin' for the Email adress of double klick software, i.e., Mr. Vederman.
>I tried to send a mail to uace0@menudo.uh.edu but that acacount was expired.
>
>Waiting for any help
>
>Volker Tries
>
>TRIES@SERVER.PHYSIK.UNI-GIESSEN.DE
>TRIES@V3200A.EE.UNI-SB.DE
>TRIES@OBELIX.KPH.UNI-MAINZ.DE
>

I have heard that they have gone out of business. Anyone know if there is any
truth to this matter?

Sincerely,
Mark Kovarski
E-Mail: kovarski@zooid.guild.org

2256. Reible-card and ST/X-windows: how to buy in Canada?

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 18:09:29 UTC
From: seldin@alcor.concordia.ca
Message-ID: <4859@daily-planet.concordia.ca>
Source record: 217918

In May, I received information from Atari Canada that the Reible-card would allow me to connect my TT to an ethernet network, and that ST/X-windows would allow me to run X-windows from the GEM desktop. At the time, I was promised information on the price and how to order it within days.

I have still not received this additional information, and Atari Canada is not currently answering the telephone.

Can anybody tell me how much these products cost in Canada and how they can be ordered from here? (I want to pay for it from a research grant, so it will have to be ordered through the university purchasing department.)

Please reply by e-mail. Thank you in advance.

--
Jonathan P. Seldin
Department of Mathematics seldin@alcor.concordia.ca
Concordia University seldin@vax2.concordia.ca
7141 Sherbrooke Street West, Montreal, Quebec, Canada, H4B 1R6

2257. ST diskettes from SPARCstation

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 19:10:10 UTC
From: matheson@open.dal.ca
Message-ID: <Btyt8z.A9G@cs.dal.ca>
Source record: 217923

How do I format/read/write ST compatible diskettes on a Sun SPARCstation?

_____
Steven Matheson E-mail: matheson@open.dal.ca
Dept. of Oceanography Phone: (902) 494-6663
Dalhousie University FAX: (902) 494-3877
Halifax, NS CANADA, B3H 4J1

2258. jpg format converter

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 19:11:24 UTC
From: geoffc@zebedee.UUCP
Message-ID: <0831247@zebedee.UUCP>
Source record: 217950

Does anyone have a converter program for the ST (or even an IBM PC - spit !)
that can convert a .jpg format image into something more common (eg: .gif,
.rll, .iff, etc) ?

I'm sure Ive seen some posts on this subject recently but I didn't pay enough
attention :-(

AdvThanks,

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!ibmpcug!jshark!zebedee!geoffc

2259. CyberDrome Press Release

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 19:23:06 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep2.192306.24603@newshost.lanl.gov>
Source record: 217924

```
*****************************************************************************
* *
* Fair Dinkum Technologies Press Release 9/1/92 *
* *
*****************************************************************************

Fair Dinkum Technologies is proud to announce the immediate availability of:

**************************************
* CyberDrome -- The Hoverjet Simulator *
* *
* for Atari ST/STe/TT computers *
**************************************

CyberDrome is a new strategy arcade simulation developed by the wizards at
RHEA-FX, innovators of multi-player/multi-system computer games and simulations
and is marketed worldwide exclusively by Fair Dinkum Technologies.

The CyberDrome Universe:
-----------------------
CyberDrome is the name of a Virtual Universe which exists inside of a permanent
computer memory matrix designed to "grow" Artificial Life programs. Originally
intended to be a place for humans to interact peacefully with programs and data
via Virtual Reality simulators, it is now under attack by self-regenerating,
virus-infected programs controlled by a roque Artificial Intelligence system
called CJER (pronounced "Cee-Jer"). CJER has spawned its own army of attack
programs which have spread throughout the Matrix, destroying or capturing every
byte of data they come into contact with. Years of research and billions of
dollars worth of data are at risk of being destroyed by CJER's hungry forces.

To control CJER's army, the CyberForce Academy was instituted and the HoverJet
virtual-reality fighter-simulator was developed. Designed for speed as well as
heavy combat, the HoverJet allows Cybernauts from the Academy to interface
directly with the CyberDrome universe and actually "move" from point to point
along CyberDrome's expansive Memory Grid. Searching out the lairs of the virus-
infected programs hidden in the vast maze of tunnels known as Memory Mines,
Cybernauts strive to locate and delete these attack programs before they manage
to break out of the quarantine area known as the IPZ (Infected Program Zone).

But CJER is incredibly intelligent and is learning the Cybernauts' tactics while
his forces are growing steadily. Without the aid of hundreds more trained and
qualified Cybernauts, CJER's army is sure to break through the IPZ and capture
permanent control of all of CyberDrome.

The CyberDrome Simulation:
-------------------------
```

The CyberDrome Hoverjet Simulator is a real-time interactive training simulation designed to hone those skills required to operate a Hoverjet construct as well as fight intelligent attack programs. These skills are not found in everyone, however, and it is hoped that through personal computer based simulators like this one, future pilots can train at home, and perhaps one day be selected to join the ranks of the CyberForce.

Features:
----

* CyberDrome is unique in that it combines the realism of a real-time, 3-D flight simulator in a Virtual Reality environment with arcade action along with the problem solving requirements of a dungeon type strategy game.

* Not only does CyberDrome offer the usual single player mode, it also provides a unique 2-player/2-computer mode (using a serial cable or 2 modems) whereby two players operate as a team. During this mode, players actually view the movements and actions of their partner through the viewports of the highly realistic cockpit of their own Hoverjet. Communication between players i also enhanced via both Direct and Quick-Comm Message systems.

* Unlike many other simulations, all elements of CyberDrome's single-player mode are also active in the 2-player/2-computer version.

* CyberDrome is being developed for multiple computer platforms, all of which will be link compatible with the Atari ST 2-player/2-computer version (i.e., a user with an Atari ST could play a CyberDrome game with an IBM PC user).

* Also included is a special 2-player competition mode designed to increase your skills as a Hoverjet pilot.

* Six increasingly difficult mission levels are included plus a special training mission level for beginning pilots.

* Official CyberForce ranks are awarded to players for successful completion of each mission level.

* Additional mission disks and Memory Mine maps will soon be available separately for extended CyberDrome play.

* Only a select few will ever successfully complete CyberDrome's difficult Mission Level 6. For the first ten registered users that do, however, their efforts will be awarded with a limited edition "CyberDrome Racing Team Champion" T-shirt! Specific contest details available upon request.

Perhaps the Cybernaut motto best summarizes the world of CyberDrome:

When your nightmares become your reality, try telling yourself...

"IT'S ONLY A GAME!"

==========

"CyberDrome - The Hoverjet Simulator" requires an Atari ST/STe/TT computer with a minimum of 1Mb RAM, color monitor and double-sided disk drive.

Available NOW for $39.95 + $3 priority s&h from

FAIR DINKUM TECHNOLOGIES
P.O. Box 2
Los Alamos, NM 87544 USA
(505) 662-7236

Check, Money Order, MasterCard or Visa accepted. COD add $5.
For orders outside the US or Canada, add $7.
Specify our "Enviro-Pack" (manuals & disks only) and DEDUCT $2 from your order.
A fully functional DEMO is also available for $2 or download from GEnie.

Or for more information, contact us by:

Phone: (505) 662-7236
GEnie mail: FAIR-DINKUM
Usenet: hutch@bellman.lanl.gov

< Going to the Glendale World of Atari or WAACE Atarifest events? Look us up! >

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2260. Viruses???

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 19:30:05 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <16856CBEE.C556212@mizzou1.missouri.edu>
Source record: 217925

has anyone out there ever had any troubles with viruses on the softwares they get from ftps like the atari.arcive...? I'm just kind of curious. Not to say that there are a bunch of evil hackers out there, nor am I paranoid. But should getting viruses be a worry of mine?

2261. TT030 help!

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 20:06:29 UTC
From: noykman%peruvian.utah.edu@cs.utah.edu
Message-ID: <1992Sep2.140630.1653@hellgate.utah.edu>
Source record: 217926

Hello fellow Atari users! I am interested in getting a TT030. But before
I do, I would like to have some questions answered.

How much more would an upgrade to 4meg cost, on average, over the basic system?
"" 8meg ""

How much more would an upgrade to 120meg cost over a basic system?

What is a good price for a TT030 basic system?

How much software is avaliable or in delevopment for the TT?

Would it be possible to use the 68040 60mhz package of recent fame with
it?

When will TOS 3.06 come out standard on the TT (I heard this fall.) Will prices
be likely to rise after this upgrade?

Any answer to the questions will very much appeciated! I have no intention of
leaving Atari's camp, and am looking forward to a INFORMED purchase?

Once Again, thanks for all the information,

Nathan Dykman

(noykman@peruvian.utah.edu)

You may mail me or post here. Thanks!

2262. Re: Dungeon Master Version Numbers

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 20:06:29 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep2.200629.20759@actrix.gen.nz>
Source record: 217929

Version 1.0 of Dungeon Master was the 1st release, and had bugs at
the end of the game. Trying to shut Chaos in a door made the game
crash. And it had several other bugs....

Version 1.2 fixed the chaos bugs. And changed these:

1) At the begining of the game there are more small stones that you can pick
up and use to throw at the monsters until better equipped.
2) When you get down to Level 11 (the knight level) in one area you will see
a sign that says IF you run you will be chased down and killed
(something like that) In v1.0 you had 2 doors and when you
entered into the doors it opened a secret wall and there where 2
more spiders waiting for you. In v1.2 they put a door there and it makes
it much easier. Although they did make it a little tougher in another area
where instead of having to kill one set of 2 knights you have to kill 2
sets of them without the assistance of doors.
3) they have taken the RING OF TIME from the level 7 (ghosts and arena
area)
4) In the RA LEVEL they have removed the Lock Picks. But that was no
loss they did nothing anyway.

Generally - those are the only major changes, all the rest is fixing
bugs - so the game is virtually uncrashable! (Even v1.0 is almost
uncrashable, except where Lord Chaos is concerned)
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

2263. TT030 Help! error.

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 20:09:03 UTC
From: noykman%peruvian.utah.edu@cs.utah.edu
Message-ID: <1992Sep2.140904.1776@hellgate.utah.edu>
Source record: 217927

Oops, in my last article TT030 help! this line:

> How much would a upgrade to a 120meg cost over the basic system
^^^^^^

Make that 120meg hard drive!

oops!

Nathan Dykman

2264. Dungeon mater Cons. Set?

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 20:13:22 UTC
From: noykman%peruvian.utah.edu@cs.utah.edu
Message-ID: <1992Sep2.141322.1977@hellgate.utah.edu>
Source record: 217928

Yes, I have be posting a lot. Here is a couple more questions.

Having finished DM and Chaos, I am looking for a new challenge. Does the DM cons. set come with new dungeons? Is there a DM III on the way?

Where can I get a copy of the DM cons. set?

Thanks a lot, yet once again.

Nathan Dykman

noykman@peruvian.utah.edu

2265. Re: ZOO/ZIP/ARC/LZH

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 20:16:55 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep2.201655.20955@actrix.gen.nz>
Source record: 217930
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Sep2.143343.29691@cs.unca.edu> mcmahan@cs.unca.edu (Scott McMahan -- Genesis mailing list owner) writes:
> Zoo says 'default' -- but it has a higher compression option too!
> It takes longer, but does a better job. This tradeoff should be
> taken into account.
>
> Zoo is a lot more user-friendly than the other archivers, too. :)
>
> Besides, to function with an atari getting stuff from the net, you
> really need *all* archivers installed on your system, or at least
> on your net-connected (UNIX) system so you can unpack and repack
> the archives before downloading them.

ZOO is only user-friendly if you are being pointless and running UNIX on an ST. RUnning it from standard GEM, you can't re-direct it's output, which is a real nuisance! ZOO, ARC, and LHarc can all be told where to put their extracted files/archived files once they have extracted/archived them!

I have shown the 'High compression' method of ZOO. It takes a LONG time - and gets about the same compression as Lh5 (LHarc), it's slow speed is it's only MAJOR draw-back, optimising the code a bit, and speeding up the routines would make it quite usable! (Also adding a re-direction for the GEM users, the numbers of which seem to be very small in an Atari message area - seems quite illogical!)

ZOO's compression isn't bad as seen here:

Compression (% of original size)

ZIP (Deflate) 37
LHarc 38
ZOO (Slow mode) 38 (10 bytes bigger than LHarc)
ZIP (Default) 41
ZOO (Default) 56
ARC 58

10-bytes difference is not much - especially as the file-size is always rounded up to the nearest 1k, as more than one program can't occupy the same sector on the disk - so GEM reserves it for that program/file, and so a 689 byte file, is actually 1k big (1024 bytes).

Unfortunately - this good compression, loses out on the speed: (Note 'Slow Mode' is the 'High Compression' mode of ZOO)

Time taken:

ZIP (Default) 36 secs
ZOO (Default) 45 secs
ARC 50 secs
ZIP (Deflate) 61 secs
LHarc 62 secs
ZOO (Slow mode) 90 secs

it took 28 seconds longer than LHarc to compress to virtually the same filesize. the file it was compressing was only 150k. Zip's Deflate mode was only 1-second quicker than LHarc, but it got almost 2% better compression! (No biggy, but it's an improvement!)
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

2266. Re: Mouse Walk

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 20:18:06 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep2.201806.21070@actrix.gen.nz>
Source record: 217931

> (By the way, what is the preferred plural form of 'mouse'?)

'Mice' - as it usually is!
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

2267. Re: SUMMARY: Virus detection/elimination software

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 20:21:43 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep2.202143.21212@actrix.gen.nz>
Source record: 217932

Try 'VKiller'. It's English, it's simple, and it recognises all
viruses around. (No new ones have been reported that I know of since!)

It has a couple of useful features like being able to disable the
Boot-sector, to let you boot with the disk to see if the Boot-Sector
is required or not. If it isn't, you can kill it. If it is, you
simply restore it!

Only recognises Boot-sector viruses - but as link viruses are VERY
rare, that's not too big a problem! There is an english version of
Sagrotan out there somewhere - it's an older version than the German
one you probably have, but it works just as well!
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

2268. Re: ZOO/ZIP/ARC/LZH

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 20:52:55 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1117@usdtsg.DaytonOH.NCR.COM>
Source record: 217871
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8eck4=200awJAJJIFk@andrew.cmu.edu> sm86+@andrew.cmu.edu (Stefan Monnier) writes:
>
>You can use different weighting for the importance of speed
>compared to size ! Of course, LHarc is the worse if time is important
>as it always uses a slow but quite efficient algo.
>If size is more important, on the other hand, it will be 2nd !

At least to me, compression is the important thing. It may take a
-little- longer to compress or decompress a file, but when you are
downloading it long distance or off one of the services (like GEnie) then
the compression saves you some money (particularly over the long run).

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com
R.ANISKO
Fnet 410

2269. Re: AT-Speed and Windows 3.1? (2nd try)

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 20:55:20 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1118@usdtsg.DaytonOH.NCR.COM>
Source record: 217872

In article <1992Aug31.231504.1@violet.ccit.arizona.edu> dtarico@violet.ccit.arizona.edu writes:
>Does Microsoft Windows v 3.1 work with the AT-Speed c16? It executed the
>setup process fine, but when I tried to run Windows, it crashed. Thanks,
>and sorry about the first empty post.

Does Windows 3.1 even work on a 286? Something tells me it needs
a 386 or higher (check the documentation). At least I think it only
works in enhanced mode anyways. I have a feeling 3.1 doesn't like
286 systems...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com
R.ANISKO
Fnet 410

2270. Re: AT-Speed and Windows 3.1? (2nd try)

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 21:27:33 UTC
From: jliukkon@klaava.Helsinki.FI
Message-ID: <1992Sep2.212733.26486@klaava.Helsinki.FI>
Source record: 217937

In <1992Sep1.233319.10304@athena.cs.uga.edu> kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:

>I thought Windows 3.1 required at least a '386 to run? The AT-Speed C16
>*IS* only a 16MHz '286, right? Maybe that's the problem. Only Windows
>2.x will work on a '286, I believe.

>Steve

Windows 3.1 works OK with a 286, though only in standard mode (surprise :)
--
Juha Liukkonen, aka jliukkon@cc.helsinki.fi
University of Helsinki, Dept. of Paranormal Investigations
"Trust me, I know what I'm doing." - Sledge Hammer

2271. looking for an assembler

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 22:02:35 UTC
From: ppospis@mtroyal.ab.ca
Message-ID: <1992Sep2.160235.2726@mtroyal.ab.ca>
Source record: 217949

I am looking for a PD assembler/linker/debugger. It would be
preferable to get an integrated entity, however, if necessary
I am willing to consider independent programs. Any suggestions?

An ex-Atari ST person has indicated that there was a proprietary
assembler product out in the 80s by Metacomco or Techstar. Has
anyone else used this and if so do you have the current phone/fax
number?

Please e-mail direct. Thanks.

Paul
ppospis@mtroyal.ab.ca

2272. Re: Mac Portable vs. ST Portable

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 22:14:09 UTC
From: baffoni@aludra.usc.edu
Message-ID: <laaf5hINN8or@aludra.usc.edu>
Source record: 217938

In article <9209011919.AA27469@photon.magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (Your Conscience) writes:
>You can get a Mac Powerbook 100 (not a bad machine really, not real fast, but
>certainly good for wordprocessing) for about $1000.

Actually, you can get one for around $700 or $800 from the San Diego
Price Club (Apple just shipped them a REAL cheap shipment - which of course
pissed all of their normal retail outlets in a major way). With this new
price, the 100s are now being sold (out) at the rate Apple had been hoping
for, but never got. This is PB100 with 4/40 and external floppy. Of course,
they are probably sold out by now....

>
>If you hurry...

no kidding!

>-->
>|-) -David Butler- dhbutler@magnus.acs.ohio-state.edu
>
>- who now has a shorter .sig file due to complaints...

If I had thought complaints would help, I would have sent you mail
too. :)!!! (not that I have anything against Willie Whats-his-name...)

> ||| - FRANK ZAPPA for president! "One of his best qualifications is
> / | \ that at least he won't take it seriously." - Jammer

-Mike

2273. Re: ST diskettes from SPARCstation

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 22:14:59 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <QedHnXO00axf0BbEZv@andrew.cmu.edu>
Source record: 217945

Excerpts from netnews.comp.sys.atari.st: 2-Sep-92 ST diskettes from
SPARCstation Steven Matheson@open.dal (340)

> How do I format/read/write ST compatible diskettes on a Sun SPARCstation?

> ____
> Steven Matheson E-mail: matheson@open.dal.ca
> Dept. of Oceanography Phone: (902) 494-6663
> Dalhousie University FAX: (902) 494-3877
> Halifax, NS CANADA, B3H 4J1

Format: fdformat -ld (l= lowdensity d=DOS filesystem)
read and write, etc...: Mfiles utilities:
mcopy * a:
mdir
mformat -s9 a: (ne formatte pas: reinitialise seulement)
mmd (make dir)
mcd
....

Stefan Monnier

-- On the average, people seem to be acting normal --

2274. Re: Viruses???

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 22:19:39 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <EedHrva00axfEBbF5K@andrew.cmu.edu>
Source record: 217946

Excerpts from netnews.comp.sys.atari.st: 2-Sep-92 Viruses??? Jeoff Hines@mizzou1.miss (279)

>
>
> has anyone out there ever had any troubles with viruses on the softwares they
> get from ftps like the atari.arcive...? I'm just kind of curious. Not to say
> that there are a bunch of evil hackers out there, nor am I paranoid. But
> should getting viruses be a worry of mine?

I never worried about viruses and hven't had a lot of them
Furthermore, none was really dangerous !

Maybe I'm lucky !

Stefan Monnier

-- On the average, people seem to be acting normal --

2275. WANTED: Mean 18 Golf Game

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 23:00:31 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Sep2.230031.8410@gumby.cc.wmich.edu>
Source record: 217939

My brother asked me to inquire whether anyone on the net had a copy
of the golf game "Mean 18" by Accolade that they would be willing to
sell? If so, email me with price, condition, etc. information.

Thanks.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2276. Re: max baudrate?

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 23:06:11 UTC
From: baffoni@aludra.usc.edu
Message-ID: <laai73INNf08@aludra.usc.edu>
Source record: 217940

In article <1992Sep2.010527.13472@zooid.guild.org> Mike Stramba <stramba@zooid.guild.org> writes:

>The 8n1/7e1 thing is EMACS's problem. I have run into exactly the same thing
[stuff about physically setting parity on UNIX deleted]

Actually, I got mail back from the author of Connect and he recommended that I use the strip-bit-8 option. (this should work, but I haven't had a chance to check it out).

[problems using XYZ2.01 deleted]
>Is this the first term program you have tried? Have you tried Freeze Dried?

This is not the first term prog that I have tried - I normally use Uniterm (which works nice in STHIGH but I wanted to move to something that supports TTmodes, new graphics cards, etc.) and a couple of other term progs (I just deleted as they were worse than Uniterm), but I have not had a try at Freeze Dried. Does it support VT220? BTW, XYZ2.01 works fine with Uniterm, but not with Connect and the author is not familiar with XYZ. Has anyone successfully gotten Connect to work with XYZ? If so, what version/setup do you have? If no one uses XYZ, what Zmodem external program do you use? He suggested Zmodem by (I forget authors name just now).

>Apparently there is an ENGLISH version of Connect in circulation. As far as
>the program anyway (or is this what you have now?). I gave up on trying to get
>it run. I find Freeze Dried great (although I'm only running 2400).

Yes, I have the English version of the Connect - actually very easy to Englishify it by renaming conneng.rsc to connect.rsc. However, the manual is not so easily changed. :(. Wolfgang (the author) said that someone in Canada is supposedly working on an English manual, but hasn't gotten word back from them yet....

The only real peeve I have now is the slow updating, but Wolfgang says that NVDI (and I would imagine Warp9) should fix that, as well as giving access to more screen fonts. We'll see. :)

Thanks for help from you guys! (and gals :)

-Mike

2277. How to Xfer Program ST -> Mac ??

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 23:11:48 UTC
From: scotty@verdix.com
Message-ID: <1992Sep2.231148.13689@verdix.com>
Source record: 217948

Hi.

I've read a few FAQs but haven't found an answer to this problem yet.

I downloaded several .SIT (stuffed) files for the Macintosh using my ST,
and put them on a floppy formatted for the IBM PC. I used Apple File
Exchange on the Macintosh to transfer them over to the Mac.

When I then execute Unstuffit and select to unpack these archives,
Unstuffit does not recognize these files. They transfer over to the Mac
with a file type of "document", which is apparently wrong.

Does someone know how to make Unstuffit recognize these files? Or, could
a different method be used to translate these files to the Mac?

Unfortunately, the Mac these files are going into doesn't have its own modem,
so they have to be transferred indirectly via disk.

Thanks for any help.

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

2278. Re: Atari ST with 60Mhz 68040 on the Atari Messe

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 23:17:28 UTC
From: baffoni@aludra.usc.edu
Message-ID: <laais8INNga6@aludra.usc.edu>
Source record: 217941

In article <H.4oWNqRisp5g@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
[stuff deleted]
>The 68040 do have an internal clock doubler, although Motorola does'nt make
>such a big fuzz about it. But using the Intel terminology in advertisment, the
>68040/33Mhz would be a 68040/66Mhz (DXII) processor! I guess this is what the
>maker of this 68040 ST enhancement project has done....

Actually, this is kind of backwards. Every Intel chip <486 and every
Motorolla chip <'040 ('030?) use clock dividers. The '486 and the '040
actually use the external clock for their internal logic. Intel DX2 chips
use an external clock that is twice the speed at which it communicates with
its external lines (Address, data, BACK, etc.), and thus the rest of the
system runs at 1/2 of the processors speed. I believe the '386 uses a
2:1 divider.

> ____
> / Joern F. Moe / All above is my own personal opinion! \
>/ Oslo, Norway / Any lack of opinion above is also mine! \
>---

-Mike

2279. Re: Postscript to Image ???

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 23:23:50 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <78982@ut-emx.uucp>
Source record: 217942

Hi,

I couldn't recheck the original article, but I think the poster requested
something to convert PostScript to some image format. A couple of people
responded:

In article <1992Aug28.123609.23865@its.bt.co.uk> jvt@its.bt.co.uk (John Trickey) writes:
>option and it was a disaster! I now use PSCAPTURE --- an accessory you
>I've looked it up. it is arati/printing/pscapt.arc on a.a

In article <RALPH.92Sep1191839@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>I think that Jeff Poskanzer's PBM package does this!

I am not intimately familiar with either of the suggested utilities, but
I am quite certain that both of these programs go the other way, i.e.
image -> postscript. To go from postscript -> image requires a
full-fledged postscript interpreter, like ghostscript or ultrascript or
that other PS interpreter that I have forgotten the name of -- something
more than a utility.

-Tim Gallivan
timg@landau.ph.utexas.edu

2280. Re: AT-Speed and Windows 3.1? (2nd try)

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 23:45:39 UTC
From: baffoni@aludra.usc.edu
Message-ID: <laakh3INNjhs@aludra.usc.edu>
Source record: 217943

In article <1992Sep1.233319.10304@athena.cs.uga.edu> kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:
>I thought Windows 3.1 required at least a '386 to run? The AT-Speed C16
>*IS* only a 16MHz '286, right? Maybe that's the problem. Only Windows
>2.x will work on a '286, I believe.
>
>Steve

Actually, Windows 3.1 does work with a 286, but only in Standard mode (they got rid of real mode btw). I have an AT right here that I was trying to install Norton Desktop for Windows on. BTW, NDW does NOT work on Win3.1 on a 286 :/. It crashes and leaves you on a desktop with NO tasks running - you can't quit from Windows because there is no program manager to quit from - but the task lister still works. :)

-Mike

2281. Re: MiNT 0.95 Problem with media change detect

Newsgroup: comp.sys.atari.st
Date: 1992-09-02 23:54:16 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Sep2.195416.1@uwovax.uwo.ca>
Source record: 217944

In article <H.yBcbD4LB&Dw@marsu.tynet.sub.org>, wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:
> What does it mean if I press <ESC> in order to update a directory window
> and get the following error message:
>
> pid(2): GEM: Files were opened on a changed drive (0x3)!

When you press <ESC> to update a directory window, the desktop forces the operating system to think that the disk has changed (just as though you had removed it and put in a new disk). This even happens for disks that really have not changed (like hard disks).

Since MiNT has been told by the desktop that there is a new disk in the drive, it closes all files that were open on the 'old' disk, and prints a warning message to tell you this if there were any.

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2282. Re: Mouse Walk

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 00:06:19 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <9s1HqB2w165w@comtch.spk.wa.us>
Source record: 217731

d89-sla@dront.nada.kth.se (Stefan E Larsson) writes:
> (By the way, what is the preferred plural form of 'mouse'?)

Meeces. As in Mr.Jinx's phrase "I hates meeces to pieces!"

Some fascist sources like Webster's dictionary, various grammar guides,
and Dan Quayle, will tell you the plural of Mouse is Mice. They LIE.

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

2283. Re: AT-Speed and Windows 3.1? (2nd try)

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 00:42:34 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Sep2.174234.1@violet.ccit.arizona.edu>
Source record: 217947

```
In article <0ed3a_m00Vpd0pgmcV@andrew.cmu.edu>, sm86+@andrew.cmu.edu (Stefan Monnier)
writes:
> Excerpts from netnews.comp.sys.atari.st: 1-Sep-92 Re: AT-Speed and
> Windows 3... Kristopher Johnson@casto (188)
>
>> I thought Windows 3.1 required at least a '386 to run? The AT-Speed C16
>> *IS* only a 16MHz '286, right? Maybe that's the problem. Only Windows
>> 2.x will work on a '286, I believe.
>
>> Steve
>
>
> Sure, Windows 3.1 shouldn't run on 286 but 3.0 should !! (even on 8088)
>
> Stefan Monnier
>
>
> ------------------------------------------------------
> -- On the average, people seem to be acting normal --
> ------------------------------------------------------

Windows certainly does work on a 286 system, and even on AT-Speed. It just
doesn't work on VGA on the AT-Speed. I had to use EGA to get it to work.
It works just fine, though, and usably fast!
-------------------------------------------------------------------------------
Doug Tarico
dtarico@ccit.arizona.edu Where's it gonna get you when
doug@sie.arizona.edu your time comes up?
-------------------------------------------------------------------------------
```

2284. Re: Postscript to Image ???

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 02:34:57 UTC
From: dennis@citr.uq.oz.au
Message-ID: <dennis.715487697@citr.uq.oz.au>
Source record: 217951

timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:

>I am not intimately familiar with either of the suggested utilities, but
>I am quite certain that both of these programs go the other way, i.e.
>image -> postscript. To go from postscript -> image requires a
>full-fledged postscript interpreter, like ghostscript or ultrascript or
>that other PS interpreter that I have forgotten the name of -- something
>more than a utility.

The IMG to PS converter...

Where can I get this.

Thanks,

--

Dennis Remmer - dennis@citr.uq.oz.au - DennisR@syacus.acus.oz
Australian Centre for Unisys Software, Brisbane Queensland Australia

2285. Re: ST diskettes from SPARCstation

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 03:21:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10102@uqcspe.cs.uq.oz.au>
Source record: 217952

```
>> How do I format/read/write ST compatible diskettes on a Sun SPARCstation?

sm86+@andrew.cmu.edu (Stefan Monnier) writes:

>Format: fdformat -ld (l= lowdensity d=DOS filesystem)
>read and write, etc...: Mfiles utilities:
> mcopy * a:
> mdir
> mformat -s9 a: (ne formatte pas: reinitialise seulement)
> mmd (make dir)
> mcd

(The "Mtools" package is in comp.sources.misc/comp.sources.unix,
volume 11 or 12)

--
warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
\_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /
```

2286. Re: Dungeon Master Version Numbers

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 04:17:37 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1992Sep03.041737.12794@CS.ORST.EDU>
Source record: 217954

In article <1992Sep2.200629.20759@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:
>
<some info about versions deleted>
>
>Generally - those are the only major changes, all the rest is fixing
>bugs - so the game is virtually uncrashable! (Even v1.0 is almost
>uncrashable, except where Lord Chaos is concerned)

Well, my version (can't remember which it is, since I am without a color display of any kind right now) starts acting wierd after an hour or so of use. The floppy disk is accessed for no apparent reason, again and again, with increasing frequency, and eventually results in the death of all my characters. I get the dreaded scream-and-crossbones for each character, aigghhh...aiggghhh...aigghhh...aigghhh. When I see the floppy-access light come on unexpectedly, I know I have to save soon and re-boot.

And, no, I am not running a pirated version. (I even have the FTL [swoosh!] sticker on my floppy-disk carrier.)

>--
> Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
> $$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

--
+---+
John Thaanum thaanuj@prism.cs.orst.edu
"A better tomorrow takes your best today..." -Triumph
+---+

2287. Re: looking for an assembler

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 04:27:59 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <UedNFDa00awN8RnnV_@andrew.cmu.edu>
Source record: 217953

Excerpts from netnews.comp.sys.atari.st: 2-Sep-92 looking for an assembler ppospis@mtroyal.ab.ca (453)

> I am looking for a PD assembler/linker/debugger. It would be
> preferable to get an integrated entity, however, if necessary
> I am willing to consider independent programs. Any suggestions?

> An ex-Atari ST person has indicated that there was a proprietary
> assembler product out in the 80s by Metacomco or Techstar. Has
> anyone else used this and if so do you have the current phone/fax
> number?

> Please e-mail direct. Thanks.

> Paul
> ppospis@mtroyal.ab.ca

Well, I don't know for the linker, but for the rest, TurboAss is what you're looking for.

Else, you may try the gas with GDB all from GNU (with gcc and the likes): it is much more powerful, but uses much more space disk and memory. (and maybe less user-friendly)

Finally, just check in a.a.u.e for some others !

Stefan Monnier

-- On the average, people seem to be acting normal --

2288. Re: Lynx Batman 2 MILLION SELLOUT!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 04:40:38 UTC
From: rich@gtsi.com
Message-ID: <BtzJnq.C7I@gtsi.com>
Source record: 217955
Cross-posted to: rec.games.video,alt.games.lynx,comp.sys.atari.st

In article <1992Sep1.041220.13821@mnemosyne.cs.du.edu> jyoung@nyx.cs.du.edu (Jeff Young) writes:
>
>Now Nintendo CD delayed many many months (like 1 year SNES delay) so
>Atari with BILLION DOLLAR Warner ad blits can make new Jaguar 32+32
>ROAR out of Atari labs and into lead!!
>

Warner is not going to do any BILLION DOLLAR ad blitzes for Atari Corp (note: corp) unless Atari pays for them. That's because Atari corp isn't the company that Warner is aligned with, it's Atari Games, the people that make the arcade machines.

Warner used to own Atari corp many moons ago, and did their damndist to kill the company outright by making it a red ink tax right off after it started to have a sour year. Atari corp was "saved" by Jack Tramiel, of the "Commodore 64 will kill Atari" fame.
--
Rich Lawrence - "Stinger" - DoD#9630 '92 Seca II - Buckaroo Banzai lives!
Sysop/Hallucination: Full UseNet,Fido,Relay, 2GB+ IBM/Amiga 1-703-425-5824
rich@halluc.com CI$:71101,2272 Fido:1:109/345 GEnie: R.LAWRENCE14
"I'm fine" - Data, in DataLore

2289. Re: ZOO/ZIP/ARC/LZH - why not ARJ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 04:41:36 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.LBxzyLOfZew@yonder.equinox.gen.nz>
Source record: 218022
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <8eck4=200awJAJJIFk@andrew.cmu.edu>, Stefan Monnier writes:

>You can use different weighting for the importance of speed
>compared to size ! Of course, LHarc is the worse if time is important
>as it always uses a slow but quite efficient algo.
>If size is more important, on the other hand, it will be 2nd !
>
>One thing is sure: ZIP is the best in this bechmark !
>
>For the rest, you can interpret the result as you wish !
>Personnally, I only use archives for their size (to store on
>floppy, or just to gain room on my small HD) so that
>speed is not really an issue but size is !
>
>If I want to be fast, I just don't compress at all!

I just wish that there was an ARJ compressor for the ST, the UNARJ leaves
the others for dead, it's compression is better than everything else,
and it's speed it only very slightly slower than the fastest one!
Any of you people in .tech reading this feel like writing one? :-)

some results from a test I did a while ago....

The test was on : 34 files, 231065 bytes uncompressed

Method	Size compressed	Time to decompress
LZH	109900 bytes	38.5 sec
LZH v5	88268	43.9
ARC	129045	39.5
ZIP	110628	25.2
ZOO	89462	40.7
ARJ	87812	26.4

Craig.

--
* Craig Shore | Phone (voice) | Internet:craig@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

2290. Re: TT030 help!

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 05:03:41 UTC
From: ekrimen@wet.UUCP
Message-ID: <4291@wet.UUCP>
Source record: 217959

In article <1992Sep2.140630.1653@hellgate.utah.edu> noykman%peruvian.utah.edu@cs.utah.edu (Nathan Dykman) writes:
>Hello fellow Atari users! I am interested in getting a TT030. But before

Good choice.

>How much more would an upgrade to 4meg cost, on average, over the basic system?
> "" 8meg ""

To 4meg ST RAM: about $300. To 4megST/4megTT: the $300 for ST RAM, plus about $500-$600

>How much more would an upgrade to 120meg cost over a basic system?

The price of a 120meg drive. You can get the TT without internal drive, and either you or your dealer can install the 120meg drive.

>What is a good price for a TT030 basic system?

Oh, about $1600, but read on...

>How much software is avaliable or in delevopment for the TT?

Tons.

>Would it be possible to use the 68040 60mhz package of recent fame with
>it?

No.

>When will TOS 3.06 come out standard on the TT (I heard this fall.) Will prices
>be likely to rise after this upgrade?

TOS 3.06 and 1.44meg drives come standard. If your dealer told you this fall, search for another dealer. I've heard that TT prices have come down a bit too.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

2291. Re: jpg format converter

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 05:17:05 UTC
From: baffoni@aludra.usc.edu
Message-ID: <lab7uhINN81j@aludra.usc.edu>
Source record: 217957

Sure there is. Get djpeg off of atari.archive. It is a freeware
(I think) program that will convert .jpg to .gif.

-Mike

BTW: Gemview 1.1l and greater will view .jpg files.

2292. Problems with Connect and XYZ....

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 06:19:02 UTC
From: baffoni@aludra.usc.edu
Message-ID: <labbimINNd0k@aludra.usc.edu>
Source record: 217958

Hi all!

I just wanted to thank all those people who responded to my plea for help with Connect and also with XYZ2.01.

My problems with 8/none were solved by going to the "kompatibility" menu and selecting "strip 8th bit". Now emacs and normal terminal stuff is very happy.

By going to 8/none, it also solved my problem with XYZ - as a poster noted earlier, XYZ only works with 8/none, so it now works within Connect.

Now that XYZ works, it autosenses a zmodem download and that works fine.

Now all I have to do is get a screen accelerator and GDOS working, and my terminal stuff should be awsome (not to mention installing MiNt, but I think that may have to wait awhile...:( )

I must admit though - it feels funny needing a screen accelerator for my TT to get display speed to catch up with 14.4k (roughly) bps screen updates.

Again, BIG thanks to all who helped!

-Mike

2293. Re: Errors when dumping EMACS 18.58

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 07:55:41 UTC
From: PAULETTI@biel.be.tech.ascom.ch
Message-ID: <1992Sep3.075541.12348@hasler.ascom.ch>
Source record: 217960

In <86010049@hpbbrd.bbn.hp.com> jensk@hpbbrd.bbn.hp.com writes:

>
> You need to get the compiled LISP files (*.elc). The default size of the
> `pure' storage area is too small for the non-compiled files.
> Alternatively, rebuild EMACS with a much bigger PURESIZE parameter and compile
> those files yourself (that's what I did, and it wasn't fun ...).
>
> Jens.
> --

Thanks for the response. I already thought "Another message that went into
the big BLACK USENET HOLE"

I do not know anything about the concetp of dumping EMACS 18.58, and I will
try what you told me. But I do NOT understand why the simple method with the
environment variables does not work. It look like it did in your case either.
As I only have the binaries I don't know if and how I must specify the
PURESIZE parameter. I hope first method with copying the *.elc files into
the e-bin directory works.

cheers andreas pauletti

2294. Re: *6:1* Audio Compression on the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 08:18:40 UTC
From: moon!cyberden!system@well.sf.ca.us
Message-ID: <TLNiqB3w165w@cyberden.uucp>
Source record: 217967

kovarski@zooid.guild.org (Mark Kovarski) writes:

> Since the Falcon030 has attracted interest in the Audio field, I would advice
> any programmer planning on releasing Falcon030 Audio Software to read the "Dr
> Dobb's Journal" July 1992 issue where John W. Ratcliff proposes a compression
> algorithm called "ACOMP" that yields better than 6:1 compression on human
> voice, and between 1.5:1 to 3:1 on music, while maintaining almost full
> fidelity. With the implementation of the DSP, this algorithm can be enchanced
> in order to speed-up the process, which is a very processor intensive one.
>
> The algorithm incorporates two techniques, which are silence encoding and
> delta modulation. The entire algorithm source code in Assembly is included
> (for the Intel processors). This can be used not only for the Falcon030 but
> also the other line of Atari computers such as the (M)ST(E), and the TT.
>
> Sincerely,
> Mark Kovarski

Being active in the digital music/mixing field, I would STRONGLY advise
that ALL PROGRAMMERS should NOT implement ANY type of audio compression
for professional applications. (ala MAC Alchemy, Sound Tools, DECK, etc).

Compression ratios would make the software worthless. Perhaps for little
toy editors and such, (strict multimedia, etc.)

<X>orcist

| / |\
| H E \ Y B E R |/ E N [moon!cyberden!system@well.sf.ca.us]

2295. Re: ST diskettes from SPARCstation

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 08:18:48 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Sep3101846@ruunfs.fys.ruu.nl>
Source record: 217963

>>On 2 Sep 92 19:10:10 GMT, matheson@open.dal.ca (Steven Matheson) said:

Steven> How do I format/read/write ST compatible diskettes on a Sun
Steven> SPARCstation?

If you're using mint: install ps0.zoo and gnutar. Then you can use
/dev/ps0 exactly the same way as /dev/fd0 on any unix system, and it
is compatible.

--

Peter Mutsaers. |==========
muts@fys.ruu.nl | Quod licet bovi, non licet Jovi

2296. Re: Falcon/DSP questions

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 08:21:04 UTC
From: moon!cyberden!system@well.sf.ca.us
Message-ID: <TPNiqB4w165w@cyberden.uucp>
Source record: 217965

darling@cellar.org (Thomas Darling) writes:

> u882453@bruny.cc.utas.edu.au (Andrew King) writes:
>
> > 3.Can the 16-bit 8 channel sound have independent frequency and volume
> > control (like the Amiga) for EACH channel.
>
> 3) You bet. This thing is designed for multitrack digital recording. Each
> channel will have independent volume, panning, etc. Of course, the sample
> rate will probably suffer as you go for more and more full-frequency output.
> A single stereo pair will be capable of 50KHz playback, but when you do
> 8-channel mixing, you might (I repeat MIGHT) be limited to 25KHz/channel or
> the like. I don't know all the details on the DSP.

AAAAARRGGHH!!!!! NO!!!!!!!!!!!!!!!!!

This better not be true. It will KILL the Falcon as a professional mixdown
or recording tool... oh god oh god oh god, please don't have let Atari made
a major boner... (perhaps I'm praying to the wrong deity)

<X>orcist

| / |\
| H E \ Y B E R |/ E N [moon!cyberden!system@well.sf.ca.us]

2297. Re: Digital Stereo 10-Band Graphic Equalizer of the Falcon030 (Using

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 08:24:26 UTC
From: moon!cyberden!system@well.sf.ca.us
Message-ID: <FVNiqB5w165w@cyberden.uucp>
Source record: 217966

Mark Kovarski <kovarski@zooid.guild.org> writes:

> This is to all people who would like to connect a Digital Stereo 10-Band
> Graphic Equalizer. Document number APR2/D by Motorola deals with this matter
> and can be obtained free of charge from Motorola. You can either call them an
> ask for the document number or you can write to:

I don't understand, with the correct software, you should be able to have a
20 band equalizer (digital) via software with the DSP. Just check out the
DSP page or equalizer page in MAC's Sound Tools... it does it with no hardware.
<X>orcist

| / |\
| H E \ Y B E R |/ E N [moon!cyberden!system@well.sf.ca.us]

2298. Falcon's 8 channel audio out

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 08:26:19 UTC
From: moon!cyberden!system@well.sf.ca.us
Message-ID: <kyNiqB6w165w@cyberden.uucp>
Source record: 217964

As it stands now, the Falcon is said to virtually mix down 8 channels of pannable, eq'able, what-everable sound to 2 main channels out the DSP.

Will there be a mod or future Falcon that would have 4 DSP ports on the back for 8 discreet channels?

When can I get one to test in the studio? <drool>
<X>orcist

```
_____________________________________________________________________
| / |\
| H E \ Y B E R |/ E N [ moon!cyberden!system@well.sf.ca.us ]
```

2299. Re: Dungeon Master Version Numbers

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 08:32:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <65183@cup.portal.com>
Source record: 217961

John Thaanum writes:

>Well, my version (can't remember which it is, since I am without a color
>display of any kind right now) starts acting wierd after an hour or so of
>use. The floppy disk is accessed for no apparent reason, again and again,
>with increasing frequency, and eventually results in the death of all my
>characters. I get the dreaded scream-and-crossbones for each character,
>aigghhh...aiggghhh...aigghhh...aigghhh. When I see the floppy-access light

Could be the disk is damaged, because this IS what the game does
when it thinks it's running from a pirated version..

Best to exchange your disk for a new one.. FTL has a good policy
on exchanging damaged disks..

BobR

2300. Re: Midi Maze

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 09:20:08 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16857915B.BWWL@ibm.rz.tu-clausthal.de>
Source record: 217962

In article <1992Sep2.124856.1133@miavx2.ham.muohio.edu>
mjbutler@miavx2.ham.muohio.edu writes:

>Hey!
> I have been looking for Midi-Maze. we want to set up a game at
>the Cincinnati Atari Users Group meeting, but we cannot find the program.
>Anyone know where I can get it from?
> Thanx
> .\\ike
>

Hi!

You can get it via anonymous FTP from sun.rz.tu-clausthal.de (139.174.1.3)
/pub/atari/games/midimaz2.lzh
It might also be on atari.archive.umich.edu (141.211.164.8)....

Bye,
Wolfgang.

2301. Re: Dungeon mater Cons. Set?

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 10:32:58 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Sep3.103258.3977@aston.ac.uk>
Source record: 217968

The Dungeon Master editor is commercial software, not PD
or Shareware. There's a demo of it on atari.archive under

atari/games/dmeditor.arc

which I presume will contain information on where the
original is available. The program isn't particularly
versatile, though- you can move walls and that's about it.
There's a DM dungeon which was created with it in the new
directory of a.a- atari/new/dmdung2.arc but don't expect
too much- it's pretty similar to the original.

--
Tim Wright.
wrighttj@cs.aston.ac.uk

2302. Re: TT Compatability questions

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 11:53:37 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Sep3.115337.3528@cs.hw.ac.uk>
Source record: 217970

```
In article <H.MGgdbM2U5VY@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
>In <mack.714929181@deci>, Dan Mack writes:
>>
>>1 . Do games like Falcon, Flight Simulator, Sim City, etc. run well
>> on the TT? Too fast?
>
>No, not many games do work (at least without doing some tricks)! But
>does it matter. Who buys a TT for playing games? I'd rather buy a LYNX
>for that purpose:-)

It matters plenty! If games don't work on the TT because they are poorly
written and don't take account of the 68030 then the same games will not
work on the Falcon. I can easily imagine people buying Falcons to play
games.

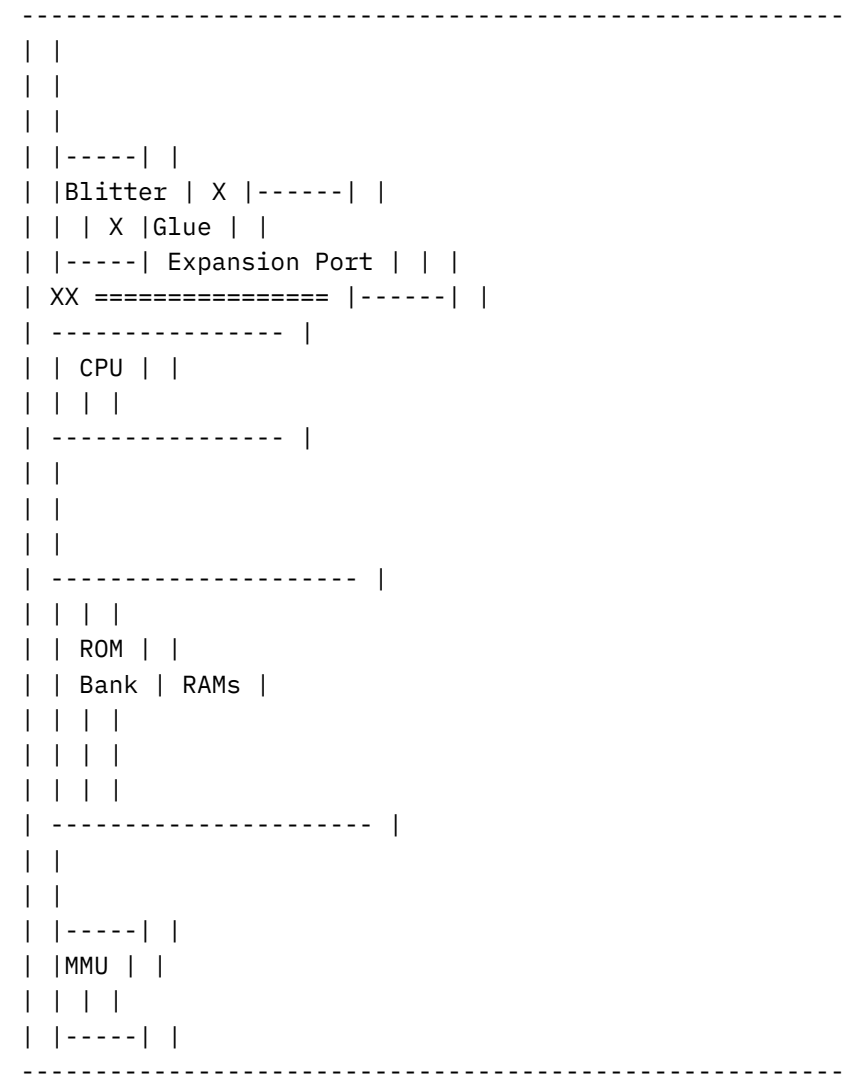
+-------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+-------------------------------------------------------------------------+
```

2303. TOS 1.02 -> TOS 1.04 Upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 12:04:27 UTC
From: tries@obelix.kph.uni-mainz.de
Message-ID: <61N6VHU@minnie.zdv.uni-mainz.de>
Source record: 217969

Hi,
I have an old MEGA ST2 running under TOS 1.02 (into 2 Chips in the ROM-Bank).
I've the The TOS 1.04 (Rainbow-TOS) in 6 256k-EPROMs too. I've soldered 4 new sockets into the ROM bank. But I'm hunting for the solder-bridges to tell Glue and MMU the new ROM configuration (6 IC's instead of 2).
I found 2 of them, both arround the blitter chip.

My hardware looks like this:



I found the two solder Bridges at the locations marked with 'XX'.

Waiting for help

Volker Tries

Tries@server.physik.uni-giessen.de
Tries@obelix.kph.uni-mainz.de
Tries@v3200a.ee.uni-sb.de

2304. Re: AT-Speed and Windows 3.1? (2nd try)

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 12:34:20 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1119@usdtsg.DaytonOH.NCR.COM>
Source record: 218024

In article <1992Sep1.233319.10304@athena.cs.uga.edu> kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:
>I thought Windows 3.1 required at least a '386 to run? The AT-Speed C16
>*IS* only a 16MHz '286, right? Maybe that's the problem. Only Windows
>2.x will work on a '286, I believe.

Be careful on the numbering. On a 286, Windows 3.0 AND BELOW will work (not just 2.x). But I *think* Windows 3.1 is stuck to 386 and above. Best place to ask this question would be in one of the "windows" newsgroups. Anyways, Windows 3.0 should work fine on a AT Speed C16...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

2305. Re: Errors when dumping EMACS 18.58

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 13:34:42 UTC
From: abaddon@supr.scm.liv.ac.uk
Message-ID: <ABADDON.92Sep3142700@suprenum.supr.scm.liv.ac.uk>
Source record: 218026

>>>>> On 31 Aug 92 06:48:58 GMT, PAULETTI@biel.be.tech.ascom.ch (Pauletti Andreas) said:

> First dump. Commandline: .\temacs -batch -l loadup.el dump

>>Cannot open load file: loadup.el

I had similar problems when I tried to dump it. Sometimes I'd get it to find loadup.el, but it would then fail to find an (apparently) random file later on. In the end I got round this by using a different shell (the somewhat brain-dead Batcher (no offence Hisoft, the rest of the packages is superb) that comes with Lattice C). Even dumping manually didn't seem to help. It looks as though (at a guess) the dumping code in Emacs itself is broken, possibly its trampling on the environment at some point, or possibly just overwriting its local copy of where the lisp files are stored.

Kev

2306. Re: looking for an assembler

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 13:42:00 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Sep3.134200.7860@a.cs.okstate.edu>
Source record: 217976

An early version of DevPak by HiSoft was distributed on a magazine disk,
I recon it's available. It has an Assembler/Debugger and (I think) an editor!

Fairly nice... I "looked at it" and it looked very good.
I have no opinion on it's effectiveness as a programming tool.

jc

2307. Re: Atari Falcons $799... WHO CARES! Just emulate it.

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 13:53:27 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Sep3.135327.6117@cs.ruu.nl>
Source record: 217975
Cross-posted to: comp.sys.mac.misc,comp.sys.ibm.pc.misc,comp.sys.amiga,comp.sys.atari.st

>>>>> darekm@microsoft.com (Darek Mihocka) (DM) writes:

DM> In a few days I'll be release a shareware program called Gemulator.
DM> It's a 68000 emulator that runs on MS-DOS, and with the appropriate
DM> Atari ROM chips plugged into your PC, it emulates an Atari ST. Give me
DM> a few months to add 68030 emulation and you'll have yourself a Falcon
DM> emulator. Don't waste your money on the real thing and hell, why even
DM> lose sleep over it. Chances are slim that you'll see Falcons flooding
DM> dealer shelves any time soon.

What about the DSP 56K emulator. Will you release that as vaporware or
shareware? :=) :=) :=)

--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

2308. Re: STZIP20.TOS

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 14:09:01 UTC
From: protonen@daimi.aau.dk
Message-ID: <1992Sep3.140901.18572@daimi.aau.dk>
Source record: 217972

sheppard_r@kosmos.wcc.govt.nz writes:

>Well I have just uploaded stzip20.tos (126k) to the atari/new directory
>on A.A...
>This is a ST clone of PKZIP 2.0, has english doc's and
>a self extracting utility program..
>This program has a Gem shell for those like me, that like to use the Ataries
>GUI...
>NOTE: This is a self extracting program, so make sure that you have room
>on your disk before you run it, more that 410k..??

>Roger..... sheppard_r@kosmos.wcc.govt.nz

Sounds good. I just have one question: Is this a "true" zip20 or
a hack of version 1.93a or ...
Sorry for being my suspicion, but following comp.compression I have heard
about several "fake" zip's version 2.0 (or slightly higher) for MS-DOS.

Lars
(protonen@daimi.aau.dk)

2309. Not enough memory...

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 14:37:32 UTC
From: HUTTER@rzmain.rz.uni-ulm.de
Message-ID: <1992Sep3.143732.26091@wega.rz.uni-ulm.de>
Source record: 217973

Hi there!

This may be too stupid for some of you, but if so just skip the message. I just wanted to get some help on a problem that I encounter frequently with my ATARI.

I use a 1040STFM with the Blitter-TOS (1.02?). The thing that troubles me is that the system comes up frequently with a message like 'Not enough memory for this application' although the whole memory should be free. Any hints?

Another thing that is annoying is that I can't get programs installed as applications so that I can double-click the text-file e.g. instead of the editor. The system always says that 'the application can't find the desired object' after looking on drive A: when I didn't ask for anithing on drive A:. It works well from within GEMINI, but not from the GEM desktop. What's wrong?

Thanks for bearing with a not too experienced user.

Wolfgang <><

<><--------><---------><--------><---------><--------><---------><><
Wolfgang Hutter I Internet: hutter@rzmain.rz.uni-ulm.de
Abt. Chem. Physik I Bitnet: hutter@dulruu51.bitnet
Universitaet Ulm I X.400: S=hutter;OU=RZ;P=uni-ulm;A=dbp;C=de
W-7900 Ulm, Germany I Tel.: (49)731-502-2829

<><--------><---------><--------><---------><--------><---------><><
Wolfgang Hutter I Internet: hutter@rzmain.rz.uni-ulm.de
Abt. Chem. Physik I Bitnet: hutter@dulruu51.bitnet
Universitaet Ulm I X.400: S=hutter;OU=RZ;P=uni-ulm;A=dbp;C=de
W-7900 Ulm, Germany I Tel.: (49)731-502-2829

2310. PERFPICH.TOS v1.1 posted to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 15:25:28 UTC
From: selick@csa.bu.edu
Message-ID: <95283@bu.edu>
Source record: 217974

I just uploaded my PERFPICH.TOS v1.1 to terminator.cc.umich.edu in the /atari/new directory. It is a few minor bug fixes to the old 1.0 program, recompiled with GFA 3.5E. It's a self-extracting archive made with the stzip20.tos program that was just uploaded.
-Steve <selick@csa.bu.edu>

2311. Thank you Darek for your support of the ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 16:15:49 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <1216@tekgen.bv.tek.com>
Source record: 217977

What follows is a message posted by Darek Mihocka to comp.sys.mac.misc, comp.sys.ibm.pc, and comp.sys.amiga.

->Article: 33036 of comp.sys.mac.misc
->Path: tekgen!zephyr.ens.tek.com!uunet!microsoft!hexnut!darekm
->From: darekm@microsoft.com (Darek Mihocka)
->Newsgroups: comp.sys.mac.misc,comp.sys.ibm.pc.misc,comp.sys.amiga
->Subject: Atari Falcons $799... WHO CARES! Just emulate it.
->Message-ID: <1992Sep02.184109.8805@microsoft.com>
->Date: 2 Sep 92 18:41:09 GMT
->Organization: BraSoft
->Lines: 33
->Xref: tekgen comp.sys.mac.misc:33036 comp.sys.ibm.pc.misc:28758

->The $799 Falcon, who cares! Atari has a long history of announcing vaporware
->and then either never releasing the product, releasing it in extremely
->small quantities (to be able to claim that they shipped it), or they ship
->it either severly crippled or at a much higher price.

->Their most recent blunders include the Atari TT (the crippled 68030 machine
->that barely outperforms a 16 Mhz 68000), the ST Book (the notebook that never
->was), and the "under $1000 68030 machine" Falcon. Notice that the $799 price
->is for a 1 meg machine with no hard disk. Gee, that's a throwback to the
->1986 days of the 1040ST! If you want a useful computer with 4 meg, a hard disk
->and a nice monitor, well, Atari says you'll have to fork over much MORE than
->the $1000. You can't even use Atari's laser printer with 1 meg machines.

->So, once again Atari has shot themselves in the foot by releasing an overpriced
->piece of technology that's already obsolete because they took so long to
->release it.

->Give me a few months to
->add 68030 emulation and you'll have yourself a Falcon emulator. Don't waste
->your money on the real thing and hell, why even lose sleep over it. Chances are
->slim that you'll see Falcons flooding dealer shelves any time soon.

->- Darek

->
->/--\
->| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
->| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
->\--/

Thankyou very much Darek for promoting the ST in such a positive light to other computer owners. Your sincere efforts to develop software that realizes the full capabilities of the ST and to share your love and respect for the

machine with the world are greatly appreciated. They are sure to result in a healthy growing ST community.

Thank you,

- Bob Luneski

2312. VGA Mono Monitor

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 16:37:25 UTC
From: malay@sae.com
Message-ID: <1992Sep3.163725.1201@sae.com>
Source record: 217980

Is it possible to connect the ST to a VGA Mono Monitor (with cable mods) - the SM147 seems to be just one of these creatures.

Bob Malay

2313. Re: Double Klick Software Adresse wanted!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 16:48:30 UTC
From: ekrimen@wet.UUCP
Message-ID: <4292@wet.UUCP>
Source record: 217987

In article <1992Sep2.173150.26216@zooid.guild.org> kovarski@zooid.guild.org (Mark Kovarski) writes:
>
>I have heard that they have gone out of business. Anyone know if there is any
>truth to this matter?

Mike posted twice a few days ago. No, they're not out of business.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

2314. Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 16:57:04 UTC
From: Paul Purdom <pwp@moose.cs.indiana.edu>
Message-ID: <1992Sep3.165736.6606@news.cs.indiana.edu>
Source record: 217978

I am interesting in where I can obtain alternate dungeons for Dungeon Master.

2315. Re: Lynx Batman 2 MILLION SELLOUT!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 16:59:36 UTC
From: jonke@kong.gsfc.nasa.gov
Message-ID: <1992Sep3.165936.18423@kong.gsfc.nasa.gov>
Source record: 217979
Cross-posted to: rec.games.video,alt.games.lynx,comp.sys.atari.st

Atari may have sold 2 mill. Batman Returns carts, but they did not sell to Joe Schmo, they sold them to game distributors. Every store that carrys Lynx games that I know of (about 9 or 10) has lots of copys of B.R. in stock. So, it shows that the distributers were confident in it, but it doesn't say anything about how well the game has sold. I would really like to know how well it is selling to the consumer.

Steve

2316. Re: Falcon 030 specs released! No more rumor...

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 18:06:49 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Sep3.180649.28840@magnus.acs.ohio-state.edu>
Source record: 217971
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

>Just GOTTA get something that will run 3 copies of the
>same paint program!

No, not a "drawing" program, a "line Drawing" program, one that makes lots of colorful lines go flying around the screen.

>>(in high-rez color on a graphics board of some type),
>
>Ands the wieght of the falcon didn't even crush the graphics board...
>a very safe paperwieght!

Huh? Oh, wait, sorry, another rabid Amiga user, as can be seen from the line below, for a moment I was taking you seriously... Next time you decide to write something as inane as this, at least try to read the original post, it was *not* on a falcon, it was on a Mega-4, which is surely heavy enough to crush the graphics board, except that it fits inside the machine, just like most graphics boards.

>>a program was loading a GIF
>>in the background,
>
>...on the amiga next door...

{ Lots of absolutely amazingly childish stuff deleted }

>Still, knowing Atari computers, Amiga users probably WILL be very
>happy if this thing gets produced. We all say C= doesn't advertise
>enough... let's let Atari do it for us...AGAIN!

Why is it that there seem to be a *few* Amiga owners out there who seem like they somehow got access to the Net at the age of 12 or so? I suppose there are some Atari users out there like this too?

Hmmm... Well, as far as I can tell, MultiTos looks like it multi-tasks as well as the Amiga (which, IMHO, is better than the Mac or PC by a long shot). The only thing it won't do is Floppy Access while performing other functions, however, if the Falcon has this new chip that controls drive access etc, then maybe it will even do this? Anyone know?

Oh, I don't get the statement above about C= letting Atari advertise *for* them? It makes no sense as far as I can tell, am I missing something, or is this poster just missing his sense of humor?
-->
|-) -David Butler- dhbutler@magnus.acs.ohio-state.edu

- who now has a shorter .sig file due to complaints...

```
||| - FRANK ZAPPA for president! "One of his best qualifications is
/ | \ that at least he won't take it seriously." - Jammer
```

2317. Re: Mac Portable vs. ST Portable

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 18:30:30 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Sep3.183030.28930@magnus.acs.ohio-state.edu>
Source record: 217982

```
>>- who now has a shorter .sig file due to complaints...
>
> If I had thought complaints would help, I would have sent you mail
>too. :)!!! (not that I have anything against Willie Whats-his-name...)

GOSH! You *remembered*! :-))))
------------------------------------------------------------------------>
|-) -David Butler- dhbutler@magnus.acs.ohio-state.edu

- who now has a shorter .sig file due to complaints...

||| - FRANK ZAPPA for president! "One of his best qualifications is
/ | \ that at least he won't take it seriously." - Jammer
```

2318. Dungeon Master Question

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 18:34:18 UTC
From: maxn@intermec.com
Message-ID: <1916@intermec.UUCP>
Source record: 217991

While playing DM I notice that every so often something
sneaks up behind my characters and instantly kills all
of them. Has anyone else seen this? What is this thing?
How do I protect my characters from this.
P.S I am on level 6

Max Newman maxn@intermec.com

--
uucp address: maxn@intermec.com or uunet!pilchuck!intermec!maxn
Trust in your calling, make sure your calling is true

2319. Re: Thank you Darek for your support of the ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 18:41:47 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Sep3.184147.4436@mnemosyne.cs.du.edu>
Source record: 217981

Bob,

Unfortunatly for people like yourself and myself, only Atari can provide a healthy growing ST community. Also unfortunatly, Darek has a valid point: Atari is losing the opportunity it had by not having quantities of Falcon available this year. His other point about pricing is again a valid one, and one I've been worried about myself. If Atari is going tomake new computer owners come up with $1000-$1500 for a machine withh enough memory and a hard drive, why would they pick Atari over PC? The Falcon has to sell to NEW owners, not just ST people upgrading.

my 2cents.
Pattie Rayl (Atari Interface)

2320. 68040 accelerator board?

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 19:31:32 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <9209031931.AA15117@photon.magnus.acs.ohio-state.edu>
Source record: 217983

Hello!? I seem to have missed something very important! There seems to be some talk about a 68040 board or upgrade or hack that can be bought/built for the Atari ST?

What should I know about this?

Is it just wishful thinking?

Is it real?

Can I use it on a Mega?

How much does it cost?
-->
|-) -David Butler- dhbutler@magnus.acs.ohio-state.edu

- who now has a shorter .sig file due to complaints...

||| - FRANK ZAPPA for president! "One of his best qualifications is
/ | \ that at least he won't take it seriously." - Jammer

2321. Re: TT Compatability questions

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 19:37:18 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.2jCeQ8EYz7o@fredrik.atari.no>
Source record: 217889

In <1992Sep3.115337.3528@cs.hw.ac.uk>, Neil Forsyth writes:
>>No, not many games do work (at least without doing some tricks)! But
>>does it matter. Who buys a TT for playing games? I'd rather buy a LYNX
>>for that purpose:-)
>
>It matters plenty! If games don't work on the TT because they are poorly
>written and don't take account of the 68030 then the same games will not
>work on the Falcon. I can easily imagine people buying Falcons to play
>games.
>

If You'r concerned about Falcon's compatibility you'r doing some wrong
assumptions!
The TT and the Falcon 030 may have the same processor, but that's not the
same as beeing identical machines in respect to compatibility with the ST.

First, all hardware in the Falcon resides within the same 24Bit addressing
range as th ST. In the TT, there are a full 32Bit addressing range wich
causes a lot of trouble for some games.

Second, the Falcon is designed to be as compatible with the ST as possible.
The TT was designed to be as powerfull as possible, and at the same time
a TOS machine wich should run any well written GEM application. Nothing
more was ever promised.

Third, the falcon is a consumer product, the TT is not! This beeing a fact
makes it obvious why Falcon has to be more 'old-ST-games' compatible than
the TT was.

And last, don't you forget that many games doesn't even tolerate the 16Mhz
and cache of the MSTE (or speedup-boards for old ST(E)'s). Some games are
even quite intolerant to different TOS versions to! So, I'd bee more concerned
about the compatibility of the games, rather than about the compatibility of
the machines!

--

```
-------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

2322. Good Deal on Miscellaneous Hardware!

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 20:01:29 UTC
From: jasond@microsoft.com
Message-ID: <1992Sep03.200129.1502@microsoft.com>
Source record: 217989
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have the following equipment to sell:

Epson LQ570 360X360 24pin printer (bought 4/92)
Goldstar 2400baud Hayes compat modem
Atari 1040ST (4meg RAM (ZRAM 3D Board))
Atari SC1224 Color Monitor
Atari Megafile 44 (44meg Syquest Cartridge Removable SCSI HD)

$1000 takes everything. I will be more than glad to consider
offers on individual items. Buyer pays shipping.

jasond@microsoft.com

2323. Two questions

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 20:17:24 UTC
From: jenkinsj@blowfish.taligent.com
Message-ID: <jenkinsj-030992131520@tseng.taligent.com>
Source record: 217986

Forgive the potential FQAality of the following questions, but--

#1. The power supply on my Supra-oid hard disk died. Any suggestions
on where to go (preferably in the Bay Area) to get a replacement?

#2. I have some Degas pictures I want to move to a Macintosh. Is there
a PD utility (like at the umich ftp site) to do this?

E-mail responses are fine. Thanks in advance.

John H. Jenkins
John_Jenkins@taligent.com

2324. Re: Double Klick Software Adresse wanted!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 20:20:40 UTC
From: nelson@that_machine.Kodak.COM
Message-ID: <3601@eastman.UUCP>
Source record: 217994

In article <1992Sep2.173150.26216@zooid.guild.org> kovarski@zooid.guild.org (Mark Kovarski) writes:
>
>I have heard that they have gone out of business. Anyone know if there is any
>truth to this matter?

Definitely not!!!

Mike ran into a little bit of a problem with his business partners, but
I understand it's been cleared up.

The address is:

Double Click Software
PO BOX 741206
Houston, TX 77274

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@kodak.com
Eastman Kodak Company |
Rochester, NY 14653-5221 |

2325. Re: PERFPICH.TOS v1.1 posted to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 20:29:23 UTC
From: rosenkra@convex.com
Message-ID: <1992Sep03.202923.16021@convex.com>
Source record: 217985

In article <95283@bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>I just uploaded my PERFPICH.TOS v1.1 to terminator.cc.umich.edu in the
>/atari/new directory. It is a few minor bug fixes to the old 1.0
>program, recompiled with GFA 3.5E. It's a self-extracting archive made
^^^^^^^^^^^^^^^^^^^^^^^

we thank you for sharing your work. however, to get widest distribution,
please don't post self extracting archives. people without ataris may
want to look at it (ie read the documentation). use arc, zoo or lharc.

thanx again...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2326. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 20:35:00 UTC
From: only_bbs!JOHN_LOCKARD@overmind.mind.org
Message-ID: <2240195@overmind.citadel>
Source record: 217898

> 24 kHz is well beyond the average human being's hearing range.

Not true. Individual tones cannot be detected above 20K, but people
can detect sounds above 20K as 'nuances' in music and can tell when
these frequencies are absent. So sampling needs to be 100Khz or higher.
I forget which British audio lab did the report on that.

2327. WANTED: FROB cartridge game development system

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 20:48:54 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Sep3.204854.27952@infonode.ingr.com>
Source record: 217984
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,misc.forsale.computer,misc.forsale,rec.games.video

Hello net_world,

I'm looking for the obscure little item described below, called
a 'frob'. It was a 6502 game development system. If you have one,
whether it be for an Apple, Atari, or whatever, please let me know!
Also looking for the official Atari 2600 game development system and any
other relevant information. Thanks!!

[From an ad in Byte Magazine, August 1983, page 100]:

The Frob 26(tm)

The Serious Game Design Tool

For The Serious Designer

At The Price Of A Toy For The Hobbyist

The Game Cartridge Development System
for the Atari 2600 Video Computer System.

[Picture in ad shows an Apple II-bus board, a 5.25" diskette, a
three-ring bound "The Frob" manual with the cover open, a ribbon cable
with connectors on both ends, and what appears to be two 2600 EPROM/ROM
cartridge boards.]

Features Include:
Real-time development
No hardware modifications required
Apple][48K, one disk drive required

Optional
Atari 5200 Supersystem Adapter Package

[In a box in the center of the ad:] Now Available for the Colecvision

For high profit reward, purchase the tool that can do the job at an unbeatable
price.

frobco
A Division of Tri-comp Polytechnics Inc.
P.O. Box 8378
Santa Cruz, CA 95061
408-429-1551

The Miracle of Creation Can Be Yours

[End of Ad copy.]

I WANT A FROB !!! Thanks !!

```
================================================================================
| Ted Drude (drudetb@infonode.ingr.com) | Official |
|------------------------- (205) 730-6773 (8-5 CST) | MST3K |
| "Trust me, I know what| Classic Atari Game | Closet Fan |
| I'm doing." - S.Hammer| Collector and Trader | Club Member |
================================================================================
```

2328. Re: PERFPICH.TOS v1.1 posted to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 20:59:53 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep3.205953.17753@actrix.gen.nz>
Source record: 217988

In article <95283@bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>
> I just uploaded my PERFPICH.TOS v1.1 to terminator.cc.umich.edu in the
> /atari/new directory. It is a few minor bug fixes to the old 1.0
> program, recompiled with GFA 3.5E. It's a self-extracting archive made
> with the stzip20.tos program that was just uploaded.
> -Steve <selick@csa.bu.edu>

What's it do though?
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

2329. Re: More TT030 help...

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 22:27:27 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <8edk7DS00awVAY5GJK@andrew.cmu.edu>
Source record: 217862

Excerpts from netnews.comp.sys.atari.st: 4-Sep-92 More TT030 help...
Daniel Aylward@hardy.u.w (1198)

> 2) Screen trouble(?). My TT Medium res screen is supposed to be 640X400
> 16 colors, right? Well... mine's 640X480! Don't ask me how! No
> graphics board; the VME slot is empty. I have about an inch of extra
> space at the bottom of my screen. I'm not complaining..., except that the
> desktop is shifted/squished a bit to the left of the white illuminated
> area, making things look *slightly* skinnier. (BTW that's NOT the source
> of the extra room at the bottom of the screen; there are actually MORE
> pixels! The 640X480 only happens in TT Medium, but the shift is there in
> all resolutions.) Will a graphics board help this? Are there any halfway
> decent VME graphics boards that are less than Crazy Dots?

> Thanks...

> Dan Aylward
> dud@u.washington.edu

the normal TT-medium IS 640x480 !!

Stefan Monnier

-- On the average, people seem to be acting normal --

2330. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 22:32:00 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <sedk=Um00awVAY5H1H@andrew.cmu.edu>
Source record: 217861

Excerpts from netnews.comp.sys.atari.st: 4-Sep-92 Re: Falcon Graphics I.
Barnett@gpu.utcs.utor (535)

> In your post, you say that the latest Mac LC (the LCII) is better that the
> Falcon. Where do you get this from? The LCII is a 16 Mhz '030 : tie. It will
> support 16-bit graphics but only up to a 13" monitor...for mor color/resolution
> you need a graphics card. The Falcon's sound just kill the LCII. The LCII is
> in direct comptetion with the Falcon, not the Classic II, plus the Falcon is
> cheaper. The only thing that the LCII has is a superior O/S but TOS is
> getting better.

> Darren King, GBC :: emai : gbcusg@gpu.utcs.utoronto.ca

I fully agree. I just precise: LCII and Classic II have the same processor
running at the same speed and having the same PROBLEM:

Their data path is only 16bits wide !! (although the 68030
is able to use 32bits of course)

It makes them about half the speed of a IIcx (or of a Falcon)
At least for processor performance !

Stefan Monnier

-- On the average, people seem to be acting normal --

2331. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 22:36:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <2240316@overmind.citadel>
Source record: 218001

> ...So sampling
needs to be 100Khz or higher.

Well, that might be correct, but I'm quite happy with the sound of my CD player, which plays samples at a measly 44.1Khz... And only 16 bit ones, too.

2332. Re: Lynx Batman 2 MILLION SELLOUT!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 22:41:15 UTC
From: tazzzzz@quip.eecs.umich.edu
Message-ID: <1992Sep3.224115.15721@zip.eecs.umich.edu>
Source record: 217990
Cross-posted to: rec.games.video,alt.games.lynx,comp.sys.atari.st

In article <1992Sep3.165936.18423@kong.gsfc.nasa.gov> jonke@kong.gsfc.nasa.gov (Stephen Jonke) writes:
>Atari may have sold 2 mill. Batman Returns carts, but they did not sell to
>Joe Schmo, they sold them to game distributors. Every store that carrys
>Lynx games that I know of (about 9 or 10) has lots of copys of B.R. in stock.
>So, it shows that the distributers were confident in it, but it doesn't
>say anything about how well the game has sold. I would really like to know
>how well it is selling to the consumer.
>
>Steve

BR was on Babbage's Top Ten list for August. I think that was the first time a Lynx game had made the top ten, so it would appear sales have been brisk.

...Kev

P.S. Robotron and Robo Squash are now at Babbage's for $12.99. (Price may be a bit higher at some of the babb's with less competition).

--
Kevin (Tazzzzz) Dangoor \
University of Michigan / You ever wonder?
Ann Arbor, Michigan, USA \
internet: tazzzzz@eecs.umich.edu /

2333. elvis 1.6 `beta' for TOS/MiNT, patched one bug...

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 22:44:54 UTC
From: nox@jelal.north.de
Message-ID: <2376.09.92@jelal.north.de>
Source record: 217858
Cross-posted to: comp.sys.atari.st,de.comp.sys.st

i received a bug report and patch for elvis, and because that one can be quite fatal especially on poor ataris without memory protection i decided to make a new archive. (well it never happened to me but... :-)

this patched elvis 1.6 for the atari is now on ftp.uni-paderborn.de [131.234.2.32] in either pub/atari/incoming/elv16beta2.zoo or pub/atari/MiNT/mgnustuff and on atari.archive.umich.edu [141.211.164.8] (is that ip address still right?) in atari/new/elv16beta2.zoo. (tnx to warwick for uploading it there...the connection from germany is something around the speed of a teletype. :-( ) (btw, wowbagger...uni-bremen.de had `No space on device' yesterday but local uni-bremen users can get it on alf in ~d09c/pub/atari.)

or if you already have the first version you can also apply the patch and `make': (there even are some warnings so you can try elvis' errlist feature: :-) just do the :make in elvis and when its finished hit *...)

```
*** vi.c~ Wed May 13 18:30:00 1992
--- vi.c Wed Sep 2 00:48:56 1992
***************
*** 669,674 ****
--- 669,687 ----
break;
}

+ /* CHANGE: adjust tcurs again. It may be two lines
+ * beyond EOF here, since it could have been beyond EOF
+ * before the adjustment above already. I might be
+ * better to avoid the adjustment above if tcurs was
+ * already at EOF, but I am not sure, and adjutsing
+ * again seems more general. --hp
+ *
+ * ...but not adjmove because that also `corrects'
+ * the column. -nox
+ */
+ if (markline(tcurs) > nlines)
+ tcurs = MARK_EOF;
+
/* run the function */
tcurs = (*vikeys[prevkey].func)(range, tcurs);
if (mode == MODE_VI)
```

...and the rest of this message is a repeat from my original announcement:

Newsgroups: comp.sys.atari.st
Subject: elvis 1.6 `beta' for TOS/MiNT

[...]

note this is *not* an official release, so don't blame steve if
something goes wrong. but i am intrested in your comments of course...
(i use it now for about 3 months and apart from one rare redraw problem
that was also in earlier versions i have fixed only 1 bug since then.
so it is quite stable...)

here comes the readme...

------------snip-----
From: Juergen Lock <nox@jelal.north.de>
Subject: elvis 1.6 for MiNT/TOS -- readme

[^^^^ so you can easily reply]

due to popular demand :-) and because its still some time until this will
appear in an official release: here is the current state of elvis on
MiNT/TOS. features:

0. this is an *inofficial* version. even the original 1.6 src it is
based on you won't see posted somewhere... next will probably be elvis
1.7 appearing in comp.sources.reviewed. (but still without this MiNT
stuff built in.) so if you find problems and bugs don't bother steve
with it (yet), they're probably mine anyway. :-)

1. runs fine on both MiNT and TOS, but needs MiNT libraries to compile
(and also probably gcc). i have left the #if TOS stuff in (my patches
use #if MINT) but you should use that only as a last resort. (the MiNT
version runs better even under TOS.)

2. behaves itself under MiNT. that includes stuff like not busy-wait on
the terminal, use pipes instead of tempfiles etc... (looks at the __mint
variable)

3. and of course shell escapes etc work like you would expect of a vi.
:r !ls -l ... !Gtr -d '\015' (but see 6. :-)

4. uses -ltermcap. (that one was easy...)

5. uses the `special key' mapping of the messdos version (see docs)
and also maps the shifted cursor/insrt/home keys wich would otherwise
give digits. some of the keys can also be defined in the termcap entry,
if that is found a default mapping for the others is used.

6. new options: crlf (read/write \r\n, can be changed anytime) and
stbios (screen io thru BIOS, default on TOS, off with MiNT).

7...and varios fixes and other thigs i have forgot.

here is the termcap entry i use on the console...

```
at|st|atari st:\
:ti=\Ev\Ee:am:te=\Ev\Ee:\
:al=\EL:bs:cd=\EJ:ce=\EK:cl=\EE:cm=\EY%+ %+ :co#80:\
:dl=\EM:do=\EB:ho=\EH:ve=\Ee:vi=\Ef:\
:li#25:se=\Eq:so=\Ep:up=\EA:nd=\EC:\
:us=\Er:ue=\Eu:md=\E(:me=\E):\
:ms:pt:\
:kl=#K:kr=#M:ku=#H:kd=#P:\
:kI=#R:kh=#G:kH=#O:kP=#I:kN=#Q:\
:k0=#D:k1=#;:k2=#<:k3=#=:\
:k4=#>:k5=#?:k6=#@:k7=#A:k8=#B:k9=#C:\
:ve=#blink:vs=#noblink:\
:cQ=#blink:cV=#noblink:
```

...and this one for toswin. (uses bold for reverse and has the keys added, otherwise its unchanged)

```
st52|toswin window mgr:\
al=\EL:am:bl=^G:bs:cd=\EJ:ce=\EK:cl=\EE:cm=\EY%+ %+ :\
co#80:dc=\Ea:dl=\EM:do=\EB:ei=\Ei:eo:ho=\EH:ic=:im=\Eh:it#8:\
le=^H:li#25:md=\EyA:me=\Ez_:mh=\EzB:mi:mr=\Ep:ms:nd=\EC:\
rc=\Ek:rs=\Ez_\Eb@\EcA:sc=\Ej:se=\Ez\01:sf=^J:sr=\EI:so=\Ey\01:\
ta=^I:ti=\Eq\Ev\Ee:ue=\EzH:us=\EyH:up=\EA:ve=\Ee:vi=\Ef:\
:kl=#K:kr=#M:ku=#H:kd=#P:\
:kI=#R:kh=#G:kH=#O:kP=#I:kN=#Q:\
:k0=#D:k1=#;:k2=#<:k3=#=:\
:k4=#>:k5=#?:k6=#@:k7=#A:k8=#B:k9=#C:
```

ok, have fun...
Juergen
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

2334. Re: Atari ST with 60Mhz 68040 on the Atari Messe

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 22:53:34 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.b1m8_poL6Fk@fredrik.atari.no>
Source record: 217890

In <laais8INNga6@aludra.usc.edu>, Juxtaposer writes:
>In article <H.4oWNqRisp5g@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
>[stuff deleted]
>>The 68040 do have an internal clock doubler, although Motorola does'nt make
>>such a big fuzz about it. But using the Intel terminology in advertisment, the
>>68040/33Mhz would be a 68040/66Mhz (DXII) processor! I guess this is what the
>>maker of this 68040 ST enhancement project has done....
>
> Actually, this is kind of backwards. Every Intel chip <486 and every
>Motorolla chip <'040 ('030?) use clock dividers. The '486 and the '040
>actually use the external clock for their internal logic. Intel DX2 chips
>use an external clock that is twice the speed at which it communicates with
>its external lines (Address, data, BACK, etc.), and thus the rest of the
>system runs at 1/2 of the processors speed. I believe the '386 uses a
>2:1 divider.
>

This I have to check out a bit before I can accept:-) In some way it makes
sence, but in other it doesn't!

I remember to have read that you could replace a 486DX with a 486DX2 and gain
som real increase in performance, without changing the clock frequency in the
machin!?!?

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

2335. Re: Lynx Batman 2 MILLION SELLOUT!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 22:54:44 UTC
From: Chris_Millar@lppl.mi.org
Message-ID: <Chris_Millar.04dp@lppl.mi.org>
Source record: 217865

Warner still owns a LARGE portion of Atari Computer Corp. stock - so, it could be in their interests to support Atari outright. Who knows?

-- Via DLG Pro v0.992

2336. Re: PERFPICH.TOS v1.1 posted to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 23:20:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10114@uqcspe.cs.uq.oz.au>
Source record: 217992

In <95283@bu.edu> selick@csa.bu.edu (Steven Selick) writes:

>I just uploaded my PERFPICH.TOS v1.1 to atari.archive.umich.edu in the
>/atari/new directory. It is a few minor bug fixes to the old 1.0
>program, recompiled with GFA 3.5E. It's a self-extracting archive made
>with the stzip20.tos program that was just uploaded.

PLEASE. If you upload anything to atari.archive, post a DESCRIPTION of
it here, not just "I uploaded X". What the hell is "PERFPICH.TOS"?

Especially when is is a (yuck) self-extracting archive - since people have
to transfer it all the way home before being able to read any README or .doc
files in the archive (whereas others can be downloaded to the host, and
examined there).

Thanks all,
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

2337. Read If You Know Christopher Williamson

Newsgroup: comp.sys.atari.st
Date: 1992-09-03 23:47:37 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1992Sep3.234737.24089@galileo.cc.rochester.edu>
Source record: 217993

First I would like apologize for posting this message here but
this is my only hope.

I am looking for Christopher Williamson who used to be at
cwilliam@cs.umd.edu.
I returned a hard drive case to him for a refund after he
agreed but the package was returned back to me. Apparentky
he has move and if some one know where he is now, please
kindly e-mail me.
Thank you.
...
Ling CHerd
.

2338. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 00:35:13 UTC
From: chan@pyramid.unr.edu
Message-ID: <4406@equinox.unr.edu>
Source record: 217998

In article <1992Aug27.100551.4716@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>
>From what I've heard, the new version of GEM for the FALCON seems a great
>improvement. I hope that at least some of the following gripes I have with
>GEM are fixed, and the rest to be fixed ASAP if the Atari machines are to
>get anywhere:-
>
>(1) Response time for mouse button presses.
>
> Has anyone noticed that it takes about a second for a mouse press to
>be acted upon under GEM? This delay is the same on the TT as on the ST. This
>has put off a large number of people when I've tried to promote the ST/TT
>for general use. It can be a right pain when you click on one item, move the
>mouse and the system highlights the one your mouse just passed over.

It's true if you run your ST under 8mhz... but if you soup your
machine up (I have a MSTE) to 16mhz, have a blitter, and one or
more (PD or commercial) software that enhances your text (etc...),
you won't have that problem... (could be other reasons too!).

It's not just the ST that has this problem... I've worked with a
friend's 386SX running at 16mhz and the mouse response is sometimes
slow.

I know that the problem may also lie in the mouse buttons or maybe
the connection...

>
>(2) Printer drivers have to be assigned at INSTALL time or by editing a
> file.
>
> This is a MAJOR failing. Call the system user friendly? Even the
>first version of MS Windows had the capability to select the type of printer
>driver from a menu at any time.

Why is this a major flaw? Printer drivers are software.... the
people who wrote those don't have every printer in mind... Just
because it's Epson (or other) compatible, doesn't mean that it's
100% workable on your XYZ (non-EPSON) type printer...

I think that you are referring to being able to change the
printer driver through Windows... Well, as far as I know (I hope),
GEM permits (through the Control Panel) the user to choose options
fitting his printer, BUT, it is not the printer driver (type) you
are reffering to...

Software-wise, you choose the printer driver through the program...
I may be wrong on this...

>Please note that I'm not saying MS windows or MacOS is the way to go... or
>my machine in better than your machine. I'm just trying to say what I
>believe needs to be done to make the Atari version of GEM a modern and
>attractive (in the view of developers) GUI.

Agreed. AND I hope that ATARI does something quick! I've
stayed with them for awhile (1: 1040ST 2: MegaSTE4 3:???)

They better support their machines they are spitting out.
It seems that the MegaSTe's (and soon TT's) are fading away...

(noticed how the MegaSTE's dropped in price (pissed me off)...
...because I bought it when it first came out)

>
>Steve
>
>Please don't flame me, I'm just trying to help! :-)
>
>PS. Not having done too much programming using GEM I may well be wrong about
>the API, but I still think, whatever, that point 4 has at least some
>validity.
>--
>Addresses:-
>JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
>Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

2339. Re: More beta testers

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 00:49:49 UTC
From: chan@pyramid.unr.edu
Message-ID: <4407@equinox.unr.edu>
Source record: 217999
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Aug28.121856.11843@menudo.uh.edu> uace0@menudo.uh.edu (Enthusiasts) writes:
>Double Click Software is in need of more qualified beta testers. We can't tell
>you what we are beta testing, but if you can read this, you should be qualified.
><grin> If you are interested, you will be required to sign a non-disclosure in
>order to begin testing. You do not need to have any programming experience or
>technical expertise to test this new, unyet named product. You will need to
>have some time on your hands and a seriously fun attitude, but be committed to
>doing your part in helping us complete our product.

I would be very interested in helping find bugs and I like to help
on critiquing user-friendly-ness of a program.

>
>The last beta-testing we did on the internet went so well, we wish to do it
>again. Kudos to all of you netters! Keep up the Atari spirit.
>
>Thanks,
>
>Michael B. Vederman / president / Double Click Software
>--
>Signature? Signature? We don't need no stinkin' signature!

I can be reached at:


```
__________ _______
/ ________() Kaho Chan(man) / /
/ /\______ University of /* /
/ /_/_____() Nevada, Reno \ /
/_________ Internet: \ /
L________() chan@cs.unr.edu \/^
```

2340. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 01:05:30 UTC
From: oyakea@vccsouth04.its.rpi.edu
Message-ID: <5pyyc3q@rpi.edu>
Source record: 218000

In article <1992Aug25.124510.2938@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>Having now seen the Falcon at first hand (ie at the show) I was a bit
>disappointed at the graphics. The 640x480 at 256 colour appeared to
>be quite stable, almost as good as mono on an SM124. The higher colour
>modes however, weren't very good and a number of the monitors showed
>flicker which is a shame. But I guess with 640x480 2356 colour at least
>we're now up to Mac and PC standard. The sound system was very good
>though, the sound coming from the>Falcon was as good as a CD.
I don't agree with Mr. Martin in his first statement. 1) The falcon is not a a high end business system, so you can't expect it to be pure state of the art. It lacks serios internal expansion such as VME, not to diss what it has for internal expansion.2) For features it rivals NOTE!! The latest Apple Lc and surpasses it in features by a longshot. It's rivals are the Mac Classic II and 386 Sx's.It beats the Classic in price,features and performance and beats the
SX's in sound,I/O,price, and frames/sec but not in video resolution.

>I guess everyone knows that the GEM interface has gone '3-D', i.e 3D borders
>on windows and 3D buttons just like Windows.
>I did notice some other companies showing what I think was MultiTOS
Just a bunch of other things that are/were long overdue. I must also add my own comments. The ST line are great bunch of systems but are destined to failure if Atari does not advertise over some major channel (e.g. MTV) or do some major promo. America does not know about the great American ST.
>And Atari didn't show any STEs.
So what's new, would you show a system that HAS THE POTENTIAL OF BECOMING A DOG
NOTE a) the Falcon 040 is going to be a souped up TT + 040+ Falcon features.
b) Atari is yet to scr*w up it's users again so don't be hasty to crave for a Falcon. And don't expect superior Pc emulation or 386+387 combination, remember the ABAQ, cp/m for 8-bit, TT unix (not yet released), and the STT no dealer in the U.S. knows what it is and what means to a local harry.
c) Pray for a multiprocessing feature on the Falcon040 e.g. (68000+486 with VMe
+ EISA), also realise the Falcon has no external floppy port (as noted in the sept issue of Atari advantage). Commodore is going to see hell (A600 and A500 are well behind the times sorry to say
from Rensselaer Poly NY. Please also send info on all ST ftp addresses and somexplanation on WHAT HAPPENED TO THE PARSEC GRAPHIC INTERFACE.

AMAL THE ACE

2341. Re: Falcon's 8 channel audio out

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 01:07:55 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Sep4.010755.24114@beaver.cs.washington.edu>
Source record: 217996

In article <kyNiqB6w165w@cyberden.uucp> moon!cyberden!system@well.sf.ca.us writes:
>As it stands now, the Falcon is said to virtually mix down 8 channels of
>pannable, eq'able, what-everable sound to 2 main channels out the DSP.
>

Umm, are you sure that this isn't the ouput from the stereo audio out? It's
a miniature stereo headphone plug (1/8" probably) and this would give you
the two main channels of "what-everable" sound.

>Will there be a mod or future Falcon that would have 4 DSP ports on the back
>for 8 discreet channels?

The DSP port can output whatever it wants to, the key here is that it's a
digital port (most computer ports are :) and the output is completely
software controllable. So, if you wanted to send all 8 channels through
the DSP output to an external box which could do a D/A conversion and/or
mixing, you could have 8-channel (or 4-channel stereo) sound output. However,
this would require the extra hardware, i.e. some sort of interface to plug
into the DSP port (well, that IS what it's for right, to plug extra things
onto). Anyone else wondering how we're going to plug 10 million interfaces
onto the DSP port? Perhaps a DSP port switchbox could be a lucrative device
to make. :-)

>
>When can I get one to test in the studio? <drool>
><X>orcist

The official word is limited supply by mid to late October, so talk to your
dealer a bit before then if you want to order one, I would imagine.

>
>____
> | / |\
> | H E \ Y B E R |/ E N [moon!cyberden!system@well.sf.ca.us]

Cheers,

Ben Gilbert
bgilbert@cs.washington.edu

2342. Re: Lynx Batman 2 MILLION SELLOUT!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 01:22:38 UTC
From: rjung@aludra.usc.edu
Message-ID: <ladeiuINN4m1@aludra.usc.edu>
Source record: 217997
Cross-posted to: rec.games.video,alt.games.lynx,comp.sys.atari.st

In article <1992Sep3.165936.18423@kong.gsfc.nasa.gov> jonke@kong.gsfc.nasa.gov (Stephen Jonke) writes:
>Atari may have sold 2 mill. Batman Returns carts, but they did not sell to
>Joe Schmo, they sold them to game distributors. Every store that carrys
>Lynx games that I know of (about 9 or 10) has lots of copys of B.R. in stock.
>... I would really like to know how well it is selling to the consumer.

Hmmm. Most of the retailers I know usually get 5-6 copies of a new Lynx game at a time, and I don't think BATMAN RETURNS was an exception. In any event, my friends in the retailer business keep taking about brisk sales of BATMAN RETURNS. Not exactly the kill-your-fellow-video-player-for-a-copy mania of STREET FIGHTER II for the SNES (grin), but enough for them to order more copies.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@usc.edu | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

2343. Re: max baudrate?

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 03:28:05 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Sep4.032805.22167@zooid.guild.org>
Source record: 217859

>
>(I just deleted as they were worse than Uniterm), but I have not had a
>try at Freeze Dried. Does it support VT220? BTW, XYZ2.01 works fine with

I'm not sure about VT220 (what is used on ? mainframes?)

It does support 'ibm ansi', 'vt52' and a couple of others.

>Uniterm, but not with Connect and the author is not familiar with XYZ. Has
>anyone successfully gotten Connect to work with XYZ? If so, what version/
>setup do you have? If no one uses XYZ, what Zmodem external program do you
>use? He suggested Zmodem by (I forget authors name just now).

I tried xzy 2.01, and it seemed fine. I uploaded and dl'd in zmodem no prob.

> Yes, I have the English version of the Connect - actually very easy
>to Englishify it by renaming conneng.rsc to connect.rsc. However, the
>manual is not so easily changed. :(. Wolfgang (the author) said that someone
>in Canada is supposedly working on an English manual, but hasn't gotten word
>back from them yet....

I have that version as well. I know about the .rsc file, it's the docs I
thought I heard were in English. You could always try ger2eng, I haven't
tried it recently, it's not perfect, but has been useful to me with other
german programs/docs I have tried.

>
> The only real peeve I have now is the slow updating, but Wolfgang says
>that NVDI (and I would imagine Warp9) should fix that, as well as giving
>access to more screen fonts. We'll see. :)
>

Again, Freeze Dried has the fastest Ansi emulation I have tried so far.

Wolfgang, the Connect author also suggested that I have gdos or Nvdi or
something like that. I don't have either at the moment.

2344. Re: Mac Portable vs. ST Portable

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 03:41:57 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <Bu1BLx.GBD@gpu.utcs.utoronto.ca>
Source record: 217851

I am an avid atari user but as far as portables go the Mac wins. The new Powerbook 145 is a 25 Mhz '030 with the backlit supertwist LCD screen and 4Mb RAM, 80 Mb HD for $2689 Canadian. This machine is more than 3 times as fast as the STBook, supports VM and can run system 7. The STBook isn't even close in this race.

Darren King, George Brown College :: email : gbcusg@gpu.utcs.utoronto.ca

2345. Re: max baudrate?

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 03:52:51 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <Bu1C44.GqK@gpu.utcs.utoronto.ca>
Source record: 217852

This is bizzarre. The problem you are talking about is the same one I have had on the Macintosh but not the PC (haven't tried it with my MSTe). My dial-up UNIX access to the Internet is at 7-E-1. When I try to download something from the unix box to my macintosh, the only protocol that works is Kermit, which uses 7-bit bytes so this is fine. On my PC however, I can use XYZ to get files even though I am only using 7 data bits. Why is this???

Darren King, GBC, email:: gbcusg.gpu.utoronto.ca

2346. Re: How to Xfer Program ST -> Mac ??

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 04:05:57 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <Bu1Cpy.H81@gpu.utcs.utoronto.ca>
Source record: 217853

When you download a .SIT file onto a PC disk, even if you use AFE to transfer it to the Mac, some other things are still not right. For one thing the 'owner' of the file is now 'MDOS' which refers to the file coming from a DOS formatted disk. I would suspect that that this needs to be changed to the proper owner for Unstuffit (using ResEdit, don't ask me how to use it I don't know either!). I have encountered these problems as well but still \ haven't been able to do it but have been told that this is how to do it. If you solve this problem, please post your findings.

darren King, GBC, email :: gbcusg@gpu.utcs.utoronto.ca

2347. Re: Thank you Darek for your support of the ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 04:20:07 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <Bu1DDK.Hu2@gpu.utcs.utoronto.ca>
Source record: 217854

True, darek has supported the atari community in the past very well, but his latest comments irk me. His gemulator product may be a fine technological acheivment but how many PC users want to emulate an ST? I find his comments on the Falcon totally non productive. If you don't like the atari market anymore, maybe you should apply for a job at Microsoft or Borland. I happen to think the Falcon is an exciting machine and I look forward to adding it to my desktop.

darren king, gbc :: email : gbcusg@gpu.utcs.utoronto.ca

2348. Re: Dungeon Master Question

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 04:24:08 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <4ediHca00awV4Y5Fcb@andrew.cmu.edu>
Source record: 217856

Excerpts from netnews.comp.sys.atari.st: 3-Sep-92 Dungeon Master Question Max Newman x6689@interme (397)

> While playing DM I notice that every so often something
> sneaks up behind my characters and instantly kills all
> of them. Has anyone else seen this? What is this thing?
> How do I protect my characters from this.
> P.S I am on level 6

> Max Newman maxn@intermec.com

> --
> uucp address: maxn@intermec.com or uunet!pilchuck!intermec!maxn
> **Trust in your calling, make sure your calling is true**

Sure I have seen this: if you wanna see that something, just look behind !
Seriously: you can know when it is gonna come: the floppy suddenly,spins up pointless, several times. Now, you have to be prepared to resist the attack. cast the spell:

'save on disk'

Then, when the something appears, you're unlikely to kill him, but he is very likely to kill you. BUT don't worry: there is a cure. It consists in a second spell:

'press reset and reboot'

If this a bit too tricky, just try to send back your disk: it is generally due to a disk failure !

Stefan Monnier

-- On the average, people seem to be acting normal --

2349. More TT030 help...

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 04:26:09 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Sep4.042609.12758@u.washington.edu>
Source record: 217855

I just bought an 8 meg TT. I have a hundred zillion questions, but I'll start off with 2...

1) How do you use the Fast RAM? All memory tests show I only have 4, which I can understand, but when I run Calamus and load all my 130 fonts it says I'm out of memory (I know that's only 4 megs because I could load most of my fonts on my 4 meg Mega STe). Do I have to set a bit on the programs I want to make use of Fast RAM? How do I do that?

2) Screen trouble(?). My TT Medium res screen is supposed to be 640X400 16 colors, right? Well... mine's 640X480! Don't ask me how! No graphics board; the VME slot is empty. I have about an inch of extra space at the bottom of my screen. I'm not complaining..., except that the desktop is shifted/squished a bit to the left of the white illuminated area, making things look *slightly* skinnier. (BTW that's NOT the source of the extra room at the bottom of the screen; there are actually MORE pixels! The 640X480 only happens in TT Medium, but the shift is there in all resolutions.) Will a graphics board help this? Are there any halfway decent VME graphics boards that are less than Crazy Dots?

Thanks...

Dan Aylward
dud@u.washington.edu

2350. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 04:32:53 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <Bu1Dyu.IA0@gpu.utcs.utoronto.ca>
Source record: 217857

In your post, you say that the latest Mac LC (the LCII) is better that the Falcon. Where do you get this from? The LCII is a 16 Mhz '030 : tie. It will support 16-bit graphics but only up to a 13" monitor...for mor color/resolution you need a graphics card. The Falcon's sound just kill the LCII. The LCII is in direct comptetion with the Falcon, not the Classic II, plus the Falcon is cheaper. The only thing that the LCII has is a superior O/S but TOS is getting better.

Darren King, GBC :: emai : gbcusg@gpu.utcs.utoronto.ca

2351. Re:FZDT - using ARCV (was Re:Shadow-Term II)

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 05:52:34 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ctttpT8uSgg@yonder.equinox.gen.nz>
Source record: 218013

In <1992Aug31.083837.22508@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

>Command lines can be used by any program, it does not have to be a TTP..
>
>arcv is the way that file name strings should be passed to the SZ program,
>but XYZ201 requires a file with the file names in it to do this,
>this is one big thing that I dislike, they must follow the standard and
>use arcv..

Total rubbish. XYZ201 can have a command line passed to it just like
most other programs. That's the only way I use it from FZDT,
I can't be bothered messing around with that batch thing.

Craig.

--
* Craig Shore | Phone (voice) | Internet:craig@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

2352. Re: ZOO/ZIP etc...RELIABILITY?????

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 06:03:18 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.CkmTqe&2YO6@yonder.equinox.gen.nz>
Source record: 218036

In <1992Sep1.093143.1@sscl.uwo.ca>, richardson@sscl.uwo.ca writes:

>All the talk concerning the size and spped etc. of different archivers is fine,
>but in the long run I want to know which of these formats is the most stable.
>If I go to de-archive some data files 6mos. form now I don't want bad header
>errors galore...anyone have any facts on reliability of archivers? Maybe you
>could post if you lost an archive and we could do a very un-scientific poll of
>archive reliability. BTW, i'd always found .lzh the best for size, until.zoo,
>and I haven't really looked at .zip.

What difference does time make to an archive? Surley the only thing that
could cause it to go bad overe time would be the media that it is stored on?

Craig.

--
* Craig Shore | Phone (voice) | Internet:craig@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

2353. Re: Thank you Darek for your support of the ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 06:07:26 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Sep4.060726.15181@u.washington.edu>
Source record: 217860

gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:

>True, darek has supported the atari community in the past very well, but his
>latest comments irk me. His gemulator product may be a fine technological
>acheivment but how many PC users want to emulate an ST? I find his comments
>on the Falcon totally non productive. If you don't like the atari market
>anymore, maybe you should apply for a job at Microsoft or Borland. I happen to
>think the Falcon is an exciting machine and I look forward to adding it to
>my desktop.

Um, Darek does work for Microsoft, and has for the past couple years. He
was a major contributor to Windows 3.1 and Works, from what I understand...

2354. gcc on ATARI

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 07:09:05 UTC
From: hiriart@SJ.ATE.SLB.COM
Message-ID: <9209040709.AA00568@sessm3.ate.slb.com>
Source record: 217863

Hi, I'm Christian Hiriart from france, and i'm an
happy user of GNU software at work on SUN (SParc-IPC)

At home I got an ATARI stf with 4Mbytes memory and 71Mbytes
hard disk.

I guess that there is perhaps versions of GNU software (gcc, emacs)
for non unix machines like ATARI ones.

Please can you tell me if there is some,
and so where i can get it.

Best regards,

Gratefully C.Hiriart.

PS: i wrote a small version on emacs on ATARI,
(whithout command line M-x), if you are interested, let me know.

NOTE:**** PLEASE REPLY BY MAIL, BECAUSE I'M NOT ON USENET ****

2355. Re: Lynx Batman 2 MILLION SELLOUT!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 07:34:36 UTC
From: jyoung@nyx.cs.du.edu
Message-ID: <1992Sep4.073436.23666@mnemosyne.cs.du.edu>
Source record: 217864
Cross-posted to: rec.games.video,alt.games.lynx,comp.sys.atari.st

In article <1992Sep3.gov> jonke@kong.gsfc.nasa.gov (Stephen Jonke) writes:
>Atari may have sold 2 mill. Batman Returns carts, but they did not sell to
>Joe Schmo, they sold them to game distributors. Every store that carrys
>Lynx games that I know of (about 9 or 10) has lots of copys of B.R. in stock.
>So, it shows that the distributers were confident in it, but it doesn't
>say anything about how well the game has sold. I would really like to know
>how well it is selling to the consumer.

That is true! But when games survey of stores show Lynx Batman
is TOP 10 SELLER then it is showing very large number sold.
If number one game is selling in millions then Lynx Batman
is around 2 MILLION sales for sure!

Game developers making less and less software for Amigas and ST but
supporting Lynx so it is sure sign is it money maker. Atari
will make more money because of Asteroids/Missile Command licence
to Gameboy too.

2356. PBMplus (was: Re: Postscript to Image ???)

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 07:37:30 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.Ei&V2O0xmWo@marsu.tynet.sub.org>
Source record: 218049

In <1992Sep2.120952.4445@its.bt.co.uk>, John Trickey writes:
> In article <RALPH.92Sep1191839@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
> >I think that Jeff Poskanzer's PBM package does this!
>
> No. PBM is ``Portable Bit Map'' and the package does just that, converts
> bit maps. These are the related files from MAN.
> [...]
>
> ghostscript should do what you want. It is capable of converting to a
> variety of formats (I don't know them all) but ppm is one of them which
> gives you:
> [...]
> Now the only question is what is available for the ST?

You are right, GhostScript is the way to convert PS -> image format.
Recently someone wrote a driver for GEM image (.IMG) which is really
neat.
The following binaries of PBM plus are available for ST/TT, I compiled
them myself a few months ago:
icontopb pbmreduc pbmtoptx pgmtofit pnmpaste ppmshear rasttopb
ilbmtopp pbmtoasc pbmtoras pgmtopbm pnmtile ppmsmoot rasttopp
brushtop imgtoppm pbmtobbn pbmtox10 pgmtops ppmarith ppmtogif rawtopgm
cmuwmtop macptopb pbmtocmu pbmtoxbm picttopb ppmconvo ppmtoilb tgatoppm
fitstopg mgrtopbm pbmtog3 pbmtoxwd pnmcat ppmcscal ppmtopgm tifftopg
fstopgm mtvtoppm pbmtogo pbmupc pnmcrop ppmhist ppmtops xbmtopbm
g3topbm pbmlife pbmtoico pcxtopbm pnmcut ppmpat ppmtoras xwdtopbm
gemtopbm pbmmake pbmtolj pgmenhan pnmenlar ppmquant ppmtoxwd xwdtoppm
giftoppm pbmmask pbmtomac pgmhist pnmflip ppmrotat psidtopg
hipstopg pbmpaste pbmtomgr pgmnorm pnminver ppmscale qrttoppm

If you are interested, look on ftp.uni-stuttgart.de (129.69.1.12) or feel
free to ask me for further details.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Luck is believing you're lucky ! <<

2357. Calamus 1.09 Memsize?

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 08:13:33 UTC
From: sav@nanette.sni.de
Message-ID: <sav.715594413@nanette>
Source record: 217885

How much (free) memory do I need to run Calamus 1.09N?

Tanx for replies/followups,
Stu Savory

2358. Re: looking for an assembler

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 08:54:12 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992Sep4.085412.23818@rdg.dec.com>
Source record: 217866

In article <1992Sep3.134200.7860@a.cs.okstate.edu>,
cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>
>An early version of DevPak by HiSoft was distributed on a magazine disk,
>I recon it's available. It has an Assembler/Debugger and (I think) an
>editor!
>

Just to clarify a little... It's available if you bought the magazine or
presumably a back-issue. It's _not_ PD just because it's appeared on a
magazine disk.

--
+===+
| Gwyn Evans | evansg@uproar.enet.dec.com | Uxbridge, Middlesex, UK |
| DESISCo - Digital Equipment Service Industries Solutions Company Ltd |
| Views expressed and statements made are mine and not those of DEC |
+===+

2359. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 08:55:11 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Sep04.085511.23890@bas-a.bcc.ac.uk>
Source record: 217867

In article <ABADDON.92Sep1121112@suprenum.supr.scm.liv.ac.uk> abaddon@supr.scm.liv.ac.uk (Kevin o donovan) writes:
>>>>>> On 28 Aug 92 09:54:13 GMT, ucacmsu@ucl.ac.uk (Mr Stephen R Usher) said:
>
>> As to whether better interfaces appear on other machines, it doesn't really
>> matter. As the Atari machines are a small minority the coding interface of
>> the machine has to be addapted so that it looks like one of the big boys
>> (however awful that may be) so as to persuade big time developers even to
>> look in the direction of the Atari. (If all it needs is a quick recompile
>> of, say, the PC code of a word processor, or anything, without any rewriting
>> then a software house is more likely to support it.)
>
>No, no, no, no! I didn't buy an ST so that I could run PC (for example) look
>alike software on it. If having access to that software is important to you
>then you should be using a PC. I don't think anyone here honestly sees atari
>taking on the likes of IBM, much as we'd like them too (more people using your
>software means more people likely to pay for it), but to suggest that they
>should just attempt to blend in instead... They're are enough PC clones in the
>world already, without Atari starting to churn them out.
>

Firstly, Atari already churn out IBM PC clowns, the ABC range of computers.

Secondly, for the Atari non-intel based machines to be taken seriously at
all they have to run a set of de facto standard software. It doesn't really
matter if the Atari specific software is more powerful or even cheaper, it's
just a fact of life. The only way I can see for this to happen is to produce
and release to developers an interface library which will allow them to just
compile and sell their code from another machine. Maybe the interface
library could emulate the MAC-OS system calls (though I guess Apple would
have something to say about that).

>Kev

Steve

PS. This is NOT a flame.

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2360. Re: Reible-card and ST/X-windows:

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 09:52:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A46601@K2.maus.de>
Source record: 218033

s>In May, I received information from Atari Canada that the Reible-card
s>would allow me to connect my TT to an ethernet network, and that ST/X-
s>windows would allow me to run X-windows from the GEM desktop. At the
s>time, I was promised information on the price and how to order it within
s>days.

The Riebl-Card is now distributed by Wacker Elektronik in Germany. You can try to reach the company as wilfried_wacker@ka.maus.de. I'm sute they'll give you some information.

Gruss, Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

2361. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 10:10:48 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Sep04.101048.21814@bas-a.bcc.ac.uk>
Source record: 217869

In article <4406@equinox.unr.edu> chan@pyramid.unr.edu (Kaho Chan) writes:
>In article <1992Aug27.100551.4716@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>>
[Much deleted]
>
>>
>>(2) Printer drivers have to be assigned at INSTALL time or by editing a
>> file.
>>
>> This is a MAJOR failing. Call the system user friendly? Even the
>>first version of MS Windows had the capability to select the type of printer
>>driver from a menu at any time.
>
> Why is this a major flaw? Printer drivers are software.... the
> people who wrote those don't have every printer in mind... Just
> because it's Epson (or other) compatible, doesn't mean that it's
> 100% workable on your XYZ (non-EPSON) type printer...
>
> I think that you are referring to being able to change the
> printer driver through Windows... Well, as far as I know (I hope),
> GEM permits (through the Control Panel) the user to choose options
> fitting his printer, BUT, it is not the printer driver (type) you
> are reffering to...
> Software-wise, you choose the printer driver through the program...
> I may be wrong on this...

I believe you are.. at least in the case of the Mac, and I think MS-Windows is the same. The application gives the "OS" a description of the document to be printed. The "OS" then gives this to the printer driver which does the conversion to a format the printer understands and sends it to the printer via whatever means the user has selected. ie. It could be a postscript printer being controlled by a card in the VMEbus slot at the back of a TT. It doesn't matter too hoots to the application where the data's going to.

This is in fact what GDOS does too. When you don't have GDOS loaded and print something from, say, the desktop the program has to do all the hard work for itself.

[Much more deleted]
> __________ _______
> / ________() Kaho Chan(man) / /
> / /______ University of /* /
> / /_/_____() Nevada, Reno \ /
> /_________ Internet: \ /

> L________() chan@cs.unr.edu \/^

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2362. Re: Zmodem 1.62 (J. Bammi version) compiling problems.

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 11:11:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Sep4.111132.13052@peponi.wcc.govt.nz>
Source record: 217870
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <172DqB4w165w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>healy@nosc.mil (Mike Healy) writes:
>
>-
>- If you have your dependencies set up correctly, touching your .c files
>- so that they have a more recent date ought to generate a recompile by
>- make. You can always remove your .o files and then make has to recompile
>- them.
>-
>- Makefiles are ugly beasts to hack (I'm thinking UNIX and VME systems
>- mostly) but once you get it set up, make sure makes life easier.
>-
>- Mike
>-
>- healy@cod.nosc.mil
>-
>
>I agree. After I finally got the dates set up correctly, I was able to
>get make to work on the file a little. It compiles the .c files to their
>..o state (automagically using Sozobon for some reason) and then exits.
>Then I have to link the files (using Alcyon).
>
>It works, though!
>
>I could have avoided the date problems if I had just left the dates the
>way they were in the archive before editing the files. Then I could have
>just changed the one I wanted to work on and ran MAKE on it.
>
>
><< -- >>
><< mforget@ersys.edmonton.ab.ca >>
><< ~~~~~~ >>
><< Michel Forget >>
><< The Key: Spirit over mind over matter. >>
><< -- >>
>

Tell me why are you messing around with out of date Zmodem stuff, Zmodem is now upto version 3, but then again the source code is no longer free...

So to get the Zmodem (90) contact Omen Technologies and it wiil cost you some $90 us...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2363. fontgdos problem

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 11:13:57 UTC
From: jtreichl@iiic.ethz.ch
Message-ID: <1992Sep4.111357.15609@neptune.inf.ethz.ch>
Source record: 217876

I have a problem with the fontgdos. probably i missed the discussion about
the it.

1. i installed the cpx modules and generated the assign.sys and
the extend.sys file. they seem to be correct.

2. put fontgdos.prg in the auto folder an boot.

3. i wrote a little test programm with a vst_load_font call for
the screen device.
GDos error: not enough cache memory.
but i have set the cache sizes on 20,20,200 and no font is bigger
than 60kByte.

what's wrong.

regards
Juerg

2364. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 11:49:26 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Sep4.114926.10350@aston.ac.uk>
Source record: 217874

```
Alternative Dungeon for Dungeon Master-

atari.archive - atari/new/dmdung2.arc

Have fun :)

--
Tim Wright. \ Real Life sucks
wrighttj@cs.aston.ac.uk \ losers dry.
```

2365. Re: Mac Portable vs. ST Portable

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 11:52:57 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <44695@ucbvax.BERKELEY.EDU>
Source record: 217873

The STacy + GCR and the likely ST Book + GCR combos lack two of the most important features which make the Powerbook the best machine to get:

Nearly instant connection to networks when you are using System 7

and

The network of Apple service centers to repair the machine when it breaks.

--
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

2366. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 12:19:52 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep04.121952.133363@rrz.uni-koeln.de>
Source record: 217875

In <1992Sep04.085511.23890@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>Secondly, for the Atari non-intel based machines to be taken seriously at
>all they have to run a set of de facto standard software. It doesn't really
>matter if the Atari specific software is more powerful or even cheaper, it's
>just a fact of life.

If it doesn't really matter, then why should anyone have an ST
instead of a PC or Mac? The software for the 680x0 Ataris
generally has a much better performance/price ratio than the
software for any other platform. Some pieces of ST software are
without counterparts on any other system, and the best thing
about it is that some of that stuff is even free! To me, that
makes a big difference.
If you want to use "de facto standard software", get yourself a
"de facto standard machine". If you want something better, have
an Atari. But don't expect that to be 100% problem free. As
someone has once stated: "Many who have been ahead of their time
had to wait for it in uncomfortable shelters."

>The only way I can see for this to happen is to produce
>and release to developers an interface library which will allow them to just
>compile and sell their code from another machine. Maybe the interface
>library could emulate the MAC-OS system calls (though I guess Apple would
>have something to say about that).

Creating libraries is usually something the developers do for
themselves. If they program in a too system-specific, unportable
way, this is their problem. Atari for developing their own OS,
not for emulating others.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2367. Need info of EtherNet card for TT

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 12:30:44 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <4SEP92.08304439@cc4.crl.aecl.ca>
Source record: 217878

I received the following request from a user at Concordia University.
If any netter has info, please E-mail a message to me. Thanks.
==========

I have a TT that I would like to connect to an
Ethernet network. In May, Atari Canada told me that they had an
ethernet card (the Riebl-Card plus) along with ST/X-windows that
would do very nicely. I would very much appreciate any information you can
give me about this.

2368. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 12:32:11 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep04.123211.134011@rrz.uni-koeln.de>
Source record: 217877

In <Bu1Dyu.IA0@gpu.utcs.utoronto.ca> gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:

>In your post, you say that the latest Mac LC (the LCII) is better that the
>Falcon. Where do you get this from? The LCII is a 16 Mhz '030 : tie. It will
>support 16-bit graphics but only up to a 13" monitor...for mor color/resolution
>you need a graphics card. The Falcon's sound just kill the LCII. The LCII is
>in direct comptetion with the Falcon, not the Classic II, plus the Falcon is
>cheaper. The only thing that the LCII has is a superior O/S but TOS is
>getting better.

It's in the eye of the beholder whether TOS or the Mac OS is
better. I just don't understand why so many beholders in this
group deem the Mac OS better...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2369. Info needed on Portfolio display control

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 12:34:13 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <4SEP92.08341351@cc4.crl.aecl.ca>
Source record: 217879

I received the following request from a local company that does not have
net access. Please forward any info to me so I can help these guys. Thanks
==========

Atari Portfolio Display

The BIOS on the ATARI PORTFOLIO allows the user control of individual
pixels on the LCD display, but for real time programming, the
BIOS calls are dreadfully slow in execution. Unfortunately,
ATARI does not support direct manipulation of the hardware by
users, and the hardware is distinctly different from the standard
types used on PC's.

Somewhere out there, there must be some users who have figured out
how to manipulate the PORTFOLIO display at the direct hardware
level, and perhaps would be willing to give me the following
information:

1) What is the address of
a) the status port
b) the control port
c) the data port ?

2) What are the individual bits in the status byte used for?

3) What is the procedure to set/clear individual pixels?

2370. Re: PERFPICH.TOS v1.1 posted to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 12:44:54 UTC
From: cae@vnet.ibm.com
Message-ID: <19920904.034505.695@almaden.ibm.com>
Source record: 217868

In <1992Sep03.202923.16021@convex.com> William Rosenkranz writes:
>please don't post self extracting archives. people without ataris may
>want to look at it (ie read the documentation). use arc, zoo or lharc.

Though I haven't tried it myself yet the documentation of STZip 2.0
says that the created self-extracting archive is still a valid ZIP file
and thus can also be viewed at or extracted by STZip.
Of course if the new inflation algorithm has been used (which is a
necessity for self-extracing files) you cannot use Zip 1.1.

Cornelius Caesar GADL Boeblingen
IBM Germany
Mailbox: Cornelius_Caesar@BB.maus.de Internet: cae@vnet.ibm.com

2371. Re: Postscript to Image ???

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 13:01:46 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Sep4150146@orion.laas.fr>
Source record: 217880

```
>>>>> On 2 Sep 92 12:09:52 GMT, jvt@its.bt.co.uk (John Trickey) said:

John> In article <RALPH.92Sep1191839@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>I think that Jeff Poskanzer's PBM package does this!

John> No. PBM is ``Portable Bit Map'' and the package does just that, converts
John> bit maps. These are the related files from MAN.

What's this? You're not contradicting me so why the `No.'?

John> Now the only question is what is available for the ST?

Here's what I got:

-rw-r--r-- 1 ralph 531631 Mar 5 1991 pbm-bin.zoo
-rw-r--r-- 1 ralph 44943 Mar 5 1991 pbm-man.zoo
-rw-r--r-- 1 ralph 2346 Mar 5 1991 pbm-readme
-rw-r--r-- 1 ralph 331390 Mar 5 1991 pgm-bin.zoo
-rw-r--r-- 1 ralph 717674 Mar 5 1991 pnm-bin.zoo
-rw-r--r-- 1 ralph 557059 Mar 5 1991 ppm-bin.zoo

which contain:

Archive pbm-bin.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
50971 29% 36141 14 Feb 91 14:12:32 pbm/gemtopbm
50556 29% 35898 14 Feb 91 14:12:34 pbm/mgrtopbm
51189 29% 36228 14 Feb 91 14:12:34 pbm/pbmlife
54663 28% 39262 14 Feb 91 14:12:34 pbm/pbmmake
52712 29% 37306 14 Feb 91 14:12:36 pbm/pbmmask
57046 29% 40750 14 Feb 91 14:12:36 pbm/pbmpaste
58179 28% 41657 14 Feb 91 14:12:36 pbm/pbmreduce
56241 29% 39752 14 Feb 91 14:12:38 pbm/pbmtext
55451 28% 39926 14 Feb 91 14:12:38 pbm/pbmto10x
54739 28% 39476 14 Feb 91 14:12:40 pbm/pbmtoepson
51162 29% 36250 14 Feb 91 14:12:40 pbm/pbmtogem
50986 29% 36159 14 Feb 91 14:12:44 pbm/pbmtomgr
50963 29% 36086 14 Feb 91 14:12:44 pbm/pbmtopi3
50079 29% 35571 14 Feb 91 14:12:48 pbm/pi3topbm
-------- --- -------- --------- --------
744937 29% 530462 14 files

Archive pgm-bin.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
52128 29% 36764 14 Feb 91 14:20:54 pgm/pgmbentley
```

```
56005 28% 40118 14 Feb 91 14:21:02 pgm/pgmedge
59495 29% 42483 14 Feb 91 14:20:56 pgm/pgmenhance
56481 28% 40564 14 Feb 91 14:20:56 pgm/pgmhist
60109 29% 42699 14 Feb 91 14:20:56 pgm/pgmnorm
57239 29% 40918 14 Feb 91 14:20:58 pgm/pgmoil
60114 29% 42725 14 Feb 91 14:20:58 pgm/pgmramp
63304 30% 44399 14 Feb 91 14:20:58 pgm/pgmtopbm
-------- --- -------- --------- --------
464875 29% 330670 8 files

Archive pnm-bin.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
63964 33% 42899 14 Feb 91 14:34:48 pnm/pnmarith
63816 32% 43190 14 Feb 91 14:34:50 pnm/pnmcat
68938 32% 46779 14 Feb 91 14:34:50 pnm/pnmconvol
62377 32% 42580 14 Feb 91 14:34:50 pnm/pnmcrop
62942 31% 43329 14 Feb 91 14:34:52 pnm/pnmcut
62654 31% 43279 14 Feb 91 14:34:52 pnm/pnmdepth
62368 31% 43180 14 Feb 91 14:34:52 pnm/pnmenlarge
57845 29% 41245 14 Feb 91 14:34:54 pnm/pnmfile
59294 31% 41128 14 Feb 91 14:34:54 pnm/pnmflip
68620 31% 47229 14 Feb 91 14:35:00 pnm/pnmgamma
61387 32% 42010 14 Feb 91 14:34:54 pnm/pnminvert
67039 32% 45700 14 Feb 91 14:34:56 pnm/pnmpaste
76787 32% 52540 14 Feb 91 14:35:00 pnm/pnmrotate
68869 31% 47369 14 Feb 91 14:34:56 pnm/pnmscale
73868 31% 50680 14 Feb 91 14:35:02 pnm/pnmshear
62342 31% 43198 14 Feb 91 14:34:56 pnm/pnmtile
-------- --- -------- --------- --------
1043110 31% 716335 16 files

Archive ppm-bin.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
68122 29% 48242 14 Feb 91 14:29:32 ppm/giftoppm
61272 30% 42986 14 Feb 91 14:29:36 ppm/pgmtoppm
53799 29% 37932 14 Feb 91 14:29:38 ppm/pi1toppm
59860 29% 42466 14 Feb 91 14:29:38 ppm/ppmhist
62081 30% 43393 14 Feb 91 14:29:40 ppm/ppmmake
83514 32% 56873 14 Feb 91 14:29:56 ppm/ppmpat
67923 29% 48130 14 Feb 91 14:29:40 ppm/ppmquant
53923 30% 38005 14 Feb 91 14:29:40 ppm/ppmrelief
58295 29% 41369 14 Feb 91 14:29:42 ppm/ppmtogif
56499 29% 40331 14 Feb 91 14:29:44 ppm/ppmtopgm
55274 29% 39301 14 Feb 91 14:29:44 ppm/ppmtopi1
54545 29% 38767 14 Feb 91 14:29:54 ppm/spctoppm
53904 29% 38181 14 Feb 91 14:29:54 ppm/sputoppm
-------- --- -------- --------- --------
789011 30% 555976 13 files
```

That's all folks!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

2372. Re: Thank you Darek for your support of the ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 13:43:34 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <Bu23GM.E8y@gpu.utcs.utoronto.ca>
Source record: 217881

In article <1992Sep4.060726.15181@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
>
>>True, darek has supported the atari community in the past very well, but his
>>latest comments irk me. His gemulator product may be a fine technological
>>acheivment but how many PC users want to emulate an ST? I find his comments
>>on the Falcon totally non productive. If you don't like the atari market
>>anymore, maybe you should apply for a job at Microsoft or Borland. I happen to
>>think the Falcon is an exciting machine and I look forward to adding it to
>>my desktop.
>
>Um, Darek does work for Microsoft, and has for the past couple years. He
>was a major contributor to Windows 3.1 and Works, from what I understand...

I guess that explains a lot!!!

D.K., GBC, email :: gbcusg@gpu.utcs.utoronto.ca

2373. Re: Gemulator (Falcon emulator?) -- Vapor

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 13:52:31 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1992Sep4.095231.3765@spcvxb.spc.edu>
Source record: 217884

In article <64741@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> Jeff Young writes:
>
>>Regular price of Gemulator is almost SAME PRICE as new $799 Falcons
>>so BraSoft (Bra__Soft? BrainSoft?!) MUST give moneyback guaranty
>>to prove it is good!
>
> One more time...
>
> SO WHAT??
>
> The GEMulator is (read my lips) an *ST EMULATOR* **NOT** a Falcon
> Emulator.
>
> Whatever the Falcon is, or someday may be has nothing AT ALL to do with
> whether or not the GEMulator does anything or nothing in a PC..
>
> Is this a difficult concept to grasp, or what..?

I'm amazed that you guys are still spending so much energy debating about
Atari's vaporware. Granted, some Falcons were seen at the "show" in
Germany. Do I have to remind everyone how many years Atari showcased
the 68020/30 TT before they ever sold one (nobody seems to be buying
them anyway)? They made the same price claims then..."get your 32bit
680X0 box for less than $1000 and blow the doors off your neighbor".
However, when the thing was finally released, the laws of reality
took over and by the time you configured the machine with enough
things to do any real work, it cost just as much or more than
comparable and better supported products from other companies.
To make matters worse, Atari's development timetable is so far
back from the pack that by the time (except for the original ST)
they get anything out the door it is "has been" technology.

Why would anyone take a risk on such an orphaned machine when
they can run out and buy a 486box for $1500 (unlike Atari,
that includes a few megs of RAM, a decent hard disk, and a
minimum of 800x600 color graphics. And you can go out to ANY
computer store and buy add-in cards, memory, software, etc.

A couple of years ago (above the din of the Atari cheerleaders)
I said that the stock market is generally a good means of
checking out the market's assessment of a company's viability.
Atari's stock has been hanging in the $1.50-$2.00/share range
for almost 2 years. Investors have no confidence in the
survival of the company so why should a consumer have any

confidence in their product line, especially in light of
past fiascos?

Damn, that felt good. Now I'll go back to comp.sys.mac.misc
and put all those Falcon posters in my kill file. :-)

Have a nice day,

Chris

2374. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 14:04:38 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <Bu24Fr.FFx@gpu.utcs.utoronto.ca>
Source record: 217882

In article <1992Sep04.123211.134011@rrz.uni-koeln.de> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>In <Bu1Dyu.IA0@gpu.utcs.utoronto.ca> gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
>
>>In your post, you say that the latest Mac LC (the LCII) is better that the
>>Falcon. Where do you get this from? The LCII is a 16 Mhz '030 : tie. It will
>>support 16-bit graphics but only up to a 13" monitor...for mor color/resolution
>>you need a graphics card. The Falcon's sound just kill the LCII. The LCII is
>>in direct comptetion with the Falcon, not the Classic II, plus the Falcon is
>>cheaper. The only thing that the LCII has is a superior O/S but TOS is
>>getting better.
>
>It's in the eye of the beholder whether TOS or the Mac OS is
>better. I just don't understand why so many beholders in this
>group deem the Mac OS better...
>
>Greetinx, Jan
>
> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
> | |
> *----=< hierarchical systems are for files, not for humans >=-----*

Try using the Mac for a while. If atari had enforced O/S rules like apple does, like the standard 'FILE' and 'EDIT' menus, you would be able to use any application without any new knowledge like you can on the macv (to a certain extent). What it boils down to is that the mac & ST came out at the same time but look at how far the Mac O/S has come compared to TOS. Not only has apple constantly upgradaed and improved all facets of their os, but they have encompassed it all in a single package (especially in system 7). Let's compare adding new fonts: on the mac, you drag the font file(s) to system folder and you're done. On the ST, you have to get into arcane GDOS files like assign.sys and extend.sys.

Darren King, GBC. email :: gbcusg@gpu.utcs.utoronto.ca

2375. Re: PERFPICH.TOS v1.1 posted to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 14:29:12 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Sep4.142912.6932@magnus.acs.ohio-state.edu>
Source record: 217883

>we thank you for sharing your work. however, to get widest distribution,
>please don't post self extracting archives. people without ataris may
>want to look at it (ie read the documentation). use arc, zoo or lharc.

I would like to disagree with this, at least partially. There are so many
different compression formats on the ST that it really *sucks*, a .sea is
extremely nice because then I don't have to have "X" program or the newest
version of Lharc (which I *never* seem to have).

Those without an ST should just buy one :-)

Well, maybe not, but self-extracting files sure make my life a lot easier.
-->
|-) -David Butler- dhbutler@magnus.acs.ohio-state.edu

- who now has a shorter .sig file due to complaints...

||| - FRANK ZAPPA for president! "One of his best qualifications is
/ | \ that at least he won't take it seriously." - Jammer

2376. Atari 1040 STe system For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 14:53:04 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <swood.715618384@vela>
Source record: 217886
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers

Reducing my price a little on my STe system in hopes that I may get
some money out of it for fall tuition...

Hardware:
=========

Atari 1040 STe w/4 Meg and internal 800K DS/DD drive
stereo sound - 4 joystick/mouse ports (mouse included)
320x200x512 low, 640x200x4 med, 640x400x2 hi-mono resolution(s)
Parallel, serial, DMA, and monitor ports - RF out for T.V{
External Atari SF 354 SS/DD 400K 3 1/2" drive and powersupply
2 joysticks & 2 joystick/mouse extension cables
NAP amber analog monitor and connection cable
Royal LetterMaster daisy wheel printer and 10' printer cable
desktop table support

Books:
======

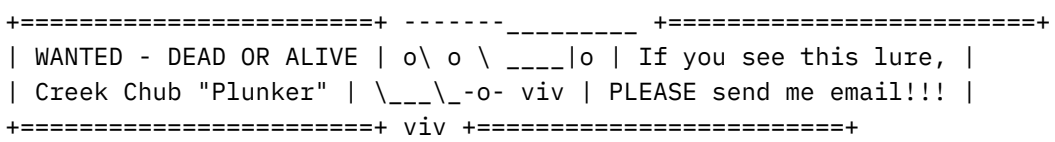
Compute's ST Programmer's Guide
Abacus (partial series 2,3,4,5,6,10,11,12)
6502 Assembly Language Programming (for use with xfmr 6502 emulator)

Software:
=========

LDW Power Spreadsheet (VP Planner clone for ST - lotus comp)
dBMAN V (database III+ clone for ST)
Flight Simulator II (color version for STe)
MichTron SuperConductor music sequencer
Mig 29 Fulcrum (russion fighter pilot simulator - good, comes with book
on the Mig with nice color photos and information)

I still have the original boxes for the computer, and have about 100-150
disks of PD/shareware stuff that is yours for the taking - I also am a
volunteer archiver at atari.archive.umich.edu, so if you need anything
from there, I can put it on disk for you before I send.
Among one of the features that I have for the system, is the worlds largest
collection of swimsuit and adult pictures (Spectrum 512 format) for the ST.
I won't need em anymore, so they are yours with the system. The printer
has been added on since the last post, so the price has only
come down a little.

Asking $500 or make me an offer (I get more desperate the closer to the 14th.)

swood
--

+========================+ -------_________ +=========================+
| WANTED - DEAD OR ALIVE | o\ o \ ____|o | If you see this lure, |
| Creek Chub "Plunker" | ____-o- viv | PLEASE send me email!!! |
+========================+ viv +=========================+

2377. Can I un-arc MSDOS files on an ST?

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 15:09:13 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Sep4.150913.17933@unlinfo.unl.edu>
Source record: 217888

I want to get some games via FTP for my young nephew who has an
IBM machine. My machine is an Atari ST.

Can I un-arc these IBM files on my ST, as I would an ST file? Or will
I need special software? Or can I even do it at all?

(I know the easiest thing would be to get the files and the appropriate
unarc program and let him do it, but I know the procedure would
confuse him even more than it's confusing me...)

Thanks!

Gary Anderson
ganderso@unlinfo.unl.edu

2378. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 15:11:49 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep4.151149.8953@newshost.lanl.gov>
Source record: 217887

In article IA0@gpu.utcs.utoronto.ca, gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
>In your post, you say that the latest Mac LC (the LCII) is better that the
>Falcon. Where do you get this from? The LCII is a 16 Mhz '030 : tie. It will
>support 16-bit graphics but only up to a 13" monitor...for mor color/resolution
>you need a graphics card. The Falcon's sound just kill the LCII. The LCII is
>in direct comptetion with the Falcon, not the Classic II, plus the Falcon is
>cheaper. The only thing that the LCII has is a superior O/S but TOS is
>getting better.
>

I thought the LC and LCII could only support _8_ bit color (256 simultaneous) on Apple's 12 inch monitor and 16 colors on the 13" units. To get 256 colors on a 13" you need to add more VRAM. Isn't this right or did Apple improve video specs on the LCII? It _could_ be a nice machine if but for that 16 bit data path!!!

I think the Falcon should indeed be superior to the LCII (even disregarding the Falcon's vastly superior sound capabilities) but then again, there is that huge software base for the Mac made possible because Apple _advertises_! And don't forget about the more powerful but lower cost 68030 machines Apple has announced for availability later this year; some with built-in CD-ROM too.

As a developer, I'm just curious... how many folks in this newsgroup actually do intend to buy a Falcon when (and if) they become readily available at say, about US$799 for a 1Mb, _no_ hard drive model (which will _not_ multitask in this configuration)? How much will a 4Mb, 65Mb HD model cost? Atari has not released pricing info yet but if $799 is about right for the low end, we would surely be talking about $1299 or so, don't you think? And you'll also need a VGA monitor.

So how many _really_ intend to buy one?

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2379. TT Unix ASV

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 15:12:54 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3576@richsun.cpg.trs.reuter.com>
Source record: 217891

References: Re: TT Compatability questions

>>From: wenzel@marsu.tynet.sub.org (Markus Wenzel)
>In <mack.714929181@deci>, Dan Mack writes:

>> 4. Is there a Unix like OS for the TT? If so, has anyone gotton X11
>> R4 or X11 R5 to compile on a TT?
>There's a System V R 4 from Atari Corp. containing X11/Motif and some
>other neat stuff. It has only two problems: The ASV package is rather
>expensive (in my opinion) and slow. But it is said to be quite stable.

Can one actually purchase it now? Is it for public sale or for developer's
only? I'm am told by a local dealer that it's still for sale only for developer's
here in the U.S. The dealer did give me an expected price and it is outrageous.
I expected it to be expensive but not -that- expensive. And I hope that
it will be available in color as I do not wish to pay more for a monochrome
monitor.

Chuck

2380. Re: Thank you Darek for your support of th

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 16:36:25 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <oee049K00VIBMC7IN8@andrew.cmu.edu>
Source record: 218047

```
Poor Darek !

Stefan Monnier

------------------------------------------------------
-- On the average, people seem to be acting normal --
------------------------------------------------------
```

2381. Re: More TT030 help...

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 16:37:43 UTC
From: ekrimen@wet.UUCP
Message-ID: <4295@wet.UUCP>
Source record: 218038

In article <1992Sep4.042609.12758@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>I just bought an 8 meg TT. I have a hundred zillion questions, but I'll
>start off with 2...
>

Cool, Dan got a TT. I know a couple of other people who in the last few weeks got TTs. Good to see they're not waiting. :^)

>1) How do you use the Fast RAM? All memory tests show I only have 4,
>which I can understand, but when I run Calamus and load all my 130 fonts
>it says I'm out of memory (I know that's only 4 megs because I could load
>most of my fonts on my 4 meg Mega STe). Do I have to set a bit on the
>programs I want to make use of Fast RAM? How do I do that?
>

Some of the old system diagnostic programs don't recognize TT RAM. Your best bet is to check the General Setup CPX, and hit the Status button.

There is a bit, like the fastload bit, that must be set for programs to load and use TT RAM. PRGFLAGS from Atari works. There's also a CPX that lets you change them, although I find that it doesn't always let you change the bits on some programs (for whatever weird reason).

>2) Screen trouble(?). My TT Medium res screen is supposed to be 640X400
>16 colors, right? Well... mine's 640X480! Don't ask me how! No
>graphics board; the VME slot is empty. I have about an inch of extra
>space at the bottom of my screen. I'm not complaining..., except that the
>desktop is shifted/squished a bit to the left of the white illuminated
>area, making things look *slightly* skinnier. (BTW that's NOT the source
>of the extra room at the bottom of the screen; there are actually MORE
>pixels! The 640X480 only happens in TT Medium, but the shift is there in
>all resolutions.) Will a graphics board help this? Are there any halfway
>decent VME graphics boards that are less than Crazy Dots?

TT med res is 640x480. :^) Nothing's wrong. :^)

What monitor are you using? On my NEC 3D the screen is squished too. I understand that this only happens with some monitors; I had thought it was only on the 3D.

The AlberTT board will give you 1024x768 with 16 colors. I think it's around $600. Not as expensive as a Crazy Dots, and not as colorful either. You might want to save your pennies for a Crazy Dots though. I hear they're worth every cent.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

2382. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 16:57:30 UTC
From: baffoni@aludra.usc.edu
Message-ID: <laf5bqINNhhr@aludra.usc.edu>
Source record: 217892

In article <5pyyc3q@rpi.edu> oyakea@vccsouth04.its.rpi.edu (Amalaye Oyake) writes:
> I don't agree with Mr. Martin in his first statement. 1) The falcon is not a
> a high end business system, so you can't expect it to be pure state of the
> art. It lacks serios internal expansion such as VME, not to diss what it has
> for internal expansion.

First, please use a carriage-return at the end of a (80) colomn - other
wise it is hard to edit through your comments to address the issues you raise.
Second, the Falcon is not up to the sheer power (MIPS, whatever) or
features (ISA/EISA/whatever) of a "high end business system". Lets put aside
quibbles about what is/is not a "high end business system" (I mean, how many
MIPS does your machine need to run at to process a 1-2-3 file, or to use Word
Perfect (for windows even!) or to run cash-register software? Not much).
However, it is not targeted for that market (or ever will be for that matter).
True, it does lack a standard expansion bus, but it does have some
expandibility due to the external ports (SCSI2/RS232C/RS242/Centronics/VGA)
and the PDS (when someone makes something for it).

2) For features it rivals NOTE!! The latest Apple Lc
> and surpasses it in features by a longshot. It's rivals are the Mac Classic I
> I and 386 Sx's.It beats the Classic in price,features and performance and
> beats the SX's in sound,I/O,price, and frames/sec but not in video
> resolution.

A better ApplesNOrganges comparison (rather than an AppleNMango) would
be the Falcon and a 386-20 w/Windows3.1/SoundBlasterPro/SCSI-2Card/MultiIO.
When they finally get Multi-TOS out the door, you'd have to add either
Windows NT or OS-2. The closest Apple would be one of the new ones coming out
(the MacIIuv or something...I forget).

[promotion complaints deleted...even if valid]

>>And Atari didn't show any STEs.
>So what's new, would you show a system that HAS THE POTENTIAL OF BECOMING A DOG

Well, that would be like IBM showing ads with IBM PCXT in it. :)

>NOTE a) the Falcon 040 is going to be a souped up TT + 040+ Falcon features.

Hey, how do you know that? I mean, I sure hope it is configured like
that (I ain't gonna hold my breath), but do you know something the rest of us
don't?

>b) Atari is yet to scr*w up it's users again so don't be hasty to crave for a
[Stuff about wanting a 386+'387 being bad deleted - couldn't wade through
all that text without returns]

Actually, Falcon will only support 386sx (bummer) but there is nothing wrong with wanting to have the capability of incorporating a '386 (and thus its software) into the Atari. Mind, if that is all you use, you bought the wrong computer, but for those who don't want to own two separate computers/ monitors/etc. it is a good way to go.

>from Rensselaer Poly NY. Please also send info on all ST ftp addresses and somexplanation on WHAT HAPPENED TO THE PARSEC GRAPHIC INTERFACE.

Never heard of it. What was it? Maybe I heard and forgot...

>AMAL THE ACE

Ace at what?

-Mike

Just Mike

2383. Re: looking for an assembler

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 17:09:06 UTC
From: u882453@bruny.cc.utas.edu.au
Message-ID: <u882453.715626546@bruny>
Source record: 217893

evansg@uproar.enet.dec.com (Gwyn Evans @ IME) writes:

>In article <1992Sep3.134200.7860@a.cs.okstate.edu>,
>cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>>
>>An early version of DevPak by HiSoft was distributed on a magazine disk,
>>I recon it's available. It has an Assembler/Debugger and (I think) an
>>editor!
>>

> Just to clarify a little... It's available if you bought the magazine or
>presumably a back-issue. It's _not_ PD just because it's appeared on a
>magazine disk.

A good PD/shareware assembler is Turbo Assembler.. it is avaliable on:

atari.archive.umich.edu
or ftp.uni-kl.de

Andrew King

2384. Re: Mouse Walk

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 17:43:45 UTC
From: dunham@mpd.tandem.com
Message-ID: <2383@devnull.mpd.tandem.com>
Source record: 217894

In article <1992Sep2.201806.21070@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:

>> (By the way, what is the preferred plural form of 'mouse'?)
>
>'Mice' - as it usually is!

If the plural of "mouse" is "mice", and the plural of "louse" is "lice", is
the plural of "spouse" "spice"?

Inquiring minds want to know....

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

2385. Re: More TT030 help...

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 18:24:50 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.jMKlAl4NqCU@fredrik.atari.no>
Source record: 217900

In <1992Sep4.042609.12758@u.washington.edu>, Daniel Aylward writes:
>I just bought an 8 meg TT. I have a hundred zillion questions, but I'll
>start off with 2...
>
>1) How do you use the Fast RAM? All memory tests show I only have 4,
>which I can understand, but when I run Calamus and load all my 130 fonts
>it says I'm out of memory (I know that's only 4 megs because I could load
>most of my fonts on my 4 meg Mega STe). Do I have to set a bit on the
>programs I want to make use of Fast RAM? How do I do that?

Calamus can not use TT-ram. BUT, things like AHDI (harddiskdriver),
CACHExxx.PRG, FOLDERxxx.PRG and other applications in the AUTO folder
can be loaded to TT-RAM, giving you more free ST ram. Also accessories
may be loaded into TT-RAM.
To get a program (or ACC) to load into TT-RAM you either use one off the
many utilities specially made for this, or you use a fileeditor. The first
aproach is the easiest. There is a CPX module around (FILEINFO.CPX I think
it's caled), and there is a ACC around (SETFLAG.ACC). The second approach
is a litle more complicated:
It is byte no. 26 (counting first byte as 1) that holds the program flags.
Note that most file-editors count the first byte as 0.
Bit 0 is the fastload flag
Bit 1 is the 'malloc' flag (malloc from ST (unset) or TT (set) ram.)
Bit 2 is the 'load' flag (Load program to ------------ " ------------)

You have to try out the different combinations to decide wheter a program can
use the TT-ram. Surprisingly many programs does run well in TT-ram (but not
Calmus).
Newer profesional programs (like Calamus SL, Cranach etc.) use both kind of
ram. I've seen Cranach report over 256Mb (Yeah 256MEGABYTE) free on a TT!!!

>2) Screen trouble(?). My TT Medium res screen is supposed to be 640X400
>16 colors, right?
No wrong, it is actually 640x480 16 colors!

>Dan Aylward
>dud@u.washington.edu
>

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

2386. Who will buy a Falcon? Me. Maybe...

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 18:28:25 UTC
From: smiller@bnr.ca
Message-ID: <1992Sep4.182825.5686@bnr.ca>
Source record: 217897

In article <1992Sep4.151149.8953@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
|>
|> So how many _really_ intend to buy one?

I spend all day working with computers, so I don't go home and hack with them very much anymore. However, the Falcon could be a KILLER video game machine, that will do lots of other things if the need arises.

My baseline for games (that I have played so far) is 'Chuck Yeagars Air Combat'. If I see a combat simulator that is as good or better than that, another really good game or two, and it will run some decent productivity software, I will buy one.

Around here, a 386-25/4Mb/80M HD/SVga machine is ~$1500 CDN. The Falcon looks to be fairly price-competitive with that. (a small price premium is fine, because I hate PC's. And, if I ever find the time or inclination to go back to hacking at home, it sure as hell won't be on a PC)

Well, developer-dudes (and damsels?), I am waiting. (And I don't mind spending money on GOOD software!)

--
****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
Ottawa, Ontario, Canada No email access.
.signature USES DISCLAIMER; GPz(pronounced 'GeePeeZed') 305 and 750 Turbo.
****

2387. Re: Dungeon Master Question

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 18:34:52 UTC
From: rbrown1@cc.swarthmore.edu
Message-ID: <8X2PBMM5@cc.swarthmore.edu>
Source record: 217895

maxn@intermec.com () writes:
> While playing DM I notice that every so often something
> sneaks up behind my characters and instantly kills all
> of them. Has anyone else seen this? What is this thing?
> How do I protect my characters from this.
> P.S I am on level 6
>
> Max Newman maxn@intermec.com

If you are numbering levels in the same way that I am, I think that level six would be a wide open level. In that case, if your characters are dying in an explosion, It's probably not some monster but some stray fireball that's doing it. Hint: watch the blue fields. (from a safe distance.)

-randy rbrown1@cc.swarthmore.edu

2388. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 19:14:25 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Sep4.191425.12091@magnus.acs.ohio-state.edu>
Source record: 217896

>support 16-bit graphics but only up to a 13" monitor...for mor color/resolutio
n
>you need a graphics card. The Falcon's sound just kill the LCII. The LCII is
>in direct comptetion with the Falcon, not the Classic II, plus the Falcon is
>cheaper. The only thing that the LCII has is a superior O/S but TOS is

Actually, to get "Thousands" of colors (4096 I guess), you just add Ram the
built in video!

I don't agree with your comment about the superior OS, I find the Mac OS
extremely user friendly, and *extremely* slow, and *extremely* limited. I
perfer the ST's O/S better in almost all cases...

Of course, I have something about a computer that can actually corrupt its own
operating system like the Mac likes to do also, seems like something should be
done about that!
-->
|-) -David Butler- dhbutler@magnus.acs.ohio-state.edu

- who now has a shorter .sig file due to complaints...

||| - FRANK ZAPPA for president! "One of his best qualifications is
/ | \ that at least he won't take it seriously." - Jammer

2389. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 19:28:49 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Sep4.192849.28886@beaver.cs.washington.edu>
Source record: 218005

In article <4406@equinox.unr.edu> chan@pyramid.unr.edu (Kaho Chan) writes:
>
> (noticed how the MegaSTE's dropped in price (pissed me off)...
> ...because I bought it when it first came out)

Try telling that story to your average PC-compatible user -- my roommate bought his 386DX two years ago for $3000 and it could easily be bought for $1000 today, maybe less (we're talking new computers here, the price has really dropped like crazy). :-)

>
> _________ _______
> / ________() Kaho Chan(man) / /
> / /______ University of /* /
> / /_/_____() Nevada, Reno \ /
> /_________ Internet: \ /
> L________() chan@cs.unr.edu \/^
>

Ben Gilbert
bgilbert@cs.washington.edu

2390. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 19:56:26 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Sep4.195626.11003@aber.ac.uk>
Source record: 218015

In article <5pyyc3q@rpi.edu> oyakea@vccsouth04.its.rpi.edu (Amalaye Oyake) writes:
>In article <1992Aug25.124510.2938@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>>Having now seen the Falcon at first hand (ie at the show) I was a bit

...loads of stuff...

>Falcon. And don't expect superior Pc emulation or 386+387 combination, remember the ABAQ, cp/m for 8-bit, TT unix (not yet released), and the STT no dealer in the U.S. knows what it is and what means to a local harry.
>c) Pray for a multiprocessing feature on the Falcon040 e.g. (68000+486 with VMe
>+ EISA), also realise the Falcon has no external floppy port (as noted in the sept issue of Atari advantage). Commodore is going to see hell (A600 and A500 are well behind the times sorry to say
>from Rensselaer Poly NY.
Please also send info on all ST ftp addresses and somexplanation
on WHAT HAPPENED TO THE PARSEC GRAPHIC INTERFACE.
>
>AMAL THE ACE

I think the PARSEC Graphics board got juncked and they prodcuced instead
a cheaper mono graphics card called reflex board
which I think is doing ok.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

2391. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 20:21:01 UTC
From: baffoni@aludra.usc.edu
Message-ID: <lafh9dINNe0t@aludra.usc.edu>
Source record: 218004

In article <Bu1Dyu.IA0@gpu.utcs.utoronto.ca> gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
>In your post, you say that the latest Mac LC (the LCII) is better that the
>Falcon. Where do you get this from? The LCII is a 16 Mhz '030 : tie. It will
[fine examples of Falcon >= MacLC deleted]

You know, I thought at first that he said that too, but then when I went to post a replay and realized that his lack of formatting (ie returns) caused some of the words to disappear, I realized he said that the Falcon was better than the latest MacLC. I was bummed because I was going to make a nice little list showing how the Falcon is either better or equal to the LC (the two exceptions of that being System7 and the LC/nubus slot....).

:)

>Darren King, GBC :: emai : gbcusg@gpu.utcs.utoronto.ca

-Mike

2392. Re: max baudrate?

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 20:28:34 UTC
From: baffoni@aludra.usc.edu
Message-ID: <lafhniINNerb@aludra.usc.edu>
Source record: 218002

In article <1992Sep4.032805.22167@zooid.guild.org> Mike Stramba <stramba@zooid.guild.org> writes:
>I'm not sure about VT220 (what is used on ? mainframes?)

Yes, I use it on mainframes. For most applications, you cant' tell the difference between it and VT102 (in fact, it should be backward compatible with VT102 codes). There are enhancements though (I forget right now what).

>>anyone successfully gotten Connect to work with XYZ? If so, what version/
>I tried xzy 2.01, and it seemed fine. I uploaded and dl'd in zmodem no prob.

I fixed this problem btw. Just had to set it to 8/none.

>I have that version as well. I know about the .rsc file, it's the docs I
>thought I heard were in English. You could always try ger2eng, I haven't
>tried it recently, it's not perfect, but has been useful to me with other
>german programs/docs I have tried.

I'll try that (when I have time...boy that phrase is becoming a litany! :( )

>> The only real peeve I have now is the slow updating, but Wolfgang says
>>that NVDI (and I would imagine Warp9) should fix that, as well as giving
>>access to more screen fonts. We'll see. :)
>Again, Freeze Dried has the fastest Ansi emulation I have tried so far.

Wow, faster than Uniterm? Really? Maybe I should see that...:)

>Wolfgang, the Connect author also suggested that I have gdos or Nvdi or
>something like that. I don't have either at the moment.

The good thing is that they should both be up at Atari.archive. The bad thing is that it takes time to download/setup/etc. Oh well... You should probably get at least FontGDOS. If you don't use it for you term progs, you could always use it for word processing.

Later,

Mike

2393. Re: Thank you Darek for your support of the ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 20:29:18 UTC
From: gordonf@fraser.sfu.ca
Message-ID: <1992Sep4.202918.5783@sfu.ca>
Source record: 218006

In article <1216@tekgen.bv.tek.com> boblu@tekgen.bv.tek.com (Robert Luneski) writes:
>What follows is a message posted by Darek Mihocka to comp.sys.mac.misc,
>comp.sys.ibm.pc, and comp.sys.amiga.
>
>->- Darek
>
>->
>->/--\
>->| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
>->| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
>->\--/
>
>Thankyou very much Darek for promoting the ST in such a positive light to other
>computer owners. Your sincere efforts to develop software that realizes the
>full capabilities of the ST and to share your love and respect for the
>machine with the world are greatly appreciated. They are sure to result
>in a healthy growing ST community.
>
>Thank you,
>
>- Bob Luneski

Wait! I've got it:

Darek slags Atari off in other computer groups, while at the same time promoting HIS Atari ST (and Falcon) emulator. Old and new Atari users abandon Atari Corp. in favour of BraSoft's emulator. Atari goes bankrupt do to zero sales, while BraSoft flourishes. Bingo! Darek becomes defacto president of defacto Atari (BraSoft)!

It all makes so much sense! Why didn't I see it before?!

Seriously, what is Darek's problem? Did someone at Atari Corp. do him wrong some time ago, and he never got over it? BTW, if Darek is going to make such statements about Atari, why doesn't he have the guts to make them here?

Flames off...we not return you to your regular programming...

Gordon Farrell |e-mail:gfarrell@sfu.ca |"Shee, you guys are so unhip
| gfarrell@cs.sfu.ca | it's a wonder your bums
Simon Fraser University | gordonf@sfu.ca | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

2394. Re: Thank you Darek for your support of th

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 20:36:56 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep4.203656.2672@newshost.lanl.gov>
Source record: 218007

Aw, c'mon Darek. Give us a break, will ya? Even good natured Atarians get a
little tired of being called STUPID (in so many words) all the time. Sheeesh!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2395. Re: Atari ST with 60Mhz 68040 on the Atari

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 20:38:06 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep4.203806.2933@newshost.lanl.gov>
Source record: 218003

In article poL6Fk@fredrik.atari.no, jornmoe@fredrik.atari.no (Joern Moe) writes:

>I remember to have read that you could replace a 486DX with a 486DX2 and gain
>som real increase in performance, without changing the clock frequency in the
>machin!?!?

Just FYI, Intel's DX2 chips are known as "clock doublers" in that they internally double the effective clock speed of the DX chip. Hence, a 486-DX33 can operate at 66MHz with the addition of the DX2 chip. What's nice about this arrangement is that the system components don't necessarily have to be rated for a 66MHz cpu which keeps costs _much_ less than what a "true" 66DX layout would cost. The downside is that vendors must be careful about architecture due to heat problems and only your real CPU intensive tasks benefit greatly from the DX2. Still, the overall throughput is such that a DX2 should provide about 85% the speed of a DX for just a few hundred bucks more. Quite a savings so it is no wonder that the PC community is excited about this technology... a 66MHz machine for less than the cost of last year's 33MHz barn stormer ain't bad (even if it IS a PC). :)

Unfortunately (?), Motorola chips were not built with the flawed design that allows Intel to come up with a clock doubler chip in the first place. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2396. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 21:05:05 UTC
From: baffoni@aludra.usc.edu
Message-ID: <lafjs1INNk1u@aludra.usc.edu>
Source record: 217899

In article <1992Sep4.151149.8953@newshost.lanl.gov> hutch@bellman.lanl.gov writes:

>As a developer, I'm just curious... how many folks in this newsgroup actually do
>intend to buy a Falcon when (and if) they become readily available at say, about
>US$799 for a 1Mb, _no_ hard drive model (which will _not_ multitask in this
>configuration)? How much will a 4Mb, 65Mb HD model cost? Atari has not released
>pricing info yet but if $799 is about right for the low end, we would surely be
>talking about $1299 or so, don't you think? And you'll also need a VGA monitor.
>
>So how many _really_ intend to buy one?

Well, to be honest, I probably will not buy one. The only reason is
that I have a TT, and it would not make sense to downgrade my processor speed
(and lack of VME, and no separate keyboard) when I won't really be using
the increased sound capabilities or the increased video capabilities.

The people who would be most attracted to the Falcon should be either
a) musicians, b) first time buyers, c) those who are upgrading from a 520/1040/
1040STe/megaST/MegaSTe(maybe).

Now a '040 Falcon designed along the lines of a TT would be another
matter TOTALLY!!

>Cheers,
>_____________________________ John "HUTCH" Hutchinson ____________________________
>_____________________ Fair Dinkum Technologies Member - IAAD _____________________
>_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
>_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

-Mike

2397. Re: Mouse Walk

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 23:03:21 UTC
From: lectro@milton.u.washington.edu
Message-ID: <1992Sep4.230321.29011@u.washington.edu>
Source record: 218020

There shouldn't be an english word for it since having multiple spouses is illegal in most (if not all) the english speaking countries. ;-)

I believe a group of wives is referred to as a "credit-risk", or an "insurance risk", etc.

Jonathan "Sexist" Maier
lectro@u.washington.edu

2398. Re: PERFPICH.TOS v1.1 posted to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-04 23:07:55 UTC
From: baffoni@aludra.usc.edu
Message-ID: <lafr2bINN6m4@aludra.usc.edu>
Source record: 218035

In article <1992Sep03.202923.16021@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>we thank you for sharing your work. however, to get widest distribution,
>please don't post self extracting archives. people without ataris may
>want to look at it (ie read the documentation). use arc, zoo or lharc.

Well, if STzip is anything like the IBM zip, the self-extraction
arc should be able to be treated just like any other zip file - self-extraction
is not necessary, but is convienient. In fact, it sounds like a port of the
code, so I wouldn't be surprised if the IBM/UNIX zip works just fine on it.

>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

-Mike

2399. To buy or not to buy, that is the ... (was Re: Falcon Graphics)

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 00:41:28 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <92248.164128REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 218037

My budget doesn't allow an answer to the question just now, but then they aren't on the shelves just yet. What I can say is that I find the Falcon very attractive. It appears to have a very interesting mix of features for the price. I say this even realizing that I will need to spend a good deal more than $700 for what I will want in memory, hard disk space, and screen. Of course, I say this partially because I have a lot of effort put into setting up my current system (Uniterm, TeX, etc.), and the fact that most of my software may just run is seen as an advantage. Given that I have a few months before I have enough money to allow a decision, I will probably do what everyone should do when considering a computer purchase --- set a budget and buy the machine/software combination that best meets my needs/wants. And it looks like the Falcon may very well be that machine. Then again, if they offer a version with a separate keyboard and a faster CPU, that might be the machine I should buy.

Terry Reeves

2400. Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 03:19:57 UTC
From: SPAC000 <SPAC@UNB.CA>
Message-ID: <04SEP92.25199167.0034@UNBVM1.CSD.UNB.CA>
Source record: 218011

Yo, Double Click! I sent a reply to your call for documentation writers and beta testers (briefly outlining my superb qualifications) and it was bounced back to me with an "account expired" flag. Mike Vederman, are you there? Does anyone know his EMAIL ID? Reply in confidence to SPAC@UNB.ca

2401. Re: Falcon's 8 channel audio out

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 04:33:49 UTC
From: kjohnson@castor.cs.uga.edu
Message-ID: <1992Sep5.043349.20187@athena.cs.uga.edu>
Source record: 218050

In article <kyNiqB6w165w@cyberden.uucp> moon!cyberden!system@well.sf.ca.us writes:
>As it stands now, the Falcon is said to virtually mix down 8 channels of
>pannable, eq'able, what-everable sound to 2 main channels out the DSP.
>
>Will there be a mod or future Falcon that would have 4 DSP ports on the back
>for 8 discreet channels?
>
>When can I get one to test in the studio? <drool>
><X>orcist

No, it mixes down 8 channels into 2 channels out the audio output.
Using the DSP port and an external device you can have 8 discrete
channels. The limitation is that the Falcon only has 2 DAC's (or 1
stereo DAC).

Steve

2402. Re: Communications Software

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 04:42:28 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <HX3LqB3w164w@tcpbbs.pcn.org>
Source record: 218032

virus@maple.circa.ufl.edu writes:

> Can anyone tell me where I can get communications software that will run on
> a 1040ST without a hard drive (just one floppy)? If there is a shareware or
> public domain program available, please tell me where I can get it. Please
> tell me if there is an FTP site or a phone number where I can download.
>

Have you tried FreezeDried (FZDTerm)? I don't know if it support Kermit
but I know it supports just about every other type of down/upload
protocall. Also, since the transfer protocall are not built into the
program but are external modules, any stand alone tranfer protocall can
be used.

Their is a demo version of the Shareware program on just about every
BBS board I can think of. The program cost $25.00 and is available
through its author, Aaron Hopkins. By the way, it might interest you
to know that Mr. Hopkins is (I think) 17 years old. He's written,
what I believe to be, one of the best telecommunications program out
for the ST at the present time.

Just this persons humble opinion.....

2403. Re: Double Klick Software Adresse wanted!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 05:23:01 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <3s5LqB4w164w@tcpbbs.pcn.org>
Source record: 218019

> >I'm lookin' for the Email adress of double klick software, i.e., Mr. Vederm
> >I tried to send a mail to uace0@menudo.uh.edu but that acacount was expired.
> >

I don't think so since they've been leaving messages all over the place
stating that they're looking for bata testers for a new program they're
thinking of releasing. By the way the name of the company is;

DC Software
DC stands for Double Click, not Double Klick....

Just thought you'd like to know.

2404. Re: TT Unix ASV

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 05:55:42 UTC
From: ekrimen@wet.UUCP
Message-ID: <4299@wet.UUCP>
Source record: 218044

In article <3576@richsun.cpg.trs.reuter.com> chuck@cpg.trs.reuter.com (Chuck Menard) writes:
>>In <mack.714929181@deci>, Dan Mack writes:
>
>>There's a System V R 4 from Atari Corp. containing X11/Motif and some
>>other neat stuff. It has only two problems: The ASV package is rather
>>expensive (in my opinion) and slow. But it is said to be quite stable.
>
>Can one actually purchase it now? Is it for public sale or for developer's
>only? I'm am told by a local dealer that it's still for sale only for developer's
>here in the U.S. The dealer did give me an expected price and it is outrageous.

You should really contact Atari on this issue if you're really interested
in running Unix on your TT. I wouldn't expect a dealer to know much about
it since it probably wouldn't be distributed in the normal dealer channels.
Some of the dealers I know don't know much about the Atari machines they
sell, not to mention Unix. :^)

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

2405. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 06:00:44 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <XJ7LqB1w165w@comtch.spk.wa.us>
Source record: 217730

hutch@bellman.lanl.gov (John Hutchinson) writes:
> As a developer, I'm just curious... how many folks in this newsgroup actually
> intend to buy a Falcon when (and if) they become readily available at say, ab
> US$799 for a 1Mb, _no_ hard drive model (which will _not_ multitask in this
> configuration)? How much will a 4Mb, 65Mb HD model cost? Atari has not rele
> pricing info yet but if $799 is about right for the low end, we would surely
> talking about $1299 or so, don't you think? And you'll also need a VGA monit
> So how many _really_ intend to buy one?

My next computer, aside from a cheapo 520 to use as a terminal, will either be a Mac LC2 or a Falcon. Which one depends on several things - the availability of a detachable keyboard (I've grown used to typing with my keyboard in my lap from a recliner) - how good the graphics are - how well it multitasks (does it crash whilst running my favorite apps? And will new versions come out if they do?).

The HD isn't much of a problem for me, as I intend to buy a small HD to run my BBS on, and put that on the old computer, and use my current 105MB HD... The monitor I already have (the BBS can run on a TV set). So my total cost would be perhaps $1100 for a Falcon.

If I bought a Mac LC2, I'd be paying well over $2000 for a similar system, and I still wouldn't have the digital sound capabilities that I'd like to have.

By the way, another post asked why so few people seem to like the GEM O/S... Mainly because it's only a short step better than MS-DOS, is my answer. MultiTOS, if it turns out nicely, will be far better than Sys7, which is, IMHO, a poor excuse for an OS. I would like to have a multi-user system, but... <sigh>

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

2406. Re: Double Klick Software Adresse wanted!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 06:06:42 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <cee=vmi00aw601VUUY@andrew.cmu.edu>
Source record: 218010

There is a "doubleclick.com" site, but I don't know if it's the
software company or something else.

2407. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 08:57:03 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <8eeCPT200VpKQP8kQJ@andrew.cmu.edu>
Source record: 218045
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

I have two questions about Spectre GCR:

1. Can it use AppleTalk to connect to networks?\
2. Where can I find the System software for it?

Any help will be greatly apperciated.

2408. Re: 68040 accelerator board?

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 11:56:46 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.NB0mn1ZPbEM@fredrik.atari.no>
Source record: 218029

In <lafqubINN6fn@aludra.usc.edu>, Juxtaposer writes:
>In article <9209031931.AA15117@photon.magnus.acs.ohio-state.edu> Your Conscience
<dhbutler@magnus.acs.ohio-state.edu> writes:
>>Hello!? I seem to have missed something very important! There seems to be some
>>talk about a 68040 board or upgrade or hack that can be bought/built for the
>>Atari ST?
>
> From the descriptions so far, it is a stand alone (a tower?) from
>the main Mega ST (only so far) that houses a 66MHz 68040 (way over-driven
>IMHO, put perhaps bearable if it has some INDUSTRIAL STRENGTH heat sinks
>and one heck of a fan - maybe liquid cooled :). Perhaps more busses (I hope)
>and memory. Supposedly runs at about 24MIPs. I wonder if it uses a cache
>(outside of the onboard of the '040)? Would really Haul A** with a decent
>(ie: 256k+) cache...
>
This make no sence! The 25Mhz version of the 040 does 20MIPS. If a cklock
frequency more than two times higher only yields 25% increase, I'd be
realy disapointed.
No, the thing is that this processor actually runs at 33MHz, but it has a
onboard clock-doubler wich make the internal clock 66MHz. This is the same
trick as done on the Intel DXII processors!

--

```
------------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
------------------------------------------------------------
```

2409. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 13:05:20 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.HhlJICXRzCU@fredrik.atari.no>
Source record: 218021

In <1992Sep4.191425.12091@magnus.acs.ohio-state.edu>, Your Conscience writes:
----Stuff deleted---
>
>Of course, I have something about a computer that can actually corrupt its own
>operating system like the Mac likes to do also, seems like something should be
>done about that!

This makes me think of a signature i read som place (forgive me if you'v seen
it before):

MACHINTOS => Machin Always CrasHes, If Not, The Operating System

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

2410. Re: CFV: comp.graphics.gnuplot

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 13:09:13 UTC
From: kak@hico2.westmark.com
Message-ID: <Bu3wJF.6Cp@hico2.westmark.com>
Source record: 218008
Cross-posted to: comp.sys.3b1,comp.sys.apollo,comp.sys.atari.st,comp.sys.sequent,comp.unix.aix,comp.unix.amiga,comp.unix.cray,comp.unix.sysv386,comp.unix.ultrix

Daniel S. Lewart (d-lewart@uiuc.edu) wrote:
: This is a Call For Votes (CFV) for the comp.graphics.gnuplot newsgroup.
: The newsgroup would be unmoderated and its charter is given below.
:
: To vote *for* the creation of comp.graphics.gnuplot, reply to
: gnuplot-vote@uiuc.edu with either of the following:

I have had no luck e-mailing my vote for this in.
Anybody else having problems?

Kris A. Kugel 908-842-2707
hico2!kak kak@hico2.westmark.com

2411. Re: Thank you Darek for your support of the ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 16:01:15 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <ceeId=i00awGM7BUZY@andrew.cmu.edu>
Source record: 218012

Poor Darek !

No matter how good he is at programming, it is of no use if
he is really as stupid as he seems to be !

Such a waste ! Bad luck !

Stefan Monnier

```
------------------------------------------------------
-- On the average, people seem to be acting normal --
------------------------------------------------------
```

2412. Re: Thank you Darek for your support of the ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 19:00:08 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Sep5.190008.22539@csi.uottawa.ca>
Source record: 218048

In article <1992Sep5.050140.20906@athena.cs.uga.edu> kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:
>In article <267@artech.UUCP> clint@artech.UUCP (Clinton Keith) writes:
>>
>>Darek has a vested interest in seeing that as few people as possible continue to
>>buy Atari equipment. He has produced a PC product, and he'd like to sell it
>>to as many people as he can. Who is he going to sell this too? People that
>>are switching over to the PC from Atari who whould still like to use some
>>of their old ST software. If they go over to the Falcon instead of a PC, he
>>loses business.

This shows that he has a "vested interest" in denigrating the Falcon.
The fact that he COULD be correct gets obscured by this...

>>Let the buyer beware. If you think Atari claims and service are
>>bad, be prepared for worse with this guy. You don't have to conduct
>>a survey to find plenty of people who have been burned by him. He's
>>bailed on Atari. He's sold his Quick ST software rights to Codehead,
>>and is a PC developer now.

Better that than to just run out on us! At least he sold QST to
someone reputable - he could have dropped it just as easily. I think
EVERYBODY won in the QST/Warp 9 changeover.

>It's a good thing he sold Quick ST to the Codeheads after screwing
>everyone over with his own last VERY buggy version. I'd like to
>reiterate that "buyer beware" warning concerning Darek and BraSoft.
>Talk about an attitude!? Sheesh!

I think that Darek would get a LOT further if he could sometimes just
clamp his mouth (keyboard?) shut, and say NOTHING. Unfortunately, he
has a tendancy to try to add some "political" content to his
advertising, which tends to be self-defeating. He's definitely a
skilled programmer (polished might be a different story). He's
produced quite a lot of USEFUL software. It's too bad that he keeps
shooting himself in the foot by denigrating Atari users. I think he
missed that lesson about "If you can't say anything nice, don't say
anything at all!"

It's certainly bad for marketing!

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

2413. Re: PERFPICH.TOS v1.1 posted to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 19:25:29 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep5.142529.12582@miavx1.acs.muohio.edu>
Source record: 218039

In article <19920904.034505.695@almaden.ibm.com>, cae@vnet.ibm.com (Cornelius Caesar) writes:
> In <1992Sep03.202923.16021@convex.com> William Rosenkranz writes:
>>please don't post self extracting archives. people without ataris may
>>want to look at it (ie read the documentation). use arc, zoo or lharc.
>
> Though I haven't tried it myself yet the documentation of STZip 2.0
> says that the created self-extracting archive is still a valid ZIP file
> and thus can also be viewed at or extracted by STZip.
> Of course if the new inflation algorithm has been used (which is a
> necessity for self-extracing files) you cannot use Zip 1.1.

Yes, it does work. At least the version of zip we have on our vax
works. It says that there are extra bytes at the beginning of the, but
it doesn't mess anything up.

Acutally I prefer self extracting archives, then I don't have to
hope I have the right program to extract the archives.

Later.......

```
----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 5-SEP-1992
```

2414. AUTHOR OF MIDI MAZE I

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 22:25:00 UTC
From: john.woznack@outlan.ersys.edmonton.ab.ca
Message-ID: <3772.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 218018

Does ANYONE know where the author of Midi Maze I (Not II) is?
I need to speak to him/her ASAP. I think the last name is, or
partially is, Xanth. Thanks!
-JWW

2415. PageStream: Easy program-generated vector graphics!

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 22:45:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10173@uqcspe.cs.uq.oz.au>
Source record: 218034

By using the "Adobe Illustrator" import driver, you can easily make
your own programs to create vector graphics with simple ASCII files.

Put these 4 lines of ASCII text at the beginning of your vector
graphics file:

```
%!PS-Adobe
%%Creator: Adobe Illustrator
%%BoundingBox: 0 0 100 100
%%EndSetup
```

(yes, it looks like PostScript, but PageStream can also import it
as normal line graphics for those of us without PostScript printers)

Then to set the line width to say 0.5pt, add this line

```
0.5 w
```

Then to use black lines, add this line (1=white):

```
0 G
```

Then to set the line ends to squares, add these 2 lines (1=rounded):

```
0 j
0 J
```

Now, to move to a point say (100.5,300.0) (in pt), use:

```
100.5 300 m
```

And to draw a line from the last move or line point to (20,50), use:

```
20 50 l
```

At the end of each polyline (a sequence of moves and lines), add:

```
S
```

Then add this line to the end:

```
%%Trailer
```

Simple! The caveats are:

1) You'll have to set the line width and colour, because the
defaults are 0pt and white.

2) You MUST end shapes with "S", otherwise they will not show up.

3) PageStream has a limit to the number of points in a shape, so
make sure you divide your vector graphics up into
sufficient shapes.

and, I'm not sure, but probably:

4) Line widths/ends don't work mid-way through drawing a shape.

I have trivial C++ code for this, if anyone cannot follow. And a cool
Fractal Tree drawer - which is my reason for finding this out :-)

I simply used a slightly modified version of the format generated by
GNUplot's AIFM driver... if you fix that driver, you could easily use
GNUplot to generate graphs, etc for inclusion into PageStream!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

2416. Re: Communications Software

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 22:52:39 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <geHNqB1w165w@ersys.edmonton.ab.ca>
Source record: 218030

joeadato@tcpbbs.pcn.org (Joseph Adato) writes:

- virus@maple.circa.ufl.edu writes:
-
- > Can anyone tell me where I can get communications software that will run on
- > a 1040ST without a hard drive (just one floppy)? If there is a shareware o
- > public domain program available, please tell me where I can get it. Please
- > tell me if there is an FTP site or a phone number where I can download.
- >
-
- Have you tried FreezeDried (FZDTerm)? I don't know if it support Kermit
- but I know it supports just about every other type of down/upload
- protocall. Also, since the transfer protocall are not built into the
- program but are external modules, any stand alone tranfer protocall can
- be used.
-

You might also want to try ShadowTerm II, which is availableon GEnie. It is Shareware, but costs less than Freeze Dried Terminal, and it also supports external protocols. It will run on a 520ST, so memory is not a problem. The demonstration version available on GEnie has everything enabled so that you can look around, and a thirty minute time limit. One of the main advantages that ShadowTerm II has over Freeze Dried Terminal is a GEM interface. It is easy to get at your accessories. I would say that it matches up with Freeze Dried Terminal in all other areas with the exception of emulations. ShadowTerm II does not do any yet.

If you do not have a GEnie account, you can get the program directly from me. E-Mail me for information on that.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>
<< *Author of ShadowTerm II for the Atari ST* >>
<< -- >>

2417. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-05 23:05:27 UTC
From: Chris_Millar@lppl.mi.org
Message-ID: <Chris_Millar.04ft@lppl.mi.org>
Source record: 218041

The LIST price for Falcon/030 w/ 4 meg RAm, 65 meg hd is $1399.
I for one _will_ buy a Falcon. So is my brother and my father and 7 other
ST owners I know off hand - how's that?

-- Via DLG Pro v0.992

2418. FOR SALE: Atari 1040STe TOS 2.05 w/Modem, Mouse, Joystick

Newsgroup: comp.sys.atari.st
Date: 1992-09-06 01:36:46 UTC
From: lectro@milton.u.washington.edu
Message-ID: <1992Sep6.013646.12278@u.washington.edu>
Source record: 218043
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers

The time has finally come...time to sell my ST :-(

Atari 1040 STe (1 Megabyte):
TOS 2.05
800Kb DS Internal DD
4 Mouse/Joystick Ports (2 analog)
MIDI, Parallel, Serial, DMA, Monitor, RCA Stereo, and RF Video Ports

1200 Baud Avatec Modem w/Cable included, mouse and $20 joystick included.
Misc software included.

PRICE: $325 + shipping

Jonathan E. Maier # ## # lectro@u.washington.edu
---------- # ## # ----------
Weekend Operator ## ## ## University of Washington
UCS Operations ## ## ## Seattle, Washington

2419. Where to find floppy drive cable?

Newsgroup: comp.sys.atari.st
Date: 1992-09-06 01:50:38 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <18bo5fINN44d@usenet.INS.CWRU.Edu>
Source record: 218031

I can't seem to find a place that sells an Atari floppy cable. I'm looking
to build an external drive out of a TEAC.

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@tasha.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

2420. Tek terminal emulation program?

Newsgroup: comp.sys.atari.st
Date: 1992-09-06 05:35:06 UTC
From: lmh@medg.lcs.mit.edu
Message-ID: <LMH.92Sep6003506@luke.lcs.mit.edu>
Source record: 218027

Does anyone know if there exist any terminal emulation program for the ST/TT that does Tek terminal emulations?

Thanx in advance,

- Minghsun Liu
lmh@MIT.Edu

2421. Re: Communications Software

Newsgroup: comp.sys.atari.st
Date: 1992-09-06 06:19:14 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep6.061914.3314@actrix.gen.nz>
Source record: 218042

And the fact that FreeZe-Dried has background dialling, Flash .DO file compatibility, built in text editor, fully configurable scroll-back. fully configurable ascii sending. Automatic login learning. Anti-timeout signals. 48/50 line screen on monochrome systems. resolution independancy. Status bar giving all configurable information, and an on-line timer. Toggle keyclick/system bell on/off. Background event relay. Different fonts (loadable). Quick to use non-GEM user interface (much faster than GEM). Keyboard shortcuts for virtually all on-line commands. Keyboard selection of menu items.

v3.0 of FZDSterm is gonna have more emulations (with luck VT100) built in protocols, etc. etc. (Maybe!!)

Also, using shadowterm on TOS1.2 using the standard GEM file-selector, it won't read the information from the disk, and locks up completely!

(No ACC's or TSR's loaded)

But, when Universal-Item-Selector III is loaded, it works!
--
Wells_S@Kosmos.WCC.Govt.NZ / Steven.Wells@BBS.Actrix.Gen.NZ
$$$$$$$$ Nil Mortifi Sine Lucre $$$$$$$$

2422. Re: Can I un-arc MSDOS files on an ST?

Newsgroup: comp.sys.atari.st
Date: 1992-09-06 15:22:31 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Sep6.112232.1742@newstand.syr.edu>
Source record: 218046

In article <1992Sep4.150913.17933@unlinfo.unl.edu> ganderso@unlinfo.unl.edu (gary anderson) writes:
>I want to get some games via FTP for my young nephew who has an
>IBM machine. My machine is an Atari ST.
>Can I un-arc these IBM files on my ST, as I would an ST file? Or will
>I need special software? Or can I even do it at all?
>(I know the easiest thing would be to get the files and the appropriate
>unarc program and let him do it, but I know the procedure would
>confuse him even more than it's confusing me...)
>Thanks!
>Gary Anderson
>ganderso@unlinfo.unl.edu

I know this can be done...I've done it using DCExtract.
--Gerry
ggreenbe@rodan.acs.syr.edu

2423. Double Click & Internet

Newsgroup: comp.sys.atari.st
Date: 1992-09-06 17:32:11 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Sep6.173211.13026@mnemosyne.cs.du.edu>
Source record: 218040

I just spoke yesterday with Mike Vederman of Double Click and he asked me to pass this info along to everyone:

1) There is some problem with their Internet account. They are attempting to either resolve the problem or get another account. Until then, Mike asks that everyone please stop sending to their current account. (As an alternative, you could send email to Double Click's CompuServe account: 75300,577@compuserve.com.)

2) While Double Click doesn't need Beta testers to call them voice at this time, they DO need documentation writers to contact them (by calling 713-977-6520).

Pattie Rayl (Atari Interface)

2424. Re: X-Control Problem and Request

Newsgroup: comp.sys.atari.st
Date: 1992-09-06 18:36:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.613109@cix.compulink.co.uk>
Source record: 218016

>it away. For one reason or another, my modem.cpx bombs when I
>activate it. And I seem to recall a discussion of this when xcontrol
>was first made available.

I believe the early version of the Modem CPX had been set to load
into TT ram or something similer. If you set the flags for ST ram then
it works OK. Failing that, just get the latest version of CPX
which works fine.

```
+--------------------------------------------------+---------------+
| I don't want to start any blasphemous rumours, | Atari ST user |
| But I think that God's got a sick sense of humour | Unix user |
| - ML Gore | |
+--------------------------------------------------+ |
| DOS sucks - Give me Unix! +---------------+
| ilaskey@cix.compulink.co.uk | Iain R Laskey |
+--------------------------------------------------+---------------+
```

2425. Re: AT-Speed and Windows 3.1? (2nd try)

Newsgroup: comp.sys.atari.st
Date: 1992-09-06 19:35:22 UTC
From: pss1@kepler.unh.edu
Message-ID: <1992Sep6.193522.16146@newshost.unh.edu>
Source record: 218017

In article <1119@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
>In article <1992Sep1.233319.10304@athena.cs.uga.edu> kjohnson@castor.cs.uga.edu
(Kristopher Johnson) writes:
>>I thought Windows 3.1 required at least a '386 to run? The AT-Speed C16
>>*IS* only a 16MHz '286, right? Maybe that's the problem. Only Windows
>>2.x will work on a '286, I believe.
>
> Be careful on the numbering. On a 286, Windows 3.0 AND BELOW will work
>(not just 2.x). But I *think* Windows 3.1 is stuck to 386 and above. Best
>place to ask this question would be in one of the "windows" newsgroups.
>Anyways, Windows 3.0 should work fine on a AT Speed C16...
>

If you replaced the number "286" in the above paragraph with
"8088/8086", then you would be correct. Windows 3.1 will run on a
286, but not on an 8086 or below (it requires protected mode). If you
have a 386, then I believe 3.1 will load a separate kernel that has
some 32-bit code in it and other enhancements.

Paul

--
Paul Secinaro
pss1@kepler.unh.edu
Synthetic Vision and Pattern Analysis Laboratory
UNH Dept. of Electrical and Computer Engineering

2426. Re: Mac OS vs. TOS (was Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-07 01:25:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10190@uqcspe.cs.uq.oz.au>
Source record: 218028

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> But don't forget, a command-. would have canceled that dialog box
>so you wouldn't have had to reboot.

Ah, but of course! Command-. why didn't I think of that logical keysequence :-)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / void (if removed)
v Brisbane, Australia. /

2427. Cal63 on Terminator...

Newsgroup: comp.sys.atari.st
Date: 1992-09-07 02:30:08 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Sep7.023008.14365@csi.uottawa.ca>
Source record: 218023

The latest edition of Bill Aycock's calendar program, version 6.3, was just released. I've put it up at atari.archive.umich.edu, in /atari/new/cal63.zoo.

As is typical, the database format has changed slightly. As is also typical, there's quite a few improvements. This program just keeps getting better!

Notables changes: (IMHO: Others might find some of the other changes notable...)
(1) You can select more than one weekday for an event, i.e. - you can have a class Mon. and Wed.
(2) Certain events can indicate Holidays. Other events can be cancelled/deferred based on the holiday.
(3) There's now a set of CLI options for those that run CalShow from a cli.

Shareware that's well worth registering! I've seen EXPENSIVE stuff on PCs that's not nearly as nice as this...
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

2428. Re: CFV: comp.graphics.gnuplot

Newsgroup: comp.sys.atari.st
Date: 1992-09-07 02:45:10 UTC
From: dnichols@ceilidh.beartrack.com
Message-ID: <1992Sep7.024510.25129@ceilidh.beartrack.com>
Source record: 218009
Cross-posted to: comp.sys.3b1,comp.sys.apollo,comp.sys.atari.st,comp.sys.sequent,comp.unix.aix,comp.unix.amiga,comp.unix.cray,comp.unix.sysv386,comp.unix.ultrix

In article <Bu3wJF.6Cp@hico2.westmark.com> kak2@hico2.westmark.com writes:
>Daniel S. Lewart (d-lewart@uiuc.edu) wrote:
>: This is a Call For Votes (CFV) for the comp.graphics.gnuplot newsgroup.
>: The newsgroup would be unmoderated and its charter is given below.
>:
>: To vote *for* the creation of comp.graphics.gnuplot, reply to
>: gnuplot-vote@uiuc.edu with either of the following:
>
>I have had no luck e-mailing my vote for this in.
>Anybody else having problems?

I waited an extra day to give bounced e-mail a chance to come in,
and I have seen no sign of problems here. I have to hand-mangle addresses
to get them out of here, but they wind up at uunet, and apparently there is
no problem from there.

DoN.

--
Donald Nichols (DoN.) | Voice (Days): (703) 704-2280 (Eves): (703) 938-4564
D&D Data | Email: <dnichols@ceilidh.beartrack.com>
I said it - no one else | <nichols@nvl.army.mil>
--- Black Holes are where God is dividing by zero ---

2429. Re: Mac OS vs. TOS (was Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-07 04:57:33 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1992Sep7.005733.3791@spcvxb.spc.edu>
Source record: 218025

In article <10190@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>
>> But don't forget, a command-. would have canceled that dialog box
>>so you wouldn't have had to reboot.
>
> Ah, but of course! Command-. why didn't I think of that logical keysequence :

Granted, the Mac operating system has its quirks (don't they all?), but
I think you will have a hard time showing that its quirkiness comes close
to rivaling that of TOS. The ease of use and the standardized menu of
most applications is probably one of the main reasons that the Mac
clobbers the Atari line in sales of machines in spite of the huge
price differential (actually the price differential is narrowing
quickly).

For example:

In today's New York Times, there is an ad from J&R Music World
for a Mac Classic II for $1199. For that you get:

68030-16mhz mpu
4mb RAM
40mb hard disk
keyboard
(hi rez mono monitor built in)

That is $400 more than the indicated price of the Falcon and for
that extra money you get 3mb more RAM, monitor, hard disk, and
stable system software. ...not to mention the thousands of software
titles available off the shelf (instead of hunting all over town for
a music store with a few game titles).

Regards,

Chris

2430. Falcon capabilities...

Newsgroup: comp.sys.atari.st
Date: 1992-09-07 06:14:05 UTC
From: jared@midiline.la.ca.us
Message-ID: <7HwPqB2w165w@midiline.la.ca.us>
Source record: 218014

Can someone please give me some specs on the Falc? Please reference them
to me in Email...

---
jared@midiline.la.ca.us ('286 Highlander)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

2431. Re: Icon-Editor

Newsgroup: comp.sys.atari.st
Date: 1992-09-07 09:03:56 UTC
From: ue@nathan.do.open.de
Message-ID: <H.z1RKUlLdBwI@nathan.do.open.de>
Source record: 217830

In <4271@wet.UUCP>, Ed Krimen writes:
>In article <1992Aug25.212904.19974@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:
>>Does anyone know where I can get an application for editing the
>>DESKICON.RSC files (the icons) in TOS 2.?+

>There's also the Icon Juggler (I think that's the name) from Codehead
>Technologies. They ship it free when you buy the ROMs or the TEC from them,
>but everyone else can buy it from them for $10. I believe the $10 also
>includes Codehead docs for NewDesk. The Icon Juggler is not an icon editor
>though; it edits the DESKICON.RSC. I'm pretty sure you can only move icons
>around, assign them to different files, and import icons from other files.

Icon Juggler only has the options to set and delete pixel and move the icon;
a real icon editor offers some more features. If you want to see a good icon
editor, look for Iconedi 3.07 by Stefan Muench (I think that's the program Steve
wanted). Features: Icon and Image editor, maximum size 640x400 dots, all
neccessary elements like lines, squares, rectangles, circles, ellipses, circle
& ellipse parts, automatic import of icons/images from resource files, export
of icons as a resource file, etc., etc...

In the current version, Iconedi can't edited any resource file directly, you
have to import the icons, modify them, save the edited icons as a resource
and merge them into the resource file using a normal resource construction set.
This will change in the next version.
/s/ Udo
PS: contact address: Stefan_Muench@un.maus.de
PPS: Iconedi is shareware (~ $15), docs are in german (that will change, too)

--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

2432. Re: Packet radio

Newsgroup: comp.sys.atari.st
Date: 1992-09-08 07:03:47 UTC
From: jonc@status.gen.nz
Message-ID: <1cTqqB1w164w@status.gen.nz>
Source record: 217716

leridez@rpksun1.mach.uni-karlsruhe.de (Daniel Leridez) writes:

> Keywords:
>
> Hi anybody !
>
> Can anyone tell me where i can find programs for pocket radio with the ST.
> FTP-Sites are prefered. Does anyone works with such programs ?
>

Daniel,

You can use KA9Q which is very good for packet radio, but I do not
know what FTP site it is on sorry. I got my copy from GEnie.

You can also use any normal terminal program if you do not want to
use KISS (slip/ip).

Regards

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

2433. Re: More TT030 help...

Newsgroup: comp.sys.atari.st
Date: 1992-09-08 13:46:00 UTC
From: Pierre_Hansen@mz.maus.de
Message-ID: <A9981@MZ.maus.de>
Source record: 217835

u>>Calamus can not use TT-ram.
u>
u>Oh yes it can! If you change the header Calamus will complain at startup (it
u>believes it's been infected by a virus) but will work fine from then on.
u>(The copy I have is a seconds hand copy of version 1.09(UK))).
I wouldn't do it. Using a laserprinter becomes rather fatal with this trick.

Regards Pierre (@DMC)

2434. Re: Tek terminal emulation program?

Newsgroup: comp.sys.atari.st
Date: 1992-09-08 19:09:52 UTC
From: root@darkman.Berkeley.EDU
Message-ID: <1992Sep8.190952.26943@awdprime.austin.ibm.com>
Source record: 217838

Uniterm (shareware i think) does a decent job of tek4014 emulation.
There should be copies around on BBSs. I think I got my copy from
a Compuserve SIG.

/\/\ a r k /\/\ o o r e

2435. Re: OS/2 HPS and Atari file format

Newsgroup: comp.sys.atari.st
Date: 1992-09-09 13:32:28 UTC
From: oliver@westw.rd.open.de
Message-ID: <10000670@westw.rd.open.de>
Source record: 217831

In <1992Aug26.111812.17058@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:

>I'm sure that IBM machine will be able to read Atari files (under
>the old filename system) could an Atari read files created under
>OS/2's high performance filesystem?

OS/2's HPFS Filesystem is for harddrives only, because it only reaches best efficiency on partitions >= 60 MB. So OS/2-diskettes are still in MS-DOS-format and can be read by the Atari ST/TT!

Bye,
Oliver

-->
+---------------------+---+
Oliver Klink	eMail Usenet - oliver@westw.rd.open.de
	===== or - Oliver_Klink@rd.maus.de
	Mausnet - Oliver Klink @ RD
	SEVEN - OLLI_K@NPSBBS
+---------------------+---+

2436. Re: GEM.. what needs to be fixed, and soon!

Newsgroup: comp.sys.atari.st
Date: 1992-09-09 15:21:23 UTC
From: clint@artech.UUCP
Message-ID: <269@artech.UUCP>
Source record: 217763

In article <1992Sep04.121952.133363@rrz.uni-koeln.de>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
> In <1992Sep04.085511.23890@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>
> >Secondly, for the Atari non-intel based machines to be taken seriously at
> >all they have to run a set of de facto standard software.
>
> The software for the 680x0 Ataris
> generally has a much better performance/price ratio than the
> software for any other platform. Some pieces of ST software are
> without counterparts on any other system, and the best thing
> about it is that some of that stuff is even free! To me, that
> makes a big difference.

I was recently visiting a local computer store that had Mac and PC software. I was struck by the number of titles for both and the low prices for the PC software. The prices for the PC software were not different from the prices for the ST software.

I also recently downloaded Castle Wolfenstein 3-D from GEnie. The 3-D real-time graphics in this game make Dungeon Master look silly. I had a problem clearing memory in my girlfriend's PC, because Wolfenstein took almost 600 K (out of 640K). The program was running on a '386.

My point is that the Atari can't stand on software (obviously) or even architecture anymore. 1985 was a good year since the ST blew away any 8086 machine, but now everyone has a '386 in the PC arena, but most Atari users are still using a 68000 at 8 mhtz.

The Falcon in not going to put Atari in the same position as the ST did seven years ago. That chance is lost. If many sell AND the DSP is used effectively we could have a popular machine again.

> As someone has once stated: "Many who have been ahead of their time
> had to wait for it in uncomfortable shelters."

OK. If this applies to us, maybe we can feel better about it. I just hope the $799 I spend won't be in vain.
--
Clinton N. Keith ... Speaking for himself.
Applied Remote Tecnology
crash!hp-sdd!artech!clint
artech!clint@hp-sdd.sdd.hp.com

2437. VIKING MONITOR FOR SALE!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 01:35:18 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <JL4uqB1w164w@tcpbbs.pcn.org>
Source record: 217813

19" Viking Moniterm monitor for sale complete with MegaST graphic card. Asking price is $800.00. This monitor can only be used in the Mega ST (not MegaSTE or 1040) computers. If interested call B&G Electronics 1-(216)-521-2855, or send Email to joeadato@tcpbbs.pcn.org. This monitor is in great shape and was hardly used.

2438. Re: What WP is compat with PC stuff

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 01:53:18 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <JF5uqB3w164w@tcpbbs.pcn.org>
Source record: 217814

M.P.Wood@lut.ac.uk (Michael Wood) writes:

> I am going to be writing some documents on the atari but will need to print
> them from PC's running a variety of WP packages.
>
> Does anybody know of a good WP package[s] that can write stuff that is
> imported into PC stuff (preferably formatted).
>
> Thanks,
> Mike.

WordPerfect 5.x for the IBM will accept an Atari WordPerfect 4.1 document file. In other words, you can create you document on an Atari using Atari's version of WordPerfect (version 4.1) copy to file to disk, and then insert that disk into you IBM running WordPerfect 5.1 and it will be read without any problem.

You can also create your document in TimeWorks WordWriter ST, save the file and then use the conversion program in WordPerfect (Atari version) to convert it the WordPerfect version 4.1. After that it will be a WordPerfect file and my instructions for WordPerfect will apply.

2439. Re: FTP Sites?

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 01:58:40 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <Ho5uqB4w164w@tcpbbs.pcn.org>
Source record: 217815

easteee@wkuvx1.bitnet writes:

> Does the ST have any good, fast IBM emulators written for it yet?
> I've heard of a few in the past, but I've also heard they run at
> snail's pace. Do they run a little faster with more memory? Are
> any programs like this available at the ST FTP site(s)? Where ARE
> some ST FTP sites, anyway??
> wondering--
>

Lets see.. There's SuperCharger, an external XT emulator with a meg of its own RAM. Then there are the 286 emulator (have to be installed inside your ST) AT Once and AT-Speed C16 and a 386 emulator AT-Speed 386 (also has to be installed inside your ST).

Does that answer your question??

2440. Re: Guck & Mint problem

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 07:34:00 UTC
From: Christian_Vogler@hh2.maus.de
Message-ID: <A12370@HH2.maus.de>
Source record: 217780

In article <12742@ecs.soton.ac.uk> dah90@ecs.soton.ac.uk (Halls DA) writes:

>Guck won't call it's editor (whatever you want it to be) under MiNT. Anyone
>else had this problem? Any solution or do I live with it?

If it is not a problem of too little memory, wait for an update. It should be
due anytime now, and it _should_ work fully under MiNT/MTOS.

Christian

Christian_Vogler@hh2.maus.de

2441. Communication programs

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 08:12:42 UTC
From: baumer@cs.utwente.nl
Message-ID: <1992Sep10.081242.25036@cs.utwente.nl>
Source record: 217802

What is the "best" public domain communication program? I have been using Uniterm for several years now and I like it a lot. But I do not know any other programs. I have seen that in a.a.u.e there are a lot of these programs around, just too much to try them all. Can anyone recommend me some?

Greetings,

--
___ Han Baumer <baumer@cs.utwente.nl>
___/ ________
| ___/ | Univ. of Twente, Dept. Computer Science, TIOS-group
| ___ _ _ __ | P.O. Box 217, NL-7500 AE Enschede, The Netherlands
| | | / \ (_ | tel: +31 53 89 3742
| | | _/ __) | tel: +31 53 89 3755 fax: +31 53 333815
|_____________|

2442. MIDI file players (WAS : MOD players)

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 10:24:14 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Sep10.102414.12332@aston.ac.uk>
Source record: 217820

AVRK90@waccvm.corp.mot.com (Kevin Cox) writes:
: Just wondering if anyone out there has heard of a MOD player that will
: play MODs at random, say from a given disk. Is there such a thing?
: Also, just out of curiosity, what is everyone's favorite MOD player?
: Thanks for any info!
:
:
: Kevin
:

Greetings- Personally, I'd like something like this for MIDI files (any format) which works as a DA or a background process. That way, I could have real(-ish) music playing whilst word processing, backing up and so on. The CodeHead MIDI Spy demo does some of this, but is limited to about 15k files (I'd need 100k plus) and about 10 minutes usage. The full version could do it, but I don't need the other facilities, such as permanent recording. All I need is something which churns out data to the MIDI ports. Anything like this around?

--
Tim Wright. \ Real Life sucks
wrighttj@cs.aston.ac.uk \ losers dry.

2443. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 10:36:53 UTC
From: vince@sci.kun.nl
Message-ID: <1992Sep10.103653.17027@sci.kun.nl>
Source record: 217803

In <1992Sep7.152822.3514@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:

>One quick question first...
>Does anyone know if there is an atari emulator for the Archimedes?

Maybe - I don't know.

>A rather strange question and I suspect nobody here will know. Is there a
>group for arc's?

Yes. comp.sys.acorn or something.

>Having heard all this discussion about the Falcon and what it can't and can do
>I thought I'd let you know what I think.

Well?

>I am not really into music (well, not at all actually...) but the sound for the
>Falcon seem quite good. It should make games more interesting if nothing else.
>At the moment I have got a 520STFM (2.5 meg) and that's it. I am just starting
>to do lots of desktop publishing (a newsletter and college work). Working with
>Timeworks 2 from 1 floppy is getting a bit much (to say the least!) and my
>younger brother is always trying to play games.

>So, I started looking for another second hand ST and a hard drive. Then I heard
>of the Falcon. The 4 meg version with hard disk sounds just like what I am
>looking for but it will probably be right on the limit of my budget.

>A few questions about the Falcon....

>Will software from the ST work with the Falcon? (Specifically Timeworks 2 and
>games)

Any decent program should run. If it works on the TT, it will probably
work on the Falcon, too. Games are a bit of a problem, since they
often use dirty tricks for speed increase. Anyway, IF they would run,
they would not use the extra possibilities (sounds, graphics) so you
should get some Falcon-specific games. They should be QUITE nice.

>Will this software run any faster (what it actually feels like rather than
>numbers please) and will it use the DSP or other extras or does it have to be
>rewritten?

Yes, it would certainly be faster. I remember reading somewhere that
average programs run about four times faster on a Falcon than on an
ST. You didn't ask for numbers, but surely a factor four will be
feeling a lot better. Programs written for the Falcon will be faster
than the same programs in ST version, because they will use the better

hardware (the processor in the Falcon isn't only faster, but has more
commands).

>When can I get one and how much will it be (:>)?

Well, you'll have to be patient. The 4M/65M version you mention is
said to cost 1800DM, which should be under 650 pounds (I don't know
the exact currency ratings by heart, forgive me).

>And now some thoughts on Atari...

>I agree with the fact that Atari could do with more (any?) advertising. But
>when I thought about it, and saw some of those posts from amiga owners, I
>realised that I hadn't seen any advertising for any make of computer.
>Maybe everyone's got the same problem...

I've seen a lot of computer ads. None by atari, but they really
should. A few years ago, the average reaction on hearing what type of
computer I own, was a giggle about a games machine. Nowadays, most
people hardly remember ever having heard of them. Bad thing.

>Atari may not be the best company but I don't think they are the worst.
>_Personally_ I would much rather have an Atari than a (games console with
>keyboard) Amiga.

Amiga isn't really THAT bad, you know.

>If I do upgrade to anything else it will be a Archimedes which we use at work.
>(It will not be a PC either, I can't stand them!)

I played with the same though some while ago. The A5000 (not sure
about this number anymore) sounded really good to me.

>Archimedes are a big step up in price though.

Indeed, that's why I decided to wait for the Falcon, which, at that
time, was promised to have a 68040 in it which would outrun an Arc.

>I wish there was more shops which stock Atari stuff. (Maybe the ST's are being
>phased out and replaced by Falcon and TT 030+040's?)

(Don't we all...) Umm, I only know for sure that the MEGA STe is going
to disappear. TT's are still faster than Falcons and I thought they
would remain as high end machines, at least until the Falcon 040.

>Sorry about the length of this post.
>Phil
>(E-mail naffara@uk.ac.crc)

>--
>Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
>suggestion sir,with only two drawbacks: one,we don't have any defensive shields
>and two,we don't have any defensive shields.I know that,technically,that's only
>one drawback,but it was such a big one I thought I'd mention it twice".

Heh heh.

Sander STOks
vince@sci.kun.nl

2444. Re: PERFPICH.TOS v1.1 posted to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 10:55:46 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep10.055546.12745@miavx1.acs.muohio.edu>
Source record: 217808

In article <10219@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> In <laq50iINNa5e@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>> Nearly every self-extracting archiver
>>out there is one that was ported from other systems (ie zip,etc.). And most
>>of them can still be extracted/viewed as a normal compressed file (ie you can
>>unzip a zipped .sea on your UNIX host). So using a .sea is not a bad idea.
> And exactly how are we supposed to know which archiver to try to use on the
>
> "PERFPICH.TOS"
>
> file? "lha"? "zip"? "zoo"? "lharc"? "arc"? "arj"? "UNTOS"?

That is the problem, that there is no way to distinguish what it
was archived with, but in his post, he said he used zip. (I know this
doesn't help the person that goes to atari.archive though.)

> Let's face it, anyone with access to these distributable files will have
> access to programs to extract them. Adding to the download time by including
> all the code to un-LHARC or un-PKZIP (UNCOMPRESSED) to all of these Self
> Extracting Archives is not just a pain in the neck, but also a waste of
> storage space, bandwidth and time.
>
> Let's all use ZOO, LHA, LHARC, ARC, ZIP, TAR, COMPRESS, etc.
>
> ie. standard formats that can clearly be extracted on-site.

The added code was a little under 5k. I like sea, just for the fact
that after it is downloaded, I don't have to worry about if I'm going to
be able to unarc it or not. I got PERFPICH.TOS from atari.archive, and I
was able to unzip it just fine on our VMS machine here.

Later.......

-----=======}}}}}}}}(((((((Ryan 'Gozar' Collins)))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((((((((}}}}}}}}=======----- 10-SEP-1992

2445. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 11:05:41 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep10.060542.12746@miavx1.acs.muohio.edu>
Source record: 217809

In article <1992Sep7.152822.3514@crc.ac.uk>, naffara@crc.ac.uk (Dr. N.A. Affara) writes:
> And now some thoughts on Atari...
>
> I agree with the fact that Atari could do with more (any?) advertising. But
> when I thought about it, and saw some of those posts from amiga owners, I
> realised that I hadn't seen any advertising for any make of computer.
> Maybe everyone's got the same problem...

But anyone reading BYTE in the last couple of months has seen a
full page Amiga ad! If Atari would like to sell a lot of falcons, they
should get some ads in BYTE and a falcon in the hands of Jerry
Pournelle. Then some people might stand up and here what Atari has to
say.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 10-SEP-1992

2446. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 11:05:49 UTC
From: bbs.ruscal@tsoft.sf-bay.org
Message-ID: <e1TVqB1w165w@tsoft.sf-bay.org>
Source record: 217807

paul@jupiter.ame.arizona.edu (Paul Harris) writes:

> In article 2250@fnnews.fnal.gov, jhf@d0xs1.fnal.gov (John Featherly) writes:
> >
> >
> > |> System 6.0.5 works best under Spectre GCR.
> > |>
> >
> > I've tried 6.0.7 and 6.0.8 which seem to boot with Spectre V3. Sound does
> > work however (silence or hangs). Does anyone know what the latest version
> > Spectre software is up to? Anyone use Mac 6.0.8 software regularly?
> > --
> > --
> > John Featherly jhf@d0xs1.fnal.gov
> > D-Zero Experiment at Fermi Lab (708) 840-4508
> > --
>
> Spectre is still at 3.0 (unless I've really missed something big...) and has
> for quite a long time. Hopefully the fabled '3.1' will be comming out soon (
> then, I've been thinking that for quite a long time..:).
>
> -Paul Harris
> paul@jupiter.ame.arizona.edu

##################################
I've been using 6.0.8 with Spectre 3.0. Sound works ok (Including
SoundMaster). So does TrueType and AutoDoubler. Is anyone running
TrueType on 6.0.5 ? i am not sure if it was supposed to work with
anything less than 6.0.8...

--
Russel Mar (bbs.ruscal@tsoft.sf-bay.org)

2447. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 11:09:19 UTC
From: vince@sci.kun.nl
Message-ID: <1992Sep10.110919.17361@sci.kun.nl>
Source record: 217805

In <1992Sep8.233555.16515@zooid.guild.org> Mark Kovarski <kovarski@zooid.guild.org>
writes:

>So what are they really looking for? Another computer that will collect dust
>after a few months of use. Or are they looking around them and see no
>software that will take advantage of its new functions. Heck, if I see
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

This is bullsh*t. (Excusez le mot). I worked at a
company during my vacation where some LASER 286
and 386 were used, with extended (or expanded,
see, what a stupid system?) memory of about 3 MB.
The old programs were too stupid to notice it and
it cost a few days ($$$$$$$!!!!!) to get the thing
set up right. And even now things don't work well.
Now take an Atari. You plug in more memory (or
have it soldered in, those PC slots are a good
idea, true). You take any program, and hey presto!
It uses the memory AUTOMATICALLY. No config.sys.

>major names like Borland, Microsoft, Lotus Corp., and more I might consider
>it since it would have potential. Otherwise, another item for the local
>museum. Your DSP, SCSI-2, 45 trillion color modes are the same arguments
>that 16 year old kids make on Atari Corp. conference in North America called
>"AEO."

Borland OK, but if big nasty ugly Microsoft and Lotus, or maybe even
WordPerfect Corp would lay their hands on poor Atari, I'd have nowhere
else to go but Archimedes. Look here, people who wish to use dogs like
dBASE, WP or Lotus shouldn't but an Atari. We don't want PC software
clones on our nice computer. We want nice, GEM-using, Atari specific
programs, which can import and export to the formats of WP and Lotus,
for example, anyway. The stupid software available for PC's are one of
the main reasons I DON'T WANT ONE. I can tell, I've had to work with
the programs I mentioned. And as I said before, I'd trade WP for even
the oldest version of First Word Plus. (I bet you're thinking of the
many features that one doesn't have and WP does, but I'm talking about
the user interface. And there are many ST wordprocessors which have as
many functions as WP, for less than half the price. Gee, I just
thought of another reason not to buy PC's. Sure, you get a 786-100GHz
machine for under xxx$, but you'll have to spend about the price of
the machine itself for a wordprocessor. Stupid. Unless of course, you
do as many (almost all) PC users and get yourself an illegal copy.)

A bit of a hasy posting, and I'll probably get flamed for it. But I'll
happily sacrifice myself for getting people to understand that Atari

users generally WANT Atari's and their programs, or they'd have bought
a PC in the first place.

>Mark K.
>E-Mail: kovarski@zooid.guild.org

Sander STOks
vince@sci.kun.nl

2448. Cakewalk .wrk to .mid?

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 12:35:41 UTC
From: selick@csa.bu.edu
Message-ID: <95668@bu.edu>
Source record: 217801

Has anybody out there got a utility to convert from the Cakewalk (IBM sequencer) .wrk format to the standard midi file format .mid? I suppose it could be an msdos program, but I am working with pc_ditto, so it'll take forever.
Thanks,
-Steve <selick@csa.bu.edu>

2449. Re: PERFPICH.TOS v1.1 posted to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 12:49:43 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Sep10.124943.21645@olymp.informatik.uni-bonn.de>
Source record: 217812

In article <18kqgmINNnfi@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1992Sep9.013825.25099@terminator.cc.umich.edu>,
weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
>>Better yet, let's all just use zoo in high compression mode. Speed,
>>compression rate, and stability over platforms is key.

>ZOO is far to bugy and has to many limitations, no output redirection
>and no folder creation..

Oh No!

Not again Roger! Please stop this nagging. We all know that you hate zoo
even more than I hate vi.

You will never change your opinion despite all the prefectly valid arguments
for zoo that you have been given during the last zoo war. We all know that.
But please don't start one zoo war after another, it will serve no good.

Thank you -- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

2450. Re: Why no floppy port on the Falcon??

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 13:00:37 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep10.130037.142060@rrz.uni-koeln.de>
Source record: 217804

In <1992Sep9.222135.1@violet.ccit.arizona.edu> dtarico@violet.ccit.arizona.edu writes:

>Can anybody give a good reason why the Falcon would not have an external
>floppy drive port? [...]

I've been surprised by finding out about that too, and I can't
offer any explanation. Could any competent soldering expert
comment on the chances to add a port for an external disk drive?
In principle it should be possible in terms of hardware, I
assume. However, it may be difficult to hack up the Falcon TOS to
deal with the additional drive, if the programmers of the Falcon
TOS assumed there would never be a drive B:

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2451. ASV is too expensive (was Re: TT Unix ASV)

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 13:22:16 UTC
From: IFF327@DJUKFA11.BITNET
Message-ID: <92254.152216IFF327@DJUKFA11.BITNET>
Source record: 217806

Due to my opinion, the discussions about ASV go intop the wrong direction:
it's simply to expensive to upgrade a vanilla TT to ASV:
(All prices that follow are german ones - citizen of other countries
might have different experiance):

You need for ASV:

(1) ASV - comes on a 300 MB Fujitsu HD and coasts in Germany according
to the statement of an Atari employee DM 3900 + VAT (i.e. 4450 DM)
ASV is _not_ available on diskettes or tape at present.

(2) a 19 " b/w monitor, if you want to have X-windows, coasts approx.
DM 1700 in Germany.

(3) MORE RAM - you need at least 8 MB (more is better), coasts you
500 DM for an empty third party TT-RAM module plus DM 50 / MB.
So, for 8 MB TT-RAM you need additional DM 900.

(4) A (cheapo) TT - coasts DM 2000 (2MB ST-RAM, no TT-RAM, no HD,
no MONITOR).

So, ASV in a working configuration coasts you approx DM 9000, the pure
upgrade will be around 6000 DM. (if you sell your PTC for DM 500 and your
Atari TT-RAM for additional 500 DM).

THAT IS FAR TOO MUCH. If you want to do UNIX for as little as possible
money, you'd better buy a second hand Sparcstation or SUN 3/60 or a
NeXTstation or a fast PC and run linux (free) or one of the BSD-s
on it. Personally I have decided to sell my TT and buy a used SPARC instead.
This cut down the upgrade coasts from DM 6000 to DM 2500.

Additionally, nobody knows whether there will be available sometimes
UNIX drivers for tape drives, CD drives, trird party graphics cards and
so on.

The TT is a nice computer, but I would not recommand to run ASV on it.

Stefan

P.S. There have been NeXT stations for DM 6000 ....

2452. Re: What WP is compat with PC stuff

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 14:12:57 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Sep10.141257.16454@digi.lonestar.org>
Source record: 217816

In article <1992Sep9.082300.3251@lut.ac.uk> M.P.Wood@lut.ac.uk (Michael Wood) writes:
>
>Does anybody know of a good WP package[s] that can write stuff that is
>imported into PC stuff (preferably formatted).

If you want to go "back" in technology :-), I regularly exchange files between GEM 1st Word Plus on the PC and 1st Word (the original bundled package) on the ST. Some things (like footnotes) don't exchange but I stongly suspect that upgrading to 1st Word Plus on the ST would fix most (if not all) of the remaining items.

Also (although you didn't ask), I have exchanged metafiles between GEM Draw on the PC and Easy-Draw on the ST, with few problems. The major discrepancy is in the font handling (for text) - sometimes works fine, othertimes doesn't.

Finally, I use the DR DOS 6.0 ViewMax shell on the PC controlling TaskMax (task switcher). Since I have a 25 MHz 4 Mb 386DX, I load the GEM/3 desktop twice, run 1st Word Plus on one and Output on the second one - shorter time to print that way.

This setup is fairly high on the compatibility scale but shows its "age" in the feature & technology arena. But I like the environment, becuse it lets me use my ST more than otherwise. And I really prefer to work on the ST.

Regards,
Roy C. Gosewehr

--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

2453. Re: Is UMich Archive Still Around?

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 14:27:11 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Sep10.142711.3463@terminator.cc.umich.edu>
Source record: 217810

In article <1992Sep10.121404.6210@ryn.mro4.dec.com> rost@rgb.dec.com (My name is Brian Rost) writes:
>Just a followup...I have been able to make contact again. For some reason
>everyone here at DEC lost ftp access to UMich for a week or two, but looks OK
>now. Thanks for the help, all.

I'm not sure what happened there, but should access to atari.archive
go down, for whatever reason, there are mirrors available for your use.
The most notable would be wuarchive.wustl.edu, /mirrors/archive.umich.edu/atari.

I'm sure there are some in Europe also, but I am unaware of their exact
names.

Be certain to know that you cannot upload to these mirrors. (or maybe
you can, but I'll never see the files).

thanks.
weiner

>
> Brian Rost @rgb.enet.dec.com
>
> 508-568-6115
>
> **
> * *
> * The above does not reflect the opinions of *
> * my employer. *
> * *
> * If music is outlawed, only outlaws will be *
> * musicians. *
> * *
> **

--
Jeff Weiner ------------ jweiner@umich.edu -------------- Umich atari posse
414 Erie St. SE, Minneapolis, MN 55414
Back from the summer with a vengeance.......

2454. Public domain GDOS font editors?

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 15:38:46 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep10.153846.151329@rrz.uni-koeln.de>
Source record: 217817

Hi everyone,

a friend of mine (with no Usenet access) is looking for a good
GDOS font editor, preferrably PD or shareware. Please reply by
mail and include information where to get the software from (ftp
sites and the like). I will post a summary.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2455. converter program posted to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 15:47:03 UTC
From: <>
Message-ID: <bnell.716140023@protege>
Source record: 217829

If anyone is interested I posted a program I wrote to translate back and forth
between gst .bin files and gcc .o files. It still has some bugs but I figure
I'd post it anyway and see if anyone wants to use it.

Bill

--
bnell@ferrari.siemens.com | Quote of the Day:
Siemens Corporate Research | Those who are wise to the words are wise
755 College Road East | to those for whom words are sufficient.
Princeton, NJ 08540 | - Scott Surowiec

2456. Falcon IS worth buying!

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 15:54:32 UTC
From: 86669629s@csghsg5a.bitnet
Message-ID: <1992Sep10.155433.166@csghsg5a.bitnet>
Source record: 217811

So what is this "Is the Falcon worth buying?"-discussion all about?

It seems to me that the Falcon is going to be a fun-machine--a computer that's exciting to work/play with. Who cares if the new-ultra-super-sonic PC 80x86 (x being a number>4) is faster? I like the Falcon--at least what I've seen 'til now--and I am going to buy one! (Hoping it really will come out [and hoping I will be able to afford it].)

Over and out.

Greetings,
martin rosenkranz

p.s.: I had to post this twice 'cause part of the text was missing the first time... hope it was canceled. :-)

/--\
| Martin Rosenkranz | BITNET: 86669629S@CSGHSG5A.BITNET |
| University of St. Gallen | INTERNET: 86669629S@ALPHA.UNISG.CH |
Switzerland	
*** I like ATARI-Computers, and I don't care if you don't! ***
\--/

2457. Re: Sigh...

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 16:09:18 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1685E9CDE.C556212@mizzou1.missouri.edu>
Source record: 217818

I have to agree with your observation. Things are a bit out of hand here.
It won't do any good to start complaining about people who complain too much,
but I would like to ask some of you posters in this are to take your personal
grievances elsewhere. This area is meant for converstion, not bitching.

2458. IBM mainframe transfer protocol?

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 16:49:37 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1685EA651.C556212@mizzou1.missouri.edu>
Source record: 217819

Does anyone out there know where I can find an executable program for my
local mainframe (an IBM 3090) that will allow me to do file transfer via
modem to my ST with a "nice" protocol such as X, Y, or Z modem?
I have tried rz and sz from atari.archive, but it doesn't work on my mainframe
(not VAX, I guess). Any help would be appreciated, but I'm ignorant about
mianframes, so if I need to post more info, tell me what I should find out.
Thanks!

2459. LOOKNG for ST (2-sided) DRIVE

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 17:07:10 UTC
From: robertc@garfield.cs.mun.ca
Message-ID: <1992Sep10.170710.28985@cs.mun.ca>
Source record: 217840

Anyone out there that have an internal or external ST drive
that are willing to sell? I have priced new ones and would like to
see if I can get a deal on a second hand one.

Also, someone mentioned that I could get a PC drive for cheap and
put it in rather easily. Any comments, suggestions, or contradictions
I would be interested in hearing.

Send to:


```
--------------------------robertc@garfield.cs.mun.ca---------------------------
| _______ |
| Robert Christian | D D D | Calling from |
| "Great spirits have |~~~~~~~| MEMORIAL UNIVERSITY of NEWFOUNDLAND |
| always met violent | + | Computer Science Department |
| opposition from \~~~~~/ ============================== |
| mediocre minds." \___/ Disclaimer : Anything I say is likely |
| -- Albert Einstein not the opinion of my brain. :-) |
-------------------------------------------------------------------------------
```

2460. Re: Communication programs

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 17:21:58 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1992Sep10.172158.22928@dxcern.cern.ch>
Source record: 217821

> What is the "best" public domain communication program?
[...]
> Can anyone
> recommend me some?

Have a look on connect. The latest version (1.52) was placed today on
a.a.u.e /atari/new.

CoNnect is able to support all ports of your atari at the same time.
You can install baud rates of 38400 57600 ... up to 153600 on a TT or
a MEGA STE.
Its emulations are very bug-free (even more than UniTerms) and the
latest version even supports in addition to vt52, vt100
vt102 (ansi) , vt220 the graphics terminal emulation
TEK 4010.

CoNnect is completely based on GEM and supports many MiNT/MTOS features.

Wolfgang Wander (the author)

2461. Re: 68040 accelerator board?

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 17:25:01 UTC
From: brunos@mafalda
Message-ID: <1992Sep10.172501.13067@cs.mcgill.ca>
Source record: 217823

In article <laod11INN47r@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
> In article <H.NB0mn1ZPbEM@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
> >> From the descriptions so far, it is a stand alone (a tower?) from
> >>the main Mega ST (only so far) that houses a 66MHz 68040 (way over-driven
> >>IMHO, put perhaps bearable if it has some INDUSTRIAL STRENGTH heat sinks
> >>and one heck of a fan - maybe liquid cooled :). Perhaps more busses (I hope)
> >>and memory. Supposedly runs at about 24MIPs. I wonder if it uses a cache
> >>(outside of the onboard of the '040)? Would really Haul A** with a decent
> >>(ie: 256k+) cache...
> >>
> >This make no sence! The 25Mhz version of the 040 does 20MIPS. If a cklock
> >frequency more than two times higher only yields 25% increase, I'd be
> >realy disapointed.

Well, I was at the atari messe in dusseldorf... ...and spoke to
the designer of this accelerator... what happens is that the chip is clocked
at 60 mhz, but the card was running at 33 mhz, and he claimed that next does
something simmilar, hence, they are both the same speed...

by the way, the instructions on how rto make the expansion, will be
published in a magazine(german), in the near future.

Bye, B.S.

2462. Uploaded to Atari Archive

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 17:36:30 UTC
From: seymour@dgbt.doc.ca
Message-ID: <1992Sep10.173630.21000@dgbt.doc.ca>
Source record: 217822

I have uploaded litpuz2.zoo and litpz2gf.zoo to
atari/new to replace litpuz1.zoo in the games directory.

The new version now contains 5 little puzzles which run
only on a colour monitor. The binaries are in litpuz2.zoo
and the GFA Basic 3.5 sources are in litpz2gf.zoo.

BLKPUZ - a difficult sliding block puzzle
ROTATPUZ - something similar to the RUBIC cube but only 2 dimensional
(now made more difficult)
MAZE3D - a maze connected in 3 dimensions.
(now has 4 modes of operation, special graphical effects)
DELIVER - an easy matching puzzle
FIVE - try to get five markers in a row before the computer does.

All of these are freeware but I would be happy to hear your comments.

seymour@dgbt.doc.ca

2463. Re: Why no floppy port on the Falcon??

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 18:25:59 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Sep10.112559.1@violet.ccit.arizona.edu>
Source record: 217832

In article <1992Sep10.092828.24518@bas-a.bcc.ac.uk>, ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
> In article <1992Sep9.222135.1@violet.ccit.arizona.edu> dtarico@violet.ccit.arizona.edu writes:
>>Can anybody give a good reason why the Falcon would not have an external
>>floppy drive port? If not, I think it is really stupid that they left it
>>off. They immediately make the Spectre GCR (in it's current form)
>>incompatible by doing so. I also have an external HD drive that I would
>>like to be able to use. Unless there is some good reason for leaving off
>>the floppy drive port, I think this was a pretty stupid move. It seems
>>like a simple option to include. Hasn't it been included in all previous
>>ST(e) and TT models?
>
> I think there is a very good reason.. not enough space on either the back of
> the machine or the circuit board.
>
> From the photos I've seen of the Falcon's internals they are pretty crammed
> as it is!
>
> Would you prefer a floopy port to the SCSI2 interface, or would you like not
> to be able to have an internal hard drive?
>
> In this small a machine everything is a compromise.
>
>>--
>>--
>> Doug Tarico
>> dtarico@ccit.arizona.edu Where's it gonna get you when
>> doug@sie.arizona.edu your time comes up?
>>--
>
> Steve
> --
> Addresses:-
> JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
> Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

Maybe this is just me, but I would be plenty happy to give up the IDE hard drive port for a floppy drive port.
--

Doug Tarico
dtarico@ccit.arizona.edu Where's it gonna get you when
doug@sie.arizona.edu your time comes up?

2464. Re: DI file players (WAS : MOD players)

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 18:32:31 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1685EBE70.C556212@mizzou1.missouri.edu>
Source record: 217825

I think I know what you're looking for. I have a little desktop ACC that plays MIDI songs in the background while I do my word processing. I am not sure how large of a file it can handle, but it may be enough to handle what you want to do. It loads several songs into memory and then plays them in order and repeats itself. It is called 'Music Studio Background Player' and the file name as I have it on my boot drive is MYMSPAC.ACC. It is PD and I have the source code too! It is old though, as is all my wares because I have been out of the ST mainstream for some 3 years now... Oh, it was written by a James Patchell.
If you need it and cannot find it elsewhere, tell me. But I am not going to be able to u/load it for a while, as I have not yet figured out how to u/load or d/load to my local mainframe yet.
If you need more info, just ask!

Jeoff Hines c556212@mizzou1.missouri.edu

2465. Re: TT Compatability questions

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 18:39:42 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.vDgyyfGLpCc@fredrik.atari.no>
Source record: 217717

In <1992Sep10.084347.5913@cs.hw.ac.uk>, Neil Forsyth writes:
----stuff deleted----
>PC's are not the same! Gawd! They've got different video cards, memory
>management, processors, mice, DOS, BIOS. In fact the use of the BIOS in PC is
>almost essential to insulate you from the various hardware configurations.
>There are some notable exceptions such as the keyboard and 'standard' video.
>
>Notice how the PC version of Speedball 2 works on loads of PC's and can be
>installed on the hard disk but the ST version does not work on the TT or
>Falcon and can't be installed on HD. Bad coding in the disk department?

Ok, I'm mistaken....

-----stuff deleted------
>Many were the best of the latest releases. The spread (if you can call it
>that :-) of games that did work dated from 1986 to the present day.
>Speedball 2 didn't work but Archipelagos did (8Mz no cache).

I don't know too many games but trying a few games on my TT somwhat validates
what you say. A very old game as the FS II does run (not quite stable but). And
the newer the game is, the biger the chance is that it doesn't run.

>Most of the speed dependant code was in the DMA routines.
>
>One of the reasons the games often crashed on the 68030 was their test for
>being in Supervisor mode. This was usually part of the copy protection.
>They used the MOVE SR,Dx instruction which on the '030 is privileged.
>They could have used the GEMDOS Super call ($20) to find that out. Strangely
>if they found they were in User mode they used Super to change. However the
>protection heavily depended on using the trace exception which caused it
>to fail on the 68030.

I wrote 'trap routines' when I should have writen 'exeption routines'....

>Another common error is to load code/data at low absolute addresses that
>flattens OS workspace. Even seven years on some programmers still do this!
>Fixing your screen memory at $78000 is also a problem. With TOS demanding
>more low memory there is the risk that programs will bang their heads on their
>own video RAM. OK that would be a bummer on a 512K machine anyway.

>>Actually we agree on the lousiness of game-writers. I do howewer think
>>that the Falcon is as ST(e) compatible as the MSTE (with cache and
>>16MHZ on) but with additonal problems with trap's as mentioned above!
>
>Bad coding is not just the domain of the game writers. It's sad to think that
>these bad coders will hurt sales of the Falcon which so desperately needs

>software.

Yes, indeed..

>>PS. Do you have a Falcon???
>
>Maybe. I can't say.
Why not?

>I am a developer though.

So am I. Not that I've developed much yet, but give me a Falcon.....

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

2466. Re: Communication programs

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 18:41:38 UTC
From: rfritz@eis.calstate.edu
Message-ID: <BuDL9E.60M@eis.calstate.edu>
Source record: 217827

wwc@vsnhda.cern.ch (Wolfgang Wander) writes:
>
> > What is the "best" public domain communication program?
> [...]
> > Can anyone
> > recommend me some?
>
> Have a look on connect. The latest version (1.52) was placed today on
> a.a.u.e /atari/new.
>
> CoNnect is able to support all ports of your atari at the same time.
> You can install baud rates of 38400 57600 ... up to 153600 on a TT or
> a MEGA STE.
> Its emulations are very bug-free (even more than UniTerms) and the
> latest version even supports in addition to vt52, vt100
> vt102 (ansi) , vt220 the graphics terminal emulation
> TEK 4010.
>
>
> CoNnect is completely based on GEM and supports many MiNT/MTOS features.
>
> Wolfgang Wander (the author)
>

Where can this program be FTP'ed from? It sounds like it might be a
pretty good term program. Right now I use Interlink, because it has an
external file that you can load and it gives it full ANSI compatibilities
which I find necessary much of the time.

2467. PowerDOS Freeware?

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 18:49:03 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Sep10.184903.8603@u.washington.edu>
Source record: 217824

I read in the last AEO that PowerDOS is now freeware. Does anyone know where I can get it? I assume it's up on GEnie... I don't have an account there.

Thanks,

Dan Aywlward
dud@u.washington.edu

2468. Re: More TT030 help...

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 18:51:38 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.WyeIJOlajqw@fredrik.atari.no>
Source record: 217718

In <H.dKKAgDnyXzY@fredrik.atari.no>, Joern Moe writes:

>I didn't specify it, but yes, it seems to run in TT-Ram. But, and it is a big
>BUT, most dialogs that need keyboard input will not be accessable and/or make
>Calamus crash. I've sometimes loaded Calmus to TT-ram on a 6 MB TT to be able
>to print on the Atari lasers (SLMxxx), but it is virtually impossible to do
>real woork in Calamus when loaded into TT-ram!
>
Oh, I just realized I goofed it here... I know that going for TT ram makes it
impossible for the dma (acsi) hardware to accsess the page-immage that Calmus
build up to send to the laserprinter.
But setting Calmus to load to TT ram, and malloc from ST RAM fixes that
problem!
--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

2469. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 18:59:31 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Sep10.185931.5470@magnus.acs.ohio-state.edu>
Source record: 217826

>You can configure ANYTHING in OS/2 2.0, including what you want to install.
>My swap file doesn't exceed 2 MB. You must be joking when saying, "it feels
>like a 8 mhz ST." Have you really tried it. I see NO speed decreases in OS/2
>at all. As a matter of fact, I am running it on a 486/50 MHz DX with 16MB
>RAM and ATI Graphics Ultra. It is as fast as a TT with NVDI loaded in. The

Yes, I've used it, in fact, I can step over right now and use it on a 50mzh 486, I'll grab a window and move it, and I bet it won't be as fast as the ST, I bet it even uses the swap file just to move that little window around, I'll go check and be right back...

OK, well, the screen display *is* snappier than I remembered, but certainly not *faster* than an ST with Quick ST III installed, but I have to admit I may have understated the speed, but not by much! I was absolutely correct about the disk swap, I opened Drive C, grabbed the window, and dragged it into the upper left hand corner of the screen, it accessed the hard drive just to do this.

I can't say I *hate* OS/2 as much as I do Windows, but you must be joking when you say it is "as fast as a TT with NVDI loaded in". :-)
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

- And now a .sig sure to insult (or at least baffle) 95% of all computer users:

||| - Dos and Macintosh = Standardization and Stagnation - //
/ | \ - Atari and Commodore = Innovation and Invention - \//

2470. Re: Use of Falcon's DSP?

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 19:21:57 UTC
From: erik@microware.com
Message-ID: <1992Sep10.192157.1578@microware.com>
Source record: 217833

In article <etxansk.716051298@garbod20> etxansk@garbo.ericsson.se writes:
> I read in Atari ST User (a UK magazine), issue #37, about the
>DSP chip in the new Falcon computer.
>
[some stuff deleted]
>
> Also, does anyone know if the DSP will make the Falcon unique
>when it comes to manipulating graphics? (At least as long as
>no other computer or video game company decide to use this
>standard DSP chip for their product.)
>
> Anders Skelander
>
I have written an animation program that rotates images (ie. every pixel). If the DSP could be used as an image rotation engine, then I imagine that realtime animations could be created (now animations are compiled). By the way, the current code uses all integer math (of course), so writing DSP code should not be too tough.

For this to work, the DSP would have to have full speed access to main memory; anyone know if this is so?

Erik Johnson erik@microware.com

2471. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 19:24:19 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Sep10.192419.5987@magnus.acs.ohio-state.edu>
Source record: 217828

>Is MultiTOS faster? MultiTOS is a FAR inferiour product and doesn't offer 20%
>of all OS/2 functions. I have received some results that were performed with
>MultiTOS such as screen redraw routines, VDI functions etc. The results are
>definetely slower. If MultiTOS sells nearly as many as OS/2 2.0 copies please
>let me know...

One thing I want to know is *why* everyone seems to equate sales with a good product, it has been shown many times over that what sells an item most is advertising and brand-name-loyalty, not quality. Take for example Microsoft products, OS/2 is far superior to Windows, yet Windows has more applications and sells *many times* more copies than does OS/2. IMHO, *all* Microsoft products suck, as in "bit the big one", you know, they "suck big hairy moose muscles". :-) OK, so, maybe you like Microsoft products, let all take *american cars!*, ooooh, now there's a touchy subject! You can't buy a true "american built" car (actually, many of them are made in Mexico) that can even come remotely close to the reliability of Honda, Toyota, or Nissan, yet the american cars continue to sell better. Even if *you* happen to love american cars, just like the majority of the population, that in no way makes them a *better* product.

In general I've found that the most advertised and popular of products tend to be the ones I like the least. It is the innovative and original products from the smaller companies that actually excel, the others just seem to duplicate...

Anyone else out there know what I mean?
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

- And now a .sig sure to insult (or at least baffle) 95% of all computer users:

||| - Dos and Macintosh = Standardization and Stagnation - //
/ | \ - Atari and Commodore = Innovation and Invention - \//

2472. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 20:15:15 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep10.151516.12761@miavx1.acs.muohio.edu>
Source record: 217837

In article <1992Sep10.041027.9029@zooid.guild.org>, Mark Kovarski
<kovarski@zooid.guild.org> writes:
> You can configure ANYTHING in OS/2 2.0, including what you want to install.
> My swap file doesn't exceed 2 MB. You must be joking when saying, "it feels
> like a 8 mhz ST." Have you really tried it. I see NO speed decreases in OS/2
> at all. As a matter of fact, I am running it on a 486/50 MHz DX with 16MB
> RAM and ATI Graphics Ultra. It is as fast as a TT with NVDI loaded in. The
> screen redraw functions are immediately displayed with no delay at all. On
> slower machines it might be the case but not on mine. Also, it accesses the HD
> since it always updates it. When you reboot it comes to same screen as you
> worked last on. Does it access the HD? Yes, so does every OS.

You've got to be kidding, right? Of course OS/2 is going to fly on
that system! I bet Windows would fly to! But with all this high powered
hardware, you still say "It is as fast as a TT with NVDI loaded in." You
didn't say how much you paid for your system either. Atari has always
tried to shoot for the low-end, and for the vast majority of computer
users, this is what they need.

You have 16MB of ram, but you still need a swap file, and even
then, a 2 meg swap file. What do you use the machine for anyway?

The interesting thing is that Atari still ships very usable one meg
machines with only a floppy drive. I use my ST for everything from DTP,
to word-processing, to programming, to telecommunicating, and still have
only 1 meg of ram and two floppies.

The Falcon, when released, will be the best computing value for the
dollar, nothing else can even come close to its abilities for the
price.

> Is MultiTOS faster? MultiTOS is a FAR inferiour product and doesn't offer 20%
> of all OS/2 functions. I have received some results that were performed with
> MultiTOS such as screen redraw routines, VDI functions etc. The results are
> definetely slower. If MultiTOS sells nearly as many as OS/2 2.0 copies please
> let me know...

Again, this was brought up before, about comparing beta software to
finished products. I think it would be safer to compare Multitos with
OS/2 1.3.

Anyway, the success of the falcon and Atari is going to rely on
their ability to market it correctly. (And we all know how well they can
do that. :-( )

Will I buy one? I will wait and see. The vastly superior sound
systems is what will change my mind, but only if there will be software

that takes advantage of it.

Later.......

------========{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
------========{{{{{{{{(((((()))))))}}}}}}}}=======----- 10-SEP-1992

2473. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 20:47:00 UTC
From: only_bbs!JOHN_LOCKARD@overmind.mind.org
Message-ID: <2250287@overmind.citadel>
Source record: 217726

> You don't have enough net credits.

Aw Damn! Hang-on a minute. Gotta put a few more quarters into the modem.
Click *Chink* *Click* *Chink* *Click* *Chink* *Click* *Chink* Okay...

The net messed-up so I don't know who I'm replying to, but....
There's a difference between frequency and sampling frequency.
To sample a sine-wave you need at least twice the frequncy -
the reason is that a sampler takes a snap-shot of the waves
amplitude. So if you sample at the frequency you only get
one part of the sine-wave each time you sample, say the upper
part, thus a DC wave. If you sample at twice the freqency
then you'll get the upper part of the wave and then the lower
part of the wave - thus you can reproduce it accurately.

This only works with cases where you know where the wave is
If you don't know where it is, then you may wind-up sampling
the points of the wave that are at zero - meaning the wave
is hidden. In that case you need to up the sampling freqency.
Between the sampling rates of twice the freqency and four times
the freqency of the sine-wave you get complex phase, frequency,
and amplitude distortions that aren't easy to filter out.

That's why to get the 35KHz wave that the human ear is supposed
to detect you need at least 100KHz or more to reproduce the sound.

P.S. Graph out a sine wave and sampling if you need a model.

2474. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 21:01:02 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <EefvSCG00aw=46XIYa@andrew.cmu.edu>
Source record: 217834

Excerpts from netnews.comp.sys.atari.st: 10-Sep-92 Re: Is Falcon worth buying???? Mark Kovarski@zooid.guil (1006)

> You can configure ANYTHING in OS/2 2.0, including what you want to install.
> My swap file doesn't exceed 2 MB. You must be joking when saying, "it feels
> like a 8 mhz ST." Have you really tried it. I see NO speed decreases in OS/2
> at all. As a matter of fact, I am running it on a 486/50 MHz DX with 16MB
> RAM and ATI Graphics Ultra. It is as fast as a TT with NVDI loaded in. The
> screen redraw functions are immediately displayed with no delay at all. On
> slower machines it might be the case but not on mine. Also, it accesses the HD
> since it always updates it. When you reboot it comes to same screen as you
> worked last on. Does it access the HD? Yes, so does every OS.

Great news !! the 32Mhz 030 of the TT is not that slower than the
50Mhz 486 (even when the 486 has 16MB to deal with)

> Is MultiTOS faster? MultiTOS is a FAR inferiour product and doesn't offer 20%
> of all OS/2 functions. I have received some results that were performed with
> MultiTOS such as screen redraw routines, VDI functions etc. The results are
> definetely slower. If MultiTOS sells nearly as many as OS/2 2.0 copies please
> let me know...

> Mark K.

Sure, OS/2 is much superior. But it NEEDS a bit more hardware to be
useful ! (I actually think 16MB 486 is a good start)

Stefan Monnier

-- On the average, people seem to be acting normal --

2475. Re: What WP is compat with PC stuff

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 21:02:10 UTC
From: Chris_Millar@lppl.mi.org
Message-ID: <Chris_Millar.04ho@lppl.mi.org>
Source record: 217746

Word Perfect 4.1 (the last Atari version) files can be imported into
WorPerfect 5.1 for the PC - or you could just convert everything to ASCII.

-- Via DLG Pro v0.992

2476. Re: Why no floppy port on the Falcon??

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 21:13:56 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <X6LwqB1w165w@comtch.spk.wa.us>
Source record: 217732

ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
> I think there is a very good reason.. not enough space on either the back of
> the machine or the circuit board.
>
> From the photos I've seen of the Falcon's internals they are pretty crammed
> as it is!
>
> Would you prefer a floopy port to the SCSI2 interface, or would you like not
> to be able to have an internal hard drive?
>
> In this small a machine everything is a compromise.

Oh! It just hit me - the external floppy is no problem - There's a
SCSI2 port, and there are several SCSI-based floppy drives available for
the Mac... Spectre GCR should work fine with them (at most, a patch
might be needed).

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us
"Confound these ancestors... They've stolen our best ideas!" -Ben Jonson

2477. Re: Multi-sync

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 21:35:33 UTC
From: Chris_Millar@lppl.mi.org
Message-ID: <Chris_Millar.04hq@lppl.mi.org>
Source record: 217745

About a year ago, I went through the somewhat ardous task of buying and hooking up a muli-sync to my ST. There are 3 models I can name off the top of my head, and all are good monitors:
NEC 3D, Acer 7013, Loop CT1458
Both the NEC and the Acer are 800x600 norm and 1024x768 interlaced models, while the Loop is a 1024x768 NON_interlaced. All can be had for either $250-$400. And, yes, the monitor MUST support a 15.75 scan rate (why is that ridiculous?!) There are several multi-sync connectors on the market that will also switch modes for you - the most common are: Ominix-3, OmniSwitch, ToadSwitch, and the Ultra-Switch - I bought the Loop - good luck!

-- Via DLG Pro v0.992

2478. Re: FZT_D220.LZH at atari/new on a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 22:17:16 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep10.221716.9171@actrix.gen.nz>
Source record: 217836

It 1) says in the DOC files that v3.0 will be released at some
computer show (on September 18th from memory).
2) I have contacted Aaron Hopkins (the author) and he has confirmed
that it should be ready for release sometime this month!
I don't post 'rumors' as there are enough circulating as it is!
--

2479. Re: PowerDOS Freeware?

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 22:21:44 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.9&Mkbvhk9GM@jonh.wimsey.bc.ca>
Source record: 217843

In <1992Sep10.184903.8603@u.washington.edu>, Daniel Aylward writes:
>I read in the last AEO that PowerDOS is now freeware. Does anyone know
>where I can get it? I assume it's up on GEnie... I don't have an account
>there.

As a general warning, several people around here who have tried
this program have reported scrambled partitions and other hard
drive problems. If you do try using it, you'd be wise to back
yp your hard drive first.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

2480. Re: selective accessories at boot

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 23:06:18 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.716166378@groucho.phil.ruu.nl>
Source record: 217845

selbyr@meena.cc.uregina.ca writes:

>Is there some software out there that will allow me to select which,
>if any, of the memory resident programs and desk accessories I want
>loaded when booting the computer from the hard drive? If so, is it pd?
>Shareware? Where can it be obtained? Thanks.

Ha! This is serious, isn't it? :)
Yes, there are tons of programs that do exactly this - and lots of them are
pd. two programs I have a lot of experience with are 'Superboot' and Xboot'.
Both do a very good job and I don't know which one I prefer.
Take a look at atri.archive.umich.edu - I'm sure they have the thing you're
looking for.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy -------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

2481. Re: auto program/acc selection

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 23:12:17 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.716166737@groucho.phil.ruu.nl>
Source record: 217846

selbyr@meena.cc.uregina.ca writes:

>Is there some software that will allow selection of memory resident
>and/or desk accessory files loaded into memory when booting (or which
>files not to be loaded)?

Superboot, Xboot, DeskManager, ... (many names deleted). Take a look at
atari.archive. Recommended are the first two programs.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy -----------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

2482. AACE Meeting Announcement

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 23:17:29 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <2421@devnull.mpd.tandem.com>
Source record: 217839
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

-=< MEETING ANNOUNCEMENT >=-

AUSTIN ATARI COMPUTER ENTHUSIASTS (AACE)

WHEN: Saturday, 12 Sep 92, 1400 - 1700

WHERE: Bethany United Methodist Church in Anderson Mill
(on Anderson Mill Road just southwest of US-183 intersection)
Bethel Building, Room 5

WHY: Presentation by Tim Gallivan

If you are an Atarian in the Austin area, you don't want to miss this one! Tim Gallivan, a Postdoctoral Fellow in theoretical physics at UT, will be giving us an opportunity to see an Atari ST do things many of us were unaware were even possible. Tim's machine started life as a 520STf, but now sports 4 MB and an AT case with DEC LK201 keyboard. The foreign case also houses his two floppies and 85 MB hard drive. Tim is responsible for porting Ghostscript, a PostScript language interpreter, to the ST platform, and for writing a GEM shell for it. In addition to Ghostscript, possible demonstrations include: MiNT, CS-TeX, and Unix Windows (only if we can rig access to a phone line). Y'all come!

As usual, we will also have available our ST and 8-bit libraries.

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

2483. Re: STZIP20.TOS

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 23:21:31 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.716167291@groucho.phil.ruu.nl>
Source record: 217844

protonen@daimi.aau.dk (Lars J|dal) writes:

>sheppard_r@kosmos.wcc.govt.nz writes:

>files it's great. So, I have tried to get it from A.A. But I can't read
>the atari/new directory, because it has permissions drwxrwx-wx.
>Does this means I'm not supposed to read from the atari/new directory,
>only upload to it? I have also tried the atari/archivers directory
>which I can read from without problems, but it only has stzip11.

>So, in summary: Am I supposed to be a little more patient, or is
>something wrong?

>Lars
>(protonen@daimi.aau.dk)

Doing a 'ls' in the new-directory never shows you anything, although the new stuff *is* there (is that a 'permission'-thing?). But if you know that what you're looking for is there (as with STZIP20.LZH), you *are* able to 'get' the archive. So nothing's wrong and no patience needed.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

2484. Revolution in ST/Mac/PC world

Newsgroup: comp.sys.atari.st
Date: 1992-09-10 23:28:39 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.716167719@groucho.phil.ruu.nl>
Source record: 217847

You are not gonna believe this!
Just this night, after years of careful research, I have been able to interbreed the species Motorola 68040 with an Intel 80486, so talking to you right now is the proud 'father' and owner of the first Mintella 6804086 chip!!!
The first weighing and health-checking has given me a first impression of what this newborn chip will be able to accomplish (all very preliminary - minimum ratings):
clock upto 64 Ghz,
RAM upto 512,000 Gbyte
built in 256-ch DSP, samp.rate upto 16Mhz
True-true color: 16million^16million colors
Max. resolution: 7631876378000 x 5678318394000 pixels
256,000 native instructions
78421200 MIPS

Watch the news folks and stay tuned, soon you'll be hearing more on the subject.

So now it's (at last!!!) completely evident which computer to buy: since the stock-price for this new chip is sure to be <$20 and hardly any additional hardware is necessary to control the chip, HJV inc. will -one! month from now- release the soon-to-be-famous H/M 6804086/64G computer -and the guaranteed price will be -hold on, here it comes- ONLY $120!!!!!!!!!!!!!!!!!!!!!!!!!!

So maybe all 'grown-ups' reading this group can *NOW* stop their childish quarreling about which computer is best and which sells best and which has the best software platform and which has the nicest casing and which f***s or s***s best, because *NOW* you'll *ALL* be able to sell your dinky-toys and buy a *REAL COMPUTER* for the price of a cheap CD-player.

And besides, it *does* get rather boring, all these threads full of people yelling to each other. Reminds me of the days we kids were quarreling about 'my daddy's car is bigger than your daddy's...
Please, reading this buls**t costs me -and many others- far too much time, it wastes tons of bandwidth, and it is very, very tiresome.
Could we please use this group for exchange of information and for -sensibly- discussing ST-related subjects? Please.

Hendrik Jan

P.S I know *I*'m wasting bandwidth also. OK, Since I already know, don't flame me. Flames will be sent to the eternal bit-nirvana.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------

University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

2485. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 01:57:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <2250597@overmind.citadel>
Source record: 217714

Actually, it
depends on your definition of accuracy. If you use a sampling frequency
twice that of the sine wave's frequency, it would end up as a triangle wave.
At three times the frequency, you would get a square wave. Therefore, to
retain the shape of the sine wave, you would need a frequency of at least 5
times that of the sound itself.

2486. Re: CoNnect

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 02:11:33 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep11.021133.18103@actrix.gen.nz>
Source record: 217841

What's the filename of this new version of 'Connect'??
--

2487. Re: Free Commercial Software

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 02:15:15 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Sep11.021515.8950@newton.ccs.tuns.ca>
Source record: 217842

In article <1992Sep9.161020.3894@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>
>New idea?
>
>
>Commercial software today is very expensive for the sole reason that
>once a couple of people have bought a program it is just copied over
>the rest of the world. My solution is this one:
>
> Make commercial software very cheap (10 dollars or sth) and get
>funding from e.g. Pepsi. Surely on the Falcon it must be possible to
>have your word processor open with an impressive colourful flying
>bottle of 'Vidal Sassoon'? Sorry, I have to wash and go now.
>
>--
>____
> Annius Groenink|undergraduate student
>Laan van Borgele 24|maths/computer science at the
> 7415 DJ Deventer|University of Utrecht, Holland.

Unfortunately those that pirate software will always convince themselves and try to convince others that what they do is okay! People that pirate software will do so no matter what the price, even $10.00. I have the game 'Thunder Blade' which has Pepsi logos on the box and in the game but it still cost $55.00!!!

Ken Hartlen
Technical University of Nova Scotia
Halifax, Nova Scotia, CANADA
hartlenk@newton.ccs.tuns.ca

2488. Re: FTP Sites?

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 03:00:10 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <Z72wqB4w164w@tcpbbs.pcn.org>
Source record: 217704

> By and large, all IBM emulators for the Atari run relatively slowly since
> the 680x0 processor must do all the 80x86 translations. That's a lot of
> work, indeed. About the best speed you could hope for is that of an 8MHz
> 80286 AT class machine. Of course, a faster Atari will help but with the

Not so!!! AT-Speed C16 (an internal IBM emulator) is running inside my
MegaST 4 at 12.9 Mhz. There are speed test one can run to find oute
exactly how fact their system is running. There is also a 386
emulator available for the ST. Since AT-Speed C16 is a 286 emulator I
would expect the 386 emulator (also made by the people who make AT-Speed)
runs even faster.

2489. Re: auto program/acc selection

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 03:04:25 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <3D3wqB5w164w@tcpbbs.pcn.org>
Source record: 217703

selbyr@meena.cc.uregina.ca writes:

> Is there some software that will allow selection of memory resident
> and/or desk accessory files loaded into memory when booting (or which
> files not to be loaded)?

Have you taken a look at SuperBoot? It's an autoboot program which lets
you decide which files in you AUTO folder and which accessories will
load at boot time. You can have up to 10 different configurations. It's
PD and should be in just about every library.

2490. Atari users group meeting

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 04:32:45 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Sep11.043245.19814@u.washington.edu>
Source record: 217709

Our second Atari users group will be held in Johnson 119 on the UW campus this Sunday night at 7:00. I'll have my TT there! Also, anyone interested can bring CD's or tapes to digitize... It should be an interesting meeting.

If you have any questions, feel free to call me at 522-8641.

Dan Aylward
dud@u.washington.edu

2491. multisync monitor (vga) for ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 04:43:00 UTC
From: burglin@opal.mgh.harvard.edu
Message-ID: <10SEP199223435331@opal.mgh.harvard.edu>
Source record: 217724

Hi, I am interested in getting a color Multisync monitor, i.e.
so that I can view all resolutions i.e. monochrome (high)
and medium and low color on the same monitor.
And it should have an autoswitching powersupply that
can handle it when I move back to Europe, and since it
s a multisync, it's probably VGA compatible as well.
Please reply by email, if you have any experience with such monitors,
or know how one could hook up a VGA monitor, such that
it works properly with an ATARI ST
Thanks
Thomas Burglin
burglin@frodo.mgh.harvard.edu

2492. Re: TT Unix ASV

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 04:49:17 UTC
From: mats@netcom.com
Message-ID: <q+vnk4a.mats@netcom.com>
Source record: 217850

kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:

>That is incorrect. Atari has not "pretty much canned the ASV
>project." The ASV development team was not "laid off" either.
>According to Bob Brodie, Director of Communications @ Atari Corp.,
>the ASV project has been completed and that's why the development
>team is now gone. In a sense, yes, "development has stopped" but
>only because it's done. He said Atari wouldn't be commercially
>releasing the full package until they have their 68040-based
>machine(s) ready but that a text-based (i.e. w/o XWindows, etc.)
>"student" version would be made available for existing machines.

Feel free to interpret how you like what a Director of Communications
says. Also feel free to discuss with the folks who lost their jobs
whether or not they were actually "laid off". Yes, a "production
release" was done shortly before the layoffs (or whatever you feel
like calling them). Since when does that make a project "done"?
Ever heard of maintenance and support? (For that matter, ever heard
of a UNIX release that worked right first time? But that's another
matter).
--
Mats Wichmann
Unisoft Corporation
mats@unisoft.com (or mats@netcom.com)

Silly Disclaimer: speaking only for myself, except when I'm not.

2493. Re: Use of Falcon's DSP?

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 05:02:32 UTC
From: rosenkra@convex.com
Message-ID: <1992Sep11.050232.9987@convex.com>
Source record: 217848

does anyone have any idea what the programming environment for falcon would be? ie compilers. it would be nice to be able to use GNU C (-m56k).

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2494. Re: PowerDOS Freeware?

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 05:04:20 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <18p9ckINN2di@usenet.INS.CWRU.Edu>
Source record: 217849

In a previous article, jhenders@jonh.wimsey.bc.ca (John Henders) says:
>In <1992Sep10.184903.8603@u.washington.edu>, Daniel Aylward writes:
>>I read in the last AEO that PowerDOS is now freeware. Does anyone know
>>where I can get it? I assume it's up on GEnie... I don't have an account
>>there.
>
> As a general warning, several people around here who have tried
>this program have reported scrambled partitions and other hard
>drive problems. If you do try using it, you'd be wise to back
>yp your hard drive first.

Oh, really? Yuck. I tried installing that and ran the DOSTESTR
program which creates and deletes a bunch of files and screwed up a few
directories badly. I thought it was the test program, which crashed.

I didn't notice the promised tremendous speed gain, but...who
knows. It certainly won't compete with MiNT.

--
Doug Wokoun |"The use of Fashions in thought is to distract
(aa384@cleveland.Freenet.Edu) | the attention of men from their real dangers."
- - - |
Atari S I G | -C.S. Lewis

2495. Re: 300dpi GDOS fonts

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 06:00:04 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Sep11.060004.11599@msuinfo.cl.msu.edu>
Source record: 217702

marc@hemlock.cray.com (Marc Bouron) writes:

>In article <1992Sep10.001148.19862@msuinfo.cl.msu.edu>, cable@crs.cl.msu.edu (D
an Cable) writes:
>>
>> There are a number of That's Write font archives on GEnie that contain 300dpi

>> LaserJet fonts. The naming conventions are a little funny and there may be
>> some extra characters, but they are GEM fonts.
>>

>Can these font archives be uploaded to atari.archive? I don't have GEnie acces
s.

Yup. I will post a message with the pertinent file names.

--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

2496. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 06:00:49 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Sep11.060049.811@quando.quantum.de>
Source record: 217707

Mark Kovarski (kovarski@zooid.guild.org) wrote:
: You can configure ANYTHING in OS/2 2.0, including what you want to install.
: My swap file doesn't exceed 2 MB. You must be joking when saying, "it feels
: like a 8 mhz ST." Have you really tried it. I see NO speed decreases in OS/2
: at all. As a matter of fact, I am running it on a 486/50 MHz DX with 16MB
: RAM and ATI Graphics Ultra. It is as fast as a TT with NVDI loaded in.

You take a 50MHz 486, give it 16MB of RAM to play with, add one of the fastest
(and most expensive) graphic boards and it's only as fast as a TT with a
software screen accelerator?!?!
As you can get the same performance out of a system that costs less than
half of what you paid, I can understand you are so upset...

: The screen redraw functions are immediately displayed with no delay at all. On
: slower machines it might be the case but not on mine. Also, it accesses the HD

You should see it on a more "average" 386/33 with 4Megs sometime. It's slower
than an 8MHz ST and that's on a machine with four times as much RAM and
supposedly four times as fast.

Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

2497. Re: CoNnect

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 06:04:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10260@uqcspe.cs.uq.oz.au>
Source record: 217701

Steven.Wells@bbs.actrix.gen.nz writes:

>What's the filename of this new version of 'Connect'??

Have a look in the /atari/newitems directory, yet! Jeff has been working
hard now that he's back.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

2498. Re: Why no floppy port on the Falcon??

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 06:29:52 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Sep11.062952.1479@quando.quantum.de>
Source record: 217706

Jan T. Kim (aeg03@rrz.uni-koeln.de) wrote:
: In <1992Sep9.222135.1@violet.ccit.arizona.edu> dtarico@violet.ccit.arizona.edu writes:
:
: >Can anybody give a good reason why the Falcon would not have an external
: >floppy drive port? [...]
:
: [...]
: assume. However, it may be difficult to hack up the Falcon TOS to
: deal with the additional drive, if the programmers of the Falcon
: TOS assumed there would never be a drive B:

No, it's not a software-problem. The only reason is that there isn't enough
room for another port.
I don't think I will miss the second floppy port very much. If you want to
do some serious work you'll need a harddisk anyway and if you just want a
Falcon for fun and games (and I hope there will be games for it) then those
will support only one drive and/or a harddisk.

Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

2499. Re: Why no floppy port on the Falcon??

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 06:42:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10261@uqcspe.cs.uq.oz.au>
Source record: 217705

dtarico@violet.ccit.arizona.edu writes:

>Maybe this is just me, but I would be plenty happy to give up the IDE hard
>drive port for a floppy drive port.

Maybe it is.

I don't see any use at all for a second floppy drive. I hardly use the
internal one I have now. I never even bothered to up my tiny 360K SS
ST floppy to a 720K DS drive until after I'd had 2 hard drives.

Floppies are just for transfering data between computers. What use is two?
Especially when the one you have holds 1.4M anyway.

Sure, anyone who doesn't have a hard drive probably thinks two floppies
is absolutely essential, but what does even a SMALL hard-drive cost these
days (especially when you already have the IDE and SCSI connections ready
to be used)?

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

2500. Any suggestions for term.progs that can handle dial-back modems

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 06:48:29 UTC
From: cpr@dde.dk
Message-ID: <1992Sep11.064829.28799@dde.dk>
Source record: 217739

I am looking for a terminal emulation program which can handle calls
to (or rather from) dial back modems.

I've been using Uniterm so far, and I'm quite happy with it. Unfortunately
it doesn't seem to be working with dial back modems. It does not pick up
the phone when the hosts dial back.

Maybe I am doing something wrong, in any case I would like any
pointers to how I solve the problems or what program to use instead.

thanks

+--------------------------+---------------------+--------------------------+
Claus Priisholm		Dansk Data Elektronik A/S
Software Engineer	Runtime is	Vindingvej 2C
Euromax Newspaper System	Funtime!!!	DK-7200 Vejle
email: cpr@dde.dk		(+45) 75 72 26 00
+--------------------------+---------------------+--------------------------+

2501. Re: EMACS 18.57 (was long filenames under MINT 0.95)

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 07:17:34 UTC
From: PAULETTI@biel.be.tech.ascom.ch
Message-ID: <1992Sep11.071734.12922@hasler.ascom.ch>
Source record: 217708

In <FSV6AUU@minnie.zdv.uni-mainz.de> tries@obelix.kph.uni-mainz.de writes:

> Hi,
> I've tried to install emacs-1857 on my ATARIST.
> But when I tried to 'dumpemac' the temacs the dumping
> process was stopped, because it could not file
> the lisp file paragraphs. I realized that this was

Get EMACS 18.58 and you dont' have these problems when you dump it
provided you give a look to the messages, who to dump it. I posted
a message a couple of weeks ago. I you do not have it I can send
you a copy how to install EMACS 18.58.

cheers andreas pauletti

2502. nroff 1.2.1 uploaded

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 08:21:18 UTC
From: rosenkra@convex.com
Message-ID: <1992Sep11.082118.17920@convex.com>
Source record: 217710

as promised, i have uploaded file "nroff121b.zoo" to atari.archive
(in atari/new dir).

this contains binary only distribution of what i am currently using:

nroff.ttp v1.2.1
man.ttp v3.0.1
manpager.ttp v1.44

included are manpages (source+formatted) and -man and -ms macros for nroff.
see readme for install/use notes. i'll post src later. this nroff will
(correctly, i hope) generate font escapes for manpager (use -T option).
i have used these heavily over the last couple of months (eg formatted 200+
manpages).

still missing from nroff are traps/diversions/etc. i may never get to this!

enjoy...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2503. Re: Communication programs

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 08:25:42 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1992Sep11.082542.6165@dxcern.cern.ch>
Source record: 217711

> > CoNnect is completely based on GEM and supports many MiNT/MTOS features.
> >
> > Wolfgang Wander (the author)
> >
>
> Where can this program be FTP'ed from? It sounds like it might be a
> pretty good term program. Right now I use Interlink, because it has an
> external file that you can load and it gives it full ANSI compatibilities
> which I find necessary much of the time.

On atari.archive.umich.edu /atari/telecomm or
ftp.uni-kl.de /pup/atari/telecom

Wolfgang

2504. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 08:26:42 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Sep11.082642.11474@cs.hw.ac.uk>
Source record: 217715

In article <2523@ulysse.enst.fr> elendir@helios.enst.fr writes
regarding the Falcon:
>-> It'll run Spectre GCR I'm sure even if David Small has to hammer it into
>-> it so there's no problem with a software shortage...
>
> I guess it will. With the new 1.44 Mb drive, you have no need for GCR,
>you can read MAC HD disks directly.

This maybe true or it maybe a rumour based around the fact that Macs with
HD disk drives can r/w DOS disks with suitable software. As far as I'm
aware, Atari's Ajax FDC is just a 1772 that can be clocked higher. Is there
anyone able to confirm or deny this?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

2505. Re: CoNnect

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 08:27:55 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1992Sep11.082755.6380@dxcern.cern.ch>
Source record: 217712

> What's the filename of this new version of 'Connect'??

conn152.lzh

Wolfgang

2506. Re: TT Unix ASV

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 08:30:18 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.CCIsUpGXiOo@marsu.tynet.sub.org>
Source record: 217757

In <1992Sep10.053147.11164@athena.cs.uga.edu>, Kristopher Johnson writes:
> That is incorrect. Atari has not "pretty much canned the ASV
> project." The ASV development team was not "laid off" either.
> According to Bob Brodie, Director of Communications @ Atari Corp.,
> the ASV project has been completed and that's why the development
> team is now gone. In a sense, yes, "development has stopped" but
> only because it's done. He said Atari wouldn't be commercially
> releasing the full package until they have their 68040-based
> machine(s) ready but that a text-based (i.e. w/o XWindows, etc.)
> "student" version would be made available for existing machines.

All development *done*? Man, are you kidding?
A product like this is never finished.
I saw the latest release (I hope it was) at Atari fair, and the
mouse driver was as damned as before, you could hang up the system
for some ten seconds by simply moving the mouse from one window
to another while the computer was busily counting numbers in a
shell script...
Furthermore, it still comes along with GCC 1.39 - these days most
people use 2.2.2. OK, you can compile it yourself, but I think
it reflects what the guys from Atari think about updating.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Luck is believing you're lucky ! <<

2507. Re: Use of the Falcon's DSP

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 10:00:38 UTC
From: kremser@igd.fhg.de
Message-ID: <1500@igd.fhg.de>
Source record: 217713

In article <1992Sep10.192157.1578@microware.com>, erik@microware.com (Erik Johnson) writes:
|> I have written an animation program that rotates images (ie. every pixel).
|> If the DSP could be used as an image rotation engine, then I imagine that
|> realtime animations could be created (now animations are compiled). By the
|> way, the current code uses all integer math (of course), so writing DSP
|> code should not be too tough.
|>
|> For this to work, the DSP would have to have full speed access to main
|> memory; anyone know if this is so?
|>
|> Erik Johnson erik@microware.com

No, it hasn't, for good (physical) reasons :

- DSP adresses 64k Words (of 24 Bits), within
3 (possibly) distinct Adress spaces X,Y,PGM

- "full speed access" means no_waitstates, no_shared_memory
that's why the DSP has it's own FAST static RAM.

You would need rather a lot of GLUE logic to make '030 and DSP share a common bus.
i.e. Adress translation, Format conversion, bus arbitration,....
And what for? the main bus is already crammed with the CPU, the Video System
(incl. DRAM-refresh), optional '386 board, DMA access for HD,SCSI,Sound...

But then, how IS the DSP linked to the rest of the system ?

- the HOST interface : 8-Bit wide, with Handshake bits
XBIOS calls provide interrupt driven block read (and/or) write
operations, with or without blocking the calling process.

- the SSI (synchronous serial interface) channeled through the sound system,
whose DMA facilities should work for pixel data as well as for sounds.

That way, DSP usage for Graphics should be similar to "normal" DSP usage :

```
+------------------------------+
| DSP Program in harware loop |
+------------------------------+
DATA IN ---->| arbitrary transformations |----> DATA OUT
+------------------------------+
| DSP data (coefficients) |
+------------------------------+
```

Data is fed through the DSP, which performs repeated online transformations.

For example :

- Viewing transformation :
DSP setup : viewing matrix, viewing direction
DATA in : 3D-Vectors (Object Coordinates)
DATA out : 3D-Vectors (World Coo.)
perhaps with flags for backfacing vectors.

- Line by line Shading
DSP setup : lighting model, lamps, material properties...
DATA in : pre-sorted surfaces (triangles, meshes, perhaps NURBS)
DATA out : pixel values

- Ray tracing
- Simulation (particle simulation ... flight simulation)

And now for something completely different :

The external SSI connection would allow a pipeline of !external! DSP boards.
There are special chips for audio filtering used like this. (no complete DSP
but just dedicated filtering stages).

I'm not sure such an external pipeline would be worth its cost, but

- the 56001 supports such small systems (internal RAM, bootstrap modes etc.)

- While DSP's and fast SRAM aren't right now sold in sixpacks, with the growing
DSP usage in telecommunications and consumer electronics, who knows ?

//// ----> Steffen Kremser <---------
c-OO ----> kremser@igd.fhg.de <------
| -~

2508. Looking for Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 12:49:46 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <11SEP92.08494619@cc4.crl.aecl.ca>
Source record: 217720

Bob:

Over the last few weeks, I have FAXed Atari USA three or four times and have called four times asking when Atari USA will begin shipping product to Canadian dealers and how service will be provided. I have yet to obtain any answer.

Could you let me know the answers. You can reply via the net or by FAX at (613) 584-2852.

Thanks in advance, Greg Csullog

2509. Where can I post Portfolio requests?

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 12:52:59 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <11SEP92.08525936@cc4.crl.aecl.ca>
Source record: 217719

I have posted two requests for info on the Portfolio and they have not made it to this net mailing. Where can I post questions about the Portfolio?

2510. Re: I GIVE UP --- HELP

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 13:18:50 UTC
From: oliver@westw.rd.open.de
Message-ID: <10000675@westw.rd.open.de>
Source record: 217758

In <715791492.F00001@tdkt.kksys.com> Terry.Soderman@f47.n282.z1.tdkt.kksys.com (Terry Soderman) writes:

>I have LZH201J.lzh that is supposed to achive this goal except that
>it is a (lh5) file and I can't un-LZH it.

Rename it to LZH201J.TTP, start it and be surprised! Unpack it by typing LZH201J X LZH201J.TTP.

cu
Oliver

-->
+--------------------+---+
Oliver Klink	eMail Usenet - oliver@westw.rd.open.de
	===== or - Oliver_Klink@rd.maus.de
	Mausnet - Oliver Klink @ RD
	SEVEN - OLLI_K@NPSBBS
+--------------------+---+

2511. Re: selective accessories at boot

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 13:45:40 UTC
From: morris@divsun.unige.ch
Message-ID: <1992Sep11.154541.19169@uni2b.unige.ch>
Source record: 217722

In article 12311736@meena.cc.uregina.ca, selbyr@meena.cc.uregina.ca () writes:
>Is there some software out there that will allow me to select which,
>if any, of the memory resident programs and desk accessories I want
>loaded when booting the computer from the hard drive? If so, is it pd?
>Shareware? Where can it be obtained? Thanks.
>
>R.M. Selby

I am sure a lot of people will answer this one; so I will put in a quick vote
for Superboot (v7.4, if I remember rightly),, before such mentions become
depasse.
I have it running on both TT's and ST's - very solid.
Incidentally, on my TT, I cannot make it autorun GEM programs - is this me,
or are other people having the same problem?

Mike M..

2512. Re: Atari marketing was: ding dong.. who's there ? Dr who..

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 14:25:15 UTC
From: oliver@damabus.informatik.rwth-aachen.de
Message-ID: <oliver.716221515@damabus>
Source record: 217721

vombruch@quando.quantum.de (Stefan vom Bruch) writes:

>: P.S. I think honesty is a virtue.

>Okay - so what you're actually saying is, you would prefer to buy a computer
>that is advertised as the fastest,

[... deleted some stuff]

> :-)

I didn't say I would prefer to buy such a computer, but I think you sell thing
to a lot of people that way. Of Course there are such persons (as you and
me perhaps), who know about the features of the Falcon and who can't be treated
that way, but there are persons, who don't know and who hear and _believe_
the lies other companies than atari spreed. What will those people do??
Well what would you do? Of course you would buy the "better" computer just
to see, that it doesn't do what it should do when you really use it (e.g.
making coffee).

>[...] I don't think that
>Atari would have gained anything by putting liars on the stand. Apart from
>the obvious reason that this is definitely not the way to go, [...]

I AGREE with you: This is not the way to go.
(remember: honesty is a virtue)
But from point of view it's the way to sell something if
you aren't the only one who sells.

In MY eyes (so please don't start a flame war) Microsoft Windows 3.0 is a big
piece of shit. (Microsoft Windows 3.1 is an even smaller one). And how do they
sell it?? With a lot of advertisment with (a few) lies. That's the way it
goes today (even if it's not the way to go).
Windows is even sold, while there is OS2/2.0 which is obviously the better
solution. But IBM is to honest about it, and so is ATARI.

> [...] it would
>have been the wrong place anyway because a) most people on the show are far
>to competent to be fooled in such a way; b) the Falcons were there for
>everyone to see and everybody could test their software on them so any
>unbelievable claims could have been checked right away; [..]

Okay, Okay, your absolutly right with this !!!!
Maybe it would have been the wrong place to lie obviously, but as you said
most (so not all) were far to competent to be fooled, but not all, and
those were ther persons I adressed. Maybe I exagerate to much, to get my
point clear.

> [...]c) you can't sell
>a computer by just telling people: it can do this and this and that too
>without having some demo to back you up.

Perhaps you can't sell them right now, but when someone just hears it and
leaves the flair he will keep that lie in mind and the Falcon will have
better chances to get bought.
So actually you can sell computer that way (it's cruel, but it's true).

>Re: PS: Arguing that Atari should have lied at the show then saying that you
>think honesty is a virtue is not a good way to prove your point... what *is*
>your point!?!

I do really think (and i hope I act like it) that honesty is a virtue.
On the other hand the Falcon is very nice computer and it would be a pitty
if they don't sell them, just because they are _too_ honest.

Made my point clear ??

Oliver

2513. Re: Why no floppy port on the Falcon??

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 14:35:43 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <18qarvINNm1a@usenet.INS.CWRU.Edu>
Source record: 217723

In a previous article, warwick@cs.uq.oz.au (Warwick Allison) says:

>dtarico@violet.ccit.arizona.edu writes:
>
>>Maybe this is just me, but I would be plenty happy to give up the IDE hard
>>drive port for a floppy drive port.
>
>Maybe it is.
>
>I don't see any use at all for a second floppy drive. I hardly use the
>internal one I have now. I never even bothered to up my tiny 360K SS
>ST floppy to a 720K DS drive until after I'd had 2 hard drives.
>
>Floppies are just for transfering data between computers. What use is two?
>Especially when the one you have holds 1.4M anyway.
>
>Sure, anyone who doesn't have a hard drive probably thinks two floppies
>is absolutely essential, but what does even a SMALL hard-drive cost these
>days (especially when you already have the IDE and SCSI connections ready
>to be used)?
>
>
>--
>Warwick

If you are one of the thousands that have an external floppy disk drive,
you'd love to hook it up to the Falcon.

Tough, I bet it knocked about $50 or more off of the Falcon...

>

--

2514. Re: Falcon030 vs. Falcon040

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 15:38:41 UTC
From: darling@cellar.org
Message-ID: <7a2XqB2w164w@cellar.org>
Source record: 217740

warwick@cs.uq.oz.au (Warwick Allison) writes:

> With the price of a Falcon030 at $800, the best option is to buy an 030 as
> soon as possible, beef it up with whatever monitor, memory and harddisk you
> can afford, then upgrade to an 040 if needed later - you'll only be losing
> on the $800 - everything else would be re-usable on the 040 (one would assume

The only thing I just can't abide is that one-piece 1040 case (I'm currently
a Mega 2 guy). If I'm happy with the MIDI software I see for the Falcon,
I'll likely buy one and stick it into a tower case.

> and who knows, you may find the 16MHz 030 quite sufficient - after all
> you've gotten along fine with a machine with one quarter of the abilities
> for some time now, probably without a blitter.

This is the thing to remember. Even a 16MHz 030 is a real powerhouse. The
world's finest MIDI sequencing software, Notator 3.1, runs superbly on an
8MHz 68000. Even when you add digital audio recording, I can't imagine
16MHz 030 having any trouble with these kinds of applications at all.

> I've already bought my hard-disk for the Falcon (okay, so I lose a bit
> more, because I had to buy an ICD interface to use it for now on my ST),
> so only memory and monitor are concerns (I wish now that I'd bought a
> Multi-sync rather than my colour monitor!).

Luckily, I already have a 44Meg removeable SCSI drive, so I think I'm set
for basic operation. Now all I'll need is a nice 1-Gig drive, and I'll be in
business for some serious audio recording/editing.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

2515. Mono software on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 16:10:56 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Sep11.161056.21155@a.cs.okstate.edu>
Source record: 217734

Just out of curiosity...
I found hi-rez mode essential for stuff like {uw, mgr, uniterm(tek mode),etc.},
and since the Falcon's "true color" mode is of the same order... I'm inclined
to call it high resolution (from a many year atari user, just now experiencing
800x600 on a PC).
Can one run UW on a Falcon with a color monitor? Must it be a VGA monitor?(Do
I still need my monitor master and mono????)

jc

2516. Re: auto program/acc selection

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 16:15:52 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1121@usdtsg.DaytonOH.NCR.COM>
Source record: 217777

In article <9SEP92.18120432@meena.cc.uregina.ca> selbyr@meena.cc.uregina.ca writes:
>Is there some software that will allow selection of memory resident
>and/or desk accessory files loaded into memory when booting (or which
>files not to be loaded)?

Many of them: Desk Manager 3.3, Superboot 7.x, Xboot, Mouse boot, and
others. These all will let you select which ACC's and AUTO programs will
load up depending on which ones you want. A couple will also let you
choose such things as which DESKTOP.INF/NEWDISK.INF will be used,
which GDOS ASSIGN.SYS files, etc. You should be able to find most if not
all of these at atari.archive.umich.edu or some BBS's...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com
R.ANISKO
Fnet 410

2517. Re: PERFPICH.TOS v1.1 posted to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 16:58:57 UTC
From: saj@chinet.chi.il.us
Message-ID: <BuFB69.L9M@chinet.chi.il.us>
Source record: 217795

In article <18kqgmINNnfi@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>ZOO is far to bugy and has to many limitations, no output redirection
>and no folder creation..
>
>
>I am a Electronics/Computer Eng, with some 35 experience, and I have had more
>problems with ZOO than any other archive format..
>
>Plus have had a Atari since 1986, and what I state is fact and not fiction...

I know from personal experience that zoo201.ttp allows redirection of output to a file (as in zoo -list ZOOFILE > LOGFILE) and creates directories as needed (as in zoo -restore ZOOFILE). It seems we have gone over this ground before, with a great deal of heat and little light.

Please give us exactly ONE name of a widely available zoo file which does not unpack the way you want it to. Please say what kind of output redirection you want to do (if it isn't UNIX-oid > or | redirection, an example of lharc commands which did what you mean would be helpful). If your example doesn't create directories properly with "zoo -restore" or "zoo e//" that would be helpful in explaining your complaint.

This is a request for one or at most two examples. Please be helpful by giving exactly that.
Steve

2518. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 16:59:01 UTC
From: healy@nosc.mil
Message-ID: <1992Sep11.165901.12125@nosc.mil>
Source record: 217733

In article <2250597@overmind.citadel> only_bbs!arthur_dent@overmind.mind.org writes:
>Actually, it
>depends on your definition of accuracy. If you use a sampling frequency
>twice that of the sine wave's frequency, it would end up as a triangle wave.
> At three times the frequency, you would get a square wave. Therefore, to
>retain the shape of the sine wave, you would need a frequency of at least 5
>times that of the sound itself.

Wow! 5x! Wait until Nyquist finds out :-)

2519. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 17:18:48 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Sep11.171848.29728@u.washington.edu>
Source record: 217725

In article <2250597@overmind.citadel> only_bbs!arthur_dent@overmind.mind.org writes:
>Actually, it
>depends on your definition of accuracy. If you use a sampling frequency
>twice that of the sine wave's frequency, it would end up as a triangle wave.
> At three times the frequency, you would get a square wave. Therefore, to
>retain the shape of the sine wave, you would need a frequency of at least 5
>times that of the sound itself.

Although your idea of "retaining the shape of the sine wave" is
intuitively appealing, the Sampling Theorem (tm) assures us that
a sine wave can be completely represented even when sampled at
"only" twice its frequency. To understand why, you must realize
that a triangle wave of a given frequency contains components
of much higher frequencies. If the analog signal has been properly
sampled, then even though the digital samples may _look_ like a
triangle wave, the only "legal" underlying analog signal is
a sine wave.

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

2520. Re: Falcon030 vs. Falcon040

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 17:30:01 UTC
From: marsh@gwdgv1.gwdg.de
Message-ID: <86W6XEM@gwdu03.gwdg.de>
Source record: 217727

In article <10232@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>With the price of a Falcon030 at $800, the best option is to buy an 030 as
>soon as possible, beef it up with whatever monitor, memory and harddisk you
>can afford, then upgrade to an 040 if needed later - you'll only be losing
>on the $800 - everything else would be re-usable on the 040 (one would assume).
>So, you sell your 030 for $500 to the neighbor to hook up to a TV and play
>the cool games (which the brat has been playing ever since you bought
>the 030). $300 loss, max - and who knows, you may find the 16MHz 030 quite
>sufficient - after all you've gotten along fine with a machine with one
>quarter of the abilities for some time now, probably without a blitter.
>
>I've already bought my hard-disk for the Falcon (okay, so I lose a bit
>more, because I had to buy an ICD interface to use it for now on my ST),
>so only memory and monitor are concerns (I wish now that I'd bought a
>Multi-sync rather than my colour monitor!).
>
>
>--
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> _.-._/ University of Queensland, / void (if removed)
> v Brisbane, Australia. /
Agreed with every single word of what you wrote!

Tibor.

2521. sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 17:39:10 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Sep11.173910.279@u.washington.edu>
Source record: 217728
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In article <2250287@overmind.citadel> only_bbs!JOHN_LOCKARD@overmind.mind.org writes:
...
> Between the sampling rates of twice the freqency and four times
> the freqency of the sine-wave you get complex phase, frequency,
> and amplitude distortions that aren't easy to filter out.
>
> That's why to get the 35KHz wave that the human ear is supposed
> to detect you need at least 100KHz or more to reproduce the sound.

Does anyone have a reference to the [British?] research that
supposedly demonstrates that the ear can detect "nuances" in
sound up to 35kHz? Or any research that demonstrates that the
conventionally-accepted human hearing range (~20Hz to ~20kHz)
needs to be reconsidered?
How about the idea that signals must be sampled at _three_ times
their highest frequency?

[newsgroups: comp.sys.atari.st - where this started
rec.audio - surely some audiophile knows a reference
sci.skeptic - to keep the audiophiles honest :^)
can't decide where to followup-to...]

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

2522. Re: auto program/acc selection

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 17:40:45 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <1685F106AE.BWWL@ibm.rz.tu-clausthal.de>
Source record: 217729

In article <9SEP92.18120432@meena.cc.uregina.ca>
selbyr@meena.cc.uregina.ca writes:

>Is there some software that will allow selection of memory resident
>and/or desk accessory files loaded into memory when booting (or which
>files not to be loaded)?

There are a lot of boot-selectors. The most common is SuperBoot, but I
prefer ST_MBOOT (mono only).
SuperBoot is avaible at atari.archive. /atari/utilities/spbt_7_2.lzh
I will upload STMBOOT soon...

Bye,
Wolfgang.

2523. Re: Tek terminal emulation program?

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 17:52:46 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1992Sep11.135246.3836@spcvxb.spc.edu>
Source record: 217667

In article <1992Sep8.190952.26943@awdprime.austin.ibm.com>, root@darkman.Berkeley.EDU (Root) writes:
> Uniterm (shareware i think) does a decent job of tek4014 emulation.
> There should be copies around on BBSs. I think I got my copy from
> a Compuserve SIG.

If I am not mistaken, Uniterm is the only communications package for the ST with TEKtronic40XX emulation.

Cheers,

Chris

2524. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 18:06:53 UTC
From: darling@cellar.org
Message-ID: <768XqB1w164w@cellar.org>
Source record: 217741

cmedley@wam.umd.edu ('Flip') writes:

> Just out of curiosity, I am wondering what the primary concerns of those who
> are considering jumping to the PC/Mac, etc... platforms are? I've noticed
> that what people who jump are looking for is a large software base, with the
> "options" of doing pretty much anything they want available to them. I think
> that's a pretty valid reason... but are there other considerations?

There's a strong case to be made for availability of service and peripherals. If you have a PC or Mac, you can go almost anywhere to get service or buy software/parts off the shelf. So far, the best bets for Atari service have usually been music stores, whose software tends to be restricted to the realm of MIDI. I don't consider this a problem, but it sure is for a lot of people, who must use mail order to get stuff.

I think that a lot of us Atari folks buy computers for a specific purpose and are willing to suffer the inconvenience. I certainly feel that way. There could be 100 Ford dealerships in my town, but I'd still rather drive a Mercedes.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

2525. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 18:38:36 UTC
From: kovarski@zooid.guild.org
Message-ID: <1992Sep11.183836.12212@zooid.guild.org>
Source record: 217752

vince@sci.kun.nl (V.G.J.M. Stoks) writes:
>In <1992Sep8.233555.16515@zooid.guild.org> Mark Kovarski <kovarski@zooid.guild.org>
writes:
>
>
>
>>So what are they really looking for? Another computer that will collect dust
>>after a few months of use. Or are they looking around them and see no
>>software that will take advantage of its new functions. Heck, if I see
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> This is bullsh*t. (Excusez le mot). I worked at a
> company during my vacation where some LASER 286
> and 386 were used, with extended (or expanded,
> see, what a stupid system?) memory of about 3 MB.
> The old programs were too stupid to notice it and
> it cost a few days ($$$$$$$!!!!!) to get the thing
> set up right. And even now things don't work well.
> Now take an Atari. You plug in more memory (or
> have it soldered in, those PC slots are a good
> idea, true). You take any program, and hey presto!
> It uses the memory AUTOMATICALLY. No config.sys.

There MIGHT be some problems for novice users to set-up a PC right but
usually its very easy. At least I can put 64 Meg on my motherboard how about
the Falcon030? 14 Meg and that's it. What do you do if you run out? Wait until
Atari releases a new computer that will be able to fit 15 Meg? I agree, it
might be a little bit expensive but the advantages are enormous. BTW,
every body seems to talk about the Falcon. Can you tell me where I can buy i
NOW? Ohhh, how much are those memory upgrade modules? I hear everything WILL
BE available but where is it? Where are all the "ports"?

Let's get real, who are we bulls******.....

>>major names like Borland, Microsoft, Lotus Corp., and more I might consider
>>it since it would have potential. Otherwise, another item for the local
>>museum. Your DSP, SCSI-2, 45 trillion color modes are the same arguments
>>that 16 year old kids make on Atari Corp. conference in North America called
>>"AEO."
>
>Borland OK, but if big nasty ugly Microsoft and Lotus, or maybe even

>WordPerfect Corp would lay their hands on poor Atari, I'd have nowhere
>else to go but Archimedes. Look here, people who wish to use dogs like
>dBASE, WP or Lotus shouldn't but an Atari. We don't want PC software
>clones on our nice computer. We want nice, GEM-using, Atari specific

>programs, which can import and export to the formats of WP and Lotus,
>for example, anyway. The stupid software available for PC's are one of
>the main reasons I DON'T WANT ONE. I can tell, I've had to work with
>the programs I mentioned. And as I said before, I'd trade WP for even
>the oldest version of First Word Plus. (I bet you're thinking of the
>many features that one doesn't have and WP does, but I'm talking about
>the user interface. And there are many ST wordprocessors which have as
>many functions as WP, for less than half the price. Gee, I just
>thought of another reason not to buy PC's. Sure, you get a 786-100GHz
>machine for under xxx$, but you'll have to spend about the price of
>the machine itself for a wordprocessor. Stupid. Unless of course, you
>do as many (almost all) PC users and get yourself an illegal copy.)

You want Borland, which is basically a PC based company, but you don't
want any others? You want ST software that will be able to import/export
WP and Lotus files but you have PC compatible computers? Why do you need
such a function if you hate PC computer so much?
If you believe that WP is the same as First Word Plus you must have a
serious problem. Why isn't Atari software review in major publications
such as Byte, PC Magazine, and so on? They review Mac software as well but
NEVER-EVER Atari software. Even DTP, nothing in that cathegory. Do I have
have to spend thousands of dollars on a word processor package? No. Do I
have to spend a few hundred dollars? Maybe. Will I spend it? I did and
will continue to do so since a good package deserves the support. Do you
know what it comes down to? Being CHEAP! That's exactly what killed Atari
support and major developers such as Borland will not support Atari any
longer. If you want a good package for the Atari you have to spend a few
hundred dollars anyways (Calamus, Notator, CuBase, and many more).

>
>A bit of a hasy posting, and I'll probably get flamed for it. But I'll
>happily sacrifice myself for getting people to understand that Atari
>users generally WANT Atari's and their programs, or they'd have bought
>a PC in the first place.
>
>>Mark K.
>>E-Mail: kovarski@zooid.guild.org
>
>Sander SToks
>vince@sci.kul

I know the truth hurts but life is though...

Mark K.
Internet: kovarski@zooid.guild.org

2526. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 18:51:03 UTC
From: kovarski@zooid.guild.org
Message-ID: <1992Sep11.185103.12445@zooid.guild.org>
Source record: 217753

dhbutler@magnus.acs.ohio-state.edu (Your Conscience) writes:
>>You can configure ANYTHING in OS/2 2.0, including what you want to install.
>>My swap file doesn't exceed 2 MB. You must be joking when saying, "it feels
>>like a 8 mhz ST." Have you really tried it. I see NO speed decreases in OS/2
>>at all. As a matter of fact, I am running it on a 486/50 MHz DX with 16MB
>>RAM and ATI Graphics Ultra. It is as fast as a TT with NVDI loaded in. The
>
>Yes, I've used it, in fact, I can step over right now and use it on a 50mzh
>486, I'll grab a window and move it, and I bet it won't be as fast as the ST, I
>bet it even uses the swap file just to move that little window around, I'll go
>check and be right back...
>
>OK, well, the screen display *is* snappier than I remembered, but certainly not
>*faster* than an ST with Quick ST III installed, but I have to admit I may have
>understated the speed, but not by much! I was absolutely correct about the disk
>swap, I opened Drive C, grabbed the window, and dragged it into the upper left
>hand corner of the screen, it accessed the hard drive just to do this.
>
>I can't say I *hate* OS/2 as much as I do Windows, but you must be joking when
>you say it is "as fast as a TT with NVDI loaded in". :-)
>-->
>|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu
>
>- And now a .sig sure to insult (or at least baffle) 95% of all computer users:
>
> ||| - Dos and Macintosh = Standardization and Stagnation - //
> / | \ - Atari and Commodore = Innovation and Invention - \//

I have also the Atari and _I_ know if the 486/50 is faster. I have seen the TT
running and to be honest, didn't impress me AT ALL (otherwise I would have
bought it). BTW, try downloading on a TT at 14.4 on two comm ports and see if
you get 1680-1695 CPS rates on both. At the same time though get a WP to
reformat a doc and then drag/copy/move files around. All at the same time.
Try to keep all windows open so you can see how it progresses. Let me know.

You can use MiNT to do it since MultiTOS is not available. Hope to hear from
you soon...

Regards,
Mark K.

2527. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 19:12:53 UTC
From: malay@sae.com
Message-ID: <1992Sep11.191253.13880@sae.com>
Source record: 217736

```
In article e1TVqB1w165w@tsoft.sf-bay.org, bbs.ruscal@tsoft.sf-bay.org (Russel Mar) writes:
>paul@jupiter.ame.arizona.edu (Paul Harris) writes:
>
>> In article 2250@fnnews.fnal.gov, jhf@d0xs1.fnal.gov (John Featherly) writes:
>> >
>> >
>> > |> System 6.0.5 works best under Spectre GCR.
>> > |>
>> >
>> > I've tried 6.0.7 and 6.0.8 which seem to boot with Spectre V3. Sound does
>> > work however (silence or hangs). Does anyone know what the latest version
>> > Spectre software is up to? Anyone use Mac 6.0.8 software regularly?
>> > --
>> > ------------------------------------------------------------------------
>> > John Featherly jhf@d0xs1.fnal.gov
>> > D-Zero Experiment at Fermi Lab (708) 840-4508
>> > ------------------------------------------------------------------------
>>
>> Spectre is still at 3.0 (unless I've really missed something big...) and has
>> for quite a long time. Hopefully the fabled '3.1' will be comming out soon (
>> then, I've been thinking that for quite a long time..:).
>>
>> -Paul Harris
>> paul@jupiter.ame.arizona.edu
>
>################################
>I've been using 6.0.8 with Spectre 3.0. Sound works ok (Including
>SoundMaster). So does TrueType and AutoDoubler. Is anyone running
>TrueType on 6.0.5 ? i am not sure if it was supposed to work with
>anything less than 6.0.8...
^^^^^ are your sure that sound works on this version?? I've
got 6.0.8 but never used it because of the lack of sound. So is this the real
story:

6.0.5 --> sound
6.0.7 --> no sound
6.0.8 --> sound

????

Bob Malay
```

2528. Re: DSP sampling rates

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 19:48:22 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <61152@aurs01.UUCP>
Source record: 217735

In article <2250287@overmind.citadel> only_bbs!JOHN_LOCKARD@overmind.mind.org writes:
[Round about desription of the Nyquist sampling theorem deleted]

> That's why to get the 35KHz wave that the human ear is supposed
> to detect you need at least 100KHz or more to reproduce the sound.

Are you sure you don't mean canine ear? The human ear at best hears up
to 20KHz, and the typical adult hearing range is up to about 14KHz.
Besides, to reproduce a 35KHz waveform from samples all you really need
is a 70KHz sampling rate. Hell, CD's are sampled around 44KHz!
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

2529. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 19:59:19 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <61153@aurs01.UUCP>
Source record: 217742

In article <2250597@overmind.citadel> only_bbs!arthur_dent@overmind.mind.org writes:
>Actually, it
>depends on your definition of accuracy. If you use a sampling frequency
>twice that of the sine wave's frequency, it would end up as a triangle wave.
> At three times the frequency, you would get a square wave. Therefore, to
>retain the shape of the sine wave, you would need a frequency of at least 5
>times that of the sound itself.

Wow! I'm afraid you've got this backwards. A sine wave has a single
frequency, where square waves and triangle waves may be constructed by
infinite sum of sine waves of *higher* frequencies. This is called a
Fourier series. A sine wave can be completely described by a single
frequency component.
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

2530. Re: selective accessories at boot

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 20:25:06 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.72kqn31752k@nasim.sta.sub.org>
Source record: 217751

In <9SEP92.12311736@meena.cc.uregina.ca>, selbyr@meena.cc.uregina.ca writes:
>Is there some software out there that will allow me to select which,
>if any, of the memory resident programs and desk accessories I want
>loaded when booting the computer from the hard drive? If so, is it pd?
>Shareware? Where can it be obtained? Thanks.
>
>R.M. Selby

I use the commercial software XBOOT. There you can select and sort your
programs in the AUTO folder and your accessories. You can save many
settings and can switch a default set. You can choose three types of
INF-files (e.g. DESKTOP.INF, NEWDESK.INF, ASSIGN.SYS, RAMDISK.INF) and
select the Blitter on or off.
I think the actual Version is 2.57.

Maybe there is a PD doing the same, but i don't remember the name...

Knarf
--
**********Frank Bartels, knarf@nasim.sta.sub.org**********

2531. Re: selective accessories at boot

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 20:32:53 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <iXeyqB3w165w@comtch.spk.wa.us>
Source record: 217748

morris@divsun.unige.ch (mike morris) writes:
> In article 12311736@meena.cc.uregina.ca, selbyr@meena.cc.uregina.ca () writes
> >Is there some software out there that will allow me to select which,
> >if any, of the memory resident programs and desk accessories I want
> >loaded when booting the computer from the hard drive? If so, is it pd?
> >Shareware? Where can it be obtained? Thanks.

Actually, I'd suggest HAZEL. It has a few warts, but it has GFA source
code included, and it allows selection of desktop.inf and assign.sys
files, as well as auto folder programs and desk accs. And nicest of all,
it only activates if you hold down left-shift while booting. Otherwise
it assumes your setup is fine as-is.

Of course, you'll still need Headstart if you want to autorun a program
but that's all right - I prefer several smaller programs to one big one.

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

2532. Re: Mono software on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 20:40:41 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Sep11.204041.4223@beaver.cs.washington.edu>
Source record: 217738

In article <1992Sep11.161056.21155@a.cs.okstate.edu> cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>Just out of curiosity...
>I found hi-rez mode essential for stuff like {uw, mgr, uniterm(tek mode),etc.},
>and since the Falcon's "true color" mode is of the same order... I'm inclined
>to call it high resolution (from a many year atari user, just now experiencing
>800x600 on a PC).
>Can one run UW on a Falcon with a color monitor? Must it be a VGA monitor?(Do
>I still need my monitor master and mono????)
>
>jc
>

If you have a VGA monitor for the Falcon (you know, the one that plugs right into the port on the back :) then you can use ALL of the Falcon's display modes on the same monitor. This includes the 320x240, 320x480,640x240, 640x480, whatever all those modes are (I think there are like 16 modes or something). In addition, you can do all the normal ST modes (320x200, 640x200, 640x400) with no problems whatsoever. So, yes you can run both monochrome and color ST/STe software on a Falcon with one monitor (if it's a VGA monitor).

Also, if you have such a VGA monitor, you'll get all the hi-res modes (like 640x480) non-interlaced -- if you have a TV or SC1224/SC1435/whatever, you'll get those modes interlaced. However, I think with a VGA monitor you lose one of the true-color modes because common VGA monitors can't handle the bandwidth or some such thing (please don't ask me to expand, I'm just repeating what I heard before... :-)

Good luck!

Ben Gilbert
bgilbert@cs.washington.edu

2533. Re: FTP Sites?

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 20:46:56 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <4egEL0u00awA8GN2pJ@andrew.cmu.edu>
Source record: 217743

Excerpts from netnews.comp.sys.atari.st: 11-Sep-92 Re: FTP Sites? Joseph Adato@tcpbbs.pcn. (670)

> > By and large, all IBM emulators for the Atari run relatively slowly since
> > the 680x0 processor must do all the 80x86 translations. That's a lot of
> > work, indeed. About the best speed you could hope for is that of an 8MHz
> > 80286 AT class machine. Of course, a faster Atari will help but with the

> Not so!!! AT-Speed C16 (an internal IBM emulator) is running inside my
> MegaST 4 at 12.9 Mhz. There are speed test one can run to find oute
> exactly how fact their system is running. There is also a 386
> emulator available for the ST. Since AT-Speed C16 is a 286 emulator I
> would expect the 386 emulator (also made by the people who make AT-Speed)
> runs even faster.

Just note that the original information was about SOFTWARE
emulators !
In order for them to run at 8Mhz 286 they can't be just interpreters
but real '286-assembler'-compilers (as will be the Mac-on-a-PowerPC
emulator). And even in this case, getting the same kind of speed as
the one of the 68000 8Mhz (that is *mz 286) is almost impossible !

Of course, using an other processor permits to go much faster
(and much easier) !

Stefan Monnier

2534. Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 20:47:35 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <18r0l8INNj9v@usenet.INS.CWRU.Edu>
Source record: 217737

In a previous article, mhughes@comtch.spk.wa.us (Mark Hughes) says:

>hutch@bellman.lanl.gov (John Hutchinson) writes:
>> As a developer, I'm just curious... how many folks in this newsgroup actually
>> intend to buy a Falcon when (and if) they become readily available at say, ab
>> US$799 for a 1Mb, _no_ hard drive model (which will _not_ multitask in this
>> configuration)? How much will a 4Mb, 65Mb HD model cost? Atari has not rele
>> pricing info yet but if $799 is about right for the low end, we would surely
>> talking about $1299 or so, don't you think? And you'll also need a VGA monit
>> So how many _really_ intend to buy one?
>

I'm planning to buy the Falcon 030 w/4 megs and 65 meg h.d. in
Spring of next year.

Oh, the reason I'm buying a Falcon 030 with 4 megs is because I've
been told over and over by my friends that 2 megs is needed for
VGA games.

I do all kinds of things with my computer and 4 megs would
cover everything.

I wish that $1399 was more like $1199, but don't we all?

By that time, all the bugs will be worked out and Multi-TOS will
have many programs taking advantage of it.

SPRING is it for me guys...
> My next computer, aside from a cheapo 520 to use as a terminal, will
--

2535. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 21:00:06 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <wegEXKq00awA0GN3I0@andrew.cmu.edu>
Source record: 217744

Excerpts from netnews.comp.sys.atari.st: 11-Sep-92 Re: Is Falcon worth buying? Neil Forsyth@cs.hw.ac.uk (1303)

> In article <2523@ulysse.enst.fr> elendir@helios.enst.fr writes
> regarding the Falcon:
> >-> It'll run Spectre GCR I'm sure even if David Small has to hammer it into
> >-> it so there's no problem with a software shortage...
> >
> > I guess it will. With the new 1.44 Mb drive, you have no need for GCR,
> >you can read MAC HD disks directly.

> This maybe true or it maybe a rumour based around the fact that Macs with
> HD disk drives can r/w DOS disks with suitable software. As far as I'm
> aware, Atari's Ajax FDC is just a 1772 that can be clocked higher. Is there
> anyone able to confirm or deny this?

> +---+
> ! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
> ! Neil Forsyth !
> ! Department of Computing and Electrical Engineering !
> ! Heriot-Watt University !
> ! Edinburgh, Scotland !
> ! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
> ! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
> +---+

You CAN !
That's all !
It's the same 'hardware' format !
Just the logical format (FAT, directory, ...) is different !

It isn't GCR anymore: it's just good old plain MFM !

I've been able to read a MAC 1.4MB disk on an st with 16Mhz
clocked 1772 ! (it was just for fun: I have no Mac emulator)

Stefan Monnier

2536. Re: Why no floppy port on the Falcon??

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 22:26:50 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92255.182650JJL101@psuvm.psu.edu>
Source record: 217750

Well, if it came to a choice between the SCSI 2 port, and the floppy
port, I think most would agree that the SCSI 2 port was the way to go. We
are after all talking about a machine with not a tremendous amount of room
back there.
The SCSI 2 port should more than make up for any 'tears' shed by not
having a external floppy port. So many folks are getting upset about
having a port that is becoming less and less a standard (the 720K Atari
floppy) when what thay are getting is a port than can handle a new 1.44, 2.88,
floptical, and hard drives to boot. And all STANDARDLY available! I think
its really a small price to pay. (I highly expect Dave Small will have
a fix to get a GCR working with the Falcons).

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: J.LEHETT2 Delphi: JLEHETT@delphi.com

2537. Could someone upload stzip20.lzh to a.a. again?

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 22:42:30 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <BuFr2v.Cy1@mentor.cc.purdue.edu>
Source record: 217747

Could someone please re-upload stzip20.lzh to atari archive at Umich??

It seems that it accidentally got deleted.

Thanks,
Jody Lenn

2538. Re: Why no floppy port on the Falcon??

Newsgroup: comp.sys.atari.st
Date: 1992-09-11 23:08:32 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <18r8tgINN103@usenet.INS.CWRU.Edu>
Source record: 217749

In a previous article, gfrajkor@alfred.carleton.ca (George Frajkor) says:

>
> Yes, it is a dumb move not to have an external floppy port on the
>Falcon. I can't believe it is true they are doing this. How will the
>Spectre GCR run?? I have a spare GCR waiting for the Falcon I was
>planning to buy but I didn't realize this port was to be dumped. It
>is like having no floppy drive on the STBook... just one more way to
>drive good customers away.
>

I'm not sure how Spectre GCR works. Why is the external drive needed?

Can't it use the internal drive?

Also, can't Dave write some kind of fix for it?

I wonder if Atari contacted Dave Small about the external drive port...

They seem to be putting him out of business... First is was the
Mega ST expansion port, then there is the Falcon with the increased
speed that a lot of people will no doubt purchase instead of his SST,
and now there is no floppy port for his Spectre...

Of course, Atari can't change the Falcon now even if they wanted to.
It would cost too much. Besides, as someone said before, where could
they put it?

The only place I see is between the headphone and microphone jacks
and even that would be a tight fit. Maybe they could put the
headphone and microphone jacks on top of each other?

This would give them enough room. I'm not sure how much it will
be used, but all PCs today seem to allow for another floppy besides
the hard drive.

--

2539. Re: Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 00:10:46 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <UegOM6W00awL84C14e@andrew.cmu.edu>
Source record: 217761

Excerpts from netnews.comp.sys.atari.st: 12-Sep-92 Weekly Posting of New Stuff Atari Archive Robot@atar (7757)

> drwxrwxr-x atari 1024 Sep 6 03:01 .
> drwxrwxr-x jrd 5120 Sep 6 12:29 ./8bit
> -rw-rw-r-- jrd 31514 Sep 6 12:18 ./8bit/telecomm/ansiterm.arc
> drwxr-xr-x jrd 512 Sep 6 12:33 ./8bit/graphics
> -rw-rw-rw- jrd 39687 Sep 6 12:19 ./8bit/graphics/cgs093.arc
> drwxrwxr-x jon 6144 Sep 11 21:17 ./utilities
...
....

Hey, that's a good surprise !

Stefan Monnier

-- On the average, people seem to be acting normal --

2540. Re: Why no floppy port on the Falcon??

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 02:16:16 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <18rjtgINN7m1@usenet.INS.CWRU.Edu>
Source record: 217754

In a previous article, JJL101@psuvm.psu.edu (J.J. Lehett) says:

> Well, if it came to a choice between the SCSI 2 port, and the floppy
>port, I think most would agree that the SCSI 2 port was the way to go. We
>are after all talking about a machine with not a tremendous amount of room
>back there.
> The SCSI 2 port should more than make up for any 'tears' shed by not
>having a external floppy port. So many folks are getting upset about
>having a port that is becoming less and less a standard (the 720K Atari
>floppy) when what thay are getting is a port than can handle a new 1.44, 2.88,
>floptical, and hard drives to boot. And all STANDARDLY available! I think
>its really a small price to pay. (I highly expect Dave Small will have
>a fix to get a GCR working with the Falcons).
>------------------
>J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....
>

I guess I'll have to agree. We all cried about not having CD-ROMs
available for our computer.

The SCSI 2 port should help a lot there.

I thought about how the Falcon 030 and Jaguar could possibly
be compatible with each other.

We hear that the Jaguar may have two 68030 processors running in
parallel. Well, what happens if you stick another 68030 in that
empty processor slot?

And, I bet the Jaguar wilhave a CD player built in...

What happens if you just add a CD player to that SCSI port in the back?

I'll bet that the Falcon 030 and future Jaguar are very closely
related and I'll that both were worked on the same time...

--

2541. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 02:32:13 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <18rkrdINN877@usenet.INS.CWRU.Edu>
Source record: 217755

In a previous article, kovarski@zooid.guild.org (Mark Kovarski) says:

>vince@sci.kun.nl (V.G.J.M. Stoks) writes:
>>In <1992Sep8.233555.16515@zooid.guild.org> Mark Kovarski <kovarski@zooid.guild.org>
writes:
>>
>>
>>
>>>So what are they really looking for? Another computer that will collect dust
>>>after a few months of use. Or are they looking around them and see no
>>>software that will take advantage of its new functions. Heck, if I see
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>> This is bullsh*t. (Excusez le mot). I worked at a
>> company during my vacation where some LASER 286
>> and 386 were used, with extended (or expanded,
>> see, what a stupid system?) memory of about 3 MB.
>> The old programs were too stupid to notice it and
>> it cost a few days ($$$$$$$!!!!!) to get the thing
>> set up right. And even now things don't work well.
>> Now take an Atari. You plug in more memory (or
>> have it soldered in, those PC slots are a good
>> idea, true). You take any program, and hey presto!
>> It uses the memory AUTOMATICALLY. No config.sys.
>
>There MIGHT be some problems for novice users to set-up a PC right but
>usually its very easy. At least I can put 64 Meg on my motherboard how about
>the Falcon030? 14 Meg and that's it. What do you do if you run out? Wait until
>Atari releases a new computer that will be able to fit 15 Meg? I agree, it
>might be a little bit expensive but the advantages are enormous. BTW,
>every body seems to talk about the Falcon. Can you tell me where I can buy i
>NOW? Ohhh, how much are those memory upgrade modules? I hear everything WILL
>BE available but where is it? Where are all the "ports"?

Now, you must be really ignorant as to what the Falcon 030 was built for.

It was designed as a home computer. It was not designed to compete
with the big boys...

Though, it can probably do so... I have no idea what you would need
64 megs for in home computing!!! Give me a break...

Maybe after you hook up the Sound blaster and all of these other
cards to a PC, you'll need that much memory, but I'll doubt you'll
ever need it on the Falcon 030.

And let's see, you may need it to run Windows, but I'll doubt you'll
need it to run S 4.0.

Let's face it, IBM compatibles are having growing pains and you are
paying for the medical bills! :)

>
>Let's get real, who are we bulls******.....
>
>>>major names like Borland, Microsoft, Lotus Corp., and more I might consider
>>>it since it would have potential. Otherwise, another item for the local
>>>museum. Your DSP, SCSI-2, 45 trillion color modes are the same arguments
>>>that 16 year old kids make on Atari Corp. conference in North America called
>>>"AEO."
>>
>>Borland OK, but if big nasty ugly Microsoft and Lotus, or maybe even
>
>>WordPerfect Corp would lay their hands on poor Atari, I'd have nowhere

Well, I KNOW what the Falcon was built for, do you?

>
>You want Borland, which is basically a PC based company, but you don't
>want any others? You want ST software that will be able to import/export
>WP and Lotus files but you have PC compatible computers? Why do you need
>such a function if you hate PC computer so much?
>If you believe that WP is the same as First Word Plus you must have a
>serious problem. Why isn't Atari software review in major publications
>such as Byte, PC Magazine, and so on? They review Mac software as well but
>NEVER-EVER Atari software. Even DTP, nothing in that cathegory. Do I have
>have to spend thousands of dollars on a word processor package? No. Do I
>have to spend a few hundred dollars? Maybe. Will I spend it? I did and
>will continue to do so since a good package deserves the support. Do you
>know what it comes down to? Being CHEAP! That's exactly what killed Atari
>support and major developers such as Borland will not support Atari any
>longer. If you want a good package for the Atari you have to spend a few
>hundred dollars anyways (Calamus, Notator, CuBase, and many more).

Well, if being cheap means that I will be dishing out a few hundred
dollars less for word processors, databases, DTP software, etc.
than you, I like what cheap is all about!

The funny thing is, it is pretty much the same thing.

And don't even mention Word Perfect, the software is still full of
bugs. I find them all the time and the copany can't explain the
problems...

>
>I know the truth hurts but life is though...

This is the difference between people that own Atari's and people
who own PC compatibles: Atari users know all about marketing because
they talk about what Atari needs to do. They know what going

after niche markets is. They know what it means to OWN affordable,
yet powerful software.

You know, I've learned a lot owning an Atari computer!

>
>Mark K.
>Internet: kovarski@zooid.guild.org
>

--

2542. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 02:36:25 UTC
From: dmoran@world.std.com
Message-ID: <BuG1wq.85E@world.std.com>
Source record: 217756
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In article <1992Sep11.173910.279@u.washington.edu> mpark@milton.u.washington.edu (Michael Park) writes:
>In article <2250287@overmind.citadel> only_bbs!JOHN_LOCKARD@overmind.mind.org writes:
>...
>> Between the sampling rates of twice the freqency and four times
>> the freqency of the sine-wave you get complex phase, frequency,
>> and amplitude distortions that aren't easy to filter out.
>>
>> That's why to get the 35KHz wave that the human ear is supposed
>> to detect you need at least 100KHz or more to reproduce the sound.
>
>Does anyone have a reference to the [British?] research that
>supposedly demonstrates that the ear can detect "nuances" in
>sound up to 35kHz? Or any research that demonstrates that the
>conventionally-accepted human hearing range (~20Hz to ~20kHz)
>needs to be reconsidered?
>How about the idea that signals must be sampled at _three_ times
>their highest frequency?
>
>[newsgroups: comp.sys.atari.st - where this started
> rec.audio - surely some audiophile knows a reference
> sci.skeptic - to keep the audiophiles honest :^)
> can't decide where to followup-to...]
>
>
>
>--
>Ciao-abunga! +-------------------------------------+
>Michael Park | This space intentionally left blank |
>mpark@u.washington.edu +-------------------------------------+

This is all bullshit. What such people need (among other things) is
to get an audiogram. First things first: what one can and cannot hear.
Test self before posting. Or writing in a magazine.

2543. Re: PowerDOS Freeware?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 04:23:10 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <BP1yqB4w165w@ersys.edmonton.ab.ca>
Source record: 217765

aa384@cleveland.Freenet.Edu (Doug Wokoun) writes:

```
-
- In a previous article, jhenders@jonh.wimsey.bc.ca (John Henders) says:

- > As a general warning, several people around here who have tried
- >this program have reported scrambled partitions and other hard
- >drive problems. If you do try using it, you'd be wise to back
- >yp your hard drive first.
-
- Oh, really? Yuck. I tried installing that and ran the DOSTESTR
- program which creates and deletes a bunch of files and screwed up a few
- directories badly. I thought it was the test program, which crashed.
-
- I didn't notice the promised tremendous speed gain, but...who
- knows. It certainly won't compete with MiNT.
-
- --
- Doug Wokoun |"The use of Fashions in thought is to distract
- (aa384@cleveland.Freenet.Edu) | the attention of men from their real dangers.
- - - - |
- Atari S I G | -C.S. Lewis
```

I also tried this program. I did notice a great speed improvement, but I also found that the call to set the date was not spectacularly compatible. A date-setting program (that uses completely legal, straight-forward calls) simply would not work after installing PowerDos. Now that I hear about the problems with trashed partitions, I'm not exactly eager to use the program again. The program had great promise as a speed-improvement for GEM, though. As for the MultiTasking, it didn't seem like much of an improvement over the regular way things are.

```
<< ---------------------------------------- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< ---------------------------------------- >>
```

2544. Help ! Any ST user!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 04:51:29 UTC
From: 2pereira_f@spcvxb.spc.edu
Message-ID: <1992Sep12.005129.3845@spcvxb.spc.edu>
Source record: 217669

I have just stumbled on to this news group and
tried to read the mail messages on this group
and i get a message
saying
cannot access this message!
I have a 1040 st and
would like access to this group
you can help me!?
any help greatly appreciated!
see ya,
Felix

2545. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 07:03:22 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Sep12.070322.9541@terminator.cc.umich.edu>
Source record: 217759

```
drwxrwxr-x atari 1024 Sep 6 03:01 .
drwxrwxr-x jrd 5120 Sep 6 12:29 ./8bit
-rw-rw-r-- jrd 31514 Sep 6 12:18 ./8bit/telecomm/ansiterm.arc
drwxr-xr-x jrd 512 Sep 6 12:33 ./8bit/graphics
-rw-rw-rw- jrd 39687 Sep 6 12:19 ./8bit/graphics/cgs093.arc
-rw-rw-rw- jrd 20705 Sep 6 12:33 ./8bit/graphics/spockasp.arc
-rw-rw-rw- jrd 15362 Sep 6 12:29 ./8bit/gos.arc
-rw-rw-r-- jrd 23520 Sep 6 12:29 ./8bit/Index
drwxr-xr-x jrd 512 Sep 6 12:30 ./8bit/djg
-rw-rw-rw- jrd 540 Sep 6 12:24 ./8bit/djg/dms
-rw-rw-rw- jrd 73288 Sep 6 12:24 ./8bit/djg/dms1.dcm
-rw-rw-rw- jrd 74143 Sep 6 12:24 ./8bit/djg/dms2.dcm
-rw-rw-rw- jrd 87168 Sep 6 12:30 ./8bit/djg/issue6.dcm
drwxr-xr-x jrd 1536 Sep 6 12:33 ./8bit/zmag
-rw-rw-rw- jrd 39349 Sep 6 12:33 ./8bit/zmag/zmag209.arc
-rw-r--r-- jrd 14804 Sep 6 12:28 ./8bit/faq.txt
drwxr-xr-x jrd 512 Sep 6 12:32 ./8bit/utilities
-rw-rw-rw- jrd 4518 Sep 6 12:22 ./8bit/utilities/col80.arc
-rw-rw-rw- jrd 3932 Sep 6 12:27 ./8bit/utilities/echo.arc
-rw-rw-rw- jrd 1976 Sep 6 12:30 ./8bit/utilities/mouse.arc
-rw-rw-rw- jrd 24717 Sep 6 12:32 ./8bit/utilities/s2pc.arc
-rw-rw-r-- weiner 6451 Sep 8 21:18 ./applications/Index
drwxrwxr-x atari 1024 Sep 9 12:56 .
drwxrwxr-x jon 5120 Sep 9 14:41 ./games
-rw-rw-r-- weiner 58178 Sep 9 12:31 ./games/dmdung2.arc
-rw-r--r-- weiner 19768 Sep 9 14:41 ./games/sixteen.lzh
-rw-rw-r-- weiner 10945 Sep 9 14:42 ./games/Index
drwxrwxr-x jon 1024 Sep 9 16:45 ./editors
drwxrwxr-x weiner 512 Sep 9 11:58 ./editors/me3.11c-b1
-rw-rw-r-- weiner 58127 Sep 9 12:35 ./editors/me3.11c-b1/ue311cmd.zoo
-rw-rw-r-- weiner 73389 Sep 9 12:35 ./editors/me3.11c-b1/ue311doc.zoo
-rw-rw-r-- weiner 64898 Sep 9 12:35 ./editors/me3.11c-b1/ue311gbw.zoo
-rw-rw-r-- weiner 65449 Sep 9 11:57 ./editors/me3.11c-b1/ue311gcl.zoo
-rw-rw-r-- weiner 57323 Sep 9 11:57 ./editors/me3.11c-b1/ue311st.zoo
-rw-rw-r-- weiner 66732 Sep 9 11:57 ./editors/me3.11c-b1/ue311tc.zoo
-rw-rw-r-- weiner 1241 Sep 9 11:57 ./editors/me3.11c-b1/readme
-rw-r--r-- weiner 2727 Sep 9 16:45 ./editors/Index
drwxrwxr-x jon 3072 Sep 9 12:28 ./demos
-rw-rw-r-- weiner 418776 Sep 9 12:27 ./demos/snork_1a.msa
-rw-rw-r-- weiner 418898 Sep 9 12:27 ./demos/snork_1b.msa
-rw-rw-r-- weiner 414873 Sep 9 12:27 ./demos/snork_2a.msa
-rw-rw-r-- weiner 420014 Sep 9 12:27 ./demos/snork_2b.msa
-rw-rw-r-- weiner 5590 Sep 9 12:30 ./demos/Index
-rw-rw-r-- weiner 671104 Sep 9 12:28 ./demos/snowman.lzh
```

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drwxrwxr-x jon 1536 Sep 9 12:38 ./music
-rw-rw-r-- weiner 109236 Sep 9 12:38 ./music/d10dump.lzh
-rw-rw-r-- weiner 2247 Sep 9 12:39 ./music/Index
drwxrwxr-x jon 2048 Sep 9 12:33 ./telecomm
-rw-rw-r-- weiner 98816 Sep 9 12:14 ./telecomm/ansi15b.lzh
-rw-rw-r-- weiner 176768 Sep 9 12:34 ./telecomm/shdwterm.arc
-rw-rw-r-- weiner 45056 Sep 9 12:10 ./telecomm/stdet103.arc
-rw-r--r-- weiner 4154 Sep 9 12:35 ./telecomm/Index
-rw-rw-r-- weiner 6505 Sep 9 12:48 ./applications/Index
drwxrwxr-x weiner 512 Sep 9 12:46 ./applications/persutls
-rw-rw-r-- weiner 82944 Sep 9 12:46 ./applications/persutls/recipe32.lzh
drwxrwxr-x weiner 512 Sep 9 12:50 ./sound/players
-rw-rw-r-- weiner 330879 Sep 9 12:49 ./sound/players/digistuf.arc
-rw-rw-r-- weiner 82936 Sep 9 12:48 ./sound/players/play30.zoo
-rw-r--r-- weiner 2549 Sep 9 12:53 ./sound/Index
-rw-rw-r-- weiner 146858 Sep 9 12:56 ./Index
-rw-rw-r-- weiner 66675 Sep 9 12:56 ./CompInd.Z
drwxrwxr-x atari 1024 Sep 10 14:36 .
drwxrwxr-x jon 5120 Sep 10 14:12 ./games
-rw-r--r-- weiner 105621 Sep 10 14:01 ./games/litpuz2.zoo
-rw-r--r-- weiner 50867 Sep 10 14:01 ./games/litpz2gf.zoo
-rw-r--r-- weiner 133986 Sep 10 14:12 ./games/shift3.lzh
-rw-rw-r-- weiner 11033 Sep 10 14:14 ./games/Index
drwxrwxr-x jon 3072 Sep 10 13:55 ./demos
-rw-rw-r-- weiner 409310 Sep 10 13:54 ./demos/mdemo41a.msa
-rw-rw-r-- weiner 385839 Sep 10 13:54 ./demos/mdemo41b.msa
-rw-rw-r-- weiner 408873 Sep 10 13:55 ./demos/mdemo42a.msa
-rw-rw-r-- weiner 409580 Sep 10 13:55 ./demos/mdemo42b.msa
-rw-rw-r-- weiner 5805 Sep 10 13:58 ./demos/Index
drwxrwxr-x jon 6144 Sep 10 14:05 ./utilities
-rw-rw-r-- weiner 25643 Sep 10 14:05 ./utilities/die_uhr.lzh
-rw-r--r-- weiner 12165 Sep 10 14:06 ./utilities/Index
drwxrwxr-x jon 4096 Sep 10 13:31 ./graphics
-rw-r--r-- weiner 8034 Sep 10 13:33 ./graphics/Index
-rw-rw-r-- weiner 366720 Sep 10 13:31 ./graphics/invdemo3.lzh
-rw-rw-r-- weiner 2309 Sep 10 14:21 ./music/Index
drwxrwxr-x jon 2068 Sep 10 14:33 ./telecomm
-rw-rw-r-- weiner 4169 Sep 10 13:54 ./telecomm/Index
-rw-rw-r-- weiner 215600 Sep 10 13:52 ./telecomm/conn152.lzh
drwxrwxr-x jon 1536 Sep 10 14:14 ./programming
-rw-r--r-- weiner 147090 Sep 10 14:14 ./programming/graphx11.zoo
-rw-r--r-- weiner 2849 Sep 10 14:16 ./programming/Index
drwxrwxr-x weiner 1024 Sep 10 13:58 ./ste
-rw-rw-r-- weiner 1708 Sep 10 13:59 ./ste/Index
-rw-rw-r-- weiner 2816 Sep 10 13:14 ./ste/dips.lzh
-rw-rw-r-- weiner 147722 Sep 10 14:35 ./Index
drwxrwxr-x weiner 512 Sep 10 13:58 ./tt
-rw-rw-r-- weiner 678 Sep 10 14:00 ./tt/Index
lrwxrwxrwx weiner 15 Sep 10 13:58 ./tt/dips.lzh -> ../ste/dips.lzh
drwxrwxr-x weiner 1536 Sep 10 14:24 ./mint
```

```
-rw-rw-r-- weiner 163766 Sep 10 14:07 ./mint/elvis1_5.zoo
-rw-rw-r-- weiner 79371 Sep 10 14:23 ./mint/mnthlp95.zoo
-rw-rw-r-- weiner 2459 Sep 10 14:24 ./mint/Index
drwxrwxr-x weiner 512 Sep 10 14:17 ./falcon
-rw-rw-r-- weiner 11136 Sep 10 14:17 ./falcon/falcconf.lzh
-rw-rw-r-- weiner 91 Sep 10 14:18 ./falcon/Index
-rw-rw-r-- weiner 67045 Sep 10 14:35 ./CompInd.Z
drwxrwxr-x atari 1024 Sep 11 18:11 .
drwxrwxr-x jon 1024 Sep 11 18:18 ./editors
-rw-r--r-- weiner 2688 Sep 11 18:18 ./editors/Index
drwxrwxr-x jon 6144 Sep 11 21:17 ./utilities
-rw-r--r-- weiner 12112 Sep 11 21:17 ./utilities/Index
drwxrwxr-x weiner 512 Sep 11 21:16 ./utilities/speedloaders
drwxrwxr-x jon 4096 Sep 11 21:08 ./graphics
-rw-rw-r-- weiner 43077 Sep 11 21:14 ./graphics/stadconv.lzh
-rw-rw-r-- weiner 40779 Sep 11 21:08 ./graphics/stitch_x.lzh
-rw-r--r-- weiner 8094 Sep 11 21:15 ./graphics/Index
drwxrwxr-x jon 2068 Sep 11 14:08 ./telecomm
-rw-r--r-- weiner 280455 Sep 11 14:05 ./telecomm/fzt_d220.lzh
-rw-r--r-- weiner 252256 Sep 11 14:08 ./telecomm/uniterm.zoo
-rw-rw-r-- weiner 4168 Sep 11 14:09 ./telecomm/Index
drwxrwxr-x jon 512 Sep 11 14:48 ./magazines
drwxrwxr-x jon 2560 Sep 11 14:47 ./magazines/streport
-rw-rw-r-- weiner 65534 Sep 11 14:24 ./magazines/streport/str830.zoo
-rw-rw-r-- weiner 64895 Sep 11 14:24 ./magazines/streport/str831.zoo
-rw-r--r-- weiner 507 Sep 11 14:49 ./magazines/Index
drwxrwxr-x weiner 512 Sep 11 14:44 ./magazines/portadd
drwxr-xr-x weiner 512 Sep 11 14:18 ./magazines/aeo
-rw-rw-r-- weiner 67739 Sep 11 14:18 ./magazines/aeo/aeo9203.zoo
-rw-rw-r-- weiner 59848 Sep 11 14:18 ./magazines/aeo/aeo9204.zoo
-rw-rw-r-- weiner 49449 Sep 11 14:18 ./magazines/aeo/aeo9205.zoo
-rw-rw-r-- weiner 31288 Sep 11 14:18 ./magazines/aeo/aeo9206.zoo
-rw-rw-r-- weiner 43017 Sep 11 14:18 ./magazines/aeo/aeo9207.zoo
-rw-rw-r-- weiner 61423 Sep 11 14:18 ./magazines/aeo/aeo9208.zoo
-rw-rw-r-- weiner 52875 Sep 11 14:18 ./magazines/aeo/aeo9209.zoo
-rw-rw-r-- weiner 52170 Sep 11 14:18 ./magazines/aeo/aeo9210.zoo
-rw-r--r-- weiner 2894 Sep 11 14:04 ./programming/Index
drwxrwxr-x jon 3584 Sep 11 18:16 ./diskutils
-rw-rw-r-- weiner 6296 Sep 11 18:16 ./diskutils/Index
-rw-r--r-- weiner 2301 Sep 11 18:25 ./dc/Index
drwxrwxr-x jon 512 Sep 11 21:03 ./lynx
-rw-rw-r-- weiner 12176 Sep 11 20:48 ./lynx/lynx_faq.zoo
-rw-rw-r-- weiner 504 Sep 11 21:03 ./lynx/Index
-rw-rw-r-- weiner 22266 Sep 11 20:48 ./lynx/cheats.zoo
-rw-rw-r-- weiner 67055 Sep 11 14:54 ./ls-lR.Z
```

2546. How to 'become' an atari devleoper?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 07:05:41 UTC
From: wilsont@orac.holonet.net
Message-ID: <BuGEDH.IC3@iat.holonet.net>
Source record: 217760

What is needed to become a developer for Atari machines?
I am not really "anyone" (no business...soon though) so i didn't
want to get laughed at if i'd acutally call atari.

Is that the correct approach? just call them first?

i assume paperwork would follow, and various "large" developer fees?

what did all you developers go through?

(atari is an hour away from my house... so thats not a problem...)

Timothy.

2547. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 07:35:00 UTC
From: Chris_Millar@lppl.mi.org
Message-ID: <Chris_Millar.04jv@lppl.mi.org>
Source record: 217798

Hey, Kovarski - I'm sick of your sh*t - if i wanted to waste my time I'd reply to every one of your ridiculous posts, but for now you'll have to settle with this - shut up - if I wanted to hear more moronic Atari bashing, I'd hang out in amiga.advocacy.....

-- Via DLG Pro v0.992

2548. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 07:40:06 UTC
From: bbs.ruscal@tsoft.sf-bay.org
Message-ID: <JT0yqB3w165w@tsoft.sf-bay.org>
Source record: 217762
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

dmoran@world.std.com (david r moran) writes:

> In article <1992Sep11.173910.279@u.washington.edu> mpark@milton.u.washington.
> >In article <2250287@overmind.citadel> only_bbs!JOHN_LOCKARD@overmind.mind.or
> >...
> >> Between the sampling rates of twice the freqency and four times
> >> the freqency of the sine-wave you get complex phase, frequency,
> >> and amplitude distortions that aren't easy to filter out.
> >>
> >> That's why to get the 35KHz wave that the human ear is supposed
> >> to detect you need at least 100KHz or more to reproduce the sound.
> >
> >Does anyone have a reference to the [British?] research that
> >supposedly demonstrates that the ear can detect "nuances" in
> >sound up to 35kHz? Or any research that demonstrates that the
> >conventionally-accepted human hearing range (~20Hz to ~20kHz)
> >needs to be reconsidered?
> >How about the idea that signals must be sampled at _three_ times
> >their highest frequency?
> >
> >[newsgroups: comp.sys.atari.st - where this started
> > rec.audio - surely some audiophile knows a reference
> > sci.skeptic - to keep the audiophiles honest :^)
> > can't decide where to followup-to...]
> >
> >
> >
> >--
> >Ciao-abunga! +-------------------------------------+
> >Michael Park | This space intentionally left blank |
> >mpark@u.washington.edu +-------------------------------------+
>
>
> This is all bullshit. What such people need (among other things) is
> to get an audiogram. First things first: what one can and cannot hear.
> Test self before posting. Or writing in a magazine.

=======================
Having used a Hybrid Arts (R.I.P.) ADAP sampler, I can tell you that the
accepted minimum requirement is to sample at 2x the max. freq. you want
to reproduce/record. If you are baffled, look up the Nyquist Theorem;
CD's sample at 44.1k and DAT at 48kHz for this reason also.

--
Russel Mar (bbs.ruscal@tsoft.sf-bay.org)

2549. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 09:41:41 UTC
From: leonp@cs.kun.nl
Message-ID: <1992Sep12.094141.18101@sci.kun.nl>
Source record: 217764

Well, just a couple of thoughts.
I want to buy a new computer within a year (I now own a 1040 and I'm happy
with it and I wont sell it) and I'm making a few considerations now:
- I want to have multitasking. Why? Simple because it permits me to
edit a text, and still run my favourite terminal emulator and gcc
in the background. This is great for downloading and such. Moreover it is
nice to have multitasking in that you can have several applications active
(not necessarily running), so you can switch easily: just click its
window.
- I need lots of memory (at least 4meg for an atari and 6 meg for a pc).
This is neede for multitasking, latex, c++ etc.
- I want a windowing system. I just like them and it makes me much
more productive. It also makes multitasking sensible. This window
system needs to be easy to program, that is I want easy access to developer
software etc. Good looks for the system is also nice. For all this
I need high resolution (800*600 or in that range) and maybe colour.
- I need raw horse power for doing neat things, like latex, dtp, maybe
image processing.

The possibilities are:
- Buying a MAC II or LCII. A great os (I DO like System 7). Great
software support and network support (though I don't need that), but
expensive, hard to program (really) and limited multitasking, though
multifinder is really neat.
- Buying a 386DX/33 PC with 6 or 8 Mb, VGA and a BIG HD. This would
need to run MS-WINDOW 3.x (Yuck!), OS2/2.0 or linux/X-Windows/OpenLook.
I hate messy-windows, because it is slow, crashes and consumes to much
hd space in comparison with what it offers. OS2/2.0 seems nice, stable
fast, modern, but it needs lots of Mb (internal and external).
Linux however is a unix clone (I like unix), its free, it can run X-Windows
and maybe I can get it to run the OpenLook user interface and apps.
Linux with X consumes lots of hd space however.
- Buying a falcon with 4 meg and a 65 meg hd and a vga monitor.
This looks great. With MultiTos it certainly offers what I'm looking for and
a lot of nice extras and its not to expensive. Memory can still be
expanded and I already have lots of software (partially self-made) that
can be used on the falcon. However: it cannot and will never run
unix (at least not for free) with X-Windows/OpenLook and I am not
very confident in Atari at the moment. They might just make it, because]
the falcon is a winning machine and a great MULTI-MEDIA machine, but
they have to invest in advertisement and software for it.

So, I don't know yet. All have certain advantages and disadvantages.
Falcon really looks the best choice at the moment, but I'll have
to wait for atari really getting things going. If not I might just

be forced to buy myself a cheap and fast and memory spending PC with
linux, allthough I hate pcs more than I hate rainy days.

Well, just my 2 cents worth....
Bye, leon.
leonp@cs.kun.nl
leonp@sci.kun.nl

2550. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 11:58:06 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.SK3nHKiiQFE@jonh.wimsey.bc.ca>
Source record: 217779

In <1992Sep11.165901.12125@nosc.mil>, Mike Healy writes:
>In article <2250597@overmind.citadel> only_bbs!arthur_dent@overmind.mind.org writes:
>>Actually, it
>>depends on your definition of accuracy. If you use a sampling frequency
>>twice that of the sine wave's frequency, it would end up as a triangle wave.
>> At three times the frequency, you would get a square wave. Therefore, to
>>retain the shape of the sine wave, you would need a frequency of at least 5
>>times that of the sound itself.
>
>Wow! 5x! Wait until Nyquist finds out :-)

I doubt he will, as he's dead. ;-) However, he's probably rolling
over in his grave. At least twice as fast as this bs gets spouted, in
order to get a good sample.

Please people, if you want to find out some truths about sampling,
try the .audio groups, or comp.dsp. You'll defianately get more out of
it.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

2551. Re: Mac OS vs. TOS (was Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 12:21:14 UTC
From: pietrzak@sparc7.cs.uiuc.edu
Message-ID: <1992Sep12.122114.16196@sunb10.cs.uiuc.edu>
Source record: 217766

Welcome back Chris! I just new you would come back some day to lead
all of us ungodly minor-brand-pc minions into the light of the
large-market-share computers. :) I just can't let your amazing list
of facts and figures go without some humble commentary of my own.

In article <1992Sep8.131121.3800@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>In article <1992Sep8.031117.11123@actrix.gen.nz>, James.Hampton@bbs.actrix.gen.nz writes:
>>
>> The 68030 in the Classic II is crippled with a 16-bit bus. If you
>> also think a tiny mono monitor is some kind of bonus then you must
>> be into S&M.
>
>No, it is not "my pick". At work I use a MacIIfx and a Quadra 900
>and at home I use a 486-33 (soon to be 66mhz). However, I can tell
>you (and any knowledgable salesperson will tell you) that the Mac
>Classic II and the Mac LC (a lowly 68020 machine) probably sold more
>units in the last 3 months than Atari sold in the last 2 years.
>At computer stores in NYC, they cannot keep Mac Classic II's on
>the shelves, while Atari products gather dust.

Wow, that's incredible. You know, I didn't know that. In fact, I'm going
to trash my current machine and run out and buy a Classic II, just because
everyone else is too. I hadn't realized just how important it was that
so many people were buying lowly Mac LCs and Classic IIs. Oh, btw, could
you tell us again why you don't own an LC or a Classic?

>> An analyst such as you shouldn't have any problem adding up the
>> few extras included in the Falcon.
[... long, long, list :) ...]

>Perhaps, you're average computer buyer doesn't want/need these
>features or is unwilling to buy into a company with a shady
>track record to get them?

You're right, I don't want/need those features. I spend most of my time
in front of a vt100 emulator, I certainly don't want graphics or sound, I
wouldn't know what to do with them. :) It's also true that I'd prefer to
buy machines from a company which sues the rest of the industry regularly,
or from one which never seems to keep up with the hardware abilities of the
clone makers, rather than one with a shady track record.

>Besides, you can buy a 486-box with all of the features you
>describe except the DSP (I don't know much about DSP...sorry)

(you can get DSP on an 80x86 box too, at a price)

>running OS/2 (pre-emptive multitasking) for less than US$2000.
>And you won't have to worry about where you'll find software
>for your machine, or video boards, or sound cards, or...you
>get the picture.

Hmm, have you ever used OS/2, Chris? Know anybody who does? Know any amazing software written for it? (Other than WordPerfect, that is. :) Let us also consider that on the Falcon, you get DSP, pre-emptive multitasking, software, video, and sound for less than US$1000. Funny how that looks against your 486-box.

>What am I driving at? The Falcon may or may not be a good
>machine for the money, but you can buy comparable hardware
>from other more reliable manufacturers with better support
>track records, and a large installed base of software for
>roughly the same amount of money. Whether that other pc
>is of the Intel flavor or Motorola flavor depends on the
>whims of the buyer.

Hmm, at first I thought you were giving a comparison between the Classic II and the Falcon. But, let's forget that.

Fact: the falcon is aimed at a specific niche in the market (the low-end hardware/games people, if such still exist).
Fact: the falcon, at the rumored prices (I still believe the cost will rise), costs less than most of the more general-purpose pcs when given similar hardware.
Fact: people who desire a higher level of support, speed, or software base will NOT want this machine.

For people who fall into the fact 3 category, your above thesis applies. However, for those who don't, your above thesis is incorrect. You will find, I believe, that further arguments between Atari fans and your Big-Name-Brand-Is-Better belief will be relatively pointless, since most of us don't care about fact 3. (This is, of course, my opinion.)

Thanks

John

2552. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 14:08:26 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <AegadO_00awJ43nmx2@andrew.cmu.edu>
Source record: 217770
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

Excerpts from netnews.comp.sys.atari.st: 12-Sep-92 Re: sampling and
human hear.. Rich Payne@netcom.com (563)

> In article <JT0yqB3w165w@tsoft.sf-bay.org> bbs.ruscal@tsoft.sf-bay.org
> (Russel Mar) writes:

> >=======================
> >Having used a Hybrid Arts (R.I.P.) ADAP sampler, I can tell you that the
> >accepted minimum requirement is to sample at 2x the max. freq. you want
> >to reproduce/record. If you are baffled, look up the Nyquist Theorem;
> >CD's sample at 44.1k and DAT at 48kHz for this reason also.

> DATS sample at 48KHZ so that one cannot make a direct digital copy from
> CD's to DATs.
>
> >--
> >Russel Mar (bbs.ruscal@tsoft.sf-bay.org)

> Rich

> payner@netcom.com

Accessorily, a lot of (at least some) DAT-readers can be switched between
48, 44.1 and a third speed (I can't remember).

I don't know if digital copy is easy to get (I believe there is another
protection). My knowledge in this domain is a bit too limited !
(and I don't have neither a CD nor a DAT)

Stefan Monnier

-- On the average, people seem to be acting normal --

2553. Re: Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 14:13:25 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <Uegai5m00awJM3nnQX@andrew.cmu.edu>
Source record: 217784

Excerpts from netnews.comp.sys.atari.st: 12-Sep-92 Hard disk
Defragmenters, a.. Jeoff Hines@mizzou1.miss (434)

> I have a friend with an IBM that swears by his H.D. defragmenter. I
> think he uses every day (sometimes twice). Says that it speeds up his
> read times. Could this be true? Is it a good idea to defragment my Hard
> Drive once in a while?
> If so, where could I find a RELIABLE defragger? I saw a.a has one,
> but it didn't mention hard disks in the description......
>
> Thanks. J.H. c556212@MIZZOU1.missouri.edu

I personnally tried such a defragmenter on my HD after
1 year of use. I didn't notice any speed difference !

I think that most of the files you have don't move that much
(applications, libraries, ...). So that defragmenting a HD
is only useful once in a while (if it ever is !)

Stefan Monnier

-- On the average, people seem to be acting normal --

2554. PAULA 2.0 for STe/TT, not ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 14:44:03 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1686088E3.C556212@mizzou1.missouri.edu>
Source record: 217767

Don't get your hopes up about Paula 2.0. It sounds like a cool program,
but after printing out the documents, I realized it's for Ste/TT owners only.
Somethings that sound too good to be true sometimes are. :(
Anything out there for a lowly ST user like myself that is in the same
genre? I tried mplay1_2.lzh, but it slows down all my MODS. The only way
to make them speed up is to go in and edit each one to adjust the speed.
What a drag! I also tried cdplayer.lzh (both from Atari.archive), but I
couldn't get it to run. Anyone else with a similar problem?
Any more suggestions? Maybe I should get a bigger CD collection,
but that isn't as fun....

J.H c556212@MIZZOU1.missouri.edu

2555. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 14:45:39 UTC
From: payner@netcom.com
Message-ID: <+qwn34l.payner@netcom.com>
Source record: 217768
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In article <JT0yqB3w165w@tsoft.sf-bay.org> bbs.ruscal@tsoft.sf-bay.org (Russel Mar) writes:

>========================
>Having used a Hybrid Arts (R.I.P.) ADAP sampler, I can tell you that the
>accepted minimum requirement is to sample at 2x the max. freq. you want
>to reproduce/record. If you are baffled, look up the Nyquist Theorem;
>CD's sample at 44.1k and DAT at 48kHz for this reason also.

DATS sample at 48KHZ so that one cannot make a direct digital copy from CD's to DATs.

>--
>Russel Mar (bbs.ruscal@tsoft.sf-bay.org)

Rich

payner@netcom.com

2556. Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 14:52:17 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <168608AD1.C556212@mizzou1.missouri.edu>
Source record: 217769

I have a friend with an IBM that swears by his H.D. defragmenter. I think he uses every day (sometimes twice). Says that it speeds up his read times. Could this be true? Is it a good idea to defragment my Hard Drive once in a while?
If so, where could I find a RELIABLE defragger? I saw a.a has one, but it didn't mention hard disks in the description......

Thanks. J.H. c556212@MIZZOU1.missouri.edu

2557. Re: FTP Sites?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 17:09:01 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Sep12.170901.28781@a.cs.okstate.edu>
Source record: 217778

[No readable article body recovered]

2558. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 17:38:14 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Sep12.173814.22644@cs.ruu.nl>
Source record: 217776

```
>>>>> mpark@milton.u.washington.edu (Michael Park) (MP) writes:

MP> Although your idea of "retaining the shape of the sine wave" is
MP> intuitively appealing, the Sampling Theorem (tm) assures us that
MP> a sine wave can be completely represented even when sampled at
MP> "only" twice its frequency. To understand why, you must realize
^^^^^^^^^^^^^^^^^^^^^^^^^
MP> that a triangle wave of a given frequency contains components
MP> of much higher frequencies. If the analog signal has been properly
MP> sampled, then even though the digital samples may _look_ like a
MP> triangle wave, the only "legal" underlying analog signal is
MP> a sine wave.

To be precise, the sampling frequency must be a tiny bit more than twice.
Otherwice you can't tell the amplitude of the sine wave.
--
Piet van Oostrum <piet@cs.ruu.nl>
```

2559. Re: PAULA 2.0 for STe/TT, not ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 17:53:17 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Sep12.175317.24235@u.washington.edu>
Source record: 217771

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> Don't get your hopes up about Paula 2.0. It sounds like a cool program,
>but after printing out the documents, I realized it's for Ste/TT owners only.
>Somethings that sound too good to be true sometimes are. :(
> Anything out there for a lowly ST user like myself that is in the same
>genre? I tried mplay1_2.lzh, but it slows down all my MODS. The only way
>to make them speed up is to go in and edit each one to adjust the speed.
>What a drag! I also tried cdplayer.lzh (both from Atari.archive), but I
>couldn't get it to run. Anyone else with a similar problem?
> Any more suggestions? Maybe I should get a bigger CD collection,
>but that isn't as fun....
>
>J.H c556212@MIZZOU1.missouri.edu

Most MOD players are made exclusively for STe/TT because they have DMA
stereo sound. Solution? Get an STe! It's worth it! :)

Dan Aylward
dud@u.washington.edu

2560. Sampling (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 18:01:32 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Sep12.180132.23381@cs.ruu.nl>
Source record: 217775

>>>>> only_bbs!JOHN_LOCKARD@overmind.mind.org (JL) writes:

JL> Between the sampling rates of twice the freqency and four times
JL> the freqency of the sine-wave you get complex phase, frequency,
JL> and amplitude distortions that aren't easy to filter out.

This is incorrect. If the sampling frequency is above twice the highest
frequency, all the information is there to accurately reconstruct the
original signal. However, to implement this you need a good low pass
filter. Badly designed low pass filters may introduce phase distortions.
Good filters are expensive. But if you have a DSP you can do oversampling
which simplifies the needed filter. So buy a Falcon!!!
--
Piet van Oostrum <piet@cs.ruu.nl>

2561. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 18:19:03 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Sep12.141903.1@uwovax.uwo.ca>
Source record: 217774

In article <1992Sep12.094141.18101@sci.kun.nl>, leonp@cs.kun.nl (Leon Pillich) writes:
[a well-balanced comparison of different machines, including the Falcon,
deleted to save space]
[on the subject of the Falcon:]

> However: it cannot and will never run
> unix (at least not for free) with X-Windows/OpenLook

Actually, there's no reason at all that a Falcon couldn't run BSD 4.4 or
the GNU Hurd, when those become available. All the GNU tools (make, gcc,
gas, bison, flex, bash) are available now for the ST, and will run
on the Falcon, so porting the GNU kernel or BSD should be (relatively)
straightforward.

For that matter, I'm sure that X-Windows could be made to run under
MiNT/MultiTOS, and I would not be surprised if MultiTOS were eventually
Posix compliant (please note the qualifiers: I'm not saying that MultiTOS
is or even *will be* Posix compliant, just that I think it *could become*
Posix compliant).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2562. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 19:03:04 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.P94i_JGUq26@fredrik.atari.no>
Source record: 217773

In <1992Sep11.183836.12212@zooid.guild.org>, Mark Kovarski writes:
---*** lot of stuff deleted ***---
>
>There MIGHT be some problems for novice users to set-up a PC right but
>usually its very easy. At least I can put 64 Meg on my motherboard how about
>the Falcon030? 14 Meg and that's it. What do you do if you run out? Wait until
>Atari releases a new computer that will be able to fit 15 Meg? I agree, it
>might be a little bit expensive but the advantages are enormous. BTW,
>every body seems to talk about the Falcon. Can you tell me where I can buy i
>NOW? Ohhh, how much are those memory upgrade modules? I hear everything WILL
>BE available but where is it? Where are all the "ports"?

flames(ON);

Here we go again; comparing a keyboard computer, a toy (with some considerable professional potential though), a niche product to a industrial standard business machine, which because of low prices also are becoming a home computer (but still is designed for business use).
Complaints on too litle memory capacity on the falcon is plain stupid. Yes it is limited to 14MB, but taken the main target use for this machine, it's just right. But it is quite possible to upgrade with fast-ram, and then the limit is 4GB! No, it's not as easy as upgrading a PC, one have to by some third-party do-it-yourself expansion kit, but nevertheless possible for those who want.
Machines with same target-niche these days have 1MB standard, and can be upgraded (with standard solutions) to typicaly 2 or 4 MB!
And remember, on PC's most software, and the most common OS, is limited to the 'real huge' amount of 640K, leaving some 63Meg (the above mentioned figure, but could be anny XX MB) as ramdisk or disk-cache. TOS have never been realy limited on maximum RAM other than that of physically limitations on the processor. And for those who run applications needing real huge amounts of memory, ther's the TT which for which there now is 64MB RAM-boards available, and soon to be produced (have seen a woorking prototype) 256MB RAM-Boards.
No need for memory drivers, 'highloading', etc.
PC's and memory is NOT the right argument to use about the 'superiority' of PC's over ST/TT/Falcon030!! How many PC applications take advantage of more memory than 640K? Most (99.9%) ST applications take advantage of ALL installed (free) memory! Eh, wel, not quite right on the TT, because you have to choose between FAST (4MB - 64MB or even more) or SYSTEM RAM (2MB - 10MB) on older applications.

flames(OFF);

---***even more deleted*---

--

```
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------------
```

2563. Re: How to get uucico 3.42 (don't have FTP access)?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 19:19:18 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.yx4slqA1a2g@fredrik.atari.no>
Source record: 217772

I would rely like too upgrade to latest version of uucico and/or hermes, but
I have no FTP access. And beeing new in this game, I have no idea on how to
order it through the mail-system (I'm even not sure if it's possible)?
I don't mind using som modemtime, since it's a local call, and Ive got a
fast modem 14400.

So if somone could give mee the step by step description, I would be wery
happy.

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

2564. Re: Where can I post Portfolio requests?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 19:54:21 UTC
From: muocj@uxa.ecn.bgu.edu
Message-ID: <1992Sep12.195421.29510@uxa.ecn.bgu.edu>
Source record: 217781

In article <11SEP92.08525936@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>I have posted two requests for info on the Portfolio and they have not
>made it to this net mailing. Where can I post questions about the Portfolio?

Try comp.sys.palmtops and comp.sys.handhelds. I've seen postings from
several Atari Portfolio owners there.

Olivo Contreras Jr.
muocj@uxa.ecn.bgu.edu
muocj@ecnuxa.bitnet

2565. Re: PAULA 2.0 for STe/TT, not ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 19:56:35 UTC
From: muocj@uxa.ecn.bgu.edu
Message-ID: <1992Sep12.195635.29711@uxa.ecn.bgu.edu>
Source record: 217782

I couldn't get CDPlayer to work either. I thought I had a bad file or a bad computer, but it looks like I'm not alone.

Olivo Contreras Jr.
muocj@uxa.ecn.bgu.edu
muocj@ecnuxa.bitnet

2566. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 21:10:38 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Sep12.211038.283@zooid.guild.org>
Source record: 217787

In case you didn't notice - I own a PC and an Atari computer. Just keep this in mind because it might help understand.

I know what the Falcon was built for. You know what for? To get Atari Corp. out of the recession and nothing else! You said it yourself, it wasn't designed to compete with "big toys" but for some strange reason people continue equating it to "big toys." Isn't that strange?

What does soundblaster have to do with memory consumption? Seriously, I doubt you have ever seen a PC otherwise you would have known. Besides, I do not own a sound blaster-pro card. I have the regular sound blaster card in my 286 and the PAS-16 in my 486. Do you need more than 8 Meg on the PC? No, depends on what you are doing but generally not. At least I can upgrade to 64 Meg but can you? You know, a few years ago they said 64 Kbytes was enough. I am currently considering a motherboard that contains a 486/50 MHz DX and the i860. I have a 486/50 MHz DX but I like "toys." -)

I do not run windows and never will. Also, I do not pay any medical bills!

Regards,
Mark K.

2567. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 21:17:16 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Sep12.211716.441@zooid.guild.org>
Source record: 217788

It is faster than the TT but it easily outperforms any TT. However, I can run software that will "blow away" any ST software. Give me anything that can compete with the following: OrCAD, AutoCAD, WP, and any 3D animation software.

I am in particular interested in OrCAD and as far as I know there isn't anything that is as powerful as that piece of software. It is $1500 and is pretty affordable since industrial software is in the $5000+ range. I am not upset, I love my PC and I doubt that any other computer can offer me this power and support for the same price.

What are you comparing, TOS with Windows? Get real.
Mark K.

2568. ST Software/Hardware for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 22:08:08 UTC
From: ronw@cbnewsk.cb.att.com
Message-ID: <1992Sep12.220808.15253@cbnewsk.cb.att.com>
Source record: 217783

All items (except maybe two of the software programs) include original boxes.
There is a $2 shipping charge per order on software $5 on hardware.

SOFTWARE
GAMES
$5.00
The Pawn Ultima II Knight Orc
Pirates of the Barberry Coast Space ShuttleII
GFC Football Gauntlet Into the Eagles Nest

$10.00
Stellar Crusade Red Lightning
War in Middle Earth Hunt for Red October
Leader Board Silent Service
Defender of the Crown Empire
Rouge Alternate Reality/City
High Roller (Harrier) Sundog

$15.00
Falcon
Colonial Conquest

UTILITIES

$15.00
VIP Professional Easy Draw(2.06) First Cadd

$25.00
Laser-C

HARDWARE
EVERYTHING IS IN PERFECT WORKING ORDER.

MEGA 4 (TOS 1.4) $400
B&W Monitor $80
DS External Drive (SF314) $75
1040ST (TOS 1.0) +
COLOR MONITOR SC1224 $300

Ron Wolenty
inuxy!wolenty
317-845-6172

2569. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 22:23:37 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <oegarde00awJI3nnwh@andrew.cmu.edu>
Source record: 217785

Excerpts from netnews.comp.sys.atari.st: 12-Sep-92 Re: Is Falcon worth
buying? Joern Moe@fredrik.atari. (2781)
> Here we go again; comparing a keyboard computer, a toy (with some considerable
> professional potential though), a niche product to a industrial standard
> business machine, which because of low prices also are becoming a home computer
> (but still is designed for business use).
> Complaints on too litle memory capacity on the falcon is plain stupid. Yes it
> is limited to 14MB, but taken the main target use for this machine, it's just
> right. But it is quite possible to upgrade with fast-ram, and then the limit is
> 4GB! No, it's not as easy as upgrading a PC, one have to by some third-party
> do-it-yourself expansion kit, but nevertheless possible for those who want.

> --
> ____
> / Joern F. Moe / All above is my own personal opinion! \
> / Oslo, Norway / Any lack of opinion above is also mine! \
> ---

By the way: most Unix boxes run with 16MB RAM.
They can be upgraded, but the use of Virtual Memory
makes it useless: the 16MB act like a cache and are generally
sufficient (unless you run it as a file-server or any other
demanding application, but it's really not Falcon's purpose)

If Unix can run normally on 16MB I think MultiTOS will
too ! (and I'm sure VM extensions will appear very soon)

Stefan Monnier

-- On the average, people seem to be acting normal --

2570. "OPERATION: A.C.T. NOW" announcement

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 22:37:14 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <18treqINNj80@usenet.INS.CWRU.Edu>
Source record: 217786
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.palmtops

```
"OPERATION: A.C.T. NOW"
=======================

Atari Community Together Now
----------------------------

Campaign Organizers:

Len Stys, J.J. Lehett
Mark Leair

Sponsored by:

The Cleveland Free-Net Atari SIG

September 12, 1992

INTRODUCTION
------------

"OPERATION: A.C.T. NOW" is a series of campaigns that will
help increase support for the Atari 8-Bit computers, ST/TT/Falcon
computers, the Portfolio palmtop computer, and the Lynx handheld
video game system.

Atari Corporation seems to be serious about the future...
If you would like to help increase support for Atari products,
you can by participate in these campaigns.

Who benefits? Everyone benfits. Atari users get more out
of their investment, developers sell more products, dealers sell
more products, publishers sell more magazines, and Atari
Corporation sells more products. If you are a shareholder, your
stock may go up in value.

There will be campaigns that focus on increasing suport for
the Atari ST/TT/Falcon and campaigns that focus on increasing
support for the 8-Bit Atari, Lynx, and Portfolio. The campaigns
that you participate in are entirely up to you.

These campaigns will hopefully result in a stronger Atari
Community.

If you don't wish to help Atari Corporation, participate in
these campaigns to help yourself. You will enjoy your Atari
products more by greater support!
```

Cost?

There is no cost to you in any way to participate in these campaigns. There is no registration fee and no donations are being accepted.

Members Key to Success

The number of people participating in these campaigns are extremely important. The news of these campaigns must be shared with every member of the Atari Community that you know. "OPERATION: A.C.T. NOW" should be publicized in Atari publications, at user group meetings, and at Atari dealerships. If you take action, we can make a difference. If you sit back and watch, we won't do anything.

+------------------+
| CAMPAIGN ONE |
+------------------+

The first campaign will be to compile two lists. One list will consist of things that we believe the company is doing right. Atari is doing great things and if you want to continue seeing the company doing these things, you have to let them know. The other list will consist of things that we believe the company can do better. The company will never know the problems that you see unless you tell them. We will send these lists to Atari Corporation's Board of Directors and ask that they consider our suggestions. Will Atari listen? There isn't a successful company around that doesn't listen--especially to their customers, developers, dealers, and publications.

What you need to do is write down everything that you see right with Atari and the things that you believe the company can improve. Include any past experiences that you have had with the company.

Here are a few examples:

RIGHT IMPROVE
Users
----- Great products, No easy memory
great price upgrade

Once took 4 months
to get my computer
replaced when sent
to Atari

Developers
---------- Good developers Took 3 months to
area on GEnie get a computer to

develop on

Great computers Atari was rude to
to develop on me when they first
showed me the Falcon

Dealers
------- Good dealer Shortage of products,
support even today

No new products

Lack of advertising

Publishers
---------- Atari advertises Slow to pay for ads
regularly

Does not give enough
new info to us

The comments made in these examples should not be taken as truth. They are simply examples. Also, your comments can be as long as you want. In fact, the longer and more detailed, the better.

If you wish to remain anonymous, you may send these lists in another envelope.

The goal of this campaign is to inform Atari of things that we believe can help improve the company's position in the computer marketplace.

All of the lists that are received will be compiled and then sent to Atari Corporation.

```
+------------------+
| CAMPAIGN TWO |
+------------------+
```

The second campaign is to concentrate on letting computer publications know that Atari is back.

The Falcon 030 will be announced at the Boston Computer Society meeting in a few weeks. We should let the media know that we would like for them to cover it. The amount of press the Falcon receives will most likely determine when the Falcon will be shipped to the United States and how many are shipped.

What you need to do is list names and addresses of publications that you wish to see cover the Falcon's release. These include magazines, newspapers, and televison news programs.

You should also lists computer publications that you wish to see support the Atari ST and Falcon computers.

This information should be sent along with the "OPERATION:
A.C.T. NOW" registration form.

Since the Boston Computer Society meeting is on September 23rd,
we are asking you to send us this information immediately. You may
ONLY send this information through E-MAIL if you are able to at:
"xx004@cleveland.Freenet.Edu". Please send any other information
through the U.S. mail.

OTHER CAMPAIGNS WILL BE ANNOUNCED
AT ANOTHER TIME

THESE INCLUDE:

8-BIT, LYNX, AND PORTFOLIO
CAMPAIGNS

The Cleveland Free-Net Atari SIG is the official site of
"OPERATION: A.C.T. NOW". If you wish to add any information or
discuss anything related to this campaign, a special section has
been created specifically for it.

The Atari SIG can be accessed by the phone number "216/368-3888"
at either 300, 1200, or 2400 baud. It can also be accessed by
users from around the nation or world for free by using "telnet" at
their college or business by the following Internet addresses:
freenet-in-{a,b,c}.cwru.edu = hela.ins.cwru.edu = 129.22.8.38
Type 'go atari' at any menu.

The Cleveland Free-Net Atari SIG's U.S. mailing address is:

Cleveland Free-Net Atari SIG
P.O. Box 364
Mentor, OH 44061-0364

The Cleveland Free-Net Atari SIG's Internet e-mail address is:

xx004@cleveland.Freenet.Edu

"OPERATION: A.C.T. NOW" is in no way affiliated with Atari Corporation.
These campaigns are organized by individuals that have an interest
in Atari products. The "Atari" name, logo, and any other Atari
products mentioned are copyrighted by Atari Corporation.

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"OPERATION: A.C.T. NOW" REGISTRATION FORM

PLEASE COMPLETE THIS FORM AND MAIL IT TO: OPERATION: A.C.T. NOW
P.O. BOX 364
Mentor, OH 44061-0364

PLEASE PRINT LEGIBLY!

! = CONFIDENTIAL (WILL NOT BE RELEASED PUBLICLY)

NAME _____ !AGE _____ !PHONE (____)_____

!ADDRESS _____

CITY _____ STATE _____ !ZIP _____

!OCCUPATION _____ !PHONE (___)_____

COMPUTER(S) OWNED _____

VIDEO GAME SYSTEM(S) OWNED _____

!ARE YOU AN ATARI DEVELOPER? YES / NO !ARE YOU AN ATARI DEALER? YES / NO

WHAT DO YOU PRIMARY USE YOUR COMPUTER FOR? _____

_____

DO YOU BELONG TO A USER GROUP? YES / NO IF YES, HOW MANY MEMBERS _____

IF YES, WHAT IS THE NAME? _____

IS THERE A(N) ATARI DEALERSHIP(S) NEAR YOU? YES / NO

IF YES, WHAT IS THE NAME(S)? _____

_____

!WHAT IS YOUR OPINION OF EACH OF THEM? _____

_____

_____

!DO YOU SUBSCRIBE TO ANY ATARI PUBLICATIONS? YES / NO

IF YES, WHICH ONE(S)? _____

_____

LIST SOME OF YOUR MOST USED SOFTWARE _____

_____

_____

_____

WHAT IS YOUR FAVORITE DEVELOPER/COMPANY? _____

_____

THANK YOU!

---

clip here

"OPERATION: A.C.T. NOW"

CAMPAIGN INFORMATION

(All of the following information will be compiled together. Your name will not be tied with any of this information if you choose to leave it.

YOU MAY WISH TO SEND THIS PART IN A SEPARATE ENVELOPE THAT DOES NOT INCLUDE YOUR NAME AND RETURN ADDRESS.

CAMPAIGN ONE:

PLEASE CIRCLE WHICH GROUP YOU BELONG TO:

USER / DEVELOPER / DEALER / PUBLICATION / ATARI

PLEASE LIST EVERYTHING THAT YOU SEE ATARI DOING RIGHT:

(include any past experiences, etc.)

(add another sheet if needed)

PLEASE LIST IMPROVEMENTS THAT YOU BELIEVE CAN BE MADE:

(include any past experiences, etc.)

_____
(add another sheet if needed)

PLEASE LIST HOW YOU WOULD MAKE THESE IMPROVEMENTS:

_____

_____

_____

_____

_____

_____

_____

PLEASE LIST ANY SUGGESTIONS FOR NEW PRODUCTS OR ENHANCEMENTS TO OLDER PRODUCTS:

_____

_____

_____

_____

_____

CAMPAIGN TWO:

PLEASE LIST ANY MAGAZINES, NEWSPAPERS, OR TELEVISION NEWS PROGRAMS AND THEIR ADDRESS THAT YOU FEEL SHOULD COVER ATARI'S NEW FALCON 030 COMPUTER:

_____

_____

_____

_____

_____

ANY PARTICULAR REASON WHY YOU CHOSE THIS MEDIA? _____

_____

PLEASE LIST ANY COMPUTER PUBLICATIONS AND THEIR ADDRESSES THAT YOU WOULD LIKE TO SEE START SUPPORTING THE ATARI ST AND FALCON COMPUTERS:

_____

_____

_____

OTHER CAMPAIGN INFORMATION WILL BE REQUESTED FROM YOU AT ANOTHER TIME.

THANK YOU!

2571. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 23:07:56 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.BFMk5qm6YLM@jonh.wimsey.bc.ca>
Source record: 217789
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In <+qwn34l.payner@netcom.com>, Rich Payne writes:
>
>DATS sample at 48KHZ so that one cannot make a direct digital copy from
>CD's to DATs.
>
Then why do they also sample at 44.1? And if your conjecture was true,
why do they have scms? And why is the Dat Tax being pushed through
Congress?

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

2572. Re: Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 23:13:18 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.716339598@groucho.phil.ruu.nl>
Source record: 217800

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> I have a friend with an IBM that swears by his H.D. defragmenter. I
>think he uses every day (sometimes twice). Says that it speeds up his
>read times. Could this be true? Is it a good idea to defragment my Hard
>Drive once in a while?
> If so, where could I find a RELIABLE defragger? I saw a.a has one,
>but it didn't mention hard disks in the description......

It's not only a good idea, but -IMO- it's absolutely necessary to defragment your hard disk every once in a while. It absolutely speeds up HD-access. I suppose it's not too hard to imagine that reading a file that is scatered in 10 pieces takes more time than reading the same file when it's stored in one contiguous block... :)
There are several programs that perform the trick, but they're not all able to defragment all kinds of HDs. For example: I have a 210Meg Quantum HD (lucky me :) and most defragmenters can't cope with this disk, due to 'non-standard-Atari' logical sectors (I think). They're 1k instead of 512 bytes and most programs get confused by this.
I use CHKDISK3 and ST_TOOLS and both are very useful for analyzing your HD, find lost and orphan clusters, recover deleted files, analyzing the FATs, etc.
I don't know if CHKDISK also defragments HDs, but I'm sure ST_TOOLS does.
I don't know where these programs can be found - try atari.archive. If you're desperate, mail me.

Hope this helps,
Hendrik Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

2573. Re: Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-12 23:28:07 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.716340487@groucho.phil.ruu.nl>
Source record: 217651

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> I have a friend with an IBM that swears by his H.D. defragmenter. I
>think he uses every day (sometimes twice). Says that it speeds up his
>read times. Could this be true? Is it a good idea to defragment my Hard
>Drive once in a while?

I already wrote a follow-up to this article, but have forgotten one thing:
please do not defragment your HD twice a day - IMO that's ridiculous. It *is*
good -and even necessary (again IMO)- to defragment once in a while, but
twice a day...? I do it once every few months or so - whenever I notice a
considerable speed-decrease.
It's also a good idea to have a separate partition for data that changes a lot
(e.g. projects you're working on, stuff you've downloaded, etc.) and separate
partitions for 'stable' data (e.g. programs). The 'changeable' partition will
get fragmented the most whereas the 'stable' partitions won't get fragmented at
all (or hardly...) This way you need only defragment one partition - spares a
lot of effort, time and HD-access (esp. with a 210M hd it's very nice to not
have to defragment the entire disk).

that's it,
Hendrik Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

2574. Re: PAULA 2.0 for STe/TT, not ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 01:05:45 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep13.010545.19412@actrix.gen.nz>
Source record: 217791

In article <1992Sep12.195635.29711@uxa.ecn.bgu.edu> muocj@uxa.ecn.bgu.edu (Olivo Contreras) writes:
> I couldn't get CDPlayer to work either. I thought I had a bad file or a
> bad computer, but it looks like I'm not alone.
>

CD-Player must be run from the AUTO-Folder of an STE or higher
(Mega-STE, TT, Falcon.)

It will only work on machines with DMA-Sound output. (And Blitter &
Hardware scrolling)
--

2575. Re: Guck & Mint problem

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 01:06:53 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep13.010653.19515@actrix.gen.nz>
Source record: 217792

In article <A12370@HH2.maus.de> Christian_Vogler@hh2.maus.de (Christian Vogler) writes:
> In article <12742@ecs.soton.ac.uk> dah90@ecs.soton.ac.uk (Halls DA) writes:
>
> >Guck won't call it's editor (whatever you want it to be) under MiNT. Anyone
> >else had this problem? Any solution or do I live with it?
>
> If it is not a problem of too little memory, wait for an update. It should be
> due anytime now, and it _should_ work fully under MiNT/MTOS.
>

How about an English version? I had to make my own translated version
of v1.8 (Nice program though!)

--

2576. Re: Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 01:09:37 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep13.010937.19635@actrix.gen.nz>
Source record: 217793

IBM-users need de-fragmenters, as their Hard-Drive accessing is much slower than the ST's!

(Also, slow Hard-Drives benefit from de-fragmentation)

There is a program called 'Reorg' which probably comes with 'DL-II' this de-fragments floppies and Hard-drives.

The best one is 'Chk-Disk' which Atari in their infinite wisdom released only to developers! But, it is rarely available on *some* FTP sites! (I've seen it around)
--

2577. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 01:17:39 UTC
From: gordonf@fraser.sfu.ca
Message-ID: <1992Sep13.011739.27929@sfu.ca>
Source record: 217790

In article <92253.012306SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:
>Well, I just HAVE to give my reasons for buying a Falcon...
>
[...]
>I've got to get something to tide me over until I can afford an Indigo...
^^^^^^
A truly wonderful machine (we've got 3 in the lab).

>Falcon will make one hell of a word processor/synthesizer/video game/
>terminal/graphics toy/Mathematica Machine.
^^^^^^^^^^^
I didn't know you could get Mathematica. Where'd you see that?

>
>Scott
>

Gordon Farrell |e-mail:gfarrell@sfu.ca |"Shee, you guys are so unhip
| gfarrell@cs.sfu.ca | it's a wonder your bums
Simon Fraser University | gordonf@sfu.ca | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

2578. STORM / The real Flash II

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 01:51:57 UTC
From: kslate@MtHolyoke.edu
Message-ID: <BuHuIL.JAM@mtholyoke.edu>
Source record: 217794

Double Click Software is releasing a new Term program written by, of all people, Alan Page. Alan Page is the author of the original Flash. The program is do out December 7th at a price of $59.95.

If anyone has had the misfortune of trying Flash II they will be looking forward to this Program.

Storm:

Work on all versions of TOS
Has a Basic Script language
100% multi TOS compatable
Multitasking without Multitos...download and use the basic lang
or edit the capture buffer.
Macros
Background transfers in X,Y,Z modem and CS B+

It looks promiseing.

Slip.

2579. PaintJet Driver

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 02:04:05 UTC
From: kslate@MtHolyoke.edu
Message-ID: <BuHv2u.JKo@mtholyoke.edu>
Source record: 217796

[No readable article body recovered]

2580. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 03:28:24 UTC
From: payner@netcom.com
Message-ID: <a#xnbdk.payner@netcom.com>
Source record: 217797
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In article <H.BFMk5qm6YLM@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <+qwn34l.payner@netcom.com>, Rich Payne writes:
>>
>>DATS sample at 48KHZ so that one cannot make a direct digital copy from
>>CD's to DATs.
>>
> Then why do they also sample at 44.1? And if your conjecture was true,

This is -not- conjecture. This is the reason why we do not have DAT today, except for introductory high-priced offerings. The audio industry put a great deal of pressure on congress (whoever, I am not certain), and completely stopped the introduction of DAT to the US. The response of the manufacturers was to change the sampling rate to prevent direct digital copies. This is history, not conjecture. Your assertion is one of ignorance, not past events.

What has happened since then I have not followed. Here -I- am ignorant. But that does not change history.

>why do they have scms? And why is the Dat Tax being pushed through
>Congress?

Pushed, do you think that DAT is brand spanking new?

>--
> John Henders jhenders@jonh.wimsey.bc.ca
> I think your "evolutionary scale" needs an adjustment. Either
> that, or you've got your thumb on it. -> (lefty@apple.com)
>

Rich

payner@netcom.com

2581. Re: How to 'become' an atari devleoper?

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 04:15:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <65761@cup.portal.com>
Source record: 217799

Timothy Wilson asked about becoming an Atari developer:

Call Gail Bacani at Atari (408) 745-2568 and ask her... she
won't laugh at you, and will be able to explain the various
options, costs and benefits..

BobR

2582. Re: Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 05:27:46 UTC
From: rfritz@eis.calstate.edu
Message-ID: <BuI4IA.K5u@eis.calstate.edu>
Source record: 217652

sm86+@andrew.cmu.edu (Stefan Monnier) writes:
> I personnally tried such a defragmenter on my HD after
> 1 year of use. I didn't notice any speed difference !
>
> I think that most of the files you have don't move that much
> (applications, libraries, ...). So that defragmenting a HD
> is only useful once in a while (if it ever is !)
>
> Stefan Monnier

I ran a BBS and have 135 megs worth of hard disk space. I remember once running a defragmenter on a drive that had about a thousand files which had been moved quite a few times. It sped it up quite a bit, but the everage user probably does not have that much to speed up. I also remember on one occasion crashing my boot C: drive with some lame PD defrag program. Just be careful on what you do because it screws with the FAT sectors...

Ryan Fritz
rfritz@eis.calstate.edu

2583. Re: Any suggestions for term.progs that can handle dial-back modems

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 06:21:15 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Sep13.062115.29482@a.cs.okstate.edu>
Source record: 217654

Just tell your modem "S0=1" such as
ats0=1dt555-1212
to dial the BBS.... then when you get disconnected the modem will pick up on
the 1st ring.

Or... just type ATA at the modem when the phone rings...
(or type it after you see "NO CARRIER" and hit return after the phone rings)

Good luck!
jc

2584. Will ST's lose value once the falcon is released?

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 06:25:41 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Sep13.062541.2540@ucsu.Colorado.EDU>
Source record: 217653

I was hoping to get some opinions on weither people think that the ST's
and TT's used market value will decrease once the falcon is released.
It seems to me that someone buying a falcon doesn't need their old system
and that will lead to a flood of used ST's and TT's being advertised.
As I am in the market for a used Mega STE, I'm wondering if I should wait
until the falcon is released so that I can get a better deal.

Thanks,
Jonathan
krakover@spot.colorado.edu

2585. Re: STORM / The real Flash II

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 06:31:16 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.i7a6nuEBBxA@jonh.wimsey.bc.ca>
Source record: 217674

In <BuHuIL.JAM@mtholyoke.edu>, Kevin D. Slate writes:
>
>Storm:
>
> Work on all versions of TOS
> Has a Basic Script language
> 100% multi TOS compatable
> Multitasking without Multitos...download and use the basic lang
> or edit the capture buffer.
> Macros
> Background transfers in X,Y,Z modem and CS B+
>
>It looks promiseing.

Much as I loved Flash 1, I can't see where the features of Storm
offer any improvement's over STalker3. From the more extensive description
in ST Report, it seems that the background downloading is only workable
while in the program. What if you don't want to edit your capture buffer
or program in basic. At least with Stalker, as a DA, you can be down-
loading from any Gem based program. And now, thanks to a real rts/cts fix,
(serialfix1.1), even uploading at 19,200 doesn't screw up the way it used
to.
I get 1660cps regularly with Stalker in zmodem, in the background,
while reading news with Gus, or Editing in any Gem based text editor.
Even unarcing doesn't kill the download, unless you do it for long enough
to time out.

Usual disclaimer about my uninvolvment with Gribnif or Eric R goes
here.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

2586. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 06:37:13 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Sep13.063713.143@a.cs.okstate.edu>
Source record: 217655

In article <1992Sep12.094141.18101@sci.kun.nl> leonp@cs.kun.nl (Leon Pillich) writes:
>- Buying a falcon with 4 meg and a 65 meg hd and a vga monitor.
> This looks great. With MultiTos it certainly offers what I'm looking for and
> a lot of nice extras and its not to expensive. Memory can still be
> expanded and I already have lots of software (partially self-made) that
> can be used on the falcon. However: it cannot and will never run
> unix (at least not for free) with X-Windows/OpenLook and I am not
> very confident in Atari at the moment. They might just make it, because]
> the falcon is a winning machine and a great MULTI-MEDIA machine, but
> they have to invest in advertisement and software for it.
>

Have you fooled with MiNT/gcc/tcsh etc?
This is about as close to unix as I've ever been. Cost's less than ASV too!

Seriously,
jc

2587. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 07:13:57 UTC
From: bbs.ruscal@tsoft.sf-bay.org
Message-ID: <y031qB1w165w@tsoft.sf-bay.org>
Source record: 217656
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> In <+qwn34l.payner@netcom.com>, Rich Payne writes:
> >
> >DATS sample at 48KHZ so that one cannot make a direct digital copy from
> >CD's to DATs.
> >
> Then why do they also sample at 44.1? And if your conjecture was true,
> why do they have scms? And why is the Dat Tax being pushed through
> Congress?
>
>
> --
> John Henders jhenders@jonh.wimsey.bc.ca
> I think your "evolutionary scale" needs an adjustment. Either
> that, or you've got your thumb on it. -> (lefty@apple.com)
>

============
<< I previously posted on this subject RE: Hybrid Arts ADAP >>

To clarify "a bit" for those unfamialr with DAT's and stuff:

The standard DAT sample rate is 48KHz, which offers somewhat trivial
improvement over the CD standard of 44.1kHz. However, by implementing
a copy restriction flag on commercial CD's, you are disallowed from mak
ing direct digital-to-digital copies without constraints even if you are
able to record at 44.1KHz. Of course, you cannot make direct digital
copies when the data rates don't match. (i.e. playback 44.1k, record at
48k).

HOWEVER, there is a reason for a DAT recorder to be able to record at
44.1kHz; That is so that if you are making a "Master" tape to be
transferred to CD media (For your first Gold album :)), the DAT stereo
master can be digitally transferred to CD without going thru the analog
A/D and D/A converters in the playback and recording decks.

Note that by using the analog inputs and outputs of a CD and DAT player,
there is no copy restriction since the DAT player is no longer receiving
digital data directly. 'Of course, then that means that you are not
making a digital copy...

A comment of the proposed DAT tax:
This was proposed so that blank tapes would have a tax excised that
would reimburse recording artist for the unavoidable bootleg copies made

of their works. Since DAT is likely to remain a semi-pro/hobbyist media, I don't see this tax having a major consumer impact. (The problem being that for semi-Pro use, you shouldn't have to pay tax since you aren't bootlegging...)

If you are wondering if DAT is worth it, a recent review of a top-of-the-line Nakamichi cassete deck showed it made better reproductions of a CD source than a DAT....showing that a high quality, properly calibrated cassette deck is still a viable medium.

--
Russel Mar (bbs.ruscal@tsoft.sf-bay.org)

2588. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 08:43:42 UTC
From: leonp@cs.kun.nl
Message-ID: <1992Sep13.084342.26269@sci.kun.nl>
Source record: 217657

In <1992Sep12.141903.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>In article <1992Sep12.094141.18101@sci.kun.nl>, leonp@cs.kun.nl (Leon Pillich) writes:
>[a well-balanced comparison of different machines, including the Falcon,
> deleted to save space]
>[on the subject of the Falcon:]

>> However: it cannot and will never run
>> unix (at least not for free) with X-Windows/OpenLook

>Actually, there's no reason at all that a Falcon couldn't run BSD 4.4 or
>the GNU Hurd, when those become available. All the GNU tools (make, gcc,
>gas, bison, flex, bash) are available now for the ST, and will run
>on the Falcon, so porting the GNU kernel or BSD should be (relatively)
>straightforward.

True, if a port of unix is done then it surely will run great on a falcon,
but porting linux will take a lot of time and I don't know if the
user community for falcon is big enough to support such a development.
If it will be ported (together with X) on the other hand, it will be
a superb choice for me and other people looking for cheap unix
stattions, that can also run great atari st software.

>For that matter, I'm sure that X-Windows could be made to run under
>MiNT/MultiTOS, and I would not be surprised if MultiTOS were eventually
>Posix compliant (please note the qualifiers: I'm not saying that MultiTOS
>*is* or even *will be* Posix compliant, just that I think it *could become*
>Posix compliant).
>--

If I could have X running with MultiTos I wouldnt't need unix :-)
Neat idea ...

>Eric R. Smith email:
>Dept. of Mathematics eric.smith@uwo.ca
>University of Western Ontario

Bye, Leon
leonp@cs.kun.nl
leonp@sci.kun.nll

2589. MOD players (again?! *:)*)

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 09:15:54 UTC
From: chan@pyramid.unr.edu
Message-ID: <4456@equinox.unr.edu>
Source record: 217672

Well, I've just tried CDPLAYER.PRG and I like it very much.
Features:
1) graphical presentation of MOD files played (LED displays)
2) STE compatible (stereo/4 channel/2 left/2 right)
3) 32 track capability (explain later)
4) ease of use

Okay. It is a player of MOD files (if you haven't figured it out yet).
IT is NOT an editor, just a player (NoizeTracker, eg is an editor/player).

It is called CD PLAYER because the layout resembles a CD system (amp/controls/
l/r/etc).

32 track capability means: if you have CDPLAYER.PRG in, for example, D:\MUSIC\
MOD\, you can have 32 MOD files in that specific directory (and that's the
limit). You know how you go through a CD's tracks... well you use the arrow
(l & r) to go through 32 MOD files...
Since I have about 55 MOD files right now... I split the files into 2
directories and have a copy of CDPLAYER.PRG in each directory...
(I have 2 depictions (icons) on my NEODesk)...

Ability to cycle through the 32 files.

It plays songs a lit'l slow but it's nice...

Its at ftp terminator.cc.umich.edu (aka atari.archive.umich.edu) under:
cd atari/sound/players
bin
get CDPLAYER.(was it .ZOO or .LZH?)...

Anyway, check it out... it may suit ya!

Others:

Jukebox player v1.2 (ste/nice lit'l player (lotsa choices/no graphics)

NoizeTracker (mono/demo/quicker in playing songs)

HEY BRIAN T, I'll send ya a copy to your bbs!!!!!!!!!

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

2590. Mint emacs 18.58, where to find?

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 09:30:22 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Sep13113020@ruunfs.fys.ruu.nl>
Source record: 217658

Hello,

I remember that some weeks (?) ago someone announced availability of a
new version of emacs for mint, 18.58. I cannot find it in any archive
however. Is it available, and if so, could anyone tell me where?

Thanks,
--

Peter Mutsaers. |==========
muts@fys.ruu.nl | Quod licet bovi, non licet Jovi

2591. Mint + minix fs: any good backup programs/ideas?

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 09:34:33 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Sep13113432@ruunfs.fys.ruu.nl>
Source record: 217659
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I use mint + minix on my harddisk. I wonder what good method there is to make backups of my disk. The regular TOS programs won't work because they cannot handle longer filenames and links etc.

I would use simply gnutar to /dev/ps0, and with incremental tar's this would be feasible were it not that I produce multivolume tar's in that case. I do not like this idea because to restore something on say the 5th diskette I must read all previous ones than, with the risk that if somewhere on one of the backups is wrong the rest of the backup is unusable.

Does anyone have better ideas/programs to do this job? Thanks,
--

Peter Mutsaers. |==========
muts@fys.ruu.nl | Quod licet bovi, non licet Jovi

2592. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 10:01:28 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <legs7sa00awM4HF1Zf@andrew.cmu.edu>
Source record: 217671
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

Excerpts from netnews.comp.sys.atari.st: 13-Sep-92 Re: sampling and
human hear.. Russel Mar@tsoft.sf-bay. (2461)
> To clarify "a bit" for those unfamialr with DAT's and stuff:

> The standard DAT sample rate is 48KHz, which offers somewhat trivial
> improvement over the CD standard of 44.1kHz. However, by implementing
> a copy restriction flag on commercial CD's, you are disallowed from mak
> ing direct digital-to-digital copies without constraints even if you are
> able to record at 44.1KHz. Of course, you cannot make direct digital
> copies when the data rates don't match. (i.e. playback 44.1k, record at
> 48k).
> --
> Russel Mar (bbs.ruscal@tsoft.sf-bay.org)

You seem to be informed, maybe you'll be able to finally
answer the typical question:

What's EXACTLY this 'copy restriction flag' ?
How is this protection implemented ?

It seems that without support from the DAT itself, it isn't
possible to get this kind of protection.

Stefan Monnier

-- On the average, people seem to be acting normal --

2593. Re: "OPERATION: A.C.T. NOW" announcement

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 11:35:40 UTC
From: winston@merk.com
Message-ID: <1992Sep13.113540.6378@merk.com>
Source record: 217660
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.palmtops

Isn't it amazing how in the U.S.A. these "grass roots" campaigns to increase ATARI awareness in the major media outlets --JUST HAPPEN-- to spontaneously occur whenever ATARI is launching a new product ? What a coincidence! Do you all remember: "THE REVOLUTION" ?

2594. Re: "OPERATION: A.C.T. NOW" announcement

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 13:49:52 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <18vgu0INNip1@usenet.INS.CWRU.Edu>
Source record: 217661

In a previous article, winston@merk.com (Winston Smith) says:

>
> Isn't it amazing how in the U.S.A. these "grass roots" campaigns to
>increase ATARI awareness in the major media outlets --JUST HAPPEN-- to
>spontaneously occur whenever ATARI is launching a new product ? What a
>coincidence! Do you all remember: "THE REVOLUTION" ?
>

The REVOLUTION was a different story entirely. There isn't one person doing these campaigns and they aren't silly.

There won't be any egg hunts, Oprah write-ins, or Rosanne days.

This is probably a best time for a campaign. WHEN Atari is releasing new products.

If you wish to discuss these campaigns and have access to Free-Net, there is a discussion board on there.

These campaigns are also attempting to FIRST help correct any problems at Atari. The REVOLUTION had confidence that everything was in great shape at the company.

Yes, there are flaws like with everything else, but if you are tired of lack of support, you should say something. Everyone should say something.

--

2595. Calamus SL

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 14:12:31 UTC
From: david@tid.es
Message-ID: <1992Sep13.141231.9063@tid.es>
Source record: 217687

Net-beings:

I'm thinking of buying the Calamus SL package and have several questions regarding the software:

a) I understand it has gone thorugh several updates. When was the last update released? Is it a stable program?

b) I believe Calamus SL introduced the concept of modules, which could be loaded on demand. How many of these modules are there? Does Calamus SL come with some, or are they all sold separately?

c) Does Calamus SL have any special hardware requirements (memory, monitor, STE/TT)?

d) Would you recommend buying Calamus SL? How well is it supported? (The program will be used in the U.S.)

Thanks,

David Soleno
david@tid.es

2596. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 14:52:21 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Sep13.145221.12754@zooid.guild.org>
Source record: 217663

Chris_Millar@lppl.mi.org (Chris Millar) writes:
>Hey, Kovarski - I'm sick of your sh*t - if i wanted to waste my time I'd
>reply to every one of your ridiculous posts, but for now you'll have to
>settle with this - shut up - if I wanted to hear more moronic Atari
>bashing, I'd hang out in amiga.advocacy.....
>
>
>-- Via DLG Pro v0.992
>

You are? I am really happy for you. I have dealt numerous times with people
just like you and you know what - THEY ALL MAKE ME LAUGH!

Mark K.

2597. Should Z*Net be created

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 14:58:20 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Sep13.145820.12857@zooid.guild.org>
Source record: 217664

No, I think it is a really bad idea to create Z*Net groups since you
will see 1 message per month and besides Z*Net MAG (ST) is a "cheerleading"
magazine for the ST and does not represent the reality. Its ST Editor was/is
a person that likes to control other peoples views hence he has never heard
of freedom of free speech. He is constantly bashing ST*Report and other
publications that do not agree with him or any other Atari representatives.
I think it is a total waste of time to create such newsgroups.

Sincerely,
Mark K.
E-Mail: kovarski@zooid.guild.org

2598. Can Falcon do that?

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 15:25:22 UTC
From: marsh@gwdgv1.gwdg.de
Message-ID: <QAZ6D3S@gwdu03.gwdg.de>
Source record: 217668

Hi netters,
I have been reading this group for I while now and followed the discussion on the Falcon. I am wondering if the following idea could be realized on the Falcon:
I heard that some of the new CD-ROM players, in addition to the higher transfer speed due to SCSI-II and photo CD support, will also be able to read normal audio CDs and send the digital audio data through the SCSI-II port towards the computer. Than one could let the DSP to operate on the incoming audio data in real time and than send it to the built in DA converter, or an external one through the DSP interface, than to the HiFi amp. Or, alternatively, one could send the data still in the digital domain to a DAT recorder interfaced to the DSP port. To my knowledge there should be no quality loss since the DSP can be sync-ed to an external oscillator (if my understanding on its connector is right) like that of a DAT.
I see no reason why this should not work. And if it does than the Falcon will really revolutionize the music industry. The question is wether there is good software available before others wake up. The idea of having DSP, SCSI-II, DA/AD combined with multitasking and ST compattibility is as an important milestone as the built-in MIDI was.
Possibilities include realtime multiband filtering/equalization. Or I can imagine a software which inputs the frequency response curve of your HiFi loudspeakers and corrects for that, still in the digital domain and in realtime, making the final response as flat as possible. This is the principle how the new Philips DSS digital speakers work (for above $5000).
Or one can make various spatial simulations. I think anyone could continue. To start you only need, in addition to the computer, a modern CD-ROM player and later if someone is going into that direction you can gradually build up a fully digital sound editing mastering system by adding a digital DAT/DSP interface, 1 or 2 DATs (with high quality AD/DA converters, sync option, and copy protection control options), and data storage devices of course. And all this is to be combined with the existing MIDI arsenal. I beleive this will be reality.
But, Atari please get cracken beacuse Apple is also working on a machine with DSP/SCSI-II/DA/AD capabilities (rumored as Cyclon) and probably C= is also trying to follow this neat idea.
I will change location very soon and I don't know when I have access to the net again. So please forgive me if I can't reply to the replies of this message within the usual and acceptable period of time. I will try to join to this group as soon as possible.

Tibor.

P.S. Has anyone ever compared Cubase ST and Cubase Windows? I have the impression that Cubase Windows on 33MHz 386 PC with SVGA is much much

less capable than Cubase ST on my good old 8Mhz 1040STFM concerning
especially realtime related functions.

2599. Re: Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 16:07:16 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <68086@hydra.gatech.EDU>
Source record: 217662

Hard Disk Sentry from Beckemeyer Development Tools defragments hard disks and floopies. I have used it often and never had any problems. It also checks for file system problems and I believe it works on large (BGM) partitions.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

2600. Re: Mac OS vs. TOS (was Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 16:38:29 UTC
From: pietrzak@sparc7.cs.uiuc.edu
Message-ID: <1992Sep13.163829.26595@sunb10.cs.uiuc.edu>
Source record: 217666

I've just re-read the posting I made about Chris Mauritz' complaints on the Falcon. I must apologize for how much flaming entered into it. I've really got to stop reading news at 7:00 in the morning...

John

2601. whatis 2.0.1 posted to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 16:41:57 UTC
From: rosenkra@convex.com
Message-ID: <1992Sep13.164157.493@convex.com>
Source record: 217665

i have just uploaded whatis v2.0.1 to atari.archive. the file is whatis201.zoo
and is in ~ftp/atari/new.

this archive contains whatis, whatisin, and apropos which are parts of some
unix (BSD, i think) manual systems. these are, however, my own versions.
i use a different format for the whatis database (i use a separate file
for each manual section and include more info than just name, section,
and description (for instance entries from "SEE ALSO" sections are used
as cross references, and you can also include keywords for apropos).

here is what these programs do:

whatis given a name of a command, system call, library
routine, etc, whatis prints a one line description
whatisin prints a table of contents of the manual, or with
an argument representing a section ([0-9lno]), lists
a one line entry of all manpages for that section
apropos given a keyword, apropos prints a list of all
manpages that might be appropriate to look at (eg
"apropos file" will list every manpage that has
"file" in its name, description, or keyword list)

also include is a mkwhatis(8) program to help make the databases. also
included are some example whatis databases.

enjoy...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2602. MOD players for a plain ol' ST, any good ones?

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 17:01:36 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <16861A920.C556212@mizzou1.missouri.edu>
Source record: 217670

I am still using the first MOD player I ever got on my ST, NOISE 1.5
written by some fellow in Belgium (it has the weird keyboard layout where
an M is actually a : ...). Is there a better player out there that has a
'jukebox' ability where I can just let it play songs from a list and I
wont have to load each one manually each time the first song ends?
I haven't ever even seen an STe in person, I'm sure 4096 colors and stereo
sound is nice, but is it really worth the pain in the tail of selling my
520ST with 2.5 Meg to get an equivalent STe? I'm sort of comfortable with
my old ST. And the MODs sound pretty good from where I'm sitting....

2603. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 19:27:56 UTC
From: egates@triton.unm.edu
Message-ID: <lyxnnzp@lynx.unm.edu>
Source record: 217675
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In article <+qwn34l.payner@netcom.com> payner@netcom.com (Rich Payne) writes:
>In article <JT0yqB3w165w@tsoft.sf-bay.org> bbs.ruscal@tsoft.sf-bay.org (Russel Mar) writes:
>
>>=======================
>>Having used a Hybrid Arts (R.I.P.) ADAP sampler, I can tell you that the
>>accepted minimum requirement is to sample at 2x the max. freq. you want
>>to reproduce/record. If you are baffled, look up the Nyquist Theorem;
>>CD's sample at 44.1k and DAT at 48kHz for this reason also.
>
>DATS sample at 48KHZ so that one cannot make a direct digital copy from
>CD's to DATs.
>
>>--

Actually DATs sample at a higher frequency because the sound reproduction is better. I good DAT recorder will be able to record at both 44.1kHz and 48kHz, though I think these models are only available to the professionals at this point. You won't have problems copying CDs either if you convert the output of the CD to analog output (like you have to do so that you will hear the sound out of your speakers anyway) and then record it onto digital tape. Granted there will be some degeneration in the signal due to all the processing going on, but most people won't even hear the difference (unless you are a recording engineer -- since most people are not accustomed to listening that closely to the recording quality).

BTW, the reason that CDs only sample at 44.1 kHz is that when they first came out that was about the best they could do and then couldn't up the sampling rate since so many people had already bought CD players for the 44.1kHz sampling rate. It also turns out (I believe) that a sampling rate higher than 48 kHz doesn't really get you anything as far as better quality reproduction, (again see Nyquist Theorem) and does get more expensive to make good AD converters.

El

egates@triton.unm.edu

Disclaimer: All opinion here are mine and noone else can claim them for their own.

2604. Re: Should Z*Net be created

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 19:33:22 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Sep13.193322.12128@u.washington.edu>
Source record: 217673

kovarski@zooid.guild.org (Mark Kovarski) writes:

>No, I think it is a really bad idea to create Z*Net groups since you
>will see 1 message per month and besides Z*Net MAG (ST) is a "cheerleading"
>magazine for the ST and does not represent the reality. Its ST Editor was/is
>a person that likes to control other peoples views hence he has never heard
>of freedom of free speech. He is constantly bashing ST*Report and other
>publications that do not agree with him or any other Atari representatives.
>I think it is a total waste of time to create such newsgroups.

>Sincerely,
>Mark K.
>E-Mail: kovarski@zooid.guild.org

Good, that settles it. It's unanimous. No one is opposed to the creation
of alt.Z*net.

Dan Aylward
dud@u.washington.edu

p.s. Mark, remember the "^N" concept? (in this case "U"nsubscribe?)

2605. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 19:34:56 UTC
From: chrisc@gold.gvg.tek.com
Message-ID: <5199@gold.gvg.tek.com>
Source record: 217693
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In article <BuG1wq.85E@world.std.com> dmoran@world.std.com
(david r moran) writes:

(texted edited)

1. Would it be possible to edit extraneous data like .signatures?
Not a critique per say David because others are greater offenders than
you, sir :-)

2. I have been contemplating the this topic at length and I am
working out the details to test for this audiblity. If the results
are meaningfull and repeatable I intend to write a paper about it and
submitt it to AES for publication.

My problem is that I can set up a listening test to determin if
frequencies above what we can "hear" effect out "enjoyment" (for lack
of a better term) of said music, but to be able to demonstrate the
effect I need a recording media that has wide enough bandwith to
record, with reasonable, accuracy the overhead bandwith.

If I use an analog deck then I am afraid that some will attribute
any additional effects to that media......

I can photo document the facts on a spectrun analyzer but how do I
support that fact?

>This is all bullshit. What such people need (among other things) is
>to get an audiogram. First things first: what one can and cannot hear.
>Test self before posting. Or writing in a magazine.

3. David are you still sensitive about the beating you took and
handed out again?

I would like to comment but it seems that the wounds are still
sore.....

--
Chris Christensen The opinions I express are my own,
chrisc@gold.gvg.tek.com and sometimes they are wrong!
916-478-3419 FAX 916-478-3887 After all, I *AM* only human.

2606. Re: TT Unix ASV

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 20:19:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A47699@MS.maus.de>
Source record: 217625

Markus Wenzel (wenzel@marsu.tynet.sub.org) wrote:
>All development *done*? Man, are you kidding?
>A product like this is never finished.
>I saw the latest release (I hope it was) at Atari fair, and the
>mouse driver was as damned as before, you could hang up the system
>for some ten seconds by simply moving the mouse from one window
>to another while the computer was busily counting numbers in a
>shell script...
>Furthermore, it still comes along with GCC 1.39 - these days most
>people use 2.2.2. OK, you can compile it yourself, but I think
>it reflects what the guys from Atari think about updating.

I hate to disagree, but that's true.

The whole ASV project is entirely unprofessional. The X is very
clumsy (as compared to a SUN 3/60), especially the mouse driver
(like he said). Tools are outdated, online manuals imcomplete,
no X11R5 and so on.

2607. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 21:12:24 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Sep13.161224.18277@doug.cae.wisc.edu>
Source record: 217676

In article <Chris_Millar.04jv@lppl.mi.org> Chris_Millar@lppl.mi.org (Chris Millar) writes:
>Hey, Kovarski - I'm sick of your sh*t - if i wanted to waste my time I'd
>reply to every one of your ridiculous posts, but for now you'll have to
>settle with this - shut up - if I wanted to hear more moronic Atari
>bashing, I'd hang out in amiga.advocacy.....
>
>
>-- Via DLG Pro v0.992
>

Look GUY,

Mr. Kovarski has the right to post anything he wants, no exceptions.
If you can't find some other means of disagreement other than your threats
of mailing his administrator, using vocabulary of the uneducated kind,
simply find yourself a good country that does not allow freedom of speech and
settle there.

OTHERWISE THINK and reply.
----- -----

-Greggy POO

2608. 1.44 Floppy problem

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 21:16:39 UTC
From: clint@artech.UUCP
Message-ID: <270@artech.UUCP>
Source record: 217677

I just installed TOS 3.06, the AJAX controller and a 1.44 (Epson)
floppy drive in my TT. Dip switch 7 in on. It works fine by itself
on the TT, but when I take a TT FORMATTED HD floppy over to a PC, the
PC has problems with the files stored on the disk (bad crc's on ARC files
etc), but not the FAT. If the HD floppy is formated on the PC, both can
read it fine.

Any ideas about what the problem is. I believe it's either an Ajax or
drive problem. Any similar experiences?

--
Clinton N. Keith ... Speaking for himself.
Applied Remote Tecnology
crash!hp-sdd!artech!clint
artech!clint@hp-sdd.sdd.hp.com

2609. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 21:26:30 UTC
From: harley@tt.com
Message-ID: <1992Sep13.212630.26886@debbie>
Source record: 217679
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In article <a#xnbdk.payner@netcom.com> payner@netcom.com (Rich Payne) writes:
>In article <H.BFMk5qm6YLM@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>>In <+qwn34l.payner@netcom.com>, Rich Payne writes:
>>>
>>>DATS sample at 48KHZ so that one cannot make a direct digital copy from
>>>CD's to DATs.
>>>
>> Then why do they also sample at 44.1? And if your conjecture was true,
>
>This is -not- conjecture. This is the reason why we do not have DAT today,
>except for introductory high-priced offerings. The audio industry put a great
>deal of pressure on congress (whoever, I am not certain), and completely stopped
>the introduction of DAT to the US. The response of the manufacturers was to
>change the sampling rate to prevent direct digital copies. This is history, not
>conjecture. Your assertion is one of ignorance, not past events.

incorrect. DAT is quite available. there are no laws in the us against DAT
machines, and no laws requiring SCMS (the digital copy protect code). the
manufacturers are putting SCMS into the machines, and the manufacturers are
keeping the prices high. can you say "SONY?"

>What has happened since then I have not followed. Here -I- am ignorant. But
>that does not change history.

the history you describe must be that of a parallel universe.

>>why do they have scms? And why is the Dat Tax being pushed through
>>Congress?

SCMS is to prevent making infinite copies of a digital recording digitally.
it is being pushed through congress by the "record companies" which are owned
by the japanese.

>Pushed, do you think that DAT is brand spanking new?

>> John Henders jhenders@jonh.wimsey.bc.ca

>Rich
>payner@netcom.com

--Scotty
--
---
scott drysdale (harley@tt.com, ...!uunet!debbie!harley), software mercenary.
formerly mr. bridgeboard @ cbm. soon to be a seaman recruit in the us navy.

2610. Re: Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 21:54:45 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Sep13.215445.23152@beaver.cs.washington.edu>
Source record: 217678

In article <168608AD1.C556212@mizzou1.missouri.edu> C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
> I have a friend with an IBM that swears by his H.D. defragmenter. I
>think he uses every day (sometimes twice). Says that it speeds up his
>read times. Could this be true? Is it a good idea to defragment my Hard
>Drive once in a while?
> If so, where could I find a RELIABLE defragger? I saw a.a has one,
>but it didn't mention hard disks in the description......
>

Well if I were you I would check out the new Diamond Edge program from Oregon Research Associates (you know, the people who made Diamond Back). It was slated for release this weekend at the Glendale fair (MMM, wish I were there!), and their ad in the latest Atari Explorer gives a pretty enticing description of it. For example, it does disk/data recovery, undelete, optimization (this is what you want), etc.

Looks like a good program, especially based on their past success with Diamond Back and Diamond Back II.

>Thanks. J.H. c556212@MIZZOU1.missouri.edu

Cheers,

Ben Gilbert
bgilbert@cs.washington.edu

2611. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 23:40:29 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Sep13.234029.16023@u.washington.edu>
Source record: 217681

In article <1992Sep13.161224.18277@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>In article <Chris_Millar.04jv@lppl.mi.org> Chris_Millar@lppl.mi.org (Chris Millar) writes:
>>Hey, Kovarski - I'm sick of your sh*t - if i wanted to waste my time I'd
>>reply to every one of your ridiculous posts, but for now you'll have to
>>settle with this - shut up - if I wanted to hear more moronic Atari
>>bashing, I'd hang out in amiga.advocacy.....
>>
>>
>>-- Via DLG Pro v0.992
>>
>
>Look GUY,
>
> Mr. Kovarski has the right to post anything he wants, no exceptions.

Of course, Mr. Millar has the exact same rights.

>If you can't find some other means of disagreement other than your threats
^^^^^^^
>of mailing his administrator, using vocabulary of the uneducated kind,
>simply find yourself a good country that does not allow freedom of speech and
>settle there.
>

What threats?

>OTHERWISE THINK and reply.
> ----- -----
>
>-Greggy POO

Hey GREG,

Mr. Millar just told Mr. Kovarski to "shut up" -- which is basically
what you've told Mr. Millar to do.
BTW, I don't see any threats of mailing his administrator, DO YOU?

READ, THINK, and reply
---- ----- -----

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

2612. Request for info for 1040ST^F

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 23:45:15 UTC
From: sunder@maxwell.concordia.ca
Message-ID: <4935@daily-planet.concordia.ca>
Source record: 217682

I have an ATARI SC1224 Monitor and an ATARI 1040ST^F.
I would like to use this as a terminal by conneting it
to the computer at the University by a 2400 baud modem.
I request advice in this regard.

Please direct your mail to me at

sunder@maxwell.concordia.ca

Thanking you in advance.

2613. Newstuff: uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-09-13 23:53:38 UTC
From: marshall@cs.uq.oz.au
Message-ID: <10276@uqcspe.cs.uq.oz.au>
Source record: 217683

Is the uniterm which is mentioned in this week's posting of new stuff
actually an update of uniterm? If so, what's new in it?
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

2614. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 00:14:07 UTC
From: carl@SOL1.GPS.CALTECH.EDU
Message-ID: <1992Sep14.001407.3105@cco.caltech.edu>
Source record: 217689
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In article <1992Sep13.212630.26886@debbie>, harley@tt.com (Scott Drysdale) writes:
>In article <a#xnbdk.payner@netcom.com> payner@netcom.com (Rich Payne) writes:
>>In article <H.BFMk5qm6YLM@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>>>In <+qwn34l.payner@netcom.com>, Rich Payne writes:
>>>>
>>>>DATS sample at 48KHZ so that one cannot make a direct digital copy from
>>>>CD's to DATs.
>>>>
>>> Then why do they also sample at 44.1? And if your conjecture was true,
>>
>>This is -not- conjecture. This is the reason why we do not have DAT today,
>>except for introductory high-priced offerings. The audio industry put a great
>>deal of pressure on congress (whoever, I am not certain), and completely stopped
>>the introduction of DAT to the US. The response of the manufacturers was to
>>change the sampling rate to prevent direct digital copies. This is history, not
>>conjecture. Your assertion is one of ignorance, not past events.
>
>incorrect. DAT is quite available. there are no laws in the us against DAT
>machines, and no laws requiring SCMS (the digital copy protect code). the
>manufacturers are putting SCMS into the machines, and the manufacturers are
>keeping the prices high. can you say "SONY?"

Please note that Rich did NOT claim that Congress passed any laws requiring copy protection. He stated that the audio industry (actually, it was the recording industry) lobbied Congress for such laws. Except for choosing the wrong adjective to describe the industry, Rich is correct. The response of DAT manufacturers was to change the specifications for the equipment BEFORE Congress could pass laws in this area.

>>What has happened since then I have not followed. Here -I- am ignorant. But
>>that does not change history.
>
>the history you describe must be that of a parallel universe.

No, but the language you speak appears to be some rather odd variant of English.

Carl J Lydick | INTERnet: CARL@SOL1.GPS.CALTECH.EDU | NSI/HEPnet: SOL1::CARL

Disclaimer: Hey, I understand VAXen and VMS. That's what I get paid for. My understanding of astronomy is purely at the amateur level (or below). So unless what I'm saying is directly related to VAX/VMS, don't hold me or my organization responsible for it. If it IS related to VAX/VMS, you can try to hold me responsible for it, but my organization had nothing to do with it.

2615. Re: Mac OS vs. TOS (was Re: Falcon Graphics

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 00:31:47 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1992Sep13.203147.3851@spcvxb.spc.edu>
Source record: 217686

In article <1992Sep13.163829.26595@sunb10.cs.uiuc.edu>, pietrzak@sparc7.cs.uiuc.edu (John Pietrzak) writes:
> I've just re-read the posting I made about Chris Mauritz' complaints on the
> Falcon. I must apologize for how much flaming entered into it. I've
> really got to stop reading news at 7:00 in the morning...

Apology accepted. :)

BTW, I wasn't really complaining. I'm just trying to understand
Atari's strategy (or lack thereof).

Skoal,

Chris

2616. Re: PAULA 2.0 for STe/TT, not ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 00:33:31 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep14.003331.112136@rrz.uni-koeln.de>
Source record: 217684

In <1686088E3.C556212@mizzou1.missouri.edu> C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> Don't get your hopes up about Paula 2.0. It sounds like a cool program,
>but after printing out the documents, I realized it's for Ste/TT owners only.
>Somethings that sound too good to be true sometimes are. :(

Well, in this case it IS true... for using Paula on a plain old
ST, you need an additional program called Petra, which installs a
sound driver that allows Paula to work without DMA sound. Of
course, the results are vastly inferior to the STe or TT, but at
least it works.
Petra does not seem to be available at all sites where Paula can
be found. I got mine from a BBS... so if it can't be found at any
ftp site I could upload it to a.a.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2617. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 00:41:44 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10278@uqcspe.cs.uq.oz.au>
Source record: 217685

carter@cae.wisc.edu (Carter Gregory) writes:

> Mr. Kovarski has the right to post anything he wants, no exceptions.

Damn. I thought I had my kill file configured to ignore "Gregory Carter" (and "Carter Gregory", which he changed to once everyone had entered him into their kill file). I guess the auto-select on "Falcon" must have overridden the kill. Time to edit the kill file again... might as well add "Mark Kovarski" too, since he hasn't actually contributed anything useful for as long as I've watched.

And, to make this post useful, I've just uploaded "COMBAT" to a.a - it's a modern version of the old-old-olde 8-bit game. Really neat sprites (I think). 64 anti-aliased rotations! Source-code soon.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

2618. Re: TT Unix ASV

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 01:38:31 UTC
From: mats@netcom.com
Message-ID: <a9xnm0=.mats@netcom.com>
Source record: 217688

wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:

>I saw the latest release (I hope it was) at Atari fair, and the
>mouse driver was as damned as before, you could hang up the system
>for some ten seconds by simply moving the mouse from one window
>to another while the computer was busily counting numbers in a
>shell script...

The machine needs lotsa memory - UNIX + X11 + OSF/Motif spells an awful lot of memory pages needed. A machine with a 16MB TT RAM works quite nicely (well, that's my opinion anyway; there are times where there are delays).

>Furthermore, it still comes along with GCC 1.39 - these days most
>people use 2.2.2. OK, you can compile it yourself, but I think
>it reflects what the guys from Atari think about updating.

>Regards, Markus.

Markus, there was no time to validate a new gcc release. Besides, the gcc2.x line is still considered beta (at best); the 1.x line is considered "stable production quality" - that's FSF's line, not mine (and it's still being maintained, 1.41 was just released). The Atari gcc was made to be a complete replacement for the AT&T/Motorola compiler, which included having to put in support for position-indep. code, ELF and DWARF, and all sort of funny compiler flags that were not "native" to gcc1.39. All that was a LOT of work.

If anyone intends to use gcc2 on ASV, I've got a configuration that works just fine for me, but hasn't gone through any sort of rigorous testing process.
--
Mats Wichmann
Unisoft Corporation
mats@unisoft.com (or mats@netcom.com)

Silly Disclaimer: speaking only for myself, except when I'm not.

2619. Atari 1040STfm, SC1224 Color Monitor, Megafile 30 HD, etc for sale: B/O!

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 01:53:52 UTC
From: tad@ritcsh.csh.rit.edu
Message-ID: <1992Sep14.015352.1485@ultb.isc.rit.edu>
Source record: 217604
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

FOR SALE!
BEST OFFER!
I WANT THIS STUFF OUT OF HERE!

Atari 1040STfm - homebrew detached keyboard, homebrew joystick
SC1224 Color monitor
Megafile 30 Hard Drive - Loaded with PD software - will reformat or leave as
you wish
Everex EverCom 24E 2400bps MNP1-4 Error Correcting Modem
All necessery cables, etc are included. I have some of the manuals I believe,
and all the original disks (IE: The language disk, HDX 3.01, etc)
theres more.
You want it? You pay shipping plus your offer

Make an offer... what do you think is reasonable?

please reply by email rather than followup as I don't read this group.

thanks,
Tad Hunt

2620. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 03:04:59 UTC
From: grante@aquarius.rosemount.com
Message-ID: <1992Sep14.030459.8914@rosevax.rosemount.com>
Source record: 217690
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

egates@triton.unm.edu (EL GATES) writes:
:
: BTW, the reason that CDs only sample at 44.1 kHz is that when they
: first came out that was about the best they could do and then couldn't
: up the sampling rate since so many people had already bought CD players
: for the 44.1kHz sampling rate. It also turns out (I believe) that a
: sampling rate higher than 48 kHz doesn't really get you anything as far
: as better quality reproduction, (again see Nyquist Theorem) and does
: get more expensive to make good AD converters.
:

I thought that they reduced the sampling rate from 48KHz to 44.1 KHz
so that the 9th symphony would fit on a single disk. Can't let that
legend die, can we?

--
Grant Edwards |Yow! Now, I think it would
Rosemount Inc. |be GOOD to buy FIVE or SIX
|STUDEBAKERS and CRUISE for
grante@aquarius.rosemount.com |ARTIFICIAL FLAVORING!!

2621. Re: ZOO problems (was PERFPICH.TOS v1.1 posted to a.a)

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 03:58:58 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep14.035858.2395@actrix.gen.nz>
Source record: 217691

When comparing .ZOO, take into mind that the MAJORITY of users will be using GEM, and not UNIX. Using ZOO v2.1 from UN*X will let you re-direct. From versions of GEM prior to 2.05, this is not possible with ZOO 2.1. TOS 2.5 and above allow for output re-direction to whatever window is currently selected, which means, you can make programs automatically put files where YOU want them. (Teradesk, and I imagine some other replacement desktops also have this feature!)

.ZOO is a LOT slower than LHarc, (in 'high compression' mode) - and fails to get as good compression. (The difference is so small it hardly matters) but speed is a real problem!

If ZOO had a redirection (which it thinks it does, but doesn't work on GEM versions<2.05). e.g.

ZOO.TTP extract C:\ZOOFILE.ZOO F:\TEMP\

[Extract command | .ZOO filename | output path/filename(s))

LHarc has this, and will also create an output directory for you if none by the specified name exists (with a prompt if so desired).

Personally, I'd rather use LZH, as I really hate waiting for things to compress. Uploading is a favour in most circumstances. Why trouble yourself with waiting longer, on top of the uploading time!? And then, if you can re-direct, copying files around!

On a certain BBS over here, I've uploaded over a hundred more files than I need to be able to download anything (And, I've got unlimited ratio anyway!)
--

2622. Re: Newstuff: uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 04:50:08 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Sep14.045008.18866@csi.uottawa.ca>
Source record: 217694

In article <10276@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>Is the uniterm which is mentioned in this week's posting of new stuff
>actually an update of uniterm? If so, what's new in it?

NO, it is not. Someone sent me email asking about the uniterm.tar.Z archive that was up on terminator, asking about what utilities were required to unpack it and so forth. (Tar and compress are, of course, available at atari.archive. Since they're not used for many other files on the archives, it's silly to have to download them and figure them out in order to use uniterm.tar.Z)

Seeing as how zoo 2.1 is a standard archiver on various and sundry platforms, and works everywhere on Earth (other than perhaps certain parts of New Zealand :-)), I recv'ed uniterm.tar.Z, unpacked it, and put it up as a .zoo archive.

As a .zoo archive, it should be more accessable to users that may not be familiar with the "UNIX Way of Doing Things."

In terms of Uniterm versions, this is NOT the latest edition. The latest (and final, alas) version is 2.0e015. I'm running it, even as we speak.

It is NOT available at atari.archive, and is not permitted to be. The copyright notice on this version states that people are not permitted to redistribute it to "other" ftp sites.

What is now annoying is that I can't recall (or find) the name of the site at which it IS available. Archie isn't telling me anything much that's useful. Does anyone recall the name of the site where 2.0e015 IS available? 2.0e011 seems to be easy to find at various sites.

2.0e015 was a final version incorporating a number of (unexplained) bug fixes. 011 seems to be the only stable version before 015.

Apparently Simon Poole, the authour, is now busy programming Crays, (I saw a posting around comp.lang.fortran, or something of the sort a while back) and doesn't have too much time left over for ST work.

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

2623. Re: ZOO problems (was PERFPICH.TOS v1.1 posted to a.a)

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 05:32:15 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10285@uqcspe.cs.uq.oz.au>
Source record: 217695

In <1992Sep14.035858.2395@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:

>.ZOO is a LOT slower than LHarc, (in 'high compression' mode) - and
>fails to get as good compression. (The difference is so small it
>hardly matters) but speed is a real problem!

Since they use exactly the same algorithm (hence "The difference is so small"
- the the difference in header info), it is merely particular implementations
you are talking about. All you are saying is that the particular lharc
program you use was written in assembler.

On my unix box here:

```
~/bin $ time zoo ah t.zoo foobar
Zoo: foobar - (54%) added

real 0m51.06s
user 0m43.76s
sys 0m1.65s
~/bin $ time lha a t.lzh foobar
foobar - Frozen

real 0m57.63s
user 0m51.63s
sys 0m1.56s
```

So there! (No doubt the zoo one is better merely because it has been
around longer, and so more optimizations have been made).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

2624. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 05:34:05 UTC
From: haynes@cats.ucsc.edu
Message-ID: <19188dINN3u1@darkstar.UCSC.EDU>
Source record: 217692
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In article <1992Sep14.030459.8914@rosevax.rosemount.com> grante@aquarius.rosemount.com (Grant Edwards) writes:
>I thought that they reduced the sampling rate from 48KHz to 44.1 KHz
>so that the 9th symphony would fit on a single disk. Can't let that
>legend die, can we?

Seems like almost the same thing either way - they could have increased the sampling rate if they could have made the marks on the disk smaller; or they could have made the disks bigger; or they could have ... meaning I don't think you can answer the question without talking about how all the parameter values were selected.
--
haynes@cats.ucsc.edu
haynes@cats.bitnet

"Any clod can have the facts, but having opinions is an Art."
Charles McCabe, San Francisco Chronicle

2625. Photo Chrome - uploaded to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 06:09:24 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <191aakINN76i@peponi.wcc.govt.nz>
Source record: 217696

Hello,
I've just uploaded Photo Chrome to a.a, I had a look in atari/graphics
and couldn't see it there, & assume that it isn't there somewhere else!

The file name is PCHROME.ZOO in the dir atari/new
on FTP site atari.archive.umich.edu

Here's the first part of the manual to explain a bit about it....

ATARI ST/E PHOTOCHROME v2.01

Concept, Design and Programming

by Douglas Little.

(C) 1992 Pixel Twins Shareware Utilities.

You are now the proud owner of the PhotoChrome graphics card
emulator. It is the only one of its type currently available for the Atari
ST and is capable of out-performing all other screen modes including the
infamous HAM and HalfBrite displays on the Commodore Amiga.
It's basic specification is the ability to load most IFF formats,
24-Bit QRT and REAL-3D Raytraced screens (16 million colours) and
VidiChrome digitised 'RGB' colour separations (4096 colours) before
converting to one of six powerful screen modes.

THE 6 CONVERSION MODES

The six screen modes are...

1.Spectrum 512> 42/45 cols per scanline from 512 on an ST or STE.
2.Spectrum 4096 > 42/45 cols per scanline from 4096 on an STE.

3.PCS-ST> 48 colours per scanline from 512 on an ST or STE.
4.PCS-STE> 48 colours per scanline from 4096 on an STE.

5.Super HAM> A full 4096 colours out of 4096 on an ST or STE.
6.STE PhotoChrome> 19200 colours out of 32768 on an STE.

Modes 1 and 2 are basically real Spectrum-512 files. They are not
compressed, but Spectrum can do this if you need it. STE mode seems to
handle pictures better than I had expected, since with such a large palette
the colour assignments tend to be used up twice as quickly.

Modes 3 and 4 are my own custom versions of the Spectrum display.
They both have a few extra colours to play with, filling up the streaks
and dots Spectrum can often leave behind. This is my own 'PCS' format
(PhotoChrome Screen) and uses the best of 2 compression methods.

Modes 5 and 6 are actually impossible, so just accept they work
and don't ask too many questions!

SUPER HAM is an emulation of the Hold And Modify mode normally
exclusive to the Commodore Amiga. After some experimentation with my
own Amiga, I found that HAM is not actually as capable of displaying
the more complex colour images (especially with high levels of contrast
or lots of sharp lines) and so renamed my own format 'SUPER HAM'.

PHOTOCHROMEis only available when the source picture contains in
excess of 4096 colours (i.e. QRT 16-million colour pictures), and then
only to STE owners. However, if you do have an STE and some RAW files
knocking about (STF cover disk 35!) then you are in for a treat indeed!
Eat your heart out, VGA! This is the most powerful mode available short
of a real Graphics card, with 19200 colours on-screen at once from a
largish palette of 32768! (15-bit colour). The picture requires two
conversion passes, but is well worth the wait!

N.B. Pictures saved out as Super HAM or PhotoChrome tend to be
anywhere from large to enormous, even with fancy compression. Bear this
in mind when testing out the hatched and fractal stippling options!
(Check out PCSVIEW.DOC for info on better compression...)

--

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

2626. Re: Should Z*Net be created

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 07:15:42 UTC
From: jonc@status.gen.nz
Message-ID: <VwX2qB1w164w@status.gen.nz>
Source record: 217628

Mark Kovarski <kovarski@zooid.guild.org> writes:

>
> No, I think it is a really bad idea to create Z*Net groups since you
> will see 1 message per month and besides Z*Net MAG (ST) is a "cheerleading"

Well Mark you have this a little wrong and for your information
alt.znet.fnet is carring about 80-120 messages a night. That is right
80-120 messages per evening straight out of the Z*NET FNET echo's
from people all over North America and here in Pacific. Kinda
blows your theory of one message a little astray.

> magazine for the ST and does not represent the reality. Its ST Editor was/is
> a person that likes to control other peoples views hence he has never heard
> of freedom of free speech. He is constantly bashing ST*Report and other
> publications that do not agree with him or any other Atari representatives.
> I think it is a total waste of time to create such newsgroups.

Mark, wow what a mouthful. I think we are victim of what you voice
your concerns on here. While I do not want to get into a them vrs us
flame here on the net I think you make a GOOD case for one.

Remember Mark this is for the good of all users of Atari machines
not just Z*NET or STR readers so how about keeping petty flames OUT
of the net and put them on Bounty BBS where they belong.

> Sincerely,
> Mark K.
> E-Mail: kovarski@zooid.guild.org

I am glad you are a sincere sort of a chap.

reagrds,

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

2627. Re: Should Z*Net be created

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 07:17:13 UTC
From: jonc@status.gen.nz
Message-ID: <eZX2qB2w164w@status.gen.nz>
Source record: 217629

dud@hardy.u.washington.edu (Daniel Aylward) writes:

> kovarski@zooid.guild.org (Mark Kovarski) writes:
>
>
> >No, I think it is a really bad idea to create Z*Net groups since you
> >will see 1 message per month and besides Z*Net MAG (ST) is a "cheerleading"
> >magazine for the ST and does not represent the reality. Its ST Editor was/is
> >a person that likes to control other peoples views hence he has never heard
> >of freedom of free speech. He is constantly bashing ST*Report and other
> >publications that do not agree with him or any other Atari representatives.
> >I think it is a total waste of time to create such newsgroups.
>
> >Sincerely,
> >Mark K.
> >E-Mail: kovarski@zooid.guild.org
>
> Good, that settles it. It's unanimous. No one is opposed to the creation
> of alt.Z*net.
>
> Dan Aylward
> dud@u.washington.edu
>
> p.s. Mark, remember the "^N" concept? (in this case "U"nsubscribe?)
>

G R I N

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

2628. Re: Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 07:23:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <191em9INN7iu@peponi.wcc.govt.nz>
Source record: 217697

In article <168608AD1.C556212@mizzou1.missouri.edu>, C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
> I have a friend with an IBM that swears by his H.D. defragmenter. I
>think he uses every day (sometimes twice). Says that it speeds up his
>read times. Could this be true? Is it a good idea to defragment my Hard
>Drive once in a while?
> If so, where could I find a RELIABLE defragger? I saw a.a has one,
>but it didn't mention hard disks in the description......
>
>Thanks. J.H. c556212@MIZZOU1.missouri.edu

Try and find a copy of CHDSK3 on one of the FTP sites, its done by Atari, but is only ment for developers, but I did see on 2 sites so far...

Roger.........sheppard_r@kosmos.wcc.govt.nz

2629. code for playing 6 bit samples ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 07:39:01 UTC
From: M.P.Wood@lut.ac.uk
Message-ID: <1992Sep14.073901.29785@lut.ac.uk>
Source record: 217698

I am writing a 16 bit sample editor and want some way of previewing the
samples without midi dumping them to my sampler.

I have seen some code in the 'Midi and Sound Book for ST' that plays
6 bit samples. As I don't truely understand 68000 code or where certain
registers are -
Could someone please post/email some details (pref in 'C')
or point me to a FAQ or something.

It does not look that hard its just that it has this Triple Load thingy.
Whats that ?

Thanks,
Mike.

2630. Commerical Software and Fergus McNeill

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 07:57:25 UTC
From: karloey@aahs.no
Message-ID: <"770*.S=karloey.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 217610

Ads in software? Okay! If you really want it. But just pushing the prices down a bit would certainly help. If you take a look at the "old days" with the Sinclair Spectrum and the C64, when a "normal" game would cost round seven to eight pounds sterling, and the most expencive ones would cost a maximum of 14.95 GBP, people were more likely to buy them. Nowadays, 14.95 is supposed to be a budget game!!! These games used to cost 2.5 GBP, which is the average price of a disk from a PD library nowadays.
Who do you think sell the most software? PD libraries or any softwr. company? To make people continue buying from the software companies, they try BIG titles, like James Bond, Terminator, etc. etc. But the games don't seem to get any better because of that. If you take a look at the Addams family, you'd notice that the game is much more alike the game than the film - or the cult series. This is probaly because they wanted to sell it while the title still was hot, and then they won't have time to make a REAL game.
Selling the games for a smaller amount of money will make better value for money, and more will buy. However, forgetting the hot titles and make GAMES instead, would make even more people buy. I guess the software market is too commerical as it is. Please don't make it any worse.

And BTW; Does anyone out there have any old Fergus McNeill games for the good ol' Sinclair Spectrum??!? I'd love to buy them - for a reasonable price...

```
/-------------------------------------------------------------------------\
| And the world shall forever be mine... |\
| Gard - using KARLOEY@AAHS.NO ||
\-------------------------------------------------------------------------/|
\-------------------------------------------------------------------------/
```

2631. Is Falcon...etc.

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 07:59:54 UTC
From: karloey@aahs.no
Message-ID: <"771*.S=karloey.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 217611

Just a few points here:
1: Quantity does not neccessarily mean quality. Is the PC better than the NeXT just because more PCs have been sold than NeXTs? Is VHS better than Super 8? Is New Kids On The Block better than, say, Metallica? God forbid!

2: The Falcon has GREAT hardware, and at the assumed prices, it's a winner!

3: There is no reason to continue debating on this subject, really. Let's fill up the "Commerical Software" collumn a bit...

```
/-------------------------------------------------------------------------\
| And the world shall forever be mine... |\
| Gard - using KARLOEY@AAHS.NO ||
\-------------------------------------------------------------------------/|
\-------------------------------------------------------------------------/
```

2632. Mouse Walk

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 08:07:28 UTC
From: karloey@aahs.no
Message-ID: <"772*.S=karloey.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 217612

Mark Hughes (mhughes@comtch.spk.wa.us) writes:
> Some fascist sources like Webster's dictionary, various grammer guides,
>and Dan Quayle, will tell you the plural of Mouse is Mice. They LIE.

Well, all the dictionaries I have seen tells me that the plural of Mouse is
Mice. Where do I get a more reliable dictionary?

```
/-------------------------------------------------------------------------\
| And the world shall forever be mine... |\
| Gard - using KARLOEY@AAHS.NO ||
\-------------------------------------------------------------------------/|
\-------------------------------------------------------------------------/
```

2633. Re: TT Compatability questions

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 08:23:11 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Sep14.082311.23094@cs.hw.ac.uk>
Source record: 217700

In article <H.vDgyyfGLpCc@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
>I don't know too many games but trying a few games on my TT somwhat validates
>what you say. A very old game as the FS II does run (not quite stable but). And
>the newer the game is, the biger the chance is that it doesn't run.

Watch out for FS2. It's one of those absolute loaders. Around $10000 I think.
Bit of a bummer with TSRs and ACCs loaded. I find it rewarding to put it in an
RDY bootable RAMdisk which loads in upper memory. Bypass HD booting too.
You don't get delays then while flying. But I digress ...

>>>PS. Do you have a Falcon???
>>Maybe. I can't say.
>Why not?

Because I signed a non-disclosure agreement with Atari.
Fool that I was! :-)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

2634. Re: Newstuff: uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 08:23:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <191i6iINN7iu@peponi.wcc.govt.nz>
Source record: 217699

In article <1992Sep14.045008.18866@csi.uottawa.ca>, cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>In article <10276@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>>Is the uniterm which is mentioned in this week's posting of new stuff
>>actually an update of uniterm? If so, what's new in it?
>
>
>What is now annoying is that I can't recall (or find) the name of the
>site at which it IS available. Archie isn't telling me anything much
>that's useful. Does anyone recall the name of the site where 2.0e015
>IS available? 2.0e011 seems to be easy to find at various sites.
>
>2.0e015 was a final version incorporating a number of (unexplained)
>bug fixes. 011 seems to be the only stable version before 015.
>
>Apparently Simon Poole, the authour, is now busy programming Crays, (I
>saw a posting around comp.lang.fortran, or something of the sort a
>while back) and doesn't have too much time left over for ST work.
>
>--
>Christopher Browne
>cbbrowne@csi.uottawa.ca
>University of Ottawa
>Master of System Science Program

Well here is your wish...!!!

****
Subject: Slightly updated version of UniTerm available
From: poole@chsun.chuug.ch (Simon Poole)
Date: 27 Feb 92 17:02:37 GMT

A slightly updated version of UniTerm is available from

chsun.chuug.ch

Directory

/archive/software/atari/UniTerm

there's a tar'ed and compressed version of the distribution and a
unpacked version. (Please read the README in the directory -first-.)

--
CHUUG/EUnet Switzerland Simon Poole
Zweierstrasse 35 Tel: +41 1 291 45 80
CH-8004 Zuerich Fax: +41 1 291 46 42 poole@chuug.ch

****

Roger..... sheppard_r@kosmos.wcc.govt.nz

2635. Re: MIDI file players (WAS : MOD players)

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 09:55:55 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Sep14.095555.25949@echo.philips.nl>
Source record: 217647

wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
>AVRK90@waccvm.corp.mot.com (Kevin Cox) writes:
>: Just wondering if anyone out there has heard of a MOD player that will
>: play MODs at random, say from a given disk. Is there such a thing?
>Greetings- Personally, I'd like something like this for MIDI files (any
>format) which works as a DA or a background process. That way, I could
>have real(-ish) music playing whilst word processing, backing up and so
>on. The CodeHead MIDI Spy demo does some of this, but is limited to
>about 15k files (I'd need 100k plus) and about 10 minutes usage. The full
>version could do it, but I don't need the other facilities, such as
>permanent recording. All I need is something which churns out data to the
>MIDI ports. Anything like this around?

Hi,

If the beta test version had not that one @#$% last minute bug,
I would have announced the new version of PLAYBACK.PRG right now.

Version 1.0 is already available on several archives (look for: PLAYBACK.ZOO).
Currently beta test version 1.04 is spread around to beta testers and
in two weeks I will spread version 1.1 around.

PLAYBACK is not a DA or background program, but can play standard MIDIFILES,
via the atari ST MIDI out port.

Version 1.1 wil run on all (ROM) TOS versions available,
It will run on all ST/STE/MEGA/TT/FALCON computers (tested at Dusseldorf Messe!),
It will run on all resolution/colours (as long as at least 80 characters can be
displayed on a single line, and min. 25 lines fit on the screen. Note that it uses
these sizes to make the program resolution independent while using GEM!)

Version 1 could only load/play/adapt/analyse songs.
The new version also can save the song, do midifile format conversion, and
has a lot of new features to easier adapt the song to your MIDI setup. So it
is pretty efficient to use (I prefer it to use it for trying out MIDIFILES I get
-including adapting these files to my personal MIDI setup-,even though I do own
C-lab's Notator program too).

The program can do much more. It can be installed in the desktop: just double
clicking a *.MID file will startup the program. You even can set the program's
preferences in such a way that it will start playing the song and quit the
program as soon as the song is over. Or if you prefer a CLI... no problem!

Etc.

So please, two more weeks...

John.
--
John Janssen Email: johnj@echo.tds.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

2636. Help needed

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 10:02:01 UTC
From: ghola@cc.tut.fi
Message-ID: <1992Sep14.100201.7272@cc.tut.fi>
Source record: 217601

I need a program to convert PC (ms-dos) files into atari format. Anybody know where I could get it from?

Help would be much appreciated.
--
Ghola
Email: ghola@cc.tut.fi

2637. Re: Mint emacs 18.58, where to find?

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 10:09:52 UTC
From: PAULETTI@biel.be.tech.ascom.ch
Message-ID: <1992Sep14.100952.18744@hasler.ascom.ch>
Source record: 217602

In <MUTS.92Sep13113020@ruunfs.fys.ruu.nl> muts@fysap.fys.ruu.nl writes:

> Hello,
>
> I remember that some weeks (?) ago someone announced availability of a
> new version of emacs for mint, 18.58. I cannot find it in any archive
> however. Is it available, and if so, could anyone tell me where?
>

Yes you can find it at

FTP : archive.cs.ruu.nl (131.211.80.17)
or e-amil : mail-server@cs.ruu.nl

File : ATARI-ST/gnu/emacs

To dump and run EMACS set environment variable EMACSLOADPATH to e-lisp
directory NOT e-bin and add NO slash at the end of the path.

cheers andreas pauletti

2638. Atari Thesaurus

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 10:23:26 UTC
From: davidb@muppet.bt.co.uk
Message-ID: <1992Sep14.102326.22238@muppet.bt.co.uk>
Source record: 217617

Hi chaps/Chappettes,

I am currently using FirstWord on an atari ST to write a book, leading
me to an urgent, burning desire for a thesaurus for the ST.

Can you satisfy my desire? Do you know if there is such a beast, and where
I could get hold of it if there is?

Thank you for any help you can give me,

Cheers,

David Baboulene (davidb@muppet.bt.co.uk)

British Telecom Research Labs. o o
Suffolk, >
England. .

-=-

2639. Re: Nyquist wrong. Not [was (none)]

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 10:44:01 UTC
From: djs@jet.uk
Message-ID: <1992Sep14.104401.8585@jet.uk>
Source record: 217603

In <2250287@overmind.citadel> only_bbs!JOHN_LOCKARD@overmind.mind.org writes:

>
> > You don't have enough net credits.
>
> Aw Damn! Hang-on a minute. Gotta put a few more quarters into the modem.
> *Click* *Chink* *Click* *Chink* *Click* *Chink* *Click* *Chink* Okay...
>
> The net messed-up so I don't know who I'm replying to, but....
> There's a difference between frequency and sampling frequency.
> To sample a sine-wave you need at least twice the frequncy -
> the reason is that a sampler takes a snap-shot of the waves
> amplitude. So if you sample at the frequency you only get
> one part of the sine-wave each time you sample, say the upper
> part, thus a DC wave. If you sample at twice the freqency
> then you'll get the upper part of the wave and then the lower
> part of the wave - thus you can reproduce it accurately.
>
> This only works with cases where you know where the wave is
> If you don't know where it is, then you may wind-up sampling
> the points of the wave that are at zero - meaning the wave
> is hidden. In that case you need to up the sampling freqency.
> Between the sampling rates of twice the freqency and four times
> the freqency of the sine-wave you get complex phase, frequency,
> and amplitude distortions that aren't easy to filter out.
>
> That's why to get the 35KHz wave that the human ear is supposed
> to detect you need at least 100KHz or more to reproduce the sound.
>
> P.S. Graph out a sine wave and sampling if you need a model.
I do not think that you understand basic sampling theory. Please look it up.
A sine wave of up to 35kHz can be represented by a sampling rate of 70kHz.
You are right that, if sampling at exactly 70kHz, you cannot tell the
difference between DC and 35kHz, but anything less than 35 is fine.

According to your descriptions above, a CD should have a bandwidth of about
10kHz or less!
--
+---+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2640. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 10:53:13 UTC
From: djs@jet.uk
Message-ID: <1992Sep14.105313.8770@jet.uk>
Source record: 217680
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In <AegadO_00awJ43nmx2@andrew.cmu.edu> sm86+@andrew.cmu.edu (Stefan Monnier) writes:

>.. [stuff deleted] ...
>Accessorily, a lot of (at least some) DAT-readers can be switched between
>48, 44.1 and a third speed (I can't remember).
The other frequency is 32kHz. I read somewhere (Sound-on-Sound mag I think)
that this rate is used in radio broadcasting.

>I don't know if digital copy is easy to get (I believe there is another
>protection). My knowledge in this domain is a bit too limited !
>(and I don't have neither a CD nor a DAT)
SCMS is designed to allow exactly one digital copy. The copy cannot be
further duplicated digitally. Pro DAT players do not have SCMS, and
a box to defeat the system is available quite cheaply. Some domestic DAT
machines will not record digitally at 44.1kHz, to prevent digital pirating
of CDs.

--
+---+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2641. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 11:14:18 UTC
From: ahaley@eoe.co.uk
Message-ID: <1410@eouk9.eoe.co.uk>
Source record: 217607
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

EL GATES (egates@triton.unm.edu) wrote:
: Actually DATs sample at a higher frequency because the sound reproduction
: is better.

Erm, are you sure about this? Granted, the anti-aliasing filters need
be less steep, but the sigma-delta converters ofte used today make
that less of a worry.

: BTW, the reason that CDs only sample at 44.1 kHz is that when they
: first came out that was about the best they could do and then couldn't
: up the sampling rate since so many people had already bought CD players
: for the 44.1kHz sampling rate.

This is utter nonsense. 44.1kHz was used because video tape recorders
were used to master CDs, and thus the sampling rate had to be a
multiple of the TV scan frequency.

: It also turns out (I believe) that a
: sampling rate higher than 48 kHz doesn't really get you anything as far
: as better quality reproduction, (again see Nyquist Theorem) and does
: get more expensive to make good AD converters.

Not so much that, as the fact that it reduces the storage capacity of
the media. Running the DACs faster is not a problem, as the
popularity of oversampling converters will attest.

: El
:
:
: egates@triton.unm.edu
:
:
: Disclaimer: All opinion here are mine and noone else can claim them
: for their own.

Andrew.

2642. TOS 2.06 solves hardware problem of MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 11:52:14 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Sep14.115214.27408@echo.philips.nl>
Source record: 217648

Seeing so much negative things about atari going around, I think it is time
to tell you my good experience with their service.

After being a 520 ST user for 6 years, I bought a MEGA STE last year.
Like all other MEGA STE users then, I had those problems with the video
shifter within several programs. One of the symptoms was that the screen
flipped around: The .5" (1 cm) which should be at the right side was flipped
to the left side.

I reported about this on the net then. I even got a new video shifter chip
from atari here and my local dealer replaced it. However, it did not help,
the symptoms remained.

At the Dusseldorfer messe I spoke with Atari BENELUX, and they told me that
I needed TOS 2.06 to solve it. Suspicious as I was, I didn't want to pay
for a problem in the machine which I reported already when the machine was
still under warranty- besides, the new TOS 2.06 did not have so many new
features for a TOS 2.05 user anyway.

After a nice talk, the guy from atari asked my address and he said he would come
back on it. Few days later, I received a letter, containing the 2.06 ROMS!

And what's more...
They did solve the screen problem!

John.
--
John Janssen Email: johnj@echo.tds.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

2643. Re: Mint emacs 18.58, where to find?

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 12:09:12 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Sep14140910@ruunfs.fys.ruu.nl>
Source record: 217609

This is not the version for mint (no subprocesses and long pathnames).
--

____
Peter Mutsaers. |==
muts@fys.ruu.nl | Quod licet bovi, non licet Jovi

2644. Re: Help needed

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 12:29:54 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.716473794@groucho.phil.ruu.nl>
Source record: 217608

ghola@cc.tut.fi (Aittokallio Petteri) writes:

>I need a program to convert PC (ms-dos) files into atari format. Anybody
>know where I could get it from?

Since the ST can read DOS-disks, what's the problem?

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

2645. Re: TT Compatability questions

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 12:44:29 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Sep14.124429.3491@bas-a.bcc.ac.uk>
Source record: 217606

In article <1992Sep14.082311.23094@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>Because I signed a non-disclosure agreement with Atari.
>Fool that I was! :-)

Tut tut! You shouldn't have disclosed this! :-) According to the
non-disclosure agreement which I didn't sign, but have two copies of.

>
>+---+
>! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
>! Neil Forsyth !
>! Department of Computing and Electrical Engineering !
>! Heriot-Watt University !
>! Edinburgh, Scotland !
>! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
>! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
>+---+

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2646. ftp access within the UK

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 13:20:57 UTC
From: sjg@dogmatix.ph.kcl.ac.uk
Message-ID: <1992Sep14.132057.3907@sol.ctr.columbia.edu>
Source record: 217605

The site src.doc.ic.ac.uk is now mirroring the atari.archive site in the USA. The entire directory tree is contained within the directory computing/systems/atari/umich.

According to archie, src.doc is now the largest archive in the world, and STILL growing at a fast rate ....

--

____
(_____________________________O
/ / Janet Address:
(Simon Gornall (
\ \ sjg@uk.ac.kcl.ph.ipg
) sjg@asterix.ph.kcl.ac.uk)
/_____________________________/ >> Spice is the plural of Spouse <<
(_____________________________O

2647. Re: Can Falcon do that?

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 14:05:29 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Sep14.140529.15200@cs.ruu.nl>
Source record: 217615

In <QAZ6D3S@gwdu03.gwdg.de> marsh@gwdgv1.gwdg.de writes:
>
>P.S. Has anyone ever compared Cubase ST and Cubase Windows? I have the
>impression that Cubase Windows on 33MHz 386 PC with SVGA is much much
>less capable than Cubase ST on my good old 8Mhz 1040STFM concerning
>especially realtime related functions.

Hey, of course! What is it that makes you even try to compare an
Atari to and MSDOS machine? Everybody knows GEM an an 8Mhz ST
runs better than MS Windows on perhaps even a 486.

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

2648. Re: MIDI file players (WAS : MOD players)

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 14:10:37 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Sep14.141037.15879@cs.ruu.nl>
Source record: 217616

In <1992Sep10.102414.12332@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

>AVRK90@waccvm.corp.mot.com (Kevin Cox) writes:
>: Just wondering if anyone out there has heard of a MOD player that will
>: play MODs at random, say from a given disk. Is there such a thing?
>: Also, just out of curiosity, what is everyone's favorite MOD player?
>: Thanks for any info!
>:
>:
>: Kevin
>:
>

The most easy thing to do is write a short C program that does the
random thing and calls your favourite MIDI file player. If you're smart,
you might even build in the possibility to set an environment value
that determines what the name of your midi file player is, and what
basic arguments you want to give it. Please post it if it's finished :)
--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

2649. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 15:22:20 UTC
From: sbradley@scic.intel.com
Message-ID: <1992Sep14.152220.18647@scic.intel.com>
Source record: 217613
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In article <19188dINN3u1@darkstar.UCSC.EDU> haynes@cats.ucsc.edu (Jim Haynes) writes:
>Seems like almost the same thing either way - they could have increased the
>sampling rate if they could have made the marks on the disk smaller; or they
>could have made the disks bigger; or they could have ... meaning I don't
>think you can answer the question without talking about how all the
>parameter values were selected.

The truth is, they made the disc larger to hit the 74 minute mark. The
sampling rate spec didn't change. This is from one the the Japanese
engineers working on the project, so its probably reliable :-).

--
Seth J. Bradley, Senior System Administrator, Intel SCIC
Internet: sbradley@scic.intel.com UUCP: uunet!scic.intel.com!sbradley
----
"A system admin's life is a sorry one. The only advantage he has over
Emergency Room doctors is that malpractice suits are rare. On the other
hand, ER doctors never have to deal with patients installing new versions
of their own innards!" -Michael O'Brien

2650. ST questions: GCC 2.2, FPUs and image converters

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 16:05:16 UTC
From: don@terminus.gatech.edu
Message-ID: <1992Sep14.160516.28840@cc.gatech.edu>
Source record: 217614

Three unrelated (or somewhat related) questions:

1. In other groups I've read that GCC 2.2 is the version to use and that 2.1 is buggy and shouldn't be used any more. Someone here mentioned an ST port of 2.2 but I haven't been able to find such an item at any of the ftp sites. Has 2.2 been ported to the ST, and if so, where could I find a copy?

2. Having just put an ICD AdSpeed STE in my system and added a floating point coprocessor, I was looking for a compiler that would support using a 68881 as a peripheral, like the ST's do. Does such a critter exist? I tried Laser C which supposedly has a library that supports this option, but noticed no time differences when running with software emulation or the hardware coprocessor (30000 adds, also 10000 sines seemed to take the same amount of time either way). I was hoping to see some of the claimed 10x speedup in some raytracing software I was going to port.

3. I have some .TGA files on my PC that I want to convert to PI3 (I think? the monochrome one anyway) to use as backgrounds on my STe. The utilities I've tried (Chameleon on the ST--I also looked at picswitch(?)--and piclab on the PC) don't have compatible file lists. Any suggestions on what utilities would be the best to do this conversion, and pointers as to where to get them?

Thanks,
Don Allison
don@cc.gatech.edu

-Don Allison (don@cc.gatech.edu)

2651. Re: Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 17:48:28 UTC
From: cs2531av@vesta.unm.edu
Message-ID: <yvyn2vq@lynx.unm.edu>
Source record: 217618

In article <168608AD1.C556212@mizzou1.missouri.edu> C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
> I have a friend with an IBM that swears by his H.D. defragmenter. I
>think he uses every day (sometimes twice). Says that it speeds up his
>read times. Could this be true? Is it a good idea to defragment my Hard
>Drive once in a while?
> If so, where could I find a RELIABLE defragger? I saw a.a has one,
>but it didn't mention hard disks in the description......
>
>Thanks. J.H. c556212@MIZZOU1.missouri.edu

Defragmenters are mostly marketing hype that your friend seems to have swallowed whole. Do defraggers make reads faster? They can. It really depends upon your usage of your HD. If you create and delete lots and lots of files often, then a defragger might help. All it really does is make sure reads are done in a contiguous block, instead of taking the time to step here and step there and thrash all over your drive. If you've the room on your drive, you can achieve the same thing for NOTHING by copying all your files to a partition, deleting all the files from the destination, then copying from the partition back to the destination.

CF

2652. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 19:05:15 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <UehC9f600Vpd4XFnEm@andrew.cmu.edu>
Source record: 217626
Cross-posted to: rec.audio,sci.skeptic,comp.sys.atari.st

Excerpts from netnews.comp.sys.atari.st: 14-Sep-92 Re: sampling and
human hear.. Andrew Haley@eoe.co.uk (1276)
> This is utter nonsense. 44.1kHz was used because video tape recorders
> were used to master CDs, and thus the sampling rate had to be a
> multiple of the TV scan frequency.

> Andrew.

Just a little question:

is TV scan frequency 22.05, 14.7 or 11.025 Khz ?

I mean, 44.1 Khz is NOT a multiple of horizontal scan frequency
and I can't see any other relevant frequency in TV scan
(vertical is much too low, dot bandwidth is much too high)

Stefan Monnier

-- On the average, people seem to be acting normal --

2653. DAT Stuff (was sampling and human hearing range)

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 19:08:57 UTC
From: trw@spl1.spl.loral.com
Message-ID: <1992Sep14.190857.25275@wdl.loral.com>
Source record: 217619
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

A couple of erroneous comments have been raised about DAT technology:

1) You can't make a digital copy of a CD due to the copy protection.

FACT: You CAN make a direct digital copy of a CD at the standard
44.1kHz sampling frequency onto a DAT cassette (as long as
your CD player has digital outputs). What you CAN'T do is
make a digital copy of a DAT recording from one DAT deck to
another if the Serial Copy Management System (SCMS) is
used by the DAT machine and the recording was made from a
CD at the 44.1kHz sampling rate. This prevents digital
copying of something that was recorded from a CD. This, of
course, doesn't stop anyone from making a million digital
copies of a CD from the CD itself.
DAT recordings made at the 48kHz sampling rate may be copied
digitally DAT to DAT.

2) The DAT sampling rate is 48kHz.

FACT: True, but not the whole picture. DAT samples at 48kHz for
recordings made from anything but a direct CD source. Some
professional DAT decks allow the sampling rate to be set
at 44.1kHz even if the source is not a CD. This allows a
CD "Master" to be made that could be transfered to CD with
no DA/AD conversion. Someone pointed this out.

FACT: Many DAT decks also provide a "long play" recording mode which
reduces the sample quantization from 16 bit to 12 bit, the
sampling rate from 48 kHz to 32kHz, and the tape speed is
halved. This doubles the time capacity of a DAT cassette and
reduces the frequency response to 5 - 14,500 Hz. All other
specs remain practically identical.

-- Tim

2654. Help! Confusion Abounds! Please, PL

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 19:38:19 UTC
From: kws1x@cyclops.micr.Virginia.EDU
Message-ID: <1992Sep14.193819.23078@murdoch.acc.Virginia.EDU>
Source record: 217623

Hello, Fellow-Netters!
Could some kind soul point this confused soul in the direction
of an Atari FAQ? My boss wants to get a hold of an Atari 520, (it's
a long story...:), and everywhere I call to get info re: pricing, etc.,
I get bombarded with "ST, STe, ST FM, TT"! YAH! I'm more confused than
a freshman in a terminal room! :)
Anyway, if a FAQ won't explain the differences in machines to me,
could someone (again, another kind soul) e-mail me the specs on the
machines in the Atari world?
Thanx in advance,

K. W. Smith, Jr.
kws1x@cyclops.micr.virginia.edu

2655. Phantom Typist? (and other things)

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 19:45:25 UTC
From: elvis@watserv.ucr.edu
Message-ID: <22369@galaxy.ucr.edu>
Source record: 217620

Hi,
I remember long ago hearing about the Phantom Typist. At the time I had never experienced any such thing, so foolhardy soul that I am, I ignored all the information about it. However, since I upgraded to Tos 1.4 (and at the same time I installed a D.E.K.A. and IBM keyboard) I have been having problems with the computer thinking that keys are being held down.
Sometimes it doesn't happen at all, sometimes it happens quite frequently. It also does not seem to matter if I have used the keyboard at all. The favorite keys for this seem to be ALT and ESC. The latter is particularly annoying on the desktop, as it updates the windows many, many times before the buffer clears. As soon as I hit the repeating key for real, it stops. By the time I realize what is going on, however, there's usually quite a number of the character in the buffer. Anyways, does this sound like the Phantom Typist? If so, was there ever any solution discovered? Any help would be appreciated.

Also, I was wondering if anyone has information on PowerDOS yet, like where it is available? I know that DragonWare is realising it as freeware, but do you have to get it from them? Or will it be available at anonymous sites? Or has there been no word yet? Am I simply rambling?

Thanks in advance for any replies,

Andrew Cullum (elvis@watserv.ucr.edu)

2656. Atari TT030 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 20:27:53 UTC
From: luyten@fwi.uva.nl
Message-ID: <1992Sep14.202753.29501@fwi.uva.nl>
Source record: 217621

FOR SALE:

Atari TT030

68030, 68882, 32Mhz
8Mb RAM (4Mb ST, 4MbTT)
TOS 3.06 (UK)
HighDensity drive + orig. HighD. controller from Atari
Software
Color Monitor PTC1426
Harddisk 50Mb

Any offers out there ??

Incl. Calamus SL !!

contact me: H. Luyten
't Hofflandt 36
4851 TC Ulvenhout
The Netherlands

Hans

2657. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 20:37:57 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Sep14.203757.19120@csi.uottawa.ca>
Source record: 217624

\begin{donningAsbestosJacket}
In article <Z72wqB4w164w@tcpbbs.pcn.org> joeadato@tcpbbs.pcn.org (Joseph Adato) writes:
>> By and large, all IBM emulators for the Atari run relatively slowly since
>> the 680x0 processor must do all the 80x86 translations. That's a lot of
>> work, indeed. About the best speed you could hope for is that of an 8MHz
>> 80286 AT class machine. Of course, a faster Atari will help but with the

I'd generalize further, and skip the "By and large." ALL IBM
emulators for the Atari will be pretty slow because the 680x0 is not
quite the same as an 80x86. Vice versa, it takes a very powerful
80x86 to emulate a 68000. (None of this actually proves anything
about the relative power of either Motorola or Intel lines. It's
frankly a pretty stupid idea in many ways to try to make one emulate
the other since an emulation will have all of the undesirable features
of both!)

>Not so!!! AT-Speed C16 (an internal IBM emulator) is running inside my
>MegaST 4 at 12.9 Mhz. There are speed test one can run to find oute
>exactly how fact their system is running. There is also a 386
>emulator available for the ST. Since AT-Speed C16 is a 286 emulator I
>would expect the 386 emulator (also made by the people who make AT-Speed)
>runs even faster.

You aren't talking about an emulator. Some marketing droid may call
it an emulator, but it is NOT. An emulator is something that pretends
to be something else. The AT-Speed does not emulate an 80286 - it
actually HAS an 80286 on board. Similarly, the "386 emulator" will
ACTUALLY have an 80386 (or perhaps one of the competing clone chips)
on board.

The Mihoka Gemulator, on the other hand IS a true emulator since it
makes an 80{3,4}86 pretend that it's a 68000. The original PC Ditto
was a true emulator (and I don't remember hearing any hard info about
any other actual emulator), and was brutally slow because of this.

\end{donningAsbestosJacket}

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

2658. Re: Atari Thesaurus

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 20:39:49 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Sep14.173949.7536@ac.dal.ca>
Source record: 217181

In article <1992Sep14.102326.22238@muppet.bt.co.uk>, davidb@muppet.bt.co.uk (David Baboulene DND3) writes:
>
> Hi chaps/Chappettes,
>
> I am currently using FirstWord on an atari ST to write a book, leading
> me to an urgent, burning desire for a thesaurus for the ST.
>
> Can you satisfy my desire? Do you know if there is such a beast, and where
> I could get hold of it if there is?
>
> Thank you for any help you can give me,
>
> Cheers,
>
>
> David Baboulene (davidb@muppet.bt.co.uk)
>
> British Telecom Research Labs. o o
> Suffolk, >
> England. .
>
>
> -=-

DBWriter, a freeware wordprocessor from David Becker, has a dictionary and thesaurus which can be set up as accessories, available from any GEM program.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

2659. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 20:43:21 UTC
From: Chris_Millar@lppl.mi.org
Message-ID: <Chris_Millar.04kv@lppl.mi.org>
Source record: 217636

Mark Kovarski writes:
>You are? I am really happy for you. I have dealt numerous times with
people
> just like you and you know what - THEY ALL MAKE ME LAUGH!

You do? From your obvious lack of knowledge, it was my understanding that you never deal with ANYONE - in the real world, that is. My post was based on one point - You are a moron - Does that word have any meaning for you? I hope so, because the drivel that you have been smearing across this group is really quite pathetic. If I wanted to witness someone deficating at the mouth, I would once again move myself to amiga.advocacy.....
(Unless you aren't getting the hint, here it is in plain 'ol english: Most of the comments you have made are based on half-truths and assumption -which you claim as undeniable fact......if you want to preach against Atari, this isn't the place to do it - The vast majority of us know better, and don't want to waste our time and money sifting through your meaningless posts.....)

-- Via DLG Pro v0.992

2660. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 20:50:35 UTC
From: Chris_Millar@lppl.mi.org
Message-ID: <Chris_Millar.04kx@lppl.mi.org>
Source record: 217637

Greggy POO writes:
> Mr. Kovarski has the right to post anything he wants, no exceptions.

Amazing coincidence, isn't it? So do I! Unless, of course, you are suggesting that *I* do not have the same rights as mr. Kovarski, which WOULD be descrimination, wouldn't it? Yes, I think so.....
The bane and boon of the modern media, is that they have the right to publish whatever they want (to a certain degree). The abundance of "tabloids" is the proof of this. After a while, certain people take advantage of the situation and publish whatever they want, whether it is truth of fiction - it gets to a point where the practical and the in-pratical start showing through. If you hadn't noticed, Mr. Kovarski's posts have been, to put it lightly, rather ridiculous.......chock full of half-truths and lies......if YOU want to waste your time reading and BELIEVING this trash, that is your right - but, I also have a right to speak out against such garbage - case closed!

Remember "Greggy" - THINK before you reply........(for you maybe it should be : Think BEFORE you reply...........)

-- Via DLG Pro v0.992

2661. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 21:00:02 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep14.160002.12803@miavx1.acs.muohio.edu>
Source record: 217622

In article <1992Sep12.211716.441@zooid.guild.org>, Mark Kovarski
<kovarski@zooid.guild.org> writes:
> It is faster than the TT but it easily outperforms any TT. However, I can run
> software that will "blow away" any ST software. Give me anything that can
> compete with the following: OrCAD, AutoCAD, WP, and any 3D animation software.

Have you seen DynaCADD in action? I would not want Word Perfect!
(I've used it, and I do not like it at all. Try WordFlair II.)

> I am in particular interested in OrCAD and as far as I know there isn't
> anything that is as powerful as that piece of software. It is $1500 and is
> pretty affordable since industrial software is in the $5000+ range. I am not
> upset, I love my PC and I doubt that any other computer can offer me this
> power and support for the same price.
>
> What are you comparing, TOS with Windows? Get real.
> Mark K.

You still have not said what You use you computer for.

Later.......

-----========{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------========{{{{{{{{(((((()))))))}}}}}}}}=======----- 14-SEP-1992

2662. GhostScript 2.4.1 TT version available

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 21:44:42 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.J7R_r&3y&gA@marsu.tynet.sub.org>
Source record: 217533
Cross-posted to: comp.sys.atari.st,de.comp.sys.st

Hello!

I recently compiled a TT version of Tim Gallivan's Port of GhostScript 2.4.1.
For compilation I used GNU C 2.2.2 (including -m68020 -m68881) and a TT
version of GNU library PL82. The binaries should run under MiNT as well as
under plain TOS and can simply be configured by environment variables.
I also included Tim's GEM shell for GhostScript (GemGS) in version 1.2.

The packet containing the adapted sources and the binaries is available on

ftp.uni-stuttgart.de (129.69.1.12)

directory: /soft/atari/TT/MiNT/apps

If any problems with the binaries occur, please contact me via email,
questions/bug reports/fixes concerning the sources should be addressed to
Tim Gallivan.

Enjoy,
Markus.

PS: Other interesting TT-compiled binaries can be found there, too!
Just have a look, I think it is worth it.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Luck is believing you're lucky ! <<

2663. Re: Why no floppy port on the Falcon??

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 23:46:41 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Sep14.234641.6038@elroy.jpl.nasa.gov>
Source record: 217627

In article <18rjtgINN7m1@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>I guess I'll have to agree. We all cried about not having CD-ROMs
>available for our computer.
>
>The SCSI 2 port should help a lot there.

Yah, SCSI-2 is definitely a good thing.
>
>I thought about how the Falcon 030 and Jaguar could possibly
>be compatible with each other.
>
>We hear that the Jaguar may have two 68030 processors running in
>parallel. Well, what happens if you stick another 68030 in that
>empty processor slot?

Ya ever notice that the quotes always say "386SX" for that processor-direct slot? The slot is a *68000* bus-slot, i.e., 24 bit address and 16 bit data. Dunno why they'd put a 68000 bus into a 68030-based system, but it's there, with all the glue needed to make 68030 control signals look like 68000 control signals. Weird. And also makes a very explicit statement about the system, it is not intended to allow peer-to-peer "parallel" processing, but to allow a less-powerful "slave" processor. So forget the thought of having two 68030s running in parallel, or any other dream of that sort, it isn't really workable.
>
>And, I bet the Jaguar wilhave a CD player built in...
>
>What happens if you just add a CD player to that SCSI port in the back?
>
>I'll bet that the Falcon 030 and future Jaguar are very closely
>related and I'll that both were worked on the same time...

As an interesting footnote, the preliminary Falcon docs were available at the Glendale Atari Fair. A few of the pages still had references to "Sparrow" scattered in the text. Fancy that, eh?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
::
::To the owner of the blue Mazda, license 742-XLT, your headlights are on...::
::

2664. Re: ST questions: GCC 2.2, FPUs and image converters

Newsgroup: comp.sys.atari.st
Date: 1992-09-14 23:54:31 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Sep14.235431.6556@elroy.jpl.nasa.gov>
Source record: 217630

In article <1992Sep14.160516.28840@cc.gatech.edu> don@terminus.gatech.edu (Don Allison) writes:
>
>Three unrelated (or somewhat related) questions:
>
>1. In other groups I've read that GCC 2.2 is the version to use
>and that 2.1 is buggy and shouldn't be used any more. Someone
>here mentioned an ST port of 2.2 but I haven't been able to find
>such an item at any of the ftp sites. Has 2.2 been ported to the
>ST, and if so, where could I find a copy?

Yes, GCC 2.2 has been ported to the ST. I thought it was already on atari.archive, I guess not. I can put a copy up in the next couple of days.
>
>2. Having just put an ICD AdSpeed STE in my system and added a
>floating point coprocessor, I was looking for a compiler that
>would support using a 68881 as a peripheral, like the ST's do.
>Does such a critter exist? I tried Laser C which supposedly
>has a library that supports this option, but noticed no time
>differences when running with software emulation or the hardware
>coprocessor (30000 adds, also 10000 sines seemed to take the
>same amount of time either way). I was hoping to see some of
>the claimed 10x speedup in some raytracing software I was going
>to port.

The libraries that come with GCC will support the FPU.
>
>3. I have some .TGA files on my PC that I want to convert to
>PI3 (I think? the monochrome one anyway) to use as backgrounds
>on my STe. The utilities I've tried (Chameleon on the ST--I
>also looked at picswitch(?)--and piclab on the PC) don't have
>compatible file lists. Any suggestions on what utilities would
>be the best to do this conversion, and pointers as to where to
>get them?

Interesting. If ".TGA" means what I think (TARGA) then you want to convert some 24-bit true-color images into ST 640x400 monochrome? Yeehah.

The PC version of FractInt reads and writes TARGA files. You can probably use it to read them and save as GIFs, which you can then convert to some other format easily enough.

What program do you use on the PC to display these TGA files, anyway?
--

```
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
::To the owner of the blue Mazda, license 742-XLT, your headlights are on...::
::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
```

2665. Re: Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 00:00:16 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <6i94qB3w164w@tcpbbs.pcn.org>
Source record: 217638

Michtron has a very good de-fragmenter called Tool-Kit. It also is good for backing up hard drives, and repairing damaged data. I also believe that ICD has a de-fragmenting program as well. Of-course you can alway de-fragment your hard drive by 1st backing it up and then restoring it.

Also you can reduce the amount of time it takes to backup your hard drive by placing all of your programs on one or two partitions and placing the data created with your programs on other partitions.

Since the programs themselves never change there will be no framentation of them and you'll only have to do one backup of those partitions. The partitions which contain data will be the partitions you'll need to backup. I have five partitions on my hard drive. two partitions contain my programs the rest of my hard drive is used to store data. When I do a back up (once a week) I only backup those three partitions containing my data. This technique (sp?) greatly reduces the amount of time spent doing backups.

2666. Re: Free Commercial Software

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 00:40:20 UTC
From: chan@pyramid.unr.edu
Message-ID: <4464@equinox.unr.edu>
Source record: 217632

In article <1992Sep9.161020.3894@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>
>New idea?
>
>
>Commercial software today is very expensive for the sole reason that
>once a couple of people have bought a program it is just copied over
>the rest of the world. My solution is this one:
>
> Make commercial software very cheap (10 dollars or sth) and get
>funding from e.g. Pepsi. Surely on the Falcon it must be possible to
>have your word processor open with an impressive colourful flying
>bottle of 'Vidal Sassoon'? Sorry, I have to wash and go now.
>
That's an interesting idea, but there are flaws to this.
For one: It would be too expensive for non-computer companies
to support software.
2: Your monitor would look like a tv (with commercials)
3: It's not the same (like a billboard, actual sounds/visual...)

I think that the idea of shareware is better or a scheme like
that brought on by the authors of Freeze Dried Terminal (where
the authors give $5 to each $20 they receive from a user to the
distributor).

Piracy is a problem...

>--
>_____
> Annius Groenink|undergraduate student
>Laan van Borgele 24|maths/computer science at the
> 7415 DJ Deventer|University of Utrecht, Holland.

Solution: ???

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

2667. Re: ST questions: GCC 2.2, FPUs and image converters

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 00:47:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10290@uqcspe.cs.uq.oz.au>
Source record: 217631

don@terminus.gatech.edu (Don Allison) writes:
Cool name.

>2. Having just put an ICD AdSpeed STE in my system and added a
>floating point coprocessor, I was looking for a compiler that
>would support using a 68881 as a peripheral, like the ST's do.

There is code at atari.archive, I believe it has "881" in the title,
find it in the index. Probably in progaramming, or in the gnustuff/tos
area. This code deals with peripheral 68881 use, but I'm not sure in
what way.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

2668. Re: "OPERATION: A.C.T. NOW" announcement

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 01:59:51 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <g3D5qB1w164w@tcpbbs.pcn.org>
Source record: 217641

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>
> In a previous article, winston@merk.com (Winston Smith) says:
>
> >
> > Isn't it amazing how in the U.S.A. these "grass roots" campaigns to
> >increase ATARI awareness in the major media outlets --JUST HAPPEN-- to
> >spontaneously occur whenever ATARI is launching a new product ? What a
> >coincidence! Do you all remember: "THE REVOLUTION" ?
> >
>
>
> The REVOLUTION was a different story entirely. There isn't one person
> doing these campaigns and they aren't silly.
>
> There won't be any egg hunts, Oprah write-ins, or Rosanne days.
>
> This is probably a best time for a campaign. WHEN Atari is releasing
> new products.
>
> If you wish to discuss these campaigns and have access to Free-Net,
> there is a discussion board on there.
>
> These campaigns are also attempting to FIRST help correct any problems
> at Atari. The REVOLUTION had confidence that everything was in great
> shape at the company.
>
> Yes, there are flaws like with everything else, but if you are tired
> of lack of support, you should say something. Everyone should say
> something.
>
>
> --
>

Len;

Although I personally don't hold out much hope for your success, I do
wish you the best of luck. I do remember the Revolution and did
take part in it. I even got some letter back from some of the companies
I sent them to. They all seemed to say the same thing, "I'm not going to
do Atari's job for them". This is once again doing Atari's job for them.
Atari needs to advertise their product to the general public. I'm not
talking about the few advertisements place in some of the professional

musician magazines, nor am I talking about a few advertisements placed in some of the gaming magazines. What is needed to inform the general public about the wonderful qualities of the Atari computer is an indepth advertising campaign. This included newspaper ads, magazine ads, TV ads, radio ads, etc. Yes, this is very expensive, but if Atari Corporation is going to live on it is going to have to do this.

I know for a fact that Atari developers are moving away from the Atari platform. I was talking to a developer who lives in Girade Ohio. He is in the process of porting all of his Atari programs to the IBM because, as he says, I can't make a living writing for Atari". Dr. T has just announced it is dropping all support for Atari, Hybrid Arts no longer exists (yes I know it has been purchased by Barefoot Software). The point is, if Atari would do its homework and advertise its computers to the general public we would be gaining developers, not losing them.

Again, Good Luck with your campaign. I have downloaded my form and intend to fill it out and send it to you. If there is any further help that I can be in your quest please let me know. I have to advise you at the outset that I really don't hold out much hope of any success, but, as true Atarians we do have to try, don't we.....

2669. Re: Help needed

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 02:07:10 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <Nee5qB2w164w@tcpbbs.pcn.org>
Source record: 217639

ghola@cc.tut.fi (Aittokallio Petteri) writes:

>
> I need a program to convert PC (ms-dos) files into atari format. Anybody
> know where I could get it from?
>
> Help would be much appreciated.
> --
> Ghola
> Email: ghola@cc.tut.fi

exactly what type of IBM files are you trying to convert?

2670. Re: Atari Thesaurus

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 02:13:50 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <RPe5qB3w164w@tcpbbs.pcn.org>
Source record: 217640

davidb@muppet.bt.co.uk (David Baboulene DND3) writes:

>
> Hi chaps/Chappettes,
>
> I am currently using FirstWord on an atari ST to write a book, leading
> me to an urgent, burning desire for a thesaurus for the ST.
>
> Can you satisfy my desire? Do you know if there is such a beast, and where
> I could get hold of it if there is?
>
> Thank you for any help you can give me,
>
> Cheers,
>

WordPerfect and WordWriter ST both come with thesaurus. They are
commercial programs. I know of no PD or Shareware thesaurus. If you
want one you're going to have to shell out some bucks, or in your case,
some pounds.

Cheers back to you

2671. Atari accessories for sale

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 02:26:42 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <swood.716524002@vela>
Source record: 217634

I have the following atari items for sale, as I just sold my computer
today:

software: (includes boxes and docs)
DBMan (database III+ clone)
LDW Power (VP Planner clone - Lotus comp)
Flight Simulator II (color STe version)
Mig 29 Fulcrum - special addition with book on mig
GST C compiler
Michtron SuperConductor MIDI sequencer

hardware:
ST analog monitor cable
4 mode docking bay joystick with option stick/thumb control and auto-fire
generic joystick (flight style 2(parallel) buttons)
2 joystick extension cables

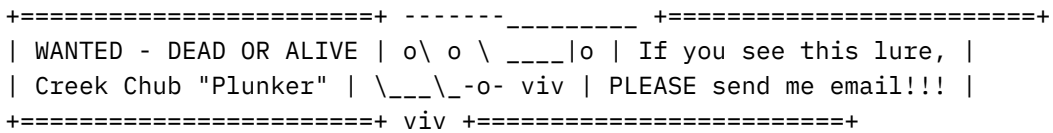
Books:
Compute Atari ST programmers guide
Abacus books - almost complete set - titles I remember
Atari ST Gem Reference Guide
Atari ST Internals
Atari ST 3d Graphics programming
Atari ST Graphics and sound
Atari ST Peeks and Pokes
Atari ST MIDI programming
(might be more)

Other misc:
NAP analog amber monitor (video and audio inputs)
6502 assembly programming (book)

Make offer(s) if you are interested (be sure to include whether or
not your offer is with or without shipping)

swood

(313) 801-0586

--


2672. HELP me find Petra, please...

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 02:27:02 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1686212DA7.C556212@mizzou1.missouri.edu>
Source record: 217633

Hello, thank you for reding my message. Really the title says it all.
Do you know where a program called petra is. It (I was told) fools software
specifically Paula into thinking you have a DMA sound chip.
Any related help would be appreciated!
Jeoff Hines c556212@mizzou1.missouri.edu

2673. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 02:39:00 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Sep15.023900.7407@oz.plymouth.edu>
Source record: 217503

Does someone have a list of IBM-"emulators" for Atari ST series computers ? Is there a portion of a FAQ that mentions them ??

Prices (list/market) would be nice also.....

Specifically..... what can one stick in/attach to a Mega ST or a Mega STe to get it running MS Windows (I'd be happy with 3.0)....

Someone here has a Mega ST 2 and he'd like to run some MS-DOS stuff and I'd like to be able to run some MS-DOS stuff on my mega STe.....

WHat ? Well, I can't speak for the other person..... but for myself... I'm working with DEC's All-in-1 product and I'd like to try out their All-in-1 Desktop For PC's so I can send mail to/from my ST at home... without having to get UUCP running on a machine at work & on my ST... and since the chances of DEC ever writing/supporting a similar product on the ST are slim to none I'd like to use a PC emulator on my ST and save the Powerbook I plan on getting for Hypercard and other innocuous activities

(Can we say "We live in a multivendor environment :-)so why not take advantage of it ?" ???)
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

2674. Radio Shack DMP 105 printer

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 02:56:22 UTC
From: sourada@iastate.edu
Message-ID: <sourada.716525782@vincent2.iastate.edu>
Source record: 217635

Small question here: does anyone know of programs for the ST that can handle the Radio Shack DMP 105 printer? (Stop laughing, it was cheap.) I'd also like to know if it's compatible with anything else (apparently it's not with Epson...)

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

2675. magazines for sale

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 03:47:40 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <5676@ucsbcsl.ucsb.edu>
Source record: 217650

I have a HUGE stack of ST magazines I'd like to sell...
STart (even #1), ST-Log, ST Applications, Compute's Atari ST,
ST-Express, the list goes on...even some from the
U.K. (Atari ST User, ST World). None of them have disks.
There are about 60 of them, altogether. Leave me e-mail
if you are interested (I don't typically read this
conference...more of an 8-bit sort.) I'm hoping to sell
the whole bundle for about $30 (and that includes shipping)...
I'm not interested in making a huge profit. I just don't
want to throw them away (I am sure someone wants them)
and the shipping is going to cost a lot (they are HEAVY).

2676. Re: Newstuff: uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 04:17:37 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Sep15.041737.21399@msuinfo.cl.msu.edu>
Source record: 217642

cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>What is now annoying is that I can't recall (or find) the name of the
>site at which it IS available. Archie isn't telling me anything much
>that's useful. Does anyone recall the name of the site where 2.0e015
>IS available? 2.0e011 seems to be easy to find at various sites.

The last time I looked, this latest version of UniTerm was to be found
at chsun.chuug.ch under archive/software/atari/UniTerm

Should still be there unless Simon himself removed it...

-MOlin

2677. Re: Help! Confusion Abounds! Please, PL

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 05:16:12 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <cehL6Qu00awRI5_INX@andrew.cmu.edu>
Source record: 217644

Excerpts from netnews.comp.sys.atari.st: 14-Sep-92 Help! Confusion
Abounds! .. Kenneth W. Smith@cyclops (574)

> Hello, Fellow-Netters!
> Could some kind soul point this confused soul in the direction
> of an Atari FAQ? My boss wants to get a hold of an Atari 520, (it's
> a long story...:), and everywhere I call to get info re: pricing, etc.,
> I get bombarded with "ST, STe, ST FM, TT"! YAH! I'm more confused than
> a freshman in a terminal room! :)
> Anyway, if a FAQ won't explain the differences in machines to me,
> could someone (again, another kind soul) e-mail me the specs on the
> machines in the Atari world?
> Thanx in advance,

> K. W. Smith, Jr.
> kws1x@cyclops.micr.virginia.edu

As usual, the FAQ (as a huge quantity of other FAQs)
is available by ftp anonymous by

pit-manager.mit.edu /pub/usenet/...

Stefan Monnier

-- On the average, people seem to be acting normal --

2678. Re: Should Z*Net be created

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 06:10:20 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <65886@cup.portal.com>
Source record: 217643

Folks here are beginning to understand why Kovarski isn't on Fnet anymore. I sure do. I don't laugh when I see people who can't learn from experience, it makes me sad. Happy bytes,

DF

2679. Patches for TT?

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 06:53:51 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.92Sep15015351@wookumz.gnu.ai.mit.edu>
Source record: 217645

A friend of mine recently purchased a TT. He asked me what patches (foldr100, poolfix, turbocts, etc.) he needs for his system. Since I don't know which bugs (if any) were fixed in the TT TOS, I told him I'd ask the net.

Reply in news or mail, I usually read both. Thanks in advance.

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for Programming Freedom! Write to league@prep.ai.mit.edu for more information.

2680. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 07:06:20 UTC
From: haynes@cats.ucsc.edu
Message-ID: <19421cINNoph@darkstar.UCSC.EDU>
Source record: 217646
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In article <BuG1wq.85E@world.std.com> dmoran@world.std.com (david r moran) writes:
>This is all bullshit. What such people need (among other things) is
>to get an audiogram. First things first: what one can and cannot hear.
But perhaps these high frequencies have effects unrelated to the ears.
Not that I believe they do, but an audiogram doesn't test everything;
just as there are visceral effects at lower frequencies than the ears
can hear.
--
haynes@cats.ucsc.edu
haynes@cats.bitnet

"Any clod can have the facts, but having opinions is an Art."
Charles McCabe, San Francisco Chronicle

2681. Re: Calamus SL

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 09:21:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A47184@K2.maus.de>
Source record: 217356

Hi there,

david@tid.es (David Soleno) wrote:

d>a) I understand it has gone thorugh several updates. When was the last
d>update released? Is it a stable program?

The last official update is from the 4th (or 5th) of June (or July, i just
can't remember this dates).

d>b) I believe Calamus SL introduced the concept of modules, which could be
d>loaded on demand. How many of these modules are there? Does Calamus SL
d>come with some, or are they all sold separately?
Yes, Calamus SL uses modules. In fact, nearly everything in Calamus SL is done
through modules (even the frame editor). There are modules enclosed in the
calamus package, and there are other modules which you have to buy if you need
them.

d>c) Does Calamus SL have any special hardware requirements (memory,
d>monitor, STE/TT)?
You'll need much ram and a fast machine. You can work with Calamus SL on an ST
with 2 meg, but it ist awful. At least you'll need 4 MB and a 16MHz machine,
but a TT with much ram is much better!

d>d) Would you recommend buying Calamus SL? How well is it supported? (The
d>program will be used in the U.S.)
Yes! It is a very good program and the support in germany is good. There are
further developments under work and there will be new version of Calamus SL. As
far as i know there is a distributor in the US, but i don't know exactly. I
know there's a distributor in Canada.

But i think that Pierre Hansen (pierre_hansen@mz.maus.de) could give you some
more information because he's working for DMC. If he doesn't reply to your
message just send him an email letter.

Regards, Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

2682. help : several files with the same name in Gulam

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 09:29:55 UTC
From: maraninx@imag.fr
Message-ID: <39889@imag.imag.fr>
Source record: 217649

I have a problem with gulam.
Sometimes I have several files with the same name.
ls gives exactly the same information for all of
them. When I remove one, the other ones remain.
Some of the programs I run under gulam seem to know about
one file only.

It happens with an editor and a Lisp interpreter.
I can give details to anybody who could help finding
the reason of this problem. Perhaps it's a known bug ?

FM
--

Florence Maraninchi
maraninx@imag.imag.fr Tel: (33) 76.51.49.15
LGI-IMAG Campus, BP 53X, 38041 Grenoble cedex, FRANCE

2683. Mac HD Disks

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 10:33:11 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Sep15.103311.568@cs.hw.ac.uk>
Source record: 217501

It's true! A Mac High Density disk is formatted MFM just like PC and Atari HD disks. I just tried reading a Mac HD disk using Norton Disk Editor on a PC and although I couldn't fathom the file system the sectors were readable and the filenames were there. This could mean good news for Spectre running on Atari's with HD drives. No need for GCR. I don't see why we couldn't end up with a 'Mac Mounter' for our machines. Maybe a MiNT loadable file system too.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

2684. Stores in Altanta?

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 11:05:18 UTC
From: pwp@moose.cs.indiana.edu
Message-ID: <1992Sep15.110531.10312@news.cs.indiana.edu>
Source record: 217502

If anyone knowns of Atari stores near Atlanta Georgia and can reply by September 16, please do so. I am getting ready for a visit there.

2685. Re: Atari Thesaurus

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 11:12:52 UTC
From: morris@divsun.unige.ch
Message-ID: <1992Sep15.131253.19171@uni2b.unige.ch>
Source record: 217513

In article 22238@muppet.bt.co.uk, davidb@muppet.bt.co.uk (David Baboulene DND3) writes:
>
>Hi chaps/Chappettes,
>I am currently using FirstWord on an atari ST to write a book, leading
>me to an urgent, burning desire for a thesaurus for the ST.
>Can you satisfy my desire? Do you know if there is such a beast, and where
>I could get hold of it if there is?
>Thank you for any help you can give me,
>Cheers,
>David Baboulene (davidb@muppet.bt.co.uk)
>deleted . . .

K-Roget was around a few years back, but it was a bit of a dinosaur
(big and slow). I don't know if it is still on the market - if you can find
someone who bought it, they would probably be glad to pass it on!

In the French version of the *great* WP Le Redacteur (now out as v4), there
is an *amazing* online thesaurus (plus French, German, Italian, and English dicos).
Perhaps the English version has an english thesaurus?
(I dont know who handles the Eng. version, I'm afraid).

Good luck, Mike.

2686. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 11:15:57 UTC
From: morris@divsun.unige.ch
Message-ID: <1992Sep15.131557.19172@uni2b.unige.ch>
Source record: 217514

Are there any PC emulators (hardware - even tough perhaps they should not be called emulators, Christopher Browne) which work with the TT?

If not, why not?

And when will they appear?

Mike M.

2687. Re: MIDI file players (WAS : MOD players)

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 12:13:24 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Sep15.121324.12990@aston.ac.uk>
Source record: 217504

johnj@echo.philips.nl (John Janssen) writes:
: wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
: >AVRK90@waccvm.corp.mot.com (Kevin Cox) writes:
: >: Just wondering if anyone out there has heard of a MOD player that will
: >: play MODs at random, say from a given disk. Is there such a thing?
: >Greetings- Personally, I'd like something like this for MIDI files (any
: >format) which works as a DA or a background process. That way, I could
: >have real(-ish) music playing whilst word processing, backing up and so
: >on. The CodeHead MIDI Spy demo does some of this, but is limited to
: >about 15k files (I'd need 100k plus) and about 10 minutes usage. The full
: >version could do it, but I don't need the other facilities, such as
: >permanent recording. All I need is something which churns out data to the
: >MIDI ports. Anything like this around?
:
: Hi,
:
: If the beta test version had not that one @#$% last minute bug,
: I would have announced the new version of PLAYBACK.PRG right now.
:
: Version 1.0 is already available on several archives (look for: PLAYBACK.ZOO).
: Currently beta test version 1.04 is spread around to beta testers and
: in two weeks I will spread version 1.1 around.
:
: PLAYBACK is not a DA or background program, but can play standard MIDIFILES,
: via the atari ST MIDI out port.

... Stuff about PLAYBACK deleted ...

: So please, two more weeks...
:
: John.
: --
: John Janssen Email: johnj@echo.tds.philips.nl
: The Netherlands or: John.Janssen@atehv.bso.nl
: Work: +31 40 756425
: Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

Well, I've already got Playback, and it's pretty smart- easily the best
MIDI player I've seen- but what I really want is something which'll
play stuff while I go and word process/ draw pictures/ play tetris :)
or whatever at the same time. Someone mailed me and said they'd got
an old DA called "MYMSP" which can play MIDI files (though not at
random) does anyone else know whether this is any good? Is it already
on the net anywhere? He offered (very kindly) to upload it to atari.
archive if I couldn't find it elsewhere, but it'd be faster if it

was already available somewhere. (I couldn't find it on archie.) TIA...

--
Tim Wright. \ Real Life sucks
wrighttj@cs.aston.ac.uk \ losers dry.

2688. Re: Can Falcon do that?

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 12:24:19 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Sep15.122419.13085@aston.ac.uk>
Source record: 217505

avgroeni@cs.ruu.nl (Annius Groenink) writes:
: In <QAZ6D3S@gwdu03.gwdg.de> marsh@gwdgv1.gwdg.de writes:
: >
: >P.S. Has anyone ever compared Cubase ST and Cubase Windows? I have the
: >impression that Cubase Windows on 33MHz 386 PC with SVGA is much much
: >less capable than Cubase ST on my good old 8Mhz 1040STFM concerning
: >especially realtime related functions.
:
: Hey, of course! What is it that makes you even try to compare an
: Atari to and MSDOS machine? Everybody knows GEM an an 8Mhz ST
: runs better than MS Windows on perhaps even a 486.
:
: --
: ____
: Annius Groenink|undergraduate student
: Laan van Borgele 24|maths/computer science at the
: 7415 DJ Deventer|University of Utrecht, Holland.

I detect a hint of sarcasm here? The point being made was that
_Cubase_Windows_ was less capable than ST Cubase- not particularly
surpising, given that ST Cubase has been around three years longer,
and has several features that Cubase Windows doesn't. (Can't
remember exactly what- there's a thread on rec.music.synth and
rec.music.makers about this at the moment; I'll look it up if you're
really interested).
--
Tim Wright. \ Real Life sucks
wrighttj@cs.aston.ac.uk \ losers dry.

2689. Re: Tek terminal emulation pro

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 12:29:00 UTC
From: Michael_Bernards@k2.maus.de
Message-ID: <A47178@K2.maus.de>
Source record: 217357

m>If I am not mistaken, Uniterm is the only communications package for
m>the ST with TEKtronic40XX emulation.
Look for CONNECT 1.50. It has a TekTronix emulation too.

Greetings, Michael

2690. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 13:34:48 UTC
From: bill@bilver.uucp
Message-ID: <1992Sep15.133448.19811@bilver.uucp>
Source record: 217516
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In article <y031qB1w165w@tsoft.sf-bay.org> bbs.ruscal@tsoft.sf-bay.org (Russel Mar) writes:

>HOWEVER, there is a reason for a DAT recorder to be able to record at
>44.1kHz; That is so that if you are making a "Master" tape to be
>transferred to CD media (For your first Gold album :)), the DAT stereo
>master can be digitally transferred to CD without going thru the analog
>A/D and D/A converters in the playback and recording decks.

There are digital standards conversion units to transcode from various sampling rates to any desired rate without going through an analog process. Good CD mastering labs do this regularly.

--
Bill Vermillion - bill@bilver.oau.org bill.vermillion@oau.org
- bill@bilver.uucp
- ..!{peora|ge-dab|tous|tarpit}!bilver!bill

2691. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 14:58:02 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep15.145802.23374@newshost.lanl.gov>
Source record: 217508

In article 7407@oz.plymouth.edu, oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:

>Does someone have a list of IBM-"emulators" for Atari ST series

Andy, others in this group may add their $.02, but the only PC emulators that I know as being currently supported are the ICD AT-Speed and PC-Speed units which are priced around $400 and $200, respectively. I don't believe the SuperCharger (sold by Talon?) is supported any longer although you might still find the units for sale. And frequently you may find a PC-Ditto II hardware board for sale as well as the PC-Ditto software only solution (works but very s-l-o-w).

There is not a tremendous market for PC emulators anymore because you may now buy a standalone PC for not much more than the cost of these emulators.

Anyone know of any other PC emulators?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2692. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 15:08:54 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep15.150854.24070@newshost.lanl.gov>
Source record: 217510

In article 19120@csi.uottawa.ca, cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>You aren't talking about an <IBM> emulator. Some marketing droid may call
>it an emulator, but it is NOT. An emulator is something that pretends
>to be something else. The AT-Speed does not emulate an 80286 - it
>actually HAS an 80286 on board. Similarly, the "386 emulator" will
>ACTUALLY have an 80386 (or perhaps one of the competing clone chips)
>on board.

emulator-smemulator, who cares? In common parlance, we use the term to discuss
a hardware or software tool which allows us to execute software written for another
platform. Construction is not important... performance & compatability is!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2693. Glendale '92 Show

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 15:15:43 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep15.151543.25147@newshost.lanl.gov>
Source record: 217509

Just returned from the Glendale show in southern California. While we had loads of fun (as should be expected), renewed old friendships and began new ones, we found (subjectively) that attendance was down from previous years.

Congrats to Jason (?) who won the Atari Falcon 030 plus 1 year of free online time on GEnie as the major doorprize. Certainly worth the price of admission!

Would like to hear other views from Glendale attendees; particularly how they felt about the show in general and reaction to Atari's Falcon demos, pep talks, etc.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2694. Re: ZOO problems (was PERFPICH.TOS v1.1 posted to a.a)

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 15:24:18 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep15.102420.12834@miavx1.acs.muohio.edu>
Source record: 217506

In article <1992Sep14.035858.2395@actrix.gen.nz>, Steven.Wells@bbs.actrix.gen.nz writes:
> When comparing .ZOO, take into mind that the MAJORITY of users will be
> using GEM, and not UNIX. Using ZOO v2.1 from UN*X will let you
> re-direct. From versions of GEM prior to 2.05, this is not possible
> with ZOO 2.1. TOS 2.5 and above allow for output re-direction to
> whatever window is currently selected, which means, you can make
> programs automatically put files where YOU want them. (Teradesk, and
> I imagine some other replacement desktops also have this feature!)

What I do is open a window that has ZOO.TTP in it, then open a
window with the zoo file, and then open a window with the destination
direcory. Then, making sure the destination window is on top, I
double-click on ZOO.TTP while holding down the right mouse button. The
box dialog box comes up, I type in the full pathname for the zoo file,
and let it go. It puts everything in the directory that is in the top
window. (Although using a shell is a lot nicer, this method works.)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 15-SEP-1992

2695. Atari archive being mirrored

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 15:26:47 UTC
From: sjg@dogmatix.ph.kcl.ac.uk
Message-ID: <1992Sep15.152647.28238@sol.ctr.columbia.edu>
Source record: 217507

I posted this to usenet, but I haven't seen it come up, so here it is again...

The atari archive in the USA is now being mirrored by src.doc.ic.ac.uk in the UK. The directory is /computing/systems/atari/umich, and contains the entire directory tree of the atari.archive

Side note: According to archie, src.doc is now the largest archive site in the world :-)

Simon.
--

____
(_____________________________O
/ / Janet Address:
(Simon Gornall (
\ \ sjg@uk.ac.kcl.ph.ipg
) sjg@asterix.ph.kcl.ac.uk)
/_____________________________/ >> Spice is the plural of Spouse <<
(_____________________________O

2696. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 15:49:46 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep15.154946.29547@newshost.lanl.gov>
Source record: 217511

In article 12746@miavx1.acs.muohio.edu, rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>
> But anyone reading BYTE in the last couple of months has seen a
>full page Amiga ad! If Atari would like to sell a lot of falcons, they
>should get some ads in BYTE and a falcon in the hands of Jerry
>Pournelle. Then some people might stand up and here what Atari has to
>say.

Just as an update, Jerry Pournelle DOES have a Falcon now (or at least, soon will have) as he attended the Glendale Atari Show this weekend and spent a long time with Bill Rehbock and Bob Brodie of Atari. Due to deadlines and long lead times, we likely won't read of his impressions in Byte until the Jan or Feb issues though.

It would be nice to make the cover of Byte again (like the 1040ST did when it was introduced as the first PC with 1Mb for under $1K).

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2697. INFO: Twitterpater becomes spud

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 16:25:05 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <1952p1INNrka@spud.Hyperion.COM>
Source record: 217518
Cross-posted to: comp.sys.atari.st,comp.binaries.atari.st,comp.sources.atari.st

Sorry for the interruption in service. I now have the archive server running on host spud.Hyperion.COM. As on twitterpater, the archive contains all the software from comp.sources.atari.st and comp.binaries.atari.st since I started moderating both groups. Ftp access to the archives may be available in the near future; more information on that as it happens.

Send mail to archive-server@spud.hyperion.com with "help" as the subject for more information. Mail me at archive-manager@spud.hyperion.com if you have trouble (but not to request files -- archive-server is the address for that.)

-Steve

2698. TeX Question

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 16:33:31 UTC
From: malay@sae.com
Message-ID: <1992Sep15.163331.19788@sae.com>
Source record: 217517

I want to print the Uniterm documentation using TeX on our SparcStation - when I do:

latex ug.tex

TeX complains about not finding the font "cmss8" - I checked and it is not in the TEXFONTS directory, but it appears that I can "make" one using MetaFont. How do I go about doing this (MetaFont is installed and I tried "cmmf cmss8" but this only created a "cmss8.2602gf" file not a "cmss8.tfm"). I'm a bit confused. Can anybody help???

Sorry for posting this to "atari.st" but I know there are a bunch of TeX`ites out there,

Bob Malay

2699. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 16:34:29 UTC
From: healy@nosc.mil
Message-ID: <1992Sep15.163429.22258@nosc.mil>
Source record: 217519

The best way to put out a flame war is to ignore it. I think that people start these things mainly to get some attention. By responding at all, you give them what they want - someone acknowledging their existence.

Of course, I have gone against my own advice by posting this :-)

Mike Healy

healy@cod.nosc.mil

2700. Re: Why no floppy port on the Falcon??

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 16:34:37 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep15.163437.6055@newshost.lanl.gov>
Source record: 217512

In article 18r8tgINN103@usenet.INS.CWRU.Edu, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>I'm not sure how Spectre GCR works. Why is the external drive needed?
>Can't it use the internal drive?

To use the GCR, a drive cable runs from the Spectre cartridge to the external drive port on your ST. If you have an external drive as well, it plugs into the GCR cart. These are necessary so the Atari drives can read/write the Mac 800K format. Using the 1.4Mb drives, such additional h/w would not be necessary, only a s/w patch.

>Also, can't Dave write some kind of fix for it?

I'm sure he could, but is it worth his while?

>I wonder if Atari contacted Dave Small about the external drive port...

I doubt it. Why would they?

>They seem to be putting him out of business... First is was the
>Mega ST expansion port, then there is the Falcon with the increased
>speed that a lot of people will no doubt purchase instead of his SST,
>and now there is no floppy port for his Spectre...

Gadgets by Small is not about to go out of business, unless and until Dave Small decides to do something else. The Spectre GCR, MegaTalk, and SST all still seem to be selling very well, or at least as fast as they can make them!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2701. Sorry about missing a post!

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 16:55:53 UTC
From: sourada@iastate.edu
Message-ID: <sourada.716576153@vincent2.iastate.edu>
Source record: 217515

Ooops! I forgot to post the FAQ two weeks ago... A minor glitch :-)

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

2702. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 18:03:47 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep15.180347.136846@rrz.uni-koeln.de>
Source record: 217520

In <1992Sep15.145802.23374@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:

>In article 7407@oz.plymouth.edu, oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:

>>Does someone have a list of IBM-"emulators" for Atari ST series

>Andy, others in this group may add their $.02, but the only PC emulators that I
>know as being currently supported are the ICD AT-Speed and PC-Speed units which
>are priced around $400 and $200, respectively. I don't believe the SuperCharger
>(sold by Talon?) is supported any longer although you might still find the units
>for sale. And frequently you may find a PC-Ditto II hardware board for sale as
>well as the PC-Ditto software only solution (works but very s-l-o-w).

>There is not a tremendous market for PC emulators anymore because you may now
>buy a standalone PC for not much more than the cost of these emulators.

>Anyone know of any other PC emulators?

I've heard about ATonce, sold by Vortex. I just checked, they are
in the directory of the Duesseldorf Atari Messe of this year with
ATonce listed as their product, so it seems it's still supported.
I have no idea about its performance or price though.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2703. PLEASE HELP: GDB won't load my program

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 18:46:49 UTC
From: svleest@jobim.crhc.uiuc.edu
Message-ID: <195b2pINN454@roundup.crhc.uiuc.edu>
Source record: 217521

I am having problems getting gdb, the GNU debugger, to work.
When I compile a program for debugging and then use sym-ld to
build the symbol table, all is fine. I then run gdb. I can use
"info function" to list all the functions in my test file.
HOWEVER, if I then try to run the program, it exits IMMEDIATELY, with
the message:

Program exitted with status = -32

This happens regardless of how simple or complex test.prg is.
What am I doing wrong? I have noticed that if I use examine
to look at the program data, it reports everything is 0 (I use x/10d at
multiple locations, and everywhere it is 0). Is this because
gdb does not actually load the program until you command it to
"run", or is this part of my problem? I have the following versions:

gdb 2.6 Patchlevel 18
gcc 1.40 Patchlevel 2
gcc-ld and sym-ld Patchlevel 27
gulam cli

I used the following command sequence:

```
>gcc -c -g -D__NO_IN_LINE__ test.c
>gcc -o test.ttp test.o
>sym_ld -r -o test.sym crt0.o test.o -l gnu
>gdb -e test.prg -s test.sym
*run
```

(where ">" is the gulam prompt, and "*" is the gdb prompt) and I
get the error described above. I have tried this with nothing else
but my hard disk driver, gulam, and gdb loaded (no ACCs, etc.) and
it still bombs.

Any help would be greatly appreciated!

--
Steve VanderLeest Center for Reliable and High Performance Computing
University of Illinois
.....
"...post this, post that. Everything is post these days, as if we're all
just a footnote to something earlier that was real enough to have a name
of its own." _Cat's Eye_

2704. Falcon030: Higher res. simple!

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 18:54:45 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1992Sep15.185445.19395@cc.umontreal.ca>
Source record: 217522

Aparently, it is easy to get the Falcon030 to display higher resolutions
than the ones it comes "standard" with. At the Atari Messe, a company
called OVERSCAN explained that the Falcon can accept an external monitor
frequency sync. signal. It is a built in feature of the Falcon that is
quite interesting. You can, by using an apropriate external sync. generated
by a crystal, increase the resolution in the Falcon to things like
1024x800 in 256 colors, or what have you. This does not slow down the
computer at all, until you increase the resolution to the extent that
the video chip starts hogging its share of the memory bandwidth.

One of the Atari rep's, when asked why the resolution was limited to
640x480 when it was so easy to get better resolutions by changing the
sync (The AES supports it, too), said that they wanted to avoid the situation
where some beginner uses a cheap VGA monitor, and the freq. being too high
would cause the monitor to "blow." (?!). So they decided to leave the
simple upgrade to 3rd party developpers. (I'm not kiding...)

Also, OVERSCAN already had a program that gave the falcon a higher resolution
256 color mode (I wont state the res, because I forgot) completely in
software. It did not slow down the computer, they claimed.

So basically, by the time the Falcon is available to us here in N.America,
there should be no problem in getting the Falcon to work in higher
resolutions. It may cost the price of a small add-on, or perhaps we
will get a shareware program to do close to the same.

Something to verify:

The Falcon love-30's DSP, has 4 times the private memory available to it
(32K words) than the NeXT's DSP has available to it. (The NeXT's only has
8K words private ram). The Falcon's DSP runs at 16 MIPS at the current
frequency (32Khz).

What follows were things that were said by Norman Kowalewski, an Atari Rep.
at the Atari Messe. (In charge of software development for the Falcon love-30.)

-> Atari is working on a machine by the name of Falcon040.
-> Atari is working on a higher end-Falcon030, too.
-> Atari has no plans to make ASV, the Unix, run on a Falcon030, but
it "will" be made to work on "the" Falcon040 they are working on.

Interesting *RUMORS* I heard at the Atari-Messe and elsewhere:

-> The Falcon040 will have MULTIPLE DSP chips, perhaps even 96K ones.

Sounds like a fun machine to fool around with at home...
--
Odisseas kosmatos - kosmatoo@jsp.umontreal.ca.
"Now, witness the power of this FULLY OPERATIONAL battlestation..."

2705. MEGA 4, Hard drive, SLM-804 , more.. FOR SALE..

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 19:52:00 UTC
From: cinnanum@mentor.cc.purdue.edu
Message-ID: <BuMxup.2ru@mentor.cc.purdue.edu>
Source record: 217523

FOR SALE :

MEGA ST 4 w/ 4 megs RAM
Astra 20 meg Hard Drive w/ 720k ds/dd floppy
SM 124 hi-res monitor
Atari SLM-804 laser printer
Deskcart Cartridge

Lots of software including:

Pagestream 2.1
Modula 2
Mark Williams C
Laser C
Personal Pascal
Data Manager
Super Base
Word Writer
Easy Draw
GFA Basic 3.0
Drafix 3.0
Spectrum 512
Cyber 3-d
Assempro
Word-up
Skyplot
Interlink
Dr. T's keyboard sequencer

and much, much more.... too much to list here (over 300 disks)

Asking $2,000 or make me an offer!!!!!

please reply via E-mail.

2706. Re: ZOO problems (was PERFPICH.TOS v1.1 posted to a.a)

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 20:08:10 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Sep15.200810.12111@a.cs.okstate.edu>
Source record: 217526

In article <1992Sep15.102420.12834@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>
> What I do is open a window that has ZOO.TTP in it, then open a
>window with the zoo file, and then open a window with the destination
>direcory. Then, making sure the destination window is on top, I
>double-click on ZOO.TTP while holding down the right mouse button. The
>box dialog box comes up, I type in the full pathname for the zoo file,
>and let it go. It puts everything in the directory that is in the top
>window. (Although using a shell is a lot nicer, this method works.)
>

This WOULD BE NICE!!!! But it doesn't work for me...
Tos 1.4 in a 520ST...
All files go where ZOO.TTP was run from... Even though the desired
destination window remains topped!!!!

Is there a patch for TOS 1.4?

jc

2707. GFA: Interrupt programming fails in TT-RAM

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 20:34:46 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep15.203446.141116@rrz.uni-koeln.de>
Source record: 217525
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi everyone,

I recently got a hold of the File-Info/Config CPX and used it to set the TT-Ram bits of a program I wrote and compiled under GFA basic 3.6. The program contains a procedure that is called every 1/5 seconds by the command "EVERY 40 GOSUB procedure". While this has worked fine with the TT-Ram (Prg) bit unset, it doesn't work when this bit is set.
To investigate this phenomenon, I wrote a test program (included below). It basically consists of the EVERY command, followed by a loop that should then be interrupted by interrupt procedure at regular intervals. With this test program, I found out the following:

1. If there are 4 PRINT commands between the EVERY command and the loop (let's call this program "TEST_A.PRG"), the interrupt works in ST Ram and doesn't work in TT Ram.
2. If there is just one PRINT command between the EVERY command and the loop ("TEST_B.PRG"), the interrupt (now read this!) works in TT Ram and fails in ST Ram!
3. Lately, I installed the ARROWFIX.PRG in my auto folder. Since then, TEST_A.PRG runs properly with or without the TT-Ram bits set, and TEST_B.PRG fails with both TT-Ram bit settings.

Fortunately, my original program seems to belong to the "A"-category, so it is magically fixed by ARROWFIX. However, I am severely confused. Any idea how these *weird* findings can be explained?
In the GFA basic manual it is explained that the EVERY command is realized with the etv_timer vector ($400), if that is of any significance.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

P.S.: You may flame me for programming in GFA basic if you must. But please include code for implementing equivalents of the EVERY command in your favorite language in this case. ;-)

Here's the code of the test program:

```
' TEST_B.GFA
$I+
$U+
~TT?
CLS
ON BREAK CONT
DIM mbuf&(7)
EVERY 40 GOSUB show_interrupt
PRINT "Every is now activated"
'
' Un-comment either the three prints or the wave to obtain TEST_A.GFA
' PRINT
' PRINT
' PRINT
' WAVE 1,1,0,1000,20
'
t%=TIMER
REPEAT
$U
IF TIMER-t%>200
PRINT "Hi there, the main loop has idled for another second..."
t%=TIMER
ENDIF
UNTIL MOUSEK=2 OR INKEY$=CHR$(27)
$U-
$I-
PRINT "see ya"
~INP(2)
EDIT
'
PROCEDURE show_interrupt
EVERY STOP
PRINT "Hi, I'm the interrupt procedure."
EVERY CONT
RETURN
```

2708. Need Vt100 codes.

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 20:44:37 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <195hvlINN2f0@usenet.INS.CWRU.Edu>
Source record: 217524

I need codes for VT100. I a doc file on this posted to this group a while
ago, but going through some 1000+ previous posts yielded nothing.
Could some kind soul repost or e-mail me this info?
Thanks!

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mtus5.cts.mtu.edu

2709. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 21:35:07 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <9gw6qB2w164w@tcpbbs.pcn.org>
Source record: 217537

> You aren't talking about an emulator. Some marketing droid may call
> it an emulator, but it is NOT. An emulator is something that pretends
> to be something else. The AT-Speed does not emulate an 80286 - it
> actually HAS an 80286 on board. Similarly, the "386 emulator" will
> ACTUALLY have an 80386 (or perhaps one of the competing clone chips)
> on board.
>
> The Mihoka Gemulator, on the other hand IS a true emulator since it
> makes an 80{3,4}86 pretend that it's a 68000. The original PC Ditto
> was a true emulator (and I don't remember hearing any hard info about
> any other actual emulator), and was brutally slow because of this.
>
> \end{donningAsbestosJacket}
>
> --
> Christopher Browne
> cbbrowne@csi.uottawa.ca
> University of Ottawa
> Master of System Science Program

The original questions delt with the ability of the ST to emulate an IBM style computer i.e., IBM or IBM clone. The individual who posted the original message had heard that these IBM emulators were extremely slow and is so wanted to know it he should just go out and make the purchase of an IBM/IBM clone. My response was to inform him that this was not the case. If you choose to not call any of the hardware IBM "emulators" for the ST emulators is, as far as I'm concern, a mute point. If I want to to run IBM software on my ST I want the fastest device I can have to do it with. I don't care what it's called, or how it works. I only want it to do the job I want done. I believe most users are of the same mind as I am.

2710. Re: help : several files with the same name in Gulam

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 21:45:44 UTC
From: wabe@ukc.ac.uk
Message-ID: <1622@eagle.ukc.ac.uk>
Source record: 217527

In article <39889@imag.imag.fr> maraninx@imag.fr (Florence Maraninchi) writes:
>
>I have a problem with gulam.
>Sometimes I have several files with the same name.
>ls gives exactly the same information for all of
>them. When I remove one, the other ones remain.
>Some of the programs I run under gulam seem to know about
>one file only.
>
>It happens with an editor and a Lisp interpreter.

I have noticed a similar phenomenon - but, in my case, it usually arises after I've packed some executable with the ICE-Packer. The packed files occasionally (not always!) become undeleteable and if you do an "ls" command in Gulam you see more than one identically named file. I have often had to resort to the use of DLII to delete these files!! I'm not convinced that this is a GULAM problem - it could be a TOS problem or indeed something peculiar about the way the ICE Packer writes out its packed executables. I have noticed this duplication often on RDY ramdisks but it does happen on normal floppies also.

When there is duplicity of files, GULAM usually finds the earliest in the directory listing. This is usually not the most recent. If you can delete this then, next time, GULAM will find the correct file.

Explanations gratefully solicited. Cheers, W. Alan B. Evans
[wabe@ukc.ac.uk]

2711. Re: Need Vt100 codes.

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 21:55:25 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Sep15.145533.3699@arizona.edu>
Source record: 217528
Body handling: HTML body converted to readable text

In article 195hvlINN2f0@usenet.INS.CWRU.Edu, cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) writes:
>
> I need codes for VT100. I a doc file on this posted to this group a while
> ago, but going through some 1000+ previous posts yielded nothing.
> Could some kind soul repost or e-mail me this info?
> Thanks!
>
> --
> Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.
>
> cd827@cleveland.freenet.edu OR jjmcwill@mtus5.cts.mtu.edu

I just happened to save the posting and still have it. Here it is. Enjoy

-Paul Harris
paul@jupiter.ame.arizona.edu

------------cut here----------------------

From wilsont@orac.holonet.net (Timothy Wilson)
Date: 2 Sep 92 06:01:05 GMT

yes.. you all asked for it (well at least 10...)
here are the ansi vt100 codes for cursor control.
it is somwhat edited, since a lot was DEC specific and other stuff.
if you want the whole file.. just mail me
but this is the good stuff:

This file describes information needed for controlling the VT100 terminal from
a remote computer. All of the information was derived from the VT100 user's
manual, Programmer's Information section. Full documentation can be obtain
from DIGITAL'S Accessory and Supplies Group.

ANSI mode w/cursor ANSI mode w/cursor
Cursor Key VT52 mode key mode reset key mode set

UP A [A OA
DOWN B [B OB
RIGHT C [C OC
LEFT D [D OD

****
* Special Graphics Characters *
****

If the Special Graphics set is selected, the graphics for ASCII codes
0137 through 0176 will be replaced according to the following table (see the
SCS control sequence).

Octal ASCII Special Octal ASCII Special
Code graphic graphic code graphic graphic

0137 _ Blank 0157 o Horiz Line - scan 1
0140 \ Diamond 0160 p Horiz Line - scan 3
0141 a Checkerboard 0161 q Horiz Line - scan 5
0142 b Digraph: HT 0162 r Horiz Line - scan 7
0143 c Digraph: FF 0163 s Horiz Line - scan 9
0144 d Digraph: CR 0164 t Left "T" (|-)
0145 e Digraph: LF 0165 u Right "T" (-|)
0146 f Degree Symbol 0166 v Bottom "T" (|_)
0147 g +/- Symbol 0167 w Top "T" (T)
0150 h Digraph: NL 0170 x Vertical Bar (|)
0151 i Digraph: VT 0171 y Less/Equal (<_)
0152 j Lower-right corner 0172 z Grtr/Egual (>_)
0153 k Upper-right corner 0173 { Pi symbol
0154 l Upper-left corner 0174 | Not equal (=/)
0155 m Lower-left corner 0175 } UK pound symbol
0156 n Crossing lines (+) 0176 ~ Centered dot

NOTE 1: Codes 0152-0156 and 0164-0170 are used to draw rectangular grids" each
piece of this set is contiguous with other so the lines formed will be
unbroken.

NOTE 2: Codes 0157-0163 give better vertical resolution than dashes and
underlines when drawing graphs; using these segments, 120 x 132 resolution may
be obtained in 132 column mode with the Advanced Video Option installed.

****
* Terminal Control Commands *
****

Control Characters

The control characters recognized by the VT100 are listed below. All
other control characters cause no action to be taken.

Control characters (codes 00 - 037 inclusive) are specifically excluded
from the control sequence syntax, but may be embedded within a controlsequence.
Embedded control characters are executed as soon as they are encountered by the
VT100. The processing of the control sequence then continues with the next
character recieved. The exceptions are: if the character occurs, the
current control sequence is aborted, and a new one commences beginning with the
just recieved. If the character (030) or the character (032)
occurs, the current control sequence is aborted. The ability to embed control
characters allows the synchronization characters XON and XOFF to be interpreted
properly without affecting the control sequence.

Control Octal
Character Code Action Taken

0000 Ignored on input; not stored in buffer
0005 Transmit ANSWERBACK message
0007 Sound bell
0010 Move cursor to the left one position, unless it is at
the left margin, in which case no action is taken.
0011 Move cursor to the next tab stop, or to the right
margin if no further tabs are set.
0012 Causes either a line feed or new line operation (See
new line mode.)
0013 Same as .
0014 Same as .
0015 Move the cursor to the left margin of the current line.
0016 Invoke the G1 character set, as designated by the SCS
control sequence.
0017 Invoke the G0 character set, as selected by the (
sequence.
0021 Causes terminal to resume transmission (XON).
0023 Causes terminal to stop transmitting all codes except
XOFF and XON (XOFF).
0030 If sent during a control sequence, the sequence id
immediately terminated and not executed. It also
causes the error character (checkerboard) to be
displayed.
0032 Same as .
0033 Introduces a control sequence.
0177 Ignored on input; not stored in buffer.

The VT100 is an upward and downward software compatible terminal; that is, previous DIGITAL video terminals have DIGITAL's private standards for control sequences. The American National Standards Institute has since standardized escape and control sequences in terminals in documents X3.41-1974 and X3.64-1977.

The VT100 is compatible with both the previous DIGITAL standard and ANSI standards. Customers may use existing DIGITAL software designed around the VT52 or new VT100 software. The VT100 has a "VT52 compatible" mode in which the VT100 responds to control sequences like a VT52. In this mode, most of the new VT100 features cannot be used.

Throughout this document references will be made to "VT52 mode" or "ANSI mode". These two terms are used to indicate the VT100's software compatibility.

NOTE: The ANSI standards allow the manufacturer flexibility in implementing each function. This document describes how the VT100 will respond to the implemented ANSI central function.

NOTE: ANSI standards may be obtained by writing:

American National Standards Institute
Sales Department
1430 Broadway
New York, NY, 10018

Definitions

Control Sequence Introducer (CSI) - An escape sequence that provides supplementary controls and is itself a prefix affecting the interpretation of a limited number of contiguous characters.
In the VT100, the CSI is: [

Parameter: (1) A string of zero or more decimal characters which represent a single value. Leading zeros are ignored. The decimal characters have a range of 0 (060) to 9 (071).
(2) The value so represented.

Numeric Parameter: A parameter that represents a number, designated by Pn.

Selective Parameter: A parameter that selects a subfunction from a specified set of subfunctions, designated by Ps. In general, a control sequence with more than one selective parameter causes the same effect as several control sequences, each with one selective parameter, e.g., CSI Psa; Psb; Psc F is identical to CSI Psa F CSI Psb F CSI Psc F.

Parameter String: A string of parameters separated by a semicolon.

Default: A function-dependent value that is assumed when no explicit value, or a value of 0, is specified.

Final character: A character whose bit combination terminates an escape or control sequence.

EXAMPLE: Control sequence to turn off all character attributes, then turn on underscore and blink attributes (SGR). [0;4;5m

Sequence:

Delimiters
/ \
/ \
| |
\ / \ /
[0 ; 4 ; 5 m
^^^^^^ ^ ^ ^ ^
|||||| | | | |
\||||/ \ | / +------Final character
\||/ \ | /
CSI Selective
Parameters

The octal representation of this string is:

033 0133 060 073 064 073 065 0155
[0 ; 4 ; 5 m

Alternate sequences which will accomplish the same thing:

1) [;4;m

2) [m
[4m
[5m

3) [0;04;005m

Control Sequences

All of the following control sequences are transmitted from the Host to VT100 unless otherwise noted. All of the control sequences are a subset of those defined in ANSI X 3.64 1977 and ANSI X 3.41 1974.

The following text conforms to these formatting conventions:

1) Control characters are designated by angle brackets (e.g. the Escape character is).

2) Parameters are indicated by curly braces.

3) Parameter types usually are indicated as one of:

{Pn} A string of digits representing a numerical value.

{Ps} A character that selects an item from a list.

{a-z} Any lowercase sequence of one44 or more characters in braces represent a value to be entered (as in {Pn}), and the name in the braces will be referred to in explanatory text.

4) Spaces in the control sequence are present for clarity and may be omitted. Spaces which are required will be surrounded by single quotes: ' '.

5) All other characters are literals.

CPR Cursor Position Report VT100 to Host

[{Pn} ; {Pn} R Default Value: 1

The CPR sequence reports the active position by means of the parameters. This sequence has two parameter values, the first specifying the line and the second specifying the column. The default condition with no parameters present, or parameters of 0, is equivelent to a cursor at home position.

The numbering of the lines depends upon the state of the Origin Mode (DECOM).

This control sequence is sent in reply to a device status report (DSR) command sent from the host.

CUB Cursor Backward Host to VT100 & VT100 to Host

[{Pn} D Default Value: 1

The CUB sequence move the cursor to the left. The distance moved is determined by the parameter. If the parameter missing, zero, or one, the cursor is moved one position. The cursor cannot be moved past the left margin. Editor Function.

CUD Cursor Down Host to VT100 & VT100 to Host

[{Pn} B Default value: 1

Moves the cursor down a number of lines as specified in the parameter without changing columns. The cursor cannot be moved past the bottom margin. Editor Function.

CUF Cursor Foreward Host to VT100 & VT100 to Host

[{Pn} C Default Value: 1

The CUF sequence moves the cursor to the right a number of positions specified in the parameter. The cursor cannot be moved past the right margin. Editor Function.

CUP Cursor Position

[{Pn} ; {Pn} H Default Value: 1

The CUP sequence moves the curor to the position specified by the parameters. The first parameter specifies the line, and the second specifies the column. A value of zero for either line or column moves the cursor to the first line or column in the display. The default string (H) homes the cursor. In the VT100, this command behaves identically to it's format effector counterpart, HVP.

The numbering of the lines depends upon the state of the Origin Mode (DECOM). Editor Function.

CUU Cursor Up Host to VT100 & VT100 to Host

[{Pn} A Default Value: 1

Moves the cursor up without changing columns. The cursor is moved up a number of lines as indicated by the parameter. The cursor cannot be moved beyond the top margin. Editor Function.

DA Device Attributes Host to VT100 & VT100 to Host

[{Pn} c Default Value: 0

1) The host requests the VT100 to send a DA sequence to indentify itself. This is done by sending the DA sequence with no parameters, or with a parameter of zero.

2) Response to the request described above (VT100 to host) is generated by the VT100 as a DA control sequencewith the numeric parameters as follows:

Option Present Sequence Sent

No options [?1;0c
Processor Option (STP) [?1;1c
Advanced Video Option (AVO) [?1;2c
AVO and STP [?1;3c
Graphics Option (GPO) [?1;4c
GPO and STP [?1;5c
GPO and AVO [?1;6c
GPO, ACO, and STP [?1;7c
<<

Top Half: #3
Bottom Half: #4

These sequences cause the line containing the cursor to become the top or bottom half of a double-height, double width line. The sequences should be used in pairs on adjacent lines with each line containing the same character string. If the line was single width single height, all characters to the right of the center of the screen will be lost. The cursor remains over the same character position, unless it would be to the right of the right margin, in which case it is moved to the right margin.

DECDWL Double Width Line (DEC Private)

#6

This causes the line that contains the cursor to become double-width single height. If the line was single width, all characters ro the right of the center of the screen will be lost. The cursor remains over the same character position, unless it would be to the right of the right margin, in which case it is moved to the right margin.

DECID Identify Terminal (DEC Private)

Z

This sequence causes the same response as the DA sequence. This sequence will not be supported in future models.

DECINLM Interlace Mode (DEC Private)

This is a private parameter to the RM and SM control sequences. The reset state (non-interlace) causes the video processor to display 240 scan lines per frame. The set state causes the video processor to display 480 scan lines per screen. See MODES, RM, and SM.

DECKPAM Keypad Application Mode (DEC Private)

=

The auxiliary keypad keys will transmit control sequences.

DECKPNM Keypad Numeric Mode (DEC Private)

>

The auxiliary keypad keys will send ASCII codes corresponding to the characters engraved on their keys.

DECLL Load LEDs (DEC Private)

[{Ps} q Default Value: 0

Load the four programmable LEDs on the keyboard according to the prameter(s).

Parameter Meaning

0 Clear All LEDs
1 Light L1
2 Light L2
3 Light L3
4 Light L4

DECOM Origin Mode (DEC Private)

This is a private parameter to SM and RM control sequences. The reset state causes the origin (or home position) to be the upper left character position of the screen. Line and column numbers are, therefore, independent of current margin settings. The cursor may be positioned outside the margins with a cursor position (CUP) or horizontal and vertical position (HVP) control.

The set state causes the origin to be at the upper left character position within the current margins. Line and column numbers are, therefore, relative to the current margin settings. The cursor cannot be positioned outside of the margins.

The cursor is moved to the new home position when this mode is set or reset. Lines and columns are numbered consecutively, with the origin being line 1, column 1.

DECRC Restore Cursor (DEC Private)

8

This sequence causes the previously saved cursor position, graphic rendition, and character set to be restored.

DECREPTPARM Report Terminal Parameters VT100 to Host

[{sol} ; {par} ; {nbits} ; {xspd} ; {rspd} ; {cmul} ; {flags} x

This sequence is generated by the VT100 to notify the host of the status of selected terminal parameters. The status sequence may be sent when requested by the host (via DECREQTPARM) or at the terminal's discretion. On power up or reset, the VT100 is inhibited from sending unsolicited reports.

The meanings of the sequence paramters are:

Parameter Value Meaning

{sol} 1 This message is a report.
2 This message is a report, and the terminal is
only reporting on request.

{par} 1 No parity set
4 Parity set and odd
5 Parity set and even

{nbits} 1 8 bits per character
2 7 bits per character

{xspd} 0 Speed set to 50 bps
-and- 8 Speed set to 75 bps
{rspd} 16 Speed set to 110 bps
24 Speed set to 134.5 bps
{xspd}= 32 Speed set to 150 bps
Transmit 40 Speed set to 200 bps
Speed 48 Speed set to 300 bps
56 Speed set to 600 bps
{rspd}= 64 Speed set to 1200 bps
Recieve 72 Speed set to 1800 bps
Speed 80 Speed set to 2000 bps
88 Speed set to 2400 bps
96 Speed set to 3600 bps
104 Speed set to 4800 bps
112 Speed set to 9600 bps
120 Speed set tp 19200 bps

{cmul} 1 The bit rate multiplier is 16

{flags} 0-15 This value communicates the four switch values
in block 5 of SET-UP B, which are only visible
to the user when an STP option is installed.

DECREQTPARM Request Terminal Parameters

[{Ps} x

The host sends this sequence to request the VT100 to send a DECREPTPARM sequence back. {Ps} can be either 0 or 1. If 0, the terminal will be allowed to send unsolicited DECREPTPARMs. These reports will be generated each time the terminal exits the SET-UP mode. If {Ps} is 1, then the terminal will only generate DECREPTPARMs in response to a request.

DECSC Save Cursor (DEC Private)

7

Causes the cursor position, graphic rendition, and character set to be saved. (See DECRC)

DECSCLM Scrolling Mode (DEC Private)

This is a private parameter to RM and SM control sequences. The reset state causes scrolls to "jump" instantaneuously one line at a time. The set state causes the scrolls to be "smooth", and scrolls at a maximum rate of siz lines/sec. See MODES, RM, and SM.

DECSCNM Screen Mode (DEC Private)

This is a private parameter to RM and SM control sequences. The reset state causes the screen to be black with white characters; the set state causes the screen to be white with black characters. See MODES, RM, and SM.

<<<>>>
DECSTBM Set Top and Bottom Margins (DEC Private)

[{Pn} ; {Pn} r Default Values: See Below

This sequence sets the top and bottom margins to define the scrolling region. The first parameter is the line number of the first line in the scrolling region; the second parameter is the line number of the bottom line of the scrolling region. Default is the entire screen (no margins). The minimum region allowed is two lines, i.e., the top line must be less than the bottom. The cursor is placed in the home position (See DECOM).

DECSWL Single-width Line (DEC Private)

#5

This causes the line which contains the cursor to become single-width, single-height. The cursor remains on the same character position. This is the default condition for all new lines on the screen.

DECTST Invoke Confidence Test

[2 ; {Ps} y

Ps is the parameter indicating the test to be done. It is computed by taking the weight indicated for each desired test and adding them together. If Ps is 0, no test is performed but the VT100 is reset.

Test Weight

POST (ROM checksum, RAM NVR, keyboardm and AVO) 1
Data Loop Back (Loopback connector required) 2
EIA Modem Control Test (Loopback connector req.) 4
Repeat Testing until failure 8

DSR Device Status Report Host to VT100 & VT100 to Host

[{Ps} n

Requests and reports the general status of the VT100 according to the following parameters:

Parameter Meaning

0 Response from VT100 - Ready, no faults detected
3 Response from VT100 - Malfunction Detected
5 Command from host - Report Status (using a DSR control sequence)
6 Command from host - Report Active Position (using a CPR sequence)

DSR with a parameter of 0 or 3 is always sent as a response to a requesting DSR with a parameter of 5.

ED Erase in Display

[{Ps} J Default: 0

This sequence erases some or all of the characters in the display according to the parameter. Any complete line erased by this sequence will return that line to single width mode. Editor Function.

Parameter Meaning

0 Erase from the cursor to the end of the screen.
1 Erase from the start of the screen to the cursor.
2 Erase the entire screen.

EL Erase in Line

[{Ps} K Default: 0

Erases some or all characters in the active line, according to the parameter. Editor Function.

Parameter Meaning

0 Erase from cursor to the end of the line.
1 Erase from the start of the line to the cursor.
2 Erase the entire line.

HTS Horizontal Tab Set

H

Set a tab stop at the current cursor position. Format Effector.

HVP Horizontal and Vertical Position

[{Pn} ; {Pn} f

Moves the cursor to the position specified by the parameters. The first parameter specifies the line, and the second specifies the column. A parameter of 0 or 1 causes the active position to move to the first line or column in the display. In the VT100, this control behaves identically with it's editor counterpart, CUP. The numbering of hte lines depends upon the state of the Origin Mode (DECOM). Format Effector.

IND Index

D

This sequence causes the cursor to move downward one line without changing the column. If the cursor is at the bottom margin, a scroll up is performed. Format Effector.

LNM Line Feed/New Line Mode

This is a parameter to SM and RM control sequences. The reset state causes the interpretation of the character to imply only vertical movement of the cursor and causes the RETURN key to send the single code . The set state causes the character to imply movement

to the first position of the following line, and causes the RETURN key to send the code pair . This is the New Line option.

This mode does not affect the Index (IND) or the next line (NEL) format effectors.

MODES The Following is a list of VT100 modes which may be changed with Set Mode (SM) and Reset Mode (RM) controls.

ANSI Specified Modes

Parameter Mnemonic Function

0 Error (Ignored)
20 LNM Line Feed/New Line Mode

DEC Private Modes

If the first character in the parameter string is ? (077), the parameters are interpreted as DEC private parameters according to the following:

Parameter Mnemonic Function

0 Error (Ignored)
1 DECCKM Cursor Key
2 DECANM ANSI/VT52
3 DECCOLM Column
4 DECSCLM Scrolling
5 DECSCNM Screen
6 DECOM Origin
7 DECAWM Auto Wrap
8 DECARM Auto Repeat
9 DECINLM Interlace

Any other parameter values are ignored.

The following modes, which are specified in the ANSI standard, may be considered to be permanently set, permanently reset, or not applicable, as noted.

Mnemonic Function State

CRM Control Representation Reset
EBM Editing Boundary Reset
ERM Erasure Set
FEAM Format Effector Action Reset
FETM Format Effector Transfer Reset
GATM Guarded Area Transfer NA
HEM Horizontal Editing NA
IRM Insertion-replacement Reset
KAM Keyboard Action Reset
MATM Multiple area transfer NA
PUM Positioning Unit Reset

SATM Selected Area Transfer NA
SRTM Status Reporting Transfer Reset
TSM Tabulation Stop Reset
TTM Transfer Termination NA
VEM Vertical Editing NA

NEL Next Line

E

This cuases the cursor to move to the first position of the next line down. If the cursor is on the bottom line, a scroll is performed. Format Effector.

RI Reverse Index

M

Move the cursor up one line without changing columns. If the cursor is on the top line, a scroll down is performed.

RIS Reset to Initial State

c

Resets the VT100 to the state is has upon power up. This also causes the execution of the POST and signal INT H to be asserted briefly.

RM Reset Mode

[{Ps} ; {Ps} l

Resets one or more VT100 modes as specified by each selective parameter in the parameter string. Each mode to be reset is specified by a separate parameter. See MODES and SM.

SCS Select Character Set

The appropriate D0 and G1 character sets are designated from one of the five possible sets. The G0 and G1 sets are invokedd by the characters and , respectively.

G0 Sets G1 Sets
Sequence Sequence Meaning

(A)A United Kingdom Set
(B)B ASCII Set
(0)0 Special Graphics
(1)1 Alternate Character ROM
Standard Character Set
(2)2 Alternate Character ROM
Special Graphics

The United Kingdom and ASCII sets conform to the "ISO international register of character sets to be used with escape sequences". The other sets are private character sets. Special graphics means that the

graphic characters fpr the codes 0137 to 0176 are replaced with other characters. The specified character set will be used until another SCS is recieved.

SGR Select Graphic Rendition

[{Ps} ; {Ps} m

Invoke the graphic rendition specified by the parameter(s). All following characters transmitted to the VT100 are rendered according to the parameter(s) until the next aoccurrence of an SGR. Format Effector.

Parameter Meaning

0 Attributes Off
1 Bold or increased intensity
4 Underscore
5 Blink
7 Negative (reverse) image

All other parameter values are ignored.

Without the Advanced Video Option, only one type of character attribute is possible, as determined by the cursor selection; in that case specifying either underscore or reverse will activate the currently selected attribute.

SM Set Mode

{Ps} ; {Ps} h

Causes one or more modes to be set within the VT100 as specified by each selective parameter string. Each mode to be set is specified by a seperate parameter. A mode is considered set until it is reset by a Reset Mode (RM) control sequence. See RM and MODES.

TBC Tabulation Clear

[{Ps} g

If the parameter is missing or 0, this will clear the tab stop at the cursor's position. If it is 3, this will clear all of the tab stops. Any other parameter is ignored. Format Effector.

------*** Cut here ***----

Enjoy!

Timothy Wilson

2712. ST-RAM in a TT upgrade?

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 22:00:46 UTC
From: paul@jupiter.noname
Message-ID: <1992Sep15.150048.3700@arizona.edu>
Source record: 217529

I've got a TT with only 2 Megs of ST RAM and was wondering what a good price for another 2M ST RAM would be (and maybe where from). I'm sure it's cheaper then TT RAM, which I definitely can't afford right now, and I'd also be able to use it with Spectre.

-Thanks!

-Paul Harris
paul@jupiter.ame.arizona.edu

2713. Re: ZOO problems (was PERFPICH.TOS v1.1 posted to a.a)

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 22:23:03 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <716595782@romeo.cs.duke.edu>
Source record: 217531

From the Holy Book of <1992Sep15.102420.12834@miavx1.acs.muohio.edu>
as spake by rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) :

> What I do is open a window that has ZOO.TTP in it, then open a
^^^^^^^^^^^
>window with the zoo file, and then open a window with the destination
^^^^^^^^^^^^^^^^^^^^^^^^
>direcory.

You don't even need to have that window open. You just have to be able
to run ZOO with the destination window on top. With TOS 2.0x, you could
probably even put ZOO.TTP on the desktop and cut it to one window.

-sbigham
--
Scott Bigham | "This is our path; to fight or die."
dsb@romeo.cs.duke.edu | "That's what we're paid for, so let's
bigham@hercules.acpub.duke.edu | do it with some _style_!"
(but not for long) | Dr. Who, "Battlefield"

2714. Re: HELP me find Petra, please...

Newsgroup: comp.sys.atari.st
Date: 1992-09-15 22:29:24 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep15.222924.162085@rrz.uni-koeln.de>
Source record: 217530

In <1686212DA7.C556212@mizzou1.missouri.edu> C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> Hello, thank you for reding my message. Really the title says it all.
>Do you know where a program called petra is. It (I was told) fools software
>specifically Paula into thinking you have a DMA sound chip.

Yes, that's exactly what Petra is all about. I read through the text files accompanying petra and it says there that Petra is shareware and may be distributed via BBS and PD systems. So I figured I could upload it to an ftp site. I chose athene.uni-paderborn.de, because that's where I found Paula. Petra's current location at athene.uni-paderborn.de is /atari/incoming/petra.arj. Doing anonymous ftp, you can't view the incoming/ directory, but you can still download petra with the ordinary "get petra.arj" command.
I'm telling this in such detail because I'm not sure if my way of uploading to the ftp site was correct. Especially, I'm wondering whether I'm supposed to drop a note to the manager of the ftp site explaining what the uploaded stuff is. Any comment on this would be appreciated.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

P.S.: If Jon (jonal@sofus.dhalden.no) reads this: You asked me about Petra via mail and I tried to answer you. However, the mail kept bouncing (unknown host). Anyway, I hope this information is what you were looking for.

2715. Re: Atari Thesaurus

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 01:40:59 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10302@uqcspe.cs.uq.oz.au>
Source record: 217532

joeadato@tcpbbs.pcn.org (Joseph Adato) writes:

>I know of no PD or Shareware thesaurus. If you
>want one you're going to have to shell out some bucks

Perhaps there is a public-domain thesaurus. The "Project Gutenburg" has
made a Roget Thesaurus available on-line. I'm not really sure what the
distribution restrictions are though.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

2716. Re: ST questions: GCC 2.2, FPUs and image converters

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 02:35:29 UTC
From: don@terminus.gatech.edu
Message-ID: <1992Sep16.023529.17650@cc.gatech.edu>
Source record: 217534

In article <1992Sep14.235431.6556@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

(The >>'s are Howard quoting me)

>
>Yes, GCC 2.2 has been ported to the ST. I thought it was already on
>atari.archive, I guess not. I can put a copy up in the next couple of
>days.

Great! If you could post when you put it up there I'd be really grateful,
as I imagine others would...I'm not the first person I've seen ask for it,
I've just never seen anybody admit to having it before! :-)

>>
>>2. Having just put an ICD AdSpeed STE in my system and added a
>>floating point coprocessor, I was looking for a compiler that
>>would support using a 68881 as a peripheral, like the ST's do.
>
>The libraries that come with GCC will support the FPU.

Thanks for the pointer...I was worried that since most 680X0 systems running
GCC that have a math coprocessor use it in coprocessor mode instead of as a
peripheral like the 68000 does, that GCC only supported the coprocessor mode.
Guess it's time to find and read the compiler documentation...

>>
>>3. I have some .TGA files on my PC that I want to convert to
>>PI3 (I think? the monochrome one anyway) to use as backgrounds
>>on my STe.
>
>Interesting. If ".TGA" means what I think (TARGA) then you want to
>convert some 24-bit true-color images into ST 640x400 monochrome?
>Yeehah.

.TGA means Targa files, all right...what I wanted to do was customize my
desktop with a picture of the mutt. The easiest way to get it was to
grab it from video with the Targa board. I was hoping to be able to string
a couple of programs together to do the conversion to save some time...
if I have to, I'll write one...

>
>The PC version of FractInt reads and writes TARGA files. You can
>probably use it to read them and save as GIFs, which you can then
>convert to some other format easily enough.
>

Okay, thanks...I know there are some gif viewers for the ST, is there a GIF file converter?

>What program do you use on the PC to display these TGA files, anyway?

TIPS from Truevision...

Thanks for all the info!

Don Allison
don@cc.gatech.edu

-Don Allison (don@cc.gatech.edu)

2717. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 03:01:09 UTC
From: brown@dgaust.dg.oz
Message-ID: <993@dgaust.dg.oz>
Source record: 217535

The Supercharger is a stand alone 4.77 Mhz IBM XT emulator. Condor Trading U.K. were the world wide distributors for the Supercharger range. In June '91 Condor announced the Supercharger SC286Plus 16Mhz IBM emulator, only a few of these units were ever released for sale. The Supercharger ranger are no longer supported as Condor Trading went into liquidation in April of this year owing thousands of pounds to customers, advertisers & staff. I should know as these bastards ripped me off $920.00 !!! The Fraud Squad in England investigated this company for me but they could do little apart from giving me the German address of the listed owner of Condor Trading. I'm going to ask my brother who lives in Germany to look him up...
Rgds
Fred Brown

2718. Uses for ST520 monitors?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 03:43:21 UTC
From: jimw@cup.portal.com
Message-ID: <65951@cup.portal.com>
Source record: 217536

What can I do with an SM124 and an SC1224 monitor that
I bought with an ST520. I have an IBM system. Can I
modify the conector in any way to use them for my 386 system?
Any other suggestions?

Thanks

Jim Woomer

2719. Re: Uses for ST520 monitors?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 04:50:30 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Sep16.045030.25010@msuinfo.cl.msu.edu>
Source record: 217541

jimw@cup.portal.com (james jim woomer) writes:

>What can I do with an SM124 and an SC1224 monitor that
>I bought with an ST520. I have an IBM system. Can I
>modify the conector in any way to use them for my 386 system?

Won't work. Sorry. They're designed to work on ST systems only,
although there was some company that purportedly made a cable that
would allow them to work on an Amiga. Also, some Roland (?) keyboard
devices could use them. But not IBMs. (They're not smart enough to
deal with 'em. So what's new about that?)

-MOlin

2720. TeXDraw - newer version than 1.86beta ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 05:03:38 UTC
From: kruel@phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <1992Sep16.050338.5603@phys-chemie.uni-wuerzburg.dbp.de>
Source record: 217543

The title says it: Is there a more recent version than this of Jens
Pirnay's TeXDraw program ?

This one is one year old and it seems that the author has stopped
developing it.

I'm especially interested in the implementation of splines, als well in
the conversion of GEM-Metafiles into TeX-Code.

Does anybody know what the state of the thing actually is ?

Thanks,
Thomas.
--

Th.-M. Kruel Institut fuer Physikalische Chemie der Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg (Germany)
Phone: +49 931 31579

2721. Re: Newstuff: uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 05:15:41 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <196fttlNNk7q@peponi.wcc.govt.nz>
Source record: 217539

In article <1992Sep15.041737.21399@msuinfo.cl.msu.edu>, molin@crs.cl.msu.edu (Michael Olin) writes:
>cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>
>>What is now annoying is that I can't recall (or find) the name of the
>>site at which it IS available. Archie isn't telling me anything much
>>that's useful. Does anyone recall the name of the site where 2.0e015
>>IS available? 2.0e011 seems to be easy to find at various sites.
>
>The last time I looked, this latest version of UniTerm was to be found
>at chsun.chuug.ch under archive/software/atari/UniTerm
>
>Should still be there unless Simon himself removed it...

It is still there, I just got it :-)

Note: When you log on as FTP, it places you in the directory
archive, so you only need to cd software/atari/UniTerm

I got stuck with this, thanks to Simon Poole (the author) for helping me out :-)

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

2722. Photo Chrome

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 05:26:33 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <196gi9INNk7q@peponi.wcc.govt.nz>
Source record: 217540

Just a quick note to say I *am not* the author of Photo Chrome,
I just FTP'd it to a.a

A few people seem to have got the idea I wrote it!

The authors address etc (not email) is in the document that comes with it.
The source code is available.

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

2723. Re: Is Falcon worth buying?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 05:37:33 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <79834@ut-emx.uucp>
Source record: 217538

In article <1992Sep13.084342.26269@sci.kun.nl> leonp@cs.kun.nl (Leon Pillich) writes:
>In <1992Sep12.141903.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>>In article <1992Sep12.094141.18101@sci.kun.nl>, leonp@cs.kun.nl (Leon Pillich) writes:

>>Actually, there's no reason at all that a Falcon couldn't run BSD 4.4 or
>>the GNU Hurd, when those become available. All the GNU tools (make, gcc,
>>gas, bison, flex, bash) are available now for the ST, and will run
>>on the Falcon, so porting the GNU kernel or BSD should be (relatively)
>>straightforward.

>>For that matter, I'm sure that X-Windows could be made to run under
>>MiNT/MultiTOS, ...

I think that this kind of stuff would be a good project for an Atari
users group. It would give people something to do at meetings besides
complain about Atari. There would be lots of opportunities for the
members to learn something useful in the process.

Of course, you would need a reasonable number of people with sufficient
hardware, and at least one person familiar enough with unix and/or X to
direct the effort.

Just wishful thinking again ...

Tim Gallivan
timg@landau.ph.utexas.edu

2724. Re: Why no floppy port on the Falcon??

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 06:13:21 UTC
From: baffoni@phakt.usc.edu
Message-ID: <196ja1INNa6k@phakt.usc.edu>
Source record: 217542

In article <1992Sep14.234641.6038@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>Ya ever notice that the quotes always say "386SX" for that processor-direct
>slot? The slot is a *68000* bus-slot, i.e., 24 bit address and 16 bit data.
>Dunno why they'd put a 68000 bus into a 68030-based system, but it's there,
>with all the glue needed to make 68030 control signals look like 68000
>control signals. Weird.

Are you sure about that? While I was at the Glendale show on Saturday, I asked about the PDS slot and what signals it has - Bob Brodie had his tech person (I forget his name just now) answer my question: According to him, the PDS slot has all of the Address and Data pins of the 030 (he said 32 each) and all of the interupts and "other system signals" - including the most important signals - bus ack and bus grant. In his own words, he said it will allow the addition of a 386 <no sx> or 486 <no models are 16bit> or other high-performance processors that with the busack/grant will allow you to run on the new processor and "put the '030 to sleep"

You cannot do that with a slave processor.

He put some fears to rest (for me) but can someone with a Falcon in his/her hands say for sure whether Bob's tech person was right, or whether the documentation is right?

BTW, did they publish the machine's logic diagrams with the rest of the falcon docs? I had to finagle to get the TT's diagrams since it was not available with the normal dev2 docs...

>As an interesting footnote, the preliminary Falcon docs were available at the
>Glendale Atari Fair. A few of the pages still had references to "Sparrow"
>scattered in the text. Fancy that, eh?

I think perhaps this is a sign that the falcon's docs (like the docs for all the other machines) were made from preliminary-release versions of the machines. Like in the dev. docs for the TT, they always mention it as having a 16MHz processor :) - this I know is not true. Perhaps they had originally designed the Falcon to have a slave PDS and then added the rest upon further consideration. If such is the case, then I don't care WHY they went with the full implementation, I would just be glad they did. That would mean that high-speed processor (386,486,'040,'060), memory, and graphic upgrades will be relatively painless (can you imagine trying to get a 64MB memory upgrade into a 16-bit bus? I thought not.

>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
> ::

> ::To the owner of the blue Mazda, license 742-XLT, your headlights are on...::
> ::

-Mike

2725. Re: help : several files with the same name in Gulam

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 07:39:27 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Sep16.073927.29755@cs.ruu.nl>
Source record: 217556

I had the same problem before I had TOS 1.4. It would happen when editing a file. I remember that I was working on a C program and tried to debug it. When I found an error, I corrected it, compiled it and the error wouldn't disappear. Until I detected that old versions of the file with the same name were still lying around and these were the ones that got compiled. I think it is a TOS bug (in older TOS versions). I suspect something that under some circumstances TOS forgets to delete the older file if you do an Fcreate. That may also be the reason that some C libraries do a Fdelete first before the Fcreate.

--

Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

2726. Re: Tek terminal emulation program?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 07:44:36 UTC
From: Joshua Kronengold <JOKHC@CUNYVM.BITNET>
Message-ID: <92260.034436JOKHC@CUNYVM.BITNET>
Source record: 217550

In article <1992Sep11.135246.3836@spcvxb.spc.edu>, mauritz_c@spcvxb.spc.edu says:
>
>If I am not mistaken, Uniterm is the only communications package for
>the ST with TEKtronic40XX emulation.
>
No, Connect v1.52 (Now up on a.a, and relativeley bug free) also has tek emulation. It also has lots of neat features, even if it does have three (saveable) settings files.

2727. GSZRZACC?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 07:57:11 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <1992Sep16.075711.6575@nntp.hut.fi>
Source record: 217544

Looking for a good terminal program, I downloaded Rufus v.1.10 from a.a.u.e.
Unfortunately, it won't do Zmodem without GSZRZACC, which I can't find.
Does anyone know where it might be located?

Thanks in advance
--

Sakari Aaltonen Helsinki University of Technology
Email: sakaria@vipunen.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

2728. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 08:51:43 UTC
From: djs@jet.uk
Message-ID: <1992Sep16.085143.24500@jet.uk>
Source record: 217545
Cross-posted to: comp.sys.atari.st,rec.audio,sci.skeptic

In <1992Sep15.133448.19811@bilver.uucp> bill@bilver.uucp (Bill Vermillion) writes:

>In article <y031qB1w165w@tsoft.sf-bay.org> bbs.ruscal@tsoft.sf-bay.org (Russel Mar) writes:

>>HOWEVER, there is a reason for a DAT recorder to be able to record at
>>44.1kHz; That is so that if you are making a "Master" tape to be
>>transferred to CD media (For your first Gold album :)), the DAT stereo
>>master can be digitally transferred to CD without going thru the analog
>>A/D and D/A converters in the playback and recording decks.

>There are digital standards conversion units to transcode from various
>sampling rates to any desired rate without going through an analog
>process. Good CD mastering labs do this regularly.

True, you can convert between 44.1kHz and 48kHz without going analogue, but it requires decimation and interpolation (ie there will be a digital filter somewhere along the line), and this WILL impart some distortion on the signal. Obviously, a good implementation will make the distortion pretty low, but by recording at 44.1kHz in the first place, you can avoid this step.

On the subject of 48kHz, I have recently seen someone write (in a mag) that 48 is used 'in the television industry'. Anyone know what this means (eg is 48kHz the source data rate for NICAM encoders?).
--
+---+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2729. Re: Phantom Typist? (and other things)

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 09:08:06 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Sep16.090806.16309@echo.philips.nl>
Source record: 217584

elvis@watserv.ucr.edu (Andrew Cullum) writes:
>Sometimes it doesn't happen at all, sometimes it happens quite frequently.
>It also does not seem to matter if I have used the keyboard at all. The
>favorite keys for this seem to be ALT and ESC. The latter is particularly
>annoying on the desktop, as it updates the windows many, many times before the
>buffer clears. As soon as I hit the repeating key for real, it stops. By the
>time I realize what is going on, however, there's usually quite a number of
>the character in the buffer. Anyways, does this sound like the Phantom
>Typist? If so, was there ever any solution discovered? Any help would be
>appreciated.

Not quit, although...

Let me tell you how I recognise the everlasting phantom typist:

When typing at average (slow) speed, you suddenly realise that you made a typo.
You hit the Backspace or Delete keys a few time and then it comes, immediately
(thus very fast) after the last Backspace key hit, you restart normal typing again.
And, voila, le phantom typist!

The first few newly typed characters (after the last Backspace) are being repeated
at a very low frequency again and again. Most times, this results in a
non-interruptable sequence, so all you can do is reset the machine.
Some people, though, have managed to stop it by immediately pressing the ESC
key or they even managed to get the file save function working before the
phantom typist went into the non-interruptable sequence. (Note that pressing
ESC sometimes stopped it, but I never had that luck).

Now the question: how come?

All the net has been able to found out was the following:
The editor (or other application) handles key input in a non standard way.
The program is trying to give the user a nice feature, but GEM offers no way
to do it nicely. I mean the following: When typing normally, you like to type
ahead, even if the program cannot follow that quickly. A good editor allows
those things. However, typing some characters or function keys, you do _NOT_
want the type ahead, for example: Backspace, Delete line, etc. (I know this
is a matter of taste, so do not flame!). Lots of wordprocessors and even editors
works this way.

Gem only allows you to either wait for keyboard events or using other functions
to get the keyboard status. So as soon as a backspace or delete function comes
in via the event function, the program should check if that key is still being
pressed. This is done to see if the key should still be handled.

Now it comes:
If already another key is pressed in available in the input buffer of the event

handling functions of GEM, while you process another kind of i/o function for the same kind of input, the phantom typist arises.

Atari warns for this by saying not to use different levels for the same i/o devices mixed in a program. However, there is no other way to create the above feature within a program then by mixing AES, and bios functions...

Hope this helps understanding the problem.

So wait a second after deleting stuff, before typing the new stuff will surely help to avoid the phantom typist to arise.

John
--
John Janssen Email: johnj@echo.tds.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

2730. Photo Chrome - uploaded to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 09:20:57 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010054@hpbbrd.bbn.hp.com>
Source record: 217358

I tried to run this on my system (1985 ST, PAL color TV) and it `sort of'
worked. I could convert RAW images (generated by Rayshade, but in QRT format)
to Spectrum 512, but I couldn't get the PCS-ST and SUPER HAM modes to work
in 50 Hz. Unfortunately, my TV doesn't like 60 Hz at all.

What I get in those two modes at 50 Hz doesn't even remotely resemble the
original. There are lots of white pixels, and lots of colored streaks.

Does anybody know what could cause this (timing problems, ...) ? I'm
not that experienced in this sort of multi-color hackery.

Thanks in advance,

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2731. Re: GSZRZACC?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 09:37:14 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Sep16113702@zetkin.cs.tu-berlin.de>
Source record: 217546

In article <1992Sep16.075711.6575@nntp.hut.fi> sakaria@vipunen.hut.fi (Sakari Aaltonen) writes:

> Looking for a good terminal program, I downloaded Rufus v.1.10 from a.a.u.e.
> Unfortunately, it won't do Zmodem without GSZRZACC, which I can't find.
> Does anyone know where it might be located?

GEMSZRZACC is not pd or Shareware, you only got it, when you pay your
Shareware-fee to Michael Ziegler. GEMSZRZ is 'Shareware' and only up
to V1.9b available.

You can use ZModem with RUFUS, when you use the extern-slot.

Ciao
Herwig

(PS: ftp.cs.tu-berlin.de (130.149.17.7):
-rw-rw-r-- 1 hesche atarimod 54206 Jun 5 15:02 gszrz19b.lzh
-rw-rw-r-- 1 hesche atarimod 189650 Jun 6 13:26 rufu1119.lzh
)
--
Herwig Schelauske | Internet: hesche@cs.tu-berlin.de
Charlottenburger Ufer 1 | MAUS: @ B
1000 Berlin 10 | StarNet : PGS #1223 | Please send flames to dev/null
Phone: +49 30.342 05 39 | Fido-Net: 2:2403/12.16

2732. Re: Photo Chrome

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 10:06:10 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Sep16.100610.21347@ulrik.uio.no>
Source record: 217547

In article <196gi9INNk7q@peponi.wcc.govt.nz>, shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:
> Just a quick note to say I *am not* the author of Photo Chrome,
> I just FTP'd it to a.a
>
> A few people seem to have got the idea I wrote it!
>
> The authors address etc (not email) is in the document that comes with it.
> The source code is available.
>
> Craig.
>
> * Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
> * 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
> * Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

Is this a version of PhotoChrome that supports GIF's ?

For those of you who have not tried it : It's marvelous, but still hasn't got support for that many interesting formats....

Jarle.

2733. Re: ZOO problems (was PERFPICH.TOS v1.1 posted to a.a)

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 10:47:14 UTC
From: vince@sci.kun.nl
Message-ID: <Buo3Ar.5Fw@sci.kun.nl>
Source record: 217558

In <10285@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>In <1992Sep14.035858.2395@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:

>>.ZOO is a LOT slower than LHarc, (in 'high compression' mode) - and
>>fails to get as good compression. (The difference is so small it
>>hardly matters) but speed is a real problem!

>Since they use exactly the same algorithm (hence "The difference is so small"
>- the the difference in header info), it is merely particular implementations
>you are talking about. All you are saying is that the particular lharc
>program you use was written in assembler.

>On my unix box here:
^^^^^^^^

>~/bin $ time zoo ah t.zoo foobar
>Zoo: foobar - (54%) added

>real 0m51.06s
>user 0m43.76s
>sys 0m1.65s
>~/bin $ time lha a t.lzh foobar
>foobar - Frozen

>real 0m57.63s
>user 0m51.63s
>sys 0m1.56s

>So there! (No doubt the zoo one is better merely because it has been
>around longer, and so more optimizations have been made).

The ST version of LHARC is programmed in assembler; the ZOO is a
ported C-source. That's why LHARC is faster on an ST. Drawback is the
decreased (:-) portability of a machinecode file. That's why I still
use ZOO.

>--
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> _.-._/ University of Queensland, / C references are NULL && void*
> v Brisbane, Australia. /

P.S. Did you get my .exr?

Sander STOks
vince@sci.kun.nl

2734. ICD Software- Most recent?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 10:47:41 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Sep16.104741.22780@aston.ac.uk>
Source record: 217554

Header pretty much says it all, really; what's the most recent version of the ICD hard drive software, and where can I get it from? (I think my current version is dated 1990, so I _may_ be up to date already, but I'd rather know for sure! :)

--
Tim Wright. \ Real Life sucks
wrighttj@cs.aston.ac.uk \ losers dry.

2735. ST Utils survey- where is it?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 10:51:00 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Sep16.105100.22898@aston.ac.uk>
Source record: 217553

Hi there. A while ago, someone posted a query asking what software boot utilities/ DAs people were using (Superboot, Neodesk, Quick ST etc.) but I never saw the subsequent summary. Did I miss it, or was it never posted? Just I'd quite like to know what was popular...

--
Tim Wright. \ Real Life sucks
wrighttj@cs.aston.ac.uk \ losers dry.

2736. ST Format VIRUS

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 10:59:22 UTC
From: strgh@warwick.ac.uk
Message-ID: <1bkqbsnq@csv.warwick.ac.uk>
Source record: 217552

My most recent ST Format cover disk (`Magic Story Book' etc.)
had the ghost virus on it. I'm a subscriber (blush); I assume
the over-the-counter copies may also be infected.
-- Ewart `Caveat Emptor' Shaw
--
`Look & Feel' latest progress report: Apple sues Orange.

2737. Re: TeX Question

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 11:09:15 UTC
From: vince@sci.kun.nl
Message-ID: <Buo4BG.5Mz@sci.kun.nl>
Source record: 217559

In <1992Sep15.163331.19788@sae.com> malay@sae.com (Bob Malay) writes:

>I want to print the Uniterm documentation using TeX on our SparcStation - when I
>do:

> latex ug.tex

>TeX complains about not finding the font "cmss8" - I checked and it is not in the
>TEXFONTS directory, but it appears that I can "make" one using MetaFont. How do
>I go about doing this (MetaFont is installed and I tried "cmmf cmss8" but this
>only created a "cmss8.2602gf" file not a "cmss8.tfm"). I'm a bit confused. Can
>anybody help???

>Sorry for posting this to "atari.st" but I know there are a bunch of TeX`ites out
>there,

>Bob Malay

GF stands for 'Generic Font', which is the format MetaFont outputs.
TFM stands for 'TeX Font Metric' and contains the font metric
information used by TeX itself to typeset your document. To print or
preview it, you need the real font bitmap, usually a compressed format
called PK. There must be some kind of GFTOPK on your SPARC, I guess.
Now MetaFont creates both a GF *and* a TFM, so I'm baffled as to where
that TFM is gone. It could be, however, that some option is set to
delete the TFM as it's not needed more than once, so when you make a
font for, say, a new printer, the TFM's wouldn't be different and thus
not be needed. It's not so nice of course, that there's no check on
whether the TFM already exists or not. Ask a local wizzard how to
switch off the option. Oh, before that, take a look in the MFOUTPUTS
directory (may be called differently on your particular machine, but
the $MFOUTPUT(S?) environment variable should be pointed to it,
'course that's where MF normally stores it's output.

Hope this helps.

Sander SToks
vince@sci.kun.nl

P.S. There IS a TeX newsgroup -- but it's a very boring one. I'm not
subscribed myself.

2738. Re: Photo Chrome

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 11:14:28 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Sep16.111428.7335@email.tuwien.ac.at>
Source record: 217548

jarleb@athena.uio.no (Jarle Brinchmann) writes:
: In article <196gi9INNk7q@peponi.wcc.govt.nz>, shore_c@kosmos.wcc.govt.nz
: (Craig Shore) writes:
: [...]

: Is this a version of PhotoChrome that supports GIF's ?
:
: For those of you who have not tried it : It's marvelous, but still
: hasn't got support for that many interesting formats....
:

It should be relatively easy to convert a GIF to RAW format...
(though a bit wasteful...)

M.Yannikos

2739. Re: GSZRZACC?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 11:30:56 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1992Sep16.113056.20876@dxcern.cern.ch>
Source record: 217549

> Looking for a good terminal program, I downloaded Rufus v.1.10 from a.a.u.e.
> Unfortunately, it won't do Zmodem without GSZRZACC, which I can't find.
> Does anyone know where it might be located?

You can use Rufus aloso without this .ACC. Perhaps you should try
Rufus 1.11 Rel9 which should be available on several german fileservers.

To get this (very useful) GEMRZSZ.ACC please contact Michael_Ziegler@m.maus.de.

It is shareware and you'll need DM 30,- to register and get a copy of the
latest version.

Wolfgang

2740. Re: HELP me find Petra, please...

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 13:22:20 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.k9jqPRCI_Ho@nasim.sta.sub.org>
Source record: 217367

In <1686212DA7.C556212@mizzou1.missouri.edu>, Jeoff Hines writes:
>
> Hello, thank you for reding my message. Really the title says it all.
>Do you know where a program called petra is. It (I was told) fools software
>specifically Paula into thinking you have a DMA sound chip.
> Any related help would be appreciated!
>Jeoff Hines c556212@mizzou1.missouri.edu
>

Hya Jeoff!

The File PETRA.LZH is only 5734 Bytes long. If you are intersted in that
file I could post it to comp.binaries.st . But I don't know if it's
normal to post binaries without asking the moderator of the group.

I dont't have Internet Access, so I don't know how to upload sth to a.a.

Tell me what I should do and I'll help you to enjoy sound on your ST!

Knarf
--

| A whore is never too tired to open her legs - Pink Turns Blue |
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - Germany |

2741. Zoo with UNIXMODE

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 13:46:01 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92260.154601HAC041@DJUKFA11.BITNET>
Source record: 217551

There seem to be many ST implementations of zoo 2.1 around. Does anyone
know if any of them supports the UNIMXMODE convention used by the gcc library?
I have a large archive in which all files have long names, and it would
be tedious to rename them manually.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

2742. Re: TOS 2.06 solves hardware problem of MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 14:32:14 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Sep16.143214.21816@cs.ruu.nl>
Source record: 217560

In <1992Sep14.115214.27408@echo.philips.nl> johnj@echo.philips.nl (John Janssen) writes:

>back on it. Few days later, I received a letter, containing the 2.06 ROMS!
>

Great! I'm going to claim those as well! For my 1040STE that is!
(hihi)

I suppose that's reasonable since I do have problems with screen savers
and such? If so, I suggest we all go and tease Atari! That'll force them
to test their ROMs a little bit better than they currently do (remember
the hard drive problem for STEs:- I had to travel to Atari BENELUX about
four times to get that right; in the end they replaced the whole SH204.)

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

2743. Re: ST-RAM in a TT upgrade?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 14:58:43 UTC
From: bcc@lanai.Eyring.COM
Message-ID: <1992Sep16.145843.18578@fcom.cc.utah.edu>
Source record: 217555

In article <1992Sep15.150048.3700@arizona.edu> paul@jupiter.noname writes:
>I've got a TT with only 2 Megs of ST RAM and was wondering what a good price
>for another 2M ST RAM would be (and maybe where from). I'm sure it's cheaper
>then TT RAM, which I definitely can't afford right now, and I'd also be able to
>use it with Spectre.
>
>-Thanks!
>
>-Paul Harris
>paul@jupiter.ame.arizona.edu
>
>

I recently upgraded my Mega from 2 to 4 Meg for $50+ in parts. I bought 16
RAM chips for $3/each plus $2 for the shipping from one of the companies that
deals in used components. (I bought a package of resistors from Radio Shack
and already had the capacitors.) I don't have the invoice, and forget the
name of the company that sold me the RAM chips -- there is a tabloid called
PROCESSOR that has a regular set of ads from companies wanting to buy used
silicon. I called one of them and asked if they were willing to sell me the
chips and struck a deal. The ST RAM chips are fairly slow by today's standards
(120 ns?) and not as expensive as the current, 70ns memory. I think you can
contact the publishers of PROCESSOR at 800-247-4880. They have a lot of other
stuff, like disk drives, printers, and so forth.

--
Brian Cooper bcc@Eyring.COM
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

2744. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 15:11:48 UTC
From: bcc@lanai.Eyring.COM
Message-ID: <1992Sep16.151148.18803@fcom.cc.utah.edu>
Source record: 217557

In article <1992Sep15.150854.24070@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 19120@csi.uottawa.ca, cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>
>>You aren't talking about an <IBM> emulator. Some marketing droid may call
>>it an emulator, but it is NOT. An emulator is something that pretends
>>to be something else. The AT-Speed does not emulate an 80286 - it
>>actually HAS an 80286 on board. Similarly, the "386 emulator" will
>>ACTUALLY have an 80386 (or perhaps one of the competing clone chips)
>>on board.
>
>emulator-smemulator, who cares? In common parlance, we use the term to discuss
>a hardware or software tool which allows us to execute software written for another
>platform. Construction is not important... performance & compatability is!
>

I know what happened! Chris got confused between emulating an IBM PC and
emulating an Intel processor! The ST emulates an IBM PC (or suitable clone)
by using a software emulation of the the IBM's processor or having a hardware
assist from an Intel processor (or suitable clone). My dictionary gives the
following for emulator:

---

em-u-la-tor \'em-ye-,laEt-er\ n
(1589)
1: one that emulates
2: hardware or software that permits programs written for
one computer to be run on another usu. newer computer

The first, recursive definition is expanded by the following:

1em-u-late \'em-ye-,laEt\ vt -lat-ed; -lat-ing
[L aemulatus, pp. of aemulari, fr. aemulus rivaling --
more at ETIOLOGY]
(1589)
1a: to strive to equal or excel
1b: IMITATE; esp: to imitate by means of an emulator
2: to equal or approach equality with

2em-u-late \-let\ adj, obs
(1602)
:EMULOUS 1a <pricked on by a most emulate pride --Shak.>

****
The quibble may be valid in regards to whether AT-SPEED emulates the 286 --
maybe it doesn't. I do think, however, that AT-SPEED and similar
products do allow the ST to emulate an IBM-PC. Now, can we get back to

bashing other people's computers?
--
Brian Cooper bcc@Eyring.COM
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

2745. TOS versions on ST f ??? How bad is 1.0?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 15:44:16 UTC
From: jrwyatt@bmerh136.bnr.ca
Message-ID: <1992Sep16.154416.2871@bmers95.bnr.ca>
Source record: 217561

Hi all,

I have TOS 1.0 on a ST f. How bad is this? I often see flaky results
using programs either from a.a or from purchased disks? Does this
reflect the TOS version? Do you recommend an upgrade?

Thanks,

Robert Wyatt

J. Robert Wyatt 613-763-9665 |E-Mail --------->>>> jrwyatt@bnr.ca
Bell-Northern Research Ltd. |-----------------------------------
P.O. Box 3511, Station C |My views are my own; no one
Ottawa, Ontario |else would own up to them.
Canada, K1Y-4H7 |Don't take offence, its not intended!
==

2746. GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 15:55:27 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep16.155527.29357@newshost.lanl.gov>
Source record: 217562

I picked up my GEMULATOR (Atari ST emulator for the PC) from the Glendale show this weekend and now have it installed in a 486-33. If anyone is thinking about buying one and has a specific question, I'd be happy to entertain it. There are pros and cons involved here folks and you should know both sides before blindly plunking down your money.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2747. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 16:27:19 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Sep16.112720.18017@doug.cae.wisc.edu>
Source record: 217565

In article <1992Sep13.234029.16023@u.washington.edu> mpark@milton.u.washington.edu (Michael Park) writes:
>In article <1992Sep13.161224.18277@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>>In article <Chris_Millar.04jv@lppl.mi.org> Chris_Millar@lppl.mi.org (Chris Millar) writes:
>>>Hey, Kovarski - I'm sick of your sh*t - if i wanted to waste my time I'd
>>>reply to every one of your ridiculous posts, but for now you'll have to
>>>settle with this - shut up - if I wanted to hear more moronic Atari
>>>bashing, I'd hang out in amiga.advocacy.....
>>>
>>>
>>>-- Via DLG Pro v0.992
>>>
>>
>>Look GUY,
>>
>> Mr. Kovarski has the right to post anything he wants, no exceptions.
>
>Of course, Mr. Millar has the exact same rights.
>
>>If you can't find some other means of disagreement other than your threats
> ^^^^^^^
>>of mailing his administrator, using vocabulary of the uneducated kind,
>>simply find yourself a good country that does not allow freedom of speech and
>>settle there.
>>
>
>What threats?
>
>>OTHERWISE THINK and reply.
>> ----- -----
>>
>>-Greggy POO
>
>
>Hey GREG,
>
> Mr. Millar just told Mr. Kovarski to "shut up" -- which is basically
>what you've told Mr. Millar to do.
>BTW, I don't see any threats of mailing his administrator, DO YOU?
>
>READ, THINK, and reply
>---- ----- -----

Why don't you take some of your own advice guy and RE READ what I posted.

The reply was based on Mr. Millar's advice to Mr. Kovarski.

In effect I told him to do the same using his own advice.

If you will notice, I told him to reply, I would hardly call that censoring...

Take a 1st grade reading course before you run RN. Better yet, while your at it learn how to write and then run rn. I bet the program would be a lot more user friendly.

>
>--
>Ciao-abunga! +-------------------------------------+
>Michael Park | My brain intentionally left blank |
>mpark@u.washington.edu +-------------------------------------+

-Greggy POO

2748. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 16:34:37 UTC
From: baffoni@aludra.usc.edu
Message-ID: <197nmtINN61b@aludra.usc.edu>
Source record: 217563

In article <61153@aurs01.UUCP> whitcomb@aurxc3.aur.alcatel.com.UUCP (Jonathan Whitcomb) writes:
>Wow! I'm afraid you've got this backwards. A sine wave has a single
>frequency, where square waves and triangle waves may be constructed by
>infinite sum of sine waves of *higher* frequencies. This is called a
>Fourier series. A sine wave can be completely described by a single
>frequency component.

Sorry dude. You are on the wrong side of the equation. Your equation assumes that you can output true sin wave outputs, and yes, with the right sin/cosine waves you can _approximate_ a square/triangle wave. But a computer is on the other side - you have a machine that outputs what are basically square waves (no such thing as a true square wave as there is always some capacitance - and such a velocity would tear your speaker diaphram (sp?)). You are trying to approximate a sinusoidal wave with discrete method of continual samples - a more appropriate mathematical metaphor would be examining how a Gausian approximation works on a complex function. As delta->0 of the distance between gauge points of the function (these are the sampled points of the function), you get a more accurate approximation of the function. As delta -> 0, your frequency -> infinity. Of course a computer cannot sample at infinite Hz...so you limit yourself to the frequency domain you wish to stay in (enter Nyquist, et all). Of course there have been other means of improving on Gaussian approximation (the names escape me) - but they involve most of the techniques found in oversampling, and as such they are better left in the output functions, rather than in the raw data (where they would only make your data larger but with inaccuracies).

Sorry if this gives someone a calcII/numerical analysis flashback...I think it gave me one...

>**
>Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
>Alcatel Network Systems Delphi: JBWHIT
>Raleigh, NC GEnie: J.WHITCOMB3

-Mike

2749. Re: Tek terminal emulation program?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 16:37:05 UTC
From: baffoni@aludra.usc.edu
Message-ID: <197nrhINN687@aludra.usc.edu>
Source record: 217564

In article <1992Sep11.135246.3836@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>If I am not mistaken, Uniterm is the only communications package for
>the ST with TEKtronic40XX emulation.

Well, you are. :) As of ver 1.52b, Connect now has Tektronic 4010
emulation.

>Cheers,
>Chris

Some things _do_ move forward in our Atari community.

-Mike

2750. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 16:44:03 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Sep16.114404.18304@doug.cae.wisc.edu>
Source record: 217567

In article <10278@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>carter@cae.wisc.edu (Carter Gregory) writes:
>
>> Mr. Kovarski has the right to post anything he wants, no exceptions.
>
>Damn. I thought I had my kill file configured to ignore "Gregory Carter"
>(and "Carter Gregory", which he changed to once everyone had entered him
>into their kill file). I guess the auto-select on "Falcon" must have
>overridden the kill. Time to edit the kill file again... might as well
>add "Mark Kovarski" too, since he hasn't actually contributed anything
>useful for as long as I've watched.
>
>
>And, to make this post useful, I've just uploaded "COMBAT" to a.a - it's
>a modern version of the old-old-olde 8-bit game. Really neat sprites
>(I think). 64 anti-aliased rotations! Source-code soon.
>
>--
>Warwick

I am touched.

>--
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> _.-._/ University of Queensland, / C references are NULL && void*
> v Brisbane, Australia. /

Now, for something a bit more useful. I downloaded connect...1.52. FTP'ed
off of atari.archive.

The archive is massively damaged when I recieved it. I was wondering if
anyone else has downloaded this program and has had the same problems...

Greggy POO

414-339-0649...call or be damned to live your life in eternal darkness...

2751. Re: MIDI file players (WAS : MOD players)

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 16:47:33 UTC
From: bill@mwca.UUCP
Message-ID: <1993@mwca.UUCP>
Source record: 217572

In <1992Sep15.121324.12990@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

>johnj@echo.philips.nl (John Janssen) writes:

>: wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

>: >AVRK90@waccvm.corp.mot.com (Kevin Cox) writes:

>: >: Just wondering if anyone out there has heard of a MOD player that will
>: >: play MODs at random, say from a given disk. Is there such a thing?

>: >Greetings- Personally, I'd like something like this for MIDI files (any
>: >format) which works as a DA or a background process. Anything like this
>: >around?

>: PLAYBACK is not a DA or background program, but can play standard MIDIFILES,
>: via the atari ST MIDI out port.

>... Stuff about PLAYBACK deleted ...

>Well, I've already got Playback, and it's pretty smart- easily the best
>MIDI player I've seen- but what I really want is something which'll
>play stuff while I go and word process/ draw pictures/ play tetris :)
>or whatever at the same time.

Well, this should certainly be possible under MultiTOS, or perhaps under
MultiGEM, since the new version of Playback runs in a window.

For what it's worth, Playback has yielded a world-wide total of one (1)
shareware registration. This is pretty depressing, considering that it
certainly seems to be a program of some value (especially the new about-to-
be-released version), and arrangements have been made for both North American
and European shareware registration. Bah.
--

##
Bill Sheppard -- Western Regional Sales Manager -- bills@microware.com
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
################ Opinions expressed are my own and usually wrong ################

2752. Re: Nyquist wrong. Not [was (none)]

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 16:52:00 UTC
From: baffoni@aludra.usc.edu
Message-ID: <197ongINN7mc@aludra.usc.edu>
Source record: 217566

In article <1992Sep14.104401.8585@jet.uk> djs@jet.uk (David J Stevenson) writes:
>In <2250287@overmind.citadel> only_bbs!JOHN_LOCKARD@overmind.mind.org writes:
[describes needing 100KHz for an accurate 25KHz output]
>I do not think that you understand basic sampling theory. Please look it up.
>A sine wave of up to 35kHz can be represented by a sampling rate of 70kHz.
>You are right that, if sampling at exactly 70kHz, you cannot tell the
>difference between DC and 35kHz, but anything less than 35 is fine.

Well, he is right in a way. As you noted, at twice the target
frequency (exact) you are always hitting the same part of the wave - thus you
output a DC signal. If you sample at slightly more than twice target freq.
you start to get some distortions (obvious would be "beat" frequencies - the
difference in the frequencies is small enough that you can hear as samples
made along the target freq. differ only slightly and so your quasi-DC wave
varies at a frequency of (1/2 sample freq) - (target freq)). Other distortions
(as the original poster said) occur - and yes they do occur regularly on CD
(high frequency) sound. Its just that most music is an amalgum of lots and
lots of frequencies so you don't really notice much if a couple suffer from
phase/amplitude/whatever distortion as most of the bandwidth is faithfully
reproduced.

You might notice if you were sitting there listening to a single, solid
14kHz note (not something I do regularly) - this is about the point where
CD loses its frequency response (or maybe it was around 18KHz).

>According to your descriptions above, a CD should have a bandwidth of about
>10kHz or less!

See above. Its not quite that bad, but it certainly is not faithful
at 22.05KHz!

>--
>+---+
>| David Stevenson djs@jet.uk Tel: +44 235 465028 |
>+---+
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

-Mike

2753. Re: GSZRZACC?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 16:56:02 UTC
From: kruel@phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <1992Sep16.165602.8404@phys-chemie.uni-wuerzburg.dbp.de>
Source record: 217570

In article <HESCHE.92Sep16113702@zetkin.cs.tu-berlin.de> hesche@cs.tu-berlin.de (Herwig Schelauske) writes:
>In article <1992Sep16.075711.6575@nntp.hut.fi> sakaria@vipunen.hut.fi (Sakari Aaltonen) writes:
>
> > Looking for a good terminal program, I downloaded Rufus v.1.10 from a.a.u.e.
> > Unfortunately, it won't do Zmodem without GSZRZACC, which I can't find.
> > Does anyone know where it might be located?
>
>GEMSZRZACC is not pd or Shareware, you only got it, when you pay your
>Shareware-fee to Michael Ziegler. GEMSZRZ is 'Shareware' and only up
>to V1.9b available.
>
Yes, but the accessory version will cost 30 DM (~ $20), which is too much
compared to the 50 DM for Rufus or ConNect, where you get a complete
terminal program, and - in the latter case - a fine handbook written in TeX.

The author should consider in lowering the price to a considerable amount.
I won't pay 30 DM for that.

Thomas.
--

Th.-M. Kruel Institut fuer Physikalische Chemie der Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg (Germany)
Phone: +49 931 31579

2754. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 17:16:30 UTC
From: baffoni@aludra.usc.edu
Message-ID: <197q5eINNajr@aludra.usc.edu>
Source record: 217568

In article <1992Sep16.114404.18304@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>Now, for something a bit more useful. I downloaded connect...1.52. FTP'ed
>off of atari.archive.
>The archive is massively damaged when I recieved it. I was wondering if
[stuff deleted]

Hi,

I dlnd it myself - no problems. Guess maybe it got damaged enroute.

Giver 'nother try.

(maybe you forgot to type bin?)

>Greggy POO

^^^

Now is this real POO or SHAMPOO? If it aint real, do you turn all white and bubbly when you take a shower (all SHAMPOO does this because, as the name implies, it is a sham and is not the equal of real POO - real POO retains its color and texture regardless of where you smear it)?

;> for the humor challenged (its NOT politically correct to call them Humor-handicapped, or the mentally defficient, or just-plain-dumb)!

>414-339-0649...call or be damned to live your life in eternal darkness...

Guess all my vampire friends will be happy about that. :)

-Mike

2755. Re: ST-RAM in a TT upgrade?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 18:15:36 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.wQ8of33hjiA@fredrik.atari.no>
Source record: 217576

In <1992Sep15.150048.3700@arizona.edu>, Paul Harris writes:
>I've got a TT with only 2 Megs of ST RAM and was wondering what a good price
>for another 2M ST RAM would be (and maybe where from). I'm sure it's cheaper
>then TT RAM, which I definitely can't afford right now, and I'd also be able to
>use it with Spectre.
>
>-Thanks!
>
>-Paul Harris
>paul@jupiter.ame.arizona.edu
>
>
ST-Ram is actualy more expensive (less MB/$$) than TT-Ram, due to the fact that
it is 64Bit wide and uses 'rare' ram chips!

--

```
-----------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------------
```

2756. FONTGDOS.LZH; what lzh to use?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 18:17:36 UTC
From: jharres@doc.bmd.trw.com
Message-ID: <1992Sep16.111736.346@doc.bmd.trw.com>
Source record: 217569

I just ftp'd FONTGDOS.LZH and tried to extract with unlzh172.prg. All files test okay but cannot be extracted due to bad CRCs. What version of LZH should i be using?

JIm jharres@doc.bmd.trw.com

2757. Financial Simulation Games

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 18:25:34 UTC
From: kennyy@bnr.ca
Message-ID: <1992Sep16.182534.3090@bmers145.bnr.ca>
Source record: 217571

Are there any financial simulation-type games for the Atari ST?
I'm looking for something along the lines of:
"start with $10 and try to end up a millionaire in the stock market"

Mainly, I want to practice these kinds of things on the computer
until I can get some cash to play with in the real world.

It can be PD or commercial. (I heard Railway Tycoon is out...could
be interesting!)

I would appreciate e-mail, since I don't read this group very
often. If more than ten people requests it, I'll post a summary.

Kenny Yan.
The above is not a BNR view/comment/press release.

2758. Re: TOS versions on ST f ??? How bad is 1.0?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 18:59:17 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep16.185917.23215@newshost.lanl.gov>
Source record: 217573

In article 2871@bmers95.bnr.ca, jrwyatt@bmerh136.bnr.ca (Robert Wyatt) writes:
>
>I have TOS 1.0 on a ST f. How bad is this? I often see flaky results
>using programs either from a.a or from purchased disks? Does this
>reflect the TOS version? Do you recommend an upgrade?

Robert, without a doubt, one of the most cost effective upgrades you can make to your ST is to buy a new TOS ROM set. Version 1.0 was particularly buggy in some areas and just plain slow in others. You can buy a set of version 1.4 ROMs from your "local" Atari dealer for about $60 for a vast improvement.

Much better is to install a set of TOS 2.06 ROMs which will give you the same desktop features as can be found on the MegaSTe and TT machines. The easiest way to do the latter is to purchase a TEC (TOS Extension Card) from the good folks at Codehead Technologies (213-386-5735) or ask your dealer for it.

If you are keeping your ST, definitely upgrade your TOS. It's well worth it!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2759. Re: Tek terminal emulation program?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 19:15:18 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <1271@tekgen.bv.tek.com>
Source record: 217574

In article <197nrhINN687@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <1992Sep11.135246.3836@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>>If I am not mistaken, Uniterm is the only communications package for
>>the ST with TEKtronic40XX emulation.
> Well, you are. :) As of ver 1.52b, Connect now has Tektronic 4010
>emulation.

It's Tektronix :-)

---- ----
/\/\/\ Bob Luneski Diamond Back II, Diamond Edge, and UVK Support: /\/\/\
\/\/\/ Oregon Research Associates boblu@tekgen.bv.tek.com \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Genie: ORA.TECH \/\/
\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 639-6182 \/

2760. Re: ST-RAM in a TT upgrade?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 19:34:45 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Sep16.123449.3707@arizona.edu>
Source record: 217575

In article 18578@fcom.cc.utah.edu, bcc@lanai.Eyring.COM (Brian Cooper) writes:
> In article <1992Sep15.150048.3700@arizona.edu> paul@jupiter.noname writes:
> >I've got a TT with only 2 Megs of ST RAM and was wondering what a good price
> >for another 2M ST RAM would be (and maybe where from). I'm sure it's cheaper
> >then TT RAM, which I definitely can't afford right now, and I'd also be able to
> >use it with Spectre.
> >
> >-Thanks
> >
> >-Paul Harris
> >paul@jupiter.ame.arizona.edu
>
> I recently upgraded my Mega from 2 to 4 Meg for $50+ in parts. I bought 16
> RAM chips for $3/each plus $2 for the shipping from one of the companies that
> deals in used components. (I bought a package of resistors from Radio Shack
> and already had the capacitors.) I don't have the invoice, and forget the
> name of the company that sold me the RAM chips -- there is a tabloid called
> PROCESSOR that has a regular set of ads from companies wanting to buy used
> silicon. I called one of them and asked if they were willing to sell me the
> chips and struck a deal. The ST RAM chips are fairly slow by today's standards
> (120 ns?) and not as expensive as the current, 70ns memory. I think you can
> contact the publishers of PROCESSOR at 800-247-4880. They have a lot of other
> stuff, like disk drives, printers, and so forth.
>
>
> --
> Brian Cooper bcc@Eyring.COM
> Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

I'm not sure how this would work in a Mega--is there already some place to put the chips, etc.? But in the TT an additional board is required, as far as I know (there's sure no place to plug chips in). Maybe I could make one myself _if_ I had the specs for it, which I don't. Any more suggestions?

-Paul
paul@jupiter.ame.arizona.edu

2761. 520ST (With Everything) for sale

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 19:37:57 UTC
From: trimble@titan.rdd.lmsc.lockheed.com
Message-ID: <1992Sep16.193757.16078@enterprise.rdd.lmsc.lockheed.com>
Source record: 217577

The title says it all:

520 with TOS in ROM and a battery backed up clock
Double Sided floppy (external)
1224 Color Monitor
Sx212 modem

20Mbyte Winchester with BMS Controller

HP Thinkjet Printer

MWC C Compiler
Lots of games, shareware, etc (75 3.5" disks)

Looking for around $500 (whatadeal!)

Reply via email and we can trade phone numbers, addresses, etc...

Gary M. Trimble

2762. Re: 520ST always boots twice: help!

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 20:20:20 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340104@hpfcso.FC.HP.COM>
Source record: 217359

I see the same double boot deal. It occurs when the reset-proof ramdisk starts up. Wow, I though I was the only one to have to deal with this. The ramdisk code that I use is one that I got from a magazine in 1987. I believe that it was Compute. I did patch the binary file to allow a greater than 1 Meg ramdisk. Many public domain ramdisks crash if you try to set up a 2 or 3 Meg RAM disk. The reason is not enough FAT sectors are allocated. I have a 4Meg 1040ST with 1 floppy drive and an EPROM drive that I made to hold compilers, editors and UNIX type tools. I have no hard disk so I use the ramdisk to hold lots of stuff.

Anyway, I too beleive that the double boot is due to the RAM disk code.

Ted Rossin

2763. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 20:46:12 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <0ehtole00awDE5bmJj@andrew.cmu.edu>
Source record: 217589

Excerpts from netnews.comp.sys.atari.st: 15-Sep-92 Re: IBM Emulators
John Hutchinson@bellman. (1131)

> In article 7407@oz.plymouth.edu, oddjob@oz.plymouth.edu (Andrew C.
> Stoffel) writes:

> >Does someone have a list of IBM-"emulators" for Atari ST series

> Andy, others in this group may add their $.02, but the only PC emulators that I
> know as being currently supported are the ICD AT-Speed and PC-Speed units which
> are priced around $400 and $200, respectively. I don't believe the
> SuperCharger
> (sold by Talon?) is supported any longer although you might still find
> the units
> for sale. And frequently you may find a PC-Ditto II hardware board for sale as
> well as the PC-Ditto software only solution (works but very s-l-o-w).

> There is not a tremendous market for PC emulators anymore because you may now
> buy a standalone PC for not much more than the cost of these emulators.

> Anyone know of any other PC emulators?
> ---

> _____________________________ John "HUTCH" Hutchinson ____________________________
> ______________________ Fair Dinkum Technologies Member - IAAD _____________________
> ____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
> _____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

as mentionned before, there is the ATonce from Vortex

BTW: PC-speed isn't really supported any more

furthermore, both AT emulators come in 2 flavors:
one old running at 8Mhz and one a bit more recent running
at 16 Mhz (but without cache)

Both emulators are not identical, AT-speed C16 has
a math-copro socket while ATonce has a on-board RAM
possibility (up to 512K accessed at full speed)

There are other differences of course, but these are the
most obvious to me !

Stefan Monnier

```
------------------------------------------------------
-- On the average, people seem to be acting normal --
------------------------------------------------------
```

2764. Re: Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 20:47:55 UTC
From: saj@chinet.chi.il.us
Message-ID: <Buov3v.A4v@chinet.chi.il.us>
Source record: 217365

The defragmenters I'm familiar with all recommend strongly that you do a complete backup before using them. Then they take a long while moving clusters around. I recommend that you do a complete file-by-file backup (in contrast to an image-mode backup), verify it, clear out the disk partition and restore from the backup. You can even reformat if you like. This generates a defragmented partition with a current backup in about the same time as a defragger, and is more straightforward. I personally use Beckemeyer's Hard Disk Sentry too, but to spot problems and to generate a "write gap".
Steve

2765. St system forsale

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 20:58:00 UTC
From: v5914ane@ubvmsd.cc.buffalo.edu
Message-ID: <BuovD0.J2p@acsu.buffalo.edu>
Source record: 217578

```
520st w/3.5 ss/dd drive
atari color monitor w/ problem (no red)
20 disks
and cables and mouse and stuff
for a mere $200

v5914ane@ubvms.buffalo.edu
sig.acsu.buffalo.edu
```

2766. Re: ICD Software- Most recent?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 21:00:47 UTC
From: gwmeyer@iastate.edu
Message-ID: <gwmeyer.716677247@vincent1.iastate.edu>
Source record: 217579

In <1992Sep16.104741.22780@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

>Header pretty much says it all, really; what's the most recent
>version of the ICD hard drive software, and where can I get it
>from? (I think my current version is dated 1990, so I _may_ be
>up to date already, but I'd rather know for sure! :)

>--
>Tim Wright. \ Real Life sucks
>wrighttj@cs.aston.ac.uk \ losers dry.

The most recent version of ICDBOOT that I've seen is 5.6.1 and it is only
available for downloading (legally, that is) from the ICD BBS, GEnie, CIS,
DELPHI and The CodeHeadquarters BBS. Any other download location is in
violation of ICD's restrictions for distribution.

--Gordie Meyer
biblinski@delphi.com
Assistant Area Manager
DELPHI's ST Advantage SIG

2767. Re: FONTGDOS.LZH; what lzh to use?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 21:01:57 UTC
From: klassa@aurs01.UUCP
Message-ID: <61163@aurs01.UUCP>
Source record: 217594

In article <1992Sep16.111736.346@doc.bmd.trw.com> jharres@doc.bmd.trw.com writes:
>I just ftp'd FONTGDOS.LZH and tried to extract with unlzh172.prg. All
>files test okay but cannot be extracted due to bad CRCs. What version
>of LZH should i be using?
>
>JIm jharres@doc.bmd.trw.com

I would imagine you need to get lzh201i.lzh from atari.archive. I
posted a few weeks ago asking the same thing (about a different .lzh
file) and didn't get a single answer. In an email exchange on another
topic, somebody finally told me which one seems to be in widespread
use... I'm emailing you a uuencoded copy right after I post this, but
figured I'd post so that everybody else would know the answer, too.

If, in fact, lzh201i.lzh *isn't* the thing you want, I will say (in
its defense) that it worked for me on a number of .lzh files that
produced *BAD CRC* messages with unlzh172.prg...

Good luck...
John
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o
o John M. Klassa o
o Alcatel Network Systems, Inc. --- Raleigh, NC --- (919) 850-1246 o
o Email: klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com o
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o

2768. Re: Nyquist wrong. Not [was (none)]

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 21:16:14 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.KDv1l7AvVHg@fredrik.atari.no>
Source record: 217384

In <197ongINN7mc@aludra.usc.edu>, Juxtaposer writes:

>>I do not think that you understand basic sampling theory. Please look it up.
>>A sine wave of up to 35kHz can be represented by a sampling rate of 70kHz.
>>You are right that, if sampling at exactly 70kHz, you cannot tell the
>>difference between DC and 35kHz, but anything less than 35 is fine.
>
> Well, he is right in a way. As you noted, at twice the target
>frequency (exact) you are always hitting the same part of the wave - thus you
>output a DC signal. If you sample at slightly more than twice target freq.

Not so! If sampling at exactly twice the target frequency, you will always
get a sample of one part, lets say positive part, and the next time you'll
get the other part (negative). This is when you rule out that you start
sampling at the time the target passes through zero. Another fault with
sampling at exactly twice the target frequency is that you cannot be sure
to get the right amplitude of the signal, although, the chance to get the
frequency is quite good.

The rest of the message i agree with, so I deleted it:)

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

2769. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 21:36:19 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <61166@aurs01.UUCP>
Source record: 217595

In article <197nmtINN61b@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <61153@aurs01.UUCP> whitcomb@aurxc3.aur.alcatel.com.UUCP (Jonathan Whitcomb) writes:
>>Wow! I'm afraid you've got this backwards. A sine wave has a single
>>frequency, where square waves and triangle waves may be constructed by
>>infinite sum of sine waves of *higher* frequencies. This is called a
>>Fourier series. A sine wave can be completely described by a single
>>frequency component.
>
> Sorry dude. You are on the wrong side of the equation. Your equation
>assumes that you can output true sin wave outputs,

I'm making no assumptions. I've got my degree in DSP and have made my living
using it for years.

>and yes, with the right sin/cosine
>waves you can _approximate_ a square/triangle wave. But a computer
>is on the other side - you have a machine that outputs what are basically
>square waves (no such thing as a true square wave as there is always some
>capacitance - and such a velocity would tear your speaker diaphram (sp?)).

A Fourier series is *not* an approximation. In a finite simulation of a
square wave based on a Fourier series indeed will have impulse spikes at
the transitions. True, you can use many waveforms as basis functions,
but complex sinusoids are the nicest to use mathematically. Anyway, one
doesn't actually create sounds in a DSP system by summing sinusoids;
it's a mathematical model used to explain how complex waveforms can be
created by summing simple basis functions. I was just trying to point
out that the highest frequency that can be represented by digitally
sampled data is a sine wave of half the sampling frequency. A Triangle
or square wave of half the sampling frequency contains many, many
complex frequencies which are all *higher* than the fundimental sine
frequency, and CANNOT be reconstructed from the sampled data.

>You are trying to approximate a sinusoidal wave with discrete method of
>continual samples - a more appropriate mathematical metaphor would be examining
>how a Gausian approximation works on a complex function. As delta->0 of
>the distance between gauge points of the function (these are the sampled
>points of the function), you get a more accurate approximation of the
>function. As delta -> 0, your frequency -> infinity. Of course a computer
>cannot sample at infinite Hz...so you limit yourself to the frequency domain
>you wish to stay in (enter Nyquist, et all).

Ah, then you've heard of Nyquist? Remember, the highest frequency in
the reconstructed waveform is half the sampling rate? A sine wave, that
is, NOT a square or triangle wave which contain higher frequency

components.

>Of course there have been other
>means of improving on Gaussian approximation (the names escape me) - but they
>involve most of the techniques found in oversampling, and as such they are
>better left in the output functions, rather than in the raw data (where they
>would only make your data larger but with inaccuracies).
>
> Sorry if this gives someone a calcII/numerical analysis flashback...I
>think it gave me one...

I suppose if DSP systems used successive approximation your idea might
make some sort of sense. However, the way you reconstruct an analog
signal from digital samples is to run it through a low pass filter. It
also gets rid of those nasty alias frequencies that get folded over when
you perform a circular convolution.

Why am I trying to explain this...it's not intuitive or easily explained
without going into mathematical models, and you obviously aren't making
a real attempt to understand what's going on. There are lots of good
DSP texts around. If you'd really like to study this stuff send me some
e-mail and I'll give you some references.
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

2770. Re: ZOO problems (was PERFPICH.TOS v1.1 posted to a.a)

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 21:57:13 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Sep16.215713.14485@olymp.informatik.uni-bonn.de>
Source record: 217596

In article <1992Sep14.035858.2395@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:
>.ZOO is a LOT slower than LHarc, (in 'high compression' mode) - and
>fails to get as good compression. (The difference is so small it
>hardly matters) but speed is a real problem!

Funny that both algorithms are IDENTICAL!!! Except for a few bugs left in the
LHarc source, of course. The increase in size you're seeing is the toc part,
which is compressed in lharc format, so that you have no chance at all to ever
figure out what's inside an archive if you're really in trouble.

>ZOO.TTP extract C:\ZOOFILE.ZOO F:\TEMP\

Try -extract (note the -)

>Personally, I'd rather use LZH, as I really hate waiting for things to
>compress. Uploading is a favour in most circumstances. Why trouble
>yourself with waiting longer, on top of the uploading time!? And
>then, if you can re-direct, copying files around!

Good for you. Unfortunately, a lot of people will then not be able to use
the stuff you uploaded without additional effort. Note that at home for
archiving purposes, I use lharc. I have never once used the "redirection"
feature. I have been angered countless times by the brain-damaged switches
for directory recursion that lharc has.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

2771. //Spectre GCR Mac Emulator for sale//

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 21:57:43 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep16.215743.25617@newshost.lanl.gov>
Source record: 217580

I have a Spectre GCR Mac Emulator for the Atari ST/STe/TT for sale @ $275 including Mac 128K ROMs, latest version 3.0 software, cable, etc. I have a real Mac now and no longer use the Spectre.

Send email if interested.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2772. //SF314 DSDD for sale//

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 22:03:30 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep16.220330.26085@newshost.lanl.gov>
Source record: 217581

I have an extra Atari SF314 double-sided disk drive for sale @ $100. Complete with power supply and drive cable.

email if interested.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2773. Re: CAD programs

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 22:05:02 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Sep16.220502.17201@lmpsbbs.comm.mot.com>
Source record: 217591

In article <1992Sep12.211716.441@zooid.guild.org>,
Mark Kovarski <kovarski@zooid.guild.org> writes:

> I am in particular interested in OrCAD and as far as I know there isn't
> anything that is as powerful as that piece of software. It is $1500 and is
> pretty affordable since industrial software is in the $5000+ range. I am not
> upset, I love my PC and I doubt that any other computer can offer me this
> power and support for the same price.

OrCAD for the PC is relatively unique. I don't think there is anything
comparable available even for the Macintosh, not to mention the Atari ST.

Someone please correct me if I'm wrong, as I know a Mac user who would love
to be able to run OrCAD.

-George

2774. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 22:12:23 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Sep16.221223.5730@u.washington.edu>
Source record: 217583

In article <197nmtINN61b@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <61153@aurs01.UUCP> whitcomb@aurxc3.aur.alcatel.com.UUCP (Jonathan Whitcomb) writes:
>>Wow! I'm afraid you've got this backwards. A sine wave has a single
>>frequency, where square waves and triangle waves may be constructed by
>>infinite sum of sine waves of *higher* frequencies. This is called a
>>Fourier series. A sine wave can be completely described by a single
>>frequency component.
>
> Sorry dude. You are on the wrong side of the equation. Your equation
>assumes that you can output true sin wave outputs, and yes, with the right
>sin/cosine waves you can _approximate_ a square/triangle wave. But a computer

What you've quoted Mr. Whitcomb as saying refers to the continuous
domain. There is no mention of discrete sampling.

>is on the other side - you have a machine that outputs what are basically
>square waves (no such thing as a true square wave as there is always some
>capacitance - and such a velocity would tear your speaker diaphram (sp?)).

All digital-to-analog converters must be followed by [analog] anti-aliasing
filters to eliminate the high frequency aliases in the "square wave" output.

>You are trying to approximate a sinusoidal wave with discrete method of
>continual samples - a more appropriate mathematical metaphor would be examining

>how a Gausian approximation works on a complex function. As delta->0 of
>the distance between gauge points of the function (these are the sampled
>points of the function), you get a more accurate approximation of the
>function. As delta -> 0, your frequency -> infinity. Of course a computer
>cannot sample at infinite Hz...so you limit yourself to the frequency domain
>you wish to stay in (enter Nyquist, et all). Of course there have been other
...

What is your point?

>
>-Mike
>

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

2775. Re: ST-RAM in a TT upgrade?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 22:24:57 UTC
From: sarnila@tukki.jyu.fi
Message-ID: <SARNILA.92Sep17002457@tukki.jyu.fi>
Source record: 217354

```
--
------------------------------------------------------------------------
Pekka Sarnila, University of Jyvaskyla Finland
sarnila@tukki.jyu.fi
```

2776. Re: ICD Software- Most recent?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 22:27:20 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.58.716682440@dhhalden.no>
Source record: 217582

In article <1992Sep16.104741.22780@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
>Path: dhhalden.no!nuug!aun.uninett.no!sunic!mcsun!uknet!warwick!dcs.warwick.ac.uk!sunserver1.aston.ac.uk!uhura!wrighttj
>From: wrighttj@uhura.aston.ac.uk (Auntie Tim)
>Newsgroups: comp.sys.atari.st
>Subject: ICD Software- Most recent?
>Message-ID: <1992Sep16.104741.22780@aston.ac.uk>
>Date: 16 Sep 92 10:47:41 GMT
>Sender: usenet@aston.ac.uk (Usenet administrator)
>Organization: Aston University
>Lines: 8
>Nntp-Posting-Host: uhura
>Header pretty much says it all, really; what's the most recent
>version of the ICD hard drive software, and where can I get it
>from? (I think my current version is dated 1990, so I _may_ be
>up to date already, but I'd rather know for sure! :)

ICD should have a package out now for US$50,- called SCSI Pro. This is a set of drivers for SCSI peripherals for MetaDOS (included). You can now hook up CD-ROM drives etc. if you have a SCSI adapter or a TT/Falcon. This was the impression I got when I called ICD last week. "It supports the whole SCSI roam", a tech guy named Howard said. Will I be able to hook up my coffee machine? Hmmm. I'll order this package. More info whenever I get it...

Does anyone know about a backup prog supporting a SCSI DAT streamer???

Nomad

>Tim Wright. \ Real Life sucks
>wrighttj@cs.aston.ac.uk \ losers dry.
Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 18 49 38 |

2777. Re: ICD Software- Most recent?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 22:31:39 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.59.716682699@dhhalden.no>
Source record: 217586

>Header pretty much says it all, really; what's the most recent
>version of the ICD hard drive software, and where can I get it
>from? (I think my current version is dated 1990, so I _may_ be
>up to date already, but I'd rather know for sure! :)

ICD should have a package out now for US$50,- called SCSI Pro. This is a set of drivers for SCSI peripherals for MetaDOS (included). You can now hook up CD-ROM drives etc. if you have a SCSI adapter or a TT/Falcon. This was the impression I got when I called ICD last week. "It supports the whole SCSI roam", a tech guy named Howard said. Will I be able to hook up my coffee machine? Hmmm. I'll order this package. More info whenever I get it...

Does anyone know about a backup prog supporting a SCSI DAT streamer???

>Tim Wright. \ Real Life sucks
>wrighttj@cs.aston.ac.uk \ losers dry.

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 18 49 38 |

2778. Re: ICD Software- Most recent?

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 22:32:49 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.60.716682769@dhhalden.no>
Source record: 217587

>Header pretty much says it all, really; what's the most recent
>version of the ICD hard drive software, and where can I get it
>from? (I think my current version is dated 1990, so I _may_ be
>up to date already, but I'd rather know for sure! :)

ICD should have a package out now for US$50,- called SCSI Pro. This is a set of drivers for SCSI peripherals for MetaDOS (included). You can now hook up CD-ROM drives etc. if you have a SCSI adapter or a TT/Falcon. This was the impression I got when I called ICD last week. "It supports the whole SCSI roam", a tech guy named Howard said. Will I be able to hook up my coffee machine? Hmmm. I'll order this package. More info whenever I get it...

Does anyone know about a backup prog supporting a SCSI DAT streamer???

Nomad

>Tim Wright. \ Real Life sucks
>wrighttj@cs.aston.ac.uk \ losers dry.

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 18 49 38 |

2779. conner 3200 to sh204

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 22:42:08 UTC
From: sarnila@tukki.jyu.fi
Message-ID: <SARNILA.92Sep17004208@tukki.jyu.fi>
Source record: 217355

```
Is it possible to connect a Conner3200F by the old SH204 host adapter?
I tryed it (with Mega ST4, and both HDX 3.01 and 5.0), but for format
it gave 'fatal error' and complained 'device does not exist'.
AHDI 5.0 reports 'Device 0: Identification unobtainable'.
The SH204 with its original ST-225 works fine.

------------------------------------------------------------------------
Pekka Sarnila, University of Jyvaskyla Finland
sarnila@tukki.jyu.fi
------------------------------------------------------------------------

--
------------------------------------------------------------------------
Pekka Sarnila, University of Jyvaskyla Finland
sarnila@tukki.jyu.fi
```

2780. Greggy-poo alters quoted material (was Re: Is Falcon worth buying????)

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 22:42:49 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Sep16.224249.6569@u.washington.edu>
Source record: 217585

I will allow the following exchange to speak for itself. I am sure
that people will come to the conclusion that Greg's attacks are
completely unwarranted. I would like to make two points:

1. Greg still hasn't backed up his claim that Mr. Millar
made "threats" to mail his adminstrator.
2. Greg altered _quoted_ material. Now granted it was just my
.signature, but is indicative of a general lack of ethics.

In article <1992Sep16.112720.18017@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory)
writes:
>In article <1992Sep13.234029.16023@u.washington.edu> mpark@milton.u.washington.edu
(Michael Park) writes:
>>In article <1992Sep13.161224.18277@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter
Gregory) writes:
>>>In article <Chris_Millar.04jv@lppl.mi.org> Chris_Millar@lppl.mi.org (Chris Millar)
writes:
>>>>Hey, Kovarski - I'm sick of your sh*t - if i wanted to waste my time I'd
>>>>reply to every one of your ridiculous posts, but for now you'll have to
>>>>settle with this - shut up - if I wanted to hear more moronic Atari
>>>>bashing, I'd hang out in amiga.advocacy.....
...
>>>
>>>Look GUY,
>>>
>>> Mr. Kovarski has the right to post anything he wants, no exceptions.
>>
>>Of course, Mr. Millar has the exact same rights.
>>
>>>If you can't find some other means of disagreement other than your threats
>> ^^^^^^^
>>>of mailing his administrator, using vocabulary of the uneducated kind,
>>>simply find yourself a good country that does not allow freedom of speech and
>>>settle there.
>>>
>>
>>What threats?
>>
>>>OTHERWISE THINK and reply.
>>> ----- -----
>>>
>>>-Greggy POO
>>
>>
>>Hey GREG,

>>
>> Mr. Millar just told Mr. Kovarski to "shut up" -- which is basically
>>what you've told Mr. Millar to do.
>>BTW, I don't see any threats of mailing his administrator, DO YOU?
>>
>>READ, THINK, and reply
>>---- ----- -----
>
>Why don't you take some of your own advice guy and RE READ what I posted.
>
>The reply was based on Mr. Millar's advice to Mr. Kovarski.
>
>In effect I told him to do the same using his own advice.
>
>If you will notice, I told him to reply, I would hardly call that
>censoring...
>
>Take a 1st grade reading course before you run RN. Better yet, while
>your at it learn how to write and then run rn. I bet the program would
>be a lot more user friendly.
>
>>
>>--
>>Ciao-abunga! +-------------------------------------+
>>Michael Park | My brain intentionally left blank |
>>mpark@u.washington.edu +-------------------------------------+
>
>-Greggy POO
>
>
>

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

2781. Finding x,y resolution

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 22:55:56 UTC
From: Conan.Ford@debug.cuc.ab.ca
Message-ID: <1992Sep16.225556.17563@debug.cuc.ab.ca>
Source record: 217383
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, how can I find the x and y screen resolution, preferably with a VDI call? I'm using GFA Basic but I can use an Assembler or C routine.

Thanks,

~~~~~~
Email: Conan.Ford@Debug.cuc.ab.ca	. .	.				
Fidonet/Metronet: Conan Ford at 1:134/9,	. . --*-- .				
1:134/21,201:5500/9	. .	. .	_/	_
~~~~~~

2782. Re: Nyquist wrong. Not [was (none)]

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 23:05:25 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Sep16.230525.7333@u.washington.edu>
Source record: 217588

In article <197ongINN7mc@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <1992Sep14.104401.8585@jet.uk> djs@jet.uk (David J Stevenson) writes:
>>In <2250287@overmind.citadel> only_bbs!JOHN_LOCKARD@overmind.mind.org writes:
>[describes needing 100KHz for an accurate 25KHz output]
>>I do not think that you understand basic sampling theory. Please look it up.
>>A sine wave of up to 35kHz can be represented by a sampling rate of 70kHz.
>>You are right that, if sampling at exactly 70kHz, you cannot tell the
>>difference between DC and 35kHz, but anything less than 35 is fine.
>
> Well, he is right in a way. As you noted, at twice the target
>frequency (exact) you are always hitting the same part of the wave - thus you
>output a DC signal. If you sample at slightly more than twice target freq.

Excuse me, but if you sample a sine wave at twice its frequency you do
NOT hit the same part of the wave; you sample it at two points in its
cycle, 180 degrees apart. You won't get DC unless you hit both zero-
crossings.

[discussion of CD distortion at frequencies near 22.05kHz deleted]

High frequency distortion is primarily caused by the analog anti-
aliasing filters, which have to roll off very steeply at the cutoff
frequency.

One should not mistake real-world sampling artifacts for a limitation
of the ideal-world Sampling Theorem.

Nyquist rules! :-)

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

2783. Re: Reasons for switching to a PC or Mac

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 23:08:08 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Sep16.230808.17892@lmpsbbs.comm.mot.com>
Source record: 217592

In article <768XqB1w164w@cellar.org>
cmedley@wam.umd.edu ('Flip') writes:

> Just out of curiosity, I am wondering what the primary concerns of those who
> are considering jumping to the PC/Mac, etc... platforms are? I've noticed
> that what people who jump are looking for is a large software base, with the
> "options" of doing pretty much anything they want available to them. I think
> that's a pretty valid reason... but are there other considerations?

I have two. Neither has made me switch yet, but I'm thinking about it.

FILE TRANSFER WITH OTHER COMPUTERS:

Although the Atari ST is no slouch when it comes to emulating other
computers, the software needed to translate files from other computers
(word processing, graphics, database, spreadsheet, etc.) is much better
on the Macintosh. MacLink Plus now has over 700 translators available.

More importantly, the Mac can not only read and write IBM (& Atari) disks,
it can also read and write Apple II disks. This cannot be done on the ST
even with Spectre GCR. Since I have a number of friends with Apple II
computers, I find it very useful to have access to a real Mac so I can read
their Appleworks documents. (If I knew people with Commodore 64's I'd
probably be thinking about an Amiga for the same reason.)

THE LATEST PERIPHERALS:

You can shop around for the best CD-ROM drive, fax modem, full page scanner,
label printer, or whatever else they come up with next week. Installation
is easy--just insert the card into an empty slot in your PC (or plug it into
the AppleTalk connector) and run the installation program. Getting any of
this stuff to work on your ST is tough if you're not a hacker.

-George

2784. Glendale report

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 23:17:05 UTC
From: Steven Gemma <sg47+@andrew.cmu.edu>
Message-ID: <lehw1lK00Voz05h14V@andrew.cmu.edu>
Source record: 217600

I haven't seen too much on this newsgroup about the Glendale show,
but I found this article from clari.nb.general.

I also just saw the director's cut of Blade Runner, and it's nice to be
reassured that Atari will still be around in 2019 :^)

Newsgroups: clari.nb.general
Subject: Atari Demos its Newest: the Falcon 09/15/92
From: newsbytes@clarinet.com
Date: 15 Sep 92 19:52:16 GMT

GLENDALE, CALIFORNIA, U.S.A., 1992 SEP 15 (NB) -- Atari
demonstrated the Falcon, its newly announced multimedia
computer, to small but enthusiastic crowds at the Atari Show
held this last weekend in the Glendale Civic Auditorium,
Glendale, California. Atari's biggest claim for the Falcon is
it is to bring "print-to-video" to the home user for less than
a total of $2,000.

The Falcon looks like the typical hook-up-to-your-television-
and-play-games computer, but Atari's Bill Rehbock, director of
applications software, had two Peripheral Land Incorporated
(PLI) 1.2 gigabyte portable hard disks connected via a small
computer systems interface (SCSI) II built into the falcon, as
well as a set of stereo speakers and two microphones -- items
your basic games computer couldn't handle.

The Falcon has a Motorola DSP 56001, a separate digital signal
processor (DSP) so the central processing unit (CPU), a
Motorola 68030, doesn't have to handle the processing of sound.
Atari pointed out that the only other two currently available
computers that come with a DSP are the Next and a Silicon
Graphics workstation. Rehbock demonstrated how the addition of
the DSP enables the Falcon to play sound without tying up the
CPU for other work by adding a 4-second audio sound to each
press of a key on the keyboard.

In fact, the audio capability of the Falcon enabled Rehbock to
record his voice saying the name of several letters of the
alphabet, like "A," and assigning the recording to the upper
and lower case versions of the corresponding keys on the
keyboard. He was then able to type at a normal speed, while the
Falcon played back in his voice, the letters he was typing.

Rehbock told Newsbytes any instrument that has an audio output,
such as an acoustic guitar or acoustic piano, can be connected

to the Falcon, and the output edited. The Falcon offers 50 kilohertz 16-bit sound. Voice tracks can also be laid over the instruments, so a musician can record all the parts in his own voice, put the instruments in and put the whole thing together himself, Rehbock added.

Rehbock demonstrated the Falcon on the SC1224, a color monitor released for the Atari ST computer in 1985. An annoying flicker in the screen image was present and the same annoying flicker would be present when the Falcon is connected to a television set because the Falcon is outputting video graphics array (VGA) quality display output, Atari said. The company is offering a $10 adapter so a standard VGA monitor can be connected to the Falcon, but wanted home users to be able to user whatever they already had. The flicker disappears during the display of video or games and is only present in the Atari user interface.

Atari said with software such as Chronos, Prism Paint, or a shareware program called Ray Shade, home users can "print to video" titles and computer generated animation on top of video. A video camera, a $120 adapter, and a video cassette recorder (VCR) are all that is necessary for a Falcon user to make their own titles and put animation over video or do special effects with still images, Rehbock told Newsbytes.

A $200 digitizer and third party software not yet available are required for editing of video images on the Falcon, but Rehbock said the Falcon is fully capable of processing such video images. The DSP also allows the processing of the images to be done independent of the CPU as well, Atari added.

Rehbock demonstrated to Newsbytes 16-bit True Color at 24 frames per second on the Falcon (broadcast quality is 30 frames per second). Atari says the capability is 320 by 200 pixel resolution and 32,768 colors, or 640 by 480 pixel resolution and 256 colors from a 264,144 color palette. Rehbock said the Falcon's DSP can decompress and display a 320 by 200 24-bit JPEG image in less than 1 second. JPEG compression is not built in and neither is MPEG, however, a slot for a processor to do real time MPEG compression is available on the Falcon and JPEG compression may be added as well, Atari said.

Two models of the Falcon will be offered at the end of October. A $799 model will offer 1 MB of memory and a single 3.5-inch disk drive. A $1,399 model will include 4 MB of memory and a 65 MB 2.5-inch IDE hard disk drive. Atari said the unit will support larger capacity internal drives, but only in the 2.5-inch form factor. It will support any size external drive via the SCSI II interface, Atari added.

Atari says it plans to demonstrate the video editing capability of the Falcon at Fall COMDEX in Las Vegas, Nevada in November,

though the company doesn't expect the software for video editing to be available until January or February of next year.

(Linda Rohrbough/19920914/Press Contact: Bill Rehbock, Atari, tel 408-745-2082, fax 408-745-2083)

-Steve Gemma (sg47+@andrew.cmu.edu)

2785. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-16 23:20:24 UTC
From: ahaley@eoe.co.uk
Message-ID: <1414@eouk23.eoe.co.uk>
Source record: 217593
Cross-posted to: rec.audio,sci.skeptic,comp.sys.atari.st

Re: why is CD 44.1 kHz?

Stefan Monnier (sm86+@andrew.cmu.edu) wrote:
: Just a little question:
:
: is TV scan frequency 22.05, 14.7 or 11.025 Khz ?
:
: I mean, 44.1 Khz is NOT a multiple of horizontal scan frequency
: and I can't see any other relevant frequency in TV scan
: (vertical is much too low, dot bandwidth is much too high)

Here we go:

NTSC video at 59.94Hz has 35 blanked lines, leaving 490 lines. These
are interlaced, giving 245 lines per field. Three samples are stored
on each line.

So the sampling rate is:

59.94*245*3 = 44.0559 kHz

If you have 50Hz video, it's a bit easier:

50*294*3 = 44.1 kHZ.

:
: Stefan Monnier
:

Andrew.

2786. cheap/free cad package

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 00:08:57 UTC
From: 10616330@eng2.eng.monash.edu.au
Message-ID: <10616330.12.716688537@eng2.eng.monash.edu.au>
Source record: 217590

Hey Guys
Anyone know of a cheap or (preferably) free usable CAD package
available
Please Email me a reply, as I won't be aroud for the next 2 or 3
weeks. I know of GFA draft, but am unsure where to get a copy of it in
Australia.
Thanks in Advance
Stu

2787. FOR SALE, 1040ST, SC1224

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 00:13:36 UTC
From: jam@hplred.HP.COM
Message-ID: <6000001@hplred.HP.COM>
Source record: 217363

ATARI 1040ST
SC1224 color monitor
mouse

for sale. I also give you many software disks from the Current Notes library free if you buy the above hardware. Please email and give me an offer. Please indicate also if you pay for the shipment.

Merban Jam
jam@hplred.hpl.hp.com

2788. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 02:02:37 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <3i48qB1w164w@tcpbbs.pcn.org>
Source record: 217361

hutch@bellman.lanl.gov (John Hutchinson) writes:

> In article 7407@oz.plymouth.edu, oddjob@oz.plymouth.edu (Andrew C. Stoffel) w
>
> >Does someone have a list of IBM-"emulators" for Atari ST series
>
> Andy, others in this group may add their $.02, but the only PC emulators that
> know as being currently supported are the ICD AT-Speed and PC-Speed units whi
> are priced around $400 and $200, respectively. I don't believe the SuperChar
> (sold by Talon?) is supported any longer although you might still find the un
> for sale. And frequently you may find a PC-Ditto II hardware board for sale
> well as the PC-Ditto software only solution (works but very s-l-o-w).
>
> There is not a tremendous market for PC emulators anymore because you may now
> buy a standalone PC for not much more than the cost of these emulators.
>
> Anyone know of any other PC emulators?

AT-Once now has a 386SX emulator. Suggested retail price is $695.00
I'm sure most Atari dealers will discount this price to around $600.00

2789. Hard drive troubles (i think)

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 02:37:27 UTC
From: pinelr@aix.rpi.edu
Message-ID: <7q#z4jg@rpi.edu>
Source record: 217597

Hi everybody. Recently I've been getting the most curious errors on my Mega 2 with TOS 1.4. I have a ToadFile 44 removable hard drive (which is great I should say), but as of late, i seem to get 3 bombs across my screen at boot time. This occurs almost always when there is a system crash and I have to cold or warm boot the machine. It's really annoying to reset the machine and get 3 bombs. It must concern the hard drive, because it works fine with the HD turned off. The only way to remedy the problem is to power EVERYTHING down and start from scratch with the ICD disk in drive A:. Is this a disk cache problem? Hardware? Flakiness? I doubt it's the latter simply because it is reproducible on a consistent basis, but has only occurred in the past few days. Any help?

Thanks

--
||| | Rob Pinelli |5\ Seymour: "Hey this isn't right! You're supposed to
/ | \ | pinelr@rpi.edu |18\ show me how miserable everybody is without me!"
Atari ST| 203 North Hall |276\ Junior: "Hey, if *everyone* made the world a
Mega 2 | Troy, NY 12180 |7080\ better place, it'd be perfect!" -Little Shop

2790. ATARI/IBM disk compatability, is it flawless?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 02:54:50 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <168641342B.C556212@mizzou1.missouri.edu>
Source record: 217599

I have heard that there is a slight incompatability with IBM disks and Atari. Something along the lines of IBM using an extra sector for its FAT or something like that. Is this true, if so, is there one format (IBM or Atari) that I should use to guarantee better compatability?

Jeoff Hines c556212@mizzou1.missouri.edu

2791. Atari ST to STe DMA sound upgrade, does it exist?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 02:59:33 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1686413546.C556212@mizzou1.missouri.edu>
Source record: 217598

I love MODs. I love MIDI as well, which was my initial reason for
buying my ST (not to mention loyalty and knowing a good buy).
What I want now is to upgrade my 520ST to have the sound capabilities
of the STe without shelling out the money that us normal college students
don't have. Is there some kind of (compatable) upgrade out there? If so,
where could I get such a beast?
I don't know everything about the old tweety board, but what I
understood was that its for simple band-pass channeling and not a true
stereo sound, nor is it a replacement for the DMA.
Any information would be appreciated.
Thanks!
Jeoff Hines c556212@mizzou1.missouri.edu

2792. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 03:01:17 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Sep17.030117.19192@msuinfo.cl.msu.edu>
Source record: 217352

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>I've heard about ATonce, sold by Vortex. I just checked, they are
>in the directory of the Duesseldorf Atari Messe of this year with
>ATonce listed as their product, so it seems it's still supported.
>I have no idea about its performance or price though.

I've got the ATonce Plus 286 board and it works quickly and so far flawlessly.
It's speed on my ST is roughly comparable to our IBM 386SX16 at work. I'm
very leased with it. Price is in the $350.00 to $400.00 range depending on
your source. As far as support is concerned I am fortunate enough to have an
Atari dealer locally(actually right next door) although I haven't really
required any assistance.

--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

2793. Re: Radio Shack DMP 105 printer

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 03:12:13 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Sep17.031213.20595@msuinfo.cl.msu.edu>
Source record: 217353

sourada@iastate.edu (Steven D Ourada) writes:

>Small question here: does anyone know of programs for the ST that can
>handle the Radio Shack DMP 105 printer? (Stop laughing, it was cheap.)
>I'd also like to know if it's compatible with anything else (apparently
>it's not with Epson...)

Hey! I used to have one of those. Other than being VERY slow and compatible with nothing at all (except raw ASCII) they also add an extra line feed to every carriage return and there is no way to turn it off. At least not that I could find. One other possible use might be as a doorstop since it's not heavy enough to anchor your boat. No flame intended here, just my own personal observation.

--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

2794. Re: Photo Chrome

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 03:42:43 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <198urjINNqf9@peponi.wcc.govt.nz>
Source record: 217351

In article <1992Sep16.100610.21347@ulrik.uio.no>, jarleb@athena.uio.no (Jarle Brinchmann) writes:

>Is this a version of PhotoChrome that supports GIF's ?
>
>For those of you who have not tried it : It's marvelous, but still
>hasn't got support for that many interesting formats..

Nope, it doesn't do GIF's :-(
Someone should write to the author... anyone in his area?

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

2795. Need Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 03:50:26 UTC
From: plate@cdsmn.mn.org
Message-ID: <BupEo2.F8B@cdsmn.mn.org>
Source record: 217387

Hi friends,

I'd like to get the ghostscript binaries for the ST. I have tried several times to get it from atari.archive, but with no success. I keep getting an error message ' no such file or directory '. The file I was trying to get is gs23b.zoo, located in atari/printing -or- atari/gnustuff/tos/ghostscript. If anyone would be willing to send me this archive, or clue me in as to why I can't seem to get it, I would apprecciate it.

BTW, I do not have direct FTP access so I use the mail server or the ftp server at decwrl (I prefer to use this, because it send back error messages instead of just no reply when I make a mistake).

Thanks,
Doug Sr.

2796. photochrome pics ? where?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 05:13:58 UTC
From: wilsont@orac.holonet.net
Message-ID: <BuplJB.5Ly@iat.holonet.net>
Source record: 217360

well i downloaded photocrme expecting a paint program, but nooooo
'its ajust a viewer.
it says the images look reaaalllly cool even on an ST.
well, does anyone know where I can get some images to look at?

i'd like to see what this thing can do.

thanks..

2797. Re: Atari Thesaurus

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 06:01:00 UTC
From: Christian_Schorpp@tbb.maus.de
Message-ID: <A155@TBB.maus.de>
Source record: 217415

HI !!!!

There exists a programm that has a Thesaurus. It's name is CALLIGRAPHER.
It's a really great textprogramm with that you can use many fonts.
But I don't know if it's available in the US.
If you wanna something know about this programm write to this firm:
Working Title GbdR
Lilienweg 12
5300 Bonn
Germany
They can tell you if iT's gonna be available in the US

CIAO Chris :-))

2798. Re: MIDI file players (WAS : M

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 06:01:00 UTC
From: Christian_Schorpp@tbb.maus.de
Message-ID: <A154@TBB.maus.de>
Source record: 217416

Hi !!!!!

There is a MOD Fileplayer that can play MODs from disk.
It's Paula 2.0. It's Shareware and available in nearly every MAUS-Box
here in Germany.

CIAO Chris :-))

2799. Installing EMACS 18.58

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 06:05:40 UTC
From: tries@obelix.kph.uni-mainz.de
Message-ID: <7A465KK@minnie.zdv.uni-mainz.de>
Source record: 217362

Hi guys,

I've tried to install the famous EMACS 18.58 on my ATARI MEGAST2 under TOS1.04.
I felt in trouble with this due to an error message :Fatal error (14).
What is this? Not enough memory (->MEGAST2).
I've used MUPFEL out of the GEMINI package and set up all described ENV's
in ST-EMACS.TEX.
Without these ENV's I got som message out of EMACS, relating to TERMCAP
and TERM ENV's.
The EMACS 18.58 binary are from the EMACSBIN.ZOO file from archive.???.ruu.nl
(just forget the exact name of the server).

I've to re-install TEMACS with FIXSKT and DUMPEMCS??? Or is emacs running only
under MiNT??

Waiting for any help

Volker
TRIES@SERVER.PHYSIK.UNI-GIESSEN.DE
TRIES@OBELIX.KPH.UNI-MAINZ.DE

2800. Re: Zoo with UNIXMODE

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 08:01:46 UTC
From: ridderbusch.pad@sni-usa.com
Message-ID: <RIDDERBUSCH.PAD.92Sep17090146@nozzle.sni.de>
Source record: 217374

In article <92260.154601HAC041@DJUKFA11.BITNET> HAC041@DJUKFA11.BITNET (Konrad Hinsen) writes:

> There seem to be many ST implementations of zoo 2.1 around. Does anyone
> know if any of them supports the UNIMXMODE convention used by the gcc library?
> I have a large archive in which all files have long names, and it would
> be tedious to rename them manually.

> Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

As far as I know, there *not* many versions of ZOO 2.1 around (as apposed to LHARC :-)), but only two. One version was ported by Bill Shroka and compiled with GCC and the respective libs. This version understands the UNIXMODE env variable. I believe, this is the version, that most people in the net community use (at least outside Germany). This version should be available from the atari archive at terminator.

The other version was ported by Gereon Steffens (coauthor of Gemini) and uses TURBO C (now Pure C). This version doesn't understand UNIXMODE, of course. I think, this version only well known in the local mailbox scene here in Germany.
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: STO SI211
/ /./ Riemeke Str.
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.pad

Email: ridderbusch.pad@sni-usa.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)

2801. Re: TeX Question

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 08:54:54 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Sep17.035454.20776@hemlock.cray.com>
Source record: 217364

The .tfm file isn't produced, because Metafont thinks it's in proffing mode.
You can tell this, because the size of the font was 2606 (or something close!).
You need to tell Metafont that you actually wish to create fonts for a
particular device; then it will give you a sensibly-scaled .gf file and a .tfm
file. From memory, you need to say something like:

```
virmf \&cmplain '\mode:=canon; mag:=magstep(0); input fontname.mf'
```

This would produce (I hope!) fontname.300gf and fontname.mf. You then use
gftopk to create fontname.300pk:

```
gftopk fontname.300gf
```

Hope this helps! Apologies if my memory is failing me -- it won't be the first
time ;-)

Cheers,

[M][a][r][c]

2802. Re: ICD Software- Most recent?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 08:55:27 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Sep17.085527.27849@bas-a.bcc.ac.uk>
Source record: 217366

In article <gwmeyer.716677247@vincent1.iastate.edu> gwmeyer@iastate.edu (Jane Meyer) writes:
>In <1992Sep16.104741.22780@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
>
>>Header pretty much says it all, really; what's the most recent
>>version of the ICD hard drive software, and where can I get it
>>from? (I think my current version is dated 1990, so I _may_ be
>>up to date already, but I'd rather know for sure! :)
>
>>--
>>Tim Wright. \ Real Life sucks
>>wrighttj@cs.aston.ac.uk \ losers dry.
>
>The most recent version of ICDBOOT that I've seen is 5.6.1 and it is only
>available for downloading (legally, that is) from the ICD BBS, GEnie, CIS,
>DELPHI and The CodeHeadquarters BBS. Any other download location is in
>violation of ICD's restrictions for distribution.

Wouldn't it be nice if they had a UK distribution point. As the UK is not very well networked, a download system would be more expensive than sending a disk to the states and getting it sent back. Maybe ICD should get one of the PD software libraries to carry it. This would cost people a lot less. I would suggest someone like Floppyshop.

What do other people think?

>
>--Gordie Meyer
> biblinski@delphi.com
> Assistant Area Manager
> DELPHI's ST Advantage SIG

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2803. VGA and existing HDs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 10:31:45 UTC
From: kllove@banshee.ecn.uoknor.edu
Message-ID: <1992Sep17.103145.8308@constellation.ecn.uoknor.edu>
Source record: 217368

Okay, if I got a VGA monitor from my local IBM dealer would it work on
the Falcon. What kind of dot-pitch would I need? Etc.

I have a 105 MB SCSI hard drive (Quantum drive; ICD ADSCI+ Host Adaptor) from
Toad Computers hooked up to my Mega ST2. What would I need to do to connect
it to a Falcon?

Please send replies by e-mail.

adTHANKSvance,
Kenneth Love

2804. Re: ICD Software- Most recent?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 10:56:23 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Sep17.105623.5975@rhrk.uni-kl.de>
Source record: 217371

wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

>Header pretty much says it all, really; what's the most recent
>version of the ICD hard drive software, and where can I get it
>from? (I think my current version is dated 1990, so I _may_ be
>up to date already, but I'd rather know for sure! :)
It's 6.0.0.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *

----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

2805. Re: ATARI/IBM disk compatability, is it flawless?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 10:58:39 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Sep17.105839.6410@rhrk.uni-kl.de>
Source record: 217373

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> I have heard that there is a slight incompatability with IBM disks and
>Atari. Something along the lines of IBM using an extra sector for its FAT
>or something like that. Is this true, if so, is there one format (IBM or
>Atari) that I should use to guarantee better compatability?
DD formats are not exactly the same as on IBM compatibles but they are fully
compatible as long as you have formatted you disk with TOS 1.04 or higher
(or on an IBM compatible, of course).

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2806. Re: Hard drive troubles (i think)

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 10:59:27 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Sep17.105927.6600@rhrk.uni-kl.de>
Source record: 217372

pinelr@aix.rpi.edu (Rob Pinelli) writes:

> Hi everybody. Recently I've been getting the most curious errors on my
>Mega 2 with TOS 1.4. I have a ToadFile 44 removable hard drive (which is
>great I should say), but as of late, i seem to get 3 bombs across my screen
>at boot time. This occurs almost always when there is a system crash and I
>have to cold or warm boot the machine. It's really annoying to reset the
>machine and get 3 bombs. It must concern the hard drive, because it works
>fine with the HD turned off. The only way to remedy the problem is to
>power EVERYTHING down and start from scratch with the ICD disk in drive
>A:. Is this a disk cache problem? Hardware? Flakiness? I doubt it's
>the latter simply because it is reproducible on a consistent basis, but has
>only occurred in the past few days. Any help?
Try to install your hard disk driver anew.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

2807. European Software for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 11:14:37 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.716728477@garbod20>
Source record: 217369

I'm wondering if there are European software houses that have already started working on games, applications, etc for the Falcon computer.

I remember Psygnosis did some early but very impressive games for the Atari ST/Commodore Amiga computers in the mid-80s, long before these 68000 home computers had a significant market share (in Europe).

Other companies, like Ocean, waited for an established user base to grow before they started releasing games.

I hope Atari will succeed in launching the new product in important markets like the UK and Germany.

Anders Skelander

2808. Re: ICD Software- Most recent?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 11:15:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <199pcdINNspo@peponi.wcc.govt.nz>
Source record: 217370

>
>Wouldn't it be nice if they had a UK distribution point. As the UK is not
>very well networked, a download system would be more expensive than sending
>a disk to the states and getting it sent back. Maybe ICD should get one of
>the PD software libraries to carry it. This would cost people a lot less. I
>would suggest someone like Floppyshop.
>
>What do other people think?
>>
>
>Steve
>--
>Addresses:-
>JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
>Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

You forgot one important thing, the ICD software is not PD..

To get the latest upgrade it will cost you $10us, plus you must mail your
disk back to them..

Or if you have a V32bis modem you could dnload it from there BBS...

And if you know how, its posible to call GEnie Free from the U.K.

This line that I use here, (pacnet) is completly free, GEnie have a node here,
but I do pay $8us per hour for my connect time on GEnie..

Mind you we still have free local phone calls here, well untill ma bell
decides to change it all...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2809. Re: The REAL Falcon specs wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 11:52:36 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.716730756@rw8.urc.tue.nl>
Source record: 217377

naffara@crc.ac.uk (Dr. N.A. Affara) writes:

>In article <1992Sep1.234237.10652@athena.cs.uga.edu>, kjohnson@castor.cs.uga.edu
(Kristopher Johnson) writes:
[color stuff deleted.]
>Can't you just take the case off and spray it whatever colour you want?
>The same goes for ST's or maybe even monitors!
>(Mind you, I haven't tried it myself :-))
Hmmmmm, might be a bit embarassing if you get some paint spots on your
monitor. And if I tape it the thing will have tape glue on it. So it
really isn't as simple as that.
But what I really would like to see, is a Falcon in Atari BLUE! With
white letters and other accessories. Then we can really have almost the
power of a Iris Indigo with a color that is even better looking!

Erlend.

2810. Re: ICD Software- Most recent?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 11:56:48 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Sep17.115648.28870@aston.ac.uk>
Source record: 217376

Well, I haven't got a modem, and I bought the ST (with Hard Drive and
ICD interface) second hand, so I haven't got any instructions on how to
get upgrades. Does this mean I'm stuck with (sob!) v 4.8.2 ?

: Wouldn't it be nice if they had a UK distribution point. As the UK is not
: very well networked, a download system would be more expensive than sending
: a disk to the states and getting it sent back. Maybe ICD should get one of
: the PD software libraries to carry it. This would cost people a lot less. I
: would suggest someone like Floppyshop.
:
: What do other people think?

I think that's a great idea; Maybe someone should tell ICD :)

:
: >
: >--Gordie Meyer
: > biblinski@delphi.com
: > Assistant Area Manager
: > DELPHI's ST Advantage SIG
:
:
: Steve
: --
: Addresses:-
: JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
: Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

--
Tim Wright. \ Real Life sucks
wrighttj@cs.aston.ac.uk \ losers dry.

2811. Emacs 18.58 source

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 12:15:27 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92261.141527HAC041@DJUKFA11.BITNET>
Source record: 217375

Yesterday I downloaded Emacs 18.58 from archive.cs.ruu.nl, but they
don't have the source code. atari.archive.umich.edu doesn't have it
either, as well as some other servers I tried.
Is the source code already available anywhere?

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

2812. Re: conner 3200 to sh204

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 12:32:47 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992Sep17.123247.16598@rhrk.uni-kl.de>
Source record: 217379

sarnila@tukki.jyu.fi (Pekka Sarnila) writes:

>Is it possible to connect a Conner3200F by the old SH204 host adapter?
>I tryed it (with Mega ST4, and both HDX 3.01 and 5.0), but for format
>it gave 'fatal error' and complained 'device does not exist'.
>AHDI 5.0 reports 'Device 0: Identification unobtainable'.
>The SH204 with its original ST-225 works fine.

The ICD software should be able to handle it. I tried a 80 MB seagate +
204 host adapter and it worked fine. (Of course you need an ICD adapter
'somewhere' at your dma port. But perhaps you can ask someone to format
your drive with ICD. Then any hard disc driver shold do)

cu

2813. help wanted

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 12:50:51 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <17SEP92.08505169@cc4.crl.aecl.ca>
Source record: 217229

As a second career, I market Atari equipment and associated software/hardware. Over the last three weeks I have tried over-and-over to get Atari USA to tell me when I can expect to receive stock. I have given up on Atari ever telling me anything (pissed off is an understatement).

Are there any Canadian dealers willing to complete some ofe my outstanding orders to clients? Fax me at (613) 584-2852.

If I had the money, I'd buy Atari and fire anyone who prevented me from giving prompt service to my clients.

2814. ftp-server

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 13:37:09 UTC
From: tneser@mzes
Message-ID: <2m2nytb_@aix01.rz.fht-mannheim.de>
Source record: 217378

Hi all,
just searching ftp-server for windows stuff which carry an index with
description of the files, size and date would be also good. Hope to hear
something via e-mail from you.
Sincerly

Thomas Neser,
Zeus im MZES, Universitaet Mannheim, Steubenstr. 46, D-6800 Mannheim, Germany
INTERNET: tneser@mzes.sowi.uni-mannheim.de
BITNET: m75 at dhdurz1 UUCP: unima!fs21
X400: C=de; A=dbp ; P=uni-mannheim; OU=rz; OU=munix; S=neser;
FAX: +49-621-292-8435 TEL.: +49-621-292-8473

2815. Re: ftp-server

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 13:44:26 UTC
From: tneser@mzes
Message-ID: <9m2nxyb_@aix01.rz.fht-mannheim.de>
Source record: 217382

Hi,
sorry i meant atari stuff, no windows.
Sincerly
Thomas

2816. Re: TeX Question

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 14:19:32 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <19a45kINNp56@usenet.INS.CWRU.Edu>
Source record: 217380

In a previous article, marc@hemlock.cray.com (Marc Bouron) says:

> virmf \&cmplain '\mode:=canon; mag:=magstep(0); input fontname.mf'

I think it's more like:

virmf '&cmplain' '\mode:=CanonCX; ...'

But otherwise you are right. This is what I do to generate my fonts, but I
didn't really know the explanation for those seemingly extraneous '.tfm'
files that get generated. Thanks!
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rbixler@nyx.cs.du.edu
"When the going gets weird, the weird turn pro."

2817. Re: photochrome pics ? where?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 14:19:52 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Sep17.141952.9724@ulrik.uio.no>
Source record: 217381

In article <BupIJB.5Ly@iat.holonet.net>, wilsont@orac.holonet.net
(Timothy Wilson) writes:
> well i downloaded photocrme expecting a paint program, but nooooo
> 'its ajust a viewer.
> it says the images look reaaalllly cool even on an ST.
> well, does anyone know where I can get some images to look at?
>
> i'd like to see what this thing can do.
>
> thanks..

Well, as a start : This program came up on an ST-Format disk during the
summer.
It was made (I seem to recall) to display images from a full color
Raytracer
called qrt, which is at the a.a. in the graphics directory.

This qrt creates images with 16 mill colors in a simple format called
RAW.
Well, what you are about to do is :

Wait until some kind soul uploads some pictures to a.a. I myself cannot
do this
before mid-october, so I hope someone else can do it.

If you get the program to work, which it is supposed to, with IFF
pictures, watch them
but be beware, you'll "only" get 4096 colors on screen (with STE).

Run qrt on the files included in the release, which you better do at
night.
Even better : Get the sources for Qrt (Amiga) and compile them so it can
accept
batch jobs, it's slooooooow....

Jarle.

2818. Re: FONTGDOS.LZH; what lzh to use?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 14:28:10 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Sep17.112810.7583@ac.dal.ca>
Source record: 217182

In article <1992Sep16.111736.346@doc.bmd.trw.com>, jharres@doc.bmd.trw.com writes:
> I just ftp'd FONTGDOS.LZH and tried to extract with unlzh172.prg. All
> files test okay but cannot be extracted due to bad CRCs. What version
> of LZH should i be using?
>
> JIm jharres@doc.bmd.trw.com

It's archived in -lh5- format, which can't be handled by unlzh172. You need
one of Questor's lharc programs, such as lzh201j.ttp.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

2819. Re: Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 14:39:24 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1123@usdtsg.DaytonOH.NCR.COM>
Source record: 217460

In article <yvyn2vq@lynx.unm.edu> cs2531av@vesta.unm.edu writes:
>
>Defragmenters are mostly marketing hype that your friend seems to have
>swallowed whole. Do defraggers make reads faster? They can. It really depends
>upon your usage of your HD. If you create and delete lots and lots of files
>often, then a defragger might help.

On my PC at work, a defragmenter helps every so often (it does increase
the disk access a little), but you have to remember, I'm running
Windows on it, so there's temporary files galore...

On my ST, I do one thing to help avoid the need for too many read/writes
to my hard drive - when I download a file, I download it to my ramdisk
(usually around a 1.5 meg ramdisk). And I do ALL my archiving on the
ramdisk (so all the read/writes go there). Then, I just copy the
archived file to my e:\backups directory, and the unarchived version
(if I want to use it) to it's appropriate place on my hard drive.
That way, minimal use of the hard drive (besides, it's a whole lot faster
on a ramdisk anyways)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

2820. Re: Radio Shack DMP 105 printer

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 15:36:56 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1992Sep17.153656.6078@ccu.umanitoba.ca>
Source record: 217388

In article <1992Sep17.031213.20595@msuinfo.cl.msu.edu>,
cable@crs.cl.msu.edu (Dan Cable) writes:
>sourada@iastate.edu (Steven D Ourada) writes:
>
>>Small question here: does anyone know of programs for the ST that can
>>handle the Radio Shack DMP 105 printer? (Stop laughing, it was cheap.)
>>I'd also like to know if it's compatible with anything else (apparently
>>it's not with Epson...)
>
>Hey! I used to have one of those. Other than being VERY slow and compatible
>with nothing at all (except raw ASCII) they also add an extra line feed to
>every carriage return and there is no way to turn it off. At least not that I
>could find. One other possible use might be as a doorstop since it's not heavy
>enough to anchor your boat. No flame intended here, just my own personal
>observation.

Actually it is possible to change the DMP105's handling of line
separators, but it's not dip-switch settable--you'll have to send it
the appropriate commands each time you turn it on (or get your word
processor or whatever to do it). Consult your manual, or email me if
you don't have one. The DMP105 was the first printer I ever owned
(well, not counting the little thermal job I had for my Sinclair
ZX81). My wife still uses it for quick (?! :-) drafts of stuff she's
working on in WordPerfect. Granted it's slow, but it works OK for
text printing (including bold and underlining; you can even manage
super/subscripts if your word processor has editable character
tables), and it has been very reliable.

(Yes, I still have the ZX81 printer too. I just can't bring myself to
throw old toys away. :-)

BBB
--
Bob Bright | E-mail: bright@ccu.umanitoba.ca
Dept. of Philosophy | FAX: (204) 261-0021
University of Manitoba | Voice: (204) 474-9105
Winnipeg, Man R3T 2M8 |

2821. Re: Tek terminal emulation pro

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 16:02:29 UTC
From: ehobbs@nmt.edu
Message-ID: <1992Sep17.160229.3232@nmt.edu>
Source record: 217452

In article <A47178@K2.maus.de> Michael_Bernards@k2.maus.de (Michael Bernards) writes:
>m>If I am not mistaken, Uniterm is the only communications package for
>m>the ST with TEKtronic40XX emulation.
>Look for CONNECT 1.50. It has a TekTronix emulation too.
>
>Greetings, Michael

So where can one find this program?

Cheers,
Eric A. Hobbs
ehobbs@jupiter.nmt.edu

2822. Re: ATARI/IBM disk compatability, is it fl

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 16:05:02 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep17.160502.3735@newshost.lanl.gov>
Source record: 217386

>C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
>
> I have heard that there is a slight incompatability with IBM disks and
>Atari. Something along the lines of IBM using an extra sector for its FAT
>or something like that. Is this true, if so, is there one format (IBM or
>Atari) that I should use to guarantee better compatability?

If you have problems using the same floppies on both IBM and Atari computers,
one of the safest bets is to format the floppies on the IBM first. There are
also several commercial and shareware disk formatting utilities for the ST that
write the IBM boot sector on the disk when formatting it.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2823. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 16:21:18 UTC
From: baffoni@aludra.usc.edu
Message-ID: <19ab9uINNptk@aludra.usc.edu>
Source record: 217385

In article <1992Sep16.221223.5730@u.washington.edu> mpark@milton.u.washington.edu (Michael Park) writes:
>In article <197nmtINN61b@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>>In article <61153@aurs01.UUCP> whitcomb@aurxc3.aur.alcatel.com.UUCP (Jonathan Whitcomb) writes:
[stuff about making square-waves from sine waves deleted]

>What you've quoted Mr. Whitcomb as saying refers to the continuous
>domain. There is no mention of discrete sampling.

Yes - and the topic was on sampling. Someone posted about getting
a DC wave at twice target freq. and triangle/square waves at 4 times the
sample rate. Mr. Whitcomb through in some nice continuous-domain comments
and I, thinking he was on the wrong track, was trying to show him why it
was not applicable to the discussion, being as it dealt in the continuous
domain (but I am rather long winded at times).

[more of my drivel deleted]

>All digital-to-analog converters must be followed by [analog] anti-aliasing
>filters to eliminate the high frequency aliases in the "square wave" output.

Makes sense. I didn't know that though.

[more discrete math delted]

>What is your point?

Hey, this is C.S.A.ST. Do I need one? :)

Think of it this way, its much more fun reading through my psuedo-math
than reading through the latest flame fest, or zooVSlzh war.

IMHO of course.

>--
>Ciao-abunga! +-------------------------------------+
>Michael Park | This space intentionally left blank |
>mpark@u.washington.edu +-------------------------------------+

-Mike

2824. Re: Nyquist wrong. Not [was (none)]

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 18:04:25 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <8094@lee.SEAS.UCLA.EDU>
Source record: 217389

In article <197ongINN7mc@aludra.usc.edu> baffoni@aludra.usc.edu
(Juxtaposer) writes:
>In article <1992Sep14.104401.8585@jet.uk> djs@jet.uk
(David J Stevenson) writes:
>>In <2250287@overmind.citadel> only_bbs!JOHN_LOCKARD@overmind.mind.org writes:
>[describes needing 100KHz for an accurate 25KHz output]
>>I do not think that you understand basic sampling theory. Please look it up.
>>A sine wave of up to 35kHz can be represented by a sampling rate of 70kHz.
>>You are right that, if sampling at exactly 70kHz, you cannot tell the
>>difference between DC and 35kHz, but anything less than 35 is fine.
>
> Well, he is right in a way. As you noted, at twice the target
>frequency (exact) you are always hitting the same part of the wave - thus you
>output a DC signal. If you sample at slightly more than twice target freq.
>you start to get some distortions (obvious would be "beat" frequencies - the
>difference in the frequencies is small enough that you can hear as samples
>made along the target freq. differ only slightly and so your quasi-DC wave
>varies at a frequency of (1/2 sample freq) - (target freq)).

Please take David's advice and learn more about sampling theory.
The output of a digital-to-analog converter and reconstruction filter does
not correspond to what you ``eyeball'' the sampled wave to look like.
Nyquist's theory states that a perfectly bandlimited signal, when sampled at
more than twice its frequency content, can be *exactly* reconstructed by a
specific process involving D/A converters and appropriate filters. Any
failing in perfect reconstruction is not due to the sampling process or the
sampling rate itself, but to limitations in the physical implementations of
the sample/holds, A/D, D/A, and filters. (Actually, the sampling rate
theory does not deal with signal quantization to a certain number of bits,
but that does not seem to be the basic misunderstanding here.)

Scott Willingham // willing@icsl.ucla.edu
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.
.
.
.
.
.
.

2825. OXYD instructions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 18:14:19 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92261.141419JJL101@psuvm.psu.edu>
Source record: 217390

I just tried out OXYD and OXYD2... but can't seem to figure out what to
do... anyone have any English instructions for those games? I can make the
ball move, but it tends to move VERY rapidly using the mouse and within a
split second hits a wall and explodes or else breaks through the floor and dies
can't seem to keep a ball active for more than a second...
Any hints, help, info etc appreciated!

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: J.LEHETT2 Delphi: JLEHETT@delphi.com

2826. GCC v2.1 help needed

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 18:33:46 UTC
From: ameyer@seqp4.sequoia.com
Message-ID: <1553@seqp4.sequoia.com>
Source record: 217391

A couple of weeks ago, somebody posted a list of
required files to run GCC v2.1. Since then, I have
lost the file. Could somebody please mail me a copy
of the GCC required files. Alternatively, I seem to
have GCC compiling hello.c sucessfully up to the linker.
The linker appears to be looking for a library file,
and I dont seem to have one (that is, I dont have
a libc.a or equivalent. Would somebody who knows what
they are doing care to comment

Thanks for the help,

Andy
ameyer@sequoia.com

##
This Brain
Intentionally
Left Blank
##

2827. Starjet SJ-48; laser/inkjet help!!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 19:45:55 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Sep17.154555.1@sscl.uwo.ca>
Source record: 217392

Hi peoples! Has anyone any knowledge of the STARJET SJ-48 bubble-jet printer? I was thinking of acquiring a new computer and possibly a better printer...especially since I can't find a Calamus 24pin printer driver!!! I think laser is out of my range but inkjets and bubblejets seem reasonable. The Starjet LOOKS identical to the Canon BJ10e (except it's grey). The BJ10e seems as though it's becoming quite well supported. Does anyone know if the Starjet could be run with a 10e driver? Has anyone used a Starjet (by Star, by the way...pretty obvious, eh!) Any help with the Starjet, or comments/reviews of inkjets and lasers would be appreciated...thanks!

p.s. If anyone knows of a 24pin driver for calamus I would appreciate some help with that also. I wrote to the Calamus folks but haven't heard back yet. Is there an e-mail address for these folks?

T.T.F.N.
JR.

+---------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+---------------------------------+ +-*-+- +---------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +---------------------------------+

2828. .CPT archiving, what is it?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 20:05:07 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <16865D423.C556212@mizzou1.missouri.edu>
Source record: 217393

I just got a collection of what I believe to be classical .MODs, but
there is a catch to this wonderful suprise, the file seems to be compacted
or at least archived. The extension is .CPT. The area I found it was
APPLE II GS. (are they still around?). Anyways, I would appreciate any
leads someone could give me as to how to un-CPT this thing so I can
check it out.....
Thanks!
Jeoff Hines c556212@mizzou1.missouri.edu

2829. Can I re-partition HD without backing it up?

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 20:09:48 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <16865D53C.C556212@mizzou1.missouri.edu>
Source record: 217394

I have 6 partitions on my HD (everything from utils to music to pics)
and I want to take a few Megs from the less intensive areas and put them
into partitions I use more frequently. Do I have to do it and then restore
my drive, or can I just do it?
Thank you.
Jeoff Hines c556212@mizzou1.missouri.edu

2830. Re: ZOO problems (was PERFPICH.TOS v1.1 posted to a.a)

Newsgroup: comp.sys.atari.st
Date: 1992-09-17 22:39:15 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep17.173916.12977@miavx1.acs.muohio.edu>
Source record: 217395

In article <1992Sep15.200810.12111@a.cs.okstate.edu>, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
> In article <1992Sep15.102420.12834@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>> What I do is open a window that has ZOO.TTP in it, then open a
>>window with the zoo file, and then open a window with the destination
>>direcory. Then, making sure the destination window is on top, I
>>double-click on ZOO.TTP while holding down the right mouse button. The
>>box dialog box comes up, I type in the full pathname for the zoo file,
>>and let it go. It puts everything in the directory that is in the top
>>window. (Although using a shell is a lot nicer, this method works.)
>
> This WOULD BE NICE!!!! But it doesn't work for me...
> Tos 1.4 in a 520ST...
> All files go where ZOO.TTP was run from... Even though the desired
> destination window remains topped!!!!
>
> Is there a patch for TOS 1.4?
>
> jc

I have no idea why this isn't working for you. I have 1.4 in my
1040ST, and this always works for me. What's in your auto folder?

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((((((((}}}}}}}}=======----- 17-SEP-1992

2831. Re: Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 00:22:39 UTC
From: andyc@hplsla.hp.com
Message-ID: <5440181@hplsla.hp.com>
Source record: 217456

bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>
> Well if I were you I would check out the new Diamond Edge program from
> Oregon Research Associates (you know, the people who made Diamond Back).
> It was slated for release this weekend at the Glendale fair (MMM, wish I
> were there!), and their ad in the latest Atari Explorer gives a pretty
> enticing description of it. For example, it does disk/data recovery,
> undelete, optimization (this is what you want), etc.

I second the recommendation. I've used Diamond Edge for a little while now.
It is fast, easy to use, and has found (and fixed) problems on my disk
that other commercial software did not find.

And - there's nothing like a defragged AUTO folder to make booting go fast!

%%%

2832. Re: Atari Thesaurus

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 00:25:11 UTC
From: andyc@hplsla.hp.com
Message-ID: <5440182@hplsla.hp.com>
Source record: 217455

/ davidb@muppet.bt.co.uk (David Baboulene DND3) writes:

> I am currently using FirstWord on an atari ST to write a book, leading
> me to an urgent, burning desire for a thesaurus for the ST.
>
> Can you satisfy my desire? Do you know if there is such a beast, and where
> I could get hold of it if there is?
>
> Thank you for any help you can give me,
>

I just read in the September issue of GEnie Lamp that there's a shareware word processor that comes with a thesarus accessory. I don't recall the name right now, though.

%%%

2833. Re: Nyquist wrong. Not [was (none)]

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 01:08:54 UTC
From: baffoni@aludra.usc.edu
Message-ID: <19ba76INN2de@aludra.usc.edu>
Source record: 217396

In article <H.KDv1l7AvVHg@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
>In <197ongINN7mc@aludra.usc.edu>, Juxtaposer writes:
[My ramblings and Mr. Whitcombs text deleted]

>Not so! If sampling at exactly twice the target frequency, you will always
>get a sample of one part, lets say positive part, and the next time you'll
>get the other part (negative). This is when you rule out that you start
>sampling at the time the target passes through zero. Another fault with
>sampling at exactly twice the target frequency is that you cannot be sure
>to get the right amplitude of the signal, although, the chance to get the
>frequency is quite good.

Whoops. As you (and others!) pointed out, you do get the right freq.
(unless you get it at amplitude zero), but that amplitude is messed up. This
brought up a question in my mind that I hope someone familiar with the DMA
sound capabilities of the ST line can answer.

As was noted, you can output your highest frequency as either a sine
wave or as a sort of step-function ouput (which at the highest frequency
would become a triangle wave). Does DMA sound get output as a sine or as
a step (as close as capacitance allows) function?

In other words, if you were to look at an analysis of the DMA's highest
output sound, would it look like a nice sinusoidal wave or would it look
blocky/triangular?

>The rest of the message i agree with, so I deleted it:)

I'm glad someone did. :)

>--
> ____
> / Joern F. Moe / All above is my own personal opinion! \
>/ Oslo, Norway / Any lack of opinion above is also mine! \
>---

-Mike

2834. Re: ATARI/IBM disk compatability, is it flawless?

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 02:25:26 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.3kWDxoLUy5A@nasim.sta.sub.org>
Source record: 217475

```
In <168641342B.C556212@mizzou1.missouri.edu>, Jeoff Hines writes:
>
> I have heard that there is a slight incompatability with IBM disks and
>Atari. Something along the lines of IBM using an extra sector for its FAT
>or something like that. Is this true, if so, is there one format (IBM or
>Atari) that I should use to guarantee better compatability?
>
>Jeoff Hines c556212@mizzou1.missouri.edu
>

If you'll use DOS formatted Disks you'll get less problems but you
cannot format your DOS disks with 10 sectors, can you?
So you'll lose about 60KByte or more per disk...

Knarf
--
-----------------------------------------------------------------------
| A whore is never too tired to open her legs - Pink Turns Blue |
-----------------------------------------------------------------------
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - Germany |
-----------------------------------------------------------------------
```

2835. Re: Reasons for switching to a PC or Mac

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 05:50:49 UTC
From: brown@dgaust.dg.oz
Message-ID: <997@dgaust.dg.oz>
Source record: 217397

GRAPHICS DISPLAYS: IBM has VGA & svga graphics, not to mention the amount of colours that can be displayed on the screen at one time. My MegaSTE 4mb can ONLY display 2 colours at high res, 4 on medium & a paltry 16 on low res.
ACCESSORIES: Hard disks, floppy disks, SIMMS etc. are a lot cheaper for the IBM
SUPPORT: The Atari ST is very poorly supportedm& promoted here in Australia.
PRICE: The MEGASTE 4MB without a monitor sells for A$2,795.00 here in Australia, my IBM clone 386SX 25Mhz @2mb Ram 40mb Hdd 1.44 fdd without a monitor cost me only $1,198.00 and that was over 6 months ago, prices have come down since then on clones.
Anyway thats my whinge for the day...
Rgds
Fred

2836. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 09:19:21 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Sep18.091921.29085@aber.ac.uk>
Source record: 217398

Well whether the Falcon is worth buying or not, I've just seen an
advert for one! Mind you I doubt if they actual have any in stock.
Price about 475 pounds for minimum configuration. One of the UK mags claims
that Atari UK are shipping in 10,000 units this October into the UK.
Whether it's true or not is another matter.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

2837. Re: Atari Thesaurus

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 10:34:00 UTC
From: Juergen_Voorgang@bn.maus.de
Message-ID: <A3976@BN.maus.de>
Source record: 217414

Hi,

>There exists a programm that has a Thesaurus. It's name is CALLIGRAPHER.
>It's a really great textprogramm with that you can use many fonts.
>But I don't know if it's available in the US.
>If you wanna something know about this programm write to this firm:

Calligrapher is from

WorkingTitle
22 Bury Mead
Stanton Harcourt
Oxford OX8 1SD
England

The American distributor is CodeHead Software, PO Box 74090, Los Angeles, CA
90004.

There are thesauri for German, English, French, Spanish and American English.

Bye,
Juergen Voorgang
(WorkingTitle Germany, Lilienweg 12, 5300 Bonn 1, Germany)

2838. Re: European Software for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 11:05:18 UTC
From: (unknown)
Message-ID: <1992Sep18.110518.20478@dhhalden.no>
Source record: 217399

```
In article <etxansk.716728477@garbod20>, etxansk@garbo.ericsson.se wrote:
>
>
> I'm wondering if there are European software houses that have
> already started working on games, applications, etc for the
> Falcon computer.
>
> I remember Psygnosis did some early but very impressive games
> for the Atari ST/Commodore Amiga computers in the mid-80s, long
> before these 68000 home computers had a significant market share
> (in Europe).
>
> Other companies, like Ocean, waited for an established user base
> to grow before they started releasing games.
>
> I hope Atari will succeed in launching the new product in important
> markets like the UK and Germany.
>
> Anders Skelander
```

Eurpean software for the Falcon is in the making already. Eclipse is working on a 3-D Elite type of game for it. Jeff Minter who made "revenge of the mutant spacecamels" and "Defender" etc. is working on an Defender type of game. Overscan is working on programs for it. If I�m not mistaking, I belive it�s around 200 developers working on programs for it in addition to the Atari developers. John Scruch, head of Atari developer department told me at de Atari Messe in Dusseldorf that at least 5 or 6 great games will be ready for the Falcon before Christmas. I belive the number will be slightly higher.

I to hope Falcon will be a sucsess and belive it will. According to pretty reliable sources Atari has about $ 360 millions in the bank to push the Falcon into the market. Their strategy is to take on the market in the U.S state by state and satisfy the demand before they continue to the next state. In Europe they will do almost the same. They�ll take on Germany and England first and then on to Scandinavia. By the way a big firm with a LOT of money is going to take over the import and distribution in Scandinavia. The name of the firm is not known to me at this time and therfore i don�t know in which country it�s based.

Another thing... Amiga is selling very little these days. At least thats what I�ve heard. A600 is a flop in England due to it�s incompability towards some old A500 software and that you need an extra chip from commodore to connect an internal IDE-harddisk to it. That chip is not available here in Norway yet. Way to go Commodore.

By the way Commodore has no machine to match Falcon. They have launched A4000, but it sucks.

Rune Hyldmo

COMMODORE, PRICE WITHOUT THE POWER! ATARI WILL RULE FOREVER!!!!! (well, almost)

2839. Re: .CPT archiving, what is it?

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 12:07:41 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep18.120741.154616@rrz.uni-koeln.de>
Source record: 217400

In <16865D423.C556212@mizzou1.missouri.edu> C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> I just got a collection of what I believe to be classical .MODs, but
>there is a catch to this wonderful suprise, the file seems to be compacted
>or at least archived. The extension is .CPT. The area I found it was
>APPLE II GS. (are they still around?). Anyways, I would appreciate any
>leads someone could give me as to how to un-CPT this thing so I can
>check it out.....

For all I know, *.CPT archives are generated and extracted by the Mac archiver called compactor. Anyone who has a Spectre should be able to deal with those archives, since compactor is on the Mac PD disk included with Spectre 3.0 (that's where I know compactor and the *.CPT archives from). Unfortunately, I don't know if any Atari archiver can deal with *.CPT archives.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2840. 14161

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 13:48:40 UTC
From: easteee@wkuvx1.bitnet
Message-ID: <1992Sep18.084840.2444@wkuvx1.bitnet>
Source record: 217451

Does anyone know the prices of Atari monitors, or is anyone selling one? A tube busted in mine, so I'm desperately seeking a remedy.. No one around my hometown (Lexington, Ky) is able, or willing to attempt to fix an Atari monitor.. I have a 520ST, if anyone is wondering.. Any help would be appreciated!

_____ __ ___ ___ o __ ___ | Western Kentucky |
/ /__) /__ /__ /) / /__) /__ | University |
/ / \ (___ (___ (__/__/ / / \ (___ | EASTEEE@WKUVX1.BITNET |

2841. SCSI Take Kit / Glendale Show

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 15:44:47 UTC
From: david@bdt.com
Message-ID: <1992Sep18.154447.26420@bdt.com>
Source record: 217486

To anyone who purchased the new SCSI Tape Kit at the Glendale
Show last weekend, there are some files missing on the diskette.

Please call the BDT BBS at (510) 530-9682, or call the office
at (510) 530-9637 to obtain the correct files.

I'm sorry about any inconvenience this may have caused you.

--
David Beckemeyer (david@bdt.com) | P.O. Box 21575, Oakland, CA 94620
Beckemeyer Development | UUCP: uunet!ossi!bdt!david

2842. Re: Photo Chrome - uploaded to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 16:34:31 UTC
From: baffoni@aludra.usc.edu
Message-ID: <19d0enINN1qc@aludra.usc.edu>
Source record: 217454

The question I have about this program is - Is it TT compatible?
This would be pretty neat software to run in TT modes (ie - if it could
do its tricks in TTmed so you get the awesome colors etc. in a 640x480
screen). I suspect it has a LOT of assembly with tight timing loops and
thus is not likely to work, but if someone out there has tried it, PLEASE
POST YOUR RESULTS!

-Mike

2843. Schwarz/Weiss-Bildschirm -> "Farbige Software" ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 16:36:41 UTC
From: kless@lindau.inf-wiss.ivp.uni-konstanz.de
Message-ID: <1992Sep18.163641.123467@eratu.rz.uni-konstanz.de>
Source record: 217453
Cross-posted to: zer.z-netz.atari.spiele,comp.sys.atari.st

Hallo,

ich suche ein Programm, mit Hilfe dessen man auch
bei einem Schwarz-Weiss-Bildschirm (ST-1040)
Software fuer Farbbildschirme laufen lassen kann
(z.B. Spiele).
Welches ist gut und preiswert? Kann mir jemand eines
per e-mail zusenden?

Bernhard Kless

kless@inf-wiss.ivp.uni-konstanz.de

2844. MicroEMACS 3.11c-beta1.1 available

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 17:31:10 UTC
From: POHLERB@DMSWWU1A.UNI-MUENSTER.DE
Message-ID: <92262.161120POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 217457

A new version of my port of MicroEMACS for ST(E)/TT computers is now
available. In this version several bugs have been fixed. Please get
rid of older versions and please do not give them away any longer!

The following files are available at ftp.uni-muenster.de in the
folder /pub/atari/editors/microemacs3.11c-b1.1 :

length file description
==
58268 ue311cmd.zoo Macros and startup-file; get this archive!
73389 ue311doc.zoo Documentation for MicroEMACS 3.11 This file has
not changed since the last release.
64947 ue311gbw.zoo GEM-MicroEMACS, monochrome version (executable)
65471 ue311gcl.zoo GEM-MicroEMACS, color version (executable)
57344 ue311st.zoo A hacked version with linea-calls. I do not use it!
(executable)
66775 ue311tc.zoo A TERMCAP-based version of MicroEMACS (executable)

I also uploaded the files to atari.archive.umich.edu, so please first
look there, if you're outside of Europe. Thanks! The files are
currently in atari/new/me3.11-b1.1

In this version, programmable GEM-menus have been added to
GEM-MicroEMACS. As the menu is quite large, GEM-MicroEMACS might have
problems in the low resolution (I did not test it).
The executable in ue3.11st.zoo might have problems with some
configuration as it uses undocumented features of TOS.
Exept for these two cases, MicroEMACS should run under any
configuration. If not, or if you find other bugs, please mail them
to
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <pohlerb@math.uni-muenster.de> &
\ Slow address: Friedericus-Str. 15 \
5 W-4400 Muenster-Nienberge | Germany 5
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

2845. When Can I Buy The Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 17:41:02 UTC
From: mikhil@Vaduz.docs.uu.se
Message-ID: <mikhil.716838062@Vaduz>
Source record: 217459

I have followed the discussion about the Falcon
on the net. There's a lot of talk about this
wonderful/miserable (choose one) machine. However
no one has said anything about when and where I
can buy the machine. I'm beginning to think that
Atari will never release it, or if they do it will
be too late because some other company has developed
a much more powerful machine at an even more affordable
price. So Ataricorporation or anyone else who knows:

WHEN WILL THE FALCON BE AVAILABLE IN THE STORES ?????
(I'm thinking of the stores in Sweden (Scandinavia),
Germany or England)

Mikael Hillborg
Computer science student at the
University Of Uppsala, Sweden

email: mikhil@student.docs.uu.se

2846. Re: Reasons for switching to a PC or Mac

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 17:44:19 UTC
From: baffoni@aludra.usc.edu
Message-ID: <19d4hjlNN82k@aludra.usc.edu>
Source record: 217458

If you don't mind, I'd like to rip some of these arguments :).

In article <997@dgaust.dg.oz> brown@dgaust.dg.oz (Fred Brown) writes:
>GRAPHICS DISPLAYS: IBM has VGA & svga graphics, not to mention the
>amount of colours that can be displayed on the screen at one time.
>My MegaSTE 4mb can ONLY display 2 colours at high res, 4 on medium
>& a paltry 16 on low res.

Um, you do realize that there are graphics cards out for the MegaSTE
that are _much_ better than base STE modes, and even rival IBM cards of the
same price, right? Remember, an IBM without a graphics card is unusable
(except as a server). An ST (or STE/TT) is usable without a card, it just
isnt necessarily pretty.

Oh, and since the subject-line includes Mac, even though it was never
quoted in the reasons, for completeness: Again, you get what you pay for -
if you just go with stock video, you get 256 colors (or less) on a 13" (or
less) monitor - you have to buy a (expensive, IMO) graphics card to improve
on this.

On both machines, the high-ends are better than are currently available
for the ST/STE/TT, but then we aren't talking high-end here.

>ACCESSORIES: Hard disks, floppy disks, SIMMS etc. are a lot cheaper
>for the IBM

This is funny. You do realize that the STE can use the exact same
SIMMs as the IBM? Well, perhaps not PS/2 SIMMs (funny beasties those...),
but it certainly can use IBM clone SIMMs - and can even use (gasp!) cheaper
SIMMs without that 9th bit, or even slower SIMMs (I don't believe the MSTE
has any problem with slower-than-80ns without waitstates, but I could be
wrong on that part - but it can use them anyway).

For the IBM, if you are connecting to the ACSI port on the back
of the machine, prices should only differ by an amount equal to the price of
the host adapter (but then, you need a HD card -gee, forgot about that
expense? So make that difference=hostadapter-card). If you are connecting to
the internal SCSI port, all you need is the drive (possibly not needing the
case either).

For the Mac, you don't need much so the host adapter again is the
only difference in price. However, you can use any HD the Mac can use.
You can also use the same SIMMs as the mac uses (except for the MacIIfx,
which are expensive anyway).

>SUPPORT: The Atari ST is very poorly supportedm& promoted here in
>Australia.

Can't argue with that. Not because I don't believe you (I do), but
because a) they don't market them very well here (in US) and more importantly
b) since I don't live there, I am hardly qualified to say what they are or
are not doing to get Atari in the public eye.

>PRICE: The MEGASTE 4MB without a monitor sells for A$2,795.00 here
>in Australia, my IBM clone 386SX 25Mhz @2mb Ram 40mb Hdd 1.44 fdd
>without a monitor cost me only $1,198.00 and that was over 6 months
>ago, prices have come down since then on clones.
>Anyway thats my whinge for the day...

Haven't the price cuts hit in Australia? I've heard that prices are
being slashed on everything from the TT down, due to the imminent release of
the Falcon. Even though prices have come down on PCs, they aren't likely
to come down much more as everyone has reduced down to as low a profit margin
as they can without going out of business - and some have done just that.
Unfortunately (for you), it sounds like this disparity of system price is
due to yoru Geographical location. In the US (pulling out a copy of PC WEEK)
clones with your config above run about $1195, but the MSTE is no where near
the 2,795 you quoted (lets put aside exchange rates for now, as we are talking
relative prices). From memory, MSTE prices are around $1200 (before the price
cuts) from my local dealer (1MB,1.44,65MB HD, monitor) - less if you don't need
the monitor, more if you want more memory, etc.

A MacLCII with 4MB/40MB, monitor(12"RGB), keyboard/mouse will run
(with educational discount) about $1800 - base is 1300, monitor 400, keyboard
is 89.

Of course, in this discussion, no mention of the Falcon was made, but
should it come out in October for $799/$1399...well, you can draw your own
conclusions (you will anyway :) .

>Rgds
>Fred

-Mike

2847. Re: Atari Thesaurus

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 17:56:54 UTC
From: andyc@hplsla.hp.com
Message-ID: <5440183@hplsla.hp.com>
Source record: 217467

Previously I wrote:

>I just read in the September issue of GEnie Lamp that there's a shareware
>word processor that comes with a thesarus accessory. I don't recall the name
>right now, though.

It was called DBWRITER.

%/%/%/

2848. Re: Ghostscript 2.4.1 for TT

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 19:17:16 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Sep18.121720.3721@arizona.edu>
Source record: 217463

I downloaded Ghostscript 2.4.1 compiled for the TT from Stuttgart yesterday, and it works (about 30% faster on the couple files I timed) except that after pressing RETURN after the >>showpage<< message, I get an endless stream of errors instead of the gs command line. I have to do a ^C to get out (back to Gulam). Had anyone else had these problems? I don't know who posted it, so I can't get back to him.

-Paul Harris
paul@jupiter.ame.arizona.edu

2849. Higher-rez on a TT???

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 19:24:01 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Sep18.122402.3723@arizona.edu>
Source record: 217464

When using a TT with a PTC1435 (or whatever number it is--the color one) monitor, the switch on the back is set to TTL. When the switch is set to VGA, the regular display becomes narrower, about 2/3 of the screen. But then, the background color fills in the whole screen, instead of going off the sides. I have some program (I forget what) that causes random colors to appear in these side-regions, so I was wondering, is there some way to actually be able to use these side areas (and leave the switch on VGA) just with software? I've wondered this for a long time and have never heard anything about it.

-Paul Harris
paul@jupiter.ame.arizona.edu

2850. elvis 1.5 and fmt

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 19:44:24 UTC
From: eugene@cs.athabascau.ca
Message-ID: <2403@aupair.cs.athabascau.ca>
Source record: 217466

I recently downloaded ELVIS 1.5 (a vi-like editor) from the umich atari archives. Supposedly, the program "fmt" was bundled with elvis, but when I unpacked the file, "fmt" was missing. "fmt" is a simple PD formatting utility which aligns text to a preset right hand margin.

I have the source code for "fmt", but have been unable to compile it. Does anyone have the atari binaries for this program or at least know where I can get them? I would really appreciate receiving the program. Thanks,

Gene Rubin

____
| |
| Eugene Rubin <eugene@cs.athabascau.ca> Box 10,000 |
| Centre for Distance Education Athabasca , Alberta |
| Athabasca University CANADA T0G 0R0 |
| 403-675-6308 |
| FAX 403-675-6431 |
|____|

2851. Printing on a 2M TT with slm804

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 20:18:00 UTC
From: alewis@vx9000.weber.edu
Message-ID: <18SEP199213183356@vx9000.weber.edu>
Source record: 217461

I sold my Mega 4 and got a TT and can't get anything to print on my slm804 printer, either because of not enough memory, or the diablo emulator doesn't see the printer while everthing else does, or Ultrascript doesn't work.

CS-Tex prints out blank pages, probably because of memory. I will buy memory especially since the prices went down recently, but I can't for several months yet, so I'm tyring to find and intermediate solution. Any ideas?

2852. Re: When Can I Buy The Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 20:23:31 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep18.202331.16567@newshost.lanl.gov>
Source record: 217465

In article 716838062@Vaduz, mikhil@Vaduz.docs.uu.se (Mikael Hillborg) writes:
>
>WHEN WILL THE FALCON BE AVAILABLE IN THE STORES ?????
>(I'm thinking of the stores in Sweden (Scandinavia),
> Germany or England)

Mikael, your guess is probably as good as the next, but the "word" from Atari is that shipments have already begun to Europe (?) and they should be available in stores sometime in October. Personally, I find that to be a little optimistic but you should check with your dealers there for their most current info.

As usual, we US based Atarians will once again play the waiting game. <sigh>

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2853. MiNT questions

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 20:25:00 UTC
From: alewis@vx9000.weber.edu
Message-ID: <18SEP199213253725@vx9000.weber.edu>
Source record: 217462

I understand you can only have one GEM program running under MiNT at a time, so are there programs like a general modem program that is TOS and will work with MiNT? I would like to be able to use a terminal program in the background and say the desktop or PageStream. Could I for example be using PageStream and open a cli and editor to compile with gcc at the same time?

What are the must have programs to use with MiNT, i.e. what is the best cli, editor, compilers, etc. that work with MiNT?

What do most people who use MiNT use it for?

Thanks.

2854. Re: .CPT archiving, what is it?

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 22:13:59 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep18.221359.27631@actrix.gen.nz>
Source record: 217472

.CPT files are created with a program called 'Compact Pro' on the Mac/Apple. Basically, it's a self-extracting .SIT file, so if you can find UNSIT for the ST (It's on atari.archive.umich.edu FTP site I think), then you should be able to extract it.
--

2855. Re: ICD Software- Most recent?

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 22:19:50 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <1686614818.BWWL@ibm.rz.tu-clausthal.de>
Source record: 217468

In article <1992Sep16.104741.22780@aston.ac.uk>
wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

>Header pretty much says it all, really; what's the most recent
>version of the ICD hard drive software, and where can I get it
>from? (I think my current version is dated 1990, so I _may_ be
>up to date already, but I'd rather know for sure! :)
>
>--
>Tim Wright. \ Real Life sucks
>wrighttj@cs.aston.ac.uk \ losers dry.

This are the newest version of the ICD-Software:

COPYFIX Version 1.5
HDUTIL Version 4.12
ICDFMT Version 5.18
ICDBOOT Version 5.6.1
HDPARK Version 2.02
ICDTIME Version 2.0
TIMESET Version 1.5
COLDBOOT Version 2.01
CFGCBOOT Version 2.02
HDPARTS Version 2.04
CACHEOFF Version 1.2
CACHEON Version 1.2
CLEANUP Version 4.21
IDCHECK Version 2.04
RATEHD Version 2.06
WO_IST Version 1.81
CACHEHIT Version 1.12
HOST Version 2.02
BOOTFIX Version 2.10
DESKTOP Version 3.09
ADSCSI Version 1.00

You can get them from your nearest ICD-Software Box...

Bye,
Wolfgang.

2856. Re: OXYD instructions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 22:24:08 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <1686614919.BWWL@ibm.rz.tu-clausthal.de>
Source record: 217469

In article <92261.141419JJL101@psuvm.psu.edu>
J.J. Lehett <JJL101@psuvm.psu.edu> writes:

> I just tried out OXYD and OXYD2... but can't seem to figure out what to
>do... anyone have any English instructions for those games? I can make the
>ball move, but it tends to move VERY rapidly using the mouse and within a
>split second hits a wall and explodes or else breaks through the floor and dies
>can't seem to keep a ball active for more than a second...
> Any hints, help, info etc appreciated!
>------------------
>J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....
>

You have to find equal "memory"-stones (that are the black stones - if you
touch one with your mouse it opens a symbol. if you find the other one this
two stones left open - if not the first one will close and you have to find
the other one of the second...)
There are several "problems" like breaking through a floor (if you are too
slow or cross one point several times), ice (very slippy), killing-stones,
etc. Beware of leaving the floor (fall down into the black holes)....

Just try it...

Bye,
Wolfgang.

2857. Re: ftp-server

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 22:30:28 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <1686614A96.BWWL@ibm.rz.tu-clausthal.de>
Source record: 217470

In article <2m2nytb_@aix01.rz.fht-mannheim.de>
tneser@mzes (Thomas Neser) writes:

>Hi all,
>just searching ftp-server for windows stuff which carry an index with
>description of the files, size and date would be also good. Hope to hear
>something via e-mail from you.
>Sincerly
>---
>Thomas Neser,
>

Here are some:

sun.rz.tu-clausthal.de (139.174.1.3)
atari.archive.umich.edu (141.211.164.8)
ftp.uni-kl.de (131.246.9.95)
ftp.uni-paderborn (131.234.2.32)

Bye,
Wolfgang.

2858. Crack Art (posting from the authors)

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 22:33:03 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <1686614B30.BWWL@ibm.rz.tu-clausthal.de>
Source record: 217471

Hello!

This is a posting from Detlef Roettger and Jan Borchers (the authors
of Crack Art). Sorry for the english....

If you have never heard about Crack Art before, read at least the
additional words at the end of this letter, please.

Detlef Roettger Jan Borchers
Vienenburger Str. 27 Vititorwall 10
W-3387 Vienenburg 2 W-3380 Goslar
Germany Germany

Tel.: (+49) 05324/6452 Tel./Fax.(G3): (+49) 05321/43998

Subject: ATARI-Shareware

Product: CRACK ART Version 1.32 TT+ (18.09.1992)

This message is addressed to all users of e-mail and FTP.

We (the programmer of Crack Art) are pleased about the great interest in
out program. We write to all unregistered users of Crack Art. The newest
version is 1.32 TT+ is now ready. All other version less than 1.30 TT+ are
absolutly out of date. (1.32 TT+ is the less buggiest version ;-))

All user (programmer?) who do not have the complete Crack Art package (yes,
it is more than only one program!), but want to have the >650 kByte of
programs, docs, listings, sources, inlines, games, printer-driver etc.
should contact us.

We think you won't miss this program - if you have tried it once. This is
not only our opinion but also at least two other well known Atari-magazins:
The english magazine ST-Format has given 94% to Crack Art 1.00 TT+,
'ST-Format Gold Award' (best shareware graphic-program), the german
ST-MAGAZIN (Markt&Technik Verlag) will present an article in the issue
of october 1992 (in colour of course!) about version 1.20 TT+. We don't
know the article right now, but we are sure it isn't bad...

Always remind: The newest version is only obtainable from the authors.
So register yourself! The shareware-fee of version 1.32 TT+ is 30,- DM
(german mark). We will send you the newest version of Crack Art and a
personal thanks as soon as possible. Inquiries can be made via "normal"-
mail or via FAX (G3 standart) to one of the addresses above.
Since most user (reading this) are using electronic-mail your questions
won't reach us (because we do not have an account on any host). If you

want further versions of Crack Art released as Shareware you have to support this - very fair - concept. If (even after this posting) there is no feedback from FTP-users, further versions won't be on any servers...

All questions about 'shareware only in germany' are very happy - since the first registrations reached us from england, france and canada! Germany is now getting better...

Crack Art will not be released in a '4096 colour STE/TT' version, because therefor an extra-version will be neccessary. The effort to create an extra-versions if not known (at the moment)...

Absolutly utopian is a re-programming to 640*480 TT mode. We could start complete new...

Crack Art doesn't run on the Falcon. There are problems with the fillstyles and with the mouse (this kind of problem affects also the users of NVDI 2.0x). We are writing a new mouse-routine to work around this problem...

The facility to grab graphics out of other programs is now much better (because of the new BOOTDUMP-sector created be Crack Art formatting). Besides such a disc will help you if something goes *really* wrong while working with Crack Art. After a crash of crackart you can still reboot and save the pictures you normally loss... What other program supports that?

There was a special Crack Art 'scannerversion'. This special version was NOT shareware. Because of the new, flexible drivers this has changed. The Crack Art program is always shareware - only the scanner-driver is NOT. The included scanner-interface (CAS-file) only calls this driver. If the driver isn't loaded nothing would happen.

There are many ways to expand Crack Art. The exact ways are shown in the documentation. You can use Assembler-routines or you can use the printer ans scanner-drivers. Also it is possible to access Crack Art via the SCRAP-buffer (see docs about ACCESSORIES). You can use any language to program special extension. Such programs can be loaded by Crack Art (*.PRG, *.TOS). If you have programmed extensions like this: Please send us the programs (so we are able to include them in further packages). (There was a competition about DEGAS Elite modules. Perhaps we could try something like this...)

We hope for a better shareware-feedback. You can read another article in ST-Magazin (at the latest 24.09.1992). Perhaps this could convince you of taking the (already written) register-mail from your desktop and send is to us. (you may send a cheque instead of money - if you want).

Happy hacking and drawing,
Jan & Detlef

---

some additional words:

the english version of the manual is under construction. please be
patient. (the buttons etc. are english, so the usage of Crack Art
should be very hard... try the functions keys, both mouse keys, the
SHIFT, ALTERNATE, CONTROL keys in conjunction with the mouse keys....)

if you want to get the new version of Crack Art via FTP:
- send the shareware fee to the authors
- you will get the IP-Number and the (FTP-)login name of a host to
receive the newest version (at the moment 1.32 TT+)
- this is an additonal service. of course you can get the disc directly
from the authors....

if you have never heard about Crack Art:
- you can get the older version of Crack Art (V1.00 TT+) normally via
FTP from:
atari.archive.umich.edu (141.211.164.8) atari/grpahics/crackart.lzh
sun.rz.tu-clausthal.de (139.174.1.3) /pub/atari/graphics/painter/crackart.lzh

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

2859. Re: "OPERATION: A.C.T. NOW" announcement

Newsgroup: comp.sys.atari.st
Date: 1992-09-18 23:59:35 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <19dqh7INNeol@usenet.INS.CWRU.Edu>
Source record: 217473

>>
>>
>> --
>>
>
> Although I personally don't hold out much hope for your success, I do
>wish you the best of luck. I do remember the Revolution and did
>take part in it. I even got some letter back from some of the companies
>I sent them to. They all seemed to say the same thing, "I'm not going to
>do Atari's job for them". This is once again doing Atari's job for them.
>Atari needs to advertise their product to the general public. I'm not
>talking about the few advertisements place in some of the professional
>musician magazines, nor am I talking about a few advertisements placed in
>some of the gaming magazines. What is needed to inform the general public
>about the wonderful qualities of the Atari computer is an indepth
>advertising campaign. This included newspaper ads, magazine ads, TV ads,
>radio ads, etc. Yes, this is very expensive, but if Atari Corporation is
>going to live on it is going to have to do this.

Well, part of the campaign is to let Atari know what YOU and other
dealerships think they need to do to help you sell more computers.

If we compile a list of a dozen dealers with similar suggestions,
the company MAY listen.

It may work, maybe not, but we don't have much to lose except a
few stamps.

Atari has some type of co-op deal where they share the cost of
advertising with dealers. Have you ever advertised with Atari?
If not, why? What was the problem? This is the type of stuff that
we are looking for.

>

--

2860. Re: photochrome pics ? where?

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 00:45:19 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <19dt6vINN4ep@peponi.wcc.govt.nz>
Source record: 217476

In article <1992Sep17.141952.9724@ulrik.uio.no>, jarleb@athena.uio.no (Jarle Brinchmann) writes:

>Well, as a start : This program came up on an ST-Format disk during the
>summer.
>It was made (I seem to recall) to display images from a full color
>Raytracer
>called qrt, which is at the a.a. in the graphics directory.
>
>This qrt creates images with 16 mill colors in a simple format called
>RAW.
>Well, what you are about to do is :
>
>Wait until some kind soul uploads some pictures to a.a. I myself cannot
>do this
>before mid-october, so I hope someone else can do it.

I can upload some .RAW raytraced pictures if anyone wants them?

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

2861. Is there an auto prg to merge midi out with a thru?

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 01:10:21 UTC
From: selick@csa.bu.edu
Message-ID: <96341@bu.edu>
Source record: 217474

```
Is there an autoload program that will work in the background to combine
whatever comes in the in midi port with whatever the computer generates
for the out port?
-Steve <selick@csa.bu.edu>
```

2862. Re: Can I re-partition HD without backing it up?

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 02:52:35 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Sep19.025235.16170@msuinfo.cl.msu.edu>
Source record: 217477

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> I have 6 partitions on my HD (everything from utils to music to pics)
>and I want to take a few Megs from the less intensive areas and put them
>into partitions I use more frequently. Do I have to do it and then restore
>my drive, or can I just do it?

Don't EVEN think about doing that without doing a backup first, if your
data is valuable to you... You'll lose EVERYTHING on those partitions.

To make it easy on yourself, find a second mech and just file copy things
over to that one first, instead of doing copies to a gabillion floppies.

-MOlin

2863. Re: Higher-rez on a TT???

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 10:20:48 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <weiqy0C00awNAAr1hX@andrew.cmu.edu>
Source record: 217488

Excerpts from netnews.comp.sys.atari.st: 18-Sep-92 Higher-rez on a TT???
Paul Harris@jupiter.ame. (654)

> When using a TT with a PTC1435 (or whatever number it is--the color one)
> monitor,
> the switch on the back is set to TTL. When the switch is set to VGA,
> the regular
> display becomes narrower, about 2/3 of the screen. But then, the
> background color
> fills in the whole screen, instead of going off the sides. I have some program
> (I forget what) that causes random colors to appear in these
> side-regions, so I
> was wondering, is there some way to actually be able to use these side
> areas (and
> leave the switch on VGA) just with software? I've wondered this for a
> long time
> and have never heard anything about it.

> -Paul Harris
> paul@jupiter.ame.arizona.edu

It seems you're talking about overscan !
I know there is an overscan extension board for TT (as well
as for ST), but I don't know how to get it in the USA

Has anyone infos about it ?

Stefan Monnier

2864. Re: ATARI/IBM disk compatability, is it flawless?

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 10:26:07 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <8eir2zu00awN0Ar2Np@andrew.cmu.edu>
Source record: 217489

Excerpts from netnews.comp.sys.atari.st: 18-Sep-92 Re: ATARI/IBM disk
compatab.. Frank Bartels@nasim.sta. (952)
> If you'll use DOS formatted Disks you'll get less problems but you
> cannot format your DOS disks with 10 sectors, can you?
> So you'll lose about 60KByte or more per disk...

> Knarf
> --

I think you can. There is an argument when calling format
on PCs which indicate the number of sectors per track.
As I always used it with 9 sectors, I don't know whether it
accepts 10. Just try !

it's something like: C:> format /N9 b:
(but check in a man page)

Stefan Monnier

2865. Re: When Can I Buy The Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 10:31:00 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <8eir7Yy00awN4Ar2sX@andrew.cmu.edu>
Source record: 217490

Excerpts from netnews.comp.sys.atari.st: 19-Sep-92 Re: When Can I Buy
The Falc.. Mikael Hillborg@ida.csd. (1932)

> If the shipments of Falcons to Europe has begun does anyone
> know which type of software (if any) comes with the machine ?
> Does it like the next-machines include compiler(s) and software-
> development environment(s) or is it shipped with no software
> at all ? Only demos ? Only games ?

> --
> Mikael Hillborg, Computer Sciencestudent at the
> University Of Uppsala, Sweden
> email: mikhil@student.docs.uu.se
> --

Seriously, do you think they will sell a consumer product
with compiler and development tools ??

Some will surely be available, but separately, as usual !

Stefan Monnier

2866. Re: Printing on a 2M TT with slm804

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 11:09:46 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.DIAisFN6tbE@fredrik.atari.no>
Source record: 217483

In <18SEP199213183356@vx9000.weber.edu>, ALEWIS writes:
>I sold my Mega 4 and got a TT and can't get anything to print on my slm804
>printer, either because of not enough memory, or the diablo emulator doesn't
>see the printer while everthing else does, or Ultrascript doesn't work.

Have you installed the diablo driver that came along with the TT, or are you
just using your old setup?
Have you tried to reduce the number of fonts?

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

2867. STM_BBOT bootselector

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 11:45:56 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16867B384.BWWL@ibm.rz.tu-clausthal.de>
Source record: 217482

Hello!

A few days (weeks?) ago I posted a statement about bootselectors. The one
I use is now available via FTP from sun.rz.tu-clausthal.de (139.174.1.3)
/pub/atari/systools/boot/stm_boot.lzh

Bye,
Wolfgang.

2868. Re: When Can I Buy The Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 12:12:50 UTC
From: mikhil@ida.csd.uu.se
Message-ID: <mikhil.716904770@ida>
Source record: 217478

If the shipments of Falcons to Europe has begun does anyone
know which type of software (if any) comes with the machine ?
Does it like the next-machines include compiler(s) and software-
development environment(s) or is it shipped with no software
at all ? Only demos ? Only games ?
I am a computerscience student interested and involved in computermusic
(software development as well as performance) and would be *very*
interested (=extremely interested) if the machine is shipped with a
reliable and well-designed C or C++-programmingenvironment supporting
the superb audio hardware of the Falcon. If not I think it is important
for Atari at least to be sure that some software developing company will
design such an environment as fast as possible. It's important that a
well designed high-level programming environment exists. Otherwise no-
one will be interested in writing software for it. Look at Borland's
C++ for windows. It's lovely. Viewing inheritancestructures is instant
and a pice-of-a-cake and the debugger is perfect. I want to see this
kind of environments for the Falcon, it's the least you could demand.
The audiospecs are *very* interesting. I can imagine many audio-
applications I would definitely write for the machine if it will
be available in some reasonable time for a reasonably price.

I hope this is the start of cheap (relative to todays megabuck)
musiccomputers which sync midirecordings with digital recordings of
acoustic tracks. Wouldn't it be nice to copy and paste an acoustic
guitar- or vocaltrack at the same time as you are cutting and pasting
sections of midi-data.

Mikael Hillborg, Computer Sciencestudent at the
University Of Uppsala, Sweden
email: mikhil@student.docs.uu.se

2869. Re: ICD Software- Most recent?

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 14:06:56 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.636387@cix.compulink.co.uk>
Source record: 217479

In article <1992Sep17.085527.27849@bas-a.bcc.ac.uk>, ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>In article <gwmeyer.716677247@vincent1.iastate.edu> gwmeyer@iastate.edu (Jane Meyer) writes:
>>In <1992Sep16.104741.22780@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
>>
>>>Header pretty much says it all, really; what's the most recent
>>>version of the ICD hard drive software, and where can I get it
>>>from? (I think my current version is dated 1990, so I _may_ be
>>>up to date already, but I'd rather know for sure! :)
>>
>>>--
>>>Tim Wright. \ Real Life sucks
>>>wrighttj@cs.aston.ac.uk \ losers dry.
>>
>>The most recent version of ICDBOOT that I've seen is 5.6.1 and it is only
>>available for downloading (legally, that is) from the ICD BBS, GEnie, CIS,
>>DELPHI and The CodeHeadquarters BBS. Any other download location is in
>>violation of ICD's restrictions for distribution.
>
>Wouldn't it be nice if they had a UK distribution point. As the UK is not
>very well networked, a download system would be more expensive than sending
>a disk to the states and getting it sent back. Maybe ICD should get one of
>the PD software libraries to carry it. This would cost people a lot less. I
>would suggest someone like Floppyshop.
>
>What do other people think?
>
>>
>>--Gordie Meyer
>> biblinski@delphi.com
>> Assistant Area Manager
>> DELPHI's ST Advantage SIG
>
>
>Steve
>--
>Addresses:-
>JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
>Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

Seems like a good idea to me. But why ICD insist on this policy i don't know. They must realise that it is completely ignored. What do you mean the UK isn't very well networked ? Doesn't seem like that from my POV.

Adam.

2870. Re: Reasons for switching to a PC or Mac

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 14:07:03 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.636389@cix.compulink.co.uk>
Source record: 217480

In article <997@dgaust.dg.oz>, brown@dgaust.dg.oz (Fred Brown) writes:
>GRAPHICS DISPLAYS: IBM has VGA & svga graphics, not to mention the
>amount of colours that can be displayed on the screen at one time.
>My MegaSTE 4mb can ONLY display 2 colours at high res, 4 on medium
>& a paltry 16 on low res.
>ACCESSORIES: Hard disks, floppy disks, SIMMS etc. are a lot cheaper
>for the IBM

SIMMS are the same price surely ? Of course the adaptor board (for non-
STe's is a different matter). Same goes for Hard disks.

>SUPPORT: The Atari ST is very poorly supportedm& promoted here in
>Australia.

There is some very good 3rd party support here in the U.K. A bit thin on
the ground perhaps, but quite good all the same. The few times that i have had
to ring Atari UK they have not been entirely unhelpful. The things i read
about MS support are a lot worse !

>PRICE: The MEGASTE 4MB without a monitor sells for A$2,795.00 here
>in Australia, my IBM clone 386SX 25Mhz @2mb Ram 40mb Hdd 1.44 fdd
>without a monitor cost me only $1,198.00 and that was over 6 months
>ago, prices have come down since then on clones.
>Anyway thats my whinge for the day...
>Rgds
>Fred

2871. TNY picture printing

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 14:37:58 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <19SEP92.14375866@meena.cc.uregina.ca>
Source record: 217443

What is the best and easiest way to print out TNY greyscale pictures?
Is there a recommended program?

Thanks.

2872. Re: Atari Thesaurus

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 14:41:23 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Sep19.144123.11523@msuinfo.cl.msu.edu>
Source record: 217484

andyc@hplsla.hp.com (Andy Cassino) writes:

>/ davidb@muppet.bt.co.uk (David Baboulene DND3) writes:

>> I am currently using FirstWord on an atari ST to write a book, leading
>> me to an urgent, burning desire for a thesaurus for the ST.
>>
>> Can you satisfy my desire? Do you know if there is such a beast, and where
>> I could get hold of it if there is?
>>
>> Thank you for any help you can give me,
>>

>I just read in the September issue of GEnie Lamp that there's a shareware
>word processor that comes with a thesarus accessory. I don't recall the name
>right now, though.

The name of the program is DBWriter V1.8. Nice piece of work. If you would like
to try it and cannot find it, e-mail me and I will post it to atari.archive if
my telephone line ever clears up. (it gets REAL bad when it rains)

--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

2873. More on installing emacs18.55

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 15:31:48 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Sep19.153148.27022@cs.ruu.nl>
Source record: 217481

I tried to install emacs 18.55 on my ST today and found the following:

As somebody else suggested the dumping did not succeed until I renamed the e-lisp directory to lisp, e-bin to bin and e-etc to etc. Of course this sounds strange. I suspect that there is a finite buffer somewhere for these file names that overflows if your filenames are too long. I used /dev/F/emacs/xxx and the original names in temacs are /usr/lib/GNU/xxx, so try to keep your file names shorter than that.

secondly, the documentation says to set the environment variable EMACSETC. I found that you have to set EMACSDOC instead.

Third, if you do not have enough diskspace, no warning will be given. If you run out of diskspace while dumping xemacs.2, the dumping process might hang and you will have to reboot. If it runs out while making emacs.ttp, you will get an invalid emacs.ttp, again without a warning. So check your diskspace after the dumping.

The choice of the EMACSLOADPATH and EMACSLIB environment variable for the dumping is rather unfortunate. Standard for emacs is that EMACSLOADPATH gives you the location of the elisp files. The dumped emacs also expects this, so after the dumping process you have to set EMACSLOADPATH to the lisp dir.

The emacs.rc file should not have ^M's in it otherwise you might get an "Error in init file".

Other than the above I had no problems.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

2874. Re: .CPT archiving, what is it?

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 16:20:43 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1992Sep19.122043.3915@spcvxb.spc.edu>
Source record: 217485

In article <1992Sep18.221359.27631@actrix.gen.nz>, Steven.Wells@bbs.actrix.gen.nz writes:
>
> .CPT files are created with a program called 'Compact Pro' on the
> Mac/Apple. Basically, it's a self-extracting .SIT file, so if you can
> find UNSIT for the ST (It's on atari.archive.umich.edu FTP site I
> think), then you should be able to extract it.

Bzzzt! Wrong.

Compact pro uses its own compression scheme and it is not the
same as a stuffit file. You will need to get the compact pro
package to uncompress that file. However, compact pro does
support self extracting archives which would probably work
fine if you have a GCR.

Skoal,

Chris

2875. Re: "OPERATION: A.C.T. NOW" announcement

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 17:40:59 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Sep19.174059.4210@mnemosyne.cs.du.edu>
Source record: 217487

Perhaps I'm confused, but what is the IADA for if you're trying to do the same thing they are? And, come to that, what about the IAAD?

Pattie Rayl (Atari Interface)

2876. Re: "OPERATION: A.C.T. NOW" announcement

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 19:22:50 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <19fumaINN5lm@usenet.INS.CWRU.Edu>
Source record: 217491

In a previous article, brayl@nyx.cs.du.edu (Bill Rayl) says:

>
>Perhaps I'm confused, but what is the IADA for if you're trying to do
>the same thing they are? And, come to that, what about the IAAD?
>
> Pattie Rayl (Atari Interface)
>
>

"Operation: A.C.T. NOW" is for everyone. You don't have to be part
of any association. This operation isn't just for dealers or developers
either. It is for users, developers, dealers, publishers, and
Atari Corporation.

A.C.T. stands for Atari Community Together.

Our first campaign is for EVERYONE to contribute things that they
think Atari is doing right and things that they feel the company needs
to improve.

We are hoping that Atari's management will listen to us so that
they can take action to increase the company's presence in the computer
market place.

Atari Interface can only do so much to help the Atari Community.

B&G Electronics (from Joe's last message) can only do so much to
sell computers.

If Atari Interface suggests ideas on what the company can do to help
increase user groups, they may listen. If Current Notes suggests the
same thing, they may do it.

The same thing with dealerships.

We hope that we can accomplish things that will help the Atari Community
and if you want to help, we certainly need you!

Len Stys, Cleveland Free-Net Atari SIG
"Operation: A.C.T. NOW"

--

2877. Re: When Can I Buy The Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 20:31:11 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2ABB8E0F.575@news.service.uci.edu>
Source record: 217492

In article <mikhil.716904770@ida> mikhil@ida.csd.uu.se (Mikael Hillborg) writes:
>I am a computerscience student interested and involved in computermusic
>(software development as well as performance) and would be *very*
>interested (=extremely interested) if the machine is shipped with a
>reliable and well-designed C or C++-programmingenvironment supporting
>the superb audio hardware of the Falcon.

Well at least GNU's gcc and g++ will (probably) work on the Falcon.
If you purchace the Falcon docs from Atari (my understanding is that
the general public can buy these), then you will know the DSP and
other sound and graphics calls.

--
Joachim Vance
^~^~^~

2878. Re: Hard disk Defragmenters, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 21:15:44 UTC
From: dave@admiral.uucp
Message-ID: <1992Sep19.211544.14065@admiral.uucp>
Source record: 217433

In article <6i94qB3w164w@tcpbbs.pcn.org> joeadato@tcpbbs.pcn.org (Joseph Adato) writes:
>Michtron has a very good de-fragmenter called Tool-Kit. It also is
>good for backing up hard drives, and repairing damaged data. I also
>believe that ICD has a de-fragmenting program as well. Of-course you
>can alway de-fragment your hard drive by 1st backing it up and then
>restoring it.

Not always true. It depends on how the backup is done. If it's an Image-based backup, where the sectors on the hard drive are read sequentially and written to the floppy in the same order, then a backup and restore will NOT defragment your HD.

A File-based backup, in which individual files are copied to floppy will have the effect of a defragment. It will be especially effective if you re-format your HD after you back it up, and before you restore it.

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

2879. Re: Is there an auto prg to merge midi out with a thru?

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 22:46:24 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.716942784@groucho.phil.ruu.nl>
Source record: 217498

selick@csa.bu.edu (Steven Selick) writes:

>Is there an autoload program that will work in the background to combine
>whatever comes in the in midi port with whatever the computer generates
>for the out port?

Hi Steve, we meet even here :). I suppose you mean a soft-MIDIthrough? ST MIDI data always reaches the out-port (in principle), so the only problem is to get the in-data to the out-port - a 'through' that is. I have an ACC that does just that, and a prg that installs (TSR) a through-routine when run. I suppose the prg can be run from the AUTO folder. To be honest: I've never used it yet. I'll check it out and let you know.

CU,
Hendrik Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

2880. Re: ATARI/IBM disk compatability, is it flawless?

Newsgroup: comp.sys.atari.st
Date: 1992-09-19 22:47:46 UTC
From: michael@dime.cs.umass.edu
Message-ID: <53601@dime.cs.umass.edu>
Source record: 217287

In article <8eir2zu00awN0Ar2Np@andrew.cmu.edu> sm86+@andrew.cmu.edu (Stefan Monnier) writes:
>I think you can. There is an argument when calling format
>on PCs which indicate the number of sectors per track.
>As I always used it with 9 sectors, I don't know whether it
>accepts 10. Just try !
>
>it's something like: C:> format /N9 b:
>(but check in a man page)

When I format 720K disks on pc's, I use "format a: /t:80 /n:9". It's never worked for me when I've tried /n:10. It didn't even try; it just said "unsupported format" or something similar.

michael@cs.umass.edu

2881. Re: ATARI/IBM disk compatability, is it flawless?

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 00:30:11 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep20.003011.141851@rrz.uni-koeln.de>
Source record: 217431

In <8eir2zu00awN0Ar2Np@andrew.cmu.edu> sm86+@andrew.cmu.edu (Stefan Monnier) writes:

>Excerpts from netnews.comp.sys.atari.st: 18-Sep-92 Re: ATARI/IBM disk
>compatab.. Frank Bartels@nasim.sta. (952)
>> If you'll use DOS formatted Disks you'll get less problems but you
>> cannot format your DOS disks with 10 sectors, can you?
>> So you'll lose about 60KByte or more per disk...

>I think you can. There is an argument when calling format
>on PCs which indicate the number of sectors per track.
>As I always used it with 9 sectors, I don't know whether it
>accepts 10. Just try !

>it's something like: C:> format /N9 b:

It's true, you can use parameters of the DOS format command:

FORMAT B: /T:80 /N:9

is guaranteed to format an Atari-readable disk on any 3.5" drive
(note the colon). BTW, problems often arise because virtually
all PCs have HD 3.5" drives, and DOS tends to attempt to format
ll 3.5" disks as HD disks.
However, you can't format 10 sector disks under DOS. I think this
is due to some strange way of DOS to obtain the format
information from the boot sector. There are entries in the boot
sector specifying the number of tracks and the number of sectors
per track on a disk, but this information is ignored by DOS.
Instead, it uses the "media byte", another boot sector entry, to
jump to conclusions about the format. There's values of the media
byte specifying double sided 40 track disks, one-sided 80 track
disks (Atari ss 360KB format) and double-sided 80 track disks
(Atari 720 KB format). All these are 9 sector formats, there must
be more specifying HD formats of course, but I know of none
specifying 10 or 11 sector formats...
So, as far as I know, there's no chance that a DOS version that
is already available can read 10 sector disks, and future
versions of DOS won't do it unless they either switch to using
the information in the boot sector or introduce new values for
the media byte specifying 10 sector formats.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2882. Atari Falcon Q&A

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 02:18:16 UTC
From: dcurtis@nyx.cs.du.edu
Message-ID: <1992Sep20.021816.16299@mnemosyne.cs.du.edu>
Source record: 217493

This is a transcript of a Q&A session with Atari on Compuserve. News about the planned demo at Boston on Sept 23 is appended at the end.

> CIS Falcon Conference STR FOCUS! Atari's Bill Rehbock in Conference

Welcome the CIS Electronic Convention Center...
The Atari FALCON030 Online Conference is now beginning...
Your moderator is Sysop, Ron Luks

(Sysop Ron Luks)
Welcome to tonight's online COnference...

With special guest, Bill Rehbock, director of software development and head of FALCON development. Tonight's CO will be in a moderated format to get "in line " to ask a question just type /QUE. Now, without any further ado here's tonight's guest, Bill Rehbock. Okay, Bill, get on the hotseat. ga

(Bill Rehbock)
Thank you Ron. I am happy to be here on Compuserve tonight. Things have settled down since the Duesseldorf Atari Messe. The Atari Falcon030 has been well-received by the European press and production Developer pre-production machines have been replaced with production machines and application development is speeding up. I also have good news regarding Atari Falcon030 FCC testing. The Falcon has passed FCC Class B specifications and we are waiting only for paperwork certification. Richard Miller, our VP of R&D is here too and he and I will be happy to answer questions regarding the Atari Falcon030, MultiTOS, and FSMGDOS tonight. Fire away! :-)

(Pattie @ AIM)
Bill, how is the schedule for Falcon's release going? Originally, there was word that fairly large numbers would be available in late fall. Is that still true or is the rumor that we will see only limited quantities till the new year true? ga

(Bill Rehbock)
Pattie, we are still on schedule and believe that the quantities will ramp up as the end of the year draws near. The initial quantities will continue to go to Europe until we have the FCC Certificate in our hands which should still be at the end of Oct.. I am still very optimistic about the production schedule. ga

(Sysop Ron Luks)
Bill-- give us an approx number. After you get FCC papers in hand. How many Falcons will ship to the USA? (this year) ga

(Bill Rehbock)
Ron, we are discussing quantities right now with the U.S. sales department. From the looks of it, I (in software development) am confident we will be able to satisfy the initial needs between October and Christmas.

(Alan Page)
I have been using MultiTOS (as part of the beta test) for several months now on a MegaSTE. I find it very usable on that machine. I was quite disappointed to read conference transcripts stating that MultiTOS was not going to be available I have been using MultiTOS on a MEgaSTe for a while. It is very good, so I was disappointed to hear that it would not be available for the 68000 machines. It would greatly enhance the market for MultiTOS-friendly software. WHat is the reason for this decision and is it cast in concrete? ga

(Bill Rehbock)
It is _definitely_ NOT cast in concrete. Many of the developers have found MultiTOS surprisingly useful even on 8MHz Stacys. The reasoning due to the large benefit of memory protection.

(Alan Page)
I urge you to consider making it generally available.

(Bill Rehbock)
I understand. Thanks ga

(Chris Dammers)
Okay, will MultiTOS be compatible with all existing software, to your knowledge? And will there be any major advertising in Europe? ga

(Bill Rehbock)
Chris, MultiTOS is extremely compatible with existing GEM Applications. It is even friendly with TOS and TTP apps by opening TTY windows for them to run in automatically. Older ST software like Pagestream, Calamus, TouchUp, EasyDraw, and all the favorites work quite well. There are developers working on C++ environments for TOS so the Falcon will have powerful software to complement the hardware.

I do expect the European Business Units to promote the Falcon heavily both thru PR and marketing. ga

(Beth Jane Freeman)
Can you use peripherals from the ST, like the monitor, external ICD HD & floppy with the falcon 030? I like the idea of the 1.44 drive for drive A. It's much better than a minimum 360k or even a 720k. Good idea!! Sorry, I uploaded my question from the capture buffer, so it would be neatly typed. ga

(Bill Rehbock)
The Atari Falcon030 will accept any of the following monitors: SM124 (or equivalent), SC1224/1435 (or equivalent), or any VGA monitor. You can also connect TV. Hard drives are a little trickier. We removed the ACSI DMA connector in favor of SCSI II, which is much more reliable and the

up-to-date standard. You can connect most old hard drives by bypassing the host. There are several 3rd party developer working on SCSI II to ACSI adapters to allow direct connection of SLM Laser Printers and unmodified HDs. I keep getting told by CIS that I am speaking too quickly :-) You can connect most old hard drives by bypassing the host adapter, which any dealer should easily be able to do for you. ga :-)

Moderator recognizes Sam Rapp

(Sam Rapp)
Will it take a can opener to get in the Falcon (metal shields, Tabs, lots of screws) Or is it easy access? How'd you guys get it through, no.. Let me restate that. Is the Falcon030 easy access, or do you have to take out 800 screws and bend 400 tabs and light a few sticks of dynamite to get to the processor slot, memory stuff, and Hard drive? Also, how'd you get through FCC so quick? Thanks. GA

(Bill Rehbock)
As a past dealer/VAR, I can empathize with the can opener thing. The shielding has been completely redesigned so that all that is needed is a #1 & #2 Phillips screwdriver. The shielding is easily removed to allow addition of larger HDs, memory boards, or expansion boards. The first pre-production machines went through FCC testing as a "dry run" to find exactly where the quirks would be. The production rev motherboards were engineered and sent to FCC as the first units came off the line. You can tell that we've become very intense on the FCC thing. ga

(Pattie @ AIM)
I understand that you might not be able to tell us every detail, but what are Atari's plans to market the Falcon, especially those plans geared to bringing in New Users? ga

(Bill Rehbock)
Step 1... Take good care of existing users. Step 2... Promote the product through PR and specific market area advertising in conjunction with dealers to make it easy for existing users to evangelize Falcon030 to their friends. We need to get the word out so that people have heard about the machine _before_ going into an Atari dealer or seeing one at a friend's house. ga

(Chris Dammers @ STF)
Seeing as the specs of the Falcon seem Formidable. Have you any plans to do more arcade conversions as well as Steel Talons? If so, could you give us their details, as well as Steel Talons'? ga

(Bill Rehbock)
We are working with many of the entertainment houses, the bulk of which do their 68000 (Atari, Mac, and Amiga) development in Europe. I believe that we will see many strong titles being developed quickly. (Produced both by Atari and 3rd parties.) ga

(mERCURY mAX)
Are a/d and d/a converters;if so what are I read that the Falcon has 8 track hard disk recording. ga

(Bill Rehbock)
The Falcon030 has built-in 16-bit ADC's and DAC's that will allow sampling at rates up to 50KHz. We plan to have a very simple-to-use Stereo direct-to-disk recording and edit system shipping with the machines. To do full 8 track (4 Stereo) recording and editing, you do have to add and external box (several are in the works by 3rd parties) with the additional DACs/ADCs in it. This box would also have the inexpensive crystal necessary to do sampling at 44.1 and 48 KHz sampling rates. ga

(Bill Aycock)
Will Falcon TOS and/or MultiTOS allow a NEWDESK.INF file to be larger than 8192 bytes? I could only customize my STe halfway because I exceeded the size limit! Also, will the Falcon have a fan built-in? :-) ga

(Bill Rehbock)
Yes, with the Hard Drive, DSP, and RAM, a small internal fan was necessary. The Limit on NEWDESK.INF has been lifted as of MultiTOS. ga

(#8,Bill Aycock)
(Good news on the fan, long as it's quiet! hehe)

(Sysop Ron Luks)
Bill--before we go on to the next question. Could you please describe the difference between Falcon TOS, MultiTOS and tell us what will ship with the first batch of Falcons? ga (difference between Falcon TOS and TOS 2.06 I mean)

(Bill Rehbock)
"Falcon TOS" has already shipped with the fist batch of Falcons. It has support for all of the DSP, Sound DMA, and other new Falcon hardware, as well as O/S support for hierarchical menus, pop-up menus, 3D Window and Dialog objects, and full-color animated icons. MultiTOS adds all of the pre-emptive multitasking features on top of that, as well as extended interprocess communication and loadable file systems. The VDI in "Falcon TOS" has the necessary support for the new video modes, including overlay. ga

(Alan Page)
If I have a video camera, what sort of hardware do I need to do video overlay (with genlock) on the Falcon. e.g. video titling. Is it plug and play right out of the box, or do I have to wait for the usual 3rd party developers? Seems you are relying an awful lot on 3rd party and external hardware. Also, can it overlay both RGB and composite video?

(#25,Bill Rehbock)
I would say that we are trying to leave the market open for 3rd party development. The box for doing overlay and genlock is relatively simple. It only needs to extract the external sync from your external video source, inject it into the external sync input on the 19-pin video connector, and

output either Falcon video or external video, depending on the state of the overlay pin on the connector. It can overlay RGB or composite. ga

(Sam Rapp)
Ok, a few more questions;
1: Can video modes be switched without rebooting? (can I have a 'base' boot resolution and let the software pick it's own modes?)

2: Can you elaborate on Animated' Icons?

3: What other software will ship with Falcon (basic)?

4: How can I get system docs on the Falcon without spending major bucks to register as a developer? Thanks! GA

(Bill Rehbock)
Software can make a new set resolution call that will put the machine in the requested video mode. The AES will be unavailable in this mode, but the application will have full VDI support. This is primarily for games and paint and animation packages that will want to run their interface in the current user-chosen res, but be able to render or output in say, 384x480 overscanned truecolor with overlay. The preview could be displayed in a 16-color desktop window, but the application would do a wind_update and go to the desired mode for final output. It would return to the user's mode afterward and release wind_update. This works with MultiTOS very well.

Color Icons allow multiple color resolution icons to be carried in a resource file in both non-selected and selected states. When you select an icon, it will flip to the other image, giving an animated effect. Calappt, a Personal Information Manager that has the ability to import and export delimited file formats as well as Portfolio databases will ship with F030. Procalc, which many of you may be familiar with, as well as a True-Color Breakout with digitized sound and a game called Landmines. The real neat stuff is the System Audio Manager, which allows you to record your own sounds to replace any or all keyclicks, or accompany the various AES events, such as window openings & closings, the file selector, etc.. There is also the Direct-to-disk recorder that I previously mentioned. We are also shipping a Talking Clock with the machine. BTW, the external hardware issues have been dictated primarily by the potential quality required by a set of users. (95% of users are not going to need 8 DACs/ADCs) and the quality requirements for the Video will vary greatly between consumers and professionals. ga

(Bill Aycock)
Sorry, I changed numbers and didn't have a question in mind. But, will the Atari HD utilities ship with Falcons that don't include a hard disk? ga

(Bill Rehbock)
Bill, I think they'll be included in the box (I am not sure) but they have always been posted online and available to dealers. Because of the external SCSI situation, we will make sure that the utilities are readily

available. thanks! ga

(#5,George C.)
Just a quickie: Will MultiTos ship with the first batch of Falcons to the US?

(#25,Bill Rehbock)
Yes, it should. ...with the exception of developer units which will ship between now and October. MultiTOS will be softloaded for them.

(Sysop Ron Luks)
Okay. Thanks to Bill Rehbock and everyone who showed up to this CO. I apologize for the sluggish system response. However, if we can twist Bill's arm to return again later this fall, I promise a faster system.

Thanks all. The CO is officially ended.

The conference has ended .....Thank you for attending

--------- FALCON DEBUT AT BOSTON COMPUTER SOCIETY

If you would like to see the new Falcon 030 from Atari, you're invited to attend the BCS General Meeting September 23rd.

The North American unveiling will be held at 7:30 pm Wed., Sept. 23 at the New England Life Hall, 225 Clarendon St, Boston. Atari has also promised to loan a FALCON 030 for a hands-on demonstration the following evening, Thursday September 24th. This event is slated 7:00pm in MIT's Bdg. 4, Rm. 270. You need not be a BCS member to attend either meeting, and admission is free!

Place Your Atari Falcon030 Developer Machine Order Now

Atari is taking commercial-level developer orders for the production-level Atari Falcon030. These developer machines will be shipped with 14MB of RAM and a 65MB harddisk. Delivery is expected to be sometime during the month of September. This offer is open only to Commercial-Tier Developers. Please contact Gail Bacani at 408-745-2022 or myself at 408-745-2082 for pricing and shipping details. Please try to have your order in by September 4th.

-Bill Rehbock, Director of Application Software

2883. Re: European Software for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 02:49:08 UTC
From: u894776@bruny.cc.utas.edu.au
Message-ID: <u894776.716957348@bruny>
Source record: 217495

(Rune hyldmo) writes:

>what I've heard. A600 is a flop in England due to it's incompability
>towards some old A500 software and that you need an extra chip from

Try to stick to the truth boy. A600 sucks yes, but it sold 60,000+ units in the first two months after release in the uk - that was when the A500 was available at a lower price. The A600 has since then been dropped 100 pounds. Yes the A600 really sucks... but its all some people can afford.

2884. Re: MiNT questions

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 02:59:50 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep20.025950.24271@actrix.gen.nz>
Source record: 217497

It just so happens I'm writing a Pure TOS comms program right now (For MiNT) - as soon as I finish it, I'll put it up on a.a!

And, yes it will have Z-Modem downloading! (But It'll only be an ASCII terminal!)
--

2885. atari donations needed

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 03:02:33 UTC
From: rge@helix.nih.gov
Message-ID: <1992Sep20.030233.22911@alw.nih.gov>
Source record: 217496

The Barnesville School (a pre-K to 6th grade private school in
Barnesville, Maryland) would be happy to receive any Atari ST
equipment or educational software. Donations would be tax deductible.
Please send equipment or disks to :
Janice Schaffran (math and computer teacher)
The Barnesville School
21830 Peach Tree Rd.
Box 404, Barnesville, MD 20838
(301) 972-0341

Or email me (roger erickson) at rge@helix.nih.gov

2886. Re: Printing on a 2M TT with slm804

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 03:58:00 UTC
From: alewis@vx9000.weber.edu
Message-ID: <19SEP199220581515@vx9000.weber.edu>
Source record: 217494

In article <H.DIAisFN6tbE@fredrik.atari.no>, jornmoe@fredrik.atari.no writes...
>In <18SEP199213183356@vx9000.weber.edu>, ALEWIS writes:
>>I sold my Mega 4 and got a TT and can't get anything to print on my slm804
>>printer, either because of not enough memory, or the diablo emulator doesn't
>>see the printer while everthing else does, or Ultrascript doesn't work.
>
>Have you installed the diablo driver that came along with the TT, or are you
>just using your old setup?
>Have you tried to reduce the number of fonts?

I don't remember getting one with the TT. All I got was a "English language
disk" that only had CPX on it, I'll double check though.

Are you actually and Atari employee, if so I stand amazed although not suprised
since you are from Norway. Many thanks for responding. It's good to see
someone at Atari listening for a change.

2887. Re: Atari Thesaurus

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 05:00:49 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Sep20.050049.9692@news2.cis.umn.edu>
Source record: 217499

In article <RPe5qB3w164w@tcpbbs.pcn.org>, joeadato@tcpbbs.pcn.org (Joseph Adato) writes:
>davidb@muppet.bt.co.uk (David Baboulene DND3) writes:
>> I am currently using FirstWord on an atari ST to write a book, leading
>> me to an urgent, burning desire for a thesaurus for the ST.
>...I know of no PD or Shareware thesaurus.

Try to locate the dbWRITER 1.8, a very nice monochrome-only word processor with Dictionary and Thesaurus. I believe that the files have been uploaded to the atari.archive.umich.edu FTP site.

On the other hand, if *I* were writing a book, I wouldn't depend on a relatively limited electronic thesaurus. A copy of _Roget's_Thesaurus_ is less expensive, more practical and a whole lot more interesting. It can also lead you to lines of thought on a subject that would never be available through an electronic thesaurus.

Electronic spelling checkers are great, checking symbols is one thing that a computer does well. Grammar checkers can also be useful, although they are also limited in their ability to interpret ambiguous phrases. A thesaurus turns out to be under-utilized in a word-processor. When heavily-utilized, it tends to restrict one's method of thought because of its limitations.

-- David Paschall-Zimbel

2888. Re: photochrome pics ? where?

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 05:02:19 UTC
From: jmillar@rodin.helios.nd.edu
Message-ID: <1992Sep20.050219.542@news.nd.edu>
Source record: 217500

Hello! I'd be VERY interested in any of the .RAW raytraced pictures that
you could upload to the ftp site atari.archive. Thank you.

Jay T. Millar - University of Notre Dame |||
Dept. of Electrical Engineering |||
jmillar@rodin.helios.nd.edu / | \

2889. ATARI PROFESSIONAL VIDEO

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 06:02:18 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.1k3u@terapin.com>
Source record: 217402

Well I have been recently using an AMIGA computer with a Video Toaster, and I must say that it's been an experience.. I am a loyal ATARI user, and never thought I could get so much pleasure out of using an Amiga. :)

No I'm not switching platforms, I'm wondering if theres something like that for the ST?
I have an ATARI 1040 STE, and I know its graphics capabilities may be a bit limited for that kind of work, but maybe a Falcon?

I want to know about both existing software/hardware and the ones to come for the Falcon. I am looking for stuff that the Video Toaster will do, TV Quality stuff. If anyone knows, please reply.

Thank you,

Alberto

2890. Re: Atari Thesaurus

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 08:14:09 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <19hbshINNip@peponi.wcc.govt.nz>
Source record: 217403

In article <5440182@hplsla.hp.com>, andyc@hplsla.hp.com (Andy Cassino) writes:
>
>I just read in the September issue of GEnie Lamp that there's a shareware
>word processor that comes with a thesarus accessory. I don't recall the name
>right now, though.
> % Andy Cassino

Yes its on A.A. as I uploaded it, its called DBwriter, there are some 5/6 files
and should be in the appropriate directory, but NOTE: it is mono software..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2891. High-density drive

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 12:28:39 UTC
From: msdloem@cs.vu.nl
Message-ID: <BuvMnr.84v@cs.vu.nl>
Source record: 217404

I own a Mega STE 4. I've recently bought a 1.44 MB HD-drive plus a new Controller-IC. The text on the IC is as follows:

Atari (C) 1991
C302434-001/A
MM9291-N1
NG022106 B9142

I've used a utility to set the steprate to 6 ms. But, when using 1.44 MB floppy's I can only read disks very slowly. Formatting and writing disks is not possible. What am I doing wrong?
--
-- Martin S.D. Loemban Tobing -- INTERNET: msdloem@cs.vu.nl
--

2892. Re: Reasons for switching to a PC or Mac

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 15:26:47 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <cNoDRB5w165w@dogbox.acme.gen.nz>
Source record: 217401

apelled@cix.compulink.co.uk (Adam Pelled) writes:

> SIMMS are the same price surely ? Of course the adaptor board (for non-
> STe's is a different matter). Same goes for Hard disks.

True, but in NZ the adaptor boards aren't available. For STfm's I usually
just glue the SIMMS down and hardwire to them.

>
> >SUPPORT: The Atari ST is very poorly supportedm& promoted here in
> >Australia.

Same goes for New Zealand

> There is some very good 3rd party support here in the U.K. A bit thin on
> the ground perhaps, but quite good all the same. The few times that i have ha
> to ring Atari UK they have not been entirely unhelpful. The things i read
> about MS support are a lot worse !

There is NO 3rd party support at all in New Zealand!

IBM and mac are the de-facto standards, with massive support infrastructures.

Amigas have considerable home penetration in Australia/New Zealand, due to
their better marketing strategy. (They actually place adverts, unlike the
Atari agency...Could this be because Commodore actually market the things
themselves [Commodore (NZ) and (Aust) Ltd] rather than entrusting one
of the most crucial parts of marketing to a company which is far more
interested in selling PC clones than Ataris???)

The ONLY significant penetration of Atari in Australia/New Zealand is in the
musical instrument field. (And they aren't going through the 'official'
agents as far as I can tell)

>
> >PRICE: The MEGASTE 4MB without a monitor sells for A$2,795.00 here
> >in Australia, my IBM clone 386SX 25Mhz @2mb Ram 40mb Hdd 1.44 fdd
> >without a monitor cost me only $1,198.00 and that was over 6 months
> >ago, prices have come down since then on clones.
> >Anyway thats my whinge for the day...
> >Rgds
> >Fred
>

The same thing applies in New Zealand. It is actually cheaper to fly to
Hawaii and buy a Mega 4 STe with 52Mb HDD than to buy one locally.
(you can do some shopping with the change too).

The local prices show no sign of coming down, and it is extremely doubtful that the Falcon will ever see these shores. (After all, Megas and TTs have to be ordered specially, and take up to three months to arrive)

dogbowl at The Dawghaus BBS (+64 6 357-9245)

2893. Boston Computer Society meeting information

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 15:30:47 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <19i5f7INNjdn@usenet.INS.CWRU.Edu>
Source record: 217405

Many people sent replies to the Atari SIG (xx004@cleveland.freenet.edu)
asking for information on the Boston Computer Society meeting.

Well, here it is:

The North American unveiling of the Falcon 030 by Atari will be held
at 7:30 pm Wed., Sept. 23rd at the New England Hall, 225 Clarendon St.,
Boston. Atari has also promised to loan a Falcon 030 for a hands-on
demonstration the following evening, Thursday September 24th.
This even is slated 7:00 pm in MIT's Bdg. 4, Rm 270. you need not be
a BCS member to attend either meeting, and admission is free!

"Operation: A.C.T. NOW" will release a list of organizations that you
can contact to cover the Falcon unveiling. However, this list will
be small and it would be short notice.

If you wish to see your local newspaper or network cover it, the
best thing that you can do is contact them and inform them of it.

One of the campaign organizers were told by an Atari representative
that Atari has contaced close to 200 members of the press.

Len

--

2894. Advice on user-interface needed

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 16:30:55 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717006655@groucho.phil.ruu.nl>
Source record: 217406

This is a request for advice on the design of a user-interface. So
all fellow-programmers and interface-designers, please continue
reading :).

I'm currently working on a librarian for a synthesizer. The program
has its own desktop (yes, I know...) in which 100 sounds are viewed,
together with various icons (synth, disk, clipboard, trash). The user
can do various things with those sounds and icons. E.g. double clicking
a sound enables the user to rename a sound, double clicking the disk
icon opens the fileselector (Open file...), single clicking a sound selects
it, etc.
There are some actions the user should be able to perform, but I'm not
sure which physical actions should be associated with them - e.g. sounds
are selected by left-clicking on them, but it should also be possible to
select more than one sound, without releasing the mousebutton, so should
'left-click and drag' do the 'multi-selection', or should an additional
SHIFT-key be pressed? Etc., etc. Some actions are obvious and are already
implemented:

select sound: left click
rename sound: double left-click
drag icon to sounds: left-click and drag
drag icon to icon: left-click and drag
various 'double-click icon' operations

What needs to be implemented is:

multi-select sounds: left-click and drag
drag sound to sound (copy): left&right-click + SHIFT and drag
drag sounds to sounds (multi-copy): left&right-click and drag
drag sounds to icons: left&right-click and drag

The physical actions above are the way it's implemented now, but this
obviously isn't satisfactory. E.g. 'drag icons to sounds' is essentailly
the same action as 'drag icon to icon', and that's why the same physical
action (left-click & drag) is associated with both. However, the last
two actions, 'drag sounds to sounds' and 'drag sounds to icon' are *also*
essentially the same, so 'left-click&drag' would be preferable to
'l&r-click & drag'.
But suppose we did it this way, in that case the 'multi-select' had to be
implemented differently, e.g. 'left-click + SHIFT & drag'. One problem is
that in this case, the multi-copy would be 'left-click & drag' - but
what should the single copy be then? Left&right-click & drag? It's not
logical IMO to let a 'copy' operation be more complicated (one additional
mousebutton) than a 'multicopy'. On the other hand it is desirable to have
the 'sounds to icons' be the same as the 'icons to sounds' - and it's

unavoidable that 'sounds to icons' is the same physical action as 'multi-copy' (= 'sounds to sounds').

I don't know if I've made the problem clear - a bit difficult to explain if you don't know the program :) If someone understands my ramblings and has any ideas on the matter, please let me know - preferably by email, since I think the subject isn't too interesting for the whole net-community.
O, BTW, in case someone thinks of it: 'right-click and drag' is out of the question, due to graf_dragbox behaviour (wish it were different...)

MANY thanks in advance.

Hendrik Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ----------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

2895. Re: photochrome pics ? where?

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 16:33:13 UTC
From: d89-sla@negru.nada.kth.se
Message-ID: <1992Sep20.163313.6638@kth.se>
Source record: 217409

The program doesn't seem to like interleaved bitmaps produced by pbmplus.

Why? Isn't ILBM a subset of IFF ?

Stefan.
--

2896. Re: photochrome pics ? where?

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 17:32:55 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Sep20.173255.3400@ulrik.uio.no>
Source record: 217411

In article <1992Sep20.163313.6638@kth.se>, d89-sla@negru.nada.kth.se (Stefan E Larsson) writes:
>Newsgroups: comp.sys.atari.st
>From: d89-sla@negru.nada.kth.se (Stefan E Larsson)
>Subject: Re: photochrome pics ? where?
>
>The program doesn't seem to like interleaved bitmaps produced by
>pbmplus.
>
>Why? Isn't ILBM a subset of IFF ?
>
>Stefan.
>--
>
--

Well, are there anyone who successfully has made PhotoChrome work
with IFF's ? I haven't, and I've tried quite a few ones from the
Amiga.

Internet: jarleb@medusa.uio.no
or Jarle.Brinchmann@astro.uio.no

2897. Re: ATARI/IBM disk compatability, is it flawless?

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 17:47:59 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep20.124759.13014@miavx1.acs.muohio.edu>
Source record: 217410

In article <H.ea.3kWDxoLUy5A@nasim.sta.sub.org>, knarf@nasim.sta.sub.org (Frank Bartels) writes:
> In <168641342B.C556212@mizzou1.missouri.edu>, Jeoff Hines writes:
>> I have heard that there is a slight incompatability with IBM disks and
>>Atari. Something along the lines of IBM using an extra sector for its FAT
>>or something like that. Is this true, if so, is there one format (IBM or
>>Atari) that I should use to guarantee better compatability?
>>
>>Jeoff Hines c556212@mizzou1.missouri.edu
>>
>
> If you'll use DOS formatted Disks you'll get less problems but you
> cannot format your DOS disks with 10 sectors, can you?
> So you'll lose about 60KByte or more per disk...

Well, I've formatted disks with 10 sectors per track on my ST, and
some MS-DOS machines can read it, and some can't, you just have to
experiment. (We do have some PS/2's here that can read them no problem.)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 20-SEP-1992

2898. Re: ATARI PROFESSIONAL VIDEO

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 17:58:27 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Sep20.175827.1093@mtu.edu>
Source record: 217407

I agree, I saw something about the Video Toaster on CNN's Technology
Segment one evening, and I was astounded. I'm a staunch Atari supporter,
but it seems the Video Toaster is the gadget to beat for inexpensive
Video effects.

Jeff McWilliams
EE Engineer --> Michigan Tech. University jjmcwill@mtu.edu

Treebeard says: "Let's not be hasty!"
--
Jeff McWilliams
EE Engineer --> Michigan Tech. University jjmcwill@mtu.edu

Treebeard says: "Let's not be hasty!"

2899. TOS upgrade advice/help needed :^)

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 18:36:25 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Sep20.143625.1@sscl.uwo.ca>
Source record: 217408

I've seen similar post's before but didn't take enough notice...anyway here goes! Does anyone know the specifics of upgrading to TOS 2.06 (from a lowly '86 STm, TOS 1.0). I've heard of (I think) a 'TEC' from a US company..or was it German? Anyway, I seem to remember it was switchable between your original Tos version and 2.06...is this correct? Can anyone recommmend this card...or not? Also, I seem to remember discussions about 'chip sets' (4 vs 6 I think...yeah I have a lousy memory!). Should I worry about the number of chips my TOS has when ordering an upgrade? And, of course, what are the prices on these upgrades? I checked the FAQ and couldn't find this so I could probably post a summary if enough people reply with info. or show interest in finding this out also! Thanks muchly in advance,

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+--------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-----------------------------------+ +--------------------------------+

2900. Re: photochrome pics ? where?

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 19:30:09 UTC
From: jeffy@syrinx.umd.edu
Message-ID: <15568@umd5.umd.edu>
Source record: 217413

In article <1992Sep20.173255.3400@ulrik.uio.no> jarleb@athena.uio.no (Jarle Brinchmann) writes:

>Well, are there anyone who successfully has made PhotoChrome work
>with IFF's ? I haven't, and I've tried quite a few ones from the
>Amiga.

Yes, I've loaded some IFFs with Photochrome. They weren't particularly good pictures, and I've no idea where they came from (they were from a disk around 4 years old), but they loaded and displayed correctly.

Jeff
(who wouldn't possibly consider paying a shareware fee until the program could handle GIF files)
--
Jeffrey C. Burka	"Show what you are / Be strong, be true
	Time for you to / Be who you are."
jeffy@syrinx.umd.edu	--Happy Rhodes

2901. JOVE for MiNT uploaded to atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 20:25:37 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Sep20152537@leidecker.gsfc.nasa.gov>
Source record: 217417
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

After about a year, I have somewhat reluctantly decided to release my port of the JOVE text editor, V.4.14.6, by uploading it to atari.archive.umich.edu. I say reluctantly, because I wish that it could have been better, but I just haven't had the time to work on it. However, I have been using this editor constantly for a year now, and so the usefulness of the JOVE environment convinced me to upload.

The good news is that all of the process control and job control features work, and that the ptys are implemented, allowing an interactive shell window. The commands for compiling and interactively linting your source code are available (M-X compile-it and M-X next-error). Other process control functions include:

shell-command (non-interactive)
i-shell-command (interactive, asynchronous, and multiple i-shell-commands run at the same time)
shell-command-to-typeout (non-interactive, doesn't send output to a text buffer, but writes directly to the screen, using
a pager)
shell (interactive shell of your choice. Make sure SHELL environment variable is set)

JOVE uses termcap, and will run from the console or under TOSWIN or MGR. The special keys are implemented (function keys, etc.), but in a kludgy way that breaks under MGR. This port would vastly benefit from the addition of MiNT's xkeys feature.

The F2 key is bound to display-bindings. F1 is the help key, and it requires that cmds.doc be in c:\jove\lib, or you will have to fix the environment.

When reporting problems, remember that I have been using JOVE for a year, and so I am aware of most of the problems. Sorry about the ^Ms showing up in all the interactive process windows. Source is provided for the adventurous. I have ifdef'd all of my modifications. getch.c is a complete rewrite, to implement the special keys. The quadruple backslashes are used in the makefile, because the lines get fed through sed. Aren't they gross?

Oh, yes, one other thing. Make sure that you use the drive u: notation when changing directories or referring to files on other drives. Otherwise, the readline emulation breaks.

Believe me, with all of it's shortcomings JOVE is still an extremely useful programming environment. Jonathan Payne did an excellent job.

(And the memory usage is minimal, especially compared with emacs.)

Doug

--
dstailey@leidecker.gsfc.nasa.gov
Try running two greps at once. That's
M-X i-shell-process grep -n MiNT *.[ch]
M-X i-shell-process grep -n DoShell *.c

2902. Re: JOVE for MiNT uploaded to atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 20:28:28 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Sep20152828@leidecker.gsfc.nasa.gov>
Source record: 217418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

After that long-winded post, I realized that I forgot one vital piece of information. JOVE is at atari.archive.umich.edu, in subdirectory atari/new, filename mintjove.zoo.

Sorry.

2903. Trying out Freeze Dried Terminal and CoNnect 1.52

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 20:52:10 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep20.155210.13021@miavx1.acs.muohio.edu>
Source record: 217412

Well, after seeing all the hype about the Freeze Dried Terminal and CoNnect 1.52, I though I would try them out. Well FZDT was of no use to me due to the fact that it doesn't offer vt100 emulation. I then tried CoNnect. It looked really nice, and I like the fact that it supports vt220, but it kept on bombing on me. I had it bomb 4 times before I gave up on using it and decided to stick with Uniterm. Has anyone else had problems with CoNnect bombing? I have a 1040STf with TOS 1.4, and two floppies.

Thanks.

Later.......

```
----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 20-SEP-1992
```

2904. Problem with gcc2.2.2pl3 & sscanf

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 23:16:25 UTC
From: peterj@garfield.t-informatik.ba-stuttgart.de
Message-ID: <19j0oaINNmo7@nic.belwue.de>
Source record: 217419

```
Hi,

if I compile the following programm under gcc2.2.2pl3 it bombs

#include <stdio.h>

main ()
{
char test[100] = "%Page: 2 1\n";
int i1;

sscanf (test,"%%Page: %d", &i1);
}

I figured out that it is due to the sscanf, the "%%" in that function
seem to cause problems., If I change that line to

sscanf (test+1, "Page: %d", &i1);

if works. I'm not sure which version of the libs I'm using, my /gnu/lib
looks like:

total 1883
-rw-rw-rw- 1 root root 1873 Jun 25 1992 crt0.o
-rw-rw-rw- 1 root root 2004 Jun 25 1992 gcrt0.o
-rw-rw-rw- 1 root root 70692 May 2 1992 gem.olb
-rw-rw-rw- 1 root root 70428 May 2 1992 gem16.olb
-rw-rw-rw- 1 root root 151086 Jun 25 1992 gnu.olb
-rw-rw-rw- 1 root root 150990 Jun 25 1992 gnu16.olb
-rw-rw-rw- 1 root root 590294 Apr 30 1992 gnug.olb
-rw-rw-rw- 1 root root 589294 Apr 30 1992 gnug16.olb
-rw-rw-rw- 1 root root 6210 Aug 5 1992 iio.olb
-rw-rw-rw- 1 root root 5994 Aug 5 1992 iio16.olb
-rw-rw-rw- 1 root root 403 Jul 17 1992 mcrt0.o
-rw-rw-rw- 1 root root 142590 Aug 5 1992 mint.olb
-rw-rw-rw- 1 root root 139742 Aug 5 1992 mint16.olb

Am I using an old version of the libs? What else could cause this
problem?

--
Peter Jesinger (EMail: peterj@ba-stuttgart.de)

Ich bin ein .signature Virus. Mach' mit und kopiere mich in Deine .signature.
```

2905. Re: elvis 1.5 and fmt

Newsgroup: comp.sys.atari.st
Date: 1992-09-20 23:58:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10337@uqcspe.cs.uq.oz.au>
Source record: 217420

eugene@cs.athabascau.ca (Eugene Rubin) writes:

>I recently downloaded ELVIS 1.5 (a vi-like editor) from the umich
>atari archives. Supposedly, the program "fmt" was bundled with elvis,
>but when I unpacked the file, "fmt" was missing.

As are the other auxiliary programs (elvpreserve, etc). You are better off using the ELVIS 1.6 port that should also be at a.a - it is slightly less capable in the key-mappings department, but is more TOS compatible than the port I did (1.5), which was focussed on MiNT (which 1.6 also supports). The 1.6 port has all the auxiliary programs you'll need.

One of the best things about this new Elvis is the "errlist" integration. You can type ":make" (or :cc), and Elvis will make (or compile), and redirect the errors to a file "errlist", then interactively step you through the errors ("*" to go to next message). It even keeps track of line number changes, so if, for example, in correcting the first error, on line 150, you add 10 lines, then the next error, at line 200 according to make, will actually be at 210 - and Elvis will put you there. It even changes files as need-be (providing your compiler gives fairly standard error message lines - GCC does, for one).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

2906. Re: ATARI/IBM disk compatability, is it flawless?

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 00:07:34 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.KF_w&Vcy4jg@nasim.sta.sub.org>
Source record: 217422

Hya Stefan!

In <8eir2zu00awN0Ar2Np@andrew.cmu.edu>, you write:
>Excerpts from netnews.comp.sys.atari.st: 18-Sep-92 Re: ATARI/IBM disk
>compatab.. Frank Bartels@nasim.sta. (952)
>> If you'll use DOS formatted Disks you'll get less problems but you
>> cannot format your DOS disks with 10 sectors, can you?
>> So you'll lose about 60KByte or more per disk...
>
>> Knarf
>> --
>
>
>I think you can. There is an argument when calling format
>on PCs which indicate the number of sectors per track.
>As I always used it with 9 sectors, I don't know whether it
>accepts 10. Just try !
>
>it's something like: C:> format /N9 b:
>(but check in a man page)
>
> Stefan Monnier

I don't think it's as easy as you say. I've tried to format a disk with
a PC by typing 'FORMAT A: /N10' (maybe it was '/N:10'). It didn't work
with MS-DOS 5.0. Maybe there's another way to manage it?

The only way for my Atari to communicate with a PC was to format the
disk on the PC by typing 'FORMAT A: /F:720'. I've read very often the
Atari disk format is DOS-compatible since TOS 1.4, but as I *know* it is
not.

Knarf

P.S.: Sorry answered by e-mail but I read your reply in
comp.sys.atari.st after your e-mail. I'm just editing the file in my
usr/spool/mqueue... :-)
--

| A whore is never too tired to open her legs - Pink Turns Blue |

| Frank Bartels - knarf@nasim.sta.sub.org - Munich - Germany |

2907. Re: Falcon030: Higher res. simple!

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 00:31:53 UTC
From: cs2531av@vesta.unm.edu
Message-ID: <x65nxhg@lynx.unm.edu>
Source record: 217421

In article <1992Sep15.185445.19395@cc.umontreal.ca> kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>
>The Falcon love-30's DSP, has 4 times the private memory available to it
>(32K words) than the NeXT's DSP has available to it. (The NeXT's only has
>8K words private ram). The Falcon's DSP runs at 16 MIPS at the current
>frequency (32Khz).
>
I can't verify the Atari stats, but the NeXT stats are correct. More memory is better if it's fast memory, but most DSP programs are very small.

>---------
>Interesting *RUMORS* I heard at the Atari-Messe and elsewhere:
>
>-> The Falcon040 will have MULTIPLE DSP chips, perhaps even 96K ones.
Then it isn't going to be cheap at all. The 96002 is *expensive*.

CF

"I'll sue him till I own him and then I'll change his name to Spot."

2908. Anyone seen a good FLOWCHART program?

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 01:02:53 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <16868119ED.C556212@mizzou1.missouri.edu>
Source record: 217423

As you may have guessed, I am a computer major here at Columbia (Computer Engineer) and I am in need of a nice program to output program flowcharts. Call it over achieving, but professors really eat up a nice computer drafted flow chart....

Thanks

Jeoff Hines c556212@mizzou1.missouri.edu

2909. Re: TOS upgrade advice/help needed :^)

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 01:37:36 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.68BMUzoPZIA@nasim.sta.sub.org>
Source record: 217343

In <1992Sep20.143625.1@sscl.uwo.ca>, richardson@sscl.uwo.ca writes:
>I've seen similar post's before but didn't take enough notice...anyway here
>goes! Does anyone know the specifics of upgrading to TOS 2.06 (from a lowly
>'86 STm, TOS 1.0). I've heard of (I think) a 'TEC' from a US company..or was
>it German? Anyway, I seem to remember it was switchable between your original
>Tos version and 2.06...is this correct? Can anyone recommmend this card...or
>not? Also, I seem to remember discussions about 'chip sets' (4 vs 6 I
>think...yeah I have a lousy memory!). Should I worry about the number of chips
>my TOS has when ordering an upgrade? And, of course, what are the prices on
>these upgrades? I checked the FAQ and couldn't find this so I could probably
>post a summary if enough people reply with info. or show interest in finding
>this out also! Thanks muchly in advance,
>
> T.T.F.N.
> JR.

Many questions - I try to answer some...

I bought a Tos Extension Card (TEC) at the Atari Messe in Duesseldorf at
ddd (digaital data deicke) for only DM 111.- (about US$ 75). I took me
less than half an hour to install the card into my MEGA ST. If you have
an ST without Mega-slot you'll have to solder a socket on your CPU! (Not
quite easy!). If you want to switch between your old TOS and the new TOS
2.06 you'll have to solder a little bit more...
Hope you won't ever switch to your old TOS 1.0 :-)
I've never needed to switch to my old TOS 1.4. If you want to install
'WINX' (40 windows, minimized window items, scrolling not-top-windows
and more...) you need the program GEMRAM in your AUTO-folder to copy
your GEM into RAM (quite silly, ey? Buing ROM's and copy parts into RAM :-))
With TOS 2.06 you may use many icons, your computer is waiting for your
hard disk when switching on both(!) and you can (re)boot without your
harddisk by simply pressing ALTERNATE (or was it CONTROL?). There are
many other hidden features in this new TOS! (RTS/CTS Handshake works!)

I'ts not interesting you either have two(!) or six ROM Chips to install
your new TOS.

Question: Can I use my two old TOS 1.4 Chips in an old ST with six
Chips? (I think I cannot....)

Knarf
--

| A whore is never too tired to open her legs - Pink Turns Blue |

| Frank Bartels - knarf@nasim.sta.sub.org - Munich - Germany |

2910. Flowcharts

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 02:05:31 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Sep20.210531.25558@doug.cae.wisc.edu>
Source record: 217424

>As you may have guessed, I am a computer major here at Columbia (Computer
>Engineer) and I am in need of a nice program to output program flowcharts.
>Call it over achieving, but professors really eat up a nice computer
>drafted flow chart....
>
>Thanks
>
>Jeoff Hines c556212@mizzou1.missouri.edu

Jeoff,

If thats what you have to do to earn browny points consider going
to a different University.

AT LEAST do something that is informed like structured analysis and design..
(Yourdon method is my favorite...most of the time) Anyone who makes their
students draw Flow Charts or even suggest to do so as extra credit should
be shot.

If you like to draw pictures...May I recommend Super Paint 3.0 for the
Mac or maybe MacDraw. Draw Packages usually are good in designing
structure/blueprint diagrams.

Although you CAN use an ST package, BUT it will be a PAIN to use.
(Yeah yeah yeah, I know...this is csa-st...SO WHAT)

And while your at it, Get Ian Sommerville's 3rd edition Software Engineering.
If you are going to draw pictures you mine as well draw them correctly.

Better yet, write me and I'll give you a hand if you need it.

-Greg

Call 414-339-0649 or live in darkness for the rest of your putrid existence...

Thank YOU!

2911. Re: Anyone seen a good FLOWCHART program?

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 03:27:06 UTC
From: kslate@MtHolyoke.edu
Message-ID: <Buws96.I0s@mtholyoke.edu>
Source record: 217425

Easy Draw should do the trick. I don't have it but saw a demo done
w6with it and it should do it for you. Ask someone who has it, fr
what I've seen it will work.

Kevin

2912. Re: Advice on user-interface needed

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 04:22:18 UTC
From: Joshua Kronengold <JOKHC@CUNYVM.BITNET>
Message-ID: <92265.002218JOKHC@CUNYVM.BITNET>
Source record: 217430

In article <hjv.717006655@groucho.phil.ruu.nl>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) says:
>
>select sound: left click
>rename sound: double left-click
>drag icon to sounds: left-click and drag
>drag icon to icon: left-click and drag
>various 'double-click icon' operations
>
In the interest of compatibility, I'd advise you to design it in the same way as the desktop, ie:

multi-select sounds(box): Left-click and drag (starting on empty space)
multi-select sounds: Shift on any select should keep what was there before.
drag sound to sound (copy): left-click and drag(starts on sound, not space)
drag sounds to sounds (multi-copy): don't you mean drag sounds to sound? same as above.
drag sounds to icons: same.(lc(sound)+drag)

Shouldn't multi-copy just be the same as multi-select and drag?

2913. Re: Printing on a 2M TT with slm804

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 04:30:26 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <F2oFRB1w164w@tcpbbs.pcn.org>
Source record: 217427

alewis@vx9000.weber.edu (ALEWIS) writes:

> In article <H.DIAisFN6tbE@fredrik.atari.no>, jornmoe@fredrik.atari.no writes.
> >In <18SEP199213183356@vx9000.weber.edu>, ALEWIS writes:
> >>I sold my Mega 4 and got a TT and can't get anything to print on my slm804
> >>printer, either because of not enough memory, or the diablo emulator doesn'
> >>see the printer while everthing else does, or Ultrascript doesn't work.
> >
> >Have you installed the diablo driver that came along with the TT, or are you
> >just using your old setup?
> >Have you tried to reduce the number of fonts?
>
> I don't remember getting one with the TT. All I got was a "English language
> disk" that only had CPX on it, I'll double check though.
>
> Are you actually and Atari employee, if so I stand amazed although not supris
> since you are from Norway. Many thanks for responding. It's good to see
> someone at Atari listening for a change.

The diablo printer driver utility with supporting software should have
been included with your SLM 804 printer. If I remember correctly, the
SLM804 also came with an early copy of UltraScript.

2914. Re: ATARI/IBM disk compatability, is it flawless?

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 05:13:44 UTC
From: johnson@cps.msu.edu
Message-ID: <1992Sep21.051344.546@msuinfo.cl.msu.edu>
Source record: 217426

In article <H.ea.KF_w&Vcy4jg@nasim.sta.sub.org> knarf@nasim.sta.sub.org writes:
>Hya Stefan!
>
>In <8eir2zu00awN0Ar2Np@andrew.cmu.edu>, you write:
>>Excerpts from netnews.comp.sys.atari.st: 18-Sep-92 Re: ATARI/IBM disk
>>compatab.. Frank Bartels@nasim.sta. (952)
>>> If you'll use DOS formatted Disks you'll get less problems but you
>>> cannot format your DOS disks with 10 sectors, can you?
>>I think you can. There is an argument when calling format
>>on PCs which indicate the number of sectors per track.
>
>I don't think it's as easy as you say. I've tried to format a disk with
>a PC by typing 'FORMAT A: /N10' (maybe it was '/N:10'). It didn't work
>with MS-DOS 5.0. Maybe there's another way to manage it?

If you get a program called FDFORMAT (garbo.uwasa.fi:
/pub/pc/diskutil/fdformat.zip or something very similar) it will allow
you to format IBM disks to 10 sectors (820 K) and the ST will read
them. You have to run a small TSR before using it and before reading
and writing with the 820K disk, but this is easily added to an
autoexec.bat file.
--
___ "We dream of the mating season johnson@cps.msu.edu
/__ ___ Feel the coming tidal wave Michigan State University
<__/raham / We want to run but cannot move
K. <_/ohnson Cause we're embedded in concrete" -- Front 242

2915. RE: WHY NO FLOPPY PORT ON

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 07:59:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <4541.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 217290

What I'm wondering is:

1. Can the Falcon be bought in a Mega Style case?
2. Can the Falcon go past 4 megs of Ram.
3. How are you suppossed to get files onto your HD if there
is no Floppy Drive or Port?
4. Will there or is there a 040 Falcon? and is 16mhz the fastest
it can run at...

It sounds like a nice system, but soon there will be SSVGA graphics out
for IBM, and VGA will be like using CGA on IBM. There will also be 24
bit sound cards, and faster systems... sigh... what a tough decision.

2916. Humor (unintentional?) (was Re: Free Commercial Software)

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 09:30:30 UTC
From: rost@rgb.dec.com
Message-ID: <1992Sep21.133438.4496@ryn.mro4.dec.com>
Source record: 217432

In article <annius.717068082@freyr>, annius@sif.research.ptt.nl (Annius Groenink) writes...
> The real problem
> for this case is, the fact that WordPerfect costs a lot of money
> is probably the only reason why people think it's such a good
> package. I prefer VI.

Ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha

You've certainly made my day with this one...

Brian Rost @rgb.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

2917. Re: Free Commercial Software

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 09:34:42 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.717068082@freyr>
Source record: 217428

chan@pyramid.unr.edu (Kaho Chan) writes:

> That's an interesting idea, but there are flaws to this.
> For one: It would be too expensive for non-computer companies
> to support software.
> 2: Your monitor would look like a tv (with commercials)
> 3: It's not the same (like a billboard, actual sounds/visual...)

> Piracy is a problem...

PIRACY IS THE SOLUTION!

The more a program is copied, the more people see the ads, and
the more is a sponsor going to pay for the next release! Of course
what I meant was $10.00 pure cost of copying a disk and a manual.
The 'true commercial software', exactly corresponding to 'true
commercial TV' is supposed to be completely free.

I'm convinced that Coca-Cola (in reaction to the Pepsi Games)
would be happy to pay a bunch of money to support a free release
of WordPerfect 8.6 or however far they've got. The real problem
for this case is, the fact that WordPerfect costs a lot of money
is probably the only reason why people think it's such a good
package. I prefer VI.

>>--
>>_____
>> Annius Groenink|undergraduate student
>>Laan van Borgele 24|maths/computer science at the
>> 7415 DJ Deventer|University of Utrecht, Holland.

> Solution: ???

> __________ _______
> / ________() Kaho Chan(man) / /
> / /______ University of /* /
> / /_/_____() Nevada, Reno \ /
> /_________ Internet: \ /
> L________() chan@cs.unr.edu \/^

--
Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
or +31 70 33 25445; e-mail A.V.Groenink@research.ptt.nl or avgroeni@cs.ruu.nl

2918. Re: Falcon's DSP

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 10:12:34 UTC
From: dcurtis@nyx.cs.du.edu
Message-ID: <1992Sep21.101234.29103@mnemosyne.cs.du.edu>
Source record: 217429

Some people wanted something to compare with the Falcon 56001 DSP...
A NuBus card for the Mac called the SoundScope 16 features 16 bit i/o
and a 56001 DSP. Nothing really special about it.

The price for the board is over $3000!

=DC=

2919. Re: Finding x,y resolution

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 11:40:00 UTC
From: Christian_Vogler@hh2.maus.de
Message-ID: <A12710@HH2.maus.de>
Source record: 217127

In article <1992Sep16.225556.17563@debug.cuc.ab.ca> Conan.Ford@debug.cuc.ab.ca (Conan Ford) writes:

>Hi, how can I find the x and y screen resolution, preferably with a VDI >call? I'm using GFA Basic but I can use an Assembler or C routine.

The resolution is located in work_out[0] and work_out[1]. This array is initialized after calling v_opnvwk().

To make that call, you need to do the following (in C):

If the program is NOT started from the Auto-Folder:
- call appl_init()
- get the "physical" handle of the screen driver with graf_handle()
(handle = graf_handle(&wchar, &hchar, &wbox, &hbox))
- initialize work_in[1] - work_in[9] with the desired atrributes (all 1s will do fine)
work_in[10] = 2
work_in[0] = Number_of_Screen_driver (often 1 will do fine, if you don't use GDOS-Fonts)
- Reserve space for an integer work_out array with 57 elements.
- call v_opnvwk:
- v_opnvwk(work_in, &handle, work_out)
- the virtual workstation handle is now in the variable "handle".

Don't forget to close the workstation after the program is finished:
v_clsvwk(handle)
And make an appl_exit()-call, too.

with regards
Christian

2920. Re: When Can I Buy The Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 11:40:00 UTC
From: Christian_Vogler@hh2.maus.de
Message-ID: <A12711@HH2.maus.de>
Source record: 217128

In article <mikhil.716838062@Vaduz> mikhil@Vaduz.docs.uu.se (Mikael Hillborg) writes:

>I have followed the discussion about the Falcon
>on the net. There's a lot of talk about this
>wonderful/miserable (choose one) machine. However
>no one has said anything about when and where I
>can buy the machine. I'm beginning to think that
>Atari will never release it, or if they do it will
>be too late because some other company has developed
>a much more powerful machine at an even more affordable
>price. So Ataricorporation or anyone else who knows:
>
>WHEN WILL THE FALCON BE AVAILABLE IN THE STORES ?????
>(I'm thinking of the stores in Sweden (Scandinavia),
> Germany or England)

Anytime now. Be sure, the Falcon will be released in Germany till latest the end of October, probably much sooner. I have heard that one dealer even thinks, he willbe able to get the first Falcons next week.

(Atari knows that they will have to release it quickly...)

with regards
Christian

2921. Calamus fonts

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 12:23:13 UTC
From: morris@divsun.unige.ch
Message-ID: <1992Sep21.142313.19174@uni2b.unige.ch>
Source record: 217438

Keywords:

Hi netters

Does anybody know of good sources for Calamus fonts ?

I am looking for serious body faces, not "fun" ones; and also for chinese and
japanese.
I would obviously prefer PD, but am also interested in commercial collections.

Thanks in advance,

Mike M.

2922. adding a scsi drive to a TT

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 13:11:28 UTC
From: meulenbr@prl.philips.nl
Message-ID: <meulenbr.717081088@cstw168>
Source record: 217434

Hi,

I'm adding an external scsi drive to my TT, and I was wondering, if I
did so, whether I should remove the terminators from the internal one.

I assume that the external one is the one that needs to be terminated.
Right?

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

2923. kid software

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 13:29:11 UTC
From: meulenbr@prl.philips.nl
Message-ID: <meulenbr.717082151@cstw168>
Source record: 217435

Hi,

I'm looking for software for my 3 year old sons.
Of course PD is preferred, but I'd be willing to pay for a good
commercial package.

problems:
- the potential users are 3 years, so they cannot read, so the
stuff should be selfexplaining.
- the potential users don't know english (only dutch).

This means that a package should be rather selfexplaining.

Does anyone have pointers to good packages??

Thanks,
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

2924. Re: FONTGDOS.LZH; what lzh to use?

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 13:33:08 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Sep21.133308.379@its.bt.co.uk>
Source record: 217436

In article <61163@aurs01.UUCP> klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com (John Klassa) writes:
>In article <1992Sep16.111736.346@doc.bmd.trw.com> jharres@doc.bmd.trw.com writes:
>>I just ftp'd FONTGDOS.LZH and tried to extract with unlzh172.prg. All
>>files test okay but cannot be extracted due to bad CRCs. What version
>>of LZH should i be using?
>>
>>JIm jharres@doc.bmd.trw.com
>
>I would imagine you need to get lzh201i.lzh from atari.archive. I

I can confirm this. I went through the same pain when I grabbed a copy :-(

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

2925. Samples and Falcon...

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 15:15:16 UTC
From: elendir@ulysse.enst.fr
Message-ID: <2547@ulysse.enst.fr>
Source record: 217440

As for digital to analog conversion, the perfect filter has a temporal transfer fonction looking like sin (x)/x, and is therefore non causal (It uses future samples to compute the present signal). Such filters cannot be made, and one has to cope with first order sample and hold approximation. This one generates phase and amplitude distorsion, that's right. But amplitude is generally corrected by an anti-aliasing filter, and phase errors are not very important since the ear completly ignores phase.
However, the distorsions can be reduced by oversampling. Oversampling makes low pass filters easier to design (Because, although sampling frequency is higher, audible frequencies do not increase. I mean, e.g. with basic 44.1 KHz sampling, if you want to let 20 kHz frequencies unaltered and supress aliasing you have to design a filter with at least 60 dB cutoff between 20 kHz and 44.1 /2 = 22.05 kHz, i.e at least a 60 dB in 2050 Hz ! However, in case of let's say eight time oversampling, the cutoff frequency becomes 22.05 * 8 = 176.4 kHz, and designing a 60 dB low-pass filter between 20 kHz and 176 kHz is not very difficult. Furthermore, the noise band is extended over 176 / 2 = 88 kHz, and the filter cuts off a signifiant amount. (I remember 3 dB of SN gain for each doubling in oversampling)). Oversampling is easily done by a DSP using interpolation (linear or whatsoever).
Thus there is no signifiant improvement in quality between 44.1 kHz, 48 kHz and Falcon's 50 kHz sampling frequencies. Just easier low-pass filter to design.
1 bit-DAC, such as those used on the Falcon improve linearity. They use a single tapped resistor instead of 16 or 18 in classical DAC. Of course, the process involves a special conversion and especially oversampling ; Falcon uses 80 times oversampling, which gives you performance near True 16 bits with 5 times oversampling.
Regarding the DAT to CD conversion, the Falcon is ideally suited to do such stuff, the DSP is useful in designing decimation or interpolation filters.
You can copy CD to DAT with no problem, but such an operation sets a protection bit which forbids DAT to DAT copy. Pre-recorded DAT tapes will also have that bit set. I don't know whether this bit is recognized by the receiving DAT (In which case it would be easy to delete it with a small DSP code) or just inhibits the digital output of the DAT (Seems rather corny if this is true).
Direct to disk demo program has been shown today in Paris at "Le salon de la musique". Falcon has really stunned the dudes there. Someone told me they picked up people near the booth at random, they shew them the Falcon and the guys went out quite mad !
Many European developers work on the Falcon. In fact, the first softs to be introduced on the market will be French offsprings... They will be shipped as part of the Falcon kit.
Back to CD, I heard sometimes ago that Philips had developped a new technology to built green-emitting (spelling ?) Lasdiodes, thus allowing a 20 % increase in capacity on normal CD. The width of the depressions on the CD must be kept over 10 times the wavelength to avoid diffraction effects.

Well, I guess the Falcon will be a great game machine, with many other good improvements...
But regarding the sound, it's the most perfect machine in this range of price. I am thinking about some FM real time wave synthetizis, a good (yet monotimbral) synthetizer with added effects. Let's dream...
Grand piano, pipe organ, glockenspiel, bass guitar, vocal chorus, electric guitar, mandolin, AM tremolo modulator... and tubular bells :-)
Anyhow, the system expansion board seems to be a 16/24, but this is unsure.
There is no external floppy connector, because there is no need for it.
GCR works without any additional support on HD disks, and now all the Macs are shipped with a FDHD drive.
The new 1.44 drive should be able to replace two 720 Ko floppies no ? But the new floppy disk controler is no more AJAX or WD 1772 but some custom chip hand made by Atari (Ajax was just a pre-version).

SO much for today.

Enjoy.

Vince.

2926. Re: Trying out Freeze Dried Terminal and CoNnect 1.52

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 16:20:19 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1992Sep21.162019.9920@dxcern.cern.ch>
Source record: 217437

Yes thats right. I have learned that CoNnect in 1.52 was heavily
buggy on some TOSversions. I will release a new versin (1.60) in
at leaset 2 weeks with less ,-) buggs and some more nice features.

e.g. it is now possible to make exact calculation s about the used
telephone fees not only in Germany but in nearly any other country includng
the US and Canada...

Wolfgang
.

2927. Changes to atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 17:15:55 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Sep21.171555.29432@terminator.cc.umich.edu>
Source record: 217439

A quick note about changes that will be occurring to atari.archive.umich.edu
beginning next Sunday evening, the 27th day of September in the
year of 1992. In order to increase visibility of directories within
subdirectories, we'll be making the following changes:

1. Each directory will now begin with a capital letter, regardless of
it's location in the hierarchy. i.e. /atari/new will become atari/New,
/atari/newitems will become /atari/Newitems, /atari/applications/math
will become /atari/Applications/Math, and so on.

2. Files that begin with a capital letter will be downcased. There
aren't many of these around, but an example would be ChpsChl.zoo, which
would become chpschl.zoo.

3. There is one exception to change #2, and that is the following files,
Index, CompInd.Z, New0, New1, New2, and New3, will be lowercased
but will be preceded by a 0 to draw attention to them.
Examples are: /atari/Index will become 0index, New0 will become 0new0, and
Help will become 0help.

Each subdirectory's index, formerly subdirectory/Index, will become
subdirectory/0index.

BART users: Please follow the above guidlines, and you should experience
no problems. Bart will be modified to accept the following changes.
Please refer to the help file after next Sunday for more information.

Any questions should probably be directed to me, Jeff Weiner, at
weiner@atari.archive.umich.edu.

Thanks and have a nice day.

weiner

--
Jeff Weiner - jweiner@umich.edu - weiner@atari.archive.umich.edu -
414 Erie St. SE, Minneapolis, MN 55414
Now at the University of Minnesota

2928. Re: kid software

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 18:51:04 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep21.185104.1376@newshost.lanl.gov>
Source record: 217441

The best Atari ST/TT software for kids that I have ever seen is available from:

D.A. Brumleve
P.O. Box 4195
Urbana, IL 61801-8820
USA
phone: (217) 337-1937

Several commercial titles are available, reasonably priced, in addition to
many public domain and shareware offerings.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2929. GNU-roff

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 19:53:00 UTC
From: Nils-Henner_Krueger@ki.maus.de
Message-ID: <A10256@KI.maus.de>
Source record: 217299

Hi!

some months ago somebody anounced that he did compile groff for the ST. I just downloaded a groff-port from a ftp-server and I've got some problems to get it producing usefull output.

Does anybody use groff successfully on his ST?
Does anyoby know who might have done the port for the ST?

nils-henner

Nils-Henner Krueger, Waitzstr. 98, 2300 Kiel, Germany
- -
email: nk@ki.maus.de (short text-messages < 16kB, _NO_ binaries) DAILY
nhk@informatik.uni-kiel.dbp.de (long mails, uuencoded files) WEEKLY/2

2930. Atari Falcon used by Elvis.

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 20:44:06 UTC
From: 01ksdavis@bsu-ucs.uucp
Message-ID: <1992Sep21.154406.9742@bsu-ucs.uucp>
Source record: 217442

Listen, us Amiga owners don't post in the Atari newsgroups and say
how great our machines are. I am sick and tired of reading about the Atari
Falcon. I have not seen any of these machines.
Actually, the last time I saw one Elvis was using it at the local
computer labs. He left the lab, and got into his UFO spaceship (he's commander
of the north American squadron, doncha nknow?)

So, I am not going to say anything about my Amiga, the Amiga 4000 or
any of that because this is an ATARI newsgroup and I am a polite guy.

You CAN email me all you want, but my mail-server is definitely made
like rubbermaid made,-in other words, it bounces everything.

So, I appreciate it if you quit posting Atari Falcon articles in
comp.sys.amiga.advocacy.
--

```
_____________________________________________________________________________
|Kyle S. Davis |
|2000HD 1MbRAM// Hot VWs 1973 |
|1084s // Only Amiga makes it possible, \/ Take 2 home- 311 |
|Oki 20 \\// All others make it plausible. \/\/ They're small. |
|
|_____________________________________________________________________________|
```

2931. Re: ATARI PROFESSIONAL VIDEO

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 21:07:16 UTC
From: Chris_Millar@lppl.mi.org
Message-ID: <Chris_Millar.04tc@lppl.mi.org>
Source record: 217450

As far as a "Toaster-like" piece of hardware for the STe/TT line - your only bet is a nice little piece of hardware called the CyberCube SunRise card.
It is a straight VME card (Mega STe and TT) and kicks the Toaster's hardware squarely in the butt! I'm talking programmable resolutions from 200x200 to 8162x8162 (virtual screen) - with a straight 24 bit displayable color scheme. It also has a VME buss pass-thru for other cards and an EtherNet compatible network hook-up that is REALLY fast - I believe it IS FASTER than EtherNet..
Not sure on the cost, it was shown at the ACT Atari Show in Toronto.....

-- Via DLG Pro v0.992

2932. Finding the starting cluster of a directory

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 22:38:58 UTC
From: Conan.Ford@debug.cuc.ab.ca
Message-ID: <1992Sep21.223858.4583@debug.cuc.ab.ca>
Source record: 217251
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How can one find the starting cluster of a directory?

~~~~~~
Email: Conan.Ford@Debug.cuc.ab.ca	. .	.				
Fidonet/Metronet: Conan Ford at 1:134/9,	. . --*-- .				
1:134/21,201:5500/9	. .	. .	_/	_
~~~~~~

2933. Re: adding a scsi drive to a TT

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 22:40:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A47738@K2.maus.de>
Source record: 217300

m>I'm adding an external scsi drive to my TT, and I was wondering, if I did
m>so, whether I should remove the terminators from the internal one.
m>I assume that the external one is the one that needs to be terminated.
m>Right?

No. You should terminate both drives. Only if you add more than one external scsi device to the TT then you should remove the terminator jumpers from the drives in the middle. On a scsi bus both sides have to be terminated. In a tt it looks like this:

```
bus bus
internal drive <===> TT <===> External Drive
(terminated) (terminated)
```

You have to terminate both ends of the chain. If you have more than one external device, it looks like this.

```
bus bus bus
internal drive <===> TT <===> External Drive <===> External Device
(terminated) (terminated)
```

Hope it helps.

Normally with only one internal drive the TT should be terminated inside but because of the very short SCSI cable in the TT this is not necessary.

Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

2934. Re: kid software

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 23:22:11 UTC
From: wallace@yngstr.enet.dec.com
Message-ID: <1992Sep21.222550.27016@engage.pko.dec.com>
Source record: 217444

In article <meulenbr.717082151@cstw168>, meulenbr@prl.philips.nl (Frans Meulenbroeks) writes...
>I'm looking for software for my 3 year old sons.
Check out the at the kidprogs and the kv_* programs in atari/games/kids-games at atari.archive.umich.edu. kv_house is a great program for kids who can only mouse it.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2935. Re: Humor (unintentional?) (was Re: Free Commercial Software)

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 23:29:22 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10352@uqcspe.cs.uq.oz.au>
Source record: 217445

rost@rgb.dec.com (My name is Brian Rost) writes:

>annius@sif.research.ptt.nl (Annius Groenink) writes...

>> The real problem
>> for this case is, the fact that WordPerfect costs a lot of money
>> is probably the only reason why people think it's such a good
>> package. I prefer VI.

>Ha ha ha ha ha ha ha ha ha ha ha ha ha ha

>You've certainly made my day with this one...

Not meaning to start an Editor Jihad, but for text entry, vi is 1000x more
powerful than WordPerfect (:1,$ s/Word\([A-Z]\)/Word-\1/g). I prefer vi+tex
for layout too.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

2936. Re: FONTGDOS.LZH; what lzh to use?

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 23:35:41 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.050j@outb.wimsey.bc.ca>
Source record: 217274

Yes, the reason why UNLZH172 does not work, s because, it only unLZHs -lh1- compression, the oinly good one is LZH201L (There is an M version but I don't think it is legit) as it unpacks -lh5- and LHA....

--- Via UCI v1.02 (C-Net Amiga)

2937. Re: Changes to atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-09-21 23:40:15 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10353@uqcspe.cs.uq.oz.au>
Source record: 217446

weiner@terminator.cc.umich.edu (Jeff Weiner) writes:

>1. Each directory will now begin with a capital letter, regardless of
>it's location in the hierarchy.

>2. Files that begin with a capital letter will be downcased.

So directories will appear first in the list... that's more like
what us Atari users are familiar with!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

2938. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 00:28:28 UTC
From: mcarrico@terapin.com
Message-ID: <mcarrico.1kua@terapin.com>
Source record: 217448

What TOS versions does it emulate, and is it as fast as the 486 or is there a slowdown?

Just Wondering..

ST MASTER, Sysop of CYBERNET Node #2 (510)834-1707

2939. Need ST Repaired...

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 00:51:44 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <19lqn0INNc21@usenet.INS.CWRU.Edu>
Source record: 217447

My serial port got plasted from a power surge via the phone line and I need to get my ST fixed asap. Unfortuately, there isn't anywhere locally that will fix them in a reasonable amount of time. Therefore, does anyone have the addresses and/or phonenumbers of good repair centers that I could ship my ST to?

2940. Need help with mail based archive servers

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 01:40:26 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <4TBHRB3w164w@oneb.almanac.bc.ca>
Source record: 217254
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

I need help or advice on how to obtain a version of ff.ttp or other such program (decoded version) that would allow me to uuencode/decode files received from mail based archive servers such as spud.hyperion.com. I have received a uuencoded version of ff.ttp and had it decoded on a Unix system. The resulting archive (ff.arc) has been corrupted in some way and cannot be unpacked by Unix, Dos, or Atari based arc progs. ....Heeellllpp!

Many thanks!
Bruce

bhawker@oneb.almanac.bc.ca (Bruce Hawker)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

2941. Re: TOS upgrade advice/help needed :^)

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 03:02:25 UTC
From: landrews@outb.wimsey.bc.ca
Message-ID: <landrews.0510@outb.wimsey.bc.ca>
Source record: 217275

>I've seen similar post's before but didn't take enough notice...anyway here
>goes! Does anyone know the specifics of upgrading to TOS 2.06 (from a lowly
>'86 STm, TOS 1.0). I've heard of (I think) a 'TEC' from a US company..or wa
>it German? Anyway, I seem to remember it was switchable between your origin
>Tos version and 2.06...is this correct? Can anyone recommmend this card...o
>not? Also, I seem to remember discussions about 'chip sets' (4 vs 6 I
>think...yeah I have a lousy memory!). Should I worry about the number of ch
>my TOS has when ordering an upgrade? And, of course, what are the prices on
>these upgrades? I checked the FAQ and couldn't find this so I could probabl
>post a summary if enough people reply with info. or show interest in finding
>this out also! Thanks muchly in advance,

The TOS Extension Card (TEC) is made by CodeHead Technologies, an American based company.

There are several packages available, according to which model of ST you have, but the one you want is the TEC "Basic Configuration Package" and it costs $139.99 US, with some soldering required.

There is no mention of anything about chips of any sort at all in this magazine (Atari Explorer Mar/Apr '92, a US mag), so I think you are pretty safe.

The number to Codehead is (213) 386-5735 (in the US that is), if you want to give them a call, or I'm sure you can find it/get it via a local dealer.

I believe you can retain your old chips if you want, at the expense of more soldering and a switch of some sort.

--- Via UCI v1.02 (C-Net Amiga)

Luke Andrews /*/ landrews@outb.wimsey.bc.ca. /*/ Vancouver, BC
=--=
"We can rise and fall like empires, flow in and out like the tide, be vain
and smart, humble and dumb, we can hit and miss like pride."
- Neil Peart
"Anyway, can a dead person sue for libel?" - DGHDA (Douglas Adams)

2942. Re: Trying out Freeze Dried Terminal and CoNnect 1.52

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 03:04:34 UTC
From: landrews@outb.wimsey.bc.ca
Message-ID: <landrews.0516@outb.wimsey.bc.ca>
Source record: 217277

> Well, after seeing all the hype about the Freeze Dried Terminal and
>CoNnect 1.52, I though I would try them out. Well FZDT was of no use to
>me due to the fact that it doesn't offer vt100 emulation. I then tried
>CoNnect. It looked really nice, and I like the fact that it supports
>vt220, but it kept on bombing on me. I had it bomb 4 times before I gave
>up on using it and decided to stick with Uniterm. Has anyone else had
>problems with CoNnect bombing? I have a 1040STf with TOS 1.4, and two
>floppies.

As far as FZDT is concerned, if its VT100 you are looking for, the ANSI mode should do the job. I believe the two emulations are basically the same when it comes to cursor control.

If you really need it, there is a PD program called Uniterm that I have seen around. You might be able to find it on some of the FTP sites.

--- Via UCI v1.02 (C-Net Amiga)

Luke Andrews /*/ landrews@outb.wimsey.bc.ca. /*/ Vancouver, BC
=--=
"We can rise and fall like empires, flow in and out like the tide, be vain
and smart, humble and dumb, we can hit and miss like pride."
- Neil Peart
"Anyway, can a dead person sue for libel?" - DGHDA (Douglas Adams)

2943. ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 04:00:51 UTC
From: vovut@prism.cs.orst.edu
Message-ID: <1992Sep22.040051.19747@CS.ORST.EDU>
Source record: 217449

```
ST Stuff for sale:

MegaFile 20 $140
SC1224 Color monitor $125

StereoTek Glasses $40

Discovery Cartridge $100
w/sockets

6 foot external disk $15
drive cable

TOS 1.0 ROMs (6 chip set) $3

IBM Stuff for sale:

8-bit MFM HD controller $15
no cables
(WD1002A-WX1 )

gamecard for 2 joysticks $5

WordStar Legacy v1.1 for $40
Windows (word processor)

Applause II v1.0 $30
(business graphics)

CorelSCSI! $50
(utilities for SCSI
peripherals)

-- software comes with all docs and registration cards --

Miscellaneous:

Citizen 200GX 9-pin $90
printer

36 1Meg x 1 DRAMs 80ns $2.50 each

14 32Kx8 static RAMs $3.00 each
(100ns)

Willing to trade for:

* 1040ST (w/ TOS 1.2 or higher)
* Notebook computer (286 or higher)
* 1.44 Meg floppy drive w/ 5.25" mounting bracket
```

Prices do not include shipping.

vovut@prism.cs.orst.edu

2944. Re: TNY picture printing

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 05:00:30 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep22.050030.14699@actrix.gen.nz>
Source record: 217252

The easiest way to print .TNY pictures is to get a program called
'Pic-Switch' which will view TiNY pictures, (as well as most others)
and will from memory, print them! (It will also convert them to .PI1
(degas)

Once the picture is on the screen, you should be able to hold down
ALTERNATE and tap HELP to print the screen anyway!!
--

2945. Motorola MPEG full motion video chip

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 05:35:20 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Sep22.053520.15517@news.Hawaii.Edu>
Source record: 217253

This is a description of the Motorola MPEG chip that will be
used in CD-I machines and computers:

==========

MOTOROLA ANNOUNCES THE "FMV"
A LOW COST SINGLE CHIP MPEG FULL MOTION
VIDEO DECODER FOR CD-I

The FMV brings the possibility of digital full motion video
imaging within the cost sensitive CD-I player.

The Full Motion Video decoder, or FMV, is a true single chip
implementation of the decompression scheme specified by the ISO
MPEG Committee. A 4Mbit DRAM remains external, but all other
functions and processing are contained within the FMV. It is
fully compatible with the MPEG Level 1 specification but also adds
specialized interfacing for easy integration within the CD-I
player environment.

The FMV is intended for decoding compressed full motion video
pictures, reconstructing video sequences and converting the number
of pictures decoded per second to a 50Hz or 60Hz display period.
It supports images at frame rates of 25Hz or 30Hz, delivering a
full active screen of 352 pixels by 288 lines. It also supports
user functions such as freeze, single step, slow motion and scan.

The input to the FMV is the compressed MPEG bitstream delivered
directly from the optical disc at 1.44Mb/second. However, to
future proof the device and the CD-I application, the FMV can
decode at up to 5Mb/second and accepts data transfer into its
bitstream FIFO at 10Mb/second. This also opens up significant
applications for the FMV in the PC and Workstation markets.

Upon receiving the MPEG encoded bitstream, the FMV strips off the
header information and extracts timing data to allow for
synchronization with the audio after decompression. It then
performs the variable length decode, inverse quantization and the
inverse DCT, characteristic of the MPEG process. Individual video
frames are reconstructed using the decoded block information,
previous frame data, motion vectors and inter/intra frame decision
data.

Still on chip, the FMV then generates 24-bit RGB, creates the
motion window and transmits it with a predefined border color.
This video output is synchronized by signals coming from the
companion Motorola CD-I Video Decoder and System Controller, or

VDSC.

The entire process relies upon an on-chip system controller to manage the data flow between all of the processing sub systems. Also, the device is obviously very dependent on its ability to handle the external bank of 4Mbits of dedicated video memory. It has its own memory management unit which handles refresh and controls the granting of data access requests.

With this component, the Philips and Motorola promise to have MPEG full motion video components ready for 1992 player launches has been fulfilled. It is expected that this will add a new dimension to the already CD-I platform, thus spawning a whole new category of CD-I titles.

"Following the late agreements on the MPEG standard, many companies have been chasing a programmable approach to MPEG decoding as an attempt to cut time to market," said Burgess. "However, by working with the market leader, Philips, we are releasing a fully compliant solution, implemented in a silicon optimized form and will still be early to market. We will provide MPEG video decoding in volume for under $30 with this approach," he added.

The FMV is implemented in Motorola's 0.8-micron triple level metal high density CMOS technology and comes in a low cost plastic surface mount 160-pin QFP package.

# # #
EDITORIAL CONTACT
Chuck Granieri
(602) 952-3601

==========

Since CD-ROMs capable of 300 KB/s (2.4 Mb/s) are becoming available, the video output from the FMV chip would surpass laser disc quality. A typical 660 MB CDROM would only have the capacity for less than 40 minutes of video with a 300 KB/s rate, so it wouldn't be useful for movies yet! Special applications like teaching/training would be okay though.

Specs for the Falcon mentioned JPEG/MPEG hardware and a low cost solution like the $30 FMV chip would be nice to have.

Jack

2946. Re: Falcon030: Higher res. simple!

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 06:03:36 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Sep22.060336.22558@news.Hawaii.Edu>
Source record: 217255

In article <1992Sep15.185445.19395@cc.umontreal.ca> kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>Aparently, it is easy to get the Falcon030 to display higher resolutions
>than the ones it comes "standard" with. At the Atari Messe, a company
>called OVERSCAN explained that the Falcon can accept an external monitor
>frequency sync. signal. It is a built in feature of the Falcon that is
>quite interesting. You can, by using an apropriate external sync. generated
>by a crystal, increase the resolution in the Falcon to things like
>1024x800 in 256 colors, or what have you. This does not slow down the
>computer at all, until you increase the resolution to the extent that
>the video chip starts hogging its share of the memory bandwidth.

Atari said 640x480 with 65K colors exceeded the memory bandwidth
so the limit must be less than 36 MB/s [640*480*2 bytes*60 hertz = ~36 MB/s]

800x600 256 colors use less than 30 MB/s so that might be possible and
1024x800 16 colors takes about 24 MB/s so the Falcon might handle
that too. 1024x800 mono is 6 MB/s so if possible would be great!

The specs mention that the memory controller operates in page mode so
that might mean that 32 bits are fetched multiple times and average
about 240/2 (160 ns cycle + 80 ns thereafter) = ~120 ns for memory
reads. With a 120 ns average then memory bandwith would be 32 bits
times 1/120ns = ~32 MB/s. The 68030 would have less time for high
resolution and color but the application could make the best choice.

My guesses could be all wrong though. :D

Jack

2947. Postscript type 1 editor?

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 06:09:46 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.717142186@gideon>
Source record: 217256

I have some Psotscript type 1 fonts and most of them does not
have all letters we need here in Finland (umlauts). I would like to
know if there is a fonteditor for postscript fonts?

--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

2948. Re: Humor (unintentional?) (was Re: Free Commercial Software)

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 06:52:49 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Sep22.065249.1149@daimi.aau.dk>
Source record: 217257

warwick@cs.uq.oz.au (Warwick Allison) writes:

>rost@rgb.dec.com (My name is Brian Rost) writes:

>>annius@sif.research.ptt.nl (Annius Groenink) writes...

>>> The real problem
>>> for this case is, the fact that WordPerfect costs a lot of money
>>> is probably the only reason why people think it's such a good
>>> package. I prefer VI.

>>Ha ha ha ha ha ha ha ha ha ha ha ha ha ha

>>You've certainly made my day with this one...

>Not meaning to start an Editor Jihad, but for text entry, vi is 1000x more
>powerful than WordPerfect (:1,$ s/Word\([A-Z]\)/Word-\1/g). I prefer vi+tex
>for layout too.

Let us all agree that this tread, if continued, really should move to
alt.religion.emacs. Editors seems to be as least as much a heat-source
as computer-brands and choice of language.

Just to add fuel to the fire.

In my understanding, vi is comparable and most probably superior to
WordPerfect, but for REAL power one should always use The One True
Editor (GNU Emacs, you ignorant heathens). It is bigger than vi, but
only the lesser enlighten minds consider mortal things like memory and
speed as important as the power and righteous thinking provided by
The One True Editor.

:-)

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

2949. Latest Lharc? help!

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 07:14:02 UTC
From: wilsont@prism.CS.ORST.EDU
Message-ID: <1992Sep22.071402.23910@CS.ORST.EDU>
Source record: 217273

I've run into quite a few files recently that I can't un-lzh.
i had to use my clone at work to get them to uncompress. (ick)
so if anyone could upload the newest lharc to aa or comp.sources.atari
please do so.

has anyone else had this problem?
th files in question alwasy have a comment of a single capitol A.
i donwloadled the newest lha program from AA (a '91 file) and it didn't handle it
either.

:(

thanks..

2950. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 07:16:30 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep22.071630.18726@actrix.gen.nz>
Source record: 217262

In article <mcarrico.1kua@terapin.com> mcarrico@terapin.com (Michael Carrico) writes:
> What TOS versions does it emulate, and is it as fast as the 486 or is there a
> slowdown?
>
> Just Wondering..
>
> ST MASTER, Sysop of CYBERNET Node #2 (510)834-1707

It will 'emulate' whatever version of TOS you plug into it. (And it doesn't 'emulate' it, it uses PROPER atari TOS chips - so it's as close to the real thing as an emulator is likely to get.)

It'll run pretty much as fast as the machine it's plugged into - but even if not, there are slowdowns for the IBM itself which would be easier to sort out!

Very good gadget! Another good reason not to buy an atari, seeing as this does everything for a fraction of the cost! (Okay, so the sound is awful on a bog-standard IBM/compat', but you're average person buying the GEMulator isn't going to want to play heaps of games, so it's not a big problem!!)

Darek has come up with a sure winner - When (IF) I manage to get rid of my ST, I'll have to try & buy it - but selling an atari is hard work, no one is interested in this country!

(There isn't an Atari dealer within 100miles of where I live, only one I know of in the ENTIRE country, and they don't deal to the public as such!)
--

2951. .RAW

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 07:19:01 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep22.071901.18858@actrix.gen.nz>
Source record: 217263

As soon as the &*%*(FTP-BBS thing over here is available (for a change), I'll put over 950k of Ray-traced .RAW pictures onto atari archive! (The .ZIP file is only about 250k).

They consist of just the .QRT files from ST-Format #35 (April). WHich I've raytraced over the past 3-days!

IF the FTP-BBS is on-line for once (AND working properly....>)
--

2952. Re: Need ST Repaired...

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 07:25:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <19mhpbINNbvp@golem.wcc.govt.nz>
Source record: 217259

In article <19lqn0INNc21@usenet.INS.CWRU.Edu>, at731@cleveland.Freenet.Edu (Troy L. Nothnagel) writes:
>
>My serial port got plasted from a power surge via the phone line and I
>need to get my ST fixed asap. Unfortuately, there isn't anywhere
>locally that will fix them in a reasonable amount of time. Therefore,
>does anyone have the addresses and/or phonenumbers of good repair
>centers that I could ship my ST to?
>

Yes me, ! here in New Zealand...:-)...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2953. Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 07:32:44 UTC
From: yoshi@gate.powerplay.ac.at
Message-ID: <1992Sep22.073244.26685@alijku05.edvz.uni-linz.ac.at>
Source record: 217265

Hi There !

Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
Just look at all those mighty guys writing Super Famicon games !
It's an armada compared with those writing Falcon games.

And the Super Famicon offers even the same power for a lesser price !

- 3D graphics chip for fast 3D games
- 512 hardware sprites
- 32K colors simulatenusly what is really enough for playing
- *very* smart CD rom drive

Ok, maybe there are some guys out there that would like to use the Falcon
for serious applications. But wouldn't it be *much* more efficient
to buy an IBM compatible for applications and a Super Famicon for
gambling instead of fooling around with a Falcon that lives from
announces and buggy software ?

Come on, tell some reasons *not* to buy a Super Famicon instead of a Falcon !

Yoshi

2954. Re: Postscript type 1 editor?

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 07:43:12 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92266.094312HAC041@DJUKFA11.BITNET>
Source record: 217258

In article <lahtinen.717142186@gideon>, lahtinen@gideon.fmi.fi (Kimmo Lahtinen) says:
>
>I have some Psotscript type 1 fonts and most of them does not
>have all letters we need here in Finland (umlauts). I would like to
>know if there is a fonteditor for postscript fonts?

I have seen a fonteditor for the ST that among other formats can also edit Type 1 fonts. Unfortunately I don't remember the name, but I will try to find out what it was.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

2955. Re: ATARI PROFESSIONAL VIDEO

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 07:43:41 UTC
From: yoshi@gate.powerplay.ac.at
Message-ID: <1992Sep22.074341.27422@alijku05.edvz.uni-linz.ac.at>
Source record: 217264

> As far as a "Toaster-like" piece of hardware for the STe/TT line - your
> only bet is a nice little piece of hardware called the CyberCube SunRise
> card.
> It is a straight VME card (Mega STe and TT) and kicks the Toaster's
> hardware squarely in the butt!

What is the price of this card ? Toaster-like ?

> I'm talking programmable resolutions from
> 200x200 to 8162x8162 (virtual screen) - with a straight 24 bit displayable
> color scheme. It also has a VME buss pass-thru for other cards and an
> EtherNet compatible network hook-up that is REALLY fast - I believe it IS
> FASTER than EtherNet..
> Not sure on the cost, it was shown at the ACT Atari Show in Toronto.....

So that sounds to me that it is all Atari has forgotten to put into their
shoe boxes (or at least a part of what they've forgotten).

Yoshi

2956. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 07:49:55 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <66340@cup.portal.com>
Source record: 217260

Michael Carrico asks about the GEMulator:

>What TOS versions does it emulate, and is it as fast as the 486 or is there
>slowdown?

The GEMulator board includes sockets for you to plug in TOS ROMs,
thus whatever version of TOS you use, is the version you get..

From what Darek has said, a 486 based GEMulator runs FASTER than
an ST.. a 386 runs a little slower..

(Have you seen what's happened to the prices of '486 based PCs
lately..? I just looked closely and was amazed...)

BobR

2957. Re: Printing on a 2M TT with slm804

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 07:54:48 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <66341@cup.portal.com>
Source record: 217261

Regarding printing to an SLM printer on a TT...

The original posting didn't specify, but... ANY application which will need to print to an SLM printer * MUST * be running from ST RAM...

The ASCI DMA port (which the Atari laser printers use) is NOT available from TT RAM..

There's been a discussion of just this subject recently on CompuServe, and the word from Atari's Mike Fulton is that ST RAM is the only way to go for this application..

BobR

2958. Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 08:05:09 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.717149109@freyr>
Source record: 217266

Some time ago there was someone on the news who suggested that ST
users should help Atari by advertising privately. A better idea
would be if someone started designing a new case for the Falcon
for charity (and maybe even produce a million?). My idea is the
following: design it such that the board as it is will fit into
the case, and maybe just the drive and hard drive will have to
be moved. Make it look like a SGI indigo or something, but NOT
a keyboard computer and NOT something flat. It should make clear
to people AT FIRST SIGHT that this is not just a slight amelioration
of the old Atari series (like the 'amiga killer' STE).
--
Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
or +31 70 33 25445; e-mail A.V.Groenink@research.ptt.nl or avgroeni@cs.ruu.nl

2959. Re: Atari Conference at GEnie 9/9

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 08:58:02 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.717152282@rw8.urc.tue.nl>
Source record: 217267

kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:

>in the U.S. by mid to late October and that they'll only be
>shipping units to developers between now and then. That wasn't
>said outright, as far as I know, but it seemed implied.
I asked a dealer, (here in the Netherlands), and he could tell
me he would have about 20 Falcon 030's by november.
Of course he already has sold most of them.
So not only developers will have them. As far as I know developers
already have Falcons. But I am not sure about that.

Erlend.

2960. Re: Flowcharts

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 09:23:29 UTC
From: kllove@midway.ecn.uoknor.edu
Message-ID: <1992Sep22.092329.20007@constellation.ecn.uoknor.edu>
Source record: 217270

In article <1992Sep20.210531.25558@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>>As you may have guessed, I am a computer major here at Columbia (Computer
>>Engineer) and I am in need of a nice program to output program flowcharts.
>>Call it over achieving, but professors really eat up a nice computer
>>drafted flow chart....
>>
>>Thanks
>>
>>Jeoff Hines c556212@mizzou1.missouri.edu
>
>Jeoff,
>
> If thats what you have to do to earn browny points consider going
>to a different University.

I agree. Even here in the technological backwaters of Oklahoma University
we don't have to do flowcharts. That sort of stuff should have disappeared
along with the '70s.

> [Stuff Deleted]
>
>Although you CAN use an ST package, BUT it will be a PAIN to use.
>(Yeah yeah yeah, I know...this is csa-st...SO WHAT)

Is there a beast to do flow charting on the ST? I would have thought
Atarians would be ABOVE such things. ;^) (For the humor impaired.)
>
>And while your at it, Get Ian Sommerville's 3rd edition Software Engineering.
>If you are going to draw pictures you mine as well draw them correctly.

Or even better yet, get the 4th edition (1992) of the above book. This is
the required textbook for the 4000-level S/W Engineering courses here at OU.
Definitely one of the better textbooks I've had to buy for my CS degree.
>
>-Greg
>

Kenneth Love

2961. Re: Humor (unintentional?) (was Re: Free Commercial Software)

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 09:35:40 UTC
From: kllove@midway.ecn.uoknor.edu
Message-ID: <1992Sep22.093540.20199@constellation.ecn.uoknor.edu>
Source record: 217271

In article <1992Sep21.133438.4496@ryn.mro4.dec.com> rost@rgb.dec.com (My name is Brian Rost) writes:
>
>In article <annius.717068082@freyr>, annius@sif.research.ptt.nl (Annius Groenink) writes...
>> The real problem
>> for this case is, the fact that WordPerfect costs a lot of money
>> is probably the only reason why people think it's such a good
>> package. I prefer VI.
>
>Ha ha ha ha ha ha ha ha ha ha ha ha ha ha
>
>You've certainly made my day with this one...
>
Hey! Don't laugh so hard. I prefer VI over WP 5.1 any day, year, or century for editing ASCII files. *ESPECIALLY* if that file is a fairly repetitive source program.

The flexibility of the commands is unequalled (in my experience)! Show me a text editor that can do everything that VI can and do it easier and I will switch over to it. My opinion is that you won't be able to do it!

Although, I hear that EMACS is preferable, I can't FIND it much less use it!
>
> Brian Rost @rgb.enet.dec.com
>
> 508-568-6115
>
> [Stuff deleted]

Later,
Kenneth Love

2962. Re: ATARI PROFESSIONAL VIDEO

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 10:00:45 UTC
From: kisaacso@nyx.cs.du.edu
Message-ID: <1992Sep22.100045.6698@mnemosyne.cs.du.edu>
Source record: 217268

In article <1992Sep20.175827.1093@mtu.edu> jjmcwill@mtu.edu (Jeff McWilliams) writes:
>I agree, I saw something about the Video Toaster on CNN's Technology
>Segment one evening, and I was astounded. I'm a staunch Atari supporter,
>but it seems the Video Toaster is the gadget to beat for inexpensive
>Video effects.
>
>
>Jeff McWilliams
>EE Engineer --> Michigan Tech. University jjmcwill@mtu.edu

Well, its true, the Video Toaster is (as far as I've seen) unbeatable
when it comes to professional quality video effects/editing for a small
computer. It is not without its faults, however. First, its not like its a
$50 plug-in board for the Amiga, the bare bones minimum setup costs several
thousand dollars not counting the cost of the Amiga itself. Secondly, it
is DESPERATELY slow unless you have a very souped up Amiga. A friend of mine
uses one at work to do editing of stuff like videotaped weddings and
small-time commercial production. It has all the tools for creating 3-d
objects with incredible surface textures and detail, but he is using an
out of the box standard Amiga. After programming in his objects and the
desired animation he often tells it to start rendering and leaves it to run
for a week or more non-stop to see the results of his work. Still, its
a simply amazing device and I've never seen anything on an Atari (as much
as I love them) that even comes close. At this point it looks like audio
is the future of Atari, not video.

Kevin Isaacson
kisaacso@nyx.cs.du.edu
Disclaimer: My opinions are Murphy Brown's fault.

2963. Re: Atari Conference at GEnie 9/9

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 10:13:19 UTC
From: kisaacso@nyx.cs.du.edu
Message-ID: <1992Sep22.101319.6981@mnemosyne.cs.du.edu>
Source record: 217269

In article <wmtwen.717152282@rw8.urc.tue.nl> wmtwen@urc.tue.nl writes:
>kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:
>
>>in the U.S. by mid to late October and that they'll only be
>>shipping units to developers between now and then. That wasn't
>>said outright, as far as I know, but it seemed implied.
>I asked a dealer, (here in the Netherlands), and he could tell
>me he would have about 20 Falcon 030's by november.
>Of course he already has sold most of them.
>So not only developers will have them. As far as I know developers
>already have Falcons. But I am not sure about that.
>
>Erlend.

This is correct, a developer here in the Denver area (who will remain nameless)
has had one for quite some time now and I have (gasp) actually touched it.
Pretty little machine, hope to get one myself soon. Hopefully the developer
I mentioned is having luck getting his ST mega-hit product to work on the
Falcon, it would add one more reason to the list to buy one.

Kevin Isaacson
kisaacso@nyx.cs.du.edu

2964. RAW file for Photo Chrome

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 10:37:17 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <19mt0tINNcn0@golem.wcc.govt.nz>
Source record: 217272

Ok, after wasting a lot of time tonight,
i've finally managed to succeed in getting a RAW file to a.a

It's in the atari/new dir, filename "esp01.lzh"
(archived with -lh5-)

I'll put some more there on Thursday (Wed for you americans when you
take the time diff between the countries). It takes me a while as
I have to upload them at 2400 bps to this site first.

And a friendly reminder in case anyone gets the wrong idea,
I did *not* write Photo Chrome! :-)

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

2965. PD Archives

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 11:16:34 UTC
From: danny@nessie.mcc.ac.uk
Message-ID: <1992Sep22.111634.4924@nessie.mcc.ac.uk>
Source record: 217306

I'm a new nn user so appologies to all those who are fed up with the question
"Could anyone send me a list of addresses of Atari pd libraries ?"
but I'm going to ask anyway so ...
"Could anyone send me a list of addresses of Atari pd libraries please ?"
Any special login names/passwords required would also be helpfull
Thanks for your time,

Danny

2966. Re: Atari Thesaurus

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 11:18:37 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.051c@outb.wimsey.bc.ca>
Source record: 217276

Try DBWRITER1?.LZH

Done by David Becker, 1 MB, Mono Only.
VERY Impressive..
Great Word Processor...

--- Via UCI v1.02 (C-Net Amiga)

2967. Looking For Demo Crews.

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 11:36:18 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.051i@outb.wimsey.bc.ca>
Source record: 217278

Howdy.. I'm a local ex-STEmega Demo Crew Member looking for correspondance with other Demo Crews.

What I'm looking For is to join a Demo Crew as a Musician or Coder. I can Code GFA,STOS quite well, and am slowly learning assembly bit by bit...
If you are interested in having me as a member, leave me Email and I'll send you my disk of work. See Ya!

Dave Conroy
DConroy.Outb.wimsey.bc.ca

--- Via UCI v1.02 (C-Net Amiga)

2968. Re: Flowcharts

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 13:30:44 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1992Sep22.133044.26372@lut.ac.uk>
Source record: 217281

>As you may have guessed, I am a computer major here at Columbia (Computer
>Engineer) and I am in need of a nice program to output program flowcharts.
>Call it over achieving, but professors really eat up a nice computer
>drafted flow chart....
>
>Thanks
>
Jeoff Hines c556212@mizzou1.missouri.edu
>
>Jeoff,

There is a flowchart compiler (I think it's a shareware program) available
at atari.archive.umich.edu. It's in directory /atari/programming and the
file is called fcc.arc and it runs in medium resolution only.

Good luck.

- Rahin

2969. Re: Ghostscript 2.4.1 for TT

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 13:53:22 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.KBq7BmLA2rY@marsu.tynet.sub.org>
Source record: 217152

In <H.ea.5CNSA0V8JjQ@marsu.tynet.sub.org>, I worte:
> In <1992Sep18.121720.3721@arizona.edu>, Paul Harris writes:
> > I downloaded Ghostscript 2.4.1 compiled for the TT from Stuttgart yesterday, and
> > it works (about 30% faster on the couple files I timed) except that after pressing
> > RETURN after the >>showpage<< message, I get an endless stream of errors instead
> > of the gs command line. I have to do a ^C to get out (back to Gulam). Had anyone
> > else had these problems? I don't know who posted it, so I can't get back to him.
>
> It was me. I just tried to reproduce the bug you described and had to face that
> you are right. The funny thing about it is that it works perfectly if you start
> GhostScript from GemGS, that's why I didn't get this error myself.
> Thank you for your bug report, I'll get into this. Any new releases will be
> announced in this group...

I found the reason for the trouble described above: it was GNU lib PL82 which
behaved not very friendly under MiNT!! The endless stream of error messages
was performed by MiNT. So I recompiled GS with MiNT lib PL20 and had no more
problems.
The new version will be uploaded within a few days, the old buggy one is no
more on the server.

Thanks for your patience,
Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Luck is believing you're lucky ! <<

2970. Logic Circuits

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 14:09:38 UTC
From: cs311113@umbc5.umbc.edu
Message-ID: <1992Sep22.140938.15564@umbc3.umbc.edu>
Source record: 217279

Hey all.. I'm looking for a program to help with logic circuits and the like. I am just starting out in this area so am doing the boolean algebra and all that fun stuff, and was wondering what type of programs are out there for this? I had some ideas of circuits I would like to make and would like to have the program make the diagram. Thanks..

2971. Atari's BBS numbers wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 14:15:08 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Sep22.141508.24207@email.tuwien.ac.at>
Source record: 217280

If anyone knows any phone numbers of Atari BBSs (official Atari ones, not just Atari software) anywhere, and especially in the Netherlands (Atari Benelux's), please e-mail me, and I'll post the results...

e-mail: nino@vmars.tuwien.ac.at

-MY

2972. Re: MIPS ratings?

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 14:48:54 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <oeju=Km00aw60_yVs6@andrew.cmu.edu>
Source record: 217318

Excerpts from netnews.comp.sys.atari.st: 22-Sep-92 MIPS ratings? JEFFREY MCWILLIAMS@MTU.E (429)

> From the Desk of Jeff McWilliams...
> X-Mailer: ELM [version 2.3 PL11]

> Can somebody give me the Motorola MIPS ratings for the 68000 at 8 and 16mHz,
> and the 68030 at 16mHz? I realize this is a very myopic way to compare
> cpu performance, but I am gonna compare it to what other companies rate
> their CPUs at, so in that sense, I should have a fairly good idea of the
> speed differences between the different chips.

> Jeff McWilliams

These ratings are unprecise (just estimations)
But, anyway, does it matter ?

68000 8Mhz 0.8 MIPS
68030 16Mhz 5 MIPS

This may be 1 Mips / 4 Mips !

In fact, 68000 is slightly faster than a 286 (and hence
a 386SX) (at same clock speed) and the 68030 is slightly
faster than a 386 (again at same clock speed)

Stefan Monnier

-- On the average, people seem to be acting normal --

2973. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 14:51:49 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep22.145149.14833@newshost.lanl.gov>
Source record: 217282

In article 18726@actrix.gen.nz, Steven.Wells@bbs.actrix.gen.nz () writes:

- stuff ref Gemulator deleted -
>
>Very good gadget! Another good reason not to buy an atari, seeing as
>this does everything for a fraction of the cost! (Okay, so the sound
>is awful on a bog-standard IBM/compat', but you're average person buying the
>GEMulator isn't going to want to play heaps of games, so it's not a
>big problem!!)

Now hold on just a minute! You are advising people not to buy an Atari machine because the Gemulator "does everything for a fraction of the cost"? And you are making this claim based on what? The ads you have read? A show demo you have seen? Certainly NOT on first hand knowledge since you say you don't own one!

Sorry, gang, but I can't let this go by. I'm the first to admit that Darek's Gemulator is a really neat hack. It's technologically interesting and that's why I BOUGHT one (I know from whence I speak). But in it's current form it is NOT, I repeat, NOT a realistic replacement for your Atari computer unless your Atari computer needs are _extremely_ simplistic at best.

Again, in the current release version, the Gemulator software is lacking in some very key areas (inability to write to floppies is just one) I find essential before I can throw away my ST's. I have no reason to believe that Darek cannot fix the majority of these shortcomings (Dave Small's MagicSak was pretty limited when it first came out too) in time, but the public _should_ be aware that it is not, in its current state, a _viable_ replacement for your Atari computer, IMHO.

An excellent review of the Gemulator may be found in the most recent issue of Current Notes, BTW. A beta copy of Gemulator was reviewed, but the reviewer's comments still hold true for the current release version.

Let me make it clear that Darek has made _no_ false claims in his ads. Gemulator does indeed do everything (most everything?) it is claimed to do. But keep one foot on the ground, please, and don't read more into his ads than is there, OK?

Darek reads this newsgroup and is more than welcome to reply if he feels I have been unfair. I just don't feel the Gemulator has matured enough to totally replace a "real" ST and did not appreciate Steven's claims that it could. An interesting addition for the PC users? Sure. Replace the ST? Not yet.

Now back to your regularly scheduled flames... :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____

_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2974. Re: TOS upgrade or new computer?????????

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 14:53:52 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <MejuE0_00aw6E_yWNo@andrew.cmu.edu>
Source record: 217319

Excerpts from netnews.comp.sys.atari.st: 22-Sep-92 TOS upgrade or new
computer.. richardson@sscl.uwo.ca (1894)

> OKay, first of all thanks to ALL the people who answered my TOS upgrade
> question :^) Now todays question! Everyone remembers all the stuff about
> lack of compatibility between OLD ST programs and the STe. Since my choices
> seem to be a TOS upgrade (and keep my 5+ yr old hardware) or a new STe I want
> to know if there is a complete list of NON-STe software. I primarily use Word
> Writer, Hisoft Basic, Timeworks DTP (version 1), and Cyber Studio...anyone know
> if any of these are NON-Ste? What advice would you nice and experienced
> netters give on whether to keep the old ST (circa 1985-6) or whether to get the
> new STe? How long do ST's last anyway...it seems that upgrades/improvements
> come so rapidly in the computer world that no-one keeps their hardware for
> long, except out of financial necessity...like me :^(Anyway, any help and/or
> advice would be appreciated...I've (now) got the money, I want to know what to
> buy!!!

> T.T.F.N.
> JR.

Are you talking about STe or Mega STe ?

For the STe, I don't think it is worth to change (unless you
play a lot). For Mega STe, this sounds much better: it is 1.7x
faster, has a separate keyboard, VME bus, SCSI interface etc..

But you also could switch to Falcon :-)

Stefan Monnier

-- On the average, people seem to be acting normal --

2975. Re: Atari Conference at GEnie 9/9

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 15:03:34 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep22.150334.16170@newshost.lanl.gov>
Source record: 217284

In article 717152282@rw8.urc.tue.nl, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>kjohnson@castor.cs.uga.edu (Kristopher Johnson) writes:
>
>So not only developers will have them. As far as I know developers
>already have Falcons. But I am not sure about that.

Developer's that _want_ a Falcon have been offered them. Not everyone does.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2976. Re: sampling and human hearing range (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 15:27:19 UTC
From: clements@bbn.com
Message-ID: <lbueqnINNhuf@news.bbn.com>
Source record: 217286
Cross-posted to: rec.audio,sci.skeptic,comp.sys.atari.st

In article <1414@eouk23.eoe.co.uk> ahaley@eoe.co.uk (Andrew Haley) writes:
>Re: why is CD 44.1 kHz?
>Here we go:

>NTSC video at 59.94Hz has 35 blanked lines, leaving 490 lines. These
>are interlaced, giving 245 lines per field. Three samples are stored
>on each line.

True for NTSC (i.e., Color). But Monochrome in the NTSC
countries is at 60.0 Hz frame rate. Digital audio has no color
information and is recorded at monochrome rates.

>So the sampling rate is:
> 59.94*245*3 = 44.0559 kHz
60.0 *245*3 = 44.1000 kHz

>Andrew.
Bob Clements, K1BC, clements@bbn.com

2977. Re: Humor (unintentional?) (was Re: Free Commercial Software)

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 15:29:39 UTC
From: annius@loki.research.ptt.nl
Message-ID: <annius.717175779@freyr>
Source record: 217289

kllove@midway.ecn.uoknor.edu (Kenneth L Love) writes:

>In article <1992Sep21.133438.4496@ryn.mro4.dec.com> rost@rgb.dec.com (My name is Brian Rost) writes:
>>In article <annius.717068082@freyr>, annius@sif.research.ptt.nl (Annius Groenink) writes...
>>> package. I prefer VI.
>>Ha ha ha ha ha ha ha ha ha ha ha ha ha ha
>>
>>You've certainly made my day with this one...
>>
>Hey! Don't laugh so hard. I prefer VI over WP 5.1 any day, year, or

hm....

The discussion was about true commercial software. WP was just an
(admittedly very bad) example.

However, VI-lovers, it's still not clear what the actual position
of laughing Brian in this discussion is (if I haven't missed something).

--
Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
or +31 70 33 25445; e-mail A.V.Groenink@research.ptt.nl or avgroeni@cs.ruu.nl

2978. MIPS ratings?

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 15:35:06 UTC
From: jjmcwill@MTU.EDU
Message-ID: <9209221535.AA00573@mtu.edu>
Source record: 217285

From the Desk of Jeff McWilliams...
X-Mailer: ELM [version 2.3 PL11]

Can somebody give me the Motorola MIPS ratings for the 68000 at 8 and 16mHz, and the 68030 at 16mHz? I realize this is a very myopic way to compare cpu performance, but I am gonna compare it to what other companies rate their CPUs at, so in that sense, I should have a fairly good idea of the speed differences between the different chips.

Jeff McWilliams

2979. Think Pascal on Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 15:36:39 UTC
From: weiss@uklira.informatik.uni-kl.de
Message-ID: <1992Sep22.153639.14465@uklirb.informatik.uni-kl.de>
Source record: 217294

Hello,
Think Pascal is alive on Spectre (after some minor patches).
The story:
A few weeks ago a nice guy in this round found a patch to bring
the Think C Debugger to life. (Sorry, I forgot the name of him, shame on me).

I mailed to him, since it could have been the same problems preventing
Think Pascal from work as Think C. Think C, and as I later saw Pascal also,
redirects most exeption handlers into the debugger, in order to track back
all ill-behaviour of the application to debug. Unfortunatly, it catches even
on Mac Pluses (what Spectre believes to be) the exeption vectors for the
arithmetic coprocessor. These are used by Spectre for interrupts of the
keyboard etc.. Additionaly the bus-error-handler was caught, what is deadly
on Spectre.

The patch:
Take a copy of your original Think Pascal 4.0 or 4.0.1. Open it with
ResEdit. Take the CODE 1 resource. Replace at $1CCA the word $FFFF with $0000.
Replace from $1D26 to $1D32 (inclusive) 7 words of $FFFF by $0000.
Close the file. Enjoy.

The disclaimer:
I am not responsible for what you are doing, so take care. The use of
ResEdit is extremly dangerous, if you do not know what you are doing.
Do not use the pached Application on other computers. It worked for me,
and if the moon phase is right, it may work for you.

Comments or hints send to weiss@informatik.uni-kl.de.

Gerd

--
Dipl.-Inform. Gerhard Weiss * Universitaet Kaiserslautern * FB Informatik
AG Prof.Dr. v. Puttkamer * P.O.Box 3049 * W-6750 Kaiserslautern * Germany
Phone +49 631 2052656 * Fax +49 631 2052803 * E-mail weiss@informatik.uni-kl.de

2980. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 15:39:39 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Sep22.153939.17778@mtu.edu>
Source record: 217283

I agree with John, I read the review in current notes, and it does not replace an ST. my two cents...

Jeff

--
Jeff McWilliams
EE Engineer --> Michigan Tech. University jjmcwill@mtu.edu

Treebeard says: "Let's not be hasty!"

2981. Another application of the DSP?

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 16:02:22 UTC
From: annius@loki.research.ptt.nl
Message-ID: <annius.717177742@freyr>
Source record: 217291

Is it possible to build a small TV-window with a cheap
interface, using the DSP, or is it not fast enough to
decode the TV signal? I think I've seen a TV interface
for a big Mac years ago.
--
Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
or +31 70 33 25445; e-mail A.V.Groenink@research.ptt.nl or avgroeni@cs.ruu.nl

2982. TOS upgrade or new computer?????????

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 17:29:29 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Sep22.132929.1@sscl.uwo.ca>
Source record: 217288

OKay, first of all thanks to ALL the people who answered my TOS upgrade question :^) Now todays question! Everyone remembers all the stuff about lack of compatibility between OLD ST programs and the STe. Since my choices seem to be a TOS upgrade (and keep my 5+ yr old hardware) or a new STe I want to know if there is a complete list of NON-STe software. I primarily use Word Writer, Hisoft Basic, Timeworks DTP (version 1), and Cyber Studio...anyone know if any of these are NON-Ste? What advice would you nice and experienced netters give on whether to keep the old ST (circa 1985-6) or whether to get the new STe? How long do ST's last anyway...it seems that upgrades/improvements come so rapidly in the computer world that no-one keeps their hardware for long, except out of financial necessity...like me :^(Anyway, any help and/or advice would be appreciated...I've (now) got the money, I want to know what to buy!!!

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

2983. Re: Falcon030: Higher res. simple!

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 17:29:42 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <oejpU6m00awTM7To14@andrew.cmu.edu>
Source record: 217304

Excerpts from netnews.comp.sys.atari.st: 22-Sep-92 Re: Falcon030: Higher res. .. Jack W. Wine@uhunix.uhcc (1570)

> Atari said 640x480 with 65K colors exceeded the memory bandwidth
> so the limit must be less than 36 MB/s [640*480*2 bytes*60 hertz = ~36 MB/s]

> 800x600 256 colors use less than 30 MB/s so that might be possible and
> 1024x800 16 colors takes about 24 MB/s so the Falcon might handle
> that too. 1024x800 mono is 6 MB/s so if possible would be great!

> The specs mention that the memory controller operates in page mode so
> that might mean that 32 bits are fetched multiple times and average
> about 240/2 (160 ns cycle + 80 ns thereafter) = ~120 ns for memory
> reads. With a 120 ns average then memory bandwith would be 32 bits
> times 1/120ns = ~32 MB/s. The 68030 would have less time for high
> resolution and color but the application could make the best choice.

> My guesses could be all wrong though. :D

> Jack

640x480 is available in 256 colors non-interlaced or
32K colors interlaced. This means to me that memory
bandwidth is about 640 x 480 x 60hz x 1byte / 0.7 = 26 MB/s
(the 0.7 factor is for scan return, vsync, etc..). Of course
26MB/s is not reallistic. It may be 24MB/s or 32MB/s

Anyway, I consider that less than 60hz non-interlaced is
just not acceptable. So that I don't expect to get much more
than the 640x480 (a bit more with overscan) on the
Falcon, without extension card !

Stefan Monnier

-- On the average, people seem to be acting normal --

2984. GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 17:31:06 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <22SEP92.17310691@meena.cc.uregina.ca>
Source record: 217303

What is a "GEM metafile", how do I use it, and what do I need to
do these things (software)?

Thanks.

2985. FORMATTING DOS DISKS

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 17:43:00 UTC
From: lee.higginbotham@the_matrix.com
Message-ID: <1197.405.uupcb@the_matrix.com>
Source record: 217332

As an aid to those of you who are trying to format disks in DOS,
here is a small excerpt from a DOS 5.0 Ref. manual. Hope this
helps.

FORMAT

Formats a disk for use with MS-DOS.

FORMAT drive: [/V[:label]] [/Q] [/U] [/F:size] [/B | /S]
FORMAT drive: [/V[:label]] [/Q] [/U] [/T:tracks /N:sectors] [/B | /S]
FORMAT drive: [/V[:label]] [/Q] [/U] [/1] [/4] [/B | /S]
FORMAT drive: [/Q] [/U] [/1] [/4] [/8] [/B | /S]

/V[:label] Specifies the volume label.
/Q Performs a quick format.
/U Performs an unconditional format.
/F:size Specifies the size of the floppy disk to format (such
as 160, 180, 320, 360, 720, 1.2, 1.44, 2.88).
/B Allocates space on the formatted disk for system files.
/S Copies system files to the formatted disk.
/T:tracks Specifies the number of tracks per disk side.
/N:sectors Specifies the number of sectors per track.
/1 Formats a single side of a floppy disk.
/4 Formats a 5.25-inch 360K floppy disk in a high-density
drive.
/8 Formats eight sectors per track.
---

lee.higginbotham@the_matrix.com

. MMST 2.09 UnRegistered

2986. Re: WHY NO FLOPPY PORT ON

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 17:56:24 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Sep22.175624.384@beaver.cs.washington.edu>
Source record: 217292

In article <4541.79.uupcb@outlan.ersys.edmonton.ab.ca>
jeff.molofee@outlan.ersys.edmonton.ab.ca (Jeff Molofee) writes:
>What I'm wondering is:
>
>1. Can the Falcon be bought in a Mega Style case?

Not in the first release (the one in October). I would expect a new case design and/or higher-end Falcon by spring of next year, but for now there's only one kind of Falcon ready for release.

>2. Can the Falcon go past 4 megs of Ram.

Yes, you can have up to 14MB of RAM. This is the official statement of Atari -- some people have said that with the internal expansion ports it should be easy to allow the Falcon to access even more memory, as the 68030 is capable of 4GB or some such number. Such an upgrade would probably be a 3rd-party item and wouldn't be necessary anyway unless you're planning to run Unix or something. :)

>3. How are you suppossed to get files onto your HD if there
> is no Floppy Drive or Port?

Umm, you must have missed the part about the Falcon having a 1.44MB internal floppy drive. This should do the trick when it comes to copying things to the hard drive. Also, with the SCSI II port you can hook up external floppies (SCSI ones), 2.88MB drives/floptical drives/tape drives/ hard drives/whatever. There is a wide variety of SCSI peripherals available, so I don't think you'll be left without any storage options (and don't forget you can hook up your SCSI CD-ROM drives too).

>4. Will there or is there a 040 Falcon? and is 16mhz the fastest
> it can run at...

There probably will be a higher-end Falcon, perhaps with an 040 and a different case. In part this depends on the response to the Falcon030 I would imagine. This is a natural progression, and many people have posted about Atari employees telling them a Falcon040 is in the works, but officially there isn't much info about it. We'll have to wait and see.

>
>It sounds like a nice system, but soon there will be SSVGA graphics out
>for IBM, and VGA will be like using CGA on IBM. There will also be 24
>bit sound cards, and faster systems... sigh... what a tough decision.
>

SSVGA? I wonder what that entails. And I can't fathom why anyone would want a 24-bit sound card, isn't 16-bit sampling at 50 KHz sufficient to

completely reproduce the entire range of human hearing? If you mean 24-bit graphics cards, these already exist for IBM and Atari (and other computers) but are very expensive on all platforms. It is a tough decision but I think the Falcon is still the best deal you'll find for the money -- the DSP alone is worth quite a lot, considering the endless possibilities for expansion that it offers, like $100 high-speed modems, direct-to-disk recording, MPEG decoding, raytracing, rendering, etc.

Cheers,

Ben Gilbert
bgilbert@cs.washington.edu

2987. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 18:10:39 UTC
From: pinelr@aix.rpi.edu
Message-ID: <8=bzvtp@rpi.edu>
Source record: 217296

In article <1992Sep22.073244.26685@alijku05.edvz.uni-linz.ac.at>
yoshi@gate.powerplay.ac.at (Yoshi Yellow) writes:
>Hi There !
>
>Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
>
drivel deleted

>Come on, tell some reasons *not* to buy a Super Famicon instead of a Falcon !
>
>Yoshi
>

Because we are not all interested in playing games. SOME of us might be musicians, or would like to experiment with the DSP chip for a number of applications, or happen to think that the Falcon is an awful lot of punch for an awful little money. I even read about the Falcon in an Amiga online magazine, and THEY said it was an awful lot of good stuff for a little bit of money. So if you want to play games, buy your Nintendo. This newsgroup is for people who want to make the most out of their Ataris, not just play games. And as for why not get a clone... hahahahahaha!! yeah, right.

--
||| | Rob Pinelli |5\ Seymour: "Hey this isn't right! You're supposed to
/ | \ | pinelr@rpi.edu |18\ show me how miserable everybody is without me!"
Atari ST| 203 North Hall |276\ Junior: "Hey, if *everyone* made the world a
Mega 2 | Troy, NY 12180 |7080\ better place, it'd be perfect!" -Little Shop

2988. Re: WHY NO FLOPPY PORT ON

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 18:31:36 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep22.183136.14589@newshost.lanl.gov>
Source record: 217293

In article uupcb@outlan.ersys.edmonton.ab.ca, jeff.molofee@outlan.ersys.edmonton.ab.ca (Jeff Molofee) writes:
>What I'm wondering is:
>
>1. Can the Falcon be bought in a Mega Style case?

Nope. What you see is what you get. The Falcon 030 comes in the old 1040ST style case, albeit with a different colored grey plastic (no longer black). You could always put it in a PC case and use something like DEKA to use a PC keyboard if you feel the absolute need.

>2. Can the Falcon go past 4 megs of Ram.

Yes. Standard configurations are 1Mb, 4Mb and 14Mb. It does not use SIMMS, though.

>3. How are you suppossed to get files onto your HD if there
> is no Floppy Drive or Port?

Wrong. There _is_ a floppy drive built-in, of the 1.44Mb HD variety. The complaint is that there is no _external_ floppy drive port.

>4. Will there or is there a 040 Falcon? and is 16mhz the fastest
> it can run at...

Who knows? There _has_ been developmental work done on an 040 version. My guess is that if the Falcon 030 sales are good, they may likely come out with an 040 version aimed more towards the power user. Separate keyboard, more expandability, performance, etc.

>It sounds like a nice system, but soon there will be SSVGA graphics out
>for IBM, and VGA will be like using CGA on IBM. There will also be 24
>bit sound cards, and faster systems... sigh... what a tough decision.

Oh, it _is_ a nice system, that's for sure, and it's audio capabilities are really unmatched by any other off-the-shelf computer system. Falcon graphics are pretty subjective, but are a lot nicer than what you've seen on stock Atari's before. Whether it's the system for YOU is for you to decide, of course.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2989. filesystem checker for minix filesystem under TOS/MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 18:39:25 UTC
From: peterj@garfield.t-informatik.ba-stuttgart.de
Message-ID: <19np8tINNdi4@nic.belwue.de>
Source record: 217297

```
Is there a filesystem checker for a minix-filesystem under TOS/MiNT
available?

Peter
--
Peter Jesinger (EMail: peterj@ba-stuttgart.de)

Ich bin ein .signature Virus. Mach' mit und kopiere mich in Deine .signature.
```

2990. Re: WHY NO FLOPPY PORT ON

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 18:51:49 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717187909@groucho.phil.ruu.nl>
Source record: 217295

jeff.molofee@outlan.ersys.edmonton.ab.ca (Jeff Molofee) writes:

>What I'm wondering is:

>1. Can the Falcon be bought in a Mega Style case?

No, not yet, althouh there are promises and rumours - as usual...

>2. Can the Falcon go past 4 megs of Ram.

Max 14 Meg (wasn't it? all those numbers...)

>3. How are you suppossed to get files onto your HD if there
> is no Floppy Drive or Port?

There is a HD drive (1.44 Meg) but no external floppy port.

>4. Will there or is there a 040 Falcon? and is 16mhz the fastest
> it can run at...

There will be, 'they' say, but there isn't at the moment. About the 16M: dunno.

>sigh... what a tough decision.

Life's a bitch :)

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

2991. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 19:20:01 UTC
From: Stefan Monnier <sm86+@andrew.cmu.edu>
Message-ID: <lejr7Vy00awIMHIXA4@andrew.cmu.edu>
Source record: 217309

Excerpts from netnews.comp.sys.atari.st: 22-Sep-92 Falcon vs Super
Famicon Yoshi Yellow@gate.powerp (820)

> Hi There !

> Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
> Just look at all those mighty guys writing Super Famicon games !
> It's an armada compared with those writing Falcon games.

> And the Super Famicon offers even the same power for a lesser price !

> - 3D graphics chip for fast 3D games
> - 512 hardware sprites
> - 32K colors simulatenusly what is really enough for playing
> - *very* smart CD rom drive

> Ok, maybe there are some guys out there that would like to use the Falcon
> for serious applications. But wouldn't it be *much* more efficient
> to buy an IBM compatible for applications and a Super Famicon for
> gambling instead of fooling around with a Falcon that lives from
> announces and buggy software ?

> Come on, tell some reasons *not* to buy a Super Famicon instead of a Falcon !

> Yoshi
>

I never play on my ST (well sometimes stetris). But I
won't buy a PC just cause I HATE it !!!
What do you think of a nice segmented memory, with a
nice 640K limit ?
ST is not perfect, but it's clean !

Stefan Monnier

PS: by the way: does your *(&*# nintendo have a midi
interface ?
I think the main difference between the Falcon and the
NSF is that the Falcon is a machine with which you can
play whereas the NSF is a machine with which you can
only play !

-- On the average, people seem to be acting normal --

2992. Re: Atari Falcon used by Elvis.

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 20:26:13 UTC
From: landrews@outb.wimsey.bc.ca
Message-ID: <landrews.054t@outb.wimsey.bc.ca>
Source record: 217323

>L isten, us Amiga owners don't post in the Atari newsgroups and say
>how great our machines are. I am sick and tired of reading about the Atari
>Falcon. I have not seen any of these machines.
> Actually, the last time I saw one Elvis was using it at the local
>computer labs. He left the lab, and got into his UFO spaceship (he's comman
>of the north American squadron, doncha nknow?)
>
> So, I am not going to say anything about my Amiga, the Amiga 4000 or
>any of that because this is an ATARI newsgroup and I am a polite guy.
>
> You CAN email me all you want, but my mail-server is definitely made
>like rubbermaid made,-in other words, it bounces everything.
>
>S o, I appreciate it if you quit posting Atari Falcon articles in
>comp.sys.amiga.advocacy.

Hmm.. great quoter I have here! <ARGH!>

Anyway. (Atari power at its best up there).. Why is this in here? Why don't you post it in the Amiga area concerned?

--- Via UCI v1.02 (C-Net Amiga)

Luke Andrews /*/ landrews@outb.wimsey.bc.ca. /*/ Vancouver, BC
=--=
"We can rise and fall like empires, flow in and out like the tide, be vain
and smart, humble and dumb, we can hit and miss like pride."
- Neil Peart
"Anyway, can a dead person sue for libel?" - "DGHDA" (Douglas Adams)

2993. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 20:36:55 UTC
From: landrews@outb.wimsey.bc.ca
Message-ID: <landrews.054z@outb.wimsey.bc.ca>
Source record: 217324

>Hi There !
>
>Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
>Just look at all those mighty guys writing Super Famicon games !
>It's an armada compared with those writing Falcon games.
>
>And the Super Famicon offers even the same power for a lesser price !
>
>- 3D graphics chip for fast 3D games
>- 512 hardware sprites
>- 32K colors simulatenusly what is really enough for playing
>- *very* smart CD rom drive
>
>Ok, maybe there are some guys out there that would like to use the Falcon
>for serious applications. But wouldn't it be *much* more efficient
>to buy an IBM compatible for applications and a Super Famicon for
>gambling instead of fooling around with a Falcon that lives from
>announces and buggy software ?

Who are you, and why should we care what you think? You are comparing a games machine to a computer. That is not even a comparison. Nobody will buy a Falcon because it has lots of games. Hell, there aren't any! The damn thing isn't out yet! Perhaps you should wait on your comparisons until you've actually experienced the real thing.

Now that we've cleared that up. Nintendo is for people that have nothing better to do that waste their time playing games. If I (or somebody who might buy a Falcon) was only looking for games, why would I spend more money on something I don't need?

And, getting back to the IBM compatible vs Atari debate. Thats the oldest news in Atari history. You needn't say anything about it. There are other reasons to buy a computer besides the amount of software available. Windows does not come close to matching the ease and user-friendlyness of GEM.

At any rate, this area is not for you people to come in and start bashing Atari. Why are you in here? This area is for people to discuss things concerning the Atari, not whether or not a stupid games machine (note MACHINE, not COMPUTER) is better than a Motorola 68030 that has the capability to do more than all the Nintendos added up in the world together.

You don't buy a computer just for games. If you did, that would be an extraordinary waste of money. You buy it because it can do just about anything you want it to.

I'd like to see a Nintedo SuperFamish*tbox printing a page from Calamus onto a 300 dpi laser printer, or your Superfami-thing compiling a C program or multitasking a BBS and a word processor.

Get the point?

Good. Now go away.

--- Via UCI v1.02 (C-Net Amiga)

Luke Andrews /*/ landrews@outb.wimsey.bc.ca. /*/ Vancouver, BC
=--=
"We can rise and fall like empires, flow in and out like the tide, be vain
and smart, humble and dumb, we can hit and miss like pride."
- Neil Peart
"Anyway, can a dead person sue for libel?" - "DGHDA" (Douglas Adams)

2994. Re: Humor (unintentional?) (was Re: Free Commercial Software)

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 20:52:01 UTC
From: techno@zelator.in-berlin.de
Message-ID: <TJ06NZI@zelator.in-berlin.de>
Source record: 217349

>warwick@cs.uq.oz.au (Warwick Allison) writes:

>>rost@rgb.dec.com (My name is Brian Rost) writes:

>>>annius@sif.research.ptt.nl (Annius Groenink) writes...

>>>> The real problem
>>>> for this case is, the fact that WordPerfect costs a lot of money
>>>> is probably the only reason why people think it's such a good
>>>> package. I prefer VI.

>>>Ha ha ha ha ha ha ha ha ha ha ha ha ha ha

>>>You've certainly made my day with this one...

>>Not meaning to start an Editor Jihad, but for text entry, vi is 1000x more
>>powerful than WordPerfect (:1,$ s/Word\([A-Z]\)/Word-\1/g). I prefer vi+tex
>>for layout too.

>Let us all agree that this tread, if continued, really should move to
>alt.religion.emacs. Editors seems to be as least as much a heat-source
>as computer-brands and choice of language.

>Just to add fuel to the fire.

>In my understanding, vi is comparable and most probably superior to
>WordPerfect, but for REAL power one should always use The One True
>Editor (GNU Emacs, you ignorant heathens). It is bigger than vi, but
>only the lesser enlighten minds consider mortal things like memory and
>speed as important as the power and righteous thinking provided by
>The One True Editor.

I'm sorry, but didn't EMACS stand for Eight Megabytes And Constsantly
Swapping ? Or was it Escape Meta Alternate Control Shift ?
Give me vi any day !

Techno
--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

2995. GIF/JPG for TT

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 21:59:02 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1992Sep22.215902.15065@CS.ORST.EDU>
Source record: 217298

Yesterday I ftp'd several different GIF viewers from a.a, but none support TT low or TT medium res. Would somebody out there like to point me towards a GIF a/o JPG viewer that supports these resolutions?

Many thanks,

--
********** John Thaanum thaanuj@prism.cs.orst.edu **********
Devoted fan of American musclecars, Atari computers, large caliber weapons, and similarly unfashionable persuits.

2996. Re: Finding x,y resolution

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 22:08:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A48430@MS.maus.de>
Source record: 217126

```
CV>If the program is NOT started from the Auto-Folder: - call appl_init() - get
CV>the "physical" handle of the screen driver with graf_handle() (handle =
graf_
CV>handle(&wchar, &hchar, &wbox, &hbox)) - initialize work_in[1] - work_in[9]
CV>with the desired atrributes (all 1s will do fine) work_in[10] = 2 work_in[0]
CV>= Number_of_Screen_driver (often 1 will do fine, if you don't use
GDOS-Fonts)
CV>

Atari's versions of GDOS require work_in[0] to be set to Getrez()+2 before the
v_opnvwk() call.

Regards,
Patrick
```

2997. Atari blew it in San Diego

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 23:21:25 UTC
From: coffey@ucselx.sdsu.edu
Message-ID: <1992Sep22.232125.11023@ucselx.sdsu.edu>
Source record: 217301

Atari Corp had an opportunity to show off its products at the San Diego
Computer fair last weekend, and decided to go to Boston in stead.
I don't understand why they couldn't do both.

The San Diego Atari users group had 5 different displays at the fair,
but did not have a single Falcon to show. They expected 10,000 people
to show up, but ended up with 17,000 paid admissions. I can't help
but thinking that Atari Corp could have spared a few Falcons to show
to all those people. I could hear people remark that they thought Atari
was out of the computer business, and that they were surprised to see our
presence. Does anyone know if they plan to stay in this business much
longer?
--
_ _ Ms. Pat Coffey
|_) (_ San Diego State University
| coffey@ucselx.sdsu.edu

2998. Miscellaneous Equipment for Sale Cheap!

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 23:30:22 UTC
From: jasond@microsoft.com
Message-ID: <1992Sep22.233022.27337@microsoft.com>
Source record: 217310
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

After a bit of consideration, I have decided to part
out one of my computer systems. The following prices are
both fair and firm. Of course, if you wish to purchase the
system as a whole, we can make a deal.

Epson LQ570 360x360 24pin Printer $200
Casio HT-700 Analog Synthesizer (MIDI) $120
Atari 1040ST (4megs RAM, 68000CPU) $200
Atari Megafile 44 (Removable Syquest) $350
Atari SC1224 Color Monitor $100

Both the HD and the Printer have Very Low Miles
Everything else is fully functional.

Let's make a deal.

jasond@microsoft.com

2999. Help for new Atari owner...

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 23:32:32 UTC
From: weiss@bdcv8
Message-ID: <3693@ra.nrl.navy.mil>
Source record: 217302

Hello there, Netters...

I recently purchased an Atari 520ST from a coworker. Apparently, he had performed some modifications on it in the past and, if I understand it correctly, has the 2-chip set from an Atari 1040ST minus the "blitter" chip Well, what is a "blitter" chip and how can I upgrade from TOS 1.0 to something newer? Also, can I upgrade from 1 Mb RAM to 2 or 4 Mb RAM?

I originally purchased the machine with the intention of acquiring Mac and IBM PC emulators. Are these still available and at a reasonable cost?

Any advice for an Atari convert would be appreciated!!

Thanks

Warren W. Weiss VMI '87
AMA# 409056
"Think for yourself and question authority"
Ride: '85 Suzuki GS700+
Unknown
"Deus Ex Machina"

3000. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-22 23:56:58 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <19obsaINNhsr@golem.wcc.govt.nz>
Source record: 217307

In article <annius.717149109@freyr>, annius@eri.research.ptt.nl (Annius Groenink) writes:
>
>Some time ago there was someone on the news who suggested that ST
>users should help Atari by advertising privately. A better idea
>would be if someone started designing a new case for the Falcon
>for charity (and maybe even produce a million?). My idea is the
>following: design it such that the board as it is will fit into
>the case, and maybe just the drive and hard drive will have to
>be moved. Make it look like a SGI indigo or something, but NOT
>a keyboard computer and NOT something flat. It should make clear
>to people AT FIRST SIGHT that this is not just a slight amelioration
>of the old Atari series (like the 'amiga killer' STE).

From what i've heard the Falcon 040 is going to be in an IBM style
case. I think! I must remember to capture that message about it and
post it here. Don't take this as fact though....until I post that
message, my memories shocking! :-(.

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

3001. RAW-Files

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 03:19:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <19onofINNj07@golem.wcc.govt.nz>
Source record: 217311

I've just uploaded 'RAWFILES.ZIP' to atari.archive (into the new-directory).
This contains all the .QRT files from st-format disk #35, but they've been
Ray-Traced. These are the 24-bit (over 16-million colour) pictures created
with Quick-Ray-Trace. Which can be viewed/converted to the 'more colours than
than the ST can possible display' with Poly-Chrome.
(Or, can be converted to Spectrum-512 with RAW2SPEC, or Polychrome)

3002. CD-ROMS for Atari Software - Any available?

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 04:40:07 UTC
From: der@hpuerca.atl.hp.com
Message-ID: <Bv0Kyw.6KJ@hpuerca.atl.hp.com>
Source record: 217312

Are there any CD-ROMs existant for the Atari? I have a PC also with
a CD drive and would like to procure CD-ROMS for that contain ST software.

-- Dave Ritchie
der@hpuerca.atl.hp.com

3003. Re: "OPERATION: A.C.T. NOW" announcement

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 04:45:47 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <13eJRB2w164w@tcpbbs.pcn.org>
Source record: 217329

> Atari has some type of co-op deal where they share the cost of
> advertising with dealers. Have you ever advertised with Atari?
> If not, why? What was the problem? This is the type of stuff that
> we are looking for.

Len, Atari discontinued its Co-Op plan over a year ago. When it was in effect your Atari dealer got a 2% rebate to be used for advertising on purchases he made from Atari Corp. That means if your Atari dealer made $100000.00 worth of purchases from Atari Corp over the course of one year, Atari would rebate $2000.00 for the use of advertising. The dealer got no credit from software purchases, or purchases made from distributers of Atari products. In order to get the credit, the dealer had to make the purchase directly from Atari.

I'm not sure if you know how much advertising you can buy for $2,000.00. If you don't minde I'll give you some idea.

A quarter page add in the Cleveland Plain Dealer is approximately $500.00 so, with $2,000.00, your dealer could purchase 4 quarter page ads in the P.D. (Cleveland Plain Dealer). You could use the money for some radio advertising. I know Bob Conrad (owner of WCLV, a classical FM radio station). Mr. Conrad sells one minute of time at the rate of $80.00 per minute. With $2,000.00 your dealer could buy 24 minutes of air time on WCLV. As you can see, the $2,000.00 doesn't go very far.

The Co-Op plan would have worked very will if Atari would do some meaning-full advertising on its own. Then your dealer could use his Co-Op monies to do supplemental advertising to let the local population know where the local dealer for that product is located.

In any case this topic of conversation doesn't really matter because there is no Co-Op plan.

3004. Re: Calamus fonts

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 04:57:21 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <amFJRB3w164w@tcpbbs.pcn.org>
Source record: 217327

> Hi netters
>
> Does anybody know of good sources for Calamus fonts ?
>
> I am looking for serious body faces, not "fun" ones; and also for chinese and
> japanese.
> I would obviously prefer PD, but am also interested in commercial collections
>
> Thanks in advance,
>
> Mike M.

Computer Safari has several disks full of Calamus fonts. You could also
get in touch with Cherry Fonts (another good source for Calamus fonts).

3005. Re: GIF/JPG for TT

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 04:58:06 UTC
From: ekrimen@wet.UUCP
Message-ID: <4313@wet.UUCP>
Source record: 217315

In article <1992Sep22.215902.15065@CS.ORST.EDU> thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:
>Yesterday I ftp'd several different GIF viewers from a.a, but none
>support TT low or TT medium res. Would somebody out there like to
>point me towards a GIF a/o JPG viewer that supports these resolutions?

GEM-View works fine on my TT in those resolutions. It must be at atari.archive.

(And, wow! Talk about weeks without netnews. Our host has been down for a long time, and is just finally getting through again. I hope!)
--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3006. Re: TNY picture printing

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 05:03:05 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <uVFJRB4w164w@tcpbbs.pcn.org>
Source record: 217328

selbyr@meena.cc.uregina.ca writes:

> What is the best and easiest way to print out TNY greyscale pictures?
> Is there a recommended program?
>
> Thanks.

Do you want to create of catalog of the TNY pictures on your disks? or
do you just want to print individual pictures.

If you want to catalog your TNY pictures then I would recommend you
use WizWorks ImageCat. It will catalog (give you a image of the pic
file with the file name under to pic) TNY (All Rez.) IMG, MAC and
several other picture formats.

If you just want to print individual pictures, you could use DEGAS,
TOUCHUP, PAGESTREAM and a host of other programs.

3007. Re: Need ST Repaired...

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 05:05:43 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <9ZFJRB5w164w@tcpbbs.pcn.org>
Source record: 217330

at731@cleveland.Freenet.Edu (Troy L. Nothnagel) writes:

> My serial port got plasted from a power surge via the phone line and I
> need to get my ST fixed asap. Unfortuately, there isn't anywhere
> locally that will fix them in a reasonable amount of time. Therefore,
> does anyone have the addresses and/or phonenumbers of good repair
> centers that I could ship my ST to?
>

Why don't you call B&G Electronics. They're located in Lakewood, a
suburb of Cleveland. The number is 521-2855

3008. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 05:09:50 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <47FJRB6w164w@tcpbbs.pcn.org>
Source record: 217331

mcarrico@terapin.com (Michael Carrico) writes:

> What TOS versions does it emulate, and is it as fast as the 486 or is there a
> slowdown?
>
> Just Wondering..
>
> ST MASTER, Sysop of CYBERNET Node #2 (510)834-1707

Gemulator comes with TOS 2.06. It also has room on its card for the
2 chip version of at least 3 other versions of TOS. When the program
is loaded you are asked which version of TOS you want to run.

Gemulator needs a 486 running at 33Mhz and 4megs of RAM to operate at
ST 8Mhz speed. If you're using Gemulator on anything less it will
run slower.

At least that's the information that I have.

3009. JOVE for MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 05:10:51 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Sep23001051@leidecker.gsfc.nasa.gov>
Source record: 217120
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The zoo archive containing JOVE was much too large, at over 800K.
I removed mintjove.zoo from atari.archive and replaced it with
mjovesrc.zoo and mjovebin.zoo. The latter contains the documentation,
as well as an executable JOVE and setmaps.ttp. Sorry about the
inconvenience.

--
Doug
dstailey@leidecker.gsfc.nasa.gov

In the spaceship, the silver spaceship, the lion waves goodbye.

3010. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 05:29:53 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10365@uqcspe.cs.uq.oz.au>
Source record: 217313

yoshi@gate.powerplay.ac.at (Yoshi Yellow) writes:

>Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
>Just look at all those mighty guys writing Super Famicon games !
>It's an armada compared with those writing Falcon games.

>Come on, tell some reasons *not* to buy a Super Famicon instead of a Falcon !

Simple. *I* want to write games.

Go on, tell me to buy a PC and an Eprom burner, and I'll turn my
Yoshi Yellow Burner up another notch...

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

3011. Re: Can I re-partition HD without backing it up?

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 05:49:20 UTC
From: syl@bcserv.wustl.edu
Message-ID: <syl.717227360@bcserv>
Source record: 217314

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> I have 6 partitions on my HD (everything from utils to music to pics)
>and I want to take a few Megs from the less intensive areas and put them
>into partitions I use more frequently. Do I have to do it and then restore
>my drive, or can I just do it?

Just do it! That's what I say.

3012. Re: Logic Circuits

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 06:40:52 UTC
From: schaerer@isibee
Message-ID: <1992Sep23.064052.19085@bernina.ethz.ch>
Source record: 217316

cs311113 (cs311113@umbc5.umbc.edu) wrote:
: Hey all.. I'm looking for a program to help with logic circuits and the like.
: I am just starting out in this area so am doing the boolean algebra and
: all that fun stuff, and was wondering what type of programs are out there for
: this? I had some ideas of circuits I would like to make and would like to
: have the program make the diagram. Thanks..

I understand you want to use a Digital-Simulator that allows additional
the testing of your circuit. I know and I use ST-DIGITAL Version 2.0
from Heim-Verlag. If you build an interface on printer-plug, you can test
your circuit. Your disadvantage is perhaps, the manual is written in germain.

Greatings from thomas schaerer@isi.ethz.c

3013. Re: MIPS ratings?

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 06:44:50 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Sep23.014450.2107@doug.cae.wisc.edu>
Source record: 217317

In article <9209221535.AA00573@mtu.edu> jjmcwill@MTU.EDU (JEFFREY MCWILLIAMS) writes:
>From the Desk of Jeff McWilliams...
>X-Mailer: ELM [version 2.3 PL11]
>
>Can somebody give me the Motorola MIPS ratings for the 68000 at 8 and 16mHz,
>and the 68030 at 16mHz? I realize this is a very myopic way to compare
>cpu performance, but I am gonna compare it to what other companies rate
>their CPUs at, so in that sense, I should have a fairly good idea of the
>speed differences between the different chips.
>
>Jeff McWilliams
>

A 68K at 8MHz is rated at about 1-.8 MIPS, 16MHz 0.9-2.1 MIPS.

-Greg

3014. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 06:50:40 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.65.717231028@dhhalden.no>
Source record: 217320

In article <1992Sep22.073244.26685@alijku05.edvz.uni-linz.ac.at>
yoshi@gate.powerplay.ac.at (Yoshi Yellow) writes:
>Newsgroups: comp.sys.atari.st
>Path: dhhalden.no!nuug!aun.uninett.no!sunic!mcsun!uunet!news.univie.ac.at!alijku05!risc.u
ni-linz.ac.at!staferne
>From: yoshi@gate.powerplay.ac.at (Yoshi Yellow)
>Subject: Falcon vs Super Famicon
>Message-ID: <1992Sep22.073244.26685@alijku05.edvz.uni-linz.ac.at>
>Keywords: Atari Sucks
>Sender: staferne@risc.uni-linz.ac.at (Stefan Taferner)
>Nntp-Posting-Host: melmac.risc.uni-linz.ac.at
>Organization: UNI-LINZ
>Date: Tue, 22 Sep 1992 07:32:44 GMT
>Lines: 23
>Hi There !
>
>Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
>Just look at all those mighty guys writing Super Famicon games !
>It's an armada compared with those writing Falcon games.
>
>And the Super Famicon offers even the same power for a lesser price !
>
>- 3D graphics chip for fast 3D games
>- 512 hardware sprites
>- 32K colors simulatenusly what is really enough for playing
>- *very* smart CD rom drive
>
>Ok, maybe there are some guys out there that would like to use the Falcon
>for serious applications. But wouldn't it be *much* more efficient
>to buy an IBM compatible for applications and a Super Famicon for
>gambling instead of fooling around with a Falcon that lives from
>announces and buggy software ?
>
>Come on, tell some reasons *not* to buy a Super Famicon instead of a Falcon !

Have you tried to run Calamus or even a texteditor on a Nintendo machine...

If I want to play games I'd get a Lynx anyway (it's coming...)

>Yoshi

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|

SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 18 49 38 |

3015. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 07:33:00 UTC
From: u894776@bruny.cc.utas.edu.au
Message-ID: <u894776.717233580@bruny>
Source record: 217321

yoshi@gate.powerplay.ac.at (Yoshi Yellow) writes:

>Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
>Just look at all those mighty guys writing Super Famicon games !
>It's an armada compared with those writing Falcon games.

Sure the easy way in life is to buy a cheap 386 based clone, and a Super Famicon - but its not the fun way.

Sure the Super Famicon is a better design for pure arcade games than the falcon [as they say in the arcade world - you dont get anywhere by doing real work - you shirk it with sprites and dual playfields] - but the Falcon has the best sound on *any* affordable computer, and the Falcon will be able to have awesome games - role playing, 3d, arcade, and so forth - sure the IBM pc, and Famicon will always get the pure arcade and role playing games first - but they will be more fun on the falcon :)

BTW Yoshi... if you think I am some atari fanatic then thing again - I have never [yet] had an atari machine - I'm just an amiga/archimedes dood who wants to widen his horizons.

3016. Re: MIPS ratings?

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 09:43:22 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep23.094322.179850@rrz.uni-koeln.de>
Source record: 217325

In <oeju=Km00aw60_yVs6@andrew.cmu.edu> sm86+@andrew.cmu.edu (Stefan Monnier) writes:

>Excerpts from netnews.comp.sys.atari.st: 22-Sep-92 MIPS ratings? JEFFREY
>MCWILLIAMS@MTU.E (429)

>> From the Desk of Jeff McWilliams...
>> X-Mailer: ELM [version 2.3 PL11]

>> Can somebody give me the Motorola MIPS ratings for the 68000 at 8 and 16mHz,
>> and the 68030 at 16mHz?

[...]

>These ratings are unprecise (just estimations)
>But, anyway, does it matter ?

>68000 8Mhz 0.8 MIPS
>68030 16Mhz 5 MIPS

This reminds me of the following anecdote which may cast some
light on the significance of MIPS ratings. I was hacking GFA
basic when some guy walked up to me and asked me to hack in an
ultra-simple speed test:

```
t%=TIMER
FOR i&=1 to 10000
l=LOG(i&)
NEXT i&
t%=TIMER-t%
PRINT t%/200;" sec."
```

On the plain old ST where I was hacking, this took about 12.5
sec. in the interpreter and ran slightly faster when compiled.
The guy was very surprised, he told me he did something
equivalent on his private 1 MHz (or even 16MHz? -- I forgot) PC
running under MS-DOS in Turbo Pascal, and although his PC ran at
higher speed, it took longer to execute this test program.

Disclaimer: I shall not be responsible for any ST vs. PC
flames following up this post. This story is meant solely to
illustrate the limits of meaningfulness of MIPS ratings and has
no significance regarding general performance or even "fitness"
of the platforms mentioned.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |

```
| |
*----=< hierarchical systems are for files, not for humans >=-----*
```

3017. -- GLIB on ATARI STE 4Mb --

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 10:05:05 UTC
From: ATONI@ESTEC.BITNET
Message-ID: <92267.100506ATONI@ESTEC.BITNET>
Source record: 217322

HI,
I'm new on this group and I do have a question ??
Has anybody try to compile (successfully) the PD program glib (Universal
MIDI editor) ??
If Yes .. what compiler have you used ??
Any help/infos are welcome.

Please e-mail to me I do not read the group all the time !!

Ciao
Andrea TONI

3018. Re: MiNT questions

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 10:32:03 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010057@hpbbrd.bbn.hp.com>
Source record: 217238

> I understand you can only have one GEM program running under MiNT at a time, so
> are there programs like a general modem program that is TOS and will work
> with MiNT? I would like to be able to use a terminal program in the background
> and say the desktop or PageStream. Could I for example be using PageStream and
> open a cli and editor to compile with gcc at the same time?

There's an *extremely* simple terminal program called MTT which works with
MiNT - in fact, it was written with MiNT in mind. It's in German, and the main
purpose is support for the MausNet's batch protocol (MausTausch). But it will
work as a normal terminal program, if you're content to use the TOS VT52
emulator.

Anybody interested ?

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

3019. Re: Help for new Atari owner...

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 10:45:42 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717245142@groucho.phil.ruu.nl>
Source record: 217326

weiss@bdcv8 (DEV - Warren Weiss) writes:

>I recently purchased an Atari 520ST from a coworker. Apparently, he had
>performed some modifications on it in the past and, if I understand it
>correctly, has the 2-chip set from an Atari 1040ST minus the "blitter" chip
> Well, what is a "blitter" chip and how can I upgrade from TOS 1.0 to
>something newer? Also, can I upgrade from 1 Mb RAM to 2 or 4 Mb RAM?

A 'blitter' is a chip that speeds up all graphics operations (screen redraw
etc.). You don't really need it, although it is nice. A software solution to
speed up all of the graphics is NVDI - a marvelous program, which does lots
more than only speeding up graphics. It *is* commercial, I'm afraid.
re: TOS: there are various boards for sale with newer TOSs. Please upgrade your
machine -TOS 1.0 is a pain. get TOS 1.4 or (better) 2.06.
Maybe someone here knows an address where you can get such an upgrade - or
contact your local Atari dealer (if there is any :).
re: RAM: yes, it's no problem to upgrade to 4 Meg (max.). Same applies: there
are various boards/expansion kits for sale.

>I originally purchased the machine with the intention of acquiring Mac and
>IBM PC emulators. Are these still available and at a reasonable cost?

There are PC-emulators -not too expensive I think- but I know nothing about
them (who wants an IBM on his ST anyway ;-). The only *real good* Mac emulator
is Spectre - combined soft-/hardware (Mac ROMs & -in case you buy the Spectre
GCR) a device that enables you to read Mac disk with the ST floppy drive).
But the Spectre is *not cheap* - although nearly 100% Mac-compatible. Don't know
american prices...

>Any advice for an Atari convert would be appreciated!!
>Thanks

Welcome to the ST community :)

Hendrik Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

3020. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 12:32:59 UTC
From: yoshi@gate.powerplay.ac.at
Message-ID: <1992Sep23.123259.25235@alijku05.edvz.uni-linz.ac.at>
Source record: 217334

>> Hi There !
>>
>> Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
>> Just look at all those mighty guys writing Super Famicon games !
> It's an armada compared with those writing Falcon games.
>>
>> And the Super Famicon offers even the same power for a lesser price !
>>
>> - 3D graphics chip for fast 3D games
>> - 512 hardware sprites
>> - 32K colors simulatenusly what is really enough for playing
>> - *very* smart CD rom drive
>>
>> Ok, maybe there are some guys out there that would like to use the Falcon
>> for serious applications. But wouldn't it be *much* more efficient
>> to buy an IBM compatible for applications and a Super Famicon for
>> gambling instead of fooling around with a Falcon that lives from
>> announces and buggy software ?
>>
>> Come on, tell some reasons *not* to buy a Super Famicon instead of a Falcon !
>>
>> Yoshi
>>
>
>Can you raytrace on a famicom?

Can you raytrace on a falcon? Besides raytracing over night(s) ?

>Can you do direct to disk sampling on a famicom?
>Can you write your own software on a famicom?
>Can you multitask on a famicom?

Can you do multitasking on a falcon ? I mean, REAL multitasking ?

>Can you digitize and view pictures in 65K colours on a famicom?

Is a 030/16MHz machine that fast that you can digitize and manipulate such
pictures without falling to sleep?

>Can you use a mouse with a famicom?

Yes. Soon.

>Can you run calamus on a famicom?

Who bothers about Calamus. There are some *better* MS-Dos applications.

>Can you run midi sequencing software on a famicom?
>Can you add a keyboard to run decent flight sims on a famicom?

Yes. Soon too.

>Can you download software via ftp to run on a famicom?
>Can you do anything at all but play games with a famicom?

As I said, for everything besides playing one could use the PC.

>
>Russell.

Yoshi.

3021. Re: Humor (unintentional?) (was Re: Free Commercial Software)

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 12:39:44 UTC
From: vince@sci.kun.nl
Message-ID: <Bv1769.Lzx@sci.kun.nl>
Source record: 217336

In article <1992Sep21.133438.4496@ryn.mro4.dec.com> rost@rgb.dec.com (My name is Brian Rost) writes:
>
>In article <annius.717068082@freyr>, annius@sif.research.ptt.nl (Annius Groenink) writes...
>> The real problem
>> for this case is, the fact that WordPerfect costs a lot of money
>> is probably the only reason why people think it's such a good
>> package. I prefer VI.
>
>Ha ha ha ha ha ha ha ha ha ha ha ha ha ha
>
>You've certainly made my day with this one...
>
>
> Brian Rost @rgb.enet.dec.com
>
> 508-568-6115

I happen to agree with Annius. You probably don't care about that, but I really do. And not just because he's Dutch, too. Down with WP, long live vi. Yeah.

Sander STOks
vince@sci.kun.nl

3022. Re: GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 12:52:08 UTC
From: vince@sci.kun.nl
Message-ID: <Bv17qw.M4M@sci.kun.nl>
Source record: 217337

In article <22SEP92.17310691@meena.cc.uregina.ca> selbyr@meena.cc.uregina.ca writes:
>What is a "GEM metafile", how do I use it, and what do I need to
>do these things (software)?
>
>Thanks.

GEM uses two standard formats for the storage of pictures: .IMG and .GEM. The former is a (slightly) compressed bitmap, the latter is the GEM MetaFile you're talking about. It contains a picture described in vectors, making it resolution-independent and scalable without loss of quality. To view them, you need a Meta-driver installed (I think. But It's been a long time since I've done some serious reading on MetaFiles, so I don't dare to state anything more.) Look carefully among your old diskettes, you might have a program called OUTPUT.APP with which you can view MetaFiles.

If you're really interested, drop me a mail and I'll look things up for you.

Sander STOks
vince@sci.kun.nl

3023. At last

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 12:52:27 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <23SEP92.08522732@cc4.crl.aecl.ca>
Source record: 217228

At last, Atari USA is sending product to me. Jeez, I think I wet my pants!

3024. Re: Can I re-partition HD without backing it up?

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 12:56:04 UTC
From: vince@sci.kun.nl
Message-ID: <Bv17xH.M76@sci.kun.nl>
Source record: 217338

In article <syl.717227360@bcserv> syl@bcserv.wustl.edu (Syl the Wallydraigle) writes:
>C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
>
>> I have 6 partitions on my HD (everything from utils to music to pics)
>>and I want to take a few Megs from the less intensive areas and put them
>>into partitions I use more frequently. Do I have to do it and then restore
>>my drive, or can I just do it?
>
>
>Just do it! That's what I say.
>

NO! Be careful! Repartitioning destroys the information on your
harddisk, or at least that's what my mother always told me when I was
a little kid. Don't take the Wallydraigles word for it, always take
the safe way.

Sander SToks
vince@sci.kun.nl

3025. Re: MIPS ratings?

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 13:02:35 UTC
From: vince@sci.kun.nl
Message-ID: <Bv188D.MDB@sci.kun.nl>
Source record: 217339

In article <1992Sep23.014450.2107@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>In article <9209221535.AA00573@mtu.edu> jjmcwill@MTU.EDU (JEFFREY MCWILLIAMS) writes:
>>From the Desk of Jeff McWilliams...
>>X-Mailer: ELM [version 2.3 PL11]
>>
>>Can somebody give me the Motorola MIPS ratings for the 68000 at 8 and 16mHz,
>>and the 68030 at 16mHz? I realize this is a very myopic way to compare
>>cpu performance, but I am gonna compare it to what other companies rate
>>their CPUs at, so in that sense, I should have a fairly good idea of the
>>speed differences between the different chips.
>>
>>Jeff McWilliams
>>
>
>A 68K at 8MHz is rated at about 1-.8 MIPS, 16MHz 0.9-2.1 MIPS.
^^^
1.9
>
>-Greg
>

The Falcon030 is rated a 3.84 MIPS machine (I assume that you mean a Falcon by a 16MHz 68030.) BTW, a 25MHz 68040 is a real MIPSmonster. I can't wait to lay my hands on a Falcon040. And the 68060 is said to do 100MIPS, though this is only a rumour. Anyway, MIPS doesn't only stand for "Million Instructions Per Second", but also for "Meaningless Information about Processor Speed". The Falcon will be faster than the MIPS rating will show, since it has a 16MHz blitter and fast graphics. The graphics are the part which slows a 386SX16 down so much you can't run Windows on it nicely unless you slap out a whopping amount of cash for a fast VGA card.

Sander SToks
vince@sci.kun.nl

3026. Re: Logic Circuits

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 13:03:34 UTC
From: miked@syscon.rn.com
Message-ID: <1992Sep23.130334.19785@syscon.rn.com>
Source record: 217335

There was a program posted in binaries this summer called CLAV1.1 or similar. It is a PD logic program from England. Should be availible on ftp sites.

3027. Re: MIPS ratings?

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 13:57:41 UTC
From: PMEEKIN@ESOC.BITNET
Message-ID: <92267.135741PMEEKIN@ESOC.BITNET>
Source record: 217333

Of course as everybody already knows, the true meaning of the acronym MIPS is Meaningless Indicators of Performance.

Having said that, I wonder if someone can clear up something for me. By 'Instruction' do they mean a machine instruction or a microcode instruction? I would think that the variation in machine instruction execution times would be very large.

Just wondering.

Paul Meekin (PMEEKIN@ESOC.BITNET)
ESA Operations Centre
Darmstadt

3028. Re: ATARI/IBM disk compatability, is it flawless?

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 14:05:31 UTC
From: saj@chinet.chi.il.us
Message-ID: <Bv1B59.9Ln@chinet.chi.il.us>
Source record: 217109

In article <1992Sep20.003011.141851@rrz.uni-koeln.de> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>In <8eir2zu00awN0Ar2Np@andrew.cmu.edu> sm86+@andrew.cmu.edu (Stefan Monnier) writes:
>
>It's true, you can use parameters of the DOS format command:
>
>FORMAT B: /T:80 /N:9
>
>is guaranteed to format an Atari-readable disk on any 3.5" drive
>(note the colon). BTW, problems often arise because virtually
>all PCs have HD 3.5" drives, and DOS tends to attempt to format
>ll 3.5" disks as HD disks.
>However, you can't format 10 sector disks under DOS.

So far so good, but what follows is widely believed and TOTALLY WRONG. I speal from years of direct personal experience exchanging disks between several STs (TOS 1.0 through 1.4...the problems go away completely with 2.06) and many PCs (including PS/2s, laptops and various clones).

> I think this
>is due to some strange way of DOS to obtain the format
>information from the boot sector. There are entries in the boot
>sector specifying the number of tracks and the number of sectors
>per track on a disk, but this information is ignored by DOS.
>Instead, it uses the "media byte", another boot sector entry, to
>jump to conclusions about the format. There's values of the media
>byte specifying double sided 40 track disks, one-sided 80 track
>disks (Atari ss 360KB format) and double-sided 80 track disks
>(Atari 720 KB format). All these are 9 sector formats, there must
>be more specifying HD formats of course, but I know of none
>specifying 10 or 11 sector formats...
>So, as far as I know, there's no chance that a DOS version that
>is already available can read 10 sector disks, and future
>versions of DOS won't do it unless they either switch to using
>the information in the boot sector or introduce new values for
>the media byte specifying 10 sector formats.
>
All usable DOS versions (in other words, 2.1 and higher) ignore the "media byte" and use the boot sector information for disk reads and writes. It is only necessary to convince DOS that the disk is valid, and it can handle anything TOS can. DOS expects that the first few bytes of the disk's boot sector will be a valid 8086 jump instruction. I always make the first 3 bytes EB 34 90 (generally with MEMFILE). I nearly always use 10-sector twist~red format disks for ST-PC data exchange. I have NEVER, as in NOT EVEN ONCE had a problem with this.

One thing to watch out for, though is that a lot of PC floppy drives are total crap, and break rather quickly. At that point, they won't correctly handle disk exchange with ANY other machine, most irritatingly including commercial software. If you're trying to exchange data between such a machine and an ST on floppy, it will fail for obvious reasons.

Steve saj@chinet.chi.il.us

3029. Re: Finding x,y resolution

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 14:11:19 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7848@laas.laas.fr>
Source record: 217340

In article 17563@debug.cuc.ab.ca, Conan.Ford@debug.cuc.ab.ca (Conan Ford) writes:
>Hi, how can I find the x and y screen resolution, preferably with a VDI
>call? I'm using GFA Basic but I can use an Assembler or C routine.
>
>Thanks,
>
>~~~~~~
>|Email: Conan.Ford@Debug.cuc.ab.ca |. . | .| ||| |
>|Fidonet/Metronet: Conan Ford at 1:134/9, | . . --*-- . | ||| |
>| 1:134/21,201:5500/9 |. . | . . | _/ | _ |
>~~~~~~

the function XBIOS(4) yields the following results:
0 for low rez
1 for mid rez
2 for hi rew

```
+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+
| excuse bad english: I'm still learning it |
| (bad english, that is) |
+-------------------------------------------------+
```

3030. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 14:31:23 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Sep23.143123.3216@email.tuwien.ac.at>
Source record: 217341

yoshi@gate.powerplay.ac.at (Yoshi Yellow) writes:
[...]
: >Can you raytrace on a famicom?
:
: Can you raytrace on a falcon? Besides raytracing over night(s) ?
:

1. You can plug in a 68881 coprocessor at any speed.
2. You can use the DSP, which will probably be even faster.

: >Can you do direct to disk sampling on a famicom?
: >Can you write your own software on a famicom?
: >Can you multitask on a famicom?
:
: Can you do multitasking on a falcon ? I mean, REAL multitasking ?

Ever heard of MiNT? No? Then stop flaming and have a look at it!

: >Can you digitize and view pictures in 65K colours on a famicom?
:
: Is a 030/16MHz machine that fast that you can digitize and manipulate such
: pictures without falling to sleep?

Well, the DSP56001 certainly is! Blows away any 486 at such things...

: >Can you use a mouse with a famicom?
:
: Yes. Soon.

Yeah, sure...

: >Can you run calamus on a famicom?
:
: Who bothers about Calamus. There are some *better* MS-Dos applications.

MS-DOS? Probably with keyboard commands only, or in text mode, eh?
And better ask someone who really USES DTP programs.

: >Can you run midi sequencing software on a famicom?
: >Can you add a keyboard to run decent flight sims on a famicom?
:
: Yes. Soon too.

Midi sequencing software? Hmm.... 8-)

: >Can you download software via ftp to run on a famicom?
: >Can you do anything at all but play games with a famicom?
:

: As I said, for everything besides playing one could use the PC.

Of course... What about Genlocking, Direct-to-disk sampling,
composing etc.?

: Yoshi.

-MY

3031. Re: MIPS ratings?

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 14:31:27 UTC
From: psurge@cs.utexas.edu
Message-ID: <lc0vtvINNmtr@grit.cs.utexas.edu>
Source record: 217342

I also have a story about MIPS. My professor tells of testing the MIPS of his machine with a certain C compiler. The code used a large loop and generated the sum a + b, which was never printed out or used anywhere. The program would run in under 5 seconds, which produced an average MIPS rating for the machine. A few months later they received a new compiler and tried the code with the new compiler. This time the program ran in less than 1 second, producing an an astronomical MIPS rating. When they examined the code, they found the compiler's optmizer checked the loop, discovered the a + b computation was never used, and completely eliminated the loop altogether.

The whole point is that optimized code does not produce the MIPS results one might expect. What runs blindingly fast on a slow machine, may execute slower on a fast machine. Also be aware that some compilers recognize MIPS benchmarks and know how to fudge the results.

In short, just as others have said, MIPS really stands for "Meaningless Information about Processor Speed".

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3032. Re: GIF/JPG for TT

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 14:59:27 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1126@usdtsg.DaytonOH.NCR.COM>
Source record: 217107

In article <1992Sep22.215902.15065@CS.ORST.EDU> thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:
>Yesterday I ftp'd several different GIF viewers from a.a, but none
>support TT low or TT medium res. Would somebody out there like to
>point me towards a GIF a/o JPG viewer that supports these resolutions?

If nothing else, my best guess would be that GEMVIEW 1.1m would
probably handle those resolutions (I don't know, as I don't have
a TT personally). It should be at a.a as well...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

3033. Re: Atari blew it in San Diego

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 15:22:45 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1992Sep23.112245.3943@spcvxb.spc.edu>
Source record: 217345

In article <1992Sep22.232125.11023@ucselx.sdsu.edu>, coffey@ucselx.sdsu.edu (pat coffey) writes:
> Atari Corp had an opportunity to show off its products at the San Diego
> Computer fair last weekend, and decided to go to Boston in stead.
> I don't understand why they couldn't do both.
>
> The San Diego Atari users group had 5 different displays at the fair,
> but did not have a single Falcon to show. They expected 10,000 people
> to show up, but ended up with 17,000 paid admissions. I can't help
> but thinking that Atari Corp could have spared a few Falcons to show
> to all those people. I could hear people remark that they thought Atari
> was out of the computer business, and that they were surprised to see our
> presence. Does anyone know if they plan to stay in this business much
> longer?

There is a very interesting 2 page article in the latest Computer Shopper whic gives a very good accounting of Atari's "snatching defeat from the jaws of victory" marketing exploits. You might want to check it out.

Regards,

Chris

3034. Re: Atari Falcon used by Elvis.

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 15:29:39 UTC
From: neal@NeoSoft.com
Message-ID: <1992Sep23.152939.1838@NeoSoft.com>
Source record: 217123

In article <1992Sep21.154406.9742@bsu-ucs.uucp> 01ksdavis@bsu-ucs.uucp (Rebel without a clue.) writes:
>
> ...
> Actually, the last time I saw one Elvis was using it at the local
>computer labs. He left the lab, and got into his UFO spaceship (he's commander
>of the north American squadron, doncha nknow?)
>
He is not commander! For the last time, he's 2nd in command! When will you people get it straight? JFK is the commander! Geeeezz...

--
Neal Symms neal@neosoft.com

3035. Re: -- GLIB on ATARI STE 4Mb --

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 15:31:20 UTC
From: bobhays@spss.com
Message-ID: <1992Sep23.153120.26410@spss.com>
Source record: 217344

In article <92267.100506ATONI@ESTEC.BITNET>, <ATONI@ESTEC.BITNET> writes:
> HI,
> I'm new on this group and I do have a question ??
> Has anybody try to compile (successfully) the PD program glib (Universal
> MIDI editor) ??
> If Yes .. what compiler have you used ??
> Any help/infos are welcome.
>
> Please e-mail to me I do not read the group all the time !!

I tried to email to you but my bitnet connectivity is kinda flaky:-).

I'm seeking something similar - binaries for the K5 librarian for
glib. I've posted twice and gotten no response. If anyone emails to
Andrea, please also send info to me (I need to either find binaries,
fight glib for building on a dual floppy system, or just hack out a
little program to download K5 banks using the glib file format (not a
big deal, but saving time is what all this is about:-)).

Thanks and have fun! - Bob

--
==========
The opinions expressed above are those of Bob Hays and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "I'm hovering like a fly, waiting
Fax: (312) 329-3657 | for a windshield on a freeway" -PG

3036. Re: Atari Falcon used by Elvis.

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 15:53:44 UTC
From: rws@dstos3.dsto.gov.au
Message-ID: <1992Sep23.095344.164612@dstos3.dsto.gov.au>
Source record: 217305

In article <1992Sep21.154406.9742@bsu-ucs.uucp>, 01ksdavis@bsu-ucs.uucp (Rebel without a clue.) writes:

> Listen, us Amiga owners don't post in the Atari newsgroups and say
> how great our machines are. I am sick and tired of reading about the Atari
> Falcon. I have not seen any of these machines.
> Actually, the last time I saw one Elvis was using it at the local
> computer labs. He left the lab, and got into his UFO spaceship (he's commander
> of the north American squadron, doncha nknow?)
>
> So, I am not going to say anything about my Amiga, the Amiga 4000 or
> any of that because this is an ATARI newsgroup and I am a polite guy.
>
> You CAN email me all you want, but my mail-server is definitely made
> like rubbermaid made,-in other words, it bounces everything.
>
> So, I appreciate it if you quit posting Atari Falcon articles in
> comp.sys.amiga.advocacy.
> --
>
> ____
> |Kyle S. Davis |
> |2000HD 1MbRAM// Hot VWs 1973 |
> |1084s // Only Amiga makes it possible, \/ Take 2 home- 311 |
> |Oki 20 \\// All others make it plausible. \/\/ They're small. |
> |
> |____|

Excuse me but advocacy is about advocating the amiga and to do that you must compare it to something else. Isn't that a little difficult when you can't post articles about competing machines?

Russell.

3037. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 16:08:45 UTC
From: rws@dstos3.dsto.gov.au
Message-ID: <1992Sep23.100846.164613@dstos3.dsto.gov.au>
Source record: 217308

In article <1992Sep22.073244.26685@alijku05.edvz.uni-linz.ac.at>,
yoshi@gate.powerplay.ac.at (Yoshi Yellow) writes:
> Hi There !
>
> Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
> Just look at all those mighty guys writing Super Famicon games !
> It's an armada compared with those writing Falcon games.
>
> And the Super Famicon offers even the same power for a lesser price !
>
> - 3D graphics chip for fast 3D games
> - 512 hardware sprites
> - 32K colors simulatenusly what is really enough for playing
> - *very* smart CD rom drive
>
> Ok, maybe there are some guys out there that would like to use the Falcon
> for serious applications. But wouldn't it be *much* more efficient
> to buy an IBM compatible for applications and a Super Famicon for
> gambling instead of fooling around with a Falcon that lives from
> announces and buggy software ?
>
> Come on, tell some reasons *not* to buy a Super Famicon instead of a Falcon !
>
> Yoshi
>

Can you raytrace on a famicom?
Can you do direct to disk sampling on a famicom?
Can you write your own software on a famicom?
Can you multitask on a famicom?
Can you digitize and view pictures in 65K colours on a famicom?
Can you use a mouse with a famicom?
Can you run calamus on a famicom?
Can you run midi sequencing software on a famicom?
Can you add a keyboard to run decent flight sims on a famicom?
Can you download software via ftp to run on a famicom?
Can you do anything at all but play games with a famicom?

Russell.

3038. Re: Can I re-partition HD without backing it up?

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 17:26:48 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.1kHYwro5ydc@nasim.sta.sub.org>
Source record: 217111

In <syl.717227360@bcserv>, Syl the Wallydraigle writes:
>C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
>
>> I have 6 partitions on my HD (everything from utils to music to pics)
>>and I want to take a few Megs from the less intensive areas and put them
>>into partitions I use more frequently. Do I have to do it and then restore
>>my drive, or can I just do it?
>
>
>Just do it! That's what I say.

No! I don't know of any possibility to manage your problem! If simply
'just doing it' you'll loose all your data!

Knarf, with a 300MB Harddisk and the same problem :-(
--
+---+
| A whore is never too tired to open her legs - Pink Turns Blue |
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - Germany |
+---+

3039. ppmtoraw

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 17:37:35 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Sep23183735@kolsaas.ifi.uio.no>
Source record: 217346

```
I just uploaded ppmtoraw.lzh to atari.archive. It's just a simple
program to convert ppm-images to the RAW-format that can be displayed
by Photo-Chrome. I've only tried it with 320x200 images...
--
+-------------------------------------------------------------+
| Terje Vernly "The dead know only one thing : |
| InterNet: terjeve@ifi.uio.no It is better to be alive." |
+-------------------------------------------------------------+
```

3040. Re: MIPS ratings?

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 17:49:00 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep23.174900.104121@rrz.uni-koeln.de>
Source record: 217348

Sorry, I mistyped a figure again, and again due to a flaky modem line:

In <1992Sep23.094322.179850@rrz.uni-koeln.de> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

[...]

>equivalent on his private 1 MHz (or even 16MHz? -- I forgot) PC
^^^^^

This was supposed to be 12 MHz.

Darn, why does this always happen with figures??!

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3041. Re: GNU-roff

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 17:50:37 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Sep23185037@kolsaas.ifi.uio.no>
Source record: 217347

In article <A10256@KI.maus.de>, Nils-Henner_Krueger@ki.maus.de (Nils-Henner Krueger) writes:

> Does anybody use groff successfully on his ST?
> Does anyoby know who might have done the port for the ST?

I've been using Erling Henanger's (erlingh@idt.unit.no) port for a couple of months, and it works perfectly!

You can find the diffs at a.a in the new-directory as atari-groff.zoo.
The archive also includes a simple man-shellscript.
--
+---+
| Terje Vernly "The dead know only one thing : |
| InterNet: terjeve@ifi.uio.no It is better to be alive." |
+---+

3042. Re: Finding x,y resolution

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 17:58:51 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep23.175851.104499@rrz.uni-koeln.de>
Source record: 217350

In <7848@laas.laas.fr> doucet@ripolin.laas.fr (Jean-Etienne Doucet,149,6323) writes:

>In article 17563@debug.cuc.ab.ca, Conan.Ford@debug.cuc.ab.ca (Conan Ford) writes:
>>Hi, how can I find the x and y screen resolution, preferably with a VDI
>>call? I'm using GFA Basic but I can use an Assembler or C routine.

>the function XBIOS(4) yields the following results:
> 0 for low rez
> 1 for mid rez
> 2 for hi rew

That's correct, but it's not a VDI method. To get the resolution
of a virtual workstation, you need to look at the work_out array.
In GFA that's as easy as it could be:

WORK_OUT(0) is the max. visible x coordinate
WORK_OUT(1) is the max. visible y coordinate

Besides using the VDI, this method is easier IMHO, since you
can spare the table mapping the values returned by the XBIOS(4,
...) function to the actual resolutions.

BTW, there's other useful stuff to be found in the work_out
array, such as WORK_OUT(3) and WORK_OUT(4), which give the width
and height of a pixel, and WORK_OUT(13), which give the number of
colors.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3043. Looking for PamsNet Users & Admins...

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 18:14:23 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Sep23.181423.105064@rrz.uni-koeln.de>
Source record: 217101
Cross-posted to: comp.sys.atari.st,comp.os.vms

Hi folks,

I've recently started installing PamsNet (an ethernet-based Atari
network), along with the PamsNet server for VMS on our VAX.
Although (and because) the installation is not yet finished
successfully, I'd like to get in contact with others who can
share experiences, hints, questions etc. about PamsNet.

Thanks for any replies,

Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3044. Boston Computer Society meeting TONIGHT

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 18:26:25 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <19qcshINNps5@usenet.INS.CWRU.Edu>
Source record: 217102

The Boston Computer Society meeting is tonight...

If you attend, please post a message about what was shown, who was there,
how much press, etc.

THANKS!

--

3045. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 18:41:58 UTC
From: dave@admiral.uucp
Message-ID: <1992Sep23.184158.5662@admiral.uucp>
Source record: 217164

In article <1992Sep22.073244.26685@alijku05.edvz.uni-linz.ac.at>
yoshi@gate.powerplay.ac.at (Yoshi Yellow) writes:
>Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
>Come on, tell some reasons *not* to buy a Super Famicon instead of a Falcon !

If you can't understand why someone would buy a home computer instead of a home
video game system, then I pity you. You poor, misguided fool.

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

3046. Looking for a sound digitizer

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 19:25:47 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Sep23.152547.23658@newstand.syr.edu>
Source record: 217132

I'm looking to get a sound digitizer to use with my ST. I was wondering which one I should buy, or if there is even a choice these days? I'm looking to be able to play sounds into the ST via a tape recorder, or directly through a microphone. Are there any digitizers still being made? Which is the best quality? Which one will allow me most easily to transfer my sounds between the ST and Mac world?
I'd appreciate any advice anyone has on this topic.
Gerry
ggreenbe@rodan.acs.syr.edu

3047. Re: Trying out Freeze Dried Terminal and CoNnect 1.52

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 19:33:11 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep23.143313.13098@miavx1.acs.muohio.edu>
Source record: 217103

In article <1992Sep21.162019.9920@dxcern.cern.ch>, wwc@vsnhda.cern.ch (Wolfgang Wander) writes:
> Yes thats right. I have learned that CoNnect in 1.52 was heavily
> buggy on some TOSversions. I will release a new versin (1.60) in
> at leaset 2 weeks with less ,-) buggs and some more nice features.

I've also noticed that the icons overlap a lot. Has it been tested
on a color system? (640X200)

Later.......

---------------{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
---------------{{{{{{{{(((((()))))))}}}}}}}}=======----- 23-SEP-1992

3048. Re: GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 19:33:28 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Sep23.193328.19353@cs.mcgill.ca>
Source record: 217115

```
Doesn't VDI handle GEM MetaFiles by itself??? I seem to remember that output
id 40 is MetaFile Output (For v_openvwk())
```

3049. Atari falcon memory speed

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 19:46:12 UTC
From: jkrakover@sma2.rain.com
Message-ID: <1992Sep23.194612.353@sma2.rain.com>
Source record: 217131

Concerning the Atari Falcon memory speed, does anyone know the ns speed of chips needed. I already understand that Atari will sell memory boards in 1, 4, 14 meg configuration, however, it is usually MUCH cheaper to buy memory in simm modules and hack them in to the machine, as it what I did on my 1040ST.
Thanks,
Jonathan
/
s

A

A

A

3050. Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 19:50:49 UTC
From: heidelj@alleg.edu
Message-ID: <1992Sep23.195049.21593@pellns.alleg.edu>
Source record: 217104

I was just pondering some ideas today and I wanted to pose some questions to this group and find out the response.

I was interested in knowing, IF I were to sell my MegaSTe with 4 megs of RAM and a 65 meg HD, plus a mono monitor (SM124), how much do you suppose I would get for that package? Is there a demand out there? And, is anyone interested?

Please e-mail me.

Thanks,
Jason Heideloff
heidelj@alleg.edu

3051. Re: MIPS ratings?

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 20:56:49 UTC
From: hyongel@cco.caltech.edu
Message-ID: <19qlmhlNNssc@gap.caltech.edu>
Source record: 217105

<PMEEKIN@ESOC.BITNET> writes:

>Of course as everybody already knows, the true meaning of the acronym MIPS is
>Meaningless Indicators of Performance.

>Having said that, I wonder if someone can clear up something for me. By
>'Instruction' do they mean a machine instruction or a microcode instruction?
>I would think that the variation in machine instruction execution times would
>be very large.

>Just wondering.

>Paul Meekin (PMEEKIN@ESOC.BITNET)
>ESA Operations Centre
>Darmstadt

Nowadays, when people talk about MIPS, they are usually talking about Dhyrstone MIPS. This is defined as the number of Dhrystones/sec executed by a machine divided by 1753, which is the number of Dhrystones/sec executed by a Vax 11/750. In general, a 25 MHz 68030 seems to do 6000-8000 Dhrystones depending on the machine and the compiler, which would translate into 4-5 MIPS. So, assuming everything else is equal (usually not a good assumption, but ...), a 16 MHz 68030 should get about 4000-5400 Dhrystones, or 3-4 MIPS.

--
- hyong
hyongel@punisher.cco.caltech.edu
"You do not like them. So you say. Try them! Try them! And you may.
Try them and you may, I say.

3052. Re: Atari Falcon used by Elvis.

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 21:05:15 UTC
From: darling@cellar.org
Message-ID: <gFokRB1w164w@cellar.org>
Source record: 217124
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

01ksdavis@bsu-ucs.uucp (Rebel without a clue.) writes:

> Listen, us Amiga owners don't post in the Atari newsgroups and say
> how great our machines are. I am sick and tired of reading about the Atari
> Falcon. I have not seen any of these machines.
>
> So, I appreciate it if you quit posting Atari Falcon articles in
> comp.sys.amiga.advocacy.

Listen, guy, I appreciate your concern. But by posting this in Atari newsgroup, you're just as bad as the people you criticize. If you have a problem with someone posting in your group, please E-mail the person in question. Don't waste the time of people who had nothing to do with it.

I would E-mail you myself, had you not posted:

> You CAN email me all you want, but my mail-server is definitely made
> like rubbermaid made,-in other words, it bounces everything.

It's up to both Atari and Amiga people to police their own newsgroups.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

3053. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 21:16:27 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <MekBuf200awW4AmY1A@andrew.cmu.edu>
Source record: 217117

Excerpts from netnews.comp.sys.atari.st: 23-Sep-92 Re: Falcon vs Super Famicon Yoshi Yellow@gate.powerp (1847)

> >> Hi There !
> >>
> >> Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
> >> Just look at all those mighty guys writing Super Famicon games !
> > It's an armada compared with those writing Falcon games.
> >>
> >> And the Super Famicon offers even the same power for a lesser price !
> >>
> >> - 3D graphics chip for fast 3D games
> >> - 512 hardware sprites
> >> - 32K colors simulatenusly what is really enough for playing
> >> - *very* smart CD rom drive
> >>
> >> Ok, maybe there are some guys out there that would like to use the Falcon
> >> for serious applications. But wouldn't it be *much* more efficient
> >> to buy an IBM compatible for applications and a Super Famicon for
> >> gambling instead of fooling around with a Falcon that lives from
> >> announces and buggy software ?
> >>
> >> Come on, tell some reasons *not* to buy a Super Famicon instead of a
> Falcon !
> >>
> >> Yoshi
> >>
> >
> >Can you raytrace on a famicom?

> Can you raytrace on a falcon? Besides raytracing over night(s) ?

> >Can you do direct to disk sampling on a famicom?
> >Can you write your own software on a famicom?
> >Can you multitask on a famicom?

> Can you do multitasking on a falcon ? I mean, REAL multitasking ?

> >Can you digitize and view pictures in 65K colours on a famicom?

> Is a 030/16MHz machine that fast that you can digitize and manipulate such
> pictures without falling to sleep?

> >Can you use a mouse with a famicom?

> Yes. Soon.

> >Can you run calamus on a famicom?

> Who bothers about Calamus. There are some *better* MS-Dos applications.

> >Can you run midi sequencing software on a famicom?
> >Can you add a keyboard to run decent flight sims on a famicom?

> Yes. Soon too.

> >Can you download software via ftp to run on a famicom?
> >Can you do anything at all but play games with a famicom?

> As I said, for everything besides playing one could use the PC.

> >
> >Russell.

> Yoshi.

Hahahaha !!
Yes, sure you could use a PC !!
(by the way: don't forget the ST has a PC in it (on the 68000))

Stefan Monnier

3054. ATW? (wanted)

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 21:21:10 UTC
From: jbone@splat.dell.com
Message-ID: <jbone.717283270@splat>
Source record: 217108

Was the ATW ever released? IF so, was it released in the US? What
were the production specs and what software did it ship with?

If anybody has one of these beasts in any functional state, I'd be
extremely interested in purchasing it.

Info or offers, let me know...

jb

--
-- Jeff Bone --
NT... Just say N0T. Skate UN*X! Standard disclaimer.
-- jbone@dell.com --
--

3055. Re: Finding x,y resolution

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 21:22:21 UTC
From: sm86+@andrew.cmu.edu
Message-ID: <kekC0BO00awW4AmYUG@andrew.cmu.edu>
Source record: 217118

Excerpts from netnews.comp.sys.atari.st: 23-Sep-92 Re: Finding x,y resolution J. Doucet,149@ripolin.la (1103)

> the function XBIOS(4) yields the following results:
> 0 for low rez
> 1 for mid rez
> 2 for hi rew

And what about TT rez, graphics cards, overscan, ...
If you want your prg to run on your machine and only on it, go ahead, use Xbios. But if you wish your prg could run on Falcon, different graphics modes, atari emulators, etc... (and if you want you r prg to be 'clean'), just forget about it !

Avoid Xbios as much as possible, cause it IS machine dependent ! (it is of course not always possible)

Stefan Monnier

3056. RE: WHY NO FLOPPY PORT ON

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 21:54:47 UTC
From: landrews@outb.wimsey.bc.ca
Message-ID: <landrews.055d@outb.wimsey.bc.ca>
Source record: 217136

>What I'm wondering is:
>
>1. Can the Falcon be bought in a Mega Style case?
>2. Can the Falcon go past 4 megs of Ram.
>3. How are you suppossed to get files onto your HD if there
> is no Floppy Drive or Port?
>4. Will there or is there a 040 Falcon? and is 16mhz the fastest
> it can run at...
>

1. Nope, not so far. Although I believe there have been a LOT of requests for it, so maybe Atari will think it over.
2. Yes, it has a limit of 14 megs RAM I believe.
3. There is an internal floppy drive, but no port for an external. They figured you don't really need it. And as far as I'm concerned, if you have a hard drive, you really only need one floppy anyway.
4. If there is ever an 040 Falcon (or any 040 Atari at all), it will be in the future and Atari will let everyone know. So far, the limit is at 16 MHz, but of course, I am sure it would be POSSIBLE to replace the motherboard with a faster version. However, that doesn't bring it up to full speed, because the rest of the computer would still be running at 16 MHz.

--- Via UCI v1.02 (C-Net Amiga)

Luke Andrews /*/ landrews@outb.wimsey.bc.ca. /*/ Vancouver, BC
=--=
"We can rise and fall like empires, flow in and out like the tide, be vain
and smart, humble and dumb, we can hit and miss like pride."
- Neil Peart
"Anyway, can a dead person sue for libel?" - "DGHDA" (Douglas Adams)

3057. Re: Should Z*Net be created

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 22:08:52 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Sep23.220852.13322@zooid.guild.org>
Source record: 217129

Dan, my man. Remember on Kovacs conference you were "flamed" at one point and nobody gave a damn. So why are you defending the conference. The fact is, there is no point on creating such a conference as the two Atari sections are enough.

PS: Can you teach me how to press "N"? -)

Take care and have a nice day.

Mark K.
E-Mail:kovarski@zooid.guild.org

3058. Re: ppmtoraw

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 22:17:06 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <19qqd2INNoe1@golem.wcc.govt.nz>
Source record: 217110

In article <TERJEVE.92Sep23183735@kolsaas.ifi.uio.no>, terjeve@ifi.uio.no (Terje Vernly) writes:
>I just uploaded ppmtoraw.lzh to atari.archive. It's just a simple
>program to convert ppm-images to the RAW-format that can be displayed
>by Photo-Chrome. I've only tried it with 320x200 images...
>--

What's a PPM image??? Never heard of 'em!

3059. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 22:21:03 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Sep23.222103.13413@zooid.guild.org>
Source record: 217130

carter@cae.wisc.edu (Carter Gregory) writes:
>In article <Chris_Millar.04jv@lppl.mi.org> Chris_Millar@lppl.mi.org (Chris Millar)
writes:
>>Hey, Kovarski - I'm sick of your sh*t - if i wanted to waste my time I'd
>>reply to every one of your ridiculous posts, but for now you'll have to
>>settle with this - shut up - if I wanted to hear more moronic Atari
>>bashing, I'd hang out in amiga.advocacy.....
>>
>>
>>-- Via DLG Pro v0.992
>>
>
>Look GUY,
>
> Mr. Kovarski has the right to post anything he wants, no exceptions.
>If you can't find some other means of disagreement other than your threats
>of mailing his administrator, using vocabulary of the uneducated kind,
>simply find yourself a good country that does not allow freedom of speech and
>settle there.
>
>OTHERWISE THINK and reply.
> ----- -----
>
>-Greggy POO

Thanks Mr. Carter. I am really used to comments like that as the same language is used against me in the official Atari conference called "Atari Explorer Online." Mind you, Mr. Brodie who is the official Atari director of communication, wasn't doing anything to stop it since he enjoys people putting down Atari users who do not agree with him and Atari Corporation's position.

I would invite any user to join the ST 16/32 Bit conference and see what is actually going on. This week I have been accused by an OFFICIAL Atari dealer of being a lier and he called me publically an "ASSHOLE." Mind you, this person was employeed by Atari Corporation and he is the official service center for Atari Canada. Furthermore, he used an alias to post the offensive AND he used profanities wherever possible. He used the alias "Chucky" and "Chuck Mariotty" even though his real name is Sonny Ang and he is the owner of a store called "Compuworld." I will be more than happy to repost the messages from him so people realise what kind of people Atari hires.

Sincerely,
Mark K.
E-Mail: kovarski@zooid.guild.org

3060. Re: Finding x,y resolution

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 22:31:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A48516@MS.maus.de>
Source record: 217159

d>>Hi, how can I find the x and y screen resolution, preferably with a VDI >
d>call? I'm using GFA Basic but I can use an Assembler or C routine.

d>the function XBIOS(4) yields the following results:
d>0 for low rez
d>1 for mid rez
d>2 for hi rew

Don't use Getrez() to get informations about screen size and organization! It
is only prepared for the few standard resolutions.
Better ask the VDI.

Regards,
Patrick

3061. Re: WHY NO FLOPPY PORT ON

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 22:50:15 UTC
From: brown@dgaust.dg.oz
Message-ID: <999@dgaust.dg.oz>
Source record: 217116

Rgds
Fred

3062. Re: WHY NO FLOPPY PORT ON

Newsgroup: comp.sys.atari.st
Date: 1992-09-23 23:01:05 UTC
From: brown@dgaust.dg.oz
Message-ID: <1000@dgaust.dg.oz>
Source record: 217119

Sorry about that last message, SVGA graphics = 1024 x 768 pixels
Currently there's only one game program on the market that uses
SVGA graphics, not sure of the title, some sort of futuristic "chess"
program, not my cup of tea
Rgds
Fred

3063. Re: ppmtoraw

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 00:01:41 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Sep24.000141.26073@beaver.cs.washington.edu>
Source record: 217121

In article <19qqd2INNoe1@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>In article <TERJEVE.92Sep23183735@kolsaas.ifi.uio.no>, terjeve@ifi.uio.no (Terje Vernly) writes:
>>I just uploaded ppmtoraw.lzh to atari.archive. It's just a simple
>>program to convert ppm-images to the RAW-format that can be displayed
>>by Photo-Chrome. I've only tried it with 320x200 images...
>>--
>
>What's a PPM image??? Never heard of 'em!
>

PPM stands for Portable PixMap and is used mostly on Unix systems I believe (if you look on many Unix systems, and especially those with XWindows, you'll find that there are utilities to convert MANY different kinds of graphics files, such as pbm, ptx, ppm, pnm, gif, img, xbm, jpg, etc -- usually the utility will be called ppmtogif or something like that).

Oh, also from the man page it says that PPM is "a lowest common denominator color image file format."

Hope that satisfies your curiousity... :-)

Ben Gilbert
bgilbert@cs.washington.edu

P.S. - If my Unix statements are erroneous, someone correct me. I haven't had vast experience with this but from what I _have_ seen this seems to be

3064. User Groups - who to contact?

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 00:20:01 UTC
From: Chris_Millar@lppl.mi.org
Message-ID: <Chris_Millar.04w2@lppl.mi.org>
Source record: 217147

I am currently an officer of new Atari User Group - We wish to obtain official status as a User Group and register with Atari Corp. Over the past few years, the people at Atari involved with registering user groups have come and gone, so I do not know who the people that currently do this are, nor do I know how I would contact such person(s). Someone told me I should go through Bob Brodie, but I do not know how to reach him, either. Any and all input on how to become a registered user group would be GREATLY (read, PLEASE HELP ME!) appreciated.....<G>

-- Via DLG Pro v0.992

3065. Re: GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 00:53:40 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10394@uqcspe.cs.uq.oz.au>
Source record: 217112

vince@sci.kun.nl (V.G.J.M. Stoks) writes:

> [IMG] is a (slightly) compressed bitmap

Actually, IMG is a very good format for what it was designed for: high-speed compression/decompression of black-and-white images (ie. not dithered).

Loading IMG's from a hard-disk is faster than loading the raw image should (well, it depends on the application's routines, of course, but simple C routines suffice).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

3066. Motorola press release of Atari Falcon030

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 01:46:19 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Sep24.014619.16869@news.Hawaii.Edu>
Source record: 217114

MOTOROLA'S 56001 PROVIDES AUDIO/VIDEO FEATURES FOR
ATARI'S FALCON030 PERSONAL INTEGRATED MEDIA COMPUTER

BOSTON, Mass., September 23, 1992 - Motorola Inc.'s Microprocessor and Memory Technologies Group today announced that its 56001 digital signal processor (DSP) performs key audio/video functions on the motherboard of the new Atari Falcon030(tm) personal-integrated, media computer. The Falcon030 is a full-scale computer that uses the 32 MHz 56001 to process and manipulate compact-disc-quality digital audio and voice signals which, combined with Atari's integrated software, makes the Falcon030 a complete, personal integrated media computer.

"Motorola's 24-bit DSPs continue to be the choice for manufacturers that want to embed compact-disc, digital audio functions," said Bryant Wilder, Motorola's DSP operations manager. "The 56001 gives Atari's Falcon030 an impressive feature set that is showing the rest of the industry where personal computers are heading."

DSPs are capable of performing functions such as compact disc quality sound, voicemail, voice annotation and recognition, video compression, facsimile transmission, high-speed modem, array processing and high-speed numeric processing. Other major computer manufacturers that use the DSP56000 family on their motherboard include the NeXT Computer System and Silicon Graphics IRIS Indigo(tm) RISC PC.

Atari's Falcon030 Personal Integrated Media Computer

Atari's Falcon030 is designed for personal-integrated media functions including video, audio, animation, telecommunications and graphics. The Atari Falcon030 uses the 56001 DSP to process compact-disc quality audio and voice synthesis capabilities. The 56001 operates independent of the central processor, Motorola's 68030, and completes a variety of tasks without slowing the system. Within the Atari Falcon030, Motorola's 56001 drives digital audio functions including graphic equalization, channel manipulation, reverberation and surround sound, all which provide the user professional audio effects for tasks such as video sound augmenting and recording capabilities.

"Atari's Falcon030, with the help of Motorola's 56001 DSP, is bringing professional-level recording and audio manipulation capabilities to the consumer," said Sam Tramiel, Atari's president and CEO. "Motorola's 56001 provides a single chip solution for

digital audio and voice capabilities optimizing the Falcon030 as a personal-integrated media computer."

Motorola's DSP56001

Motorola's 24-bit, 32 MHz 56001 processes 16 million instructions per second (MIPS) and performs 96 million operations per second (MOPS). The 56001 recreates CD-quality sound because its architecture is highly parallel and its 24-bit word width generates sound up to 144 decibels of dynamic range. The 56001 differs from other DSPs in that it processes signals in 24-bit data chunks providing throughput of more than 100 million operations per second.

Motorola's 24-bit 56000 architecture is important since most analog-to-digital converter chips, which convert analog signals into digital bit streams, translate analog signals in the ranges of 14 to 20 bits at a time. The extra bits in the 56000 architecture allow additional calculations to be performed on these digital samples while maintaining the input signal accuracy.

Atari Corporation (AMEX:ATC) is a worldwide manufacturer and marketer of palmtop through desktop computer systems. The company sells its systems, peripherals and software through authorized distributors, resellers and integrators.

# # #

MOTOROLA'S 68030 MICROPROCESSORS POWER ATARI'S FALCON030 PERSONAL INTEGRATED MEDIA COMPUTER

AUSTIN, Texas, Sept. 23, 1992 - Motorola's High Performance Microprocessor Division today announced that its 68030 provides the processing power for Atari Corporation's new Atari Falcon030, the industry's first personal integrated media system. The Atari Falcon030 is a full-scale computer based on the powerful 68030 and is specifically designed for personal integrated media functions including video, audio, animation, telecommunications and graphics. Users of the Atari Falcon030 can create home videos complete with text and music; can record lead vocals on a favorite musical recording; can narrate and score a family photo album and can execute many more exciting applications.

The Atari Falcon030 also incorporates Motorola's 56001 digital signal processor (DSP) to process and manipulate compact-disc-quality digital audio and voice signals which, combined with the 68030's processing power and Atari's integrated software, makes the Atari Falcon030 a complete personal integrated media system. This announcement is an example of how microprocessors are entering the home through the burgeoning availability of consumerized computing devices.

"With the introduction of the Atari Falcon030, Atari is raising the standards of consumerized computing to a new level, providing integration of text, music and images with unparalleled levels of quality, performance and price," said Jim Reinhart, Motorola's manager of M68000 marketing and applications. "The robust processing capabilities of the 68030 make it an ideal microprocessor for such a graphically-based product as the Atari Falcon030."

"The Atari Falcon030, with the help of Motorola's 68030 and 56001 DSP, is bringing production-quality graphics, professional-level recording and audio manipulation capabilities to the consumer," said Sam Tramiel, president and CEO of Atari. "The processing power of Motorola's 68030 allows the Atari Falcon030 to be a powerful full-scale computer, giving users access to a new world of applications while remaining affordable."

The Motorola 68030 integrates advanced features into a full 32-bit microprocessor design, optimized for low-cost, memory-based applications. Its burst fill functionality provides an efficient bus and memory interface, enabling the 68030 to substantially increase overall system throughput. This capability is especially well-suited for multimedia personal integrated media products, such as the Atari Falcon030, that require large amounts of information to be continuously transmitted from external memory to the processor's dual internal caches. The efficient memory interface results in cost and time savings, allowing the Atari Falcon030 to achieve excellent price/performance ratios.

Available immediately, the Atari Falcon030 is priced under $1,000, making it ideal for users who want a powerful, efficient and cost-effective device to harness today's myriad technologies.

Atari Computer Corporation is a worldwide manufacturer and marketer of palmtop through desktop computer systems. The company, a division of Atari Corporation (AMEX:ATC), sells its systems, peripherals and software through authorized distributors, resellers and integrators.

# # #

Atari Falcon030 is a trademark of Atari Corporation
IRIS Indigo is a trademark of Silicon Graphics, Inc.

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READER CONTACT:
Motorola DSP Marketing
(512) 891-2030

3067. Re: Finding x,y resolution

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 01:49:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A47933@K2.maus.de>
Source record: 217158

d>the function XBIOS(4) yields the following results:
d> 0 for low rez
d> 1 for mid rez
d> 2 for hi rew

Yeah, that's true. But what about the TT? What about the Falcon? What abour graphic cards? What about cheap screen enhancers (like overscan)?

The only save way to get the screen resolution is to use the VDI. Don't use the XBIOS for something like that!

Regards, Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

3068. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 01:53:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A47934@K2.maus.de>
Source record: 217157

Why do we have to read stuff like that? Ok, here some real answers.

yoshi@gate.powerplay.ac.at (Yoshi Yellow) wrote:

y>Can you raytrace on a falcon? Besides raytracing over night(s) ?
Yes! The Falcon is powerful enough for that. It's not as good as a silicon graphics, but it is good (enough for most people).

y>Can you do multitasking on a falcon ? I mean, REAL multitasking ?
Yes! Take a look at MultiTOS and keep your mouth shut!

y>Is a 030/16MHz machine that fast that you can digitize and manipulate
y>such pictures without falling to sleep?
Yes! That's only a problem of good software (and this software exists!).

y>>Can you use a mouse with a famicom?
y>Yes. Soon.
Very interesting answer! Playing 'Super Mario World' with a mouse :-))

y>>Can you run calamus on a famicom?
y>Who bothers about Calamus. There are some *better* MS-Dos applications.
Good joke. Just talk about real things that you know something off. Calamus is one of the best DTP programs in the world, and i don't know any PC-Program that's better than Calamus. Quark X-Press is quite good, i don't know if there is a PC-version yet, but i think a TT with Calamus is much better than any PC with Windows and Quark.

y>As I said, for everything besides playing one could use the PC.
Oh, really. Never heard something intelligent like that. You can do a digital frequency analyser on a PC (without x-tra hardware)? You can do CD-quality sound with a pc? You can do a modem only with a little bit of hardware and mostly software on a pc? Sounds very interesting, i think i would buy such a pc. But i don't know any PC that allows all these things to this price and without extra costs.

Regards, Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

3069. Re: Need help with mail based archive servers

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 02:02:25 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.0560@outb.wimsey.bc.ca>
Source record: 217137

There is a program called uudecode Or somwething that does that..

If you would like it, it is on Wizard Online BBS In Vancouver BC..

2400 Baud - 322-3266
14400 Baud - 322-3972

Lotsa Atari St Demos and Files!

Dave..

--- Via UCI v1.02 (C-Net Amiga)

3070. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 02:04:26 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.0566@outb.wimsey.bc.ca>
Source record: 217138

> Any reasons why I should NOT buy a Super Famicom instead of a Falcon?

Lets see you try to do Word Processing with 6 buttons and a controller..
=)

Dave.

--- Via UCI v1.02 (C-Net Amiga)

3071. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 02:09:12 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.056c@outb.wimsey.bc.ca>
Source record: 217140

Good Job Luke. Now thats the Stoneacres person I like!!! =)

(BTW everyone call SToneacres)
604-733-5853

--- Via UCI v1.02 (C-Net Amiga)

3072. Quick BBS

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 02:17:29 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.056i@outb.wimsey.bc.ca>
Source record: 217139

Does anyone know where I could grab the latest version of Quick BBS? It is Very nice but I just don't 'Dig' a version that was done 2 years ago...

Thanks for any of your help..

Dave..

--- Via UCI v1.02 (C-Net Amiga)

3073. Boston Computer Society shows Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 02:29:24 UTC
From: selick@csa.bu.edu
Message-ID: <96643@bu.edu>
Source record: 217106

Well, I just got back from downtown Boston, where the Boston Computer Society gave the first public appearance of the Falcon 030 to the public (me). I forgot a notepad, so these notes are direct from the back of business cards...please bear with me if I get a name mispelled... :-)

Bob Brodie started off the meeting, and immediately introduced Sam Tramiel after some boring business. Sam spoke for a bit on the history of Atari, and such, and then brought out Richard Miller, the head of the Falcon development team. He went into all of the gory details of the guts of the machine, all of which have already been confirmed numerous times already on the net.

Perhaps the most exciting part of the night was when they announced several software packages that will be bundled with every falcon...

Falcon 2d2 - software from Atari to start using the 8 channel direct to disk stuff immediately when you get your machine! Yeah Atari!!! We saw a brief demo of this program...very impressive!

System Audio Manager - attach sampled sounds to any system command, including a different sound for each key (note that these are handled by the dsp chip and do not detract from normal operations!)

Audio Fun Machine - This is a cute dsp program to show the capabilities of the dsp chip for sound processing. It does reverbs, and a DISTORTION! Very cool little program.

Calapt - calendar/appointment utility
ProCalc - Calculator prog
Talking Clock - you figure it out!

2 GAMES especially designed to show off the Falcon!
Land Mines and Breakout!

The prices they gave were consistant with net postings...$799 for the 1 meg, and 1,299 for the 4 meg/65 meg version.

These items are direct from Sam Tramiel:

November - start shipping first units
December shipping in quantity (for x-mas I suppose...)
January - relief quantities for backorders will be shipped.

Then came the q/a section, and some interesting facts came out...

There are osciliscope programs using the dsp in the works...do fft's and all on your waveforms in "near real time"

They played a Tina Turner video made in Australia of "You're the Best". 3 minute video took 100 meg of hard drive space which included video & audio. They used a 14 meg machine, and said it would not yet work on a 4 meg machine, but they have a compression algorithm in the works that may make it work...they also said the video was 24 frames per second.

A company called Sack in Germany has a functioning 386sx board ready for production.

Sam Tramiel said that "NeXT developers are coming to us and asking for developement systems because they expect that we will sell more falcons in 1 month than NeXT sells in a year! ... We sure hope so!"

He also said that Amiga developers, unimpressed with the 4000 are also coming to Atari for development kits.

He said the Jaguar would be out in the summer of 93, and would not comment on it further because this was a "Falcon meeting"

They forgot the multitasking os disk...typical...

The roms will have different languages burned right in them to allow Atari to ship computers to different countries with the same roms. The disk will be for "minor updates, and language specific material" whatever that means. The roms will be 4 meg worth!

The Falcon will actuall display ST monochrome mode on a standard SC1224 color monitor! In total, they said that the Falcon supports over 130 different screen modes and resolutions.

At the end, they played a complete sample of Boston's "Foreplay/Long Time". Sampled at 50 khz, it took 96 meg of hard drive space.

They also mentioned that Atari was working on software modules to read and write different floppy disk formats, including the mac GCR! Somebody asked if Dave Small had spectre working yet, and Sam Tramiel responded "Well...I saw him in our offices last week..." but did not know what he had accomplished yet.

When asked why they chose the 16 mhz 68030 instead of a faster one, Sam Tramiel said that with all of the separate processing centers (68030, dsp, blitter, optional co-processor, etc) that they felt the machine to be comprable to machines with faster "workhorse processors that have to handle everything". He said much faster machines would be appearing "very shortly".

Well, that's enough typing for me for one night...That's all I can remember. Oh...they gave away a falcon as a door prize, and I didn't win it...darn!

Enjoy,
-Steve <selick@csa.bu.edu>

3074. Anybody got Powerdos?

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 02:56:40 UTC
From: rabino@eng.umd.edu
Message-ID: <1992Sep24.025640.12652@eng.umd.edu>
Source record: 217113

Has anybody had the chance to work with the freeware program called Powerdos? It's supposed to be a Gemdos replacement that has been posted on Compuserve and Genie. If so, is it a true improvement and can you post it to atari.archive?

--
Mike Rabinovitz
rabino@eng.umd.edu

3075. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 04:02:50 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.ibqFM6V1awo@nasim.sta.sub.org>
Source record: 217240

In <annius.717149109@freyr>, Annius Groenink writes:
>
>Some time ago there was someone on the news who suggested that ST
>users should help Atari by advertising privately. A better idea
>would be if someone started designing a new case for the Falcon
>for charity (and maybe even produce a million?). My idea is the
>following: design it such that the board as it is will fit into
>the case, and maybe just the drive and hard drive will have to
>be moved. Make it look like a SGI indigo or something, but NOT
>a keyboard computer and NOT something flat. It should make clear
>to people AT FIRST SIGHT that this is not just a slight amelioration
>of the old Atari series (like the 'amiga killer' STE).

At the Atari Messe there was an Atari Dealer calles 'ddd' (Digital Data
Deicke). In their catalogue they offer a case with seperate keyboard for
the FALCON 030 for DM 199.- (about US$ 140). So you can buy your FALCON
there with a cheap internal 3,5" SCSI Drive.

Knarf
--
+---+
| A whore is never too tired to open her legs - Pink Turns Blue |
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - Germany |
+---+

3076. Archive 2150S to Atari ST HOW?

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 04:37:53 UTC
From: smclane@nrtpa037.bnr.ca
Message-ID: <1992Sep24.043753.29520@nrtpa038.bnr.ca>
Source record: 217122

Help, I have a Archive 2150S tape drive and want to hook it up to my ST.
Where do I start?? What exactly is a 2150S?? What jumper settings etc..

Thanks for any help..
Steve Mclane

smclane@bnr.ca

3077. mac ROMs in a Spectre 128 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 07:40:26 UTC
From: steiner@jupiter.cse.utoledo.edu
Message-ID: <1992Sep24.024027.10119@uoft02.utoledo.edu>
Source record: 217125

the spectre 128 is pretty much obsolete since the GCR was released, but
it makes a nice package for a pair of 128k mac roms. make me an offer.

jason

--
`,`,`,

3078. Re: Calamus fonts

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 08:03:02 UTC
From: morris@divsun.unige.ch
Message-ID: <1992Sep24.100303.19176@uni2b.unige.ch>
Source record: 217141

In article amFJRB3w164w@tcpbbs.pcn.org, joeadato@tcpbbs.pcn.org (Joseph Adato) writes:
>>Does anybody know of good sources for Calamus fonts ?
>> I am looking for serious body faces, not "fun" ones; and also for chinese and
>> japanese.
>> I would obviously prefer PD, but am also interested in commercial collections
>>
>> Mike M.
>
>
>Computer Safari has several disks full of Calamus fonts. You could also
>get in touch with Cherry Fonts (another good source for Calamus fonts).

Does anybody have their addresses/fax numbers??
Ta, Mike

3079. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 08:19:56 UTC
From: leikvoll@hsr.no
Message-ID: <1992Sep24.081956.10015@hsr.no>
Source record: 217134

In article <1992Sep22.073244.26685@alijku05.edvz.uni-linz.ac.at>,
yoshi@gate.powerplay.ac.at (Yoshi Yellow) writes:
> Hi There !
>
> Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
(stuff deleted)
>
> Come on, tell some reasons *not* to buy a Super Famicon instead of a Falcon !
>
> Yoshi
>

Is it an 8 or 16 bit proc. It couldn't possible be a 32 bit architecture.
How much memory (without bankswitching) can it handle?

Morten.

3080. Hot Lead

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 09:07:39 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <19s0grlNNs2b@golem.wcc.govt.nz>
Source record: 217133

Please can some of you chaps from the USA, tell me which is the Hot/Phase lead in your Black/White wiring..

Like these European New/Old colours.

Brown or Red = Hot/Phase

Blue or Black = Neutral

Green/Yellow or Green = Earth

Black = ?

White = ?

Thanks.......

Roger.......... sheppard_r@kosmos.wcc.govt.nz

3081. New MIDI PLAYBACK version available

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 09:16:30 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Sep24.091630.22609@echo.philips.nl>
Source record: 217146

```
================================================================
| Sorry if you read this posting more than once, but it still |
| seems impossible to get crossposting working from this site. |
================================================================

Hi,

I am proudly presenting PLAYBACK version 1.1.

The PLAYBACK program can load and play standard MIDIFILES.
It can adjust a lot of parameters to adapt the file to your
personal midi setup, save and convert MIDIFILES, etc.

ATARI: This version runs on Atari systems only.
PC: Programming the PC/Windows version has just been started.
AMIGA: Somebody else has just started the port to the Amiga.

The new version has been emailed to the following archives:
------------------------------------------------------------

archive.cs.ruu.nl (131.211.80.5)
ATARI-ST/.... Email: mail-server@cs.ruu.nl

------------------------------------------------------------

atari.archive.umich.edu (141.211.164.8)
atari/.... Email: atari@atari.archive.umich.edu

------------------------------------------------------------

as well as to the moderator of newsgroup:
comp.binaries.atari.st

------------------------------------------------------------

Take care to get the latest version, which is 1.1 (or 1.10 if you prefer:-).
The zoo packet will contain a readme file saying so, otherwise, you have
an older version. The INFO function of the program does list the version too.

Required system:
================

The program will run on available atari 680*0 computers,
with all current TOS (in ROM) versions:

ST/STE/MEGA STE/TT/FALCON

512kB computer memory is sufficient, but more is recommended.

The program has been tested on monochrome and color monitors.
Note that the program has been written to work optimal with
medium (640*200) and high (640*400) resolution screens.
```

It will work on the new (higher) resolutions too, as long as
they allow (at least) 80 characters and 25 lines, using the
standard character size. Note that less characters and lines
will be used, due to the size of windows and alike (it uses
GEM on the Atari).

Major features:
===============

- PLAYBACK loads standard MIDIFILES. Both format 0 and 1 can be handled.
- Filters can be activated at loading to minimise memory usage.
- The program can handle up to 99 tracks.
- The loaded songs can be modified to be used with every MIDI device. The
following (undo-able) modifications can be made per track:
- MIDI channel;
- Volume;
- Event filters;
- Program changes (presets can be set as well as be mapped);
- Notes (keys can be transposed as well as be mapped).
- Key maps and program change maps can be created, saved and loaded.
- The tempo of the song can be modified.
- The modified song can be saved, allowing the MIDIFILE format to be
converted.
- Events can be analysed in the event editor.
- PLAYBACK can be installed on the desktop to automatically load and
play songs, when double clicked on a MIDIFILE, or when a MIDIFILE
is dragged on the program's icon (later TOS versions only!).
- PLAYBACK can run from CLI and shells.
- PLAYBACK uses GEM.
- Program preferences can be set and will be loaded automatically at
startup of the PLAYBACK program.
- Many more.

Changes since version 1.0
=========================

Personnaly, the most important changes have to do with efficiency.
This means, that I have put quite some effort in making the program
easier to use and that MIDIFILES can be modified easier and faster
for adapting it to your MIDI setup.

A. ALL KNOWN AND REPORTED BUGS HAVE BEEN SOLVED

- Window scrolling works ok now.
- Filters in the maps ("--") do work ok now.
- Timer A will be re-set at program exit.
- Key signature is shown correctly now in the editor
- Few other little things.

B. SUPPORT OF NEW HARDWARE AND SOFTWARE

- Program runs in a window (preparation for MULTITOS).
- Bigger screens/resolutions can be handled now.
- Program is compiled to run on all 68000-68030 processors.

C. NEW FEATURES

- Files can be saved.
- Converting MIDIFILE format is possible.
- Maps for program changes.
- MIDI channels can be converted at file load.
- Filters can be set for all tracks at once.
- More settings will be done automatically during MIDIFILE loading,
to allow faster and efficiency adapting the song to your MIDI setup.
- The program allows preferences to be set:
- Disabling "filter" question at file load.
- Disabling "Are you sure" question at program exit.
- Enabling the file selector to pop up at the start of the program.
- Immediately start playing the song when a new song has been loaded.
- Immediately exiting the program when the song has stopped (finished).
- Few more.
- Every preference can be used as flag/argument when started from a CLI.
- Preferences and maps can be loaded automatically at startup.
- All buttons and settings can be manupilated during song playing too.
- Changing volume and program changes, will result in a midi event being sent.
- Number box handling has been improved, to allow faster changes.
- Few other little things.

Author:
=======

John Janssen
J.v.Deventerstraat 1
NL - 5911 DZ Venlo
The Netherlands

Email: John.Janssen@atehv.bso.nl <-- Out of order until (aprox.) November!
or: johnj@echo.tds.philips.nl <-- Valid only for a few more days/weeks(?)
You can always email the American point of contact: cyclone@netcom.com

Happy playbacking...
--
John Janssen Email: johnj@echo.tds.philips.nl <-- will stop soon(?)
The Netherlands or: John.Janssen@atehv.bso.nl <-- starts Nov. 92
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, C

3082. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 09:18:41 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Sep24.091841.43951@bas-a.bcc.ac.uk>
Source record: 217135

In article <1992Sep23.123259.25235@alijku05.edvz.uni-linz.ac.at>
yoshi@gate.powerplay.ac.at (Yoshi Yellow) writes:
>>> Hi There !
>>>
>>> Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
>>> Just look at all those mighty guys writing Super Famicon games !
>> It's an armada compared with those writing Falcon games.
>>>
>>> And the Super Famicon offers even the same power for a lesser price !
>>>
>>> - 3D graphics chip for fast 3D games
>>> - 512 hardware sprites
>>> - 32K colors simulatenusly what is really enough for playing
>>> - *very* smart CD rom drive
>>>
>>> Ok, maybe there are some guys out there that would like to use the Falcon
>>> for serious applications. But wouldn't it be *much* more efficient
>>> to buy an IBM compatible for applications and a Super Famicon for
>>> gambling instead of fooling around with a Falcon that lives from
>>> announces and buggy software ?
>>>
>>> Come on, tell some reasons *not* to buy a Super Famicon instead of a Falcon !
>>>
>>> Yoshi
>>>
>>
>>Can you raytrace on a famicom?
>
>Can you raytrace on a falcon? Besides raytracing over night(s) ?

Yes. Just run the program to do it. If you want a speed up by about a factor
of 10, buy a MC68882 and just plug it in the socket provided.

>
>>Can you do direct to disk sampling on a famicom?
>>Can you write your own software on a famicom?
>>Can you multitask on a famicom?
>
>Can you do multitasking on a falcon ? I mean, REAL multitasking ?

Yes. MultiTOS runs over MiNT which is a true, pre-emptive multitasking
kernel with a very low CPU overhead. Its system calls are modelled closely
on Unix. Would you describe Unix as a REAL multitasking OS? :-)

>
>>Can you digitize and view pictures in 65K colours on a famicom?
>
>Is a 030/16MHz machine that fast that you can digitize and manipulate such
>pictures without falling to sleep?

You'd use the 56001 DSP for all the CPU intensive stuff, the 68030 would
just be the controller.

>
>>Can you use a mouse with a famicom?
>
>Yes. Soon.
>
>>Can you run calamus on a famicom?
>
>Who bothers about Calamus. There are some *better* MS-Dos applications.

Tee-hee... sorry :-)

Have you ever used Pagermaker 3/4 on a PC under Windows (2 & 3)? I have, I
wouldn't want to foist that on anyone! Timeworks? Don't mention it!

Now if you are talking about rivals to Calamus you must look in the realms
of the Macintosh. Even there you will find it difficult to get as good a
product as Calamus (I know it's buggy) for the same price. Pagemaker 4 is
around 700 pounds to buy, you could almost buy a Mac Classic for that!

>
>>Can you run midi sequencing software on a famicom?
>>Can you add a keyboard to run decent flight sims on a famicom?
>
>Yes. Soon too.
>
>>Can you download software via ftp to run on a famicom?
>>Can you do anything at all but play games with a famicom?
>
>As I said, for everything besides playing one could use the PC.

I wouldn't touch the crippled PC architecture with a bargepole (sp?)
thank-you very much!

>
>>
>>Russell.
>
>Yoshi.

By the way, how much does the Nintendo cost? (How much will the Falcon cost?)

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)

Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

3083. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 09:34:18 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.717327258@rw8.urc.tue.nl>
Source record: 217143

hutch@bellman.lanl.gov (John Hutchinson) writes:

>Andy, others in this group may add their $.02, but the only PC emulators that I
>know as being currently supported are the ICD AT-Speed and PC-Speed units which
>are priced around $400 and $200, respectively. I don't believe the SuperCharger
XT-speed and AT-speed sell for (when 1 dollar = 2 guilders) about 75$
and $125 respectively. But I am not sure the cpu-boards I saw were ICD
ones. Those were the prices I saw 3 weeks ago at Games '92 in the
Netherlands.

Erlend.

3084. ATspeed (or the like) for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 09:50:54 UTC
From: hjb@levi.th.vu.nl
Message-ID: <1992Sep24.095054.18767@cca.vu.nl>
Source record: 217144

I am sorry if this has been asked before, but I did not feel up
to reading all articles with only 'Falcon' as their Subject..

Will there be DOS (386) emulators for the Falcon? I am thinking
of the Vortex 386 card for ST and the like.
If there will be, this will make the Falcon into the machine that
has everything _I_ need (then I could even use it for my WORK :-).

Thanks in advance,

Hendrik Jan Bosman
hjb@th.vu.nl

3085. More RAW pictures

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 10:00:51 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <19s3kjINNs96@golem.wcc.govt.nz>
Source record: 217142

I've just FTP'ed another file with raytraced .RAW pictures in it.

This time, there are 4 compressed LZH files inside a single lzh file.
The 4 files were just copied into the single lzh file with compression
off for convience so only 1 file needs to be FTP'ed.

The filename is rawfiles.lzh in /atari/new on atari.srchive.umich.edu

The file has been archived with -lh5- so you will need lzh201*.ttp
to unarchive it.

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

3086. Re: Falcon030: Higher res. simple!

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 10:31:38 UTC
From: annius@loki.research.ptt.nl
Message-ID: <annius.717330698@freyr>
Source record: 217145

>Excerpts from netnews.comp.sys.atari.st: 22-Sep-92 Re: Falcon030: Higher
>res. .. Jack W. Wine@uhunix.uhcc (1570)

>> 800x600 256 colors use less than 30 MB/s so that might be possible and
>> 1024x800 16 colors takes about 24 MB/s so the Falcon might handle
>> that too. 1024x800 mono is 6 MB/s so if possible would be great!

1. What I read somewhere is that it's the VGA bandwidth that caused
the limitiations of the Videl.

2. If you reduce the refresh rate (to, say, 40Hz for non-interlaced) you
will get a slightly higher maximum resolution.

3. If it IS just the memory bandwidth then we'd better wait for the 040
(but I bet that one will have the higher resolutions built-in)

--
Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
or +31 70 33 25445; e-mail A.V.Groenink@research.ptt.nl or avgroeni@cs.ruu.nl

3087. Re: MIPS ratings?

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 13:16:05 UTC
From: cs4gp6bb@maccs.dcss.mcmaster.ca
Message-ID: <1992Sep24.131605.22756@maccs.dcss.mcmaster.ca>
Source record: 217148

In article <lc0vtvINNmtr@grit.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>[...]
>In short, just as others have said, MIPS really stands for "Meaningless
>Information about Processor Speed".
>[...]

I always thought it was "Meaningless Information Perpetrated by Salespeople."

3088. Swiss dealers

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 13:21:34 UTC
From: morris@divsun.unige.ch
Message-ID: <1992Sep24.152136.19178@uni2b.unige.ch>
Source record: 217207

Another dull, commercial question, I'm afraid.
Can anybody give me the name of *good* Atari vendors in
Switzerland? Preferably in the German part, 'cos they will
probably have contacts with Germany (= Lemming Heaven).
It's perhaps better to answer by email, so as not to bore
people!

Thanks a lot,
Mike

3089. Re: Atari falcon memory speed

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 13:22:02 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <kekX5uu00awKE1I0ko@andrew.cmu.edu>
Source record: 217234

Excerpts from netnews.comp.sys.atari.st: 24-Sep-92 Re: Atari falcon
memory speed Joe Rohde@csi.compuserve (1034)

> In article <1992Sep24.150328.23230@newshost.lanl.gov>
> hutch@bellman.lanl.gov (John Hutchinson) writes:
> >From: hutch@bellman.lanl.gov (John Hutchinson)
> >Subject: Re: Atari falcon memory speed
> >Date: 24 Sep 92 15:03:28 GMT

> >In article 353@sma2.rain.com, jkrakover@sma2.rain.com (jonathan) writes:
> >>Concerning the Atari Falcon memory speed, does anyone know the ns speed of
> >>chips needed. I already understand that Atari will sell memory boards in
> >>1, 4, 14 meg configuration, however, it is usually MUCH cheaper to buy
> >>memory in simm modules and hack them in to the machine, as it what I did
> >>on my 1040ST.

> >Ha! That's where they've got you, Jonathan. The Falcon does not use
> SIMMs but
> >rather a proprietary memory board available _only_ from Atari.

> Ha, That's where he's got you John. The original article talks of hacking
> SIMMs into a 1040ST. The ST did not take SIMMs either. I assume the
> original poster knew exactly what he said. Now whether there is room
> in the case to 'hack' SIMMs into is another problem.

> Joe

Hey! you forgot something:

In the ST, the memory manager is ready to deal with 4MB.
Are you sure it is the same in the Falcon ?
I know that, cause a friend of mine wanted to upgrade his amiga 500
and I told him to do as I did with my 520ST. But, bad luck, to add
memory in his amiga he had to find a DRAM manager, for refresh,
address multiplexing, ... and he had to decode the address. Maybe
he had bad information on his amiga, but...

Anybody knows if the Falcon has everything 'ready to upgrade' ?

Stefan Monnier

-- On the average, people seem to be acting normal --

3090. Falcon vs TT

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 13:36:34 UTC
From: morris@divsun.unige.ch
Message-ID: <1992Sep24.153635.19180@uni2b.unige.ch>
Source record: 217208

I had been planning to buy a TT in the next month or so; but I am beginning to wonder about the Falcon . . .

Does anyone have any info about running "ordinary" applications - notably Calamus and the French word processor Le Redacteur - on the Falcon?

Are the develeopers out there?

Mike M.

3091. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 13:47:11 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.05bv@outb.wimsey.bc.ca>
Source record: 217149

Yes you can use a mouse.
Mario Paint. HAHAHA
Get out of here you stupid ankie.

--- Via UCI v1.02 (C-Net Amiga)

3092. ROM/Hard Drive Anomaly

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 14:17:37 UTC
From: hanka@icon.com
Message-ID: <1992Sep24.141737.15909@icon.com>
Source record: 217205

This may be a common problem but it is new to me. My old STFM
died and I purchased a used ST to replace it. The old STFM had
1.0 ROMs and the replacement ST has 1.4 ROMs. I have an Atari
Megafile 30 which I connected to the replacement ST. Whenever
I boot from the hard drive, the program (.PRG) files on the hard
and floppy drives show as normal files, not executables. I
can't execute any of the software on the hard drive unless I put
it in the AUTO folder. When I click on the program name or icon
I get the dialog box saying I can only print or show the file.

When I boot from floppy disk, turning off the hard drive, everything
works fine. Has anyone seen this before? What gives?

Steve Hanka
hanka@icon.com

3093. Re: Falcon030: Higher res. simple!

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 14:41:53 UTC
From: brunos@mafalda
Message-ID: <1992Sep24.144153.4386@cs.mcgill.ca>
Source record: 217202

In comp.sys.atari.st article <annius.717330698@freyr> you wrote:

> >Excerpts from netnews.comp.sys.atari.st: 22-Sep-92 Re: Falcon030: Higher
> >res. .. Jack W. Wine@uhunix.uhcc (1570)
>
> >> 800x600 256 colors use less than 30 MB/s so that might be possible and
> >> 1024x800 16 colors takes about 24 MB/s so the Falcon might handle
> >> that too. 1024x800 mono is 6 MB/s so if possible would be great!
>
>
> 1. What I read somewhere is that it's the VGA bandwidth that caused
> the limitiations of the Videl.
>
> 2. If you reduce the refresh rate (to, say, 40Hz for non-interlaced) you
> will get a slightly higher maximum resolution.
>
> 3. If it IS just the memory bandwidth then we'd better wait for the 040
> (but I bet that one will have the higher resolutions built-in)

Hi, I Think one important thing has been forgotten in this thread... you can change the clock generater for the graphics subsystem, thus you could say increase it from 32Mhz to 60Mhz... and therefor get higher resolutions... as long as you stay within the bandwidth, the Falcon will not slow down... if you don't, the machine will slow down, but you can still have high resolutions(this was explained to me by the german atari rep in charge of developers, whose name I forget, as well as a person from Overscan, the company which makes mods for STs and TTs).

Bye, Bruno.

3094. Timeworks DTP and Word Perfect files!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 14:52:04 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Sep24.105204.1@sscl.uwo.ca>
Source record: 217150

For the first time ever I tried importing a Word Perfect file into Timeworks DTP (version 1)...obviously it didn't work! Has anyone had this import work? If so what version of WP was the file? It imported some text, but all the control codes also seemed to be there...a real mess :^(Anyway, any help would be appreciated,

T.T.F.N.
JR.

+-------------------------------+ +-------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+-----------------------------------+
+-------------------------------+ +-*-+- +-------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +-------------------------------+

3095. Re: Anybody got Powerdos?

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 15:01:45 UTC
From: muocj@uxa.ecn.bgu.edu
Message-ID: <Bv38Ex.KE8@uxa.ecn.bgu.edu>
Source record: 217201

I installed PowerDos not too long ago. I notice a dramatic increase in reading and writing on my hard drive. I'll try and put the files up on atari.archive sometime soon. I heard a rumor that it scrambles directories, but I have been using it for three weeks with no problems.

Olivo Contreras Jr
muocj@uxa.ecn.bgu.edu
muocj@ecnuxa.bitnet

3096. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 15:02:55 UTC
From: glens@natinst.com
Message-ID: <19slavINN596@falcon.natinst.com>
Source record: 217204

dconroy@outb.wimsey.bc.ca (Dave Conroy) writes:

> Yes you can use a mouse.
> Mario Paint. HAHAHA
> Get out of here you stupid ankie.

Ya, but how many pictures can you save on that cartridge?
=)

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com

3097. Re: Atari falcon memory speed

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 15:03:28 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep24.150328.23230@newshost.lanl.gov>
Source record: 217203

In article 353@sma2.rain.com, jkrakover@sma2.rain.com (jonathan) writes:
>Concerning the Atari Falcon memory speed, does anyone know the ns speed of
>chips needed. I already understand that Atari will sell memory boards in
>1, 4, 14 meg configuration, however, it is usually MUCH cheaper to buy
>memory in simm modules and hack them in to the machine, as it what I did
>on my 1040ST.

Ha! That's where they've got you, Jonathan. The Falcon does not use SIMMs but rather a proprietary memory board available _only_ from Atari. Trust me, they have been beaten severely over the head and shoulders about this stupid decision (IMHO) not to use industry standard SIMMs. And that's only ONE example of some really dumb things they have done in this machine's design. Don't take me wrong... the Falcon _is_ a nice machine. But when I think of what it COULD have been for little or no additional expense on Atari's part... GRRRRRRR!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3098. Fonts

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 15:18:34 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <24SEP92.11183414@cc4.crl.aecl.ca>
Source record: 217230

Pacific Software Supply in California (800) 327-0425 carries a wide range of Pagestream and Calamus fonts. Check them out!

3099. Re: User Groups - who to contact?

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 15:25:26 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep24.152526.26699@newshost.lanl.gov>
Source record: 217209

In article 04w2@lppl.mi.org, Chris_Millar@lppl.mi.org (Chris Millar) writes:
>I am currently an officer of new Atari User Group - We wish to obtain
>official status as a User Group and register with Atari Corp. Over the
>past few years, the people at Atari involved with registering user groups
>have come and gone, so I do not know who the people that currently do this
>are, nor do I know how I would contact such person(s). Someone told me I
>should go through Bob Brodie, but I do not know how to reach him, either.
>Any and all input on how to become a registered user group would be GREATLY
>(read, PLEASE HELP ME!) appreciated.....<G>

Chris,

Do give Bob Brodie a call at Atari in Sunnyvale. I forget his extension but
you can call the switchboard at (408) 745-2000 and ask for him. If he is not
in (frequently due to road trips), just ask to speak to someone for User Group
support.

Good luck with your new User Group!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3100. Wanted: HP Deskjet 500 setup file for 1st Word

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 16:07:24 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <7061@tekig7.PEN.TEK.COM>
Source record: 217210

I've finally decided to replace my aging Okimate-20 printer with an HP Deskjet 500. I've heard about the problem of powering up the ST before the printer and have gotten the desk accessory to reset the printer. What I need now is the printer configuration file for 1st Word. I didn't see it in the index on terminator. I can create my own, but surely lots of people have already done this? Is it hidden in another file on terminator?

Thanks

George.S.Walker@tek.com *OR* georgew@tekig1.pen.tek.com
OR uunet!tektronix!tekig1.pen.tek.com!georgew

3101. Re: Hot Lead

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 16:23:57 UTC
From: wallace@yngstr.enet.dec.com
Message-ID: <1992Sep24.152406.10459@engage.pko.dec.com>
Source record: 217226

In article <19s0grINNs2b@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes...
>Please can some of you chaps from the USA, tell me which is the Hot/Phase lead
>in your Black/White wiring..

Black = HOT

White = NEUTRAL

Green = Earth GROUND

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

3102. Re: Atari falcon memory speed

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 17:35:48 UTC
From: j.rohde@csi.compuserve.com
Message-ID: <j.rohde.44.717356148@csi.compuserve.com>
Source record: 217206

In article <1992Sep24.150328.23230@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
>From: hutch@bellman.lanl.gov (John Hutchinson)
>Subject: Re: Atari falcon memory speed
>Date: 24 Sep 92 15:03:28 GMT

>In article 353@sma2.rain.com, jkrakover@sma2.rain.com (jonathan) writes:
>>Concerning the Atari Falcon memory speed, does anyone know the ns speed of
>>chips needed. I already understand that Atari will sell memory boards in
>>1, 4, 14 meg configuration, however, it is usually MUCH cheaper to buy
>>memory in simm modules and hack them in to the machine, as it what I did
>>on my 1040ST.

>Ha! That's where they've got you, Jonathan. The Falcon does not use SIMMs but
>rather a proprietary memory board available _only_ from Atari.

Ha, That's where he's got you John. The original article talks of hacking
SIMMs into a 1040ST. The ST did not take SIMMs either. I assume the
original poster knew exactly what he said. Now whether there is room
in the case to 'hack' SIMMs into is another problem.

Joe

3103. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 17:53:34 UTC
From: weber@rhrk.uni-kl.de
Message-ID: <1992Sep24.175334.21997@rhrk.uni-kl.de>
Source record: 217219

yoshi@gate.powerplay.ac.at (Yoshi Yellow) writes:
>>Can you run calamus on a famicom?

>Who bothers about Calamus. There are some *better* MS-Dos applications.

I would doubt that. From what I've heard you must buy a Mac with Quark XPress
to beat Calamus. Pagemaker is not all...

Regards

Christoph Weber-Fahr

--
Christoph Weber-Fahr | E-Mail: weber@rhrk.uni-kl.de
Universitaet Kaiserslautern, KIT | S-Mail: Postfach 3049
Tel. 0631/205-3391 | D-6750 Kaiserslautern
------------------------- My personal opinion only ---------------------

3104. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 18:03:43 UTC
From: steiner@jupiter.cse.utoledo.edu
Message-ID: <1992Sep24.130343.10130@uoft02.utoledo.edu>
Source record: 217212

Re: Mario Paint

gotta love those sharp, crisp, high-resolution, non-flickering television displays...

:^)

jason "an Amiga person who wants a Falcon" steiner

--
`,`,`,

3105. Re: Humor (unintentional?) (was Re: Free Commercial Software)

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 18:05:25 UTC
From: dunham@mpd.tandem.com
Message-ID: <2514@devnull.mpd.tandem.com>
Source record: 217214

In article <TJ06NZI@zelator.in-berlin.de> techno@zelator.in-berlin.de (Frank Dahncke) writes:

]>In my understanding, vi is comparable and most probably superior to
]>WordPerfect, but for REAL power one should always use The One True
]>Editor (GNU Emacs, you ignorant heathens). It is bigger than vi, but
]>only the lesser enlighten minds consider mortal things like memory and
]>speed as important as the power and righteous thinking provided by
]>The One True Editor.
]
]I'm sorry, but didn't EMACS stand for Eight Megabytes And Constantly
]Swapping ? Or was it Escape Meta Alternate Control Shift ?
]Give me vi any day !

Why can't y'all see that EASL is the One True Editor? One has to be mentally dysfunctional to even consider vi or emacs.

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3106. using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 18:08:04 UTC
From: steiner@jupiter.cse.utoledo.edu
Message-ID: <1992Sep24.130805.10131@uoft02.utoledo.edu>
Source record: 217211

someone once made a mac clone with a built in DSP. as part of the
package they included some software that would make the DSP emulate
a 9600 bps modem.

how difficult would it be to rig the Falcon like this? that could be
a big selling point...

jason

--
"Why was I cursed with a woman like you? You're my misery!
A knife in my heart! Come on, we can discuss this later.
Let's just get married." - Adam, from the best episode of
Northern Exposure
`,`,`,`,`,`,`,`,`,`,`,`,` steiner@jupiter.cse.utoledo.edu `,`,`,`,`,`,`,`,`,`,`,`,`

3107. Re: ppmtoraw

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 18:31:21 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Sep24.183121.24563@ulrik.uio.no>
Source record: 217222

In article <1992Sep24.000141.26073@beaver.cs.washington.edu>, bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
|>From: bgilbert@cs.washington.edu (Benjamin Gilbert)
|>Newsgroups: comp.sys.atari.st
|>Subject: Re: ppmtoraw
|>
|>In article <19qqd2INNoe1@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
|>>In article <TERJEVE.92Sep23183735@kolsaas.ifi.uio.no>, terjeve@ifi.uio.no (Terje Vernly) writes:
|>>>I just uploaded ppmtoraw.lzh to atari.archive. It's just a simple
|>>>program to convert ppm-images to the RAW-format that can be displayed
|>>>by Photo-Chrome. I've only tried it with 320x200 images...
|>>>--
|>>
|>>What's a PPM image??? Never heard of 'em!
|>>
|>
|>PPM stands for Portable PixMap and is used mostly on Unix systems I believe
|>(if you look on many Unix systems, and especially those with XWindows, you'll
|>find that there are utilities to convert MANY different kinds of graphics
|>files, such as pbm, ptx, ppm, pnm, gif, img, xbm, jpg, etc -- usually the
|>utility will be called ppmtogif or something like that).
|>
|>Oh, also from the man page it says that PPM is "a lowest common denominator
|>color image file format."
|>

This is correct, but there is also another thing to mention. There
is a big package distributed to all common computers (the ST included), which enables you to work with ppm-images.

The package is on a.a. In the graphics directory I guess.

Internet: jarleb@medusa.uio.no
or Jarle.Brinchmann@astro.uio.no

3108. Re: WHY NO FLOPPY PORT ON

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 18:35:18 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <Bv3IAu.7pw@immd4.informatik.uni-erlangen.de>
Source record: 217227

landrews@outb.wimsey.bc.ca (Luke Andrews) writes:

>>What I'm wondering is:
>>
>>1. Can the Falcon be bought in a Mega Style case?
>>2. Can the Falcon go past 4 megs of Ram.
>>3. How are you suppossed to get files onto your HD if there
>> is no Floppy Drive or Port?
>>4. Will there or is there a 040 Falcon? and is 16mhz the fastest
>> it can run at...

3. The falcon has an internal HD floppy drive and you can easily add
additional floppy drives or hard disks or whatever you want via the
SCSI 2 interface.

--
------------------------------ cut here ------------------------------
------------------------------ cut here ------------------------------
Larry

3109. Re: ST questions: FPUs

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 18:54:06 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Sep24.155406.7739@ac.dal.ca>
Source record: 217188

Don Allison wrote:

>2. Having just put an ICD AdSpeed STE in my system and added a
>floating point coprocessor, I was looking for a compiler that
>would support using a 68881 as a peripheral, like the ST's do.
>Does such a critter exist? I tried Laser C which supposedly
>has a library that supports this option, but noticed no time
>differences when running with software emulation or the hardware
>coprocessor (30000 adds, also 10000 sines seemed to take the
>same amount of time either way). I was hoping to see some of
>the claimed 10x speedup in some raytracing software I was going
>to port.

I tried to reply to this by email, but it seems to have bounced.

I have a Mega STE, with 68881, and find an improvement with Laser C,
though I don't usually program in C.
You need to link in the '881 library with a line something like (from
Gulam):
d:\megamax>> ld -o sch881.prg init.o scheqn.o lib881.a libc.a

The order of the two math libraries (lib881.a and libc.a) is crucial. I
got a speed improvement of about a factor of 17 on the savage benchmark
(heavy use of transcendentals, where the FPU really shines),but less than a
factor of two improvement on a floating point intensive calculation not
involving transcendentals (just adds, multiplies, etc).

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

3110. Re: MIDI file players (WAS : MOD players)

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 18:56:40 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Sep24.185640.29050@news2.cis.umn.edu>
Source record: 217215

In article <1993@mwca.UUCP>, bill@mwca.UUCP (Bill Sheppard) writes:
>For what it's worth, Playback has yielded a world-wide total of one (1)
>shareware registration. This is pretty depressing, considering that it
>certainly seems to be a program of some value (especially the new about-to-
>be-released version), and arrangements have been made for both North American
>and European shareware registration. Bah.

I'm sorry to find you're a bit disappointed with the extent of shareware registrations at present. Considering the extent of distribution, though, and the time the program has actually been available, you are probably doing average for initial shareware.

I've been reading a bit on GEnie in the areas which deal with shareware for the Intel-clone markets. One example (to give you some hope...) was from a person who wrote a very nice package, put it out as shareware, and saw -- well, let's just say he didn't get rich the first year of the software's release. However, the second year he started to get more registrations, to the tune of $80,000 for the year. Admittedly, this is for a DOS program, with umpty zillion machines now out there capable of running the program.

Some things the person wrote about that helped:

Get the program to reviewers - mail out disks (and whatever things you're using to entice the buyer to pay the shareware fee) to Atari ST magazines, to music-oriented magazines that have a review section, etc.

Get the program out to more BBS's. The person who made $80,000 the second year says that it is typical in the Intel-clone world to send out 300-500 disks to various BBS/Online/DOM Services for each new program released as shareware! Make sure that the latest program version is in their hands

Other advice is available. There is a shareware handbook/guide in the MSDOS world for which much of the advice applies to the ST world as well (given the fact that there are a bit fewer computer owners of the ST, some modification is probably in order).

Shareware looks like an easy way to market a product, but it requires a bit more work than one would assume from a description of the concept.

-- David Paschall-Zimbel

3111. RESULT: comp.graphics.gnuplot passes 245:16

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 19:05:50 UTC
From: d-lewart@uiuc.edu
Message-ID: <Bv3Jpr.G5y@news.cso.uiuc.edu>
Source record: 217216
Cross-posted to: comp.sys.3b1,comp.sys.apollo,comp.sys.atari.st,comp.sys.sequent,comp.unix.aix,comp.unix.amiga,comp.unix.cray,comp.unix.sysv386,comp.unix.ultrix
Body handling: HTML body converted to readable text

```
The vote tally for the creation of comp.graphics.gnuplot was:
YES: 245
NO: 16
Voters are listed below. There will be a 5 day waiting period for error
correction.

The document "Guidelines for USENET Group Creation" is available by
anonymous `ftp' to pit-manager.mit.edu (18.172.1.27) as the file
/pub/usenet/news.groups/How_to_Create_a_New_Newsgroup.

Thank you for voting!
Daniel Lewart
d-lewart@uiuc.edu

No Bengt Larsson
No Joseph Gil
No Mike Arras
No RAVEN Winter
No claude@trc.mew.mei.co.jp (Claude Huss)
No gnulists@ai.mit.edu (GNU Mailing List Maintenance)
No hmueller@orca.tamu.edu (Hal Mueller)
No jbuck@ohm.Berkeley.EDU (Joe Buck)
No jeff@onion.rain.com (Jeff Beadles)
No lambert@mamba.psc.edu (Michael Lambert)
No len@contec.com (Leonard Mills)
No reder@arete.com (Leonard J. Reder)
No rick@crick.ssctr.bcm.tmc.edu (Richard H. Miller)
No smith!dick
No terra@fram.nrsc.no (Terra Orbit)
No uunet!pseudo!mjn@uxc.cso.uiuc.edu (Murray Nesbitt)

Yes "(Mike Mehl)"
Yes "Aubrey Jaffer"
Yes "Bryan J. Jensen"
Yes "Carsten Grammes"
Yes "Darryl A. Bergstrom"
Yes "Don Comeau"
Yes "JORGE O. SOFO"
Yes "John P. Rouillard"
Yes "Marek Behr [Aero Eng]"
Yes "Margaret R. Byrne"
Yes "Marshall G. Flax"
Yes "Michael L. Kaufman"
```

Yes "Robert L. Divany 814-865-2358"
Yes "Sal (elvis) Denaro"
Yes "Sean K. Larkin"
Yes "Sly Upah"
Yes "Wilhelm Buehler"
Yes "William Y. Lai"
Yes "whetter@wti.com"
Yes 12100z@d1.dartmouth.edu (Tom Buskey)
Yes Adam Bentley
Yes Allan Williams
Yes Anders Christensen
Yes Andreas Stolz
Yes Anselm Lingnau
Yes B.J. 02-Sep-1992 1105
Yes BONACCI John
Yes Ben Bourke
Yes Bernt Oedegaard
Yes Bruce Fisher
Yes Cameron Davidson
Yes Ching-Tse Liu
Yes Chip Cobb
Yes Chris Jobling
Yes Chris Lilley
Yes Chris Mathers
Yes Chris Parks
Yes Christof Ullwer
Yes D-P Deng (O-516-282-2197)
Yes DWPLOC@bb1t.monsanto.com (David W. Ploch)
Yes Daniel Polani
Yes David Dalton
Yes David Kershaw
Yes Dougal Scott
Yes Eric Sink - Invoice
Yes Ethan Bradford
Yes Franz Peter Seiler
Yes Friedich-Carl Schaefer
Yes Geir.Skaugen@termo.unit.no
Yes Geoffrey N Tuck
Yes Greg Lampard
Yes Gunnar Teege
Yes Hardy
Yes Holthoff
Yes Hugues Leroy
Yes Jacob Engelbrecht
Yes Jeff Perloff
Yes Jemery Day
Yes Jim Chalfant
Yes Jim Gillogly
Yes John Campbell
Yes John Eaton

Yes John Fletcher
Yes John V. Langer
Yes Jozsef Banati
Yes Juergen A. Holm
Yes Juergen Lock
Yes Jyrki Kuoppala
Yes Kei Thomsen
Yes Kenneth White
Yes Klaus Steinberger
Yes Leila Burrell-Davis
Yes MJackson.Wbst147@xerox.com
Yes Mark.McIntosh@sirius.UVic.CA
Yes Martin@wooga.cuc.ab.ca (Martin Zimmerman)
Yes Matthieu Herrb
Yes Mike Bacigalupi
Yes Morten Eriksen
Yes Nadav Har'El
Yes Norbert Winkler
Yes Ove Ewerlid
Yes Panyarak Ngamsritragul
Yes Paul Fardy
Yes Paul Halsema
Yes Paul Higgins
Yes Paul Palmer
Yes Pedro A.M. Vazquez
Yes Peter Arien
Yes Peter Mayer
Yes Pierre MARTEL
Yes Rainer Dittmann
Yes Ray Kiddy
Yes Robert van Liere
Yes Stefan -Blixten- Karlsson
Yes Steve Cumming
Yes Thomas Stock
Yes Tony Guy
Yes Urs Meyer
Yes Vivek Khera
Yes Willem Kasdorp
Yes Yves Arrouye
Yes aardvark@ccwf.cc.utexas.edu (Craig A. Blome)
Yes al@stanley.cis.brown.edu (Andre Lehovich)
Yes alexlehm@iti.informatik.th-darmstadt.de
Yes alhy@UNIXHUB.SLAC.STANFORD.EDU
Yes andras@concave.cs.wits.ac.za (Andras Salamon)
Yes arrigo@cube.sublink.org (Arrigo Benedetti)
Yes asmith@icose.msd.anl.gov (Arthur Smith)
Yes augustin@lmd.ens.fr (VINTZILEOPS Augustin)
Yes bashford@scripps.edu
Yes bcutter@pdnis.paradyne.com (Brooks Cutter)
Yes bernhard@perm.geologie.uni-freiburg.de (Bernhard Ehrminger)

Yes besancon@titus.polytechnique.fr (Thierry Besancon)
Yes bjpt@cs.mu.oz.au
Yes black@seismo.CSS.GOV (Mike Black)
Yes bogert@acs.ucalgary.ca
Yes borchers@jupiter.nmt.edu (Brian Borchers)
Yes cammejpm@camme.ac.be (J.-P. Malisse CAMME project)
Yes cammels@camme.ac.be (L. Schwind CAMME project)
Yes cdl@mpl.UCSD.EDU (Carl Lowenstein)
Yes ceilidh!pinata.LOCAL!dnichols@uunet.UU.NET (Don Nichols (DoN.))
Yes charette@cheetah.det.dec.com (Mark Charette)
Yes ciotti@nas.nasa.gov (Robert B. Ciotti)
Yes crb11@cus.cam.ac.uk (Colin Bell)
Yes d-lewart@uiuc.edu (Daniel S. Lewart)
Yes david%joshua.UUCP@mathcs.emory.edu (C. David Cooke)
Yes david@ppws18.plk.af.mil (David Bell (505) 846-4479)
Yes davis@nod.bms.com (Malcolm Davis)
Yes dfk@wildcat.dartmouth.edu (David Kotz)
Yes dfreuden@ma9118.shearson.com (David Freudenstein)
Yes dob@inel.gov (Dave Brooks)
Yes dot@Athena.MIT.EDU
Yes dps7679@hexad.boeing.com (David P. Smith)
Yes etcchiam@ntu.ac.sg (Chiam Tee Chye)
Yes flebbe@wega.tat.physik.uni-tuebingen.de (Olaf Flebbe)
Yes fromme@ipc1.rrzn.uni-hannover.dbp.de
Yes gdsjaar@somnet.sandia.gov (Gregory D. Sjaardema)
Yes george@bodnext.bio.dfo.ca (George White)
Yes gerd@zaphod.physik.fu-berlin.de (Gerd Buntkowsky)
Yes gershon@gr.cs.utah.edu (Elber Gershon)
Yes gisli@liapunov.eecs.umich.edu (Gisli Ottarsson)
Yes gondwana@basalt.mit.edu (Matthias Imhof)
Yes greenbrg@apollo.srl.ford.com (Jeff Greenberg)
Yes grf@lambda.ma.adfa.oz.au (Glenn Fulford)
Yes grimm@pms-hh.uucp (Rainer Grimm)
Yes gs@diab.se (Greger Sernemar)
Yes heiko@groucho.chemie.fu-berlin.de (Heiko Schlichting)
Yes heinau@groucho.chemie.fu-berlin.de (Vera Heinau)
Yes heiner@heinihh.hanse.de (Heiner Strauss)
Yes hendrix@oasys.dt.navy.mil (Dane Hendrix)
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Yes jmower@geog.albany.edu (Jim Mower)
Yes jonathan@hoffmann.ph.utexas.edu (Jonathan Thornburg)
Yes jw24@tower.york.ac.uk (J Waldmann)
Yes jxt@hayworth.lanl.gov (John Turner)
Yes kennedy@ssi-s.pegasus.com (Tom Kennedy)

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Yes korz@bach.cs.columbia.edu (Frederick Korz)
Yes lafont@aioh.ilab.toshiba.co.jp (Lafont Denis)
Yes lofdahl@royacs.sunet.se
Yes lrul00@euler.kodak.com (Richard C. Dempsey)
Yes macphed@dvinci.usask.ca (Ian MacPhedran)
Yes makarewy@rft31.nas.nasa.gov (Alex Makarewycz)
Yes matthias@perm.geologie.uni-freiburg.de (Matthias Rauer)
Yes mccann@merak.cc.nps.navy.mil (Mike McCann)
Yes melchers@chico.chemie.fu-berlin.de (Bernd Melchers)
Yes mgold@hydra.convex.com (Moshe Goldberg)
Yes michaelv@mnveger.uucp (Michael Vishchers)
Yes mp@rob.cs.tu-bs.de (Martin)
Yes mroussel@alchemy.chem.utoronto.ca (Marc Roussel)
Yes nhan@chemc2.chem.washington.edu
Yes ostebee@stolaf.edu (Arnold Ostebee)
Yes pacdata!jimh@UCSD.EDU (Jim Harkins)
Yes paolo petta
Yes pb@cs.du.edu (PB Schechter)
Yes peba1231@camillo.fb12.tu-berlin.de (Peter Bartsch)
Yes peter@jarthur.Claremont.EDU
Yes petit@smop.fr.mugnet.org (Bertrand Petit)
Yes pj04781
Yes pjnesser@rocket.com (Philip J. Nesser)
Yes pln@egret1.Stanford.EDU (Patrick L. Nolan)
Yes prisant@cs.duke.edu (Michael G. Prisant)
Yes przemek@rrdstrad.nist.gov (Przemek Klosowski)
Yes pvdl@hermes.bouw.tno.nl (Peter van de Leur)
Yes raj@cfa272.harvard.edu (Raj Manandhar)
Yes rao@tree.egr.uh.edu
Yes ravi@sole.wti.com (Ravi Raj)
Yes reinitz-john@CS.YALE.EDU (John Reinitz)
Yes rjh2@lehigh.edu (Ronald J. Hartranft)
Yes rjl@fawlty6.eng.monash.edu.au (Russell Lang)
Yes rkc@xn.ll.mit.edu
Yes rob@dutetvd.ET.TUDelft.NL (Rob Beukers)
Yes root@ilfb03.tuwien.ac.at (Gerhard Schneider)
Yes ross@coral.cs.jcu.edu.au (Ross Milward)
Yes rovero@oc.nps.navy.mil (Josh Rovero)
Yes rreiner@nexus.yorku.ca (Richard Reiner)
Yes rrosen@cesl.rutgers.edu (Robert Rosenbaum)
Yes rsm@math.arizona.edu (Robert S. Maier)
Yes rthomson@dsd.es.com (Rich Thomson)
Yes ruman@maemaster.eng.uci.edu (ruman)
Yes russo@rudedog.nrl.navy.mil (Kevin Russo)
Yes rvenable@helix.nih.gov (Richard M. Venable)
Yes sartori@chico.chemie.fu-berlin.de (Fredo Sartori)
Yes sci34hub!tybrin4!tybrin1!trey@uunet.UU.NET (Trey McClendon)
Yes scott@craycos.com (Scott Bolte)

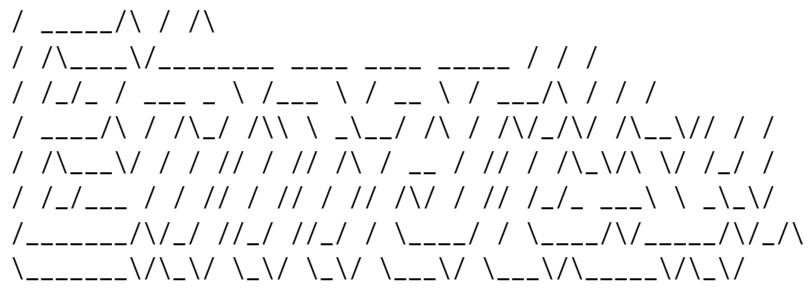
Yes se@risc3.mi.Uni-Koeln.DE (Stefan Esser)
Yes sean@pet.mni.mcgill.ca (Sean MARRETT)
Yes shambhat@enel.ucalgary.ca (Sooryanarayana K. Shambhat)
Yes shan@techops.cray.com (Sharan Kalwani)
Yes smith@metatron.harvard.edu
Yes sondeen@ISI.EDU
Yes spotz@cfdlab.ae.utexas.edu (William Spotz)
Yes spz@specklec.mpifr-bonn.mpg.de (S.P.Zeidler)
Yes srivasta@graceland.pilgrim.umass.edu
Yes ssi!fcc@uunet.UU.NET (Frank C. Christofferson)
Yes stefan@freeman.phys.nwu.edu (Stefan Bei der Kellen)
Yes thomas kolarik
Yes tim@crash.canon.co.uk (Tim F O'Donoghue)
Yes tim@les.ethz.ch (Timothy Hanlon)
Yes tim@resmel.bhp.com.au (Tim Monks)
Yes tkacik@hobbes.cs.gmr.com (Tom Tkacik CS/50)
Yes tom@wheeler.wrc.unr.edu (Tom Brikowski)
Yes tony@indigo3.aa.nps.navy.mil (Tony Cricelli)
Yes toy@alydar.crd.ge.com (Raymond L. Toy)
Yes tpw@ama.caltech.edu (Thomas P. Witelski)
Yes umberto@aomc.jussieu.fr (Umberto D'Ortona)
Yes uunet!fe2o3!rusty@uxc.cso.uiuc.edu (Rusty Haddock)
Yes van-bc!finning!tom (Tom De Pauw)
Yes vincent@dionysos.thphys.ox.ac.uk
Yes volker@volki.toppoint.de (Volker Heiss)
Yes vu2gmc%navier@hub.ucsb.edu (Sitaram Ramaswamy)
Yes weg@mace.cc.purdue.edu (Eythan Weg)
Yes wonga@steam.chem.su.oz.au (Adrian Wong)
Yes woo@ra-next.arc.nasa.gov (Alex Woo x6010 227-6 rm 315)
Yes woody@gergu2.tamu.edu (Woody Lee)
Yes x14@ix.urz.uni-heidelberg.de (Helmut Beisel)
Yes zrsuk01@convex.zdv.uni-tuebingen.de (U. Koch)
Yes zuazaga@ucunix.san.uc.EDU (Humberto Ortiz-Zuazaga)

3112. Re: Humor (unintentional?) (was Re: Free Commercial Software)

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 19:20:28 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Sep24.192028.27499@magnus.acs.ohio-state.edu>
Source record: 217213

In article <2514@devnull.mpd.tandem.com> dunham_jerry@Tandem.com (Jerry Dunham) writes:
>In article <TJ06NZI@zelator.in-berlin.de> techno@zelator.in-berlin.de (Frank Dahncke) writes:
>
>]>In my understanding, vi is comparable and most probably superior to
>]>WordPerfect, but for REAL power one should always use The One True
>]>Editor (GNU Emacs, you ignorant heathens). It is bigger than vi, but
>]>only the lesser enlighten minds consider mortal things like memory and
>]>speed as important as the power and righteous thinking provided by
>]>The One True Editor.
>]
>]I'm sorry, but didn't EMACS stand for Eight Megabytes And Constantly
>]Swapping ? Or was it Escape Meta Alternate Control Shift ?
>]Give me vi any day !
>
>Why can't y'all see that EASL is the One True Editor? One has to be
>mentally dysfunctional to even consider vi or emacs.

Not that I'm entirely sure this shouldn't be moved to one of the Unix
groups, or more likely to comp.religion, but...



And we all know the biggest text wins the flamewar :-)

Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | Captain, it's too dangerous for you to lead the away
`---- | team. Besides, it's my turn. You promised! Pleeease!

3113. Re: Falcon vs TT

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 19:32:34 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep24.193234.2196@newshost.lanl.gov>
Source record: 217217

In article 19180@uni2b.unige.ch, morris@divsun.unige.ch (mike morris) writes:
>I had been planning to buy a TT in the next month or so; but I am
>beginning to wonder about the Falcon . . .
>
>Does anyone have any info about running "ordinary" applications -
>notably Calamus and the French word processor Le Redacteur - on
>the Falcon?

Calamus _does_ work on the Falcon. Have not seen Redacteur run on the new "bird"
but I can't imagine why not. By and large, the Falcon is _more_ compatible with
existing ST applications than the TT is. MultiTOS may cause some older programs
a few problems, however.

Make no mistake, however, the Falcon should not be considered a replacement for
the TT as the TT is inherently more powerful. Then again, it all depends on what
you want to do with the machine. If you lean towards sound/music & graphics,
then the Falcon should be a real "contenda."
>
>Are the develeopers out there?

Yes. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3114. Re: Atari falcon memory speed

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 19:38:00 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep24.193800.2955@newshost.lanl.gov>
Source record: 217218

In article 717356148@csi.compuserve.com, j.rohde@csi.compuserve.com (Joe Rohde) writes:
>In article <1992Sep24.150328.23230@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
>>From: hutch@bellman.lanl.gov (John Hutchinson)
>>Subject: Re: Atari falcon memory speed
>>Date: 24 Sep 92 15:03:28 GMT
>
>>In article 353@sma2.rain.com, jkrakover@sma2.rain.com (jonathan) writes:
>>>Concerning the Atari Falcon memory speed, does anyone know the ns speed of
>>>chips needed. I already understand that Atari will sell memory boards in
>>>1, 4, 14 meg configuration, however, it is usually MUCH cheaper to buy
>>>memory in simm modules and hack them in to the machine, as it what I did
>>>on my 1040ST.
>
>>Ha! That's where they've got you, Jonathan. The Falcon does not use SIMMs but
>>rather a proprietary memory board available _only_ from Atari.
>
>Ha, That's where he's got you John. The original article talks of hacking
>SIMMs into a 1040ST. The ST did not take SIMMs either. I assume the
>original poster knew exactly what he said. Now whether there is room
>in the case to 'hack' SIMMs into is another problem.
>
>Joe

Right you are, Joe, and my apologies to Jonathan if that was his intent. Just because it doesn't come that way from the factory is no reason to believe that some enterprising soul cannot develop a workaround to use SIMMs in lieu of the standard Atari memory board. And judging by the profusion of trace cuts, solder splashes, jumper wires, baling wire and band aids in my old original 1040, we Atarians have proven damned good at engineering new goodies in an old box.

Hey, hear that? That's the sound of opportunity knocking! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3115. ** Laser C for sale **

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 19:55:49 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep24.195549.5638@newshost.lanl.gov>
Source record: 217220

I've got a like-new copy of the latest version of Laser C (for the Atari ST) that is just sitting on my bookshelf. I've never used it, maybe someone out here can. I think it also has the separate debugger package(?) or something (like I said, I've never used it but I can check for you).

Make me a reasonable offer and it's yours.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3116. GCC 2.2 for ST

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 20:12:19 UTC
From: tries@obelix.kph.uni-mainz.de
Message-ID: <PQB7N6S@minnie.zdv.uni-mainz.de>
Source record: 217224

Hi guys,

where can I find GCC-2.2 + G++ (i.e., the actual version of GCC and G++)
for ATARI-ST ?

Thanx

Volker
TRIES@SERVER.PHYSIK.UNI-GIESSEN.DE
TRIES@OBELIX.KPH.UNI-MAINZ.DE
TRIES@V3200A.EE.UNI-SB.DE

3117. CLALMUS 2 PS ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 20:16:46 UTC
From: tries@obelix.kph.uni-mainz.de
Message-ID: <TQB7U8S@minnie.zdv.uni-mainz.de>
Source record: 217225

How can one convert CALAMUS documents or CALAMUS Vector Graphics
to Postscript?
Is the format of the above mentioned files known?

Ciao...
Volker
TRIES@SERVER.PHYSIK.UNI-GIESSEN.DE
TRIES@OBELIX.KPH.UNI-MAINZ.DE
TRIES@V3200A.EE.UNI-SB.DE

3118. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 20:36:53 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <68920@hydra.gatech.EDU>
Source record: 217221

In article <1992Sep22.071630.18726@actrix.gen.nz>
Steven.Wells@bbs.actrix.gen.nz writes:

>Very good gadget! Another good reason not to buy an atari, seeing as
>this does everything for a fraction of the cost!

This is a ludricous statement. No emulator is perfect and Gemulator
is no exception. From a preview I read there are many programs
incompatible with Gemulator, hard disk support is shaky, on a 486 runs
at 1.5 times a normal ST, and it requires 7 Mb of RAM when run under
DOS. Certainly some of these will change by final release, but I
wouldn't expect miracles.

>Darek has come up with a sure winner - When (IF) I manage to get rid
>of my ST, I'll have to try & buy it - but selling an atari is hard
>work, no one is interested in this country!

A winner? I think it will be a flop. It has no appeal to long time
MS-DOS users (which is the market for this product). Mostly ex-Atarians
will be interested in it (ST owners have always been a small market).
I'm not convinced there is any software so unique to the ST that any
DOS user couldn't find an equivalent product that would run much better
(in terms of speed and compatibilty) to justify the purchase of Gemulator.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

3119. Press Coverage of Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 21:17:58 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <Sep24.211758.56705@yuma.ACNS.ColoState.EDU>
Source record: 217223

Did any newspapers pick up the Boston unveling of the Falcon on Sep. 23?

Bob Komives
The Fort Collins Coloradoan ..... No

3120. STZip 2.0 released

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 23:12:07 UTC
From: vincent@stell.fr.mugnet.org
Message-ID: <1992Sep24.231207.626@stell.gna.org>
Source record: 217196

I've uploaded STZip 2.0 to atari.archive.umich.edu as stzip20.tos (self extracting file, currently in /atari/new but will probably be moved).

STZip 2.0 is a major upgrade, with a new and better compression algorithm (compatible with Unzip 5.0 and Zip 1.9 recently released for Unix in alt.sources). It also adds crypting, updating and freshening zip files, creation and handling of self extracting files, interface that should work slightly better with MultiTOS, and a few other changes and bug fixes.

STZip is postcardware.

--

vincent@stell.fr.mugnet.org

3121. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 23:27:45 UTC
From: landrews@outb.wimsey.bc.ca
Message-ID: <landrews.05e6@outb.wimsey.bc.ca>
Source record: 217169

>Good Job Luke. Now thats the Stoneacres person I like!!! =)
>
> (BTW everyone call SToneacres)
> 604-733-5853

Hmm... Dave. :) Nice to see you here. Well, while I doubt people in Germany and the UK would like to escalate their phone bills that much just to call a Vancouver, BC board, it is there anyway.

--- Via UCI v1.02 (C-Net Amiga)

Luke Andrews /*/ landrews@outb.wimsey.bc.ca. /*/ Vancouver, BC
=--=
"We can rise and fall like empires, flow in and out like the tide, be vain
and smart, humble and dumb, we can hit and miss like pride."
- Neil Peart
"Anyway, can a dead person sue for libel?" - "DGHDA" (Douglas Adams)

3122. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 23:34:43 UTC
From: landrews@outb.wimsey.bc.ca
Message-ID: <landrews.05ec@outb.wimsey.bc.ca>
Source record: 217170

>From Yoshi:
>
><blah blah blah, promoting soon-to-be Famicom hardware and PCs for everything >else>

Okay. As much as I would like to belive the Super Famicom is just a HUNKY-DORRY piece of hardware, why is it I know no person who owns one, nor do I care?

Anyway, you say that if the Famicom doesn't do what the Falcon CAN do, the buy a IBM clone.

Well, see, the thing is, if you wanted to run a program better than Calamus, then you would probably go for Pagemaker or something similiar, and really, to run Pagemaker, you need at least a 386DX and VGA graphics, plus you have to pay for Windows 3.1 or OS/2 or whatever.

So, in the end, you pay around $1500 - $2000 for your PC system, when you could get the Atari Falcon for $1200-$1300? Plus the Falcon has excellent sound hardware, and you have to pay even MORE on the IBM to get that. Plus the DSP chip which everyone is raving about.

Plus a real multi-tasking GUI interface, and no 640k limit.

Show me a program on the IBM that is as easy to use and intuitive as GEM with TOS 2.06 and THEN I'll agree with you.

--- Via UCI v1.02 (C-Net Amiga)

Luke Andrews /*/ landrews@outb.wimsey.bc.ca. /*/ Vancouver, BC
=--=
"We can rise and fall like empires, flow in and out like the tide, be vain
and smart, humble and dumb, we can hit and miss like pride."
- Neil Peart
"Anyway, can a dead person sue for libel?" - "DGHDA" (Douglas Adams)

3123. Re: Anybody got Powerdos?

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 23:38:48 UTC
From: landrews@outb.wimsey.bc.ca
Message-ID: <landrews.05ei@outb.wimsey.bc.ca>
Source record: 217171

> Has anybody had the chance to work with the freeware program called
>Powerdos? It's supposed to be a Gemdos replacement that has been posted on
>Compuserve and Genie. If so, is it a true improvement and can you post it
>to atari.archive?

The version I tried was INCREDIBLY buggy, and hogged over 200k of RAM, so I decided it wasn't worth it.

However, there is a newer version from whatever I was using, so maybe some of the bugs were fixed.

I am running a TOS 1.0 machine with 1 meg RAM, and it performed better than having FATSPEED and Pinhead installed, so it does show some promise, but not enough to warrant 200k of RAM on only 1 meg.

--- Via UCI v1.02 (C-Net Amiga)

Luke Andrews /*/ landrews@outb.wimsey.bc.ca. /*/ Vancouver, BC
=--=
"We can rise and fall like empires, flow in and out like the tide, be vain
and smart, humble and dumb, we can hit and miss like pride."
- Neil Peart
"Anyway, can a dead person sue for libel?" - "DGHDA" (Douglas Adams)

3124. Re: ROM/Hard Drive Anomaly

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 23:44:13 UTC
From: landrews@outb.wimsey.bc.ca
Message-ID: <landrews.05eo@outb.wimsey.bc.ca>
Source record: 217172

>This may be a common problem but it is new to me. My old STFM
>died and I purchased a used ST to replace it. The old STFM had
>1.0 ROMs and the replacement ST has 1.4 ROMs. I have an Atari
>Megafile 30 which I connected to the replacement ST. Whenever
>I boot from the hard drive, the program (.PRG) files on the hard
>and floppy drives show as normal files, not executables. I
>can't execute any of the software on the hard drive unless I put
>it in the AUTO folder. When I click on the program name or icon
>I get the dialog box saying I can only print or show the file.
>
>When I boot from floppy disk, turning off the hard drive, everything
>works fine. Has anyone seen this before? What gives?

Okee doke. Your problem is the incompatibilities with TOS 1.0 and TOS 1.4 DESKTOP.INF files.

Delete your old DESKTOP.INF file and start from scratch (ie, boot up with no DESKTOP.INF and go from there, creating your ideal configuration).
The reason that .PRGs do execute in the first place is that there is a line in your DESKTOP.INF file that tells the computer that any file that is a .PRG should be executed.

And for some reason, TOS 1.0 and TOS 1.4 have very different formats for DESKTOP.INF so it doesn't work properly.

--- Via UCI v1.02 (C-Net Amiga)

Luke Andrews /*/ landrews@outb.wimsey.bc.ca. /*/ Vancouver, BC
=--=
"We can rise and fall like empires, flow in and out like the tide, be vain
and smart, humble and dumb, we can hit and miss like pride."
- Neil Peart
"Anyway, can a dead person sue for libel?" - "DGHDA" (Douglas Adams)

3125. Re: Atari falcon memory speed

Newsgroup: comp.sys.atari.st
Date: 1992-09-24 23:58:47 UTC
From: jkrakover@sma2.rain.com
Message-ID: <1992Sep24.235847.918@sma2.rain.com>
Source record: 217153

In article <1992Sep24.193800.2955@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 717356148@csi.compuserve.com, j.rohde@csi.compuserve.com (Joe Rohde) writes:
>>In article <1992Sep24.150328.23230@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
>>>From: hutch@bellman.lanl.gov (John Hutchinson)
>>>Subject: Re: Atari falcon memory speed
>>>Date: 24 Sep 92 15:03:28 GMT
>>
>>>In article 353@sma2.rain.com, jkrakover@sma2.rain.com (jonathan) writes:
>>>>Concerning the Atari Falcon memory speed, does anyone know the ns speed of
>>>>chips needed. I already understand that Atari will sell memory boards in
>>>>1, 4, 14 meg configuration, however, it is usually MUCH cheaper to buy
>>>>memory in simm modules and hack them in to the machine, as it what I did
>>>>on my 1040ST.
>>
>>>Ha! That's where they've got you, Jonathan. The Falcon does not use SIMMs but
>>>rather a proprietary memory board available _only_ from Atari.
>>
>>Ha, That's where he's got you John. The original article talks of hacking
>>SIMMs into a 1040ST. The ST did not take SIMMs either. I assume the
>>original poster knew exactly what he said. Now whether there is room
>>in the case to 'hack' SIMMs into is another problem.
>>
>>Joe
>
>
>Right you are, Joe, and my apologies to Jonathan if that was his intent. Just
>because it doesn't come that way from the factory is no reason to believe that
>some enterprising soul cannot develop a workaround to use SIMMs in lieu of the
>standard Atari memory board. And judging by the profusion of trace cuts, solder
>splashes, jumper wires, baling wire and band aids in my old original 1040, we
>Atarians have proven damned good at engineering new goodies in an old box.
>
>Hey, hear that? That's the sound of opportunity knocking! :)
>---
>
>_____________________________ John "HUTCH" Hutchinson ____________________________
>_____________________ Fair Dinkum Technologies Member - IAAD _____________________
>_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
>_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
>
>
Thanks for backing me up Joe, and yes that was my intent, although I can
understand how John got confused by my lack of wording. Anyways, if there

is space for memory modules, I'm sure SIMM's could be fitted in (espessially those two chip models). However, my question still stands---How fast would they need to be? My guess is faster than 100ns?
Thanks,
Jonathan

3126. Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 00:00:06 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1992Sep25.000006.26928@megadata.mega.oz.au>
Source record: 217233

Greetings to all the OZ and NZ netters,
The Falcon030 is scheduled for release here in Australia in early 1993
and apparently will cost less than A$1000 at the entry level, which is
on par with the US$799 we hear on the net. I believe the marketing will
be done through the retailers rather than an official announcement and
organised show.

Sla/n go fo/ill,
Risky B.

Geoff Swan (research & development) _--_|\ swanee@megadata.oz.au
Megadata Pty Ltd / \
2/37 Waterloo Rd, North Ryde, _.--._/ +61 2 805 0899
NSW 2113, Australia. v (Fax) +61 2 887 4847

3127. Postings to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 00:09:12 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1686C10D58.C556212@mizzou1.missouri.edu>
Source record: 217235

I am curious, can anyone make a posting to comp.binaries... or do I need some sort of special permission or something? If not, how big should I set my uuencodings to?
Thanks....
Jeoff Hines c556212@mizzou1.missouri.edu

3128. help with Uniterm macros...

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 00:12:21 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1686C10E15.C556212@mizzou1.missouri.edu>
Source record: 217236

I just spent about 2 hours trying to edit one of the sample macros from atari.archive for uniterm 2.0E and I have had it!!!
For some reason I can't get a reading from the terminal, and I cant do a send. (question: does r n mean return and linefeed?) I am trying to set up an autologin for my mainframe. (could the 7 bit Even Parity be throwing a wrench in my works?) I tried a command like:
ge('ENTER TERMINAL TYPE: ',20) w(10) se ('VT100')
but it never went off, it just sat there for a while and then the macro halted (because the timeouts had passed?) and I was in terminal mode.
Any help would be greatly appreciated...
Jeoff Hines c556212@mizzou1.missouri.edu

3129. Re: Atari falcon memory speed

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 00:23:24 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Sep24.172324.1@violet.ccit.arizona.edu>
Source record: 217231

In article <1992Sep24.150328.23230@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
> In article 353@sma2.rain.com, jkrakover@sma2.rain.com (jonathan) writes:
>>Concerning the Atari Falcon memory speed, does anyone know the ns speed of
>>chips needed. I already understand that Atari will sell memory boards in
>>1, 4, 14 meg configuration, however, it is usually MUCH cheaper to buy
>>memory in simm modules and hack them in to the machine, as it what I did
>>on my 1040ST.
>
> Ha! That's where they've got you, Jonathan. The Falcon does not use SIMMs but
> rather a proprietary memory board available _only_ from Atari. Trust me, they
> have been beaten severely over the head and shoulders about this stupid
> decision (IMHO) not to use industry standard SIMMs. And that's only ONE example
> of some really dumb things they have done in this machine's design. Don't take
> me wrong... the Falcon _is_ a nice machine. But when I think of what it COULD
> have been for little or no additional expense on Atari's part... GRRRRRRR!
>
>
> _____________________________ John "HUTCH" Hutchinson ____________________________
> ______________________ Fair Dinkum Technologies Member - IAAD _____________________
> ______________________ "No worries, mate... it's from Fair Dinkum!" _____________________
> _____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM ______________
>
>
>
>
>
> ---
>
> _____________________________ John "HUTCH" Hutchinson ____________________________
> ______________________ Fair Dinkum Technologies Member - IAAD _____________________
> ______________________ "No worries, mate... it's from Fair Dinkum!" _____________________
> _____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM ______________

Wrong. Come on, John. YOu were at the Glendale show. If you listened to
Atari at all, then you should know better. They specifically stated several
times that the Falcon will use a custom, but NOT proprietary, memory
expansion board. They also said that third party memory boards are already
in the works, so they should be available from companies other than Atari.
Not that this helps the original poster to put SIMs in his machine, that should
still require a few band-aids or something. :)
--

Doug Tarico

dtarico@ccit.arizona.edu Where's it gonna get you when
doug@sie.arizona.edu your time comes up?

3130. Re: MIPS ratings?

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 00:39:40 UTC
From: u894776@bruny.cc.utas.edu.au
Message-ID: <u894776.717381580@bruny>
Source record: 217232

vince@sci.kun.nl (V.G.J.M. Stoks) writes:

>Information about Processor Speed". The Falcon will be faster than the
>MIPS rating will show, since it has a 16MHz blitter and fast graphics.

Faster? don't forget single bus with no VRAM.
Yes caches on the 030 will mean normal thruput not drastically reduced by
graphics dma fetch hogging memory cycles - exception: in graphics work
there is no performance without memory cycles. Graphics work - window moving
etc... requires real memory bandwidth (locality caches don't help).

>The graphics are the part which slows a 386SX16 down so much you can't
>run Windows on it nicely unless you slap out a whopping amount of cash
>for a fast VGA card.

Fact: to do a fair comparison - imagine falcon in 640x480x256 [vga]
vs cheap 386 clone. Now a cheap 386SX@25 costs about $1500AU
[includes vga monitor, 40meg HD], with poor graphics card - say another $150
to upgrade to a decent graphics card. My guess a similar setup for the falcon
will come in around $2000AU.

Fact: regardless of video mode on ibm clone - the cpu will not be slowed
by video memory fetching - ie the thruput under a real multitasking OS will
be higher on the pc clone, but the graphics updates so slow... as we all know :)

However don't forget 640x480x256 is a huge mode compared with the old joke
modes on the atari ST. The windowing system will typically be moving around
10x the data of the old atari ST modes [2.4x for 480 vs 200, another 4x
for the new found bitplane depth] - add to this the burden this fetch places
on the single bus memory system. Now I'm not sure at what these vga modes
run at, but my guess is about 60Hz - thus the 640x480x256 mode chews over
18megabytes per second. Now what speed does the bus on the falcon provide?
My guess is the bus is a 32megabyte per second job [given that 640x480x65k not
possible] - although I spose it could possibly be 64 megabytes per second [I
doubt it tho]. The important thing out of all these numbers is that the
graphics system on the falcon will probably be reduced to a near crawl in
the 640x480x256 mode - so its unfair to call cheap 386 clones slow, when
the falcon will be in the same boat.

Summary:
Falcon will blow any computer away for sound.
Falcon will blow most computers away for game graphics.
Falcon will be mediocre in high res/colour GUI work.

3131. Re: CD-ROMS for Atari Software - Any available?

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 03:30:25 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <eX1mRB3w164w@tcpbbs.pcn.org>
Source record: 217241

der@hpuerca.atl.hp.com (Dave Ritchie) writes:

> Are there any CD-ROMs existant for the Atari? I have a PC also with
> a CD drive and would like to procure CD-ROMS for that contain ST software.
>
> -- Dave Ritchie
> der@hpuerca.atl.hp.com

I do believe that WizWorks has a CD which contains several Megs of clip art and ImageCat. The CD is either being marketed by WizWorks or Joppa. I think Joppa also has another CD but I'm not sure what's on this CD.

By the way, when you say "CD-ROMS" I'm assumming that you mean compact disks (CD's).

Joseph Adato

3132. Re: Can I re-partition HD without backing it up?

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 03:33:29 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <i31mRB4w164w@tcpbbs.pcn.org>
Source record: 217244

syl@bcserv.wustl.edu (Syl the Wallydraigle) writes:

> C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
>
> > I have 6 partitions on my HD (everything from utils to music to pics)
> >and I want to take a few Megs from the less intensive areas and put them
> >into partitions I use more frequently. Do I have to do it and then restore
> >my drive, or can I just do it?
>
>
> Just do it! That's what I say.
>

If you re-partition your hard drive, you're going to lose all the
information is contains. It is therefore necessary to save all you
files to disk (or some other media) so you can write it back to the
hard drive after you've re-partitioned it.

Joseph Adato

3133. Re: Calamus fonts

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 03:57:13 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <362mRB6w164w@tcpbbs.pcn.org>
Source record: 217242

> >Computer Safari has several disks full of Calamus fonts. You could also
> >get in touch with Cherry Fonts (another good source for Calamus fonts).
>
>
> Does anybody have their addresses/fax numbers??
> Ta, Mike

the address of Computer Safari is; 606 W. Cross St.
Woodland, CA 95695
The phone # is; 1-(916)-666-1813

Joseph Adato

3134. Re: Latest Lharc? help!

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 04:00:01 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Sep25.040001.13850@msuinfo.cl.msu.edu>
Source record: 217237

wilsont@prism.CS.ORST.EDU (Timothy E. Wilson) writes:

>I've run into quite a few files recently that I can't un-lzh.
>i had to use my clone at work to get them to uncompress. (ick)
>so if anyone could upload the newest lharc to aa or comp.sources.atari
>please do so.

The latest version of LHArc in the Atari environment is v2.01L by Tom
Quester. It should be at a.a, considering it's been available for
MANY months.

-MOlin

3135. Re: Timeworks DTP and Word Perfect files!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 04:01:39 UTC
From: joeadato@tcpbbs.pcn.org
Message-ID: <gD3mRB7w164w@tcpbbs.pcn.org>
Source record: 217243

richardson@sscl.uwo.ca writes:

> For the first time ever I tried importing a Word Perfect file into Timeworks
> DTP (version 1)...obviously it didn't work! Has anyone had this import work?
> If so what version of WP was the file? It imported some text, but all the
> control codes also seemed to be there...a real mess :^(Anyway, any help wou
> be appreciated,
>
> T.T.F.N.
> JR.
>

I think you're going to have to first save your WordPerfect files as TEXT
(ASCII) and bring it into TimeWorks DTP that way. This of course means
that you will have lost any underlining, SubScript, etc. you might have
created with WordPerfect.

Joseph Adato

3136. Re: Anybody got Powerdos?

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 04:32:29 UTC
From: ekrimen@wet.UUCP
Message-ID: <4317@wet.UUCP>
Source record: 217239

In article <1992Sep24.025640.12652@eng.umd.edu> rabino@eng.umd.edu (Michael Rabinovitz) writes:
>
> Has anybody had the chance to work with the freeware program called
>Powerdos? It's supposed to be a Gemdos replacement that has been posted on
>Compuserve and Genie. If so, is it a true improvement and can you post it
>to atari.archive?

Yes to all your questions. :^)

I've run it on my TT, but I didn't find any improvement. Others that use it on their STs have noticed great improvement in disk access. Some have noticed degradation in modem throughput. I don't run it on my TT because it doesn't have any benefits for me.

I'd post it to a.a if I had a good connection. Hopefully, someone else will get it on there.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3137. Re: CLALMUS 2 PS ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 04:38:39 UTC
From: ekrimen@wet.UUCP
Message-ID: <4318@wet.UUCP>
Source record: 217250

In article <TQB7U8S@minnie.zdv.uni-mainz.de> tries@obelix.kph.uni-mainz.de (Volker Tries) writes:
>
>How can one convert CALAMUS documents or CALAMUS Vector Graphics
>to Postscript?
>Is the format of the above mentioned files known?

Apparently, the long-awaited Dataformer module for Calamus SL is supposed to do this. I'm not aware of any other solution. Anyone else?

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3138. Re: Can I re-partition HD without backing it up?

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 05:57:23 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Sep25.055723.1145@rhrk.uni-kl.de>
Source record: 217247

syl@bcserv.wustl.edu (Syl the Wallydraigle) writes:

>C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

>> I have 6 partitions on my HD (everything from utils to music to pics)
>>and I want to take a few Megs from the less intensive areas and put them
>>into partitions I use more frequently. Do I have to do it and then restore
>>my drive, or can I just do it?

>Just do it! That's what I say.

WHAT???? Then he has all his data lost!!

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3139. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 06:29:37 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <19ubkhINN8hi@golem.wcc.govt.nz>
Source record: 217245

In article <1992Sep24.130805.10131@uoft02.utoledo.edu>, steiner@jupiter.cse.utoledo.edu (jason "Think!" steiner) writes:
>someone once made a mac clone with a built in DSP. as part of the
>package they included some software that would make the DSP emulate
>a 9600 bps modem.
>
>how difficult would it be to rig the Falcon like this? that could be
>a big selling point...
>

It is suppost to be possible, but what i'm wondering is just what
does this DSP port have in the way of output/input... what does
it connect up to?
A more precise question would be how can it deal with all the phone stuff
like taking it off hook, putting it back on hook etc etc?

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

3140. upload to a.a.: TOS/MiNT bindings library for Turbo/Pure C

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 08:10:52 UTC
From: mh1@irz209.inf.tu-dresden.de
Message-ID: <OAC72OC@math.fu-berlin.de>
Source record: 217246
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.st

I just uploaded an archive containing a library with TOS/MiNT bindings for Turbo/
Pure C. From the distributions README:

```
------------------------------------------------------------------------------

-----------------------------------------
TOS and MiNT bindings for Turbo C / Pure C
by Ole Arndt, changes by Ulf Moeller
-----------------------------------------

OSBIND.LIB fully replaces PCTOSLIB. In contrast to the original Turbo C
library, this library is reentrant. All MiNT 0.95 bindings are implemented.

This library and the assembler sources may be freely copied.

EMail:
Ole_Arndt@f.maus.de
Ulf_Moeller@hh2.maus.de

------------------------------------------------------------------------------

This library is particularly interesting for Turbo C users who want to use the
Turbo/Pure C support in the next MiNT library.

I uploaded the archive (filename: pcosbind.zoo) to the following places:

atari.archive.umich.edu
ftp.rus.uni-stuttgart.de
ftp.uni-muenster.de

The archive should make it to the respective atari/programming or atari/mint
directory soon.

If you have questions concerning the library, forward them to
ulf_moeller@hh2.maus.de.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de
```

3141. Re: Atari falcon memory speed

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 08:30:53 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Sep25.083053.9179@cs.hw.ac.uk>
Source record: 217248

In article <1992Sep24.150328.23230@newshost.lanl.gov>
hutch@bellman.lanl.gov writes:
>... The Falcon does not use SIMMs but
>rather a proprietary memory board available _only_ from Atari. Trust me, they
>have been beaten severely over the head and shoulders about this stupid
>decision (IMHO) not to use industry standard SIMMs. And that's only ONE example
>of some really dumb things they have done in this machine's design. Don't take
>me wrong... the Falcon _is_ a nice machine. But when I think of what it COULD
>have been for little or no additional expense on Atari's part... GRRRRRRR!

Oh it's not that bad. The Falcon memory board contains nothing but memory
chips so third party vendors will be making boards very cheaply anyway.
I'm pretty sure there will be upgrade boards that will take SIMMs too.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

3142. Re: Wanted: HP Deskjet 500 setup file for 1st Word

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 08:38:40 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Sep25.033840.19328@hemlock.cray.com>
Source record: 217151

There are a bunch of files at atari.archive in the /printing (or /utilities?) directory called dj*.* and hp*.* -- amongst this lot is what you need to use your DJ500 with 1st Word, plus a whole lot more besides. I recommend getting your hands on all these goodies.

Cheers,

[M][a][r][c]

3143. JPG to GIF

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 09:04:53 UTC
From: kisaacso@nyx.cs.du.edu
Message-ID: <1992Sep25.090453.15501@mnemosyne.cs.du.edu>
Source record: 217249

Hey, I missed the JPG to GIF converter that was posted to comp.binaries.atari.st a few days ago. If somebody out there got a copy could you send it to me? I've

got a couple JPG pics I've had no way to convert until I saw this. Thanks!

Kevin Isaacson
kisaacso@nyx.cs.du.edu

3144. Re: Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 11:10:36 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <19us3clNNc2c@golem.wcc.govt.nz>
Source record: 217154

>The Falcon030 is scheduled for release here in Australia in early 1993
>and apparently will cost less than A$1000 at the entry level, which is
>on par with the US$799 we hear on the net.

>Geoff Swan (research & development) _--_|\ swanee@megadata.oz.au

I think you have the price in OZZ completly wrong, even a 1040STE sells
there for some A800, also we have been quoted a NZ price of at least
nz$2500, so I think you will be dreaming of a A$1000 price, more like A$2300...

Roger..... sheppard_r@kosmos.wcc.govt.nz

3145. Re: ATARI/IBM disk compatability, is it flawless?

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 11:17:41 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.717419861@rw8.urc.tue.nl>
Source record: 217155

sm86+@andrew.cmu.edu (Stefan Monnier) writes:

>I think you can. There is an argument when calling format
>on PCs which indicate the number of sectors per track.
>As I always used it with 9 sectors, I don't know whether it
>accepts 10. Just try !
Another possibility would be to use something like fdread on the IBM.
This is a small program that bypasses the MS-DOS check on the floppy
specs. It comes with FDFormat a program that allows disks formatted with
up to 100 tracks (if you want that :) and up to 21 or so sectors per
track (only on HD drives of coursE) limited to 10 on DD flops I think.
I also heard some rumors on the newer MSDOS versions accepting more
different formats but after trying the new DOS 5.0 I found no such
improvement. Of course they were afraid Atari would sue them for copying
their floppy control program.

Erlend.

3146. Re: Atari falcon memory speed

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 11:31:01 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Sep25.113101.29673@bas-a.bcc.ac.uk>
Source record: 217156

In article <j.rohde.44.717356148@csi.compuserve.com> j.rohde@csi.compuserve.com (Joe Rohde) writes:
>In article <1992Sep24.150328.23230@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
>>From: hutch@bellman.lanl.gov (John Hutchinson)
>>Subject: Re: Atari falcon memory speed
>>Date: 24 Sep 92 15:03:28 GMT
>
>>In article 353@sma2.rain.com, jkrakover@sma2.rain.com (jonathan) writes:
>>>Concerning the Atari Falcon memory speed, does anyone know the ns speed of
>>>chips needed. I already understand that Atari will sell memory boards in
>>>1, 4, 14 meg configuration, however, it is usually MUCH cheaper to buy
>>>memory in simm modules and hack them in to the machine, as it what I did
>>>on my 1040ST.
>
>>Ha! That's where they've got you, Jonathan. The Falcon does not use SIMMs but
>>rather a proprietary memory board available _only_ from Atari.
>
>Ha, That's where he's got you John. The original article talks of hacking
>SIMMs into a 1040ST. The ST did not take SIMMs either. I assume the
>original poster knew exactly what he said. Now whether there is room
>in the case to 'hack' SIMMs into is another problem.
>
>Joe

The TT RAM boards have extra (custom) logic chips on the boards... I wonder if the Falcon030 memory boards are similar?

If they are then hacking SIMMs on would be quite difficult.

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

3147. Re: Humor (unintentional?) (was Re: Free Commercial Software)

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 11:33:26 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Sep25.113326.32597@bas-a.bcc.ac.uk>
Source record: 217160

In article <2514@devnull.mpd.tandem.com> dunham_jerry@Tandem.com (Jerry Dunham) writes:
>In article <TJ06NZI@zelator.in-berlin.de> techno@zelator.in-berlin.de (Frank Dahncke) writes:
>
>]>In my understanding, vi is comparable and most probably superior to
>]>WordPerfect, but for REAL power one should always use The One True
>]>Editor (GNU Emacs, you ignorant heathens). It is bigger than vi, but
>]>only the lesser enlighten minds consider mortal things like memory and
>]>speed as important as the power and righteous thinking provided by
>]>The One True Editor.
>]
>]I'm sorry, but didn't EMACS stand for Eight Megabytes And Constantly
>]Swapping ? Or was it Escape Meta Alternate Control Shift ?
>]Give me vi any day !
>
>Why can't y'all see that EASL is the One True Editor? One has to be
>mentally dysfunctional to even consider vi or emacs.

EMACS is also known as Eventually Mallocs All Computer Store. :-)

>
>--
>Jerry Dunham dunham_jerry@tandem.com
>Tandem Computers, Inc. dunham@mpd.tandem.com
>Austin, TX (512)244-8598
> This opinion intentionally left blank.

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

3148. Re: Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 12:35:25 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1992Sep25.123525.22133@gdr.bath.ac.uk>
Source record: 217161

In the referenced article, swanee@megadata.mega.oz.au (Geoff Swan) writes:
>Greetings to all the OZ and NZ netters,
>The Falcon030 is scheduled for release here in Australia in early 1993
>and apparently will cost less than A$1000 at the entry level, which is
>on par with the US$799 we hear on the net. I believe the marketing will
>be done through the retailers rather than an official announcement and
>organised show.
>
> Sla/n go fo/ill,
> Risky B.
>---
>Geoff Swan (research & development) _--_|\ swanee@megadata.oz.au
>Megadata Pty Ltd / \
>2/37 Waterloo Rd, North Ryde, _.--._/ +61 2 805 0899
>NSW 2113, Australia. v (Fax) +61 2 887 4847

Really I reckon it would be far better if you guys the other countries
didn't mention how much you will be paying for your machines as I KNOW
that as usual we in England will be paying way over the odds for these
machines, typically in my experience we pay the same amount in UK
pounds as the Americans do in dollars!

Oh well such is life. (or c'est la vie for those language buffs).

Does anyone know why we always pay more in England? I've known cases
where it would have been cheaper to get on a ferry drive to Germany,
buy a machine and drive back, rather than buy from a UK distributor.

Mark

3149. Re: Atari falcon memory speed

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 12:59:00 UTC
From: j.rohde@csi.compuserve.com
Message-ID: <j.rohde.46.717425940@csi.compuserve.com>
Source record: 217162

In article <1992Sep24.235847.918@sma2.rain.com> jkrakover@sma2.rain.com (jonathan) writes:

> Thanks for backing me up Joe, and yes that was my intent, although I can
>understand how John got confused by my lack of wording.

No problem, and me too. After looking at my post this morning, I feel
it had a flame feel to it that was not called for. I'm glad everyone
took it in stride.

As to the SIMM speed, I would think the machine would have wait state
handling. Hopefully they would work with 100ns chips, but would also
be able to take advantage of 70/60 ns chips. I don't know the specs,
but that would just seem to be good design.

I sold my ST a couple of years ago, and am really tired of using
clones. If the Falcon has even marginal success I'm sure I'll be
getting one.

Joe

3150. Site for printer drivers???

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 13:11:06 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Sep25.091106.1@sscl.uwo.ca>
Source record: 217163

Does anyone know if there is a sit that carries printer drivers! I've recently had an awful time trying to find a driver for a 24 pin calamus set-up! I scoured a.a.u.e and couldn't find a driver subdirectory or any real help in \printing, anyone know of another site? I have a lot of addresses of sites...but I don't really have time off-peak to call 20 sites and look blindly for drivers!!! As always thanks in advance for any help!

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+--------------------------------------+ +--------------------------------+

3151. Re: Wanted: HP Deskjet 500 setup file for 1st Word

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 13:41:46 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Sep25.134146.23684@digi.lonestar.org>
Source record: 217167

In article <7061@tekig7.PEN.TEK.COM> georgew@tekig1.pen.tek.com writes:
> [...stuff deleted ...] What
>I need now is the printer configuration file for 1st Word.
> [... more stuff deleted ...]
>George.S.Walker@tek.com *OR* georgew@tekig1.pen.tek.com
>*OR* uunet!tektronix!tekig1.pen.tek.com!georgew

I have one that I did quite some time ago. If I remember it is fairly
complete for the the standard character set but I don't think that I did
much with the extended character set. I don't know how to send it to
the terminator, but I will be happy to e-mail you the .hex file. Send
me e-mail if interested.

Roy C. Gosewehr
--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

3152. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 14:06:17 UTC
From: saj@chinet.chi.il.us
Message-ID: <Bv50II.6I3@chinet.chi.il.us>
Source record: 217195

You're all a bunch of dummies. Everyone knows that an old guy with an abacus beat the fastest computer in the world. So if you're too lazy to learn to play arcade games on an abacus, all I can say is you deserve to get robbed by all those phony companies.
Steve

3153. Re: ICD Software- Most recent?

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 14:29:37 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <Bv51LF.o8@brunel.ac.uk>
Source record: 217166

apelled@cix.compulink.co.uk (Adam Pelled) writes:
:
: In article <1992Sep17.085527.27849@bas-a.bcc.ac.uk>, ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
: >In article <gwmeyer.716677247@vincent1.iastate.edu> gwmeyer@iastate.edu (Jane Meyer) writes:
: >>In <1992Sep16.104741.22780@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
: >>
: >>>Header pretty much says it all, really; what's the most recent
: >>>version of the ICD hard drive software, and where can I get it
: >>>from? (I think my current version is dated 1990, so I _may_ be
: >>>up to date already, but I'd rather know for sure! :)
: >>
: >>>--
: >>>Tim Wright. \ Real Life sucks
: >>>wrighttj@cs.aston.ac.uk \ losers dry.
: >>
: >>The most recent version of ICDBOOT that I've seen is 5.6.1 and it is only
: >>available for downloading (legally, that is) from the ICD BBS, GEnie, CIS,
: >>DELPHI and The CodeHeadquarters BBS. Any other download location is in
: >>violation of ICD's restrictions for distribution.
: >
: >Wouldn't it be nice if they had a UK distribution point. As the UK is not
: >very well networked, a download system would be more expensive than sending
: >a disk to the states and getting it sent back. Maybe ICD should get one of
: >the PD software libraries to carry it. This would cost people a lot less. I
: >would suggest someone like Floppyshop.
: >
: >What do other people think?
: >
: >>
: >>--Gordie Meyer
: >> biblinski@delphi.com
: >> Assistant Area Manager
: >> DELPHI's ST Advantage SIG
: >
: >
: >Steve
: >--
: >Addresses:-
: >JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
: >Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)
:

: Seems like a good idea to me. But why ICD insist on this policy i don't
: know. They must realise that it is completely ignored. What do you mean the
: UK isn't very well networked ? Doesn't seem like that from my POV.
:
: Adam.

Floppyshop already distribute the ICD utilities. I believe they are on disc UTL135.

3154. ST software FOR SALE -- *LOTS* of it!

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 14:34:07 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Sep25.143407.16606@unlinfo.unl.edu>
Source record: 217165

I'm selling out! My entire ST library is hereby up for grabs.

All of the software listed below includes all the original packaging
and documentation. To make things simple, I'm pricing ALL of this
software at a flat $14 each, which includes postage. Which means
there are some REAL bargains in here.

I'll be glad to answer any questions I can about individual programs.
First come (via email) first served. (You might want to list an alternate
choice or two.) I've also got LOTS of public doman disks and ST magazines
(with disks). I'll throw some in with each order (proportional to the
size of the order) as long as it lasts.

Gary Anderson
ganderso@unlinfo.unl.edu

UTILITIES/LANGUAGES/MISC:

AMERICA COOKS AMERICAN (cda)
ANALYZE (micro-systems)
DC UTILITIES (doubleclick)
EASEL/ST (computer fenestrations)
GFA ARTIST (michtron)
GFA BASIC (michtron)
GFA BASIC BOOK
GFA BASIC COMPANION
GFA OBJECT (michtron)
HIPPOCONCEPT (hippopotamus)
MADAME LIBRARIAN (astra)
MICRO KITCHEN COMPANION (cda)
MUSIC STUDIO (activision)
POPULOUS II (bullfrog)
SKYPLOT (robek)
SMOOTHTALKER (firstbyte)
STALK THE MARKET (quidnunc)
STALKER [modem software] (strata)
STOS: THE GAME CREATOR (mandarin)
TURBO ST (softrek)
ZOOMRACKS (quickview)

ART/CAD:

ART & FILM DIRECTOR (epyx)
CAD 3-D DESIGN DISK: ARCHITECTURE (antic)
CAD 3-D DESIGN DISK: FUTURE (antic)
CAD 3-D DESIGN DISK: HUMAN (antic)

CAD 3-D DESIGN DISK: INTERIORS (antic)
CAD 3-D DEVELOPERS DISK (antic)
CAD 3-D FONT & PRIMITIVES (antic)
CYBER CONTROL (antic)
CYBER PAINT (antic)
CYBER STUDIO (antic)
CYBERSCAPE DEMO (antic)
FIRST CADD (generic)
GENESIS (3-D MOLECULAR MODELER) (antic)
PRO SPRITE DESIGNER (eidersoft)
REAL-TIME 3D GRAPHICS (database)
SPECTRUM 512 (antic)
SPRITENSTEIN (lebri)
STEREOSCOPIC SLIDESHOW (antic)

SPORTS:

3D POOL (microprose)
CHAMPIONSHIP BASKETBALL (gamestar)
FINAL ASSAULT (epyx)
GRIDIRON (bethesda)
HARDBALL (accolade)
JACK NICKLAUS GOLF (accolade)
MICROPROSE GOLF (microprose)
MLB BASEBALL (microleague)
MLB: MANAGER/OWNER DISK (microleague)
MLB: STAT COMPILER (microleague)
MLB: STAT COMPILER (microleague)
ST POOL (shelbourne)
ST SHUFFLEBOARD (shelbourne)
TOURNAMENT GOLF (sega)
TV SPORTS FOOTBALL (cinemaware)
WAYNE GRETZKY HOCKEY (bethesda)

GAMES/SIMULATIONS:

3D CONSTRUCTION KIT (domark)
A DAY AT THE RACES (team)
AIRBALL (microdeal)
ALTERNATE REALITY (datasoft)
ANCIENT BATTLES (smith)
ANNALS OF ROME (pss)
ARMOUR-GEDDON (psygnosis)
AUSTERLITZ (mirrorsoft)
BALANCE OF POWER 1990 (mindscape)
BARD'S TALE (electronic arts)
BATTLE CHESS (interplay)
BATTLE OF WATERLOO (mirrorsoft)
BATTLEHAWKS 1942 (lucasfilm)
BORODINO (mirrorsoft)
BORROWED TIME (activision)

BREACH 2 (omnitrend)
CARRIER COMMAND (rainbird)
CENTERFOLD SQUARES (artworx)
CHAOS STRIKES BACK (ftl)
CHESSMASTER 2000 (software toolworks)
COHORT (impressions)
COLONIAL CONQUEST (ssi)
CONFLICT EUROPE (mirrorsoft)
CONQUESTS OF CAMELOT (sierra)
CORRUPTION (rainbird)
CRASH GARRETT (3re)
DEATH SWORD (epyx)
DEBUT (pandora)
DIPLOMACY (virgin)
DUNGEONMASTER (ftl)
DUNGEONMASTER CARTOGRAPHER (dreampark)
ELITE (rainbird)
EMPIRE (interstel)
F-15 II (microprose)
F-19 (microprose)
FALCON (spectrum holobyte)
FALCON MISSION DISK I (spectrum holobyte)
FEDERATION (spotlight)
FEUDAL LORDS (impressions)
FIREZONE (pss)
FLIGHT OF THE INTRUDER (spectrum holobyte)
FLIGHT SIMULATOR II (sublogic)
FLIGHT SIMULATOR: EUROPEAN SCENERY (sublogic)
FLIGHT SIMULATOR: HAWAIIAN SCENERY (sublogic)
FLIGHT SIMULATOR: JAPAN SCENERY (sublogic)
FLIGHT SIMULATOR: SCENERY #7 (sublogic)
FLIGHT SIMULATOR: SCENERY #9 (sublogic)
FLIGHT SIMULATOR: SCENERY #11 (sublogic)
GOLD OF THE AMERICAS (ssg)
GOLD OF THE REALM (magnetic images)
GONE FISH'N (interstel)
GREAT BATTLES (royal)
GUNSHIP [STf only] (microprose)
HACKER (activision)
HARD DRIVIN' II (tengen)
HARD NOVA (electronic arts)
HEATWAVE (accolade)
HUNT FOR RED OCTOBER (datasoft)
HUNTER (activision)
IMPERIUM (electronic arts)
INTO THE EAGLE'S NEST (pandora)
JET (sublogic)
JOUST (atari)
KILLING CLOUD (mirrorsoft)
KNIGHTS OF THE SKY (microprose)

LEMMINGS (psygnosis)
LOMBARD RALLY (mandarin)
LORDS OF CONQUEST (electronic arts)
M1 TANK PLATOON (microprose)
MAJOR MOTION (michtron)
MEAN STREETS (us gold)
MEGATRAVELLER I (paragon)
MIDWAY BATTLES (tdc)
MIDWINTER (rainbird)
'NAM (domark)
NAPOLEONIC BATTLES CONSTRUCTION KIT (impressions)
OH, NO! MORE LEMMINGS (psygnosis)
OIDS (ftl)
OUTRUN (sega)
OVERLORD (wright)
OXFORD GO PLAYER (cp software)
PICTIONARY (domark)
PINBALL WIZARD (accolade)
PIRATES! (microprose)
POLICE QUEST (sierra)
POWERDROME (electronic arts)
POWERMONGER (bullfrog)
PRESIDENT ELECT (logical design works)
PROFESSOR MARIARTI (krisalis)
QUESTRON II (ssi)
RAILROAD TYCOON (microprose)
RAMPAGE/SIMULCRA (microprose)
RED STORM RISING (microprose)
ROADWAR 2000 (ssi)
ROADWAR EUROPA (ssi)
ROGUE (epyx)
RORKE'S DRIFT (impressions)
SANTA PARAVIA (tdc)
SCRABBLE (leisure genius)
SENTRY (firebird)
SHADOWGATE (midscape)
SILENT SERVICE II (microprose)
SIM CITY (maxis)
SIM CIY TERRAIN EDITOR (maxis)
SPACE ROGUE (origin)
SPACE SHUTTLE (virgin)
SPACE STATION OBLIVION (epyx)
SPEED BUGGY (data east)
ST STAR RAIDERS (atari)
ST WARS (miles)
STAR TREK: THE REBEL UNIVERSE (simon & schuster)
STARFLEET I (interstel)
STARFLIGHT (electronic arts)
STARGLIDER 2 (rainbird)
STOCK MARKET (tdc)

STRIP POKER II (artworx)
STUNT TRACK RACER [STf only] (microprose)
SUNDOG (ftl)
SUPER OFF-ROAD (virgin)
SUPREMACY (melbourne house)
TALESPIN (microdeal)
TEST DRIVE (accolade)
TEST DRIVE II: CALIFORNIA DISK (accolade)
TEST DRIVE II: THE DUEL (accolade)
TEST DRIVE: THE SUPERCARS (accolade)
THEIR FINEST HOUR (lucasfilm)
THIRD REICH (avalon hill)
TOWER TOPPLER (us gold)
TRAILBLAZER (mindscape)
ULTIMA IV (origin)
UMS I (rainbird)
UMS II (rainbird)
UMS II: THE AMERICAN CIVIL WAR disks (intergalactic development)
UTOPIA (gremlin)
VIDEO VEGAS (baudville)
WAR IN MIDDLE EARTH (melbourne house)
WARGAME CONSTRUCTION SET (ssi)
WATERLOO (mirrorsoft)
WIZARD'S CROWN (ssi)
ZAK McKRACKEN (lucasfilm)
ZANY GOLF (electronic arts)

################

3155. Re: Atari falcon memory speed

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 16:30:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep25.163042.26429@newshost.lanl.gov>
Source record: 217174

In article 1@violet.ccit.arizona.edu, dtarico@violet.ccit.arizona.edu () writes:

>Wrong. Come on, John. YOu were at the Glendale show. If you listened to
>Atari at all, then you should know better. They specifically stated several
>times that the Falcon will use a custom, but NOT proprietary, memory
>expansion board. They also said that third party memory boards are already
>in the works, so they should be available from companies other than Atari.
>Not that this helps the original poster to put SIMs in his machine, that should
>still require a few band-aids or something. :)

Sorry, Doug, but I was corrected (and quite correctly) already by Joe Rohde
reference Jonathan's original message intent. I guess I missed Atari's
statement at Glendale about Falcon's memory board being custom but _not_
proprietary. It's difficult to attend all seminars when you have a booth to
man. Interesting though, as the word we (developers) have received before
was that the board _was_ proprietary but "not to worry as Atari will be a
great chip merchant" <quote-unquote>. Glad it's not proprietary after all.

And not to point any fingers, but people would be well-advised not to take
certain claims issued by Atari as "gospel". There _may_ be third party
memory boards in the works and there _may_ be 30+ "new" developers at work
hurriedly writing new Falcon apps and their _may_ be lots of other good news.
Being originally from Missouri, you've got to "show me" first. :) At any
rate, like I said before, I'm sure it will be possible to engineer a method
to incorporate standard SIMMs into the Falcon. My complaint was aimed at
Atari for not using SIMMs in the first place! Capiche'?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3156. Unix game "warp"

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 16:31:14 UTC
From: ken@isgtec.com
Message-ID: <3309@isgtec.isgtec.com>
Source record: 217184

Does anyone know of an ST port of the old Unix game "warp"? It was a real-time ascii graphics game loosely based on Star Trek, and it was great. I seem to recall seeing ports somewhere.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3157. Re: Zoo with UNIXMODE

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 16:33:14 UTC
From: subiaagb@w350zrz.zrz.tu-berlin.de
Message-ID: <MOC7DRC@mailgzrz.tu-berlin.de>
Source record: 217168

In article <RIDDERBUSCH.PAD.92Sep17090146@nozzle.sni.de>, ridderbusch.pad@sni-usa.com (Frank Ridderbusch, STO SI211) writes:
|> In article <92260.154601HAC041@DJUKFA11.BITNET> HAC041@DJUKFA11.BITNET (Konrad Hinsen) writes:
|>
|> > There seem to be many ST implementations of zoo 2.1 around. Does anyone
|> > know if any of them supports the UNIMXMODE convention used by the gcc library?
|> > I have a large archive in which all files have long names, and it would
|> > be tedious to rename them manually.
|>
|> > Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)
|>
|> As far as I know, there *not* many versions of ZOO 2.1 around (as
|> apposed to LHARC :-)), but only two.

A long time ago I got the sources of zoo (approx. v2.1), compiled it
with gcc 1.? and it's libraries and it worked fine. I'm using
it even today. The UNIXMODE environment is fully supported.

If there is anyone interested in getting it, please mail a request to one of
my addresses.

(I've lost the sources mentioned above. It would be very nice if somebody
could tell me a server where I can find the latest version of zoo sources.)

--

| Andr'e Pareis, |
| e-mail: pareis@cs.tu-berlin.de |
| subiaagb@w350zrz.zrz.tu-berlin.de |
| NeXT-mail: subiaagb@w271zrz.zrz.tu-berlin.de |

3158. Re: Can I re-partition HD without backing it up?

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 17:08:04 UTC
From: alf@skid.north.de
Message-ID: <a1273675@skid.north.de>
Source record: 217198

In <H.ea.1kHYwro5ydc@nasim.sta.sub.org> knarf@nasim.sta.sub.org (Frank Bartels) writes:

>In <syl.717227360@bcserv>, Syl the Wallydraigle writes:
>>C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
>>
>>> I have 6 partitions on my HD (everything from utils to music to pics)
>>>and I want to take a few Megs from the less intensive areas and put them
>>>into partitions I use more frequently. Do I have to do it and then restore
>>>my drive, or can I just do it?
>>
>>
>>Just do it! That's what I say.

>No! I don't know of any possibility to manage your problem! If simply
>'just doing it' you'll loose all your data!

The next is working on my Vortex HDplus:

Look which partitions you wants to change. You will have to backup the
partitions you wants to change and all between. That meens, if you have
the partitions c, d, e, f, g, h and you wants to change partition c and h
than you will have to backup your whole HD. If you wants to change e and h
than you will have to backup e, f, g, and h. If you wants to change f and g
than f and g have to be backuped.

Than you repartition your HD without zeroing.

Restore the backuped partitions.

This is working with my Vortex HDplus. I didn't know, if it will work with
your HD. If you wants to go save than backup the whole HD.

Tschuess,
Alf
--
Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> alf@zfn.uni-bremen.de | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

3159. For Sale: ATARI STe, plus accessories

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 17:34:11 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Sep25.173411.19458@unlinfo.unl.edu>
Source record: 217175
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I've got an Atari STe with an SC1435 monitor, with an extra
mouse, which I will sell for $550 (split shipping costs
between us).

Also: DeskCart (cartridge, software, box and docs): $30

VideoKey (box and docs): $30

StereoTek 3-d glasses (complete with cartridge, extra
software, and a 3-d 'Breakout' game; compatible
with Cyber-Cad): $70

I'll pay the shipping on the last three items listed; and I'll be glad
to answer any questions I can about any of the above.

Gary Anderson
ganderso@unlinfo.unl.edu

3160. Re: Press Coverage of Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 17:46:03 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <19vj8rINNp3k@usenet.INS.CWRU.Edu>
Source record: 217173

In a previous article, komives@lamar.ColoState.EDU (Robert Komives) says:

>Did any newspapers pick up the Boston unveling of the Falcon on Sep. 23?
>
> Bob Komives
>The Fort Collins Coloradoan ..... No
>

I looked in the CLEVELAND PLAIN DEALER adnd they had nothing to say about it
though I did write the computer journalist...

I looked in the Wall Street Journal, nope...

And yesterday, I checked out those newspapers and U.S.A. TODAY plus the
NEW YORK TIMES and none of them had it...

--

3161. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 19:07:28 UTC
From: peters@allvax.enet.dec.com
Message-ID: <9209251907.AA29024@enet-gw.pa.dec.com>
Source record: 217176

Steven Selick did an excellent job of reporting on the introduction of the Falcon 030 at the recent meeting of the Boston Computer Society. I was also there, and have a few additional comments.

- there were about 125 in attendance in the hall

- there was one Falcon in the lobby demoing a MIDI application. The fellow using it said he was from Dr. T, and just got the machine two days ago. It had 4 meg.

- there were 3 Falcons near the front stage. All looked like production machines.

- the term "personal integrated media" was mentioned several times, and will probably be used many times in the future by Atari

- speedwise, the Falcon is equivalent to a 25-30Mhz 386 machine

- a 19.2K bps modem is now being implemented for the Falcon

- with a box, the Falcon will be able to do CD photo applications (nothing on who will make the box or what will be in it)

- one of the demos shown on the projection screen was a 20 channel equalizer. Bill Rehbock was adjusting the channels in real time so the adjustment effect could be heard.

- the two games to come bundled with the Falcon, Land Mines and Breakout, will utilize true color mode

- voice mail (from a NeXT programmer) and video phone applications "are coming"

- James Grunke mentioned that after spending $400 on a monitor and $800 for an adapter, one could use all 8 stereo channels at once, making the cost about $300 per channel. (assumes a $1300 Falcon)

- why only 16 bits for true color? They felt 16 bits was sufficient and challenged anyone to see the difference between it and 24 bits in real world images

- Atari will "definitely" have a US 800 number for user help (didn't say when though)

- a little box to interface the DSP to the phone line is being developed, and should be available by the first quarter of 93

- in many respects the Falcon is more powerful than the Video Toaster, containing 98% of its functionality. The cost of the Falcon plus

any associated software/hardware will be less in cost than the Video Toaster itself.

- a 1 Meg Falcon is a viable system, since the operating system takes only a small amount of RAM (from Bill Rehbock) (he didn't say how much, but I believe he did use the word "miniscule".

- 386DX and 386SX boards are now being worked on in Germany (I think he said 486 also)

- the Spectre board will fit within the Falcon, for those who are worried about the lack of an external drive

- the Falcon docs, with DSP info, are available to anyone for $80 - just send the check to Atari

- the Motorola DSP assembler and linker is being shipped to Falcon developers

- video recording will be possible with external hardware (they said it would have taken too much extra hardware to include direct video input on the Falcon)

- the audience was generally passive during the presentation, but the Tina Turner video was so impressive that it got a round of applause (no, you can't get it - its heavily copyrighted we were told)

- Bill Rehbock, one of Atari's Falcon technical experts, mentioned to me that he has a Compuserve account and generally manages to answer his mail every nite

At the end of the formal presentation, everyone gathered near the front stage to see the 3 Falcons doing a slide show in true color. One monitor, an Atari 1435, looked especially good. One slide of a baby surrounded by stuffed animals looked so good I was tempted to reach out and touch the fuzz!

In summary, yes I was impressed, and I plan to buy one when they are generally available (a developer friend of mine already has his order in).

And no, I didn't win the Falcon door prize either (sigh...)

3162. Re: CAD programs

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 19:18:19 UTC
From: arpajian@rodan.acs.syr.edu
Message-ID: <1992Sep25.151819.7865@newstand.syr.edu>
Source record: 217053

In article <1992Sep16.220502.17201@lmpsbbs.comm.mot.com> fergus@areaplg2.corp.mot.com (George Fergus) writes:
>In article <1992Sep12.211716.441@zooid.guild.org>,
> Mark Kovarski <kovarski@zooid.guild.org> writes:
>
>> I am in particular interested in OrCAD and as far as I know there isn't
>> anything that is as powerful as that piece of software. It is $1500 and is
>> pretty affordable since industrial software is in the $5000+ range. I am not
>> upset, I love my PC and I doubt that any other computer can offer me this
>> power and support for the same price.
>
>OrCAD for the PC is relatively unique. I don't think there is anything
>comparable available even for the Macintosh, not to mention the Atari ST.
>

There is a very good CADD prog for the mac that doesn't cost $>1000...
it is called Claris CAD (by ofcourse Claris)... we use it at work for
all our enclosure layouts, our machine shop uses it for every print/
patent applic that they do... it is very intuitive, easy, and powerful.
we've tried autoCAD (and another which I really don't remember (it was
that awful)) and felt that it wasn't worth $150 let alone $3500...

I haven't tried to many CADD progs for the st... thought I do own a
copy of the old "firstCADD" by generic software... their new product,
genericCADD, _looks_ pretty nice -> IN THEIR ADDS, if have no idea how it
is in actual use... I wouldn't bother with their firstCADD, since I am
under the impression that it was one of their attempts at CADD software.

hope this helps.... -dean

--
Dean Arpajian /* aka ---> dean_arpajian@isr.syr.edu */
/* arpajian@rodan.acs.syr.edu */
std. disclaimer: if I expressed an opinion, remember this:
it's simply my opinion. period.

3163. Accessing the system timer?????

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 19:53:17 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Sep25.125319.3752@arizona.edu>
Source record: 217179

I asked this before and didn't get too much in the way of responces, so here goes again:

I basically want to know how to get a timer value with better than 2-sec accuracey using Prospero Fortran. From GFA Basic, the TIMER variable gives a 1/200 reading of the system clock, but I can't find where it gets this. The GFA manual says BIOS(6) has this value, but it always returns 20. Anyone know where I could find this time?

-Thanks

-Paul Harris
paul@jupiter.ame.arizona.edu

3164. Where's Spectre 3.1???

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 20:02:25 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Sep25.130227.3753@arizona.edu>
Source record: 217180

Okay, another question (or a couple, actually):

Does anybody (e.g., Dave Small--are you out there?) know when (and if :( )
Spectre 3.1 will be comming out? It's sure been rumored for a very long,
long time.

The reason I want to know is because I'm trying to decied whether to get
some TT-RAM (which Spectre 3.0 can't use--but 3.1 supposedly can) or just
to get a 2M ST-RAM board, which Spectre supposedly can use now (as if I
can afford either).

On a similar subject, I've read that various things can't use TT-RAM, like
the DMA port. So if I got some TT-RAM, would there be problems accessing
my hard drive (which is conneced to the DMA, again for the sake of Spectre--
oh where's 3.1??)? And if I were ever to get a laser printer, would it have
trouble with only 2M of ST-RAM that I now have (but then, now I'm dreaming...)?

Help!! -Thanks.

-Paul Harris
paul@jupiter.ame.arizona.edu

3165. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 20:33:45 UTC
From: dgaxiola@athena.mit.edu
Message-ID: <1992Sep25.203345.9617@athena.mit.edu>
Source record: 217177

In article <19ubkhINN8hi@golem.wcc.govt.nz>, shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:
|>
|> It is suppost to be possible, but what i'm wondering is just what
|> does this DSP port have in the way of output/input... what does
|> it connect up to?
|> A more precise question would be how can it deal with all the phone stuff
|> like taking it off hook, putting it back on hook etc etc?
|>
|> Craig.
|>
|> * Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
|> * 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
|> * Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

From Atari's presentation to the Boston Computer Society last night, it was pretty clear that having the DSP act as a modem will be not only possible but a selling point for the Falcon. From what was said, it appears that all is needed is a small adapter from a standard telephone jack to the DSP's input port plus the right software and you have yourself a 19.2kbaud modem. This makes sense since a modem just processes signals in a very specific manner and the DSP is just a powerful processor which happens to be able to do some operations more then others. So, with an adapter costing far less then a comparable modem would cost, you can have your Motorola 56k do all the work of a highspeed modem with error correction and data compression. When new data compression standards come out and superceed the current crop of V32bis and MNP 5 standards for compression/correction, all you need to do is load new software.

The problems with taking a phone on and off hook would be handled by the adapter box, which shouldn't be much of a problem.

--David Gaxiola

+---+
David G. Gaxiola | oo Smile and don't panic,
dgaxiola@athena.mit.edu | __/ even when you go where
| angels fear to tread.
+---+

3166. MDemo IV!

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 21:08:55 UTC
From: lombardo@cwis.unomaha.edu
Message-ID: <lombardo.717455335@cwis>
Source record: 217178

I just downloaded MDemo IV from the atari archive and I am VERY impressed by the amount of work that went into making the music for this demo. Damn that guy is good. In the resetdemo, he mentions an address you can send a letter to in order to get .mod's. Does anyone know a ftp site where I can get the mods to these demos? BTW, where can I find Mdemo 1 and 2?

3167. Atari Falcon at BCS Show - Eyewitness Report!

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 21:48:10 UTC
From: markjl@acs.bu.edu
Message-ID: <96799@bu.edu>
Source record: 217183

Wednesday, September 23rd, 1992.

BOSTON--Atari Corporation debutted its Falcon 030 to the American public at the Boston Computer Society's general meeting in the New England Hall. Over two-hundred members filed into the hall, where a large, fifteen foot videoscreen projected Falcon 030 GENLocked video directly, audio was directly output to the hall's amplified system. Three working Falcon's sat atop tables in front of the stage.

After initial opening and welcoming procedings with an award to visually impaired computing leaders, Mike Newhall, Director of the BCS Atari ST Users Group, introduced the Atari Corporation presentation. Sam Tramiel, President and CEO of Atari, began the presentation of the Falcon 030 by stating Atari's new goal of Personal Integrated Media for consumbers. He stated that Atari had gone through transitions and consolidation, and now was poised for growth.

He diagrammed a map of the market Atari is interested in, which looked like this:

```
+-------------------------+----------------------------------------+
|Personal Computers | Traditional Entertainment/Video Games|
| Apple|Nintendo,Sega |
|Business-----------------+-----------------------------------Home|
| Microsoft,IBM|Phillips,Cable TV,Sony |
|Multimedia | Interactive TV |
+-------------------------+----------------------------------------+
```

In the corners were market categories, each box had some companies that represented the market for examples (I've put in some I remember). Tramiel noted that a lot of the market categories were overlapping, and companies have begun to enter into new markets. Tramiel outlines a lot of statistics showing market penetration of television, CD players, personal computers, etc. into American households. Now the industry can provide computers that can handle current consumer audio and video, Atari wants to deliver a full functioned computer for a reasonable price. Atari wants to tap the market with the Falcon series of computers, which exceed stereo CD audio quality capabilities, which come fully equiped (just open the box and plug it in), have an existing software base (the entire Atari ST/TT series library), and which are priced well (the Falcon 030 costs the same amount of money as all the video/audio augmented hardware add ons required on personal computer other platforms alone).

Richard Miller, Vice President of Research and Development was the next to speak. [I noted his British accent and asked him if he was from Atari UK when I spoke to him after the presentation. He came from Perihelion, which was involved in the Atari Transputer Workstation OS, and then did a brief

stint at Atari UK. By the way, he said the ATW is a dead project.] Mr. Miller led the development of the Falcon 030 system architechture, and he envisioned a computer that his mother could utilize. She didn't want a PC, or a Mac, she wanted a computer that could make tea, answer the telephone, turn on the lights, and mail her letters. Miller then stated that customers want the most sophisticated technology, highest quality, and lowest price. "You can never underestimate the consumer," Miller said, so the computer should be just as good as the consumer's CD player or television at audio and video, respectively. With a CD player as low as $100, a color television as low as $200, and a FAX machine as low as $200, etc., consumers want the same performance and combined price for a computer that can do all of these things.

The Falcon 030 achieves this for consumers with its power at a low price. The Falcon's power comes from its distributed processor architecture:
- CPU: Motorola 68030 (32 MHz) central processor unit
- GPU: Blitter graphics co-processor (16 MHz): 64 million pixel per second
- DMA: DMA engine: fast memory access to/from SCSI, audio, peripherals, etc.
- DSP: Motorola 56001 (32 MHz/16 MIPS) Digital Signal Processor unit
Optionally available is the:
- FPU: Motorola 68881/2 Floating Point mathematic co-processor unit
- 3rd party: 286/386SX CPU for IBM PC emulation
Atarians are used to the CPU/GPU/DMA from the ST/TT series computers. The new Blitter has some new functions and runs at twice the speed of the STE Blitter. Chip sockets for the optional processors are on the Falcon 030, I believe. SACK (of Germany) is working on the 286/386SX emulation now.

The digital signal processor (DSP) performs functions entirely in the digital domain, providing an answer to analog signal processing's problems. Immediate applications of DSP are audio processing: sixteen band graphic equalization, echo, reverb, chorus, flange, compression, distortion, surround sound, pitch shifting, synthesis of sound/music, speech generation and speech recognition. [Most exist already on the Falcon, Atari is working hard on the speech recognition, according to Tramiel.] DSP also loans itself to these areas: array processing, optical character recognition, video compression and decompression, etc. Atari will utilize the DSP's high performace mode to create a virtual 19.2Kbaud modem and a virtual 9600 baud full-duplex FAX. Future Atari Falcon applications include an all digital telephone answering machine and voice-mail for the home. [These too, are being worked upon by Atari, developers, and other 3rd parties.]

The video section of the Falcon 030 is capable of:
VESA video output at 72Hz, 640 by 480 pixels, Genlock, digital Chromakey, video overlay, PAL and NTSC broadcast signals, 1/2/4/8-bit graphics, and overscan. [Sorry, he went quickly there, and I'm not 100% sure of all of the definitions of some of the features.] These video capabilities loan themselves to these applications: television picture in picture, video effects, CD Photos (just add a CD ROM player).

The audio section of the Falcon 030 is capable of:
16-bit digital audio at 50kHz, eight-track digital recording and playback, stereo 16-bit CODEC, an input for an external microphone, and a headphone

output jack.

The Falcon 030 also has the following output ports: stereo audio out, SCSI II port, DMA port, DSP port, MIDI IN/OUT ports, LocalTalk LAN port, RS-232-C port, and two enhanced joystick ports (for lightguns, etc.). The Falcon 030 contains MultTOS operating system in a four meg ROM and is available with 1, 4, or 14 megabytes of RAM.

Bill Reincock, Director of Application Software, showed the audience bundled software with every Falcon 030. He stated that the Falcon 030 has been in developers hands since May 1992. Some of the things that the Falcon 030 can do is address the needs of the consumer who wants to create video and audio, as evidence he cited "America's Funniest Home Videos" and the popularity of the camcorder. The Falcon 030 loans itself to home video titling, video presentations for business or education, etc.

The first piece of software demonstrated was Falcon D2D, a basic audio sampler and waveform editor which can sample directly to the hard drive for recording. Sample waveforms may be loaded and graphically edited, spliced, etc. Then waveforms may be arranged into a small cue list sequencer for flexible playback.

The second piece of software was the Audio Fun Machine, basically a digital audio effects processor. There were two, full color equalizers (one for left and right input each) which were adjustible filters manipulated with the mouse. Using the external microphone input, you can apply the 10 band EQ filters in realtime as well as add the following effects: "surround sound" ambience, concert hall reverberation, phase shifting, distortion, etc. You can also edit the effects waveforms.

The third piece of software demonstrated was the System Audio Manager, where one can assign sounds/samples to system events, each function key, and any key on the keyboard. The sounds play without any system slowdown, you can use Atari samples from the D2D program or import Microsoft Windows *.WAV files and Mac sounds.

Additional bundled software mentioned: CALAPT - a calendar and appoint ment scheduler program [a la Portfolio, I imagine], ProCalc - a full-featured scientific calculator, Talking Clock - displays time and announces the time at user set intervals, and two games: Landmines and Breakout.

The Falcon 030 can output to the VCR directly the user's own 3-D animations (via Lexicor software, etc.), titles, etc. to create home videos. "The Falcon 030 is the only 16-bit true color computer in its class," said Reincock. With a low cost telephone line interface (on the way, 1st quarter 1993, by a Scottish company: it'll be the size of a cigarette box and it will have international telephone ports on it, according to Tramiel) this can lead to FAXing and low-cost videophones through the Falcon 030.

The Falcon 030 uses the GEM desktop, based on Digital Research's DRI GEM, for its graphical user interface. The icons are now animated and color, the desktop is customizable. [From what I saw, animated means this: when you select an icon, it does not reverse itself to show it is highlighted,

it changes to a new icon. Eg: the trashcan opens, the file folder has a file pop up, the disk opens its shutter, etc.] With the OS in ROM, there is no possibility for virus corruption of the OS or wait for the entire OS to boot off of the hard drive.

MultiTOS is preemptive multitasking with adaptive prioritization, so as to make the current user process appear to have no slow down. It is compatible with existing software [as long as they didn't use illegal OS tricks!], it allows for messages and pipes: this yeilds interprocess communication. It uses a hierarchical file system with loadable drivers for compatiblility with UNIX/Mac devices, the forthcoming Atari CR-ROM player, etc. MultiTOS will have other disk extensions for future expansion.

James Grunke, Director of International Music Marketing, was the last to speak at the presentation. He outlined this period as historic for music and Atari:

1985 - Atari Corporation was the first to realize the potential of MIDI and placed MIDI IN/OUT ports on their ST series of computers.
1986 - Atari was the computer company to market directly to musicians, it places an advertisment in Keyboard magazine.
1987 - Atari was the first computer company to attend the NAMM convention. (NAMM = National Association of Music Merchants, I belive.)

Atari computers were also the first to directly synchronize to SMPTE time code. Today, Atari still holds fifteen percent share of the music market. The OS has rock solid timing, essential for music and MIDI sequencing. With features like stereo CD audio, the DSP Motorola 56001 chip, the SCSI II port for access to samplers/hard drives, and true color video, the Falcon 030 has standards that musicians want. The Atari ST/TT series of computers also has a mature music software base.

Where a Max IIci with 5 Mbyte RAM (street pricing) plus software ($1000) costs $2500 per stereo track, the Falcon 030 4/65 with 4 Mbyte RAM and 65 Mbyte hard drive at full list price ($1299) costs $849 per stereo track. With an additional hardware expansion to bring system capabilities up to eight stereo tracks, which includes XLR inputs plus DAC and clock chips, the Atari system comes to $1699 + $800 HW expansion: it costs $312 per stereo track.

The demonstration concluded with a summary of specifications, pricing, and availability: dealers will recieve a demonstration Falcon in November, but the real production rollout of Falcon 030's will be in January, 1993. Atari will begin a regional rollout, when that is completed national advertising shall follow. Sam Tramiel said that back in 1987, Atari sold 10,000 units a month and ran into the Japan/US dynamic RAM troubles. Atari never came back in the US market, it developed and expanded the European market since then, but now Atari wants to come back into the US market with the Falcon 030.

A question and answer session followed: the LAN port is Localtalk, which is hardware identical to AppleTalk, it is not ETHERNET, but that will proabably be addressed by 3rd party developers. DVI boards are currently being worked on by 3rd party developers, hopefully under $500.00. ASEUB

digital interfaces can be done: a chip for digital bandwidth offload may be necessary in an external interface. Video overlay is accomplished with a 3rd party GENlock device, it can be controlled down to the pixel. The DSP port will be able to access external analog to digital chips, the port can support one megabyte per second data rates.

Atari readied a demonstration of the Falcon 030's video capabilities. Approximately 2-3 minutes of a music video had been sampled into the Atari and saved to the hard drive previously. The Falcon 030 was able to pull off the 92 megabytes of video data off of the hard drive and display the video as 24 frames per second in full screen, true-color mode with CD stereo audio IN REAL TIME. This elicited quite an applause from the audience. There was no compression involved, performance was based solely on the Blitter and 030 processors.

When asked about the reason for Atari's choice of 16-bit true color as opposed to 24-bit color, the response was that the eye can see about one million colors, and 24-bit allows 16 million colors: the 16-bit color was a good compromise for the real world and brought Falcon expense down without cost to performance. MS-DOS 3.5" floppy file compatibility was confirmed. When asked about Falcon developers, Atari reported that there had been an overwhelming response from old ST developers who were coming back to Atari, interestingly, a lot of NeXT developers are coming over as well. Some Amiga developers claimed they'd rather develop on the Falcon 030 than the A4000 platform. Atari said they'd like to get into universities, but would have to come in through the "back door" with Desktop Video and Desktop Radio and music applications.

Inexpensive third party frame grabber and scanners are coming. The Falcon is Logitech Fotoman compatible. Atari envisions the Falcon to have 98% of the Video Toaster capabilities soon, and for significantly less than the Video Toaster alone. You will be able to use multisync VGA monitors on the Falcon, but make sure that they can "go down" to NTSC broadcast specifications for true-color modes. MultiTOS will be partially disk based for extensions, the OS is a 4 Mbyte ROM containing all of the languages/keyboard layouts to further enhance compatiblitity throughout the world for developers.

The 1040ST style case was used for production expediency, it's a darker grey/light brown color with dark grey keys. But Sam Tramiel said this was the "beginning of exciting, different machines... more birds" in the Falcon series. [New Atari computers will be named after birds, videogame consoles after cats. Eg: Lynx, Jaguar (which probably will be based on the Falcon and have all of its resolution modes, plus some peripheral compatibility, ie: joysticks, lightpens, Atari CD-ROM, etc).] Atari was asked about customer support and service for the hardware: Atari is working to re-establish old dealers and will have a 1-800 toll free number.

When pressed about Falcon 040s, the audience was told "before you see 486's emulated on the Falcon 030." The Q&A session ended here, and Atari gave away a door prize: a Falcon 030!

I followed up to Sam Tramiel and asked him a few things, Atari is talking to Kodak about Photo CD development, Phillips wants development of an Atari Falcon of a CD-I card (but no mention was made of who would do these things). Atari is working on an inexpensive CD-ROM player, connected via the DMA or DSP port as opposed to SCSI II.

[This concludes my report, but I have another report based on the BCS Atari ST user group's visit by Bob Brodie and Bill Rehbock with two Falcons the next day. It's coming! I tried to keep this article in a formal style, but I dropped out of it towards the end. I hope you appreciate my efforts, I'm sure 99% of the information is correct, as I heard it, and have pointed out places where I wasn't sure of things, so this should be a legitimate guide for you learn about the Falcon.]

--

\\ This is a copy of the .signature virus, pass it on.
//If you want something interesting to read, finger me.
\\ Internet: markjl@acs.bu.edu.us (Boston University)
//Compu$erve: 72545,1236

3168. How to view a GEM metafile

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 22:02:54 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <25SEP92.22025470@meena.cc.uregina.ca>
Source record: 217197

So, know I know what the GEM metafile is, but how do I see the graphis?
Is there a small pd program that will allow me to view the graphics easily?

3169. Falcon at BCS Atari ST user group meeting!

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 23:06:32 UTC
From: markjl@acs.bu.edu
Message-ID: <96810@bu.edu>
Source record: 217185

Thursday, September 24, 1992.

CAMBRIDGE--The Boston Computer Society's Atari ST User Group followed
up to the previous day's American introduction of the Atari Falcon 030 computer
with a visit from Bob Brodie, Director of Communications, and Bill Rehbock,
Director of Applications Software, of Atari Corporation. They were in the
company of two Falcon 030's, much to the delight of the user group.

Basic specifications and configurations were covered as follows:

Configurations: Atari Falcon 030 - (1 meg RAM, no hard drive) = $799.
Falcon 4/65 (4 meg RAM, 65 meg hard drive) = $1299.
Also available: (14 meg RAM, (65 meg HD?)) = ???.

Processors: M68030 (16 MHz CPU), M56001 (32 MHz DSP), Blitter (16 MHz GPU),
and DMA.

DSP specs: M56001 (16 MIPS or ~ 96 MOPS = Millions of operations per second).

26 pin __________[8-bit bus for instructions]
DSP Serial Port /
--------------=>[Motorola 56K DSP Chip]----------=>(SSI out)
(SSI in) \
_[RAM] 32kWords, 25 nanoseconds.
2
More about the DSP port: a Sony/Phillips I S port (sound DMA)
CODAC coder (digital to analog (DAC) and vice-versa). One mega-
byte per second IN and OUT simultaneously, this allows for expan-
sion of stereo inputs for digital sampling or additonal MIDI
ports, etc.

Video: True 16-bit color = 65,000 colors, VGA graphics.
Video to older ST monitors (eg: SC1224) with adapter inteface (coming),
Output: to newer ST and TT monitors, to NTSC televisions, and
to VGA monitors.

Upgrades: Dealers will be able to upgrade a 1 Mbyte Falcon 030 to 4 or 14
MBytes with a board from Atari (coming).
The 2.5" IDE hard drive can be replaced easily (for repair/upgrade).

Compatible: Falcon 030 is more compatible with Atari ST software than the
Atari TT because it has a Blitter. All 14 Mbytes of RAM are unified
memory to the video and cpu via MAB bus: thus no TT/ST RAM segments.

Bus specs: (as best as I can recall!)
COMBEL / GLUE / Blitter (chips for memory functions) - 32 bits wide.
VEL (Video chip) via MAB bus - 32/16 bits wide. (All memory can

be thought of as a huge video buffer or memory can be accessed
as video and instructions at the same time, I believe.)
DMA (handles SCSI II ports, Audio, etc.) chip bus - 16 bits wide.
M68030 CPU - 16 bits.

TT Has TT RAM burst mode, can execute programs twice as fast due to
advantages: its 32MHz M68030. Larger chassis accomidates for expandible VME
cards, etc. 3.5" Hard Drive can be easily replaced/upgraded, it
has better potential capacity the the Falcon 030 2.5" HD.

Falcon Finally has a fan in there! Cheaper than TT. Has STE enhanced
advantages: 15-pin joystick ports (accepts lightpens) has two pins for analog
signals? (Mistakenly left off of the Mega-STEs and TTs.)

Localtalk: LAN is 100% hardware compatible with AppleTalk LAN (but s/w protocol
has to follow to use it!).

HD Yes, they are unlimited on the Falcon. New Atari HDX tools are
Partitions: coming for the Falcon.

Genlocking: 3rd party GENlock devices exist (Atari used the JRI device). In
order to do desktop video overlaying, here's the hardware hack:

```
---=> RGB ]
Atari--[OUT]---=> Composite ]----------=>[Genlock] [Video ]
Video ---=> Overlay bit ] [ Box ]<=---Video-------[Source or]
Signal--[IN]<=--- Vertical Sync ]<=----[ ]<=---Dot Clock---[Camcorder]
<=--- External Dot Clock] /
[to Monitor]
```

The Genlock Box contains an Analog Multiplexer and Raster Scale Chips. The
Atari just "paints" an area in "overlay bit" color, which the Genlock box
recognizes and uses the external dot clock to sync the video signal to that
overlay area via the multiplexer which can set each pixel (raster) on the screen.
Thus, the Genlock just patches in the video signal onto the Atari signal and
then outputs it to the monitor. Some more work (and chips) are needed, so the
image can be scaled and moved around, requiring some more I/O from the Atari to
the Genlock box for true scalable, movable pictures in a GEM window.

On the way stuff:

SLM804 and Third party companies are already working on DMA to SCSI link to use
SLM605: the Atari Laser Printers, so Atari has left them to do it. German
3rd party company is working on adding buffer RAM into SLM804 inter-
face for extra performance.

Atari UNIX: is completed, but 030 performance was slow. When it comes on the
030 it will be text-based only. They are waiting for 040 to have
a full blown windowed Atari UNIX.

FSM-GDOS: It is really coming!! (November, hopefully.) Atari worked with QMS
originally, but that didn't turn out well. So, Atari approached
Bitstream. The new Bitstream Speedo scaler is faster than QMS's
scaler, will work with Post Script Type I and Bitstream fonts.

Bitstream fonts are plentiful (800+) and available (like Egghead
S/W) in IBM-PC 3.5" floppy format, which can be read by any Atari
floppy drive. Bitstream is updating their font packaging to say
Atari compatible.

SUTRA: (Working title only!) An Atari multipurpose application, much like
Lotus Works: it has a database, wordprocessor, spreadsheet, etc.

Spectre: Dave Small has his Falcon 030, he's tinkering!

Frame Matrix Frame (from a third party in Germany) has achieved eight
Grabbing: frames per second through the cartridge port, a nice hack. This
area will be refined and improved now that the Falcon exists.
Touchscreen:Already exists on the ST, should be further developed on Falcon.

[Aok, that's a summary of everything that happened. Forgive me for any errors,
especially the misspelling of Bill Rehbock on the previous BCS General Meeting
report where Atari debutted the Falcon 030 to the public -- I didn't run the
--
\\ This is a copy of the .signature virus, pass it on.
//If you want something interesting to read, finger me.
\\ Internet: markjl@acs.bu.edu.us (Boston University)
//Compu$erve: 72545,1236

3170. Re: Atari falcon memory speed

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 23:17:50 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Sep25.161750.1@violet.ccit.arizona.edu>
Source record: 217187

>
> The TT RAM boards have extra (custom) logic chips on the boards... I wonder
> if the Falcon030 memory boards are similar?
>
> If they are then hacking SIMMs on would be quite difficult.
>
> Steve
>
> --
> Addresses:-
> JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
> Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

The RAM boards for the Falcon will not need any extra logic, only the RAM.
--

Doug Tarico
dtarico@ccit.arizona.edu Politically incorrect,
doug@sie.arizona.edu and darn proud of it!

3171. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 23:26:42 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <oeku0mW00aw90MmZJ=@andrew.cmu.edu>
Source record: 217189

Excerpts from netnews.comp.sys.atari.st: 25-Sep-92 Re: Boston Computer Society.. D7 2. 25-Sep-1992@allvax (3772)

> - a 1 Meg Falcon is a viable system, since the operating system takes
> only a small amount of RAM (from Bill Rehbock) (he didn't say how
> much, but I believe he did use the word "miniscule".

Well, 320x240x256 colors = ~80K
And you could use twice (or even fout times) as much memory.
And I don't think the TOS4 with eat less the current one.
So that 1Meg will definitely be tiny. At least as tiny as on a
ST. Of course the problem is not the same for games: the user
just don't care and only 1 prg stays in memory. (although
programmers may wish to be able to use 2M memory without
losing too much of the market...)

Stefan Monnier

3172. Re: Accessing the system timer?????

Newsgroup: comp.sys.atari.st
Date: 1992-09-25 23:36:42 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Sep26003642@kolsaas.ifi.uio.no>
Source record: 217186

In article <1992Sep25.125319.3752@arizona.edu>, paul@jupiter.ame.arizona.edu (Paul Harris) writes:

> I basically want to know how to get a timer value with better than 2-sec
> accuracey using Prospero Fortran. From GFA Basic, the TIMER variable gives
> a 1/200 reading of the system clock, but I can't find where it gets this.
> The GFA manual says BIOS(6) has this value, but it always returns 20.
> Anyone know where I could find this time?

The 200Hz system-timer is a longword at $4BA. As $4BA is in the
system-RAM, you'll have to be in supervisor-mode to read it.

--
+---+
| Terje Vernly "The dead know only one thing : |
| InterNet: terjeve@ifi.uio.no It is better to be alive." |
+---+

3173. GNU dbm 1.5 uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 02:54:04 UTC
From: rosenkra@convex.com
Message-ID: <1992Sep26.025404.18668@convex.com>
Source record: 217194

i ported and uploaded v1.5 of GNU dbm to atari.archive (in new dir for now). dbm is a database library for unix. this version incorporates dbm, ndbm, and GNU's own gdbm. note that there may be data conversions needed for bringing existing unix dbm databases to this system (even if gdbm is run under unix). a conversion prog is included. orig src + .olb are in the archive. mostly untested so use at your own risk. there are test progs included.

file is: ~ftp/atar/new/gdbm15.zoo

enjoy...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3174. Re: When Can I Buy The Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 04:49:41 UTC
From: comeau@csanta.attmail.com
Message-ID: <Bv65Eu.3Kp@well.sf.ca.us>
Source record: 217199

In article <mikhil.716904770@ida> mikhil@ida.csd.uu.se (Mikael Hillborg) writes:
>If the shipments of Falcons to Europe has begun does anyone
>know which type of software (if any) comes with the machine ?
>Does it like the next-machines include compiler(s) and software-
>development environment(s) or is it shipped with no software
>at all ? Only demos ? Only games ?
>I am a computerscience student interested and involved in computermusic
>(software development as well as performance) and would be *very*
>interested (=extremely interested) if the machine is shipped with a
>reliable and well-designed C or C++-programmingenvironment supporting
>the superb audio hardware of the Falcon.

From what I know, the soon to be released Comeau C++ 3.0 With Templates
for the Atari should also work with the Falcon.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Producers of Comeau C++ 3.0 With Templates
Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

3175. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 07:01:48 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Sep26.070148.22445@terminator.cc.umich.edu>
Source record: 217200

```
drwxrwxr-x atari 1024 Sep 12 19:03 .
drwxrwxr-x jon 6144 Sep 12 18:38 ./utilities
-rw-rw-r-- weiner 12358 Sep 12 18:39 ./utilities/Index
drwxrwxr-x jon 4096 Sep 12 18:51 ./graphics
-rw-rw-r-- weiner 8449 Sep 12 18:55 ./graphics/Index
-rw-rw-r-- weiner 6505 Sep 12 18:58 ./applications/Index
drwxrwxr-x weiner 1024 Sep 12 18:58 ./applications/math
-rw-rw-r-- weiner 96574 Sep 12 18:56 ./applications/math/plot172e.zoo
-rw-r--r-- weiner 162549 Sep 12 18:57 ./applications/math/formdoc.arc
-rw-rw-r-- weiner 17915 Sep 12 18:56 ./applications/math/genesis.tos
drwxrwxr-x jon 1536 Sep 12 18:51 ./printing
-rw-rw-r-- weiner 2633 Sep 12 18:52 ./printing/Index
-rw-rw-r-- weiner 148582 Sep 12 18:40 ./Index
-rw-rw-r-- weiner 2396 Sep 12 18:33 ./dc/Index
-rw-rw-r-- weiner 544 Sep 12 19:03 ./info/Index
-rw-rw-r-- weiner 67587 Sep 12 18:40 ./CompInd.Z
drwxrwxr-x atari 1024 Sep 13 03:01 .
drwxrwxr-x jon 5120 Sep 21 18:46 ./games
-rw-rw-r-- weiner 122702 Sep 15 16:19 ./games/combat.zoo
-rw-rw-r-- weiner 45433 Sep 18 14:16 ./games/dogfight.arc
-rw-rw-r-- weiner 157696 Sep 16 00:44 ./games/escapade.lzh
-rw-rw-r-- weiner 11490 Sep 21 18:46 ./games/mosaic.arc
-rw-rw-r-- weiner 92234 Sep 15 14:49 ./games/tuzzle.lzh
-rw-rw-r-- weiner 11295 Sep 21 18:49 ./games/Index
drwxrwxr-x jon 1024 Sep 22 19:13 ./editors
-rw-rw-r-- weiner 2656 Sep 22 19:13 ./editors/Index
drwxrwxr-x jon 3072 Sep 22 19:28 ./demos
-rw-rw-r-- weiner 315625 Sep 22 19:28 ./demos/scriba0.lzh
-rw-rw-r-- weiner 6311 Sep 22 19:29 ./demos/Index
drwxrwxr-x jon 6144 Sep 22 19:15 ./utilities
-rw-rw-r-- weiner 80989 Sep 22 19:15 ./utilities/w9upgrad.lzh
-rw-rw-r-- weiner 12374 Sep 22 19:16 ./utilities/Index
drwxrwxr-x weiner 512 Sep 22 19:15 ./utilities/speedloaders
drwxr-xr-x weiner 512 Sep 22 19:20 ./utilities/screensavers
-rw-rw-r-- weiner 80989 Sep 22 19:15 ./utilities/w9upgrad.lzh
drwxrwxr-x jon 2048 Sep 22 19:10 ./programming
-rw-rw-r-- weiner 111232 Sep 22 19:09 ./programming/tmpl201c.lzh
-rw-rw-r-- weiner 2871 Sep 22 19:11 ./programming/Index
drwxrwxr-x jon 3584 Sep 22 19:33 ./diskutils
-rw-rw-r-- weiner 27825 Sep 22 19:33 ./diskutils/blitz_hd.lzh
-rw-rw-r-- weiner 6252 Sep 22 19:34 ./diskutils/Index
-rw-rw-r-- weiner 7138 Sep 22 19:37 ./applications/Index
drwxrwxr-x weiner 512 Sep 22 19:36 ./applications/dtp
drwxrwxr-x weiner 512 Sep 22 19:36 ./applications/dtp/fonts
```

```
-rw-rw-r-- weiner 17496 Sep 22 19:35 ./applications/dtp/fonts/fntinf10.lzh
drwxrwxr-x weiner 512 Sep 22 19:21 ./applications/wordproc
drwxrwxr-x weiner 512 Sep 22 19:21 ./applications/wordproc/dbwriter
-rw-rw-r-- weiner 106496 Sep 22 19:21 ./applications/wordproc/dbwriter/dbw_dict.lzh
-rw-rw-r-- weiner 35328 Sep 22 19:21 ./applications/wordproc/dbwriter/dbwacc.lzh
-rw-rw-r-- weiner 103936 Sep 22 19:21 ./applications/wordproc/dbwriter/dbwriter.lzh
-rw-rw-r-- weiner 90240 Sep 22 19:21 ./applications/wordproc/dbwriter/dbwsupp.lzh
-rw-rw-r-- weiner 141312 Sep 22 19:21 ./applications/wordproc/dbwriter/dbwthes.lzh
drwxrwxr-x weiner 512 Sep 22 19:07 ./applications/other
-rw-rw-r-- weiner 25722 Sep 22 19:07 ./applications/other/morsemag.zoo
drwxrwxr-x jon 2560 Sep 22 19:26 ./gnustuff/tos
drwxrwxr-x weiner 512 Sep 22 19:06 ./gnustuff/tos/gnulib
-rw-r--r-- weiner 87806 Sep 22 19:26 ./gnustuff/tos/make
drwxrwxr-x weiner 512 Sep 22 19:27 ./gnustuff/tos/gnumake
-rw-rw-r-- weiner 87806 Sep 22 19:27 ./gnustuff/tos/gnumake/gmake362.zoo
drwxrwxr-x weiner 512 Sep 22 19:38 ./sound/players
-rw-rw-r-- weiner 61572 Sep 22 19:38 ./sound/players/paula20b.lzh
-rw-rw-r-- weiner 2598 Sep 22 19:39 ./sound/Index
drwxrwxr-x atari 1024 Sep 25 20:19 .
drwxrwxr-x jon 5120 Sep 25 15:57 ./games
-rw-rw-r-- weiner 11326 Sep 25 15:56 ./games/Index
drwxr-xr-x weiner 512 Sep 25 20:09 ./magazines/aeo
-rw-r--r-- weiner 53677 Sep 25 20:06 ./magazines/aeo/aeo9214.zoo
-rw-rw-r-- weiner 150712 Sep 25 20:19 ./Index
-rwxr-x--- weiner 220 Sep 25 20:18 ./.indexmake
-rw-rw-r-- weiner 68605 Sep 25 20:19 ./CompInd.Z
```

3176. Wanted: Empire, and others

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 09:04:14 UTC
From: Devon_Sheppard@mindlink.bc.ca
Message-ID: <300@mindlink.bc.ca>
Source record: 217051

I'm trying to find someone with a copy of Empire for the ST. I'll buy for cash, or trade other original software.

I'm also looking for a game called Quadralien by Logotron. If you've got an original of either of these and you want to get rid of it, send me some mail. Thanks.

Devon

--
devon_sheppard@mindlink.bc.ca

3177. Re: STZip 2.0 released

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 10:56:12 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1a1fkcINNrt@golem.wcc.govt.nz>
Source record: 217052

In article <1992Sep24.231207.626@stell.gna.org>, vincent@stell.fr.mugnet.org (Vincent Pomey) writes:
>
>I've uploaded STZip 2.0 to atari.archive.umich.edu as stzip20.tos (self
>extracting file, currently in /atari/new but will probably be moved).>
>
>vincent@stell.fr.mugnet.org

You should read this Group more often, I uploaded it some weeks back..??

Have a look in the archiver directory...

Roger..... sheppard_r@kosmos.wcc.govt.nz

3178. Re: Timeworks DTP and Word Per

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 12:23:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A48728@MS.maus.de>
Source record: 217092

> For the first time ever I tried importing a Word Perfect file into >
Timeworks DTP (version 1)...obviously it didn't work! Has anyone had this >
import work?
> If so what version of WP was the file? It imported some text, but all the
> control codes also seemed to be there...a real mess :^(Anyway, any help wou
> be appreciated,

I don't have any troubles with importing WP 4.X-Docs in Timeworks II.
WP 5.X? - don't know.

Regards,
Patrick

==========
Abolish the death penalty!

3179. Re: Press Coverage of Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 13:34:00 UTC
From: boberg@lysator.liu.se
Message-ID: <1714@lysator.liu.se>
Source record: 217055

aa399@cleveland.Freenet.Edu (Len Stys) writes:
>In a previous article, komives@lamar.ColoState.EDU (Robert Komives) says:
>>Did any newspapers pick up the Boston unveling of the Falcon on Sep. 23?
>>
>> Bob Komives
>>The Fort Collins Coloradoan ..... No
>>

>I looked in the CLEVELAND PLAIN DEALER adnd they had nothing to say about it
>though I did write the computer journalist...

>I looked in the Wall Street Journal, nope...

>And yesterday, I checked out those newspapers and U.S.A. TODAY plus the
>NEW YORK TIMES and none of them had it...

:-) :-) Face it guys - nobody's interested in the Falcon and it will be
a huge flop (just like all other Atari machines) and Atari will go
bankrupt in no time when Commodore introduce their new AGA Low-end
machines (same Gfx as A4000) by christmas.

Bye, bye Atari...
--
Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg

3180. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 13:44:58 UTC
From: boberg@lysator.liu.se
Message-ID: <1715@lysator.liu.se>
Source record: 217054

peters@allvax.enet.dec.com (Don Peters TAY1-1/D7 DTN 227-3173 25-Sep-1992 1509) writes:

>Steven Selick did an excellent job of reporting on the introduction of the
>Falcon 030 at the recent meeting of the Boston Computer Society. I was also
>there, and have a few additional comments.

> <....>

> - speedwise, the Falcon is equivalent to a 25-30Mhz 386 machine

Yeah, right. Running in what screen mode? Not when in 16-bit mode I'm
sure. BTW, does anyone have a table saying how much the Falcon slows
down in the various video modes? That would be interesting reading
indeed.

> - a 19.2K bps modem is now being implemented for the Falcon
^^^^^
What standard? There is no 19.2Kbps standard yet! It may be good
for connecting two Falcons but no more.

> - voice mail (from a NeXT programmer) and video phone applications
> "are coming"

... Next century?

> - in many respects the Falcon is more powerful than the Video Toaster,
> containing 98% of its functionality. The cost of the Falcon plus
> any associated software/hardware will be less in cost than the
> Video Toaster itself.

You got to be kidding! Whoever said that should get a clue. There's no
way a puny little Falcon can pull off the tricks the Toaster can. Wake
up and get a grip on reality.
--
Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg

3181. Re: help with Uniterm macros...

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 14:00:06 UTC
From: herby@danubix.ulm.sub.org
Message-ID: <H.ea.pBho0Y06ILE@danubix.ulm.sub.org>
Source record: 217071

In <1686C10E15.C556212@mizzou1.missouri.edu>, Jeoff Hines writes:
> For some reason I can't get a reading from the terminal, and I cant do
>a send. (question: does rn mean return and linefeed?) I am trying to
>set up an autologin for my mainframe. (could the 7 bit Even Parity be
>throwing a wrench in my works?) I tried a command like:
>ge('ENTER TERMINAL TYPE: ',20) w(10) se ('VT100')

```
Try:
if (!get('TYPE:',30)) jump(1)
send('VT100\r')
jump(2)
:1
echo('Timeout\r\n\007')
exit(0)
:2 ..........More stuff
```

```
cu l8ter mfG herby@danubix.ulm.sub.org
--
* E-Mail: herby@danubix.ulm.sub.org ccc_damp@rzmain.rz.uni-ulm.de *
* herby@danubix.ul.open.de Fido: 2:241/7902.1 *
* Forchenweg 14 W-7900 Ulm/Donau Voice: 0731-6021657 *
* ULM: Letzte Stadt vor Bayern Don't marry, beer happy *
```

3182. Pinhead and Maxifile

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 14:31:37 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <26SEP92.14313714@meena.cc.uregina.ca>
Source record: 217056

Where would I be able to obtain copies of the latest editions
of Pinhead and Maxifile? I'm assuming they are commercial -
there isn't an Atari dealer within 600 miles of here.

3183. Re: MDemo IV!

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 14:52:55 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.05gu@outb.wimsey.bc.ca>
Source record: 217062

Hello There, I have gotten AN Cool M demo 3 a couple of months back , I was impressed too, I never got to see a Reset Demo though. Hmmm Maybe it's for ST's only not STE's... Well if you are looking for the .MODs, I have them in the TCB Tracker format, and also I spent a couple of hours converting them all except the 'Being a Carebear takes a lot of skill', (I can't rip that one), they sound quite nice, but the only bad thing is the first 15 seconds of some of them, they are kind of gimpy...

Leave me mail if you need more info..

Dconroy.outb.wimsey.bc.ca

--- Via UCI v1.02 (C-Net Amiga)

3184. Re: Should Z*Net be created

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 15:33:42 UTC
From: jonc@status.gen.nz
Message-ID: <V74PRB3w165w@status.gen.nz>
Source record: 217190

Mark Kovarski <kovarski@zooid.guild.org> writes:

> Dan, my man. Remember on Kovacs conference you were "flamed" at one point and
> nobody gave a damn. So why are you defending the conference. The fact is,
> there is no point on creating such a conference as the two Atari sections are
> enough.
>
> PS: Can you teach me how to press "N"? -)
>
> Take care and have a nice day.
>
> Mark K.
> E-Mail:kovarski@zooid.guild.org
>
>

there are several new alt groups handling this Kevin. All under
the alt.znet banner so have a look.

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

3185. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 15:35:56 UTC
From: jonc@status.gen.nz
Message-ID: <La5PRB4w165w@status.gen.nz>
Source record: 217191

Mark Kovarski <kovarski@zooid.guild.org> writes:

(stuff deleted)

> I would invite any user to join the ST 16/32 Bit conference and see what is
> actually going on. This week I have been accused by an OFFICIAL Atari dealer
> of being a lier and he called me publically an "ASSHOLE." Mind you, this
> person was employeed by Atari Corporation and he is the official service
> center for Atari Canada. Furthermore, he used an alias to post the offensive
> AND he used profanities wherever possible. He used the alias "Chucky" and
> "Chuck Mariotty" even though his real name is Sonny Ang and he is the owner
> of a store called "Compuworld." I will be more than happy to repost the
> messages from him so people realise what kind of people Atari hires.
>
> Sincerely,
> Mark K.
> E-Mail: kovarski@zooid.guild.org

Opps net liable.

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

3186. Re: User Groups - who to contact?

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 15:37:41 UTC
From: jonc@status.gen.nz
Message-ID: <iD5PRB5w165w@status.gen.nz>
Source record: 217193

Chris_Millar@lppl.mi.org (Chris Millar) writes:

> I am currently an officer of new Atari User Group - We wish to obtain
> official status as a User Group and register with Atari Corp. Over the
> past few years, the people at Atari involved with registering user groups

Chris,
Wow this must have slipped past all your users.
The chap you need to talk to is none other than
Bob Brodie, The Director of Communications for
Atari Corp.

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

3187. Re: Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 15:40:41 UTC
From: jonc@status.gen.nz
Message-ID: <ii5PRB6w165w@status.gen.nz>
Source record: 217192

swanee@megadata.mega.oz.au (Geoff Swan) writes:

> Greetings to all the OZ and NZ netters,
> The Falcon030 is scheduled for release here in Australia in early 1993
> and apparently will cost less than A$1000 at the entry level, which is
> on par with the US$799 we hear on the net. I believe the marketing will
> be done through the retailers rather than an official announcement and
> organised show.
>
Good news Geoff, we might see them here in NZ not long after with a
bit of luck. I see you are not far from Atari OZ in North Ryde you
just have to go down the road and grab one (grin).

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

3188. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 16:44:32 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep26.114432.13153@miavx1.acs.muohio.edu>
Source record: 217068

In article <1992Sep22.073244.26685@alijku05.edvz.uni-linz.ac.at>,
yoshi@gate.powerplay.ac.at (Yoshi Yellow) writes:
> Hi There !
>
> Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
> Just look at all those mighty guys writing Super Famicon games !
> It's an armada compared with those writing Falcon games.
>
> Come on, tell some reasons *not* to buy a Super Famicon instead of a Falcon !
>
> Yoshi

Oh great, we now not only having a rogue Amiga users come and try to
start flame wars, but now we got Nintendo people coming.

Well, anyway, a Super Famicon (Super Nintendo) has only a 65816 in
it, not a 68030, and the sound is lower quality (much lower) than a
Falcon, Graphics are lower quality, etc...

This is a very meaningless topic for discussion, and I suggest it
be dropped.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 26-SEP-1992

3189. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 18:29:10 UTC
From: dave@admiral.uucp
Message-ID: <1992Sep26.182910.13954@admiral.uucp>
Source record: 217044

In article <1992Sep24.130805.10131@uoft02.utoledo.edu> steiner@jupiter.cse.utoledo.edu (jason "Think!" steiner) writes:
>someone once made a mac clone with a built in DSP. as part of the
>package they included some software that would make the DSP emulate
>a 9600 bps modem.
>
>how difficult would it be to rig the Falcon like this? that could be
>a big selling point...

From what I understand, not difficult at all. All you need is an adapter from the DSP port to the RJ11 plug on the phone line. I've heard people talking about $100 for that. A 9600 baud modem for $100? Very cool...

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

3190. Re: CLALMUS 2 PS ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 19:27:40 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Sep26.192740.6826@donau.et.tudelft.nl>
Source record: 217058

In <4318@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:

>In article <TQB7U8S@minnie.zdv.uni-mainz.de> tries@obelix.kph.uni-mainz.de (Volker Tries) writes:
>>
>>How can one convert CALAMUS documents or CALAMUS Vector Graphics
>>to Postscript?
>>Is the format of the above mentioned files known?

>Apparently, the long-awaited Dataformer module for Calamus SL is supposed to
>do this. I'm not aware of any other solution. Anyone else?

>--
> ||| Ed Krimen
> ||| ekrimen@wet.com
> / | \ E.KRIMEN (GEnie)

The problem is that the Dataformer will be quite expensive.

The CVD and CVG file format have not been made public. However, I have asked Bob Elbracht (sp?) of DMC (Holland) about the file format of these programs, and he told me that in principle they are prepared to provide a description of the file format, provided that I sign a non-disclosure contract for it. Both the disclosure and the non-disclosure contract are to prevent 'mutant' versions of the file format through reverse-engineering or incorrect interpretation of the file description.

However, at the moment DMC is updating the documentation about the file format, so if you really want to know, wait until november.

If they will be as nice to you as they were to me if you tell them you want to generate Postscript is another matter. They have been quite childish about Postscript and Postscript fonts.

=-=-=-=
C. van Reeuwijk e-mail: C.vReeuwijk@ET.TUDelft.NL

3191. 1.4 meg floppy on an ST?

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 19:54:13 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Sep26.155413.28048@newstand.syr.edu>
Source record: 217067

Alright, here's something I don't think I've ever seen discussed before.

I'd like to have a high density drive for my ST (i.e. 1.4 meg floppy). To tell the truth, I'm not even sure if my ST could be adapted to work with a high density drive, or whether this is a possibility only for STes and TTs. Nevertheless, rather than trying to do something internal, could I simply buy a SCSI-high density drive made for the Mac?

Here's my idea. I've got an ICD Fast hard drive. Right now I've got a Cutting Edge 44meg Syquest Removable plugged into the SCSI port of the ICD drive. This SCSI drive unit was made for the Mac world, but works fine in ST mode as well as in Spectre mode (it works in msdos mode, too...via ATSpeed). Anyway, what if I were to buy something like the Infinity Turbo Floppy 1.4 (currently $289 from MacWarehouse) and chain it off of my Syquest? I imagine it would work in Spectre mode, but doesn anybody have any idea if it would work in ST mode (or msdos mode via ATSpeed)? If so, I think it would be a pretty resonable solution for high-density floppies!

--Gerry
ggreenbe@rodan.acs.syr.edu
PS. According to the salesperson I spoke to, the drive will not read 400 or 800K Mac floppies. But, who knows, maybe it will read 800K non-Mac floppies...?

3192. Re: Press Coverage of Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 21:32:38 UTC
From: Stefan Monnier <osoelgaultier+@CMU.EDU>
Message-ID: <8elBPqO00Vor41pXUM@andrew.cmu.edu>
Source record: 217059

Excerpts from netnews.comp.sys.atari.st: 26-Sep-92 Re: Press Coverage of Falcon? Stefan Boberg@lysator.li (1146)

> :-) :-) Face it guys - nobody's interested in the Falcon and it will be
> a huge flop (just like all other Atari machines) and Atari will go
> bankrupt in no time when Commodore introduce their new AGA Low-end
> machines (same Gfx as A4000) by christmas.

> Bye, bye Atari...

Great ! You're great !
Thanks for all these useful information !

Stefan Monnier

I like to be useless

3193. Re: FONTGDOS.LZH; what lzh to use?

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 22:04:52 UTC
From: akenning@zeus.calpoly.edu
Message-ID: <1992Sep26.220452.166014@zeus.calpoly.edu>
Source record: 217081

I have had lzh201m for quite awhile it WILL uncompress any lzh file.
My copy is the original german version, but since the format of the
switches and paths has not changed it should not be a program for you to use
providing you have used a previous release of lzh201.

--
--||||Aaron
Kennington||||||||||||||||||||||||||||||akenning@eos.calpoly.edu||||
||||||||||||||||||"Happy Happy, Joy Joy" -- Stimpy & Ren||||||||||||||||||||

3194. Re: Trying out Freeze Dried Terminal and CoNnect 1.52

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 22:10:10 UTC
From: akenning@zeus.calpoly.edu
Message-ID: <1992Sep26.221010.166238@zeus.calpoly.edu>
Source record: 217073

FZDT will not handle vi correctly under ANSI emulation.
[Sean Price works ont he project with Aaron, and I've told them about this
problem]

This is unfortunate for I have to use Interlink for vi work under VT100

Aaron Kennington
--
--||||Aaron
Kennington|||||||||||||||||||||||||||||||akenning@eos.calpoly.edu||||
||||||||||||||||||||"Happy Happy, Joy Joy" -- Stimpy & Ren||||||||||||||||||||

3195. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 22:17:49 UTC
From: steiner@jupiter.cse.utoledo.edu
Message-ID: <1992Sep26.171750.10169@uoft02.utoledo.edu>
Source record: 217057

boberg@lysator.liu.se (Stefan Boberg) writes:
> peters@allvax.enet.dec.com (Don Peters) writes:
>
> > - speedwise, the Falcon is equivalent to a 25-30Mhz 386 machine
>
> Yeah, right. Running in what screen mode? Not when in 16-bit mode I'm
> sure. BTW, does anyone have a table saying how much the Falcon slows
> down in the various video modes? That would be interesting reading
> indeed.

it's already been discussed. and the bus is fast enough to handle
640X400X16bits -without- slowing the rest of the machine down.

> > - a 19.2K bps modem is now being implemented for the Falcon
> ^^^^^
> What standard? There is no 19.2Kbps standard yet! It may be good
> for connecting two Falcons but no more.

9600/14.4 w/ compression. are you dumb or just acting like it?
if you're going to find something wrong with the Falcon (and i'm
sure there are a few things) you'll have to try harder than this...

> > - voice mail (from a NeXT programmer) and video phone
> > applications "are coming"
>
> ... Next century?

dunno, do ya? your unfounded accusations don't make the Falcon any
less of a powerful machine.

> > - in many respects the Falcon is more powerful than the Video
> > Toaster, containing 98% of its functionality. The cost of the
> > Falcon plus any associated software/hardware will be less in
> > cost than the Video Toaster itself.
>
> You got to be kidding! Whoever said that should get a clue.
> There's no way a puny little Falcon can pull off the tricks the
> Toaster can. Wake up and get a grip on reality.

and why not? you keep ask for "facts" about the Falcon, yet don't offer
any in return. why shouldn't it be able to do the same stuff the
Toaster does? everyone's pretty much admitted that the Toaster's magic
lies in the software. if the Falcon provides most of the same hardware
there's -nothing- keeping it from having software that does the
same stuff the Toaster does.

jeezus. if this is the way Amiga owners are supposed to act i'm selling
mine. what an ass.

jason "an amy person who knows a good computer when he sees it" steiner

--
`,`,`,

3196. GCR troubles

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 22:32:54 UTC
From: pinelr@aix.rpi.edu
Message-ID: <mhgzrqd@rpi.edu>
Source record: 217060

Hi, I just recently purchased Spectre GCR with rev 3.0 software from another user. I'm having problems getting started though...

a.) Everything is hooked up properly, the ROMS are Ok, the cables are secure, I reseated things, blah blah blah...

b.) I am using System/Finder 6.0.5 in native Mac format

c.) I am always greeted with a disk/question mark icon despite the fact that a valid disk is in there.

d.) I hit F1, it rereads the disk, and the happy Mac comes up.

e.) I get "Welcome to Macintosh"

f.) I get a crash page, with an "Illegal instruction trap" error or some such nonsense. Any attempt to restart the finder will just result in more crashes and an eventual freeze of my machine.

I am using this on a Mega 2 with TOS 1.4. Is there anything I'm missing here or do I just have terrible luck with emulators???

Help me please!!!!!

--
||| | Rob Pinelli |5\ Seymour: "Hey this isn't right! You're supposed to
/ | \ | pinelr@rpi.edu |18\ show me how miserable everybody is without me!"
Atari ST| 203 North Hall |276\ Junior: "Hey, if *everyone* made the world a
Mega 2 | Troy, NY 12180 |7080\ better place, it'd be perfect!" -Little Shop

3197. Re: Press Coverage of Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 22:33:27 UTC
From: cliu@ocf.berkeley.edu
Message-ID: <1a2ofnINNp4u@agate.berkeley.edu>
Source record: 217061

A friend told me he saw an article about the Falcon announcement in the San Jose Mercury News (major paper in the Silicon Valley area). He is going to cut the article out for me.

---
cliu@ocf.berkeley.edu

3198. Mainframe transfers

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 23:20:14 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <26SEP92.23201498@meena.cc.uregina.ca>
Source record: 216973

Are there any half decent easy to use transfer protocals available
to make transfering files between a mainframe like an IBM 4381-12 and
an ST faster than kermit - I mean software for the mainframe. For
a VAX 8600? I'm thinking perhaps a version of zmodem, or even just
xmodem.

3199. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 23:31:59 UTC
From: boberg@lysator.liu.se
Message-ID: <1723@lysator.liu.se>
Source record: 217069

steiner@jupiter.cse.utoledo.edu (jason "Think!" steiner) writes:

>boberg@lysator.liu.se (Stefan Boberg) writes:

>it's already been discussed. and the bus is fast enough to handle
>640X400X16bits -without- slowing the rest of the machine down.

I'm sorry if this has been covered before, but I haven't read this
group until now. I still don't understand how the graphics chips
can possibly fetch 30MB/sec (I assume the above mode is 60Hz and
non-interlaced) without slowing the 68030 down one bit... I've been
told that the Falcon graphics chips live on the main processor bus so
that just don't make any sense at all!

Maybe it's just more of that Sam Tramiel magic :-)

>> > - a 19.2K bps modem is now being implemented for the Falcon
>> ^^^^^
>> What standard? There is no 19.2Kbps standard yet! It may be good
>> for connecting two Falcons but no more.

>9600/14.4 w/ compression. are you dumb or just acting like it?
>if you're going to find something wrong with the Falcon (and i'm
>sure there are a few things) you'll have to try harder than this...

But that's hardly what you would call a 19200 bps modem. If it
implements V32bis it's 14400 bps, and if it's V32 it's 9600 bps,
but there is no 19200 bps standard that I know of yet. V42"
compression doesn't increase the transfer rate modem<->modem.

So again: Which standard is it?

>> You got to be kidding! Whoever said that should get a clue.
>> There's no way a puny little Falcon can pull off the tricks the
>> Toaster can. Wake up and get a grip on reality.

>and why not? you keep ask for "facts" about the Falcon, yet don't offer
>any in return. why shouldn't it be able to do the same stuff the
>Toaster does? everyone's pretty much admitted that the Toaster's magic
>lies in the software.

If that is the case, why is it that no-one has produced the required
hardware and software for the Atari ST? The hardware is simple you say,
so why not? And why isn't there an equivalent for PCs or MACs ? If it
was easy someone would have made the Toaster for PC-machines long ago
and be multi-millionaires by now. No, the secret lies in the combination
CBM Video Hardware + Toaster HW + Toaster SW + CBM System Software.

>if the Falcon provides most of the same hardware
>there's -nothing- keeping it from having software that does the
>same stuff the Toaster does.

Can you be a little more specific? What hardware components in the
Falcon replaces the Toaster? Does it output 24-bit video? Does it
have video inputs? Can it mix video signals? Can it produce
broadcast quality output? Does it have ASICs to create custom
dissolves/wipes etc? Character generators? Chroma keying?

>jeezus. if this is the way Amiga owners are supposed to act i'm selling
>mine. what an ass.

I'm just giving you my view of the Falcon. Sorry if it doesn't fit
in with yours. If you think I'm an ass, then I can show you some pretty
ridiculous posts from Falcon fanatics in comp.sys.amiga.advocacy ...

>jason "an amy person who knows a good computer when he sees it" steiner

And I know a crippled & over-hyped system when I see one. I think
Falcon is one of them (right up there with the Mac IILC and family).

Good luck with your Falcon!

>`,`,`,`,`,`,`,`,`,`,`,` steiner@jupiter.cse.utoledo.edu `,`,`,`,`,`,`,`,`,`,`,`

--
Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg

3200. Re: GCR troubles

Newsgroup: comp.sys.atari.st
Date: 1992-09-26 23:47:34 UTC
From: pinelr@aix.rpi.edu
Message-ID: <kkgzf_f@rpi.edu>
Source record: 217063

I know it's bad form to follow up your own posts, but here goes:

I checked my drive using GCRTEST and guess what? It can't seem to format, read, or write to side 1 on the 9 and 8 sector tracks. But ONLY side one, and ONLY the 9 and 8 sector tracks. Is my drive fuct or does side 1's head need to be cleaned? *sigh*

--
||| | Rob Pinelli |5\ Seymour: "Hey this isn't right! You're supposed to
/ | \ | pinelr@rpi.edu |18\ show me how miserable everybody is without me!"
Atari ST| 203 North Hall |276\ Junior: "Hey, if *everyone* made the world a
Mega 2 | Troy, NY 12180 |7080\ better place, it'd be perfect!" -Little Shop

3201. problems with EPSJET.PRG (Epson Emulator for Deskjet 500)

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 00:42:41 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <7090@tekig7.PEN.TEK.COM>
Source record: 216951

In the hputils.arc file on terminator, I found this wonderful program that *almost* works. It takes over one of the trap vectors, and when Epson printer codes are sent to it, it figures out what to send to a deskjet 500. I'm trying to use my old PrintMaster Plus program, which has an Epson driver, but no HP driver. It prints Epson graphics on the Deskjet 500, but there's a blank line in between each line of graphics. I experimented with the HP DIP switches and the Printmaster CR/LF options, but that didn't help. Perhaps the problem is that the emulator is for an MX-80 and Printmaster expects an FX-80?

The author of the emulator is David L. Baily. Is he on the net?

Thanks for any help.

George.S.Walker@tek.com *OR* georgew@tekig1.pen.tek.com
OR uunet!tektronix!tekig1.pen.tek.com!georgew

3202. Re: Pinhead and Maxifile

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 01:07:10 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Sep26.220710.7795@ac.dal.ca>
Source record: 217066

In article <26SEP92.14313714@meena.cc.uregina.ca>, selbyr@meena.cc.uregina.ca writes:
> Where would I be able to obtain copies of the latest editions
> of Pinhead and Maxifile? I'm assuming they are commercial -
> there isn't an Atari dealer within 600 miles of here.

Pinhead is shareware; it's bound to be on atari.archive. Try to get v2.1,
which works on all TOS versions. Mail me if you have a problem.
MaxiFile _is_ commercial, from the Codeheads; sorry I don't have their
address at hand.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

3203. Re: Press Coverage of Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 01:10:21 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1a31ltINN30u@usenet.INS.CWRU.Edu>
Source record: 217064

In a previous article, boberg@lysator.liu.se (Stefan Boberg) says:

>
> :-) :-) Face it guys - nobody's interested in the Falcon and it will be
>a huge flop (just like all other Atari machines) and Atari will go
>bankrupt in no time when Commodore introduce their new AGA Low-end
>machines (same Gfx as A4000) by christmas.

I find that the most successful products in history were completely missed
by the press.

We shall see if this tradition continues...

As for Commodore, don't hold your breath...

Developers have had Falcons since May and there should be a number of software
titles available by December.

Very few Amiga developers (if any) have had the new "AA chip" machines.

There is no reason to feel loyalty towards Commodore. I've heard that
Management-Developer problems have been occuring.

Len
>
> Bye, bye Atari...
>--
>Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
> Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
> EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
> UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg
>

--

3204. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 01:15:07 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1a31urINN3bh@usenet.INS.CWRU.Edu>
Source record: 217065

In a previous article, boberg@lysator.liu.se (Stefan Boberg) says:

>
>> - in many respects the Falcon is more powerful than the Video Toaster,
>> containing 98% of its functionality. The cost of the Falcon plus
>> any associated software/hardware will be less in cost than the
>> Video Toaster itself.
>
> You got to be kidding! Whoever said that should get a clue. There's no
>way a puny little Falcon can pull off the tricks the Toaster can. Wake
>up and get a grip on reality.

HAVE YOU USED THE FALCON 030 YET?

The more I read, the more I see an insecure Commodore user that is letting
out his frustrations on the comp.sys.atari.st newsgroup to make himself
feel better.

The only thing I have to say is that Atari released their next generation
computer while Commodore has not.

Case closed.

>--
>Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
> Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
> EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
> UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg
>

--

3205. Re: Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 03:25:51 UTC
From: saj@chinet.chi.il.us
Message-ID: <Bv7w74.6v@chinet.chi.il.us>
Source record: 217070

In article <1992Sep25.123525.22133@gdr.bath.ac.uk> mapmh@gdr.bath.ac.uk (M Hagger) writes:
>
>Really I reckon it would be far better if you guys the other countries
>didn't mention how much you will be paying for your machines as I KNOW
>that as usual we in England will be paying way over the odds for these
>machines, typically in my experience we pay the same amount in UK
>pounds as the Americans do in dollars!
>
>Oh well such is life. (or c'est la vie for those language buffs).
>
>Does anyone know why we always pay more in England? I've known cases
>where it would have been cheaper to get on a ferry drive to Germany,
>buy a machine and drive back, rather than buy from a UK distributor.
>

Knowing the efficiency of Atari's distribution network, I suspect you may be paying a premium for the distributor to hire someone to take a ferry to Germany, buy a machine for you and drive back.....

Steve

3206. PC 10 sectors disk

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 07:38:53 UTC
From: moon!cyberden!coder@well.sf.ca.us
Message-ID: <iR2qRB1w165w@cyberden.uucp>
Source record: 217078

There are program on the PC that will let you format 10 sectors on any disk. 800K on 720K disk and 1.6M on 1.4M disk. I use it to tranfer files from PC to ST without any problem on the 800K disks. The program I use is call MAXI formatter..

David Yee(Your average low pay worker)
San Francisco, CA

| / |\
| H E \ Y B E R |/ E N [moon!cyberden!coder@well.sf.ca.us]

3207. Video Toaster

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 07:48:42 UTC
From: moon!cyberden!coder@well.sf.ca.us
Message-ID: <V82qRB2w165w@cyberden.uucp>
Source record: 217079

Just wait till 1993, there will be a new Sci-Fi show call Babylon 5.
It will using the Toaster for the animations for the show. There are two
shoots in the new Toaster promo tape of a space ship and the space
station Babylon 5. The wierd thing is that the new show will be on the
new Warner network. Something like the Fox network.

David Yee
San Francisco, CA

P.S. The show sounds alot like the new Star Trek: Deep Space 9, but from
the info I read on it, it sound very interesting. Each show have it's own
story that will built together as the whole big story. I also darker than
the utopia universe than Star Trek.

| / |\
| H E \ Y B E R |/ E N [moon!cyberden!coder@well.sf.ca.us]

3208. Problem with ghostscript 2.41b and deskjet

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 09:08:10 UTC
From: peterj@garfield.t-informatik.ba-stuttgart.de
Message-ID: <1a3tlqINN7f1@nic.belwue.de>
Source record: 217072

I'm using ghostscript 2.41b and have a problem with my deskjet:
With some postscript files there is a little bit at the end of the
page missing, it does not print in the lower 3cm of the page (DIN A4)
On the screen I can preview to entire page.

Peter
--
Peter Jesinger (EMail: peterj@ba-stuttgart.de)

Ich bin ein .signature Virus. Mach' mit und kopiere mich in Deine .signature.

3209. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 10:12:42 UTC
From: boberg@lysator.liu.se
Message-ID: <1724@lysator.liu.se>
Source record: 217084

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>In a previous article, boberg@lysator.liu.se (Stefan Boberg) says:

>>
>>> - in many respects the Falcon is more powerful than the Video Toaster,
>>> containing 98% of its functionality. The cost of the Falcon plus
>>> any associated software/hardware will be less in cost than the
>>> Video Toaster itself.
>>
>> You got to be kidding! Whoever said that should get a clue. There's no
>>way a puny little Falcon can pull off the tricks the Toaster can. Wake
>>up and get a grip on reality.

>HAVE YOU USED THE FALCON 030 YET?

No. You see, here in Scandinavia Atari doesn't even have a subsidiary ...
Commodore has four. Go figure ...

>The more I read, the more I see an insecure Commodore user that is letting
>out his frustrations on the comp.sys.atari.st newsgroup to make himself
>feel better.

Right :-) I am a registered Commercial Amiga Developer so I know what CBM
is up to and I know it's good, so I'm not one bit frustrated or insecure.
Quite the opposite, actually.

I just wanted to see how Atarians react to criticism, and so far I've
received no sensible reply (except one in EMail). I'd like you to answer
some of the questions I asked instead of just dismissing me as "one of
those stupid AmigaDroids". I was interested in the Falcon at one point but
quickly lost interest when I learned that the blitter and the rest of the
video hardware were on the main CPU bus... Talk about crippling a perfectly
good CPU.

>The only thing I have to say is that Atari released their next generation
>computer while Commodore has not.

Oh have they? From what I've heard you cannot go out and buy a Falcon
now because they aren't shipping yet! I can get an A4000 *now* and I'm
collecting my money to buy one...

> Len Stys
--
Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7

UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg

3210. Re: Trying out Freeze Dried Terminal and CoNnect 1.52

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 11:46:47 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Sep27.114647.3992@newton.ccs.tuns.ca>
Source record: 217075

In article <1992Sep26.221010.166238@zeus.calpoly.edu> akenning@zeus.calpoly.edu (Aaron Bryce Kennington) writes:
>FZDT will not handle vi correctly under ANSI emulation.
>[Sean Price works ont he project with Aaron, and I've told them about this
>problem]
>
>This is unfortunate for I have to use Interlink for vi work under VT100
>
>Aaron Kennington
>--
>--||||Aaron Kennington||||||||||||||||||||||||||||||||akenning@eos.calpoly.edu||||
>||||||||||||||||||||"Happy Happy, Joy Joy" -- Stimpy & Ren||||||||||||||||||||
>--

Aaron,

I have Interlink ST (v1.85) and have always had problems with full screen editting under the VT100 mode. The screen doesn't update properly and I must always use ^L to refresh the screen. Are you using the original VT100 VT_100.EMU included with Interlink or an update? When ever I call the HP or VAX at TUNS I use Uniterm to avoid such problems.

Ken

==========
Kenneth W.Hartlen E-mail (hartlenk@newton.ccs.tuns.ca)
School of Computer Science or (hartlekw@taurus.cs.tuns.ca)
Technical University of Nova Scotia
P.O. Box 1000
Halifax, Nova Scotia, B3J 2X4 CANADA

3211. Re: Atari falcon memory speed

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 11:49:54 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2AC59FE2.3562@news.service.uci.edu>
Source record: 217074

hutch@bellman.lanl.gov writes:
>
>Ha! That's where they've got you, Jonathan. The Falcon does not use
>SIMMs but rather a proprietary memory board available _only_ from
>Atari. Trust me, they have been beaten severely over the head and
>shoulders about this stupid decision (IMHO) not to use industry
>standard SIMMs. And that's only ONE example of some really dumb
>things they have done in this machine's design. Don't take me
>wrong... the Falcon _is_ a nice machine. But when I think of what it
>COULD have been for little or no additional expense on Atari's part...

Maybe they really are thinking of what it could be. My
understanding is that the memory expansion slot can be used for a host
of really neat things like VRAM and other neat video support (higher
res video, acceleration, etc.) in addition to ram expansion. Maybe
they should have put SIMM slots on the ram board like somebody else
will figure out how to do (and still fit). But I think that the idea
of a memory expansion slot that has extra possibilities over plain ram
expansion is a good idea.
--
Joachim Vance
^~^~^~

3212. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 12:01:25 UTC
From: lindblad@klaava.Helsinki.FI
Message-ID: <1992Sep27.120125.29981@klaava.Helsinki.FI>
Source record: 217077

steiner@jupiter.cse.utoledo.edu (jason "Think!" steiner) writes:
: boberg@lysator.liu.se (Stefan Boberg) writes:
: > peters@allvax.enet.dec.com (Don Peters) writes:
: >
: > > - speedwise, the Falcon is equivalent to a 25-30Mhz 386 machine
: >
: > Yeah, right. Running in what screen mode? Not when in 16-bit mode I'm
: > sure. BTW, does anyone have a table saying how much the Falcon slows
: > down in the various video modes? That would be interesting reading
: > indeed.
:
: it's already been discussed. and the bus is fast enough to handle
: 640X400X16bits -without- slowing the rest of the machine down.

If Falcon's bus is a 32 bit one a 640*480/8 bit mode (w/o interlace)
will eat all available bus time from CPU (with the exception of
horizontal and vertical blanks) - assuming that sounds also use the
same bus the CPU is slower further down by them if they're used. A
careful approximation of mine is that 68030 in Falcon runs at roughly
40-50% speed in the highest bandwidth modes (640*480/8 no interlace,
640*480/16 with interlace). Using overscan will further reduce the
speed of system. The lowest bandwidth modes affect the CPU speed, by
decreasing it by something like 20% or so, mostly because of the lack
of the ability to use burst mode of 68030.

: and why not? you keep ask for "facts" about the Falcon, yet don't offer
: any in return. why shouldn't it be able to do the same stuff the
: Toaster does? everyone's pretty much admitted that the Toaster's magic
: lies in the software. if the Falcon provides most of the same hardware

Only some of it lies in software - the toasterboard is full of custom
chips and ram which is responsible (together with the Amiga chips) for
the effects - the Amiga chips alone could not alone be responsible for
the effects.

: there's -nothing- keeping it from having software that does the
: same stuff the Toaster does.

Unfortunately it's not just the software, but also the hardware. The
first thing Falcon lacks is hi colour high resolution modes needed for
broadcast quality video (ie. 1280*400+overscan with enough colors).
Also the Falcon lacks the hardware to do the realtime effects Toaster
is able to do (no, nor the Atari blitter, nor the 56001 is even near
of being able to do the effects).

--
Jarkko Lindblad
lindblad@cc.helsinki.fi

3213. Signum font format

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 12:15:33 UTC
From: amara@delta.inria.fr
Message-ID: <30326@sophia.inria.fr>
Source record: 217076

Could someone tell me where I can find a description of the Signum font
format (E24 for the screen and L30 for the laser printer).
Thanks in advance

--
Fethi Amara, amara@sophia.inria.fr
MALIN Lab. (Multi Alphabetism and Lingualism in INformatics)
INRIA Phone: (33) 93.65.77.84
2004, route des Lucioles - B.P. 93 Fax: (33) 93 65 77 83
06902 Sophia Antipolis Cedex, (France) Telex: 970 050 F

3214. Re: Finding x,y resolution

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 13:32:04 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.7.717600723@dhhalden.no>
Source record: 217080

In article <kekC0BO00awW4AmYUG@andrew.cmu.edu> sm86+@andrew.cmu.edu (Stefan Monnier) writes:

>> the function XBIOS(4) yields the following results:
>> 0 for low rez
>> 1 for mid rez
>> 2 for hi rew
>
>And what about TT rez, graphics cards, overscan, ...
>If you want your prg to run on your machine and only on
>it, go ahead, use Xbios. But if you wish your prg could
>run on Falcon, different graphics modes, atari emulators,
>etc... (and if you want you r prg to be 'clean'),
>just forget about it !
>
>Avoid Xbios as much as possible, cause it IS machine dependent !
>(it is of course not always possible)
>
> Stefan Monnier

Here you should use the VDI to find out how big the screen are. Then you would be sure the program works on every machine :-)

Stig Jorgensen

3215. Re: Archive 2150S to Atari ST HOW?

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 13:53:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.650580@cix.compulink.co.uk>
Source record: 216964

In article <1992Sep24.043753.29520@nrtpa038.bnr.ca>, smclane@nrtpa037.bnr.ca (Steve McLane x1602) writes:
>
> Help, I have a Archive 2150S tape drive and want to hook it up to my ST.
> Where do I start?? What exactly is a 2150S?? What jumper settings etc..
>
> Thanks for any help..
> Steve Mclane
>
> smclane@bnr.ca

i don't know Steve, but as chance would have it, i have just been reco-
mmended this very save drive. i will look forward with interest as to how
you get on. Please do post..

Adam. apelled@cix.compulink.co.uk

3216. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 15:53:46 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.OVfRYGjaQo_@fredrik.atari.no>
Source record: 217082

In <1723@lysator.liu.se>, Stefan Boberg writes:

****some stuff deleted ****
>>> > - a 19.2K bps modem is now being implemented for the Falcon
>>> ^^^^^
>>> What standard? There is no 19.2Kbps standard yet! It may be good
>>> for connecting two Falcons but no more.
>
>>9600/14.4 w/ compression. are you dumb or just acting like it?
>>if you're going to find something wrong with the Falcon (and i'm
>>sure there are a few things) you'll have to try harder than this...
>
> But that's hardly what you would call a 19200 bps modem. If it
>implements V32bis it's 14400 bps, and if it's V32 it's 9600 bps,
>but there is no 19200 bps standard that I know of yet. V42"
>compression doesn't increase the transfer rate modem<->modem.
>
> So again: Which standard is it?

My good, how paranoid can you get. The DSP can most likely support,
through software and a simple interface, ANNY speed or protocol up to at
least the 64/128 Kbps speed of ISDN, and probably even higher speeds.

**** the rest of posting deleted ****
**** (too little facts & too much****
**** "I'm sure it stinks, 'cause ****
**** it's not an Amiga" ****

--

```
-----------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------------
```

3217. Re: 1.4 meg floppy on an ST?

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 16:36:44 UTC
From: ekrimen@wet.UUCP
Message-ID: <4323@wet.UUCP>
Source record: 217086

In article <1992Sep26.155413.28048@newstand.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Here's my idea. I've got an ICD Fast hard drive. Right now
>I've got a Cutting Edge 44meg Syquest Removable plugged into
>the SCSI port of the ICD drive. This SCSI drive unit was made
>for the Mac world, but works fine in ST mode as well as in
>Spectre mode (it works in msdos mode, too...via ATSpeed).
>Anyway, what if I were to buy something like the Infinity
>Turbo Floppy 1.4 (currently $289 from MacWarehouse) and chain
>it off of my Syquest? I imagine it would work in Spectre
>mode, but doesn anybody have any idea if it would work in ST
>mode (or msdos mode via ATSpeed)? If so, I think it would be
>a pretty resonable solution for high-density floppies!

Better yet, spend $110 more for a Freedom Floptical from PMC and you can get 21megs on a floptical as well as 1.44meg and 720K support. The drive from PMC comes with the Link from ICD and is ready to run on the ST.

I don't believe that Spectre has 1.44meg drive support yet.

Also, I'm not familiar with the TurboFloppy from PLI, but if it doesn't have an eject button, you're going to need to have a paper clip around when you want to eject disks. :^) I don't think Spectre will actually eject the disks for you. Moreover, at Glendale, the guys at ICD used a software program to tell a Mac-based floptical to eject a disk from an ST. It was just a TOS program. I don't know if that program is available.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3218. Re: ST questions: FPUs

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 17:07:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.650687@cix.compulink.co.uk>
Source record: 216965

>In article <1992Sep24.155406.7739@ac.dal.ca>, cordes@ac.dal.ca (John Cordes) writes:
>>Don Allison wrote:
>>
>>>2. Having just put an ICD AdSpeed STE in my system and added a
>>>floating point coprocessor, I was looking for a compiler that
>>>would support using a 68881 as a peripheral, like the ST's do.
>>>Does such a critter exist? I tried Laser C which supposedly
>>>has a library that supports this option, but noticed no time
>>>differences when running with software emulation or the hardware
>>>coprocessor (30000 adds, also 10000 sines seemed to take the
>>>same amount of time either way). I was hoping to see some of
>>>the claimed 10x speedup in some raytracing software I was going
>>>to port.
>>
>>I tried to reply to this by email, but it seems to have bounced.
>>
>> I have a Mega STE, with 68881, and find an improvement with Laser C,
>>though I don't usually program in C.
>> You need to link in the '881 library with a line something like (from
>>Gulam):
>> d:\megamax>> ld -o sch881.prg init.o scheqn.o lib881.a libc.a
>>
>> The order of the two math libraries (lib881.a and libc.a) is crucial. I
>>got a speed improvement of about a factor of 17 on the savage benchmark
>>(heavy use of transcendentals, where the FPU really shines),but less than a
>>factor of two improvement on a floating point intensive calculation not
>>involving transcendentals (just adds, multiplies, etc).
>>
>>John Cordes
>>Dept. of Physics
>>Dalhousie University
>>Halifax, N.S., Canada B3H 3J5
>>email: cordes@ac.dal.ca

If it hasn't already been mentioned Lattice C (v 5.52) ahd support for
maths co-processors, auto detecting/software/or FPU options. Lattice C (tm)
is a Hisoft product.

Adam.

3219. TeXDraw - new developer sought

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 18:26:56 UTC
From: kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <H.ea.YRqtFRhAunQ@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
Source record: 217087

Dear netters,

the author of TeXDraw, Jens Pirnay, has stopped the development of his program since he has changed the system.

However, he would give away the sources (and may be the compiler also), if someone is willing to take over the project for further development.

The program is written in Megamax Modula-2. The last version is 1.86.3, available e.g. from rusmv1.rus.uni-stuttgart.de (129.69.1.12) in /soft/tex/machines/atari. A slightly newer version should be available through the Funbox in Regensburg (Fido: 2:246/124), including sources.

To those who don't know TeXDraw yet:
It's a fully GEM based, very powerful drawing tool which outputs (La)TeX-code, including the epic-specials, cs-specials etc.
It can also convert various graphics formats.

As is always, software is never ready, and there are still many things to be done.
TeXDraw has been shareware (DM 20.-) and at least I am willing to pay more for an improved version.

If there are interested programmers, they should contact the author himself:

Jens Pirnay,
Mail: jens.pirnay@rphs1.physik.uni-regensburg.de,
pirnay@vax1.rz.uni-regensburg.dbp.de
Fido: Jens Pirnay (2:246/124.5)
Maus: Jens Pirnay @ R

Regards,
Thomas.
--
Thomas-Martin Kruel Institut f. Physikalische Chemie / Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg, Tel. +49 931 31579

3220. 16 million color program on archive?

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 19:34:11 UTC
From: gpinzone@TASHA.POLY.EDU
Message-ID: <9209271934.AA03430@tasha.poly.edu>
Source record: 217085

Has anyone seen (or tried out) the program on the atari.archive.umich.edu
that is supposed to output 16 million colors?

I got a copy of a bbs and I couldn't load any .IFF pics....

Yours truly,

```
___ ___
/ ) /) / )
/ ___ _ __ __ __ _// /__/ _ _ _ _
\___/_</_/ (_(_/_/ (_(_/__ / _/_/ )_/)_(_)_/ )_</__
)
()
```

```
}>:+:<{([ Gerard Pinzone ])}>:+:<{([I])}>:+:<{([ gpinzone@tasha.poly.edu ])}>:+
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
\______\/ \_______\/ \__\/\__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV
```

3221. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 19:54:08 UTC
From: tlai@cs.toronto.edu
Message-ID: <92Sep27.155352edt.47521@neat.cs.toronto.edu>
Source record: 217083

In article <1992Sep27.120125.29981@klaava.Helsinki.FI> lindblad@klaava.Helsinki.FI (Jarkko Lindblad) writes:
>The first thing Falcon lacks is hi colour high resolution modes needed for
>broadcast quality video (ie. 1280*400+overscan with enough colors).

The resolution of production quality video is more like 720x480 for NTSC-M (assuming a Kell factor of 1). Broadcast quality video is considerably worse.

3222. FOR SALE: AdSCSI Plus ST Host Adapter w/10Mb hard drive (optional)

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 21:06:27 UTC
From: lectro@milton.u.washington.edu
Message-ID: <1992Sep27.210627.4909@u.washington.edu>
Source record: 217088

ICD SCSI Hard Drive Interface w/clock (battery backed) for use with
Atari ST series computers. Hardly used, bought 8 months ago. Includes
software/DMA cable/SCSI cable. Will sell for $70, OBO.

I also have a 20Mb 1/4 height (very small) SCSI hard drive that I will
sell with the adapter for and additional $100, but not separately.

Shipping not included.

Jonathan E. Maier # ## # lectro@u.washington.edu
---------------------------- # ## # -------------------------------------
Weekend Operator ## ## ## University of Washington
UCS Operations ## ## ## Seattle, Washington

3223. Re: Press Coverage of Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 21:46:34 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep27.214634.17252@newshost.lanl.gov>
Source record: 217089

In article 1714@lysator.liu.se, boberg@lysator.liu.se (Stefan Boberg) writes:
> :-) :-) Face it guys - nobody's interested in the Falcon and it will be
>a huge flop (just like all other Atari machines) and Atari will go
>bankrupt in no time when Commodore introduce their new AGA Low-end
>machines (same Gfx as A4000) by christmas.
>
> Bye, bye Atari...

Frankly Stefan, we don't give a damn what you or other "Commode-Heads" believe.

-Hutch-

3224. Re: GCR troubles

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 21:56:02 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep27.215602.17722@newshost.lanl.gov>
Source record: 217090

In article f@rpi.edu, pinelr@aix.rpi.edu (Rob Pinelli) writes:
> I know it's bad form to follow up your own posts, but here goes:
>
> I checked my drive using GCRTEST and guess what? It can't seem to format,
>read, or write to side 1 on the 9 and 8 sector tracks. But ONLY side one,
>and ONLY the 9 and 8 sector tracks. Is my drive fuct or does side 1's
>head need to be cleaned? *sigh*

Rob, my guess is that your problems are due to disk drive interference (Dave Small calls it "feedback"). This problem is particularly common on MegaST units evidently. If you have an external drive, try booting the Apple system disk from that drive. I know some folks have tried shielding their drive mechs by wrapping them in foil and all sorts of other tricks but to what effect, I don't know. My MSTE has the same problem, and I just use the external drive and be done with it. Others here might have a good suggestion for you or else you could FAX your question to Gadget's By Small, 303-791-0253.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3225. Re: Boston Computer Society shows Falcon 0

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 22:14:52 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep27.221452.18862@newshost.lanl.gov>
Source record: 217091

In article 1724@lysator.liu.se, boberg@lysator.liu.se (Stefan Boberg) writes:
>
> Right :-) I am a registered Commercial Amiga Developer so I know what CBM
>is up to and I know it's good, so I'm not one bit frustrated or insecure.
>Quite the opposite, actually.

I quite agree with some of your technical comments about the Falcon, Stefan. I think Atari _did_ cripple the machine somewhat (sorry, fellow Atarians) and I don't see how a Falcon = 98% VideoToaster, either. In fact, there are a _lot_ of things I'm unhappy about concerning the new machine. But I'm still excited about it and anxiously await its release. And why not?

HOWEVER... whether you _are_ or are _not_ insecure, the childish ravings you have been posting here certainly don't herald a high maturity factor. You don't like the Falcon? Fine. You are entitled to your own opinion as are others that _do_ like this promising machine. Why can't you leave it at that?

You would do well to take a lesson from Jason Steiner and other mature Amiga owners who at least are open minded enough to recognize the potential of other machines that don't carry the C= label.

If some over zealous Atarian is cross-posting in the Amiga newsgroups, I apologize. But flame HIM via email, and leave us be, OK?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3226. Re: Boston Computer Society shows Falcon 0

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 23:10:39 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Sep27.231039.38934@news.th-darmstadt.de>
Source record: 217093

In article <1992Sep27.221452.18862@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 1724@lysator.liu.se, boberg@lysator.liu.se (Stefan Boberg) writes:
>I quite agree with some of your technical comments about the Falcon, Stefan.
>I think Atari _did_ cripple the machine somewhat (sorry, fellow Atarians)
>and I don't see how a Falcon = 98% VideoToaster, either. In fact, there are
>a _lot_ of things I'm unhappy about concerning the new machine. But I'm
>still excited about it and anxiously await its release. And why not?

I don't quite see what you mean ? As the new entry level machine I don't
see really any severe problems with the Falcon. That there is only one bus,
the old 1040 case and no real hi res, is if you think about in terms
of cost-reduction only rational.

I'd be disappointed if this was the high-end machine, as it's the low-end
I am quite happy. If the A4000 was Atari's new high-end, I'd be extremely
disappointed. (har)

Nat!

--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Psalm 69" Ministry

3227. Re: Boston Computer Society shows Falcon 0

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 23:45:25 UTC
From: boberg@lysator.liu.se
Message-ID: <1727@lysator.liu.se>
Source record: 216952

hutch@bellman.lanl.gov (John Hutchinson) writes:

>I quite agree with some of your technical comments about the Falcon, Stefan.
> <...>
>still excited about it and anxiously await its release. And why not?

>HOWEVER... whether you _are_ or are _not_ insecure, the childish ravings you
>have been posting here certainly don't herald a high maturity factor. You
>don't like the Falcon? Fine. You are entitled to your own opinion as are
>others that _do_ like this promising machine. Why can't you leave it at
>that?

I agree that the first posting was quite unnecessary (the one about
press coverage). But the second posting concerning the presentation in
Boston however wasn't, because the replied-to post contained severe
misinformation about the Falcon's capabilities. No company that want to
be taken seriously should make claims they cannot live up to.

>If some over zealous Atarian is cross-posting in the Amiga newsgroups, I
>apologize. But flame HIM via email, and leave us be, OK?

No problem. I won't bother you again, have fun with your Falcons. But
just do yourselves a favour and take that marketing hype with a big grain
of salt ...

>_____ John "HUTCH" Hutchinson _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____
--
Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg

3228. Re: Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-09-27 23:46:44 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1992Sep27.234644.12052@megadata.mega.oz.au>
Source record: 217098

In article <19us3cINNc2c@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>
> I think you have the price in OZZ completly wrong, even a 1040STE sells
> there for some A800, also we have been quoted a NZ price of at least
> nz$2500, so I think you will be dreaming of a A$1000 price, more like A$2300...
> Roger..... sheppard_r@kosmos.wcc.govt.nz

The figure I was quoted came straight from Atari itself, and has been
backed up by a number of developers that I have spoken to. Where did
you get your quotes from? I thought you said Atari in NZ had shrivelled
up and blown away?

Sla/n go fo/ill,
Risky B.

Geoff Swan (research & development) _--_|\ swanee@megadata.oz.au
Megadata Pty Ltd / \
2/37 Waterloo Rd, North Ryde, _.--._/ +61 2 805 0899
NSW 2113, Australia. v (Fax) +61 2 887 4847

3229. Re: 16 million color program on archive?

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 00:42:13 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717640933@groucho.phil.ruu.nl>
Source record: 217100

gpinzone@TASHA.POLY.EDU (Gerard Pinzone) writes:

>Has anyone seen (or tried out) the program on the atari.archive.umich.edu
>that is supposed to output 16 million colors?

Dunno, but your signature is way too long for netiquette. 4 lines max. Please,
it looks fancy, but it's not polite.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

3230. Re: 1.4 meg floppy on an ST?

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 01:21:39 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Sep27.212139.20379@newstand.syr.edu>
Source record: 217094

In article <4323@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <1992Sep26.155413.28048@newstand.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>>Here's my idea. I've got an ICD Fast hard drive. Right now
>>I've got a Cutting Edge 44meg Syquest Removable plugged into
>>the SCSI port of the ICD drive. This SCSI drive unit was made
>>for the Mac world, but works fine in ST mode as well as in
>>Spectre mode (it works in msdos mode, too...via ATSpeed).
>>Anyway, what if I were to buy something like the Infinity
>>Turbo Floppy 1.4 (currently $289 from MacWarehouse) and chain
>>it off of my Syquest? I imagine it would work in Spectre
>>mode, but doesn anybody have any idea if it would work in ST
>>mode (or msdos mode via ATSpeed)? If so, I think it would be
>>a pretty resonable solution for high-density floppies!
>
>Better yet, spend $110 more for a Freedom Floptical from PMC and you can get
>21megs on a floptical as well as 1.44meg and 720K support. The drive
>from PMC comes with the Link from ICD and is ready to run on the ST.
>
>I don't believe that Spectre has 1.44meg drive support yet.
>
>Also, I'm not familiar with the TurboFloppy from PLI, but if it doesn't
>have an eject button, you're going to need to have a paper clip around
>when you want to eject disks. :^) I don't think Spectre will actually
>eject the disks for you. Moreover, at Glendale, the guys at ICD used a
>software program to tell a Mac-based floptical to eject a disk from an
>ST. It was just a TOS program. I don't know if that program is available.
> ||| Ed Krimen
> ||| ekrimen@wet.com
> / | \ E.KRIMEN (GEnie)

This is VERY interesting news (to me, at least), Ed. Could
you tell me how to get in touch with PMC? You see, I just saw
the Toad ad in CN for the Insite Peripherals floptical...the
price on that is $599 (with the Link and one disk included).
Your comments make it seem as if PMC has a similar product for
about $400, which would make it quite attractive! (I noticed
that PLI makes a floptical for the Mac, sold by MacConnection
for $479)...
In any event, the Freedome Floptical seems mighty
tempting...does anybody out there have one?
--Gerry
ggreenbe@rodan.acs.syr.edu

PS. Is PMC Purple Mountain Computers? The company selling the
Gemulator?

3231. Re: MDemo IV!

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 02:14:57 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep28.021457.24980@actrix.gen.nz>
Source record: 217096

In article <lombardo.717455335@cwis> lombardo@cwis.unomaha.edu (Marc Lombardo) writes:
> I just downloaded MDemo IV from the atari archive and I am VERY impressed by
> the amount of work that went into making the music for this demo. Damn
> that guy is good. In the resetdemo, he mentions an address you can send
> a letter to in order to get .mod's. Does anyone know a ftp site where I
> can get the mods to these demos? BTW, where can I find Mdemo 1 and 2?
>
>

GIVE ME THAT ADDRESS! Those are TCB MOD files - I'm after any I can get!
--

3232. Re: MDemo IV!

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 02:17:59 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep28.021759.25139@actrix.gen.nz>
Source record: 217097

In article <dconroy.05gu@outb.wimsey.bc.ca> dconroy@outb.wimsey.bc.ca (Dave Conroy) writes:
> Hello There, I have gotten AN Cool M demo 3 a couple of months back , I was impressed too, I never got to see a Reset Demo though. Hmmm Maybe it's for ST's only not STE's... Well if you are looking for the .MODs, I have them in the TCB Tracker format, and also I spent a couple of hours converting them all except the 'Being a Carebear takes a lot of skill', (I can't rip that one), they sound quite nice, but the only bad thing is the first 15 seconds of some of them, they are kind of gimpy...
>
> Leave me mail if you need more info..
>
> Dconroy.outb.wimsey.bc.ca
>
> --- Via UCI v1.02 (C-Net Amiga)
>

If you could upload the TCB-MOD files to atari.archive, that'd be GREAT! As I've got the MSC (Monster Stereo Sound Cartridge), but no TCB MOD's to play through it!!
--

3233. DM Hint disk

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 02:20:24 UTC
From: kisaacso@nyx.cs.du.edu
Message-ID: <1992Sep28.022024.5946@mnemosyne.cs.du.edu>
Source record: 217095

Hey, I got started playing Dungeon Master again and I'm stuck down at about level 7. I remember that there was a hint disk out a couple years ago, does anybody still have a copy? Don't know if it was PD, shareware, or what but it had maps of each level and hints for tricky spots. Thanks!

Kevin Isaacson
kisaacso@nyx.cs.du.edu

3234. Photochrome raw files?!

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 03:49:36 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1a5vcgINN4r7@usenet.INS.CWRU.Edu>
Source record: 217099

Where is photochrome or for that mater, any raw files on the atari
archive?

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@tasha.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

3235. Re: TeXDraw - new developer sought

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 08:00:28 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Sep28.080028.8937@daimi.aau.dk>
Source record: 216953

kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:

>Dear netters,

>the author of TeXDraw, Jens Pirnay, has stopped the development of his
>program since he has changed the system.

>However, he would give away the sources (and may be the compiler
>also), if someone is willing to take over the project for further
>development.

>The program is written in Megamax Modula-2. The last version is
>1.86.3, available e.g. from rusmv1.rus.uni-stuttgart.de (129.69.1.12)
>in /soft/tex/machines/atari. A slightly newer version should be
>available through the Funbox in Regensburg (Fido: 2:246/124),
>including sources.

>To those who don't know TeXDraw yet:
>It's a fully GEM based, very powerful drawing tool which outputs
>(La)TeX-code, including the epic-specials, cs-specials etc.
>It can also convert various graphics formats.

>As is always, software is never ready, and there are still many things
>to be done.
>TeXDraw has been shareware (DM 20.-) and at least I am willing to pay
>more for an improved version.

>If there are interested programmers, they should contact the author
>himself:

> Jens Pirnay,
> Mail: jens.pirnay@rphs1.physik.uni-regensburg.de,
> pirnay@vax1.rz.uni-regensburg.dbp.de
> Fido: Jens Pirnay (2:246/124.5)
> Maus: Jens Pirnay @ R

>Regards,
> Thomas.
>--
>Thomas-Martin Kruel Institut f. Physikalische Chemie / Universitaet Wuerzburg
> Marcusstr. 9-11, D-8700 Wuerzburg, Tel. +49 931 31579

How about just releasing the sources to the general public. There sure
would be some hackers out there ready to improve the program. Also,
most PD development happens on a need-to basis.

If I use a program regularly and find it is missing some feature, I'm
always ready to pull out my trusty compiler and hack at it myself.

This is one reason why I try to stick to programs with available
sources.

Consider the net a large pool of highly competent programmers, and
release the stuff to us, the public.

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

3236. Re: TeXDraw - new developer sought

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 08:41:51 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <AeInLDS00awN0BnWBH@andrew.cmu.edu>
Source record: 216975

Excerpts from netnews.comp.sys.atari.st: 28-Sep-92 Re: TeXDraw - new
developer.. Annius Groenink@sif.rese (2283)

> I don't REALLY believe this. The way Jens tried it by asking for
> someONE on the news was a good idea. I don't have the time, but
> I'd love to work on TeXdraw if I had the time (first thing: convert
> the sources to C).

Why convert to C ?
The type stictness of Modula-2 is just perfect for enhancing a program:
most errors are detected at compilation !
Of course, I don't know of a Modula-2 with MiNT libraries and that's
a problem. But the language itself is very nice !
And some systems (the PD LPR-Modula-2 for example) although not
perfect are really nice to use cause they have 'run-time linking' which
permit VERY short turn-around time !

> --
> Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
> at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
> for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
> or +31 70 33 25445; e-mail A.V.Groenink@research.ptt.nl or avgroeni@cs.ruu.nl

Just a silly remark !

Stefan

-- On the average, people seem to be acting normal --

3237. Re: Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 09:19:13 UTC
From: ant@galadriel.bt.co.uk
Message-ID: <1992Sep28.091913.14328@galadriel.bt.co.uk>
Source record: 216977

From article <1992Sep25.123525.22133@gdr.bath.ac.uk>, by mapmh@gdr.bath.ac.uk (M Hagger):
> In the referenced article, swanee@megadata.mega.oz.au (Geoff Swan) writes:
> that as usual we in England will be paying way over the odds for these
> machines, typically in my experience we pay the same amount in UK
> pounds as the Americans do in dollars!
>
> Oh well such is life. (or c'est la vie for those language buffs).
>
> Does anyone know why we always pay more in England? I've known cases
> where it would have been cheaper to get on a ferry drive to Germany,
> buy a machine and drive back, rather than buy from a UK distributor.
>

Well, I attended the ECTS (European Computer-entertainment Trade Show)
about a month ago, in London, and Atari UK expressed that the bottom
of the range Falcon030 WOULD be on sale for #499 (four hundred and
ninety-nine pounds sterling). This is obviously excluding Hard
disk,etc, but at least it's cheap.

Antony.

3238. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 09:28:23 UTC
From: frl@informatik.uni-kiel.dbp.de
Message-ID: <11383@majestix.informatik.uni-kiel.dbp.de>
Source record: 216954

boberg@lysator.liu.se (Stefan Boberg) writes:

>>> > - a 19.2K bps modem is now being implemented for the Falcon
>>> ^^^^^
>>> What standard? There is no 19.2Kbps standard yet! It may be good
>>> for connecting two Falcons but no more.

>>9600/14.4 w/ compression. are you dumb or just acting like it?
>>if you're going to find something wrong with the Falcon (and i'm
>>sure there are a few things) you'll have to try harder than this...

> But that's hardly what you would call a 19200 bps modem. If it
>implements V32bis it's 14400 bps, and if it's V32 it's 9600 bps,
>but there is no 19200 bps standard that I know of yet. V42"
>compression doesn't increase the transfer rate modem<->modem.

> So again: Which standard is it?

I wonder what your problem is. If a 19200-standard is released it's just
a question of software to implement it. _That's_ the real advantage
behind this: we're already prepared for the (near) future.
And if the Falcon really supports the 14400-standard now, it would
be great for the moment.

Frank

--

| Frank Luthe, Flensburger Str.38, 2370 Rendsburg, Germany |
|email: frl@informatik.uni-kiel.dbp.de (long mail, uuencoded files)|
| frank_luthe@rd.maus.de (_SHORT_ mail, _NO_ binaries please)|

3239. Re: Where's Spectre 3.1???

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 10:11:22 UTC
From: Edward.Visse@wblab.lu.se
Message-ID: <Edward.Visse-280992120340@fastpath-38.wblab.lu.se>
Source record: 216955

In article <1992Sep25.130227.3753@arizona.edu>,
paul@jupiter.ame.arizona.edu (Paul Harris) wrote:
>
> Okay, another question (or a couple, actually):
>
> Does anybody (e.g., Dave Small--are you out there?) know when (and if :( )
> Spectre 3.1 will be comming out? It's sure been rumored for a very long,
> long time.
>
>----stuff deleted----
>
> -Paul Harris
> paul@jupiter.ame.arizona.edu

I heard that because of some personal problems in the Gadgets family, they
didn't do very much in the last couple of months. As I heard it, the 3.1
Update is ready though and due for shipment any time now. But then again, I
don't believe it before I have it in my hands. By the way, it will not yet
support system 7.

Edward

3240. Re: Accessing the system timer?????

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 11:15:45 UTC
From: klassa@aurs01.UUCP
Message-ID: <61201@aurs01.UUCP>
Source record: 216961

In article <TERJEVE.92Sep26003642@kolsaas.ifi.uio.no> terjeve@ifi.uio.no (Terje Vernly) writes:
>In article <1992Sep25.125319.3752@arizona.edu>, paul@jupiter.ame.arizona.edu (Paul Harris) writes:
>
>> I basically want to know how to get a timer value with better than 2-sec
>> accuracey using Prospero Fortran. From GFA Basic, the TIMER variable gives
>> a 1/200 reading of the system clock, but I can't find where it gets this.
>> The GFA manual says BIOS(6) has this value, but it always returns 20.
>> Anyone know where I could find this time?
>
>The 200Hz system-timer is a longword at $4BA. As $4BA is in the
>system-RAM, you'll have to be in supervisor-mode to read it.
>
>--
> +---+
> | Terje Vernly "The dead know only one thing : |
> | InterNet: terjeve@ifi.uio.no It is better to be alive." |
> +---+

This probably ought to go to c.s.a.s.tech, but the thread was started here so I kept it here...

I'm writing a game (in C) and have gone beyond the point that I can do all of my processing within the time allowed by one vblank. At present, it takes about 1 and a half vblanks to do what I need to do (on a stock ST), and I haven't even coded all of what I need to do yet. My fear is that, on a TT (for example), I can do all required processing in about a half of a vblank. If my synchronization scheme consisted solely of a call to Vsync() (which causes me to wait until the next vblank before continuing), I'd be doing one complete game update every 1 vblank on a TT and every 3 or so on an ST. This would not be good. :-) I want it to be the same on all platforms, even if that literally means sitting idle on a faster machine.

So, my question is, how can I ***FROM C, REMEMBER***, tell my code to sit idle until n vblanks have occurred. I would imagine I'll need to be in supervisor mode, and I wouldn't even begin to know how to do that, either. I'm using HSC (Ian Lepore's Heat & Serve version of Sozobon C)...

Someone (Warwick, I think) mentioned the existence of a memory location that might be of use. However, (1) I can't find the location and, (2) don't know how to get into supervisor mode to read it.

HELP!

Thanks!

John

o-o-o-

3241. Re: TOS upgrade advice/help needed :^)

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 11:21:17 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.717679277@rw8.urc.tue.nl>
Source record: 216957

Hi,

considering all these mervellous hardware expansions that have become
available for the Atari St during the years, I was wondering if there
is something available like this:
a small print with about three sockets that is connected via a
flatcable to a print that fits into the 68000 socket on top of which
again the 68000 is fitted.
This would remove the need to solder all these expansions on top of the
68000, which I think would be a scary job (soldering the 68000...)
Also I and other ST users with the same motherboard as I have (well at
least with the same design) could use more than one upgrade.
If I install a Maxon pixelwonder I am afraid I won't have the room for
the TOS 2.06 extension. This board with the sockets would find a
comfortable place where the memory banks used to be (XtraRam goes on
top of the shielding) Cause the way it is now expansions on the CPU
push the keyboard up...
By the way could anyone explain me how these extensions to 8 Megabytes
on a ST work? DO they include an extra MMU to support another 2 banks?
Well thats a lot of questions and I hope someone can at least answer
some of them.

Erlend.

3242. Re: Problem with ghostscript 2.41b and deskjet

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 11:50:45 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.717681045@gideon>
Source record: 216956

I do not use deskjet, but I also have a little problem with gs.
It seems to me that it does not like Pagestream ps-files. I am
just getting errors when I tried to print them.

--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

3243. Re: TeXDraw - new developer sought

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 12:01:57 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.717681717@freyr>
Source record: 216958

lynbech@daimi.aau.dk (Christian Lynbech) writes:

>kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:

>>Dear netters,

>>the author of TeXDraw, Jens Pirnay, has stopped the development of his
>>program since he has changed the system.

>>If there are interested programmers, they should contact the author
>>himself:

>> Jens Pirnay,
>> Mail: jens.pirnay@rphs1.physik.uni-regensburg.de,
>> pirnay@vax1.rz.uni-regensburg.dbp.de
>> Fido: Jens Pirnay (2:246/124.5)
>> Maus: Jens Pirnay @ R

>How about just releasing the sources to the general public. There sure
>would be some hackers out there ready to improve the program. Also,
>most PD development happens on a need-to basis.

Not a good idea for a large GEM program.

>If I use a program regularly and find it is missing some feature, I'm
>always ready to pull out my trusty compiler and hack at it myself.
>This is one reason why I try to stick to programs with available
>sources.

Someone should take the project over who has the motivation and time
to make something nice out of it. If you think you can do that, write
to Jens. There's one thing I would like to have in TeXdraw:

What I think is a useful feature is that you can give a certain
point in the plane a name, say, A. Then when you move that point,
all objects that use that point will be (partially) moved. This
is VERY convenient when you're designing graphs. (i.e. when you
move a node all arrows from/to it will move as well.) Once the image
has been converted to TeX this is a trivial matter, but it should
already be possible in TeXdraw.

>Consider the net a large pool of highly competent programmers, and
>release the stuff to us, the public.

I don't REALLY believe this. The way Jens tried it by asking for
someONE on the news was a good idea. I don't have the time, but
I'd love to work on TeXdraw if I had the time (first thing: convert
the sources to C).

--
Annius Victor Groenink-- undergraduate student Mathematics and Computer Science
at the university of Utrecht, Netherland. Working at PTT Research Leidschendam
for Sept-Dec. 1992. Laan van Borgele 24, 7415 DJ Deventer, phone +31 5700 29396
or +31 70 33 25445; e-mail A.V.Groenink@research.ptt.nl or avgroeni@cs.ruu.nl

3244. Re: Changes to atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 12:58:46 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Sep28.125846.25342@cs.ruu.nl>
Source record: 216959

>>>>> warwick@cs.uq.oz.au (Warwick Allison) (WA) writes:

WA> weiner@terminator.cc.umich.edu (Jeff Weiner) writes:

>1. Each directory will now begin with a capital letter, regardless of
>it's location in the hierarchy.

>2. Files that begin with a capital letter will be downcased.

WA> So directories will appear first in the list... that's more like
WA> what us Atari users are familiar with!

It would be nice if the symbolic links in Newitems would also be changed
accordingly.
--
Piet van Oostrum <piet@cs.ruu.nl>

3245. Re: Press Coverage of Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 13:33:03 UTC
From: boening.pad@sni.de
Message-ID: <mboen.717687183@offbeat>
Source record: 216966

In <1714@lysator.liu.se> boberg@lysator.liu.se (Stefan Boberg) writes:

> :-) :-) Face it guys - nobody's interested in the Falcon and it will be
>a huge flop (just like all other Atari machines) and Atari will go
>bankrupt in no time when Commodore introduce their new AGA Low-end
>machines (same Gfx as A4000) by christmas.

Judging from the discussions seen here, there's a lot of interest for the Falcon. As to press coverage: while it may be true that almost no newspaper in the US had any coverage on the Boston unveiling of the Falcon (who am I to judge, as I don't have accesss to US newspapers), at least two big computer journals had coverage on the Falcon unveiling in Duesseldorf (Atari Messe) here in Germany, namely the ``ST Computer Magazin'' (which is the ST/TT magazine from the Heim Verlag, the Heim Verlag being very engaged on the subject Atari) and, from a more PC oriented side, a magazin called ``c't - Magazin fuer Computer Technik''. The latter has, in the meantime, published a review of the machine and was favourably impressed by it.

So, at least in Germany, the Falcon is off to a good start regarding press coverage.

BTW, c't also reviewed an Amiga 4000. This machine was also favourable received, BUT according to the review it does NOT have a SCSI interface. Can this be true?

And now, I will but out of this debate again, as I don't intend to get involved in flame wars of any kind. Anything hotter than an ice cube will get thrown down the drain, i.e. moved to /dev/null.

Martin
--
Email: in the USA -> boening.pad@sni-usa.com
outside USA -> boening.pad@sni.de
Paper Mail: Martin Boening, Siemens Nixdorf Informationssys. AG, SNI STO SI 325, Riemekestr. 160, 4790 Paderborn, W.-Germany (Phone: +49 5251 835641)

3246. Re: Changes to atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 13:48:02 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Sep28.134802.11593@terminator.cc.umich.edu>
Source record: 216960

In article <1992Sep28.125846.25342@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>
>It would be nice if the symbolic links in Newitems would also be changed
>accordingly.
>--
>Piet van Oostrum <piet@cs.ruu.nl>

Woops. Like I said in the 0index, I've probably made some errors when I
did this, as it was late and I was cranky. Please feel free to let
me know of anything that you see that I've missed.

weiner

--
Jeff Weiner - jweiner@umich.edu - weiner@atari.archive.umich.edu -
414 Erie St. SE, Minneapolis, MN 55414
Now at the University of Minnesota

3247. Re: Boston Computer Society shows Falcon 0

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 14:20:19 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep28.142019.22668@newshost.lanl.gov>
Source record: 216962

In article 38934@news.th-darmstadt.de, wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

>I don't quite see what you mean ? As the new entry level machine I don't
>see really any severe problems with the Falcon. That there is only one bus,
>the old 1040 case and no real hi res, is if you think about in terms
>of cost-reduction only rational.

OK, I'll back-off on the severity of my criticism a bit. You are right, there are no really _severe_ problems with the Falcon. As an entry level machine, it's a dandy, and reasonably priced with the competition (new Amigas and mass market Macs, in particular). I wish they had done a few things differently and I wish they would market it differently as well, but all in all, it appears to be a great machine for the money. I just hope it's not too little too late.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3248. Re: problems with EPSJET.PRG (Epson Emulator f

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 14:27:37 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep28.142737.23465@newshost.lanl.gov>
Source record: 216963

GIn article 7090@tekig7.PEN.TEK.COM, georgew@tekig1.PEN.TEK.COM (George Walker) writes:
>In the hputils.arc file on terminator, I found this wonderful program
>that *almost* works. It takes over one of the trap vectors, and when
>Epson printer codes are sent to it, it figures out what to send to a
>deskjet 500. <stuff deleted >

Sorry George, can't help you with the translator. The best way, of course,
is to spring for $60 or so and buy HP's Epson FX emulator cartridge of the
DeskJet. It works and works flawlessly! Just be sure you get the one
designed for your DeskJet 500, _not_ the original DeskJet as they _are_
different.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3249. For Sale...

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 15:06:44 UTC
From: trimble@titan.rdd.lmsc.lockheed.com
Message-ID: <1992Sep28.150644.20793@enterprise.rdd.lmsc.lockheed.com>
Source record: 217035

For Sale:

Atari 520ST with battery clock enhancement
Double-sided disk drive
SC1224 Color Monitor
SX212 Modem
20MB Hard Disk Drive with BMS Controller
HP ThinkJet Printer with stand
(all cables, etc...)

MWC C Compiler
Approximately 75 disks with shareware, games, utilities, etc...

all for $450.

Email me at trimble@lams.msd.lmsc.lockheed.com or phone @ (408)742-7596.

3250. SCSI II on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 15:15:26 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Sep28.151526.2359@ugle.unit.no>
Source record: 216967

Can someone tell me what kind of plug Falcon have for the SCSI port.
I know it have 50 pins, but is it a ordinary or a mini delta ribbon
and is it male or female?

Stig Vidar Hovland - stigvi@lise.unit.no

3251. Re: Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 15:17:03 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <rasas.717693423@minyos.xx.rmit.OZ.AU>
Source record: 216969

swanee@megadata.mega.oz.au (Geoff Swan) writes:

>In article <19us3cINNc2c@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>
>> I think you have the price in OZZ completly wrong, even a 1040STE sells
>> there for some A800, also we have been quoted a NZ price of at least
>> nz$2500, so I think you will be dreaming of a A$1000 price, more like A$2300...
>> Roger..... sheppard_r@kosmos.wcc.govt.nz

>The figure I was quoted came straight from Atari itself, and has been
>backed up by a number of developers that I have spoken to. Where did
>you get your quotes from? I thought you said Atari in NZ had shrivelled
>up and blown away?

> Sla/n go fo/ill,
> Risky B.
>---
>Geoff Swan (research & development) _--_|\ swanee@megadata.oz.au
The prices (in OZ) that you were quoted (Geoff) are the same as I was quoted
by a dealer here in Melb.

Roger, please give us all a break (I understand you're p*&^%ed off, believe
me they don't do anything for us here either) but.....

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

3252. Hard Disk Fan

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 15:20:20 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.717693620@freyr>
Source record: 216970

I replaced the fan of my SH204 hard disk yesterday and I was
very surprised the air flow of the fan was outward. I expected
that they would want the fan to blow cold air into the unit
instead of the other way round, but I suppose I just had the
wrong idea.
--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

3253. Re: MiNT questions

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 15:49:13 UTC
From: rzsbs@rz.uni-sb.de
Message-ID: <21557@sbsvax.cs.uni-sb.de>
Source record: 216968

From article <86010057@hpbbrd.bbn.hp.com>, by jensk@hpbbrd.bbn.hp.com (Jens Kilian):
> There's an *extremely* simple terminal program called MTT which works with
> MiNT - in fact, it was written with MiNT in mind. It's in German, and the main
> purpose is support for the MausNet's batch protocol (MausTausch). But it will
> work as a normal terminal program, if you're content to use the TOS VT52
> emulator.
>
> Anybody interested ?
>

Please put it on the net - i.e. ftp.cs.tu-berlin.de & a.a.u.e

Thanx Bernhard


```
*****************************************************************************
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.de *
* /____/ ___/ /_. ++49-681-302-4626 | *
*****************************************************************************
```

3254. ORCS - Otto's Resource Construction Set

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 16:18:45 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10466@uqcspe.cs.uq.oz.au>
Source record: 216971

WOW. I'm very impressed with this program - I just downloaded it from a.a. Does anyone know the source of this program? I'd like to reach the author, but all the About box says is "Th. Otto".

I've seen other resource editors, but ORCS outstrips them all - even the MWC one, which was impressive. Cool name too.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

3255. ST Minix 1.6.16

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 16:39:06 UTC
From: malay@sae.com
Message-ID: <1992Sep28.163906.9245@sae.com>
Source record: 216978
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.os.minix

Help???
Has anybody successfully built this version? And is using it? If so, could you explain what you did different from the 1.6.16 instructions to build a bootable kernel. I have tried following the directions exactly but only end up with a black screen and a white cursor and no keyboard response.

Bob Malay

3256. Atari 520st

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 16:48:00 UTC
From: v5914ane@ubvmsd.cc.buffalo.edu
Message-ID: <BvAs0E.2sp@acsu.buffalo.edu>
Source record: 216972

```
For Sale :

Atari 520st
SF354 Disk Drive
Atari Color Monitor w/problem (no red)
epson lx-80 printer
some atari stuff on 20 disks.

All for the low price of $200.00

reply to this account.

SIG@ACSU.BUFFALO.EDU
V5914ANE@UBVMS.BUFFALO.EDU
```

3257. Re: 1.4 meg floppy on an ST?

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 16:56:48 UTC
From: ekrimen@wet.UUCP
Message-ID: <4324@wet.UUCP>
Source record: 217006

In article <1992Sep27.212139.20379@newstand.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>This is VERY interesting news (to me, at least), Ed. Could
>you tell me how to get in touch with PMC? You see, I just saw
>the Toad ad in CN for the Insite Peripherals floptical...the
>price on that is $599 (with the Link and one disk included).
>Your comments make it seem as if PMC has a similar product for
>about $400, which would make it quite attractive! (I noticed
>that PLI makes a floptical for the Mac, sold by MacConnection
>for $479)...
>In any event, the Freedome Floptical seems mighty
>tempting...does anybody out there have one?
>--Gerry
>ggreenbe@rodan.acs.syr.edu
>
>PS. Is PMC Purple Mountain Computers? The company selling the
>Gemulator?

Since I've also received e-mail on the subject, I suppose there are others that are interested. I will send the press release here. If you don't want to read it, then skip this article.

THE PURPLE MOUNTAIN FREEDOM FLOPTICAL DRIVE 9/18/92

Bellevue, 98008 Now Available!

We took the ST industry by storm with the release of Gemulator, the Atari ST emulator. And now, we're doing it again.

We at Purple Mountain Computers have been busting our buns working overtime to get the Purple Mountain Freedom Floptical Drive ready for shipment. It takes the place of hard drive and removable cartridge drives (like the Syquest). This piece of hardware is incredible, so read this very carefully.

We are the first company to have floptical drive ready for the ST. Now. At the lowest price. In fact, read the end of this press release for the most incredible price you'll find on a floptical ST drive. And hurry, because the drives will last forever (well, almost) but the low introductory price won't!

The Freedom Floptical Drive (TM) is a 21 MB floptical 3.5 inch disk drive for Atari ST computers. You can store 21 megabytes on each rugged and portable diskette, and the media is fully removable.

Here's the scoop on the Freedom Drive:

* includes FREE 21 MB floptical disk

* includes newest version (currently 6.0.0) of ICD software

* just plug it in, includes ICD Link adaptor, case, and power supply

* reads 1.44 MB and 720K disks (2 to 3 times faster than ST floppies!)

* takes up very little space (4.7 x 7.8 x 2 inches)

The price? An incredible $399. Complete. Ready to go. You WILL NOT get a better price than this anywhere. We are operating at a loss to get a large number of units out the door and build up our user base. This is an introductory special and the price WILL go up (we think that will be sometime in October). There is a warranty, and we guarantee that the drive will work on your ST system. Questions? Call us. Write to us. Fax us. E-mail us (GEnie: PMC.INC, CompuServe: 72567, 302). Whatever you do, claim your low low price today. We are taking orders as you read this. Contact us for the current price.

We stand behind the Freedom Drive with full tech support. We also have an electric adaptor that makes it compatible with international currents. Floptical diskettes are $24.95 each in two paks (if you purchase a Freedom Drive from us), and $29.95 each for users who do not purchase the Freedom Floptical Drive.

Shipping in the United States is via Federal Express Insured and is $15. Contact us for shipping costs outside the US.

Purple Mountain Computers welcomes dealer/distributor inquiries. We know we'll be extremely busy taking orders for these units, so please be patient.

Color brochures are free, get in touch with us now to take your ST to the cutting edge of disk technology.

Purple Mountain Computers, Inc.
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
206.747.1519 Don't forget about our other products:
---
o Calamus Font Guide
o Gemulator
o recycleWARE
o Stealth PMC
o ST News
o PD/Shareware disk library
o Infinite Computer Books
o Xtra-RAM ST Deluxe
o Forget-Me-Clock II

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3258. Re: Press Coverage of Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 17:01:00 UTC
From: mmunoz@vxcrna.cern.ch
Message-ID: <28SEP199218010983@vxcrna.cern.ch>
Source record: 216974

In France, the Falcon has got a good coverage in the differents magazines.

3259. Poison!

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 17:14:40 UTC
From: schaerer@isibee
Message-ID: <1992Sep28.171440.10221@bernina.ethz.ch>
Source record: 216980

```
P O I S O N !
==============

The new fast Viruskiller !

Use somebody this viruskiller and can tell about advantages and
disadvantages?

Thank you for information thomas

diect-mail: schaerer@isi.ethz.c
```

3260. Re: Archive 2150S to Atari ST HOW?

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 17:38:40 UTC
From: "Gerry O'Rourke"
Message-ID: <1992Sep28.173840.14358@nt.com>
Source record: 216976

In article <memo.650580@cix.compulink.co.uk> apelled@cix.compulink.co.uk (Adam Pelled) writes:
>
>In article <1992Sep24.043753.29520@nrtpa038.bnr.ca>, smclane@nrtpa037.bnr.ca (Steve McLane x1602) writes:
>>
>> Help, I have a Archive 2150S tape drive and want to hook it up to my ST.
>> Where do I start?? What exactly is a 2150S?? What jumper settings etc..
>>
>> Thanks for any help..
>> Steve Mclane
>>
>> smclane@bnr.ca
>
> i don't know Steve, but as chance would have it, i have just been reco-
>mmended this very save drive. i will look forward with interest as to how
>you get on. Please do post..
>
> Adam. apelled@cix.compulink.co.uk
>

I have an Archive Viper 2150S Tape Drive,but I don't have any technical data.
What it appears to be is a half height 150 Meg drive (SCSI port).
I have used it for several months now, for all my backups, with no problems.

What you need will depend on what you already have.
You will need:

(i) A host adapter to connect to the DMA port, I use a Supra adapter;ICD might be a better choice as it appears to be more popular.

(ii) Some sort of power supply, (+5 volts DC & +12 volts DC) with enough capacity,like you would use to power a hard drive.

(iii) Driver software. I use Alan Hourihane's excellent "Tapebios" software.This allows you to setup & test your drive & then go on to use as a backup device for your hard disk.

This setup will allow you to backup & restore whole partitions to the tape, you cannot backup files on their own. But in use it is so fast that it's easier to backup the whole drive while you have a coffee, than to sit a force feed floppies into the disk slot.

I don't have an address for any suppliers of host adapters, but they should advertise in the ST mags or someone else on the net may be able to fill in the blanks.

The Tapebios software is available on a.a.u.e.

Regards
Gerry O'Rourke
Email gigxr01@nt.com

3261. Re: Is Falcon worth buying????

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 17:40:35 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Sep28.124035.24074@doug.cae.wisc.edu>
Source record: 216979

>Thanks Mr. Carter. I am really used to comments like that as the same language
>is used against me in the official Atari conference called "Atari Explorer
>Online." Mind you, Mr. Brodie who is the official Atari director of
>communication, wasn't doing anything to stop it since he enjoys people putting
>down Atari users who do not agree with him and Atari Corporation's position.
>
>I would invite any user to join the ST 16/32 Bit conference and see what is
>actually going on. This week I have been accused by an OFFICIAL Atari dealer
>of being a lier and he called me publically an "ASSHOLE." Mind you, this
>person was employeed by Atari Corporation and he is the official service
>center for Atari Canada. Furthermore, he used an alias to post the offensive
>AND he used profanities wherever possible. He used the alias "Chucky" and
>"Chuck Mariotty" even though his real name is Sonny Ang and he is the owner
>of a store called "Compuworld." I will be more than happy to repost the
>messages from him so people realise what kind of people Atari hires.
>
>Sincerely,
>Mark K.
>E-Mail: kovarski@zooid.guild.org

I would think most people here have a rather uninformed view of what I do
on this newgroup...basically I speak my mind. Rather small or large as it may
seem to most people, I do post meaningful information. I think my history
speaks for itself. And when I do post information its rather valuable,
so I take conmfort in the fact that those who refuse to read me in their
kill files don't get to take advantage of anything of value I post.

I haven't been able to post much lately as I am working two jobs saving money
for a 040 computer of my choice sometime in the future so I have a nice
machine I can run UNIX/X Windows on while I go to Grad school...somewhere?

Right now I see myself condeming my poor Mega STE too doom as a mail server
for uucp while I use perhaps a:

Next Dimension Cube??
Mac Quadra?
?????? Atari????

I love NuBUS's architecture so I will probably go with the MAC...or until
Atari can come up with something better???

Right now I am probably like many other Atari people out their, waiting for
my double life to end some day???

--Greg

3262. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 17:54:10 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2275965@overmind.citadel>
Source record: 216981

That's already planned. For about
$100 (for the hardware interface and software), you'll be able to use the DSP
as a modem with data rates up to at least 19,200bps. It'll also handle
FAX's.

3263. Re: ATspeed (or the like) for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 17:54:10 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2275956@overmind.citadel>
Source record: 216982

There's a 16MHz 386SX board for the Falcon030 being made by company name Sack in Germany. It will utilise the Falcon030's VGA graphics and such and (the best part) will only cost around $150. That's NOT a typo! $150!!! That's ALL!

3264. Re: User Groups - who to contact?

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 17:54:10 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2275963@overmind.citadel>
Source record: 216983

Just send a letter to Atari Corp. ATTN: Bob Brodie. Or you can contact him through GEnie using the address BOB-BRODIE. He also has a Compu$erve account, a Delphi account, and I believe also an Internet address, but I don't have any of those addresses handy.

3265. Re: Atari falcon memory speed

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 17:54:10 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2275971@overmind.citadel>
Source record: 216984

No, the Falcon030 RAM boards don't have any custom logic chips.

3266. Re: SCSI II on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 18:17:25 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep28.181725.23153@newshost.lanl.gov>
Source record: 216985

In article 2359@ugle.unit.no, stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
>Can someone tell me what kind of plug Falcon have for the SCSI port.
>I know it have 50 pins, but is it a ordinary or a mini delta ribbon
>and is it male or female?
>
>Stig Vidar Hovland - stigvi@lise.unit.no

The Falcon has an "industry standard SCSI-2" type port, whatever that means. :)

Perhaps some more hardware-knowledgeable folks here can explain the difference.
How does this differ from say, the "standard" SCSI ports used with Mac's?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3267. Re: Video Toaster

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 18:17:39 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Sep28.181739.17250@mtu.edu>
Source record: 216988

David,

Hmm, yes, I talked briefly on the phone with one of the graphics folks working on Babylon 5. He briefly mentioned it, said something like 8 Video Toasters were used? Well don't quote me on this, or anything.

Jeff

--
Jeff McWilliams
EE Engineer --> Michigan Tech. University jjmcwill@mtu.edu

Treebeard says: "Let's not be hasty!"

3268. Re: Hard Disk Fan

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 18:22:27 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Sep28.182227.23832@newshost.lanl.gov>
Source record: 216986

In article 717693620@freyr, annius@sif.research.ptt.nl (Annius Groenink) writes:
>
>I replaced the fan of my SH204 hard disk yesterday and I was
>very surprised the air flow of the fan was outward. I expected
>that they would want the fan to blow cold air into the unit
>instead of the other way round, but I suppose I just had the
>wrong idea.

Note that on the case of your SH204 there are vents at the front of the case.
The idea is to bring in cool outside air from the front of the drive box and
vent it over the powersupply and out the back. Doing so vice versa would
blow warmer air over the drive mech as well as dust particles. Just make
sure you reassemble the case with the vents to the front (opposite end from
the fan).

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3269. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 19:15:19 UTC
From: kruel@phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <1992Sep28.191519.4983@phys-chemie.uni-wuerzburg.dbp.de>
Source record: 216989

So when we talk about the possibility of making use of the
DSP 56k as a modem, is anybody out there who knows if the
appropriate software is available for the NeXT ?
As far as I know, the same DSP is in that machine.

How does it work there ? If there is some thing existing,
then the discussed hardware adapters for hooking off, handling
phone voltages etc. should be available already.

Any infos ?

Thomas.
--

Th.-M. Kruel Institut fuer Physikalische Chemie der Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg (Germany)
Phone: +49 931 31579

3270. Re: Should Z*Net be created

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 19:33:46 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Sep28.193346.22835@u.washington.edu>
Source record: 216987

Mark Kovarski <kovarski@zooid.guild.org> writes:

>Dan, my man. Remember on Kovacs conference you were "flamed" at one point and
>nobody gave a damn. So why are you defending the conference. The fact is,
>there is no point on creating such a conference as the two Atari sections are
>enough.

You are right, I was flamed. I don't see this as a reason not to defend
this excellent conference, however. I think it is a great asset to the
Atari community. There is far less flaming in the AEO conference
(especially now that you left :) than there is here... I like this place
too...

>PS: Can you teach me how to press "N"? -)

>Take care and have a nice day.

Thanks

Dan Aylward
dud@u.washington.edu

3271. Re: ORCS - Otto's Resource Construction Set

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 20:04:58 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Sep28.170458.7825@ac.dal.ca>
Source record: 216993

In article <10466@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>
> WOW. I'm very impressed with this program - I just downloaded it from
> a.a. Does anyone know the source of this program? I'd like to reach the
> author, but all the About box says is "Th. Otto".
>
> I've seen other resource editors, but ORCS outstrips them all - even
> the MWC one, which was impressive. Cool name too.
>
>
> --
> Warwick

There's an address (in Germany) for the author, given in the accompanying
README file - I didn't get it off a.a., but I _assume_ the readme was in
the a.a. distribution? Andrzej Wrotniak has a very favourable review of
ORCS in the September issue of Current Notes.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

3272. Re: ST questions: FPUs

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 20:35:43 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <69249@hydra.gatech.EDU>
Source record: 216990

Laser C's library lib881.a supports the 68881 FPU. You probably
won't see a big increase in speed with just straight multiplies and
divides - especially with 32 bit floats. This is due to the speed
data is transferred on the bus. Big improvements will occur with
the built in functions (like the trig functions) since all the
calculation will occur in the FPU.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

3273. Need Mega4 MotherBoard!

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 21:29:29 UTC
From: jad2433@ritvax.isc.rit.edu
Message-ID: <1992Sep28.212929.9096@ultb.isc.rit.edu>
Source record: 217001

I am looking to buy a working mega 4 motherboard,
I dont need the case, powersupply, keyboard, floppy drive or monitor.

Just a working Mega 4 or even Mega 2 with Empty Chip Banks for easy upgrade motherboard. (shielding and insulation sheet might be nice too but not necessary)

If you want to sell one or know where to get one new/used at a good price, please leave me a message at the following Internat address or call me here on the East Coast. Justin DuBois

JAD2433@ritvax.isc.rit.edu or JAD2433@rit.edu

Justin DuBois (716) 359-9888

Thanks.

3274. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 21:50:44 UTC
From: cowgilc@tsunami.CS.ORST.EDU
Message-ID: <1992Sep28.215044.8293@CS.ORST.EDU>
Source record: 216991

In article <1724@lysator.liu.se> boberg@lysator.liu.se (Stefan Boberg) writes:
> Oh have they? From what I've heard you cannot go out and buy a Falcon
> *now* because they aren't shipping yet! I can get an A4000 *now* and I'm
> collecting my money to buy one...

Whatever. No one here stopping you.

The A4000 didn't really turn out to be what CBM was originally telling developers, did it?

Kinda dropped the AT&T 32 series DSP didn't they? The hot new graphics chips really only give you 8bit plane depth and 8bit ham modes... (Plus bigger/better sprites. Joy. I don't think I need an '040 game machine.) Did they keep the PCMCIA expansion port? Does it have internal SCSI support anymore? (I honestly don't know the answer to the last two.)

Commodore is just as guilty at changing specs as Atari is. Having followed development of both Falcon and 3500 the Falcon turned out to be much more a 'step-ahead' machine than the A4000. The 4000 really just brought CBM back up to 'state-of-the-art', nothing ahead.

-Clay
(Ex ST and A3000 owner... :-)
--
##################==========----------==========##################
Clayton Cowgill cowgilc@tsunami.cs.orst.edu
Head Consultant NeXTMail if you'd like...
Oregon State University CS Dept. Home: (503) 754-2806
Corvallis, OR 97330 Office: (503) 737-4466

3275. FAX software

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 21:51:11 UTC
From: rouellet@gel.ulaval.ca
Message-ID: <rouellet.717717071@ragueneau>
Source record: 216992

I am not sure this post should be here, but here it goes:

I recently bought a fax modem (US Robotics Sportster) and would like to send faxes with it... but I have no atari FAX software. Is there some (public domain or else) available? Where? At what price?

Thank you.

Real Ouellet
Laval University, CANADA

3276. Re: SCSI II on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 22:09:38 UTC
From: cowgilc@tsunami.CS.ORST.EDU
Message-ID: <1992Sep28.220938.8877@CS.ORST.EDU>
Source record: 216994

In article <1992Sep28.181725.23153@newshost.lanl.gov>
hutch@bellman.lanl.gov (John Hutchinson) writes:
>
> The Falcon has an "industry standard SCSI-2" type port, whatever that
means. :)
>

My guess will be that it's like the one on NeXT's and Suns. That's a 50 pin dual header style (two rows of 25), but with tight pin spacing so that all fifty contacts fit in the area of a standard D-sub 25 pin plug.

Most Macs use the standard D-25 connector for external SCSI. There are 18 signal lines connected to the DB25. It's quite possible that the Falcon uses a 'SCSI-2' CONNECTOR and not an actual SCSI-2 bus, so that half of the 50 pins are probably ground and the 18 active lines are mixed in with the other 25.

(NeXT and Sun both do this-- you don't get 'real SCSI-2', but you are allowed to pay extra for the more expensive cable. :-)

-Clay

##################==============----------==============##################
Clayton Cowgill cowgilc@tsunami.cs.orst.edu
Head Consultant NeXTMail if you'd like...
Oregon State University CS Dept. Home: (503) 754-2806
Corvallis, OR 97330 Office: (503) 737-4466

3277. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 22:13:18 UTC
From: cowgilc@tsunami.CS.ORST.EDU
Message-ID: <1992Sep28.221318.9060@CS.ORST.EDU>
Source record: 216995

In article <1992Sep28.191519.4983@phys-chemie.uni-wuerzburg.dbp.de>
kruel@phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
> So when we talk about the possibility of making use of the
> DSP 56k as a modem, is anybody out there who knows if the
> appropriate software is available for the NeXT ?
> As far as I know, the same DSP is in that machine.
>

Wow, I'm just posting all over today... :-)

If you recall the original announcements for the NeXT, they too were billing the internal DSP as having capabilities for 9600 baud modem in software. Never happened. I think it was too much of a load for one lowly 56K.

Maybe the extra clock speed on the Falcon's 56K will help. Also (and *very* improtantly) does anyone know the size of the Falcon's local DSP SRAM? Could be bad news if it's 32K or less... :-(

-Clay
--
###############==========----------==========###############
Clayton Cowgill cowgilc@tsunami.cs.orst.edu
Head Consultant NeXTMail if you'd like...
Oregon State University CS Dept. Home: (503) 754-2806
Corvallis, OR 97330 Office: (503) 737-4466

3278. The Unnkulian Unventures : Commerical Quality Text Adventures for FTP

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 22:28:45 UTC
From: dmb@lf.ai.mit.edu
Message-ID: <28526@life.ai.mit.edu>
Source record: 216997
Cross-posted to: rec.games.int-fiction,rec.games.misc,comp.sys.mac.games,comp.sys.ibm.pc.games,comp.sys.atari.st,rec.games.programmer,rec.arts.int-fiction

[I post this message approximately once a month. New games are on the way; they're in beta-test now and we're mainly waiting on a stable version of the latest TADS. Watch this space for more info.]

The Unnkulian Unventure Series
Interactive Fiction for the 90's

Remember the good old days, when adventure games challenged you with great puzzles and evocative descriptions without resorting to using any graphics at all? We really miss the emphasis on gameplay rather than glitz, so we've decided to write our own adventure games along the lines of the early games we liked so much.

If you're looking for top-quality interactive fiction comparable to 1980's commercial offerings, check out the Unnkulian Unventure series of games, shareware text adventures available from an archive site near you!

In _Unnkulian Underworld: The Unknown Unventure_ you play the part of Kuulest's slave, and must recover the Orb of Studosity from the evil Unnkulians. Kuulest, the old geezebag, has died and left you with nothing to go on but a cryptic message about saving the planet. You'll encounter amazing Acme products, the infamous Guardian, those witty creatures known as Drolls, a giant beaver, and even the Unnkulian Warrior. <Gasp!>

In _Unnkulian Unventure II: The Secret of Acme_ your adventure continues as you try to create some good press for yourself -- wouldn't want to fade into anonymous obscurity, now would you? Along the way, you'll find the answers to these compelling questions, and more:

o What happened to the Unnkulians?
o Why are Acme products so bad?
o What is this cheez stuff, really?

Plus, you'll get to explore Dawg Rock, a Duhdhist Retreat, Acme's clandestine prototypes laboratory, and even pay a visit to Acme HQ.

The Unnkulian Unventure games have already gotten rave reviews from numerous adventure game connoisseurs, so why not give them a try?

The games are available for FTP:

PC and compatibles:
---

msdos.archive.umich.edu:

msdos/games/textadv/unnkul12.arc
msdos/games/textadv/unnk2v20.zip

Mac:
---

mac.archive.umich.edu:

mac/games/adventure/unnkulian1.03.sit.hqx
mac/games/adventure/unnkuliantwo2.0.sit.hqx

Atari ST:
----

atari.archive.umich.edu:

atari/games/tads/unnkul12.arc
atari/games/tads/unnk2v20.arc

Amiga and Unix:

We get a lot of requests for Amiga and Unix versions of our
games. We'd love to have versions running on all the
major machines, but unfortunately converting our games
to other platforms is beyond our control since the games
were written with a system called TADS; TADS only runs
on PC's, Mac's, and Atari ST's. If you'd like to know
about plans to port TADS to other platforms (if there
are any such plans), you can send email to Mike Roberts,
principal author of TADS, at <73737.417@compuserve.com>.

He gets flooded with mail about this every time I post
this message, though, so please be kind and brief for
his sake.

Notes on where to obtain TADS itself are included below.

Both Unnkulian games are shareware ($10 registration fee for each) --
registering gets you maps and hint sheets from the authors. Support us
and you'll continue to see fun text adventures like these.

Questions and comments are welcome!

Late-breaking news: Look for _Unnkulia 1/2: The Salesman Triumphant_
coming to an archive site near you, along with demos of _Unnkulia
Zero: The Search for Amanda_ and _The Legend Lives!_, the first
adventure in the science fiction Unnkulian Universe Unventure series.
Three exciting new Unnkulian games for you to fry your brain with!
What could be better?!

Dave Baggett
dmb@ai.mit.edu

Appendix A

Where to get TADS via FTP:

TADS is available for the PC, Mac, and Atari ST, from the following sites:

msdos.archive.umich.edu: msdos/games/textadv/tads.zip
atari.archive.umich.edu: atari/games/tads/tads.lzh
mac.archive.umich.edu: mac/games/games.utilities/tads1.04.cpt.hqx

TADS is also shareware, and we strongly encourage you to register if
you use it since we feel it is a powerful, innovative, and very inexpensive
development system that deserves to be paid for.

--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

3279. New DeskJet driver for GCR now available

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 22:43:18 UTC
From: wmagro@uiuc.edu
Message-ID: <BvB8G6.420@news.cso.uiuc.edu>
Source record: 216996

I just received mail from Ollie Arnberg, author of a freeware printer driver for the Macintosh. He has updated the driver to version 3.0b0. This beta version is much improved over version 2.1. It adds landscape printing and has several internal improvements to make printing better. A 100K .hqx file is available directly from the author. Send a request to:

hpdj-bugs@hut.fi

I can send you his mail announcing the new features. Just ask.

--Bill Magro

3280. User Group Meeting Notice

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 23:38:40 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Sep28.233840.24295@vpnet.chi.il.us>
Source record: 216805
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Suburban Chicago Atarians (SCAT) will hold its October meeting on Saturday 10/3 at 10 AM, at the College of DuPage, Room K127 (Building K is just west of Lambert Rd. on 22nd St.), in Glen Ellyn, Illinois. There will be an ST demo (to be announced) and an 8-bit demo (probably _Orbit - A Trip to the Moon_, and/or other programs).

For more information call the SCAT BBS (708) 231-7227 (24 hrs. 3/12/24), or contact Nick (see below).

Nick DiMasi
(SCAT V.P.)
phone: (708) 790-3435
Internet: nickd@vpnet.chi.il.us
Delphi: TURBONICK

3281. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1992-09-28 23:50:44 UTC
From: dvasilef@silver.ucs.indiana.edu
Message-ID: <BvBBKK.Lzl@usenet.ucs.indiana.edu>
Source record: 216998

In <rouellet.717717071@ragueneau> rouellet@gel.ulaval.ca (Real Ouellet) writes:

>I recently bought a fax modem (US Robotics Sportster) and would like to
>send faxes with it... but I have no atari FAX software. Is there some
>(public domain or else) available? Where? At what price?

I'm not trying to plug them or anything, but the only FAX product I know
of for the atari ST/TT is STraight FAX! from Joppa Computer Products.
From the Joppa catalog dated 7/8/92, it says that STraight FAX! is
introductory priced at $69.95 (US). It now retails for $89.95, but can
be found for $69 from Toad Computers (among others).

From Joppa's ad:
- send/receive FAXes with an Atari ST/TT computer using any standard
Class 2 FAX modem to/from a group III FAX machine at speeds up
to 14400 baud.
- supports sending of ascii text files, image files, degas files, or fax
files created by included printer drivers for calamus,
pagestream, and fsm gdos.
- supports printing of received FAX files using standard fsm gdos
printer drivers.
- 100 number dialing list, send and receive fax logs, automatic cover
page generation, broadcast fax to multiple destinations,
scheduled fax transmissions
- view up to four fax pages at a time with crop editing capability.
- full gem user interface with keyboard commands for menu and button
selection, pop up menus and on-line context sensitive help.
- direct scanning of faxes using popular hand scanners.
- 1 MB of RAM required. 2 Mb of RAM and hard drive recommended.

Hope this helps you out.

3282. Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 00:18:41 UTC
From: Edgar.Estrada@bbs.oit.unc.edu
Message-ID: <1992Sep29.001841.27064@samba.oit.unc.edu>
Source record: 216999

I know that this has been discussed before, but could someone give me
the details on the Atari Falcon?

Thank you,

Edgar

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: bbs.oit.unc.edu or 152.2.22.80

3283. Re: ORCS - Otto's Resource Construction Set

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 00:26:33 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Sep28.202633.10355@newstand.syr.edu>
Source record: 217010

In article <10466@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>WOW. I'm very impressed with this program - I just downloaded it from
>a.a. Does anyone know the source of this program? I'd like to reach the
>author, but all the About box says is "Th. Otto".
>
>I've seen other resource editors, but ORCS outstrips them all - even
>the MWC one, which was impressive. Cool name too.
>--
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> _.-._/ University of Queensland, / C references are NULL && void*
> v Brisbane, Australia. /

According to Andrzej Wrotniak, who reviews this program in the
September 1992 issue of Current Notes, Th. Otto is Mr.
Thornton Otto from Essen. He claims that there is an address
to send Mr. Otto a shareware fee (50 Dm.) in a German text
file...
--Gerry
ggreenbe@rodan.acs.syr.edu

3284. Re: ORCS - Otto's Resource Construction Set

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 01:18:38 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1a8atelNN5vo@golem.wcc.govt.nz>
Source record: 217000

In article <1992Sep28.170458.7825@ac.dal.ca>, cordes@ac.dal.ca (John Cordes) writes:
>In article <10466@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>>
>> WOW. I'm very impressed with this program - I just downloaded it from
>> a.a. Does anyone know the source of this program? I'd like to reach the
>> author, but all the About box says is "Th. Otto".
>>
>> I've seen other resource editors, but ORCS outstrips them all - even
>> the MWC one, which was impressive. Cool name too.
>>
>>
>> --
>> Warwick
>
>There's an address (in Germany) for the author, given in the accompanying
>README file - I didn't get it off a.a., but I _assume_ the readme was in
>the a.a. distribution? Andrzej Wrotniak has a very favourable review of
>ORCS in the September issue of Current Notes.
>
>John Cordes
>Dept. of Physics
>Dalhousie University
>Halifax, N.S., Canada B3H 3J5
>email: cordes@ac.dal.ca
>

The version on atari.archive.umich.edu (Directory atari/Utilities/ filename
orcs.lzh)
only has the ORCS.PRG file and ORCS.RSC file. It doesn't have the ORCS.HLP
file, or any documentation otherwise. (Nor does it have any sample ORCS.INF
file - which is created upon the users request anyway!)

A program this good can't possible be PD can it? The previous versions were
commercial, and this is 50-times better?! I'm very impressed! (I can finally
edit my desktop icons properly!!)

If anyone knows an FTP site with the FULL archive (with all files,
ORCS.HLP etc.) Could they please tell us! It has a LOT of features, some of
which aren't completely self explanatory! (I'm using it okay, but I'd like to
know more!!)

Also:

Does anyone know of a program called 'Twister'. Which is a task-switching
program. (Similar to MiNT, except it has 'multiple ST's' instead of one
running several things at once. It's (from memory) the sequel to 'Revolver'.

Any information on the location of a version of it (demo/shareware??) or an address would be great!

And:

Anyone with information concerning the conversion of Noise/Soundtracker MOD's into TCB-Tracker format. (Or playing of Noise/Soundtracker MOD's through the 'Monster Sound Cartridge by MPH). Could they please contact me - or tell me of programs to do so!

Thanks in advance:

Steven Wells
(WELLS_S@KOSMOS.WCC.GOVT.NZ)

3285. Re: 1.4 meg floppy on an ST?

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 02:44:36 UTC
From: jad2433@ritvax.isc.rit.edu
Message-ID: <1992Sep29.024436.17135@ultb.isc.rit.edu>
Source record: 217017

Yes putting a High Density Drive in the SCSI chain would work, now
Weather or not you could use it for Drive A (probably not)
Spectre would see is as a HardDrive thats 1.44meg big, and there for
not be compatable with Apple file exchange as a IBN drive, but it would
probably see it as some sort of removable medium drive thats formatable
under the Spectre Hardrive menu. "If it can be formatted as a Gem Dos
Partition it can be changed into a Spectre Partition"

As for AT speed and Supercharger, I have no Idea.

This would be my guess as to how this device would be treated based on my
experience with Spectre and the ST, Not impirical definate attempted
results.

But it would be good never the less for backing things up with....

3286. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 02:52:18 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <VTDuRB1w164w@oneb.almanac.bc.ca>
Source record: 217004

rouellet@gel.ulaval.ca (Real Ouellet) writes:

> I am not sure this post should be here, but here it goes:
>
> I recently bought a fax modem (US Robotics Sportster) and would like to
> send faxes with it... but I have no atari FAX software. Is there some
> (public domain or else) available? Where? At what price?
>
> Thank you.
>
> Real Ouellet
> Laval University, CANADA

Have a look at STraight Fax, by Joppa Software(?). I haven't tried it
personally, but have heard great things about it by users. It retails
in Canada for $99.

Bruce...

bhawker@oneb.almanac.bc.ca (Bruce Hawker)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

3287. Re: DM Hint disk

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 03:02:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <66805@cup.portal.com>
Source record: 217002

Kevin Isaacson asked about the Dungeon Master "hint disk"..

There WAS a commercially distributed "hint disk", but it was
full of errors and omissions..

The maps and spells were directly copied from the work Michael
Stetter did.. ("unmappable Clockwise Room," indeed..!)
including the bogus "Confuse Monster" spell..

The fatal flaw though was that the disk was useless while you
were playing the game, unless you had TWO computers.. you had
to save the game, boot the hintdisk, fuss with the maps, then
reboot and wait for Dungeon Master to load all over again..

On the other hand, Unicorn Publications (the publishers of AIM)
are now distributing the new edition of my hintbook..
E-Mail me if you'd like to find out how to get one.

BobR

3288. MegaSTe for sale

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 03:18:55 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <92272.231855JJL101@psuvm.psu.edu>
Source record: 217003

Posted for a friend, but I will relay email messages to him:

MegaSTe: 4 meg RAM
1.44 meg disk drive
70 meg hard drive
TOS 2.06
Original boxes and manuals

$800 or best offer
(407) 384-8603 - Bry Edewaard

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: J.LEHETT2 Delphi: JLEHETT@delphi.com

3289. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 03:42:04 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Sep29.034204.11162@news.Hawaii.Edu>
Source record: 217005

In article <9209251907.AA29024@enet-gw.pa.dec.com> peters@allvax.enet.dec.com (Don Peters TAY1-1/D7 DTN 227-3173 25-Sep-1992 1509) writes:
>
> - the term "personal integrated media" was mentioned several times, and
> will probably be used many times in the future by Atari

This is the only thing that Atari should change about the Falcon 030!
I think a better marketing description for it (rather than
personal int. media or PIM) would be something like Atari AVI
(Audio Video Intelligence). First, the Latin root meaning bird/flight
is "avi" as in aviator, aviary, etc. Second, it is more descriptive
of a new category of smart electronics/devices that might become the
virtual brains of a home. Third, I think it sounds better than
Atari PIM. If anybody agrees send Atari your suggestions!

Jack

3290. Re: Atari Falcon at BCS Show - Eyewitness Report!

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 05:31:07 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Sep29.053107.10471@news.Hawaii.Edu>
Source record: 217007

In article <96799@bu.edu> markjl@acs.bu.edu (Mark Lavi) writes:
>
> The video section of the Falcon 030 is capable of:
>VESA video output at 72Hz, 640 by 480 pixels, Genlock, digital Chromakey,
>video overlay, PAL and NTSC broadcast signals, 1/2/4/8-bit graphics, and
>overscan. [Sorry, he went quickly there, and I'm not 100% sure of all of the
>definitions of some of the features.] These video capabilities loan themselves
>to these applications: television picture in picture, video effects, CD Photos
>(just add a CD ROM player).

Previous calculations of memory bandwidth were based on 60 Hz vertical
refresh so the 72 Hz means the Falcon is at least 20% faster! Also
800x600 at 60 Hz uses almost the same bandwidth as 640x480 at 72 Hz
so the Falcon should handle it without much slowdown. Maybe even
a mono 2048x2048 60 Hz mode is possible too (to show off mono paintings)?
Even at that high rez the audio could go full speed so it might have
applications in a museum or information kiosk.

The reviews of the Boston showing were great! (Wish it were all
captured and MPEG encoded on a CD-ROM or something)

Jack

3291. Notator

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 05:35:09 UTC
From: meyer@milton.u.washington.edu
Message-ID: <1992Sep29.053509.6880@u.washington.edu>
Source record: 217008

My son and I are just beginning to investigate computer aided music tools. Since all we have right now, is a 1 mg 520ST and are currently only interested in notating scores and listening to how they sound. We thought someone might have an out dated copy of Notator that they would want to dispose of.

We would be interested in advice and real software.

Thanks

3292. Desktop background picture for color monitors??

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 05:48:34 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <16871B62.C556212@mizzou1.missouri.edu>
Source record: 217009

I saw a nifty little piece of software that allows you to use a picture
(degas, I beleive) instead of the dull grey of your monochrome desktop.
This sounds really cool, but Is there a color equivalent?

Thank you for your time!!!
Jeoff Hines c556212@mizzou1.missouri.edu

3293. Re: Desktop background picture for color monitors??

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 07:16:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1a8vs9INN9le@golem.wcc.govt.nz>
Source record: 217012

There is a program called 'Gen-Lock' (well, mine is) which'll do that. Under 2k! There are others that will put degas/neo pictures onto the desktop, there *should* be one on atari.archive.umich.edu FTP site. Probably in the graphics directory. If not, give me a shout, and I'll upload this one!

3294. Re: TeXDraw - new developer sought

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 07:23:42 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Sep29.072342.16665@daimi.aau.dk>
Source record: 217011

annius@sif.research.ptt.nl (Annius Groenink) writes:

>lynbech@daimi.aau.dk (Christian Lynbech) writes:

>>kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:

>>>Dear netters,

>>>the author of TeXDraw, Jens Pirnay, has stopped the development of his
>>>program since he has changed the system.

>>>If there are interested programmers, they should contact the author
>>>himself:

>>> Jens Pirnay,
>>> Mail: jens.pirnay@rphs1.physik.uni-regensburg.de,
>>> pirnay@vax1.rz.uni-regensburg.dbp.de
>>> Fido: Jens Pirnay (2:246/124.5)
>>> Maus: Jens Pirnay @ R

>>How about just releasing the sources to the general public. There sure
>>would be some hackers out there ready to improve the program. Also,
>>most PD development happens on a need-to basis.

>Not a good idea for a large GEM program.

>>If I use a program regularly and find it is missing some feature, I'm
>>always ready to pull out my trusty compiler and hack at it myself.
>>This is one reason why I try to stick to programs with available
>>sources.

>Someone should take the project over who has the motivation and time
>to make something nice out of it. If you think you can do that, write
>to Jens. There's one thing I would like to have in TeXdraw:

> What I think is a useful feature is that you can give a certain
> point in the plane a name, say, A. Then when you move that point,
> all objects that use that point will be (partially) moved. This
> is VERY convenient when you're designing graphs. (i.e. when you
> move a node all arrows from/to it will move as well.) Once the image
> has been converted to TeX this is a trivial matter, but it should
> already be possible in TeXdraw.

>>Consider the net a large pool of highly competent programmers, and
>>release the stuff to us, the public.

>I don't REALLY believe this. The way Jens tried it by asking for
>someONE on the news was a good idea. I don't have the time, but

>I'd love to work on TeXdraw if I had the time (first thing: convert
>the sources to C).

Well, I see your point. Indeed the ideal thing would be if somebody
would take over the program, but I can't help being just a tiny bit
sceptical that someone would.

Taking myself as example, I had tried TeXdraw and liked it a lot. Also
there was a feature that I felt was missing concerning a \multiput
like input facility. In that case I would have loved to have the
sources at hand and give it a go. I would however not like to get the
sole responsibility for enhancing and maintaining the program.

I think that the most excellent GNU support is to be considered a
happy example that indeed PD development is possible, but in
retrospective, those packages is actually maintained by net.gurus who
has the actual responsibility to update the stuff. So I still think
that the sources should go public, at least unless some highly
motivated GEM/Modula-2 comes forward.

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

3295. Re: Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 07:26:19 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1a90erINN9m0@golem.wcc.govt.nz>
Source record: 217013

>Roger, please give us all a break (I understand you're p*&^%ed off, believe
>me they don't do anything for us here either) but.....
>
>--
> _-_|\ Greg Patten.
> / \
> _.-.*/ <-- Melbourne, Australia.
> v email: rasas@minyos.xx.rmit.oz.au

NO ! I state facts not fiction, go look at what a STE sold for $800a and
look at the USA price of the same, its some 3 * the USA price...

So 3 * $799us = $2397a, its that simple..

We do have Atari OZZ working here and a dealer here has quoted $2500nz,
So if you can't live with the truth may be you need to get a PC..??

Roger....... The Facts Man..........sheppard_r@kosmos.wcc.govt.nz

3296. photochrome pics ? where?

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 08:30:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <4892.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 216893

If you don't mind an interlaced looking display, then call TEC BBS at 1-403-458-3979, register, and then go to the FILES/DOORS section. Go into the Interchangable files directory, and I have a few .RAW files and a few PChrome images for you to look at... they're not bad, but they do flicker alot.

3297. Monkey Island II

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 08:30:03 UTC
From: rkrii@cco.caltech.edu
Message-ID: <1a946bINN4eu@gap.caltech.edu>
Source record: 217014

Does anyone know if Monkey Island II has been released for the ST's yet?

Thanks - Rob Rickenbrode (rkrii@cco.caltech.edu)

3298. Re: SCSI II on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 08:44:04 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Sep29.084404.44627@bas-a.bcc.ac.uk>
Source record: 217015

In article <1992Sep28.181725.23153@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 2359@ugle.unit.no, stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
>>Can someone tell me what kind of plug Falcon have for the SCSI port.
>>I know it have 50 pins, but is it a ordinary or a mini delta ribbon
>>and is it male or female?
>>
>>Stig Vidar Hovland - stigvi@lise.unit.no
>
>
>The Falcon has an "industry standard SCSI-2" type port, whatever that means. :)
>
>Perhaps some more hardware-knowledgeable folks here can explain the difference.
>How does this differ from say, the "standard" SCSI ports used with Mac's?
>---
>
>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

I believe it means the type of connector you get on Sun SPARCstations, ie a
50 way micro-D socket (female).

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

3299. Re: ORCS - Otto's Resource Construction Set

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 09:56:09 UTC
From: wvleeshh@wg.estec.esa.nl
Message-ID: <1992Sep29.095609.1858@wg.estec.nl>
Source record: 217019

I cannot find this program on a.a. under atari/Utilities, where is it?

3300. Compiled STOS programs crash on exit

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 10:17:33 UTC
From: etlgtme@etlxd32l.etlxd
Message-ID: <1992Sep29.101733.8878@ericsson.se>
Source record: 217016

Hi Folks,

I'm trying to compile a program in STOS basic. (don't ask me why !!)
I use the compiler to generate a .PRG(GEM) file and when I run it from the desktop it runs OK until its time to quit and return to the desktop. At this point the desktop appears (flashing) with 9 bombs (sometimes 3 or 4 bombs) and everything is hung. I've tried removing all accessories but that didn't help.
I managed to get it running from a floppy instead of my hard disk but I had to change resolution at least once for it to work (ie low -> medium). Weird !
In short, it never works from the hard disk but sometimes from a floppy if I switch the hard disc off and re-boot. Anybody got any ideas !!??
My setup is: 520 STFM upgraded to 2 Megs (Xtraram DeLuxe)
TOS 1.62
Gasteiner 50 Meg Hard Drive (Seagate mechanism)

Cheers, Grant.

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Sponges live at the bottom of the sea.
_/ _/ _/ _/ _/ | Makes you wonder how much deeper they'd
_/_/_/_/_/ _/ _/ _/_/_/_/_/ | be if they didn't." (Steven Wright)

3301. Re: New DeskJet driver for GCR now available

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 10:50:46 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Sep29.065046.25537@newstand.syr.edu>
Source record: 217034

In article <BvB8G6.420@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>I just received mail from Ollie Arnberg, author of a freeware printer
>driver for the Macintosh. He has updated the driver to version 3.0b0.
>This beta version is much improved over version 2.1. It adds landscape
>printing and has several internal improvements to make printing better. A
>100K .hqx file is available directly from the author. Send a request to:
>hpdj-bugs@hut.fi
>I can send you his mail announcing the new features. Just ask.
>--Bill Magro

Bill, any idea how this driver compares to other Mac drivers
in the area of speed? I use JetLink Express by GDT and have
been very happy with it, except for its speed when used with
Spectre. I had occassion to use it on a true-Mac once when my
ST was being repaired and was amazed at how much faster the
printing was...
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

3302. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 11:00:55 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.2.717764455@dhhalden.no>
Source record: 217020

In article <1724@lysator.liu.se> boberg@lysator.liu.se (Stefan Boberg) writes:
>From: boberg@lysator.liu.se (Stefan Boberg)
>Subject: Re: Boston Computer Society shows Falcon 030
>Date: Sun, 27 Sep 1992 10:12:42 GMT
>aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>>In a previous article, boberg@lysator.liu.se (Stefan Boberg) says:
>
>>>
>>>> - in many respects the Falcon is more powerful than the Video Toaster,
>>>> containing 98% of its functionality. The cost of the Falcon plus
>>>> any associated software/hardware will be less in cost than the
>>>> Video Toaster itself.
>>>
>>> You got to be kidding! Whoever said that should get a clue. There's no
>>>way a puny little Falcon can pull off the tricks the Toaster can. Wake
>>>up and get a grip on reality.
>
>>HAVE YOU USED THE FALCON 030 YET?
>
> No. You see, here in Scandinavia Atari doesn't even have a subsidiary ...
>Commodore has four. Go figure ...
>
>>The more I read, the more I see an insecure Commodore user that is letting
>>out his frustrations on the comp.sys.atari.st newsgroup to make himself
>>feel better.
>
> Right :-) I am a registered Commercial Amiga Developer so I know what CBM
>is up to and I know it's good, so I'm not one bit frustrated or insecure.
>Quite the opposite, actually.
>
> I just wanted to see how Atarians react to criticism, and so far I've
>received no sensible reply (except one in EMail). I'd like you to answer
>some of the questions I asked instead of just dismissing me as "one of
>those stupid AmigaDroids". I was interested in the Falcon at one point but
>quickly lost interest when I learned that the blitter and the rest of the
>video hardware were on the main CPU bus... Talk about crippling a perfectly
>good CPU.
>
>>The only thing I have to say is that Atari released their next generation
>>computer while Commodore has not.
>
> Oh have they? From what I've heard you cannot go out and buy a Falcon

>*now* because they aren't shipping yet! I can get an A4000 *now* and I'm
>collecting my money to buy one...
>
>> Len Stys
>--
>Stefan Boberg -

What do you put in the word subsiduary?

Commodore have in Norway decreased its staff from 29 to 8 employies. And they are only focused on selling PC-clones. Try to ask them a question about the Amiga, they do not know much... Thats for sure.

Over to Atari a BIG Norwegian firm has taken over the import and distribution of the ATARI in Norway. This info comes from Atari USA or more presisely its representative in Finland. The old Atari Norway was closed down, but who is sorry. I am not. They had just one man who knew anything about the machines anyway. He was not put into work by Atari before a year or two ago...

As for Sweden it was an internal disagreements that led to the temporarily closedown. Atari will soon find a replacement, I am sure of that. Before its closedown they were selling 2000 units of ST/STE/TT`s per month. Thats not so bad.. Is it?

Commodore... PRICE WITHOUT THE POWER....

Rune Hyldmo

3303. Re: ORCS - Otto's Resource Construction Set

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 11:02:17 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Sep29120153@rinser.cs.tu-berlin.de>
Source record: 217018

> The version on atari.archive.umich.edu (Directory atari/Utilities/ filename
> orcs.lzh) only has the ORCS.PRG file and ORCS.RSC file. It doesn't have
> the ORCS.HLP file, or any documentation otherwise.

> A program this good can't possible be PD can it? The previous versions were
> commercial, and this is 50-times better?!

Its shareware, pay DM 50 to:
Thorsten Otto Bankverbindung:
Katharinenstr. 14 Stadtsparkasse Essen
4300 Essen 1 BLZ 360 501 05
Germany Kto. 8366734

Then you get a documentation and some examples in C, GFA-Basic, pascal
and assembler.

> If anyone knows an FTP site with the FULL archive (with all files,
> ORCS.HLP etc.) Could they please tell us! It has a LOT of features,

```
PACKED SIZE RATIO CRC STAMP NAME
------- ------- ------ ---------- ------------ -------------
121748 227750 53.4% -lh5- e8cd Oct 22 1991 orcs/orcs.prg <--
20471 63510 32.2% -lh5- ec98 Oct 22 1991 orcs/orcs.rsc <--
772 1423 54.2% -lh5- cc3b Oct 17 1991 orcs/orcs.txt
20808 64612 32.2% -lh5- 6526 Oct 22 1991 orcs/orcsger.rsc <--
924 1826 50.6% -lh5- dba3 Oct 22 1991 orcs/readme <--
------- ------- ------ ---------- ------------ -------------
164723 359121 45.8% Jun 7 08:09
```

orcs.txt and readme are german texts without detailed information
about using orcs. All marked (<--) files should come together, all
other packedges should be removed, because they are not completely!

Its available from
ftp.cs.tu-berlin.de (130.149.17.7): /pub/atari/programming/orcs.lzh
ftp.uni-muenster.de:/pub/atari/programming/orcs.lzh
ftp.uni-stuttgart.de:/soft/atari/lang/rsc_util/orcs.lzh

Bye
Herwig

--
Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null

3304. Re: 1.4 meg floppy on an ST?

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 11:26:06 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Sep29.112606.2811@aston.ac.uk>
Source record: 217030

Fitting a 1.44 Mb floppy to an ST (_any_ ST) is possible, as the ST
I've just bought from a friend has one fitted. It formats quite happily
up 82 tracks and 20 sectors using Diamond Format giving something over
1.6 Mb of space, and quite happily reads PC HD disks as well, and works
fine on (I think) all TOS versions- I'm using 1.4 but when he did the
upgrade he had 1.0 installed. What you have to do (this is from memory,
and I wouldn't know how to do it myself so please don't flame...) is
replace the 8Mhz signal coming into the drive with a 16Mhz signal and then
set the drive seek rate to 6 ms. and it seems to work fine. I think you
still have to set a switch depending on whether you're using 720k or 1.44
disks, but you could probably wire this to the HD detect pin which most
drives have (I've got a switch on the front of the tower case). I also
think I've got an arc file on a disk magazine somewhere which claims to
have instructions and source code (probably unnecessary) for fitting
a 1.44 Mb drive- I could upload it to atari.archive if people want. I'll
try to answer any questions, but bear in mind I didn't do the upgrade
myself; I just use it!

--
Tim Wright. \ Real Life sucks
wrighttj@cs.aston.ac.uk \ losers dry.

3305. Re: DM Hint disk

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 11:58:08 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Sep29125808@SunLab42.essex.ac.uk>
Source record: 217021

In article <66805@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Kevin Isaacson asked about the Dungeon Master "hint disk"..

>There WAS a commercially distributed "hint disk", but it was
>full of errors and omissions..

>[...]

>On the other hand, Unicorn Publications (the publishers of AIM)
>are now distributing the new edition of my hintbook..
>E-Mail me if you'd like to find out how to get one.

I have a DM/CSB dungeon editor prog, if anyone wants it...

It's a much-improved version of the CSB editor program which appeared on an
ST Format coverdisk over 2 years ago.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

Analysis of television viewing figures has shown that 80% of people in this
country are crap.

3306. Populous - how does the score work?

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 12:09:33 UTC
From: redmond+@cs.cmu.edu
Message-ID: <BvC9s2.MqJ.1@cs.cmu.edu>
Source record: 217023

Hello!

If you know how the game score is calculated in Populous
could you give me some pointers?

I seem to get the best scores when I lay down a band of
swamps on evil's side, and then invoke armageddon so that
many (half or more) die on the way to the center. This
seems to give a score of about 160,000

Thanks,

Red/.

3307. Re: Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 12:12:49 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1992Sep29.121249.15262@gdr.bath.ac.uk>
Source record: 217022

In the referenced article, ant@galadriel.bt.co.uk (Antony Espindola) writes:
>From article <1992Sep25.123525.22133@gdr.bath.ac.uk>, by mapmh@gdr.bath.ac.uk (M Hagger):
>> In the referenced article, swanee@megadata.mega.oz.au (Geoff Swan) writes:
>> that as usual we in England will be paying way over the odds for these
>> machines, typically in my experience we pay the same amount in UK
>> pounds as the Americans do in dollars!
>>
>> Oh well such is life. (or c'est la vie for those language buffs).
>>
>> Does anyone know why we always pay more in England? I've known cases
>> where it would have been cheaper to get on a ferry drive to Germany,
>> buy a machine and drive back, rather than buy from a UK distributor.
>>
>
>Well, I attended the ECTS (European Computer-entertainment Trade Show)
>about a month ago, in London, and Atari UK expressed that the bottom
>of the range Falcon030 WOULD be on sale for #499 (four hundred and
>ninety-nine pounds sterling). This is obviously excluding Hard
>disk,etc, but at least it's cheap.
>
>Antony.

Well, this sounds quite promising - does anyone know any figures for the
machines with hard disc, co-processors or extra memory?

Mark

3308. Re: Mainframe transfers

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 12:14:55 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16871BA56.BWWL@ibm.rz.tu-clausthal.de>
Source record: 217024

In article <26SEP92.23201498@meena.cc.uregina.ca>
selbyr@meena.cc.uregina.ca writes:

>Are there any half decent easy to use transfer protocals available
>to make transfering files between a mainframe like an IBM 4381-12 and
>an ST faster than kermit - I mean software for the mainframe. For
>a VAX 8600? I'm thinking perhaps a version of zmodem, or even just
>xmodem.

I use FTP to download software from a mainframe.
If you want to download directly to the atari this protocol is NOT faster
than kermit (I use the KA9Q TCP/IP on Atari). If you have access to other
PCs etc. directly connected (via ethernet) to the internet this is the
best way. (about 40Kb/sec)...

Bye,
Wolfgang.

3309. Spectre 3.0 and 68020 ?

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 13:11:25 UTC
From: holger@zelator.in-berlin.de
Message-ID: <1YG7W2J@zelator.in-berlin.de>
Source record: 217039

Hi there...

I tried a friends spectre GCR 3.0 with my 68020/68882 Board (a PAK68/2) and found out, that it doesn't work... it starts up and tells me, that I'm wellcome... and thats it. We tried it both from harddisk and from floppy with system 6.04, 6.05 and 6.07 and also with the cache enabled and disabled.. but it was all the same. Does anybody know why this happens or what to do against ? May this problem be solved with spectre 3.1 ? Any hints are wellcome !

P.S.: the spectre does not completely hang, it is still possible to enter the configuration-page with shift-help...

Holger
--

##
Holger Lesch email (privat) :
Sybelstrasse 23 holger@zelator.in-berlin.de
W-1000 Berlin email (non-privat):
Tel. (030) 3243615 holger@kom.sietec.de
##

3310. where did a.a pub.other go?

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 13:22:20 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.717772940@freyr>
Source record: 217026

In an old a.a index I found atari/other/talkspk.arc
but it doesn't seem to be there anymore (there is no
Other folder).
--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____My opinions are my opinions_____ +31 5700 29396 (weekends)

3311. GIF to RAW conversion

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 14:01:23 UTC
From: busbyjm@cs.aston.ac.uk
Message-ID: <1992Sep29.140123.12454@aston.ac.uk>
Source record: 217037

Does anyone know of a utility to convert GIF pics to RAW format, for display on PhotoChrome? This is just the best picture format in existence for the ST at the moment, and I'd love to see some gorgeous ex-GIFs!

James Busby

3312. Wanted: C/68000 (games) coders

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 14:46:53 UTC
From: stefan@spc.nl
Message-ID: <1992Sep29.144653.21430@spc.nl>
Source record: 217031
Cross-posted to: comp.sys.atari.st,biz.jobs.offered

We are looking for people with experience in 68000 as well as C coding to develop games on the new CD-Interactive machines. This involves lots of 68000 and a little C thrown in just for the hell of it.

People with lots of 68000 experience (like people from the demo/games coding world) as well as creativity and time (we're talking about at least one year full time here) who want to work on a totally new machine with interesting hardware and possibilities, who have no objection to working and living in Holland for a while can contact me at stefan@spc.nl

SPC is an official CD-I development house, and some of us did a little 68000 shoot-them-up as a pet project. This has become larger than life, and now we need people for all those other games they want to do. If coding 68000 games/demos is what you always did, and what you want, this could be for you. Send me some email and we'll talk about it.
--
"We convoke the Nephilim and they come {*} Stefan Posthuma, SPC Company
to us, strangers with the eyes of men." | stefan@spc.nl

3313. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 14:58:28 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1a9qukINN9u6@usenet.INS.CWRU.Edu>
Source record: 217025

In a previous article, jww@uhunix.uhcc.Hawaii.Edu (Jack W. Wine) says:

>In article <9209251907.AA29024@enet-gw.pa.dec.com> peters@allvax.enet.dec.com (Don Peters TAY1-1/D7 DTN 227-3173 25-Sep-1992 1509) writes:
>>
>> - the term "personal integrated media" was mentioned several times, and
>> will probably be used many times in the future by Atari
>
>This is the only thing that Atari should change about the Falcon 030!
>I think a better marketing description for it (rather than
>personal int. media or PIM) would be something like Atari AVI
>(Audio Video Intelligence). First, the Latin root meaning bird/flight
>is "avi" as in aviator, aviary, etc. Second, it is more descriptive
>of a new category of smart electronics/devices that might become the
>virtual brains of a home. Third, I think it sounds better than
>Atari PIM. If anybody agrees send Atari your suggestions!

I like the term "personal integrated media" better because Atari seems to
want to get into the multi-media...

Audio/Video would restrict it to audio and video.

I see your point though--"PIM" will sound a little funny comparable to "PC".

As long as Atari doesn't use "PIM", it should be ok.

Maybe "IMC" would be better. "Integrated Media Computer".

>
>
>Jack
>
>

--

3314. A newest "mines clearer" game on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 15:01:45 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7878@laas.laas.fr>
Source record: 217027

Hi happy netters,

Preliminary: this post is only of concern for people that have nothing better
to do that waste their time playing games...

Now that we are in limited company, straight to the subject:
I've uploaded a little game last week on atari.archive, which is called
Hexmines and is currently in the atari/Newitems directory (mind the
capital N). It should be soon on the Clausthal site in Germany.

This could be a "classical" find-the-mines-in-the-field game, except for
some features:
- tiles are hexagons instead of squares: this changes the game much;
- several parameters can be set: number of bombs, number of lives
(so as not to quit the game at the first explosion), and the
number of "open zones" at the game's start.

It's a low rez only program that should run fine on ST/STE, but
I guess not on TT and even less on Falcon. Don't know for Mega ST/STE.

Also, it's the first (1.0) version, fully functionnal but whose sole
goal is for me to get ideas/suggestions/remarks in order to improve the
game. So I wait for to hear from you.
Alse about bugs reports: the first one who finds one bug will automati-
call receive successive new versions all his lifetime (or mine).
Version 1.1 is ready (nicer dialog boxes + varying field size) but I'll
wait a little before to upload it; see above.

Last thing: it's a free (i.e. not shareware) program, so you can go on...

A bientot.

+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+
| excuse bad english: I'm still learning it |
| (bad english, that is) |
+---+

3315. Atari.archive.umich.edu :FAQ

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 16:02:24 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Sep29.160224.6490@terminator.cc.umich.edu>
Source record: 217028

Here it is folks, the answers to life's great mysteries:

Welcome to atari.archive.umich.edu's Frequently Asked Questions

Updated on: Sept 29, 1992

1. How can I access the archive?

You can access the archive in one of two ways: by our mail server, BART, or via anonymous ftp. To get information on the mail server, please send mail to atari@atari.archive.umich.edu with a body of 'help'. For information on anonymous ftp, please refer to my 'Beginner's Guide to Anonymous FTP,' which is frequently posted here. Questios about BART should first be addressed to the help file, then to Jon Brode, jon@atari.archive.umich.edu.

2. When I try to log in via ftp, I get a message saying that the archive's host won't accept anonymous ftp from my machine because of some mapping problem. What can I do to fix this?

The archive's host machine will attemt to map your machine's ip address back to a name. If it is unable to do this, it will not let you begin an anonymous ftp session. Please ask your sysadmin to check the name server entries for your machine, as something is amiss along the way. If he or she isn't able to solve the problem, please have them send mail to me and I'll have the folks here take a look and see what's up.

3. How can I upload things to the archive?

You can upload via ftp or by sending uuencoded chunks to me (address below). Please refer to 'How to upload to atari.archive' (frequently posted here) for more information.

4. After I've posted files to the archive, it often takes a few days before they're available to the public. What sort of queueing system do you use?

The queueing system in place here is known affectionately as my spare time. I try to make files available as soon as I possibly can, but often times my schedule dictates otherwise. Please bear with me.

5. What is {MiNT, TeX, Gnu, etc.}?

Please refer these questions to the authors of the software. Often times I know very little about a piece of software that is posted here.

6. What is the ip# for atari.archive.umich.edu?

141.211.164.8, at least for the time being. It's a good idea to always use the a.a.u.e name.

7. What are the ???s in the index for?

A ??? signifies that I don't know what the file is or does. Please feel free to contact me should you happen to know the answer.

8. Where can I go for more information about the archive?

Please feel free to send mail to weiner@atari.archive.umich.edu and I'll try to answer your questions. Questions about BART should be addressed to its author, Jon Brode (jon@atari.archive.umich.edu).

9. Isn't there some times that I shouldn't ftp?

Yes. Please try to keep your ftp use between the hours of 5 pm to 7 am, EST. This will greatly appease the people that actually work on this machine. We are generally -4 GMT.

Cheers,

--
Jeff Weiner - jweiner@umich.edu - weiner@atari.archive.umich.edu -
414 Erie St. SE, Minneapolis, MN 55414
Now at the University of Minnesota

3316. Beginner's Guide to Ftp

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 16:04:47 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Sep29.160447.6624@terminator.cc.umich.edu>
Source record: 216892
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

This is a basic guide to ftp. It is intended only to get you on your
way to ftp happiness. Please let me know if you have any comments,
questions, or suggestions.

weiner@atari.archive.umich.edu

~~~~~~
Jeff Weiner's FTP Basics Vol.1 #1

Part 1: Logging in
To begin an ftp session, the first thing you need to do is log in to our
machine. You can do this by issuing the 'ftp atari.archive.umich.edu'
command. You should then see something like this:

Connected to atari.archive.umich.edu.
220 atari.archive.umich.edu FTP server (Version 4.169 Wed Jan 2 17:03:56 EST 199
1) ready.
Name (yourhost.domain.edu:yourusername):

At this prompt you'll want to type 'anonymous'. On some hosts, the word
'guest' will work, but 'anonymous' is always a sure bet.

If you don't see this login prompt, but instead get something like
'Our host was unable to trace a name back to (some internet address).
We only accept ftp from properly registered hosts', then you'll have to
ask your sys-admin to properly register your machine in its name servers.
There's nothing we can do on this end, so please don't bother asking.
Also, if your machine doesn't allow you to specify the atari.archive name,
try using out internet address : 141.211.164.8 Then, march down to
your sys-admins office and ask him to install name-service. Your life will
become much easier.

Assuming you recieved the above prompt, you'll then be asked for a
password. Use your mail address. For example, I would use
'weiner@atari.archive.umich.edu'

Part 2: Basic Commands
Once you're logged on, there's a few basic commands you'll want to know about.

ls : lists the names of files of sub-directories in a directory.
ls -C : Lists the files horizontally, instead of vertically.
ls -F : Lists filenames, but adds a / to the end of directory names.
dir : does the same thing as ls, but is needed on some other machines
ls -l : A verbose listing of files. Includes permissions, filesize, etc.
cd : changes directories (i.e. 'cd atari' would put you in the atari area)
cd .. : Goes 'back up' a directory, to the one you came from.
~~~~~~

This from redmond@IUS4.IUS.CS.CMU.EDU:
For more than one argument to ls, use double quotes. Eg. ls "-FC *.lzh"

These are about all you need to get moving around the archive.

Part 3: Getting the Goddies

The main reason you want to ftp in the first place is to quickly transfer files. More often than not, you'll want to transfer the files from the archive to your account. You can do this using the following commands:

First, find the file you want to download.
Second, issue the command 'type binary'. This tells our machine that you'll be transferring a binary file. This is really important. You'll waste a LOT of time if you download files that were not transferred in binary mode.
Third, issue this command 'get <filename.ext>'. This will instruct the archive host to send <filename.ext> to your account.

The last thing you'll want to do is use the 'quit' command. This tells our machine you're no longer interested in ftping files, and would like to go back to your command prompt.

Now, you'll need to download your files from your mainframe(sparc, whatever) to your ST. Usually you'll want to use either kermit or x- or y- or z-modem protocals. They're very reliable. I'd be quite hesitant to try something else. Also, your machine and ST are usually unique to you. This means that I really can't help you with this part. You could try asking, but I'm going to promise anything.

Part 4: A Few Words on Net Ettiquette

Net Ettiquette is something that every net user should be aware of. Relating to ftp, and our archive, it is essentially this:

1) Try to keep ftp usage to an absolute minimum during business hours, in our time zone. That would be 9 am to 5 pm , EST. This roughly means upload or download one file or so and little else during these hours. After 5pm, have a blast. Go nuts. We probably won't mind nearly as much..... Otherwise, we will drive to your campus or place of work (even if you live in Europe) and we'll kick youe butt. Or, Jon will sing Prince songs to you. Whichever you'd like the least.

2) If you have a question about some aspect of ftp service or some other area of your computer, please ask around at your site first. Don't immediately fire off all of your questions to us. I don't mind answering questions about the archive, problems with logging in, or something similar. But I tend to get upset when people ask me questions like, "Jeff, how come I can't get the fgrep command to work properly on my sparc station...."

3) Please try to upload files that you know the archive doesn't have. I know it's not the greatest thing to do, but if you can find time to download stuff, I think you can find time to return the favor and upload things also.

If you have any reasonable questions, any comments or concerns, etc.
please mail them to me, weiner@atari.archive.umich.edu.

Thanks,
weiner

--
Jeff Weiner - jweiner@umich.edu - weiner@atari.archive.umich.edu -
414 Erie St. SE, Minneapolis, MN 55414
Now at the University of Minnesota

3317. uploading to atari archive and c.{b,s}.a.st

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 16:06:09 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Sep29.160609.6725@terminator.cc.umich.edu>
Source record: 217029
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bitt

```
Uploading to Atari.archive.umich.edu
and
Posting to comp.{binaries,sources}.atari.st
By Jeff Weiner, Atari.archive Guardian

How to upload to atari.archive.umich.edu:

There are two main ways to upload to the archive: FTP or mail

1: FTP - This is the preferred method, as it doesn't clog my mailbox with
megs and megs of stuff, not to mention it's a bit easier for you too.
Logon to the archive as usual, then issue the following commands

cd ~atari/New
type binary
put filename.ext
mail weiner@atari.archive.umich.edu .... "Hey Jeff, I just uploaded this..."

This last step is very important. As we're now integrating the
index with text and the ls -lR listing, descriptions and an address to
send questions to are key.

Ed Krimen, ekrimen@ecst.csuchico.edu, adds this:

For those that may not know, may I add that, for aesthetic effects,
if you enter "hash," before you "put filename.ext" or "get
filename.ext," the ftp program will display a # for every 1024 bytes
sent or received. Actually, when you 'put' a file, it will display
bunch of # at once. Moreover, if you enter "bell," it will sound your
system bell when a function has completed. Finally, you can send and
receive a list of files using the "mput" and "mget" commands,
respectively, with a list of the files after the command.

2: MAIL - This is a bit slower for you and for me, but is still very effective.
Simply uuencode the file, (please split it into parts ~=60 K or less please)
and mail the result to weiner@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpfull as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled file transmission, containing a short description of
the file, etc. Shar files are also acceptable, but I prefer the uuencoded.

And for those of you who would like to see your binaries and sources appear
in comp.{binaries,sources}.atari.st, the following is taken from Steve
Grimm's Introduction to Binaries and Sources:

Subject: Submitting binaries for publication
```

Items intended for posting or queries and problem notes should be sent to atari-binaries@spud.Hyperion.COM. If you are on a UUCP-only site, you can send them to {backbone}!spud.hyperion.com!atari-binaries.

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a while.

Also, as of volume 8, I will only accept binaries packed with an archiver for which source code is widely available. For the time being, this pretty much means arc, zoo, and lharc. If you want to use a nifty new archiver, make the source code available to the public (posting to comp.sources.atari.st is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful (to the users on the net,) which is why I allow them at all.

Subject: Submitting source for publication

Items intended for posting or queries and problem notes should be sent to atari-sources@twitterpater.eng.sun.com. If you are on a UUCP-only site, you can send them to sun!twitterpater.eng!atari-sources.

If you want verification of arrival, so say in a cover note, or at the beginning of your submission, if it is small. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, source without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

I prefer that you submit sources and binaries separately, as it's a pain to separate them, and such submissions are invariably placed on the back burner. Sources should be submitted in the same format as binaries -- uuencoded arc, zoo, or lzh files. Please use Pierre Dumas'

"uue" program if possible, as it can correct some common transmission errors. Split long submissions up into reasonable (less than 50K) chunks. "uue" will do this for you, if you use "uue -700 file" to encode.

Please inform me of any special system requirements, and what development environment was used, so that I can properly test your submission and label it when I post it.

---

weiner
--
Jeff Weiner - jweiner@umich.edu - weiner@atari.archive.umich.edu -
414 Erie St. SE, Minneapolis, MN 55414
Now at the University of Minnesota

3318. Printing with Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 16:10:56 UTC
From: malay@sae.com
Message-ID: <1992Sep29.161056.11806@sae.com>
Source record: 217043

I need a MAC print driver for a HP-IIP printer connected to the ST so I can print from Mac-mode. I own GDT Softworks Printlink in which I change my printer to emulate Epson LQ but the print quality from MacWrite II and/or MS Word 5 is bit flakey. GDT apparently has a new product "PowerPrint". Also, looking through the MAC catalogs I came across something from Insight called MacPrint. I also own a used copy of Freedom of Press Light but the modified AppleTalk that comes with FOP seems to hang the system when booting up so I have never seen that quality of the print.

Current Commercial Drivers:

GDT PowerPrint
INSIGHT MacPrint
Freedom of Press Light

Anybody have any luck with any of these????

Bob Malay

3319. Re: ORCS - Otto's Resource Construction Set

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 16:29:44 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Sep29.132944.7845@ac.dal.ca>
Source record: 217049

In article <HESCHE.92Sep29120153@rinser.cs.tu-berlin.de>, hesche@cs.tu-berlin.de (Herwig Schelauske) writes:
>
> > The version on atari.archive.umich.edu (Directory atari/Utilities/ filename
> > orcs.lzh) only has the ORCS.PRG file and ORCS.RSC file. It doesn't have
> > the ORCS.HLP file, or any documentation otherwise.
>
> > A program this good can't possible be PD can it? The previous versions were
> > commercial, and this is 50-times better?!
>
> Its shareware, pay DM 50 to:
> Thorsten Otto Bankverbindung:
> Katharinenstr. 14 Stadtsparkasse Essen
> 4300 Essen 1 BLZ 360 501 05
> Germany Kto. 8366734
>
> Then you get a documentation and some examples in C, GFA-Basic, pascal
> and assembler.
>
> > If anyone knows an FTP site with the FULL archive (with all files,
> > ORCS.HLP etc.) Could they please tell us! It has a LOT of features,
>
> PACKED SIZE RATIO CRC STAMP NAME
> ------- ------- ------ ---------- ------------ -------------
> 121748 227750 53.4% -lh5- e8cd Oct 22 1991 orcs/orcs.prg <--
> 20471 63510 32.2% -lh5- ec98 Oct 22 1991 orcs/orcs.rsc <--
> 772 1423 54.2% -lh5- cc3b Oct 17 1991 orcs/orcs.txt
> 20808 64612 32.2% -lh5- 6526 Oct 22 1991 orcs/orcsger.rsc <--
> 924 1826 50.6% -lh5- dba3 Oct 22 1991 orcs/readme <--
> ------- ------- ------ ---------- ------------ -------------
> 164723 359121 45.8% Jun 7 08:09
>
> orcs.txt and readme are german texts without detailed information
> about using orcs. All marked (<--) files should come together, all
> other packedges should be removed, because they are not completely!
>
> Its available from
> ftp.cs.tu-berlin.de (130.149.17.7): /pub/atari/programming/orcs.lzh
> ftp.uni-muenster.de:/pub/atari/programming/orcs.lzh
> ftp.uni-stuttgart.de:/soft/atari/lang/rsc_util/orcs.lzh
>
> Bye
> Herwig
>

> --
> Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
> Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
> Please send flames to dev/null

I got it about a week ago from clausthal (sun.rz.tu-clausthal.de), in ~pub/atari/programming. The same 5 files listed by Herwig were in the package. No .HLP file.

John Cordes, Dept. of Physics, Dalhousie University
Halifax, N.S., Canada B3H 3J5 email: cordes@ac.dal.ca

3320. Re: 1.4 meg floppy on an ST?

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 16:30:43 UTC
From: malay@sae.com
Message-ID: <1992Sep29.163043.11899@sae.com>
Source record: 217040

Ok so Purple Mountain has a "good" deal on a Floptical Drive - I just read an article in "MacWorld" about Mac floptical drives and apparently there are some differences in the performance of these machines even though the OEM of the drive is the same. Are there any specs on the Freedom Floptical - whats its seek rate, etc???

Bob Malay

3321. Fontgdos

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 16:34:22 UTC
From: jtreichl@iiic.ethz.ch
Message-ID: <1992Sep29.163422.21873@neptune.inf.ethz.ch>
Source record: 217032

I have a problem with the fontgdos. probably i missed the discussion about
the it.

1. i installed the cpx modules and generated the assign.sys and
the extend.sys file. they seem to be correct.

2. put fontgdos.prg in the auto folder an boot.

3. i wrote a little test programm with a vst_load_font call for
the screen device.
GDos error: not enough cache memory.
but i have set the cache sizes on 20,20,200 and no font is bigger
than 60kByte.

what's wrong.

regards
Juerg

3322. Re: Press Coverage of Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 16:53:36 UTC
From: ekrimen@wet.UUCP
Message-ID: <4325@wet.UUCP>
Source record: 216875

I've seen pretty good coverage in non-Atari magazines. Yesterday, the
San Francisco Examiner had a few paragraphs on the Falcon. The last two
issues of the Bay Area Computer Currents have both had good-sized reports
from Newsbytes.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3323. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 17:00:34 UTC
From: ekrimen@wet.UUCP
Message-ID: <4326@wet.UUCP>
Source record: 216876

In article <rouellet.717717071@ragueneau> rouellet@gel.ulaval.ca (Real Ouellet) writes:
>I recently bought a fax modem (US Robotics Sportster) and would like to
>send faxes with it... but I have no atari FAX software. Is there some
>(public domain or else) available? Where? At what price?

The only fax software that I'm aware of for the ST is STraight Fax from Joppa Software. I just got it last week, but haven't tested it out. From what others have said, it's pretty good.

BTW, I have a Supra V.32bis faxmodem, and I just ordered my new ROMs last night via their BBS.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3324. Re: Is there an auto prg to merge midi out with a thru?

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 17:37:17 UTC
From: despair@netcom.com
Message-ID: <4s+p9cm.despair@netcom.com>
Source record: 217033

In article <hjv.716942784@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>selick@csa.bu.edu (Steven Selick) writes:
>
>
>>Is there an autoload program that will work in the background to combine
>>whatever comes in the in midi port with whatever the computer generates
>>for the out port?
>
>Hi Steve, we meet even here :). I suppose you mean a soft-MIDIthrough? ST MIDI
>data always reaches the out-port (in principle), so the only problem is to get
>the in-data to the out-port - a 'through' that is. I have an ACC that does just
>that, and a prg that installs (TSR) a through-routine when run. I suppose the
>prg can be run from the AUTO folder. To be honest: I've never used it yet.
>I'll check it out and let you know.

This has already been discussed, but the Atari supports hardware thru.
I have a cable that has Midi out & thru, and works automatically. The
other two pins on the 5-pin din are used for this. If anyone wants this
cable, I have two and could spare one. $15 including shipping.

Regards
--
Scott Hanson This has been a recording.
despair@netcom.com

3325. Newbie C question.

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 17:37:47 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <rasas.717788267@minyos.xx.rmit.OZ.AU>
Source record: 217038

For some reason this (very small) piece of code id doing wierd things.
fpath is the string returned from fsel_input(fpath, etc...)

```
re_name()
{
int i, count;

i = count = 0;
for(i = 0; i <= strlen(fpath); i++)
if(fpath[i] = '\\')
count = i + 1;
printf("count = %d", count);
strncpy(fname, fpath, count - 1);
}
```

After the for() loop, count equals the length of the entire string + 1. It's
as if the if(fpath[i] = '\\') isn't even seeing the slosh (backslash).
I am using Sozobon2 (if that means anything)...

My appologies if this is really stupid but I can't seem to see it.

Thanks for reading,

Greg.
--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

3326. Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 18:47:54 UTC
From: aramsey@engr.UVic.CA
Message-ID: <1992Sep29.184754.10006@sol.UVic.CA>
Source record: 217042

ATURI IZ GRATE. Go aturi go.

3327. Re: SCSI II on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 18:58:20 UTC
From: Peter.Kocourek@p13.f112.n100.z60.wlink.nl
Message-ID: <717801808.F00001@monly.wlink.nl>
Source record: 216854

In a message of <28 Sep 92 16:15:26>, Stig Vidar Hovland (60:100/1) writes:

SV> From: stigvi@Lise.Unit.NO (Stig Vidar Hovland)
SV> Organization: Norwegian Institute of Technology
SV>
SV> Can someone tell me what kind of plug Falcon have for the SCSI
SV> port. I know it have 50 pins, but is it a ordinary or a mini delta
SV> ribbon and is it male or female?

Here is some information from a information file about the Falcon, from
Atari Benelux:

SCSI CONNECTOR (flat 50 pins SCSI II Female)

Pin Signal Pin Signal

1-10 GND 37 Not Connected
11 +5V 38 +5V
12-14 Not Connected 39 Not Connected
15-25 GND 40 GND
26 SCSI 0 41 ATN
27 SCSI 1 42 GND
28 SCSI 2 43 BSY
29 SCSI 3 44 ACK
30 SCSI 4 45 RST
31 SCSI 5 46 MSG
32 SCSI 6 47 SEL
33 SCSI 7 48 C/D
34 Parity 49 REQ
35-36 GND 50 I/O

It appears though, that on Sun and NeXT computers, pin 11 is at GND, not
+5V... so be careful in connecting anything...

YHS:QSI!

3328. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 19:32:04 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Sep29.123205.3774@arizona.edu>
Source record: 217047

In article 4983@phys-chemie.uni-wuerzburg.dbp.de, kruel@phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:

> So when we talk about the possibility of making use of the
> DSP 56k as a modem, is anybody out there who knows if the
> appropriate software is available for the NeXT ?
> As far as I know, the same DSP is in that machine.
>
> How does it work there ? If there is some thing existing,
> then the discussed hardware adapters for hooking off, handling
> phone voltages etc. should be available already.
>
> Any infos ?
>
> Thomas.
> --
>
> Th.-M. Kruel Institut fuer Physikalische Chemie der Universitaet Wuerzburg
> Marcusstr. 9-11, D-8700 Wuerzburg (Germany)
> Phone: +49 931 31579

In my days of lusting for a NeXT (before I got a TT) I did read of some software/hardware gadgets that turned its DSP port into a modem and even a voice ansering machine. But these devices were on the order of several hundred $$--I don't know if that's because they had to be (I doubt it) or if someone was making a nice profit (but then, if you've bought a NeXT, what's a little more cash?).

-Paul Harris
paul@jupiter.ame.arizona.edu

3329. Re: Monkey Island II

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 19:44:46 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep29.194446.25573@actrix.gen.nz>
Source record: 217045

In article <1a946bINN4eu@gap.caltech.edu> rkrii@cco.caltech.edu (Robert Kim Rickenbrode II) writes:
> Does anyone know if Monkey Island II has been released for the ST's yet?
>

Hasn't yet, and if it is, it'll be for the Falcon most likely!
--

3330. STOS: Crashes upon exit

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 19:46:15 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Sep29.194615.25699@actrix.gen.nz>
Source record: 217048

```
Make sure you are using STOS v 2.6

(previous versions won't work on TOS 1.62 properly!)
--
```

3331. Re: GIF to RAW conversion

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 19:53:04 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Sep29205304@kolsaas.ifi.uio.no>
Source record: 217036

In article <1992Sep29.140123.12454@aston.ac.uk>, busbyjm@cs.aston.ac.uk (James M Busby) writes:

> Does anyone know of a utility to convert GIF pics to RAW format, for
> display on PhotoChrome? This is just the best picture format in
> existence for the ST at the moment, and I'd love to see some
> gorgeous ex-GIFs!

> James Busby

If you already have the ppm-utilities from the pbm-plus package available, you can get ppmtoraw.lzh from the New-directory at atari.archive.

You can then convert a GIF-image to RAW by doing the following :

```
giftoppm pic.gif | pnmscale -xysize 320 200 | ppmtoraw >pic.raw
```

The result is really quite good!

--
+---+
| Terje Vernly "The dead know only one thing : |
| InterNet: terjeve@ifi.uio.no It is better to be alive." |
+---+

3332. Reply to 2 Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 20:12:50 UTC
From: markjl@acs.bu.edu
Message-ID: <97076@bu.edu>
Source record: 217041

>From: Joachim.Strombergson@ludd.luth.se
>May I ask a bit more about two things:

>The dps buss, is it a 32 bit ninja bus or a crippled SX slave bus?
>The blitter, is it a speeded version of the Ste blitter or an enhanced version?

>Many thanks.

DSP bus - was named SSI in and out, I did not follow up to get explicit
details on it, so I'm not sure what more I can tell you. Related information,
the DSP port (which will give a clue to the bus) is a DB-26 pin port.

The Blitter is a 16MHz enhanced STE version: there are new functions,
supposedly, but that's all I know.

You're welcome!
-mjl

--
\\ This is a copy of the .signature virus, pass it on.
//If you want something interesting to read, finger me.
\\ Internet: markjl@acs.bu.edu.us (Boston University)
//Compu$erve: 72545,1236

3333. Re: ORCS - Otto's Resource Construction Set

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 20:51:39 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2AC8C1DB.4246@news.service.uci.edu>
Source record: 217046

wvleeshh@wg.estec.esa.nl (wim vleeshhouwer) writes:
>I cannot find this program on a.a. under atari/Utilities, where is it?

It's actually in atari/Programming.

Speaking of German help files. Does anyone have a good dictionary
(for the ger2eng program) that they've built up to translate German
computer-oriented text well?

--
Joachim Vance
^~^~^~

3334. Re: TNY picture printing

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 21:30:32 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Sep29.213032.4333@lmpsbbs.comm.mot.com>
Source record: 216858

In article <uVFJRB4w164w@tcpbbs.pcn.org>
joeadato@tcpbbs.pcn.org (Joseph Adato) writes:
>selbyr@meena.cc.uregina.ca writes:
>
>> What is the best and easiest way to print out TNY greyscale pictures?
>> Is there a recommended program?
>
>If you just want to print individual pictures, you could use DEGAS,
>TOUCHUP, PAGESTREAM and a host of other programs.

Using TOUCHUP takes too long. First you have to load your pictures one by one into TOUCHUP, which is very slow, and then save them. Only then can you run OUTPRINT, a separate program that does batch printing. Even files that are already in .IMG format cannot be printed by OUTPRINT unless they have first been processed by TOUCHUP to produce auxilliary .GEM metafiles.

Having to go through all this is why I stopped using TOUCHUP. Perhaps they have fixed this in a more recent release?

3335. Re: ATARI/IBM disk compatability, is it flawless?

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 21:54:23 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Sep29.215423.4601@lmpsbbs.comm.mot.com>
Source record: 216860

Something should be added to the FAQ about the problems one can have trying to use MS-DOS-formatted floppy disks on the ST. TOS can fail to recognize that you have put in a new floppy disk, and this can result in a trashed directory or TOS insisting that a disk is completely blank. The cause, as I understand it, is that when formatting a disk the ST puts a random number into the boot sector (that is used to detect when the disk has been changed), whereas MS-DOS puts a fixed number number into this location.

3336. Re: Press Coverage of Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 21:55:02 UTC
From: mling@jade.tufts.edu
Message-ID: <1992Sep29.215502.26483@jade.tufts.edu>
Source record: 216852

In article <28SEP199218010983@vxcrna.cern.ch> mmunoz@vxcrna.cern.ch (MUNOZ,MARC./DG) writes:
>In France, the Falcon has got a good coverage in the differents magazines.

For what it's worth, the Boston Globe had an article the day after the unveiling on the first page of the Business section, with a picture of Trameil and a Falcon. The article was fairly general, mentioning some of the capabilities, but not in technical detail. My Dad, a PC user, was pretty excited about the Falcon, just from reading the article.

--
Mighty Mo
* ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * **
\/
>--< ======================

3337. Revised Picture Formats List (was Re: Cyber Seq. Info and Question)

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 22:06:07 UTC
From: dmb@pf.ai.mit.edu
Message-ID: <28602@life.ai.mit.edu>
Source record: 216855
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
ST Picture Formats
------------------
Edited by:

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(301) 596-4779

Internet:
dmb@ai.mit.edu

(Please report errors or additions.)

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PackBits Compression Algorithm

Introductory Information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special
information there (most notably Art Studio).

The Formats

<NEOchrome> *.NEO

1 word flag byte [always 0]
1 word resolution [0 = low res, 1 = medium res, 2 = high res]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits. High bit (bit 15) set if color
animation data is valid. Low byte contains color animation
limits (4 most significant bits are left/lower limit,
4 least significant bits are right/upper limit).
1 word color animation speed and direction. High bit (bit 15) set
if animation is on. Low order byte is # vblanks per step.
If negative, scroll is left (decreasing). Number of vblanks
between cycles is |x| - 1
1 word # of color steps (as defined in previous word) to display
picture before going to the next. (For use in slide shows)
1 word image X offset [unused, always 0]
1 word image Y offset [unused, always 0]
1 word image width [unused, always 320]
1 word image height [unused, always 200]
33 words reserved for future expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOchrome Animation> *.ANI

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click both mouse buttons in the eye of the second R in the
word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero
----
22 bytes total for header

? words image data (words of screen memory) for each frame, in
order

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)

*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)

32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2 = right]
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is compressed
separately; i.e., all data for a given scan line appears before any data
for the next scan line. The scan lines are specified from top to bottom
(i.e., 0 is first). For each scan line, all the data for a given bit plane

appears before any data for the next higher order bit plane. Note that this is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the lowest order bit plane of scan line zero, followed by the data for the next higher order bit plane of scan line zero, etc., until all bit planes have been specified for scan line zero. The next data in the file will be the data for the lowest order bit plane of scan line one, followed by the data for the next higher order bit plane of scan line one, etc., until all bit planes have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed in this buffer.

o The buffer is only emptied when there are EXACTLY 40 characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40 bytes in it. In other words, all control commands must end on or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus error when the picture is loaded.

<Tiny> *.TNY (any resolution)
*.TN1 (low resolution)
*.TN2 (medium resolution)
*.TN3 (high resolution)

Several people have reported sightings of mutated Tiny pictures that do not follow the standard format, so let's be careful out there. What is described here is the format that David Mumper's original TNYSTUFF.PRG produces.

1 byte resolution (same as NEO, but +3 indicates rotation information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits hold left (start) limit; low 4 bits hold right (end) limit
1 byte direction and speed of color animation (negative value indicates left, positive indicates right, absolute value is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the
data is divided into four sets of vertical columns. (This results in
better compression.) A column consists of one specific word taken
from each scan line, going from top to bottom. For example, column 1
consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides medium resolution pictures into four parts.

<Spectrum 512> *.SPU

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

Note that the Spectrum 512 mode's three palette changes per scan
line allow more colors on the screen than normally possible, but a
tremendous amount of CPU time is required to maintain the image.

The Spectrum format specifies a palette of 48 colors for each scan line.
To decode a Spectrum picture, one must be know which of these 48 colors
are in effect for a given horizontal pixel position.

Given an x-coordinate (from 0 to 319) and a color index (from 0 to 15),
the following C function will return the proper index into the Spectrum
palette (from 0 to 47):

```
/*
* Given an x-coordinate and a color index, returns the corresponding
* Spectrum palette index.
*
* by Steve Belczyk; placed in the public domain December, 1990.
*/
int
FindIndex(x, c)
int x, c;
{
int x1;

x1 = 10 * c;

if (1 & c) /* If c is odd */
x1 = x1 - 5;
else /* If c is even */
x1 = x1 + 1;

if (x >= x1 && x < x1 + 160)
c = c + 16;
else if (x >= x1 + 160)
c = c + 32;

return c;
}
```

<Spectrum 512 (Compressed)> *.SPC

```
1 word flag word [$5350 or "SP"]
1 word reserved for future use [always 0]
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map
--------------
<= 50014 bytes total
```

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to DEGAS compressed and Tiny. The data map is stored as a
sequence of records. Each record consists of a header byte followed by
one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= -1 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included). If a palette
entry is not included, it is assumed to be zero (black). The least
significant bit of the bit vector refers to palette entry zero, while the
most significant bit refers to palette entry 15. Bit 15 must be zero,
since Spectrum 512 does not use palette entry 15. Bit 0 should also be
zero, since Spectrum 512 always makes the background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

NOTE: Regarding Spectrum pictures, Shamus McBride reports the following:

"... [The Picture Formats List] says bit 15 of the color map vector
must be zero. I've encountered quite a few files where [bit 15] is
set (with no associated palette entry)..."

<Spectrum 512 (Smooshed)> *.SPS

This format compresses Spectrum 512 pictures better than the standard
method. There are at least two programs that support this format, SPSLIDEX
and ANISPEC, although the two seem to differ slightly in their interpretation
of the format.
One point of interest: Shamus McBride deciphered this format without an ST!

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= ? bytes compressed data bit map
<= ? bytes compressed color bit map

< ? bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to that used in Spectrum Compressed (*.SPC) pictures.

The data map is stored as a sequence of records. Each record consists of a header byte followed by one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x (unsigned):

0 <= x <= 127 Use the next byte x + 3 times
128 <= x <= 255 Use the next x - 128 + 1 bytes literally
(no repetition)

There are two kinds of *.SPS files.

The data may appear in the same order as *.SPC files (SPSLIDEX format?):

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

The second variant (ANISPEC format?) encodes the data as byte wide vertical strips:

Picture data, bit plane 0, scan line 1, columns 0 - 7.
Picture data, bit plane 0, scan line 2, columns 0 - 7.
Picture data, bit plane 0, scan line 3, columns 0 - 7.
. . .
Picture data, bit plane 0, scan line 199, columns 0 - 7.
Picture data, bit plane 0, scan line 1, columns 8 - 15.
Picture data, bit plane 0, scan line 2, columns 8 - 15.
. . .
Picture data, bit plane 0, scan line 199, columns 312 - 319.
Picture data, bit plane 1, scan line 1, columns 0 - 7.
. . .
Picture data, bit plane 3, scan line 198, columns 312 - 319
Picture data, bit plane 3, scan line 199, columns 312 - 319.

A for loop to process that data would look like

```
for (plane = 0; plane < 4; plane++)
for (x = 0; x < 320; x += 8)
for (y = 1; y < 200; y++)
for (x1 = 0; x1 < 8; x1++)
image[y, x + x1] = ...
```

Color map compression:

Color map compression is similar to *.SPC color map compression, but the map is compressed as a string of bits, rather than words. There are 597 records (one for each palette). Each record is composed of a 14-bit header followed by a number of 9-bit palette entries. The 14-bit header specifies which palette entries follow (1 = included, 0 = not included). The most significant bit of the header refers to palette entry 1, while the least significant bit refers to palette 14. Palette entries 0 and 15 are forced to black (zero). Each palette entry is encoded as "rrrgggbbb".

The format of the palette is described above in the section on uncompressed
Spectrum pictures (*.SPU).

<Art Director> *.ART (low resolution only)

16000 words picture data (screen memory)
16 words palette
15 * 16 words 15 more palettes for animation

32512 bytes total

<C.O.L.R. Object Editor Mural> *.MUR (low resolution only)

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Doodle> *.DOO (high resolution only)

16000 words picture data (screen memory)

32000 bytes total

<Cyber Paint Sequence> *.SEQ (low resolution only)

This format, while fairly complex, yields excellent compression of animated
images while offering reasonably fast decompression times.

1 word magic number [$FEDB or $FEDC]
1 word version number
1 long number of frames
1 word speed (high byte is vblanks per frame)
118 bytes reserved
----
128 bytes total for .SEQ header

for each frame {
1 long offset to data for this frame, in bytes [basically useless]
}

for each frame {
1 word type (ignored?)
1 word resolution [always 0]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits [not used]
1 word color animation speed and direction [not used]
1 word number of color steps [not used]
1 word x offset for this frame [0 - 319]
1 word y offset for this frame [0 - 199]
1 word width of this frame, in pixels (may be 0, see below)
1 word height of this frame, in pixels (may be 0, see below)
1 byte operation [0 = copy, 1 = exclusive or]
1 byte storage method [0 = uncompressed, 1 = compressed]

1 long length of data in bytes (if the data is compressed, this
will be the size of the compressed data BEFORE decompression)
60 bytes reserved
----
128 bytes total for frame header

? bytes data
}

Frames are "delta-compressed," meaning that only the changes from one frame to the next are stored. On the ST, .SEQ files are always full-screen low resolution animations, so the sequence resulting from expanding all the data will be n 320 by 200 pixel low resolution screens, where n is given in the .SEQ header.

Since only the changes from frame to frame are stored, image data for a frame will rarely be 320x200 (except for the very first frame, which will always be a full screen). Instead what is stored is the smallest rectangular region on the screen that contains all the changes from the previous frame to the current frame. The x offset and y offset in the frame header determine where the upper left corner of the "change box" lies, and the width and height specify the box's size.

Additionally, each "change box" is stored in one of five ways. For each of these, the screen is assumed to have the full-screen image from the last frame on it.

o uncompressed copy: The data for this frame is uncompressed image data, and is simply copied onto the screen at position (x, y) specified in the frame header.

o uncompressed eor: The data for this frame is exclusive or'ed with the screen at position (x, y).

o compressed copy: The data for this frame must be decompressed (see below), and then copied onto the screen at position (x, y) specified in the frame header.

o compressed eor: The data for this frame must be decompressed (see below), and then exclusive or'ed with the screen RAM at position (x, y).

o null frame: The width and/or height of this frame is 0, so this frame is the same as the previous frame.

Of the 5 methods above, the one that results in the smallest amount of data being stored for a particular is used for that frame.

Compression Scheme:

Compression is similar to that employed by Tiny, but is not quite as space-efficient.

Control word meanings:

For a given control word, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 32767).
x > 0 Specifies the number of times to repeat the next word
taken from the data section (from 1 to 32767).

Note that a control word of 0 is possible but meaningless.

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead the four
bitplanes are separated, and the data within each bitplane is presented
vertically instead of horizontally. (This results in better compression.)

To clarify, data for a full screen would appear in the following order:

bitplane 0, word 0, scanline 0
bitplane 0, word 0, scanline 1
...
bitplane 0, word 0, scanline 199
bitplane 0, word 1, scanline 0
bitplane 0, word 1, scanline 1
...
bitplane 0, word 1, scanline 199
...
bitplane 0, word 79, scanline 199
bitplane 1, word 0, scanline 0
...
bitplane 3, word 79, scanline 199

Note however, that the data does not usually refer to an entire screen, but
rather to the smaller "change box," whose size is given in the frame header.

<Animatic Film> *.FLM (low resolution only)

1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse (change direction)
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major) [< 2]
1 word Animatic version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved for expansion (should be all zeros)
----
32 words total for header

? words image data (words of screen memory) for each frame, in order

<Animaster Sprite Bank> *.ASB (low resolution only)

```
1 word number of frames - 1
1 word ?
1 byte maximum width, in pixels
1 byte maximum height, in pixels
16 words palette
--------
38 bytes total for header

For each frame {
1 word width of this frame (in pixels) - 1
1 word height of this frame (in pixels) - 1
1 word ?
? words image data (words of screen memory)
}

<STOS> *.MBK

9 words ?
1 long $19861987 (magic number?)
1 long offset from this long to header for low resolution
parameter block (if past end of file, no low res frames)
1 long offset from this long to header for med resolution
parameter block (if past end of file, no med res frames)
1 long offset from this long to header for high resolution
parameter block (if past end of file, no high res frames)
1 word number of low resolution frames
1 word number of medium resolution frames
1 word number of high resolution frames

For each frame {
1 long offset to data (probably only used internally by STOS)
1 byte width in words (multiply by 16 to get width in pixels)
1 byte height in pixels
1 byte X hotspot location
1 byte Y hotspot location
}

(The format implies other stuff could be here.)

1 long ["PALT" $50414C54]
16 words palette

? words of data for each frame, in the order mentioned in the
header. Monoplanar mask data follows image data for each frame.
----------
? words total

The frames often seem to be in semi-random order, not necessarily in
the order they are to be animated.

<GEM Bit Image> *.IMG

1 word version number of image file [1]
1 word length of header in words [usually 8]
```

1 word number of color planes [1 for monochrome]
1 word pattern length in bytes [1-8, usually 2 for screen images]
1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
1 word pixel height in microns
1 word line width in pixels
1 word number of lines

? words header length defined in 2nd word of header

? bytes data

NOTES: If the image is a color image (planes > 1), the planes are stored separately starting with plane 0. There is, however, no standard way of storing the color palette. Some programs may save the palette in separate files, some may extend the header. For this reason, you should never assume the header is 8 words long, always get the header length from the 2nd word of the header. Also, the line width in the 7th word is the number of pixels in a line. Since the data is encoded in byte-wide packets, the actual unpacked line width is always a multiple of 8, and may be 1-7 pixels longer than the length specified in the header.

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).

If n > 0 then:
Read a number of bytes equal to the "pattern length" word in the header. Repeat this pattern n times.

If n = 0 then:
Scanline run. Data for the next scanline is to be used multiple times. Read the following record:

1 byte flag byte [$FF]
1 byte number of times to use next scanline data

The data for the next scanline follows, compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte determines the number of bytes to use literally. The literal data bytes follow.

otherwise Solid run. The value of x determines what to draw. The high bit specifies whether the pixels are set or cleared. A 1 indicates a byte-run using $FF, a 0 indicates a byte-run using $00. The low 7 bits, taken as an unsigned quantity, specify the length of the run in bytes.

<STAD> *.PAC (high resolution only)

4 bytes "pM86" (vertically packed) or "pM85" (horizontally packed)
1 byte id byte
1 byte pack byte (most frequently occuring byte in bitmap)
1 byte "special" byte
----
7 bytes total for header

? bytes data

The data is encoded as follows. For each byte x in the data section:

x = id byte Read one more byte, n. Use pack byte
n + 1 times.
x = "special" byte Read two more bytes, d, and n (in order).
Use byte d n times.
otherwise Use byte x literally.

<Imagic Film/Picture> *.IC1 (low resolution)
*.IC2 (medium resolution)
*.IC3 (high resolution)

4 bytes "IMDC"
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
1 word date (GEMDOS format)
1 word time (GEMDOS format)
8 bytes name of base picture file (for delta compression), or zeroes
1 word length of data (?)
1 long registration number
8 bytes reserved
1 byte compressed? (0 = no, 1 = yes)

If compressed {
1 byte delta-compressed? (-1 = no, > -1 = yes)
1 byte ?
1 byte escape byte
}
----
65 bytes total for header (68 bytes if compressed)

? bytes data

Compressed data may be either stand-alone or delta-compressed (relative
to the base picture named in the header). Delta compression involves
storing only how the picture differs from the base picture (i.e., only
portions of the screen that have changed are stored). This is used to
to encode animated sequences efficiently.

Compressed data, stand-alone:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

```
If n >= 2, use the next byte n times.
If n = 1, keep reading bytes until a
byte k not equal to 1 is encountered.
Then read the next byte d.
If the number of 1 bytes encountered is o,
use d (256 * o + k) times. I.e.,

if (n == 1) {
o = 0;
while (n == 1) {
o++;
n = next byte;
}

k = n;
d = next byte;

Use d (256 * o + k) times.
}
else {
d = next byte;
Use d (n) times.
}

x != escape byte Use x literally.

Compressed data, delta compressed:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 3, use the next byte n times.
If n = 1, do the same as for n = 1 in
stand-alone compression (above).
If n = 2, then set n = next byte.
If n = 0, end of picture.
If n >= 2, take n bytes from base
picture.
If n = 1, do the same as for n = 1
in stand-alone compression (above),
but take (256 * o + k) bytes from
base picture.

x != escape byte Use x literally.

<IFF Format> *.IFF

4 bytes "FORM" (FORM chunk ID)
1 long length of file that follows
4 bytes "ILBM" (InterLeaved BitMap file ID)

4 bytes "BMHD" (BitMap HeaDer chunk ID)
1 long length of chunk [20]
20 bytes 1 word = image width in pixels
```

```
1 word = image height in lines
1 word = image x-offset [usually 0]
1 word = image y-offset [usually 0]
1 byte = # bitplanes
1 byte = mask (0=no, 1=impl., 2=transparent, 3=lasso)
1 byte = compressed [1] or uncompressed [0]
1 byte = unused [0]
1 word = transparent color (for mask=2)
1 byte = x-aspect [5=640x200, 10=320x200/640x400, 20=320x400]
1 byte = y-aspect [11]
1 word = page width (usually the same as image width)
1 word = page height (usually the same as image height)

4 bytes "CMAP" (ColorMAP chunk ID)
1 long length of chunk [3*n where n is the # colors]
3n bytes 3 bytes per RGB color. Each color value is a byte
and the actual color value is left-justified in the
byte such that the most significant bit of the value
is the MSB of the byte. (ie. a color value of 15 ($0F)
is stored as $F0) The bytes are stored in R,G,B order.

4 bytes "CRNG" (Color RaNGe chunk ID)
1 long length of chunk [8]
8 bytes 1 word = reserved [0]
1 word = animation speed (16384 = 60 steps per second)
1 word = active [1] or inactive [0]
1 byte = left/lower color animation limit
1 byte = right/upper color animation limit

4 bytes "CAMG" (Commodore AMiGa viewport mode chunk ID)
1 long length of chunk [4]
1 long viewport mode bits (bit 11 = HAM, bit 3 = interlaced)

4 bytes "BODY" (BODY chunk ID)
1 long length of chunk [# bytes of image data that follow]
? bytes actual image data

NOTES: Some of these chunks may not be present in every IFF file, and may
not be in this order. You should always look for the ID bytes to find a
certain chunk. All chunk IDs are followed by a long value that tells the
size of the chunk (note that "ILBM" is not a chunk ID). This is the number of
bytes that FOLLOW the 4 ID bytes and size longword. The exception to this is
the FORM chunk. The size longword that follows the FORM ID is the size of the
remainder of the file. The FORM chunk must always be the first chunk in an
IFF file.

The R,G,B ranges of AMIGA and ST are different (AMIGA 0...15, ST 0...7),
as is the maximum number of bitplanes (AMIGA: 5, ST: 4).

Format of body data

An expanded picture is simply a bitmap. The packing method is PackBits
(see below), and is identical to MacPaint and DEGAS Elite compressed.
```

The (decompressed) body data appears in the following order:

```
line 1 plane 0 ... line 1 plane 1 ... ... line 1 plane m
[line 1 mask (if appropriate)]
line 2 plane 0 ... line 2 plane 1 ... ... line 2 plane m
[line 2 mask (if appropriate)]
...
line x plane 0 ... line x plane 1 ... ... line x plane m
[line x mask (if appropriate)]
```

The FORM chunk identifies the type of data:

```
"ILBM" = interleaved bit map
"8SVX" = 8-bit sample voice
"SMUS" = simple music score
"FTXT" = formatted text (Amiga)
```

<MacPaint> *.MAC

```
1 long version number [0=ignore header, 2=header valid]
38 * 8 bytes 8x8 brush/fill patterns. Each byte is a pattern row,
and the bytes map the pattern rows top to bottom. The
patterns are stored in the order they appear at the bottom
of the MacPaint screen top to bottom, left to right.
204 bytes unused
-------------
512 bytes total for header

< 51200 bytes compressed bitmap data
-------------
< 51712 bytes total
```

NOTE: The version number is actually a flag to MacPaint to indicate if the brush/fill patterns are present in the file. If the version is 0, the default patterns are used. Therefore you can simply save a MacPaint file by writing a blank header (512 $00 bytes), followed by the packed image data.

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image. The packing method is PackBits (see below). There are 72 bytes per scan line. Each bit represents one pixel; 0 = white, 1 = black.

<RGB Intermediate Format> *.RGB (low resolution only)

This format was invented by Lars Michael to facilitate conversions between standard ST picture formats and higher resolution formats like GIF and IFF. It supports 12 bits of color resolution by keeping the red, green and blue components in separate bit planes.

```
1 word resolution (ignored)
16 word palette (ignored)
16000 words red plane (screen memory)
1 word resolution (ignored)
```

16 word palette (ignored)
16000 words green plane (screen memory)
1 word resolution (ignored)
16 word palette (ignored)
16000 words blue plane (screen memory)

96102 bytes total

The format was derived by concatenating three DEGAS .PI1 files together --
one for each color gun. The RGB value for a pixel is constructed by looking
at the appropriate pixel in the red plane, green plane, and blue plane. The
bitplanes are in standard ST low resolution screen RAM format, but where pixel
values in screen RAM refer to palette entries (0 through 15), pixel values
here correspond to absolute R, G, and B values. The red, green, and blue
components for each pixel range from 0 to 15 (4 bits), yielding a total of
12 bits of color information per pixel. Not coincidentally, this is exactly
the format of ST palette entries (although on ST's without the extended
palette only the lower 3 bits of each color component are used).

You can view a single bit plane on a standard ST by splitting the .RGB file
into its three DEGAS .PI1 components and setting the palette to successively
brighter shades of gray.

<ComputerEyes Raw Data Format> *.CE1 (low resolution)
*.CE2 (medium resolution)

1 long [$45594553 or "EYES"]
1 word resolution [0 = low res, 1 = medium res]
8 words ?
If resolution = 0 {
64000 bytes red plane, 320 x 200, 1 pixel per byte
64000 bytes green plane, 320 x 200, 1 pixel per byte
64000 bytes blue plane, 320 x 200, 1 pixel per byte

192022 bytes total
}
else If resolution = 1 {
128000 words 640 x 200, 1 pixel per word

256022 bytes total
}

This is almost two formats in one:

Low resolution:

The planes are arranged vertically, instead of horizontally.
The first byte is the red component of pixel (0,0), the second is (0,1),
and the third (0,2). The 201st corresponds to (1,0), etc. The 64001st
byte is the green component of (0,0).
Only the low six bits of each byte are used.

Medium resolution:

The picture is arranged vertically, instead of horizontally.
The first word is pixel (0,0), the second is (0,1), and the third
(0,2). The 200th is (1,0) etc.
Each word is divided up into the RGB values for the corresponding
pixel, as follows:

```
Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 B4 B3 B2 B1 B0 G4 G3 G2 G1 G0 R4 R3 R2 R1 R0
```

Bit 15 is not used.

<PackBits Compression Algorithm>

The following packing algorithm originated on the Mac, was adopted by
Electronic Arts/Commodore for use in the IFF standard, and then by Tom
Hudson for use in DEGAS Elite. The algorithm is currently used in
MacPaint, IFF, and DEGAS Elite compressed file formats. Each scan line
is packed separately, and packing never extends beyond a scan line.

For a given control byte 'n':
0 <= n <= 127 : use the next n + 1 bytes literally (no repetition).
-127 <= n <= -1 : use the next byte -n + 1 times.
n = -128 : no operation, not used.

---

* Roland Waldi contributed extensive information on the following formats:

GEM, IMG, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

** John Brochu, ST picture formats guru, provided sage advice and many
corrections to the following formats:

NeoChrome, DEGAS Elite Compressed, Spectrum 512 Compressed,
GEM Bit Image, IFF, MacPaint

Version of.....Tue Sep 29 18:04:29 EDT 1992
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

3338. Re: Timeworks DTP and Word Perfect files!!

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 22:12:21 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Sep29.221221.4734@lmpsbbs.comm.mot.com>
Source record: 216862

In article <1992Sep24.105204.1@sscl.uwo.ca>
richardson@sscl.uwo.ca writes:
>For the first time ever I tried importing a Word Perfect file into Timeworks
>DTP (version 1)...obviously it didn't work! Has anyone had this import work?
>If so what version of WP was the file? It imported some text, but all the
>control codes also seemed to be there...a real mess :^(Anyway, any help would
>be appreciated.

I have had no trouble importing Word Perfect 4.X files generated by the
Atari version of Word Perfect into TIMEWORKS PUBLISHER 1.0, with boldface
and italics and so forth intact. I have also imported files from the
MS-DOS version of Word Perfect, but if you are using WORD PERFECT 5.X you
have to go to the TEXT IN/OUT menu and save your document in 4.X format.

3339. Re: Press Coverage of Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 22:30:45 UTC
From: bill@mwca.UUCP
Message-ID: <1994@mwca.UUCP>
Source record: 216868

The San Jose Mercury News did run a front-page (Business section) article with a fair number of details, but expressed doubt as to Atari's chances for success given that it's neither PC nor Mac compatible.

In a separate article last Sunday in the Computing section there was a cover story about "Making your TV like a computer", stressing CD-I, CDTV, and Tandy/Microsoft's new garbage-I-mean-home multimedia player, and did have a paragraph mentioning Atari's new home computer as possessing multimedia capabilities.

--

##
Bill Sheppard -- Western Regional Sales Manager -- bills@microware.com
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
################ Opinions expressed are my own and usually wrong ################

3340. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 22:35:11 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Sep29.223511.4866@lmpsbbs.comm.mot.com>
Source record: 216861

In article <landrews.05ec@outb.wimsey.bc.ca>
landrews@outb.wimsey.bc.ca (Luke Andrews) writes:

>Show me a program on the IBM that is as easy to use and intuitive as GEM...

Just in case it's of interest, you can still get the MS-DOS version of GEM.
I installed it on the PC I occasionally use at work, as provides me with
a familiar user interface and is not a memory/disk space hog like Windows.

In the current version (GEM/3) the desktop has been changed so that it no
longer infringes on Apple's copyright, but I am one of the lucky people who
still has a copy of the original version, which is identical to the Atari
version (except for viewing/printing files).

3341. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 22:41:45 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Sep29.224145.24808@elroy.jpl.nasa.gov>
Source record: 217050

In article <1723@lysator.liu.se> boberg@lysator.liu.se (Stefan Boberg) writes:
> If that is the case, why is it that no-one has produced the required
>hardware and software for the Atari ST? The hardware is simple you say,
>so why not? And why isn't there an equivalent for PCs or MACs ? If it
>was easy someone would have made the Toaster for PC-machines long ago
>and be multi-millionaires by now. No, the secret lies in the combination
>CBM Video Hardware + Toaster HW + Toaster SW + CBM System Software.

Well, the regular STs didn't have an input for external sync, so you couldn't
synchronize with an external video source. The STe has this input, so
genlocking is easy. Of course, there are genlock boards for STs now, so
someone has obviously found a way around this lack of an input.

The PC bus is too braindamaged to support the bandwidth required to do
good video, and PC video adapters are too braindamaged to do fast good-looking
video in the first place. With the original bus at 5.77MHz and 8 bits, and
even the AT bus at only 16 bits, you can see where the problem lies.
Dunno about Macs, but judging from early architecture it's hard to see
how they could do it right. As I recall from the TT, the new video hardware
performs 64 bit memory accesses, not 32, so if you're only estimating
based on clock speed you're going to be off by a factor of two.
>
> Can you be a little more specific? What hardware components in the
>Falcon replaces the Toaster? Does it output 24-bit video? Does it
>have video inputs? Can it mix video signals? Can it produce
>broadcast quality output? Does it have ASICs to create custom
>dissolves/wipes etc? Character generators? Chroma keying?

Quoting from the video tutorial posted in rec.video, 3 Mar 90 02:57:35 GMT:
:Composite NTSC digital studio equipment typically stores a frame as
:768-by-480 samples of 8 bits each, for about 384 KB (3 Mb) per frame.
:Component digital equipment stores YUV components at 720-by-480 samples of
:16 bits each for about 675 KB (5.4 Mb) per frame: 8-bit U and V colour
:components are horizontally subsampled by a factor of two with respect to
:luminance.

As such, your question about 24-bit video is irrelevant, and it's quite
obvious that the Falcon *can* output broadcast quality video. Character
generators are for people who don't have real computers to work with.
Dissolves and wipes between computer generated video and live video are
trivial given the external sync input. Mixing video signals requires
dual video inputs and a TBC, which the Falcon doesn't provide, but even
with a Toaster you still need an outboard TBC, so the question is also
irrelevant.
--

-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step
toward fulfilling their dreams. For most of them, it's also their last.

3342. Re: Newbie C question.

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 22:43:52 UTC
From: wallace@yngstr.enet.dec.com
Message-ID: <1992Sep29.214443.26860@engage.pko.dec.com>
Source record: 216851

In article <rasas.717788267@minyos.xx.rmit.OZ.AU>, rasas@minyos.xx.rmit.oz.au (Greg Patten) writes...
> if(fpath[i] = '\\')

Change the '=' to a '==". ie:
if(fpath[i] == '\\')

Your code is copying a '\' over every character in the path name.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

3343. Re: Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 23:08:34 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1992Sep29.230834.23961@megadata.mega.oz.au>
Source record: 216857

In article <1a90erINN9m0@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>
> NO ! I state facts not fiction, go look at what a STE sold for $800a and
> look at the USA price of the same, its some 3 * the USA price...
>
> So 3 * $799us = $2397a, its that simple..
>
> We do have Atari OZZ working here and a dealer here has quoted $2500nz,
> So if you can't live with the truth may be you need to get a PC..??
>
> Roger..... The Facts Man.....sheppard_r@kosmos.wcc.govt.nz
>

He must have recognised your voice ...

Sla/n go fo/ill,
Risky B.

Geoff Swan (research & development) _--_|\ swanee@megadata.oz.au
Megadata Pty Ltd / \
2/37 Waterloo Rd, North Ryde, _.--._/ +61 2 805 0899
NSW 2113, Australia. v (Fax) +61 2 887 4847

3344. GCC 2.1 and templates..bug?

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 23:39:20 UTC
From: dillenbu@bert.eecs.uic.edu
Message-ID: <1992Sep29.233920.10870@bert.eecs.uic.edu>
Source record: 216853

I get two bombs when I try to compile the following C++ code
using GCC 2.1, anyone know why?

```
--------------------cut here--------------------
#include <stream.h>

template<class T>
class vector {
public:
vector(int) { };
};

template<class T>
ostream& operator<<(ostream& strm, vector<T> &) {
return strm;
}

main() {
vector<int> v(10);
cout << "v=" << v << "\n";
}
```

--

+---+---------------------+
John Dillenburg	"You can't keep a
Univ. of Illinois at Chicago	man down without
Dept. of Electrical Engineering and Computer Science	staying down with

3345. Re: CAD programs

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 23:53:08 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Sep29.235308.5507@lmpsbbs.comm.mot.com>
Source record: 216863

In article <1992Sep25.151819.7865@newstand.syr.edu>
arpajian@rodan.acs.syr.edu (Dean Arpajian) writes:
>In article <1992Sep12.211716.441@zooid.guild.org>,
> Mark Kovarski <kovarski@zooid.guild.org> writes:
>
>> I am in particular interested in OrCAD and as far as I know there isn't
>> anything that is as powerful as that piece of software. It is $1500 and
>> is pretty affordable since industrial software is in the $5000+ range.
>
>There is a very good CADD prog for the mac that doesn't cost $>1000...
>it is called Claris CAD (by ofcourse Claris)... we use it at work for
>all our enclosure layouts, our machine shop uses it for every print/
>patent applic that they do...

OrCAD is not a general drafting program like Claris CAD. It is specifically
for drawing electronic circuit schematics and creating netlists which can
be sent to a circuit simulator. It is available only for MS-DOS computers
and is relatively unique. I don't think there is anything comparable
available even for the Macintosh, not to mention the Atari ST.

3346. Re: Newbie C question.

Newsgroup: comp.sys.atari.st
Date: 1992-09-29 23:56:44 UTC
From: healy@nosc.mil
Message-ID: <1992Sep29.235644.5708@nosc.mil>
Source record: 216856

```
In article <rasas.717788267@minyos.xx.rmit.OZ.AU> rasas@minyos.xx.rmit.oz.au (Greg Patten)
writes:
>For some reason this (very small) piece of code id doing wierd things.
>fpath is the string returned from fsel_input(fpath, etc...)
>
>re_name()
>{
> int i, count;
>
> i = count = 0;
> for(i = 0; i <= strlen(fpath); i++)
> if(fpath[i] = '\\')
^
|
you are assigning '\\' to fpath[i], which returns true
and thus sets count to i

you need to use == instead of =
> count = i + 1;
> printf("count = %d", count);
> strncpy(fname, fpath, count - 1);
>}
>
>After the for() loop, count equals the length of the entire string + 1. It's
>as if the if(fpath[i] = '\\') isn't even seeing the slosh (backslash).
>I am using Sozobon2 (if that means anything)...
>
>My appologies if this is really stupid but I can't seem to see it.
>
>Thanks for reading,
>
>Greg.
>--
> _-_|\ Greg Patten.
> / \
> \_.-.*/ <-- Melbourne, Australia.
> v email: rasas@minyos.xx.rmit.oz.au

Mike Healy

healy@cod.nosc.mil
```

3347. Re: Atari Falcon at BCS Show - Eyewitness Report!

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 00:02:33 UTC
From: Stefan Monnier <osoelgaultier+@CMU.EDU>
Message-ID: <EemCuNy00awWQJII5=@andrew.cmu.edu>
Source record: 216866

Excerpts from netnews.comp.sys.atari.st: 29-Sep-92 Re: Atari Falcon at
BCS Sho.. Jack W. Wine@uhunix.uhcc (1128)
> Previous calculations of memory bandwidth were based on 60 Hz vertical
> refresh so the 72 Hz means the Falcon is at least 20% faster! Also
> 800x600 at 60 Hz uses almost the same bandwidth as 640x480 at 72 Hz

640x480x72 means that there is 32MB/s of video memory bandwidth
(it could be less, but it seems sensible)

32MB/s divided by 60Hz gives you 530'000 points per image:
and it doesn't take into account the time to 'scan-back' lost
in synchronisation (typically 30% in non-overscan and more than
10% in overscan)

So that I don't believe 800x600x60 hz to be feasible in 256 colors !

Anyway, only monochrome interests me !

Stefan Monnier

-- On the average, people seem to be acting normal --

3348. comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 01:35:10 UTC
From: schram@spot.Colorado.EDU
Message-ID: <1992Sep30.013510.13771@ucsu.Colorado.EDU>
Source record: 216859

How about we start a new group for the falcon? I believe it more than deserves its own group. How 'bout it?

--

Steven Schram (schram@ucsu.colorado.edu)

3349. UUCP

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 01:41:16 UTC
From: edoggett@river.test.gvsu.edu
Message-ID: <edoggett.717817276@river.test.gvsu.edu>
Source record: 216869

Does anyone know of any PD UUCP software other than Hermes?
Hermes is nice, but it has a 'set' hosts type format...

3350. Re: Is there an auto prg to merge midi out with a thru?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 02:18:01 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717819481@groucho.phil.ruu.nl>
Source record: 216870

despair@netcom.com (Scott Hanson) writes:

>This has already been discussed, but the Atari supports hardware thru.
>I have a cable that has Midi out & thru, and works automatically. The
>other two pins on the 5-pin din are used for this. If anyone wants this
>cable, I have two and could spare one. $15 including shipping.

Could you please describe how such a cable can be made? I'm very interested
but shipping to The Netherlands would be a bit silly, considering it's just
a cable, wouldn't it?
Thanks in advance. O, and reply by email if this has been discussed before or
if you think noone will be interested :)

Hendrik Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

3351. Re: Newbie C question.

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 02:37:23 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717820643@groucho.phil.ruu.nl>
Source record: 216871

rasas@minyos.xx.rmit.oz.au (Greg Patten) writes:

>For some reason this (very small) piece of code id doing wierd things.
>fpath is the string returned from fsel_input(fpath, etc...)

```
>re_name()
>{
> int i, count;

> i = count = 0;
> for(i = 0; i <= strlen(fpath); i++)
> if(fpath[i] = '\\')
> count = i + 1;
> printf("count = %d", count);
> strncpy(fname, fpath, count - 1);
>}
```

>After the for() loop, count equals the length of the entire string + 1. It's
>as if the if(fpath[i] = '\\') isn't even seeing the slosh (backslash).
>I am using Sozobon2 (if that means anything)...

```
First of all the for loop should be:
for(i=0; i < strlen(fpath); i++)
^^^
Second: why do you do:
... count=i+1...
strncpy(... count-1) ?
Wouldn't it be easier -and more straightforward- to omit the +/- 1?

Third: if the fpath ends with a '\\' (don't know that without the compiler
handy :), then the last '\\' encountered is when i == strlen(fpath)-1
Then count should be i+1 == strlen(fpath). Right? Is this what's going wrong
or am I missing the point? Sorry if *I*'m stupid or asking the obvious...

Fourth: it looks like you're trying to separate path and filename. Why not
use strrchr, which gives you the last occurence of a char in a string?

my $0.00002

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy -------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence
```

3352. STe genlock? where how etc..?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 02:56:06 UTC
From: wilsont@orac.holonet.net
Message-ID: <BvDEtJ.F0p@iat.holonet.net>
Source record: 216864

The STe has some connector for a Genlock right?
Was there any devices built to work with it?
Can I use some sort of a generic genlock?
(JRI supposedly never made one for the STe)

I've seen the genlocks for the ST, but they are 400 bucks, and plug into the
parrallel port. Shouldn't the STe genlock be cheaper?

thanks for the help!

Timothy Wilson
**********--- Let's all buy5 shares of atari stock! ----**********

3353. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 03:38:08 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ab7f0INNhcm@golem.wcc.govt.nz>
Source record: 216865

In article <1992Sep30.013510.13771@ucsu.Colorado.EDU>, schram@spot.Colorado.EDU (Steve Schram) writes:
>How about we start a new group for the falcon? I believe it more than
>deserves its own group. How 'bout it?

Comp.sys.atari.falcon

Sounds like a great idea, half of the conversation in this base is Falcon related, and for people like myself who are getting sick of because they are unlikely to ever own one/want one/have access to one (or just are sick of it) it'd keep them happy!

3354. Atari Dealer in New Hampshire?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 04:06:42 UTC
From: drb@kepler.unh.edu
Message-ID: <1992Sep30.040642.18371@newshost.unh.edu>
Source record: 216867

Hi,
I was wondering if anyone out there could tell me where to find
an Atari dealer in southern New Hampshire or north-eastern Mass. I live
in Manchester, so close to there would be great. I bought a 520ST years
ago, remember when they were selling them at places like Lechmere and having
special package deals as incentives. Anyway, I sold it about a year ago
to buy an evil PC-clone. Now I want a Falcon, or possbily even a TT if I
can find one and can afford it. I have owned nearly every model that Atari
has put out from the 400 through to the 520ST. (I might actually buy the
old 520 back, since I sold it to my sister.) Anyway, the simple fact that
I am currently using an Intel machine should indicate the seriouness of my
dilemma(sp?). Please help me out.
--
Dean R Biron
University of New Hampshire, Computer Science undergrad
drb@kepler.unh.edu or just deano@unh.edu
"There is no reason for anyone to have a computer in their home."
-Ken Olson circa 1979

3355. Re: Desktop background picture for color monitors??

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 05:06:40 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Sep30.050640.9835@sactoh0.sac.ca.us>
Source record: 216872

In <16871B62.C556212@mizzou1.missouri.edu> C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> I saw a nifty little piece of software that allows you to use a picture
>(degas, I beleive) instead of the dull grey of your monochrome desktop.
>This sounds really cool, but Is there a color equivalent?
>

There is a commercial program called ST Easel, that lets you put
almost any Degas picture as your desktop. You use the same program
for low, medium, and high resolutions, you just need to have the
picture in the right format (PC1, PC2, or PC3)/

The program is inexpensive, so try not to pirate it.

--
##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
#################### default .signature file ####################

3356. Re: ATARI/IBM disk compatability, is it flawless?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 09:11:23 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1abqvrINN1ag@golem.wcc.govt.nz>
Source record: 216874

> TOS can fail to recognize
>that you have put in a new floppy disk, and this can result in a trashed
>directory or TOS insisting that a disk is completely blank. The cause,
>as I understand it, is that when formatting a disk the ST puts a random
>number into the boot sector (that is used to detect when the disk has been
>changed), whereas MS-DOS puts a fixed number number into this location.

Well there are other reasons like some Chinnon Disk drives don't recognize
that a disk has been changed when its write enabled, ok when its disabled..

Also TOS 1.0 and 1.2 will hickup on disk changes, better to get TOS 1.4
as it had some changes to its disk change logic...

Note: the physical info that is sensed, is the drives write protect line,
this does not allways toggle with some drives when the disk is changed..

Roger..... sheppard_r@kosmos.wcc.govt.nz

3357. StereoTek glasses: $45 (shipping included)

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 09:28:06 UTC
From: vovut@prism.cs.orst.edu
Message-ID: <1992Sep30.092806.7620@CS.ORST.EDU>
Source record: 216877

```
Email if interested.

Trung
vovut@prism.cs.orst.edu
```

3358. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 09:28:13 UTC
From: kisaacso@nyx.cs.du.edu
Message-ID: <1992Sep30.092813.14198@mnemosyne.cs.du.edu>
Source record: 216873

In article <1ab7f0INNhcm@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>In article <1992Sep30.013510.13771@ucsu.Colorado.EDU>, schram@spot.Colorado.EDU (Steve Schram) writes:
>>How about we start a new group for the falcon? I believe it more than
>>deserves its own group. How 'bout it?
>
>Comp.sys.atari.falcon
>
>Sounds like a great idea, half of the conversation in this base is Falcon
>related, and for people like myself who are getting sick of because they are
>unlikely to ever own one/want one/have access to one (or just are sick of it)
>it'd keep them happy!
>

I concur, I'm not sick of reading Falcon posts, but they have definitely
reached the point where a new group is warranted. And if there are a lot
now, the next few months are only going to see more of them. Definitely
need a new group.

Kevin Isaacson
kisaacso@nyx.cs.du.edu

3359. SC1224: $110 (shipping included)

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 09:29:13 UTC
From: vovut@prism.cs.orst.edu
Message-ID: <1992Sep30.092913.7678@CS.ORST.EDU>
Source record: 216878

```
Email if interested.

Trung
vovut@prism.cs.orst.edu
```

3360. Megafile 20: $135 (shipping included)

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 09:30:37 UTC
From: vovut@prism.cs.orst.edu
Message-ID: <1992Sep30.093037.7786@CS.ORST.EDU>
Source record: 216879

```
Email if interested.

Trung
vovut@prism.cs.orst.edu
```

3361. Re: Monkey Island II

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 09:49:33 UTC
From: poliak@netserv.rz.fh-reutlingen.de
Message-ID: <1992Sep30.094933.26810@softserv.zdv.uni-tuebingen.de>
Source record: 216883

In article <1992Sep29.194446.25573@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:
>In article <1a946bINN4eu@gap.caltech.edu> rkrii@cco.caltech.edu (Robert Kim Rickenbrode II) writes:
>> Does anyone know if Monkey Island II has been released for the ST's yet?
>>
>
>Hasn't yet, and if it is, it'll be for the Falcon most likely!
>--
This should be a reason for buying a Falcon, when it is available... ;-)

Bye, -up-

3362. Re: Re: Accessing the system timer?????

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 11:14:55 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010061@hpbbrd.bbn.hp.com>
Source record: 216820

```
> #include <osbind.h>
>
> ...
> for (i=0; i<nwait; i++) Vsync();
> ...
```

Sorry Claus, won't work. The original poster specifically mentioned that on an ST, his code takes more than one VBL period. So he has to either

- use two different delay loops, one for the ST and one for the TT

or - wait until the VBL counter system variable (_frclk, if I remember correctly) reaches a certain value. (This must be done in Supervisor mode).

Rough draft:

```
#include <osbind.h>

#define _frclk *((long *)...) <--- don't remember the location

long read_value_of_frclk()
{
long old_ssp, result;

old_ssp = Super(0l);

result = _frclk;

Super(old_ssp);

return result;
}

...

void main_game_loop()
{
long last_tick = read_value_of_frclk();
long next_tick;

do {

... lots of neat stuff ...

next_tick = last_tick + 3l; <-- # ticks to delay

while ((last_tick = read_value_of_frclk()) < next_tick)
/*idle*/;
```

```
} while (! end_condition_reached);
}
```

Hope this helps,
Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-4308 TELNET : 778-4308
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

3363. What's new with Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 11:22:19 UTC
From: sward+@CMU.EDU
Message-ID: <EemTtfC00iUxE59JYG@andrew.cmu.edu>
Source record: 216906

Hey all,

The last time I knew anything about Ataris new computers was back when I owned an Amiga 1000, and comparing that to the 1040ST (I now own a 386sx). Now, when I was looking through comp.sys.next.advocacy, someone mentioned the Falcon. I'd never even heard of the Falcon until now, and am curious as to what's up with Ataris computers. If you have a good history of Atari since then (along with the specs for their computers), please mail it to me - but _please_ send it to sward+atari@cmu.edu (add atari between the "+" and "@").

Thanks!

3364. Using font LCIRCLE10 in LaTeX

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 11:45:32 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Sep30.084532.7864@ac.dal.ca>
Source record: 216880

I've just started checking out the picture environment in Latex and have run into a problem.

My small picture has a \put(x,y){\oval(x,y)} command. When I went to print on an SLM804 I got the message (from DVIPRINT) that font lcircle10 (note the 9 character font name) couldn't be found, so the oval part of the pic didn't print. I _do_ have a font called circle10 and also one called lcircle1 (both TFM's and PK's). It looks to me as though the 8 character filename limitation may be causing a problem here, preventing lcircle1 from being recognized as the desired font. If this is right, how do I overcome this apparently trivial difficulty?

I'd be very grateful for any advice on this. Thanks in advance.

John Cordes, Dept. of Physics, Dalhousie University
Halifax, N.S., Canada B3H 3J5 email: cordes@ac.dal.ca

3365. Re: Newbie C question.

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 12:21:43 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <rasas.717855703@minyos.xx.rmit.OZ.AU>
Source record: 216881

Many thanks to those who replied and to those who suggested alternatives.
It all works fine now.....:)

Cheers,

Greg.
--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

3366. Re: SCSI II on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 12:34:15 UTC
From: tony@microware.co.uk
Message-ID: <1160@mwuk.UUCP>
Source record: 216884

In article <717801808.F00001@monly.wlink.nl> Peter.Kocourek@p13.f112.n100.z60.wlink.nl (Peter Kocourek) writes:

> Here is some information from a information file about the Falcon, from
> Atari Benelux:
>
>
> SCSI CONNECTOR (flat 50 pins SCSI II Female)
>
> Pin Signal Pin Signal
>
> 1-10 GND 37 Not Connected
> 11 +5V 38 +5V
> 12-14 Not Connected 39 Not Connected
> 15-25 GND 40 GND
> 26 SCSI 0 41 ATN
> 27 SCSI 1 42 GND
> 28 SCSI 2 43 BSY
> 29 SCSI 3 44 ACK
> 30 SCSI 4 45 RST
> 31 SCSI 5 46 MSG
> 32 SCSI 6 47 SEL
> 33 SCSI 7 48 C/D
> 34 Parity 49 REQ
> 35-36 GND 50 I/O
>
> It appears though, that on Sun and NeXT computers, pin 11 is at GND, not
> +5V... so be careful in connecting anything...

Well, if the above pinout is correct for the Falcon this will be a BIG gotcha. The SCSI-2 standard defines pin 11 as being at GND, and a couple of SCSI disk drive manuals I have checked at random both have pin 11 at GND. I sure hope pin 11 is not *really* at +5 on the Falcon, else almost all SCSI devices will need a special cable to disconnect that pin.

--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

3367. Stereo Glasses

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 12:42:22 UTC
From: glens@natinst.com
Message-ID: <1ac7beINNpqj@falcon.natinst.com>
Source record: 216882

I have written a little TSR which allows you to use the 3D glasses interface to the RS232 port with the same circuit they use for the PC. I have been using them with Cyber Studio and they work great. If anybody needs a copy of this program, just e-mail me. You can ftp info on the serial interface from sunee.uwaterloo.ca. The main reason I wrote this program is because of the unavailability of the StereTek glasses and it is nice to have 1 pair of glasses that I can use on the ST and on the PCs at work.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@natinst.com

---

3368. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 12:59:42 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717857982@groucho.phil.ruu.nl>
Source record: 216887

wells_s@kosmos.wcc.govt.nz writes:

>In article <1992Sep30.013510.13771@ucsu.Colorado.EDU>, schram@spot.Colorado.EDU (Steve Schram) writes:
>>How about we start a new group for the falcon? I believe it more than
>>deserves its own group. How 'bout it?

>Comp.sys.atari.falcon

>Sounds like a great idea, half of the conversation in this base is Falcon
>related, and for people like myself who are getting sick of because they are
>unlikely to ever own one/want one/have access to one (or just are sick of it)
>it'd keep them happy!

Fully agreed. Let's get back to real ST-topics...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy -------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

3369. Re: Newbie C question.

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 13:01:49 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717858109@groucho.phil.ruu.nl>
Source record: 216888

wallace@yngstr.enet.dec.com (Ray Wallace) writes:

>In article <rasas.717788267@minyos.xx.rmit.OZ.AU>, rasas@minyos.xx.rmit.oz.au (Greg Patten) writes...
>> if(fpath[i] = '\\')

>Change the '=' to a '==', ie:
> if(fpath[i] == '\\')

>Your code is copying a '\' over every character in the path name.

AAAAAAARGGGGHH, completely overlooked this one when writing my follow-up.
shame, shame, blush, blush...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

3370. Re: Atari Dealer in New Hampshire?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 13:17:53 UTC
From: grier@bnr.ca
Message-ID: <1992Sep30.131753.11484@bnr.ca>
Source record: 216886

There used to be two dealerships in N.H. White Mountain Computer
in Nashua, and On-Line in Salem. White Mountain no-longer carries
Atari, but at last check, last year, On-Line still carried them.

The other route is to call Bit-Bucket in Newton, pick out what you
want and have them ship it to you in Manchester, avoids the sales
tax. They used to have a branch store in Merrimack under a different
name. They may still have that store, so you could pick it up in N.H.

All my information, except about the Bit-Bucket in Newton, is a year old
since I was transfered to N.C. last year.

3371. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 13:22:03 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.8.717859323@dhhalden.no>
Source record: 216885

In article <1992Sep28.191519.4983@phys-chemie.uni-wuerzburg.dbp.de>
kruel@phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
>From: kruel@phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel)
>Subject: Re: using Falcon DSP as modem?
>Date: Mon, 28 Sep 1992 19:15:19 GMT
>So when we talk about the possibility of making use of the
>DSP 56k as a modem, is anybody out there who knows if the
>appropriate software is available for the NeXT ?
>As far as I know, the same DSP is in that machine.
>
>How does it work there ? If there is some thing existing,
>then the discussed hardware adapters for hooking off, handling
>phone voltages etc. should be available already.
>
>Any infos ?
>
>Thomas.
>--
>
>Th.-M. Kruel Institut fuer Physikalische Chemie der Universitaet Wuerzburg
> Marcusstr. 9-11, D-8700 Wuerzburg (Germany)
> Phone: +49 931 31579

I don't think you can do that on the NeXT, because you can't program the DSP
directly :-(

Stig

3372. Problem Formatting FirstWord files.

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 13:56:19 UTC
From: davidb@muppet.bt.co.uk
Message-ID: <1992Sep30.135619.12618@muppet.bt.co.uk>
Source record: 216896

Hi chaps/chappettes,

I work with FirstWord Plus on a 1040 ST, and run files between this machine
and my Sun SPARC here at work. This means saving in ASCII format on DOS floppy.
Simple.

Sometimes, however, text files in FirstWord don't want to format. I hit the
format paragraph command, and nothing happens at all, or it maybe formats
the one line, then stops.

Other times, the format command removes forced linebreaks I have deliberately
put in, and formats page after page into one great paragraph!

These problems are particularly prevelant on files I have ferried back and
forward to the SPARC, but can happen on the 1040 with no outside help at all!

What is going on here? What does the format command look for in deciding whether
to linebreak/join or not? More importantly, how can I fix it so it always formats
properly?

Thanks for any help you can give,

David Baboulene (davidb@muppet.bt.co.uk)

British Telecom Research Labs. o o
Suffolk, >
England. .

-=-

Due to the effects of the recession, the light at the end of the tunnel has
been switched off.

3373. Re: Newbie C question.

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 14:00:27 UTC
From: ramaer@cs.utwente.nl
Message-ID: <1992Sep30.150027@cs.utwente.nl>
Source record: 216890

In article <rasas.717788267@minyos.xx.rmit.OZ.AU>, rasas@minyos.xx.rmit.oz.au (Greg Patten) writes:

```
|> For some reason this (very small) piece of code id doing wierd things.
|> fpath is the string returned from fsel_input(fpath, etc...)
|>
|> re_name()
|> {
|> int i, count;
|>
|> i = count = 0;
|> for(i = 0; i <= strlen(fpath); i++)
|> if(fpath[i] = '\\')
|> count = i + 1;
|> printf("count = %d", count);
|> strncpy(fname, fpath, count - 1);
|> }
```

Aside from the other followups, do not forget that strncpy does not necessarily end its result with '\0'; you will have to do that explicitly with

```
fname[count-1] = '\0';
```

Hence:

```
re_name()
{
char * strrchr();
char * bSlash;
int count;

bSlash = strrchr(fpath,'\\');
if (bSlash == NULL) {
/* No '\\' in fpath */
printf("count = 0");
????? copy -1 characters ?????
} else {
count = bSlash - fpath + 1;
printf("count = %d", count);
strncpy(fname, fpath, count - 1);
fname[count-1] = '\0';
}
}
```

Mark

3374. Public domain Thesaurus

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 14:03:50 UTC
From: davidb@muppet.bt.co.uk
Message-ID: <1992Sep30.140350.12981@muppet.bt.co.uk>
Source record: 216897

Thanks to all who sent me information regarding getting my hands on
a thesaurus for a 1040ST.

You may be interested to know that there is an on-line ROGET's
thesaurus tapped in and available to all by anonymous
FTP from faui43.informatik.uni-erlangen.de - /pub/doc/dict/roget.

Particular thanks to Warwick (@cs.uq.oz.au) for tracking that
down for me.

David Baboulene (davidb@muppet.bt.co.uk)

British Telecom Research Labs. o o
Suffolk, >
England. .

-=-

Education helps earning capacity. Ask any college professor...

3375. Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 15:16:44 UTC
From: avp@garfield.cs.mun.ca
Message-ID: <1992Sep30.151644.7135@cs.mun.ca>
Source record: 216919

Well today marks 5 weeks from the day I ordered from Toad Computers.

I had heard only good things about this company. I seriously doubt I will ever order from them again. I ordered a hard drive case and 2 lynx games, all of which I was told were in stock.

Maybe there is some problem that is beyond their control?

I will not waste my time and money phoning them to check on this order.

Anyway, consider this a public service announcement.

(If anybody who lives in a local exchange to Toad would like to phone them and check on the order, I would appreciate it.)

Anthony V. PauL AV VPPPP
137 Rennies Mill Rd. A V V P
St. John's, Nf A V V P
CanadA AAAAV VPPPP
A1B 2P2 A V V
A VV

avp@garfield.UUCP || It wasn't me. || Electrical '9
avp@garfield.cs.mun.ca || Boston Celtics in 92-93 || Engineering 4
|| The best defense is a good offense. --- How do you Drive? ||

3376. Re: Is there an auto prg to merge midi out with a thru?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 15:43:01 UTC
From: despair@netcom.com
Message-ID: <1992Sep30.154301.24346@netcom.com>
Source record: 216891

In article <hjv.717819481@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>despair@netcom.com (Scott Hanson) writes:
>
>
>>This has already been discussed, but the Atari supports hardware thru.
>>I have a cable that has Midi out & thru, and works automatically. The
>>other two pins on the 5-pin din are used for this. If anyone wants this
>>cable, I have two and could spare one. $15 including shipping.
>
>Could you please describe how such a cable can be made? I'm very interested
>but shipping to The Netherlands would be a bit silly, considering it's just
>a cable, wouldn't it?
>Thanks in advance. O, and reply by email if this has been discussed before or
>if you think noone will be interested :)
>
In your tiny "user's guide" there is a pinout for the Midi out/thru port.
The standard three pins (1, 3, 5) are signal & shield and (2,4) are thru.
Use pin 3 for the shield, there is no harm since the devices are allegedly
isolated. By the way, unshielded works fine for me over short distances.

Regards

--
Scott Hanson This has been a recording.
despair@netcom.com

3377. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 15:50:13 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <BvEEnq.EB6@gpu.utcs.utoronto.ca>
Source record: 216889

I believe the falcon's SRAM is 32K

Darren King, gbc, toronto :: gbcusg@gpu.utcs.utoronto.ca

3378. FAX-Software for ZyXEL and AtariST

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 15:53:35 UTC
From: claes@sparc2.ikb.uni-essen.de
Message-ID: <3093@unieinf.UUCP>
Source record: 216898

Does anybody know of FAX-Software for the combination of ZyXEL and AtariST?

claes@sparc2.ikb.uni-essen.de

3379. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 15:57:00 UTC
From: plate@cdsmn.mn.org
Message-ID: <BvEEz2.GHG@cdsmn.mn.org>
Source record: 216911

In article <1992Sep30.013510.13771@ucsu.Colorado.EDU> schram@spot.Colorado.EDU (Steve Schram) writes:
>How about we start a new group for the falcon? I believe it more than
>deserves its own group. How 'bout it?
>
>--
>-----
>Steven Schram (schram@ucsu.colorado.edu)

How about we wait until the machine is in our hands?! If by some catastrophe, the Falcon never makes it onto our desktops, or there is some unforeseen delay, we would look pretty silly with our newsgroup for a non-existent computer!

I know this is pesimistic, and of course it's just an opinion, but perhaps for the time being, a kill file entry would be more prudent.

Regards,
Doug Sr.

3380. Re: Accessing the system timer?????

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 16:04:47 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Sep30.160447.1223@cs.mcgill.ca>
Source record: 216912

```
1. Going into Supervisor mode is easy : just call GEMDOS:

void *oldsp;

oldsp = super((void *)0);

oldsp will contain the address of the user stack pointer. You will now be
in supervisor mode. Just make sure to get back to user mode before your
program exits (Or GEM will go kablouie!!!)

super (oldsp); will do that for you.

2. to get n vbl's, you should simply call XBIOS:

Vsync(); will wait until the next vbl occurs.

Hope this helps.

Patrick.
```

3381. Re: Populous - how does the score work?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 16:07:09 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Sep30.160709.1289@cs.mcgill.ca>
Source record: 216913

The less castles you have at the end, the better (weird, hey!). So if you call armagedon, you have no castles !!!

3382. Re: DM Hint disk

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 17:25:12 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Sep30182512@SunLab43.essex.ac.uk>
Source record: 216895

In article <OKES.92Sep29125808@SunLab42.essex.ac.uk> okes@essex.ac.uk (Oke S) writes:
| I have a DM/CSB dungeon editor prog, if anyone wants it...
|
| It's a much-improved version of the CSB editor program which appeared on an
| ST Format coverdisk over 2 years ago.
|

Just as a thought, could anyone do me a favour and upload it to a.a?
If you are willing, please mail me.

| --
| This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
| like it and keep a copy for your own use, you owe me $20. Please pass it on
| to your friends with all documentation. Email okes@essex.ac.uk.
| --
| Analysis of television viewing figures has shown that 80% of people in this
| country are crap.
--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

This line is absolutely no use whatsoever.

3383. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 17:52:56 UTC
From: zxmgn01@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmgn01.717875576@mailserv>
Source record: 216899

In <1992Sep30.013510.13771@ucsu.Colorado.EDU> schram@spot.Colorado.EDU (Steve Schram) writes:

>How about we start a new group for the falcon? I believe it more than
>deserves its own group. How 'bout it?

Good idea!!! :)

--
~~~~~~~ "And even if you think you are at the bottom, something else
(~ O O ~) happens which makes everything even worse."
| > | Philipp Knirsch, Peter-Imhoffstr. 57 7402 K-furt, Germany
\ _/ / email: knirsch@mailserv.zdv.uni-tuebingen.de
~~~~~~~

3384. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 17:58:08 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Sep30.175808.19773@email.tuwien.ac.at>
Source record: 216894

gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
: I believe the falcon's SRAM is 32K
:
: Darren King, gbc, toronto :: gbcusg@gpu.utcs.utoronto.ca
:
:
32Kwords to be precise, with 24 bit each, so the falcon's memory
is 96Kbytes. Also, if I remember well in this month's issue of
ST-Computer I read that the whole SRAM can be accessed as P-RAM,
while X-RAM and Y-RAM use the _same_ 32K, but X-RAM from $4000-
and Y-RAM from 0-$3fff. Which means, that all SRAM can be used
for programs or data (or both at the same time).

Marinos Yannikos

3385. Re: Desktop background picture for color monitors??

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 18:08:08 UTC
From: ekrimen@wet.UUCP
Message-ID: <4327@wet.UUCP>
Source record: 216903

In article <1992Sep30.050640.9835@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>In <16871B62.C556212@mizzou1.missouri.edu> C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
>
>> I saw a nifty little piece of software that allows you to use a picture
>>(degas, I beleive) instead of the dull grey of your monochrome desktop.
>>This sounds really cool, but Is there a color equivalent?
>>
>
>There is a commercial program called ST Easel, that lets you put
>almost any Degas picture as your desktop. You use the same program
>for low, medium, and high resolutions, you just need to have the
>picture in the right format (PC1, PC2, or PC3)/

Scratch that. Get Warp 9 from CodeHead Technologies. Not only does it speed up your screen (like Quick ST and Turbo ST), but it also includes background pictures (TNY, PIx, Lexicor PNT [resolution independent]) as well as Extend-O-Save, an AfterDark-like modular screen saver. The instructions for making your own modules can be freely distributed.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3386. Software search

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 18:40:01 UTC
From: ekrimen@wet.UUCP
Message-ID: <4328@wet.UUCP>
Source record: 216904

Here's some information that was sent to me via GEnie. I thought some people here might find it interesting. I have no connection with these organizations, except GEnie, I guess. :^)

Hello,
JV Enterprises is coming out with a catalog this Winter. We are currently looking for individuals who has worked hard developing QUALITY programs for the Atari ST, TT, MEGA, STE Computers; and feels hesitant to release their program as a PD or Shareware file.

If you or anyone you know is interested in this alternative marketing, please leave your name and address, along with a short description of the program and we will send you a submission pack.

We are accepting programs in the areas of Entertainment, Education, Business, and Utilities/Programming Tools
Thanx
Vince Valenti
GEnie Mail: V.VALENTI

JV Enterprises
Attn: Vince Valenti
PO Box 97455
Las Vegas, NV 89193

(702) 734-9689

=-=-=-=-=-= The following is separate from the previous. =-=-=-=-=-

ATTENTION ALL ATARI ST and FALCON PROGRAMMERS. DO YOU HAVE A COMMERCIAL GRADE PROGRAM WHICH YOU WOULD LIKE PUBLISHED AND DISTRIBUTED IN NORTH AMERICA? PACIFIC SOFTWARE SUPPLY, NORTH AMERICAS LARGEST ATARI SOFTWARE DISTRIBUTOR, IS LOOKING FOR HIGH QUALITY SOFTWARE FOR DISTRIBUTION THROUGH OUR DEALER NETWORK. IF INTERESTED CONTACT MR. CURRY OR MR. WHITTEN AT (805)543-1037.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3387. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 19:51:44 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Sep30.195144.6732@news2.cis.umn.edu>
Source record: 216901

In article <1992Sep30.013510.13771@ucsu.Colorado.EDU>, schram@spot.Colorado.EDU (Steve Schram) writes:
>How about we start a new group for the falcon? I believe it more than
>deserves its own group. How 'bout it?

I would wait about nine months before actually proposing that such a newsgroup be formed. That should be enough time for the owner-base to become large enough that Falcon-specific postings will no longer be of interest to non-Falcon owners. It will also give enough time for us to determine whether the Falcon-specific message traffic is sufficiently large enough to merit its own newsgroup.

The Falcon is not a big jump in machine/OS from the (Mega) ST/STe/TT, certainly not as big a jump as Atari 8-bit to Atari ST. Give the machine time to actually be purchased before considering a separate newsgroup.

-- David Paschall-Zimbel

3388. Convert picture formats??? Which program?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 20:07:29 UTC
From: leonp@cs.kun.nl
Message-ID: <BvEqKI.1HL@sci.kun.nl>
Source record: 216915

Just a simple question.
I'm looking for a program that can convert several picture formats.
I want especially to convert a 16 color gif to a black and white degas
picture (320x200 to 640x400).

I think there must be a program to do this, but which?
And where can I find it (pd/shareware/freeware).

Leon Pillich
University of Nijmegen, Holland
email: leonp@cs.kun.nl

Life is what's happening when you're making other plans ...
John Lennon

3389. Re: Atari Falcon at BCS Show - Eyewitness Report!

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 20:25:11 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Sep30.202511.5455@news.th-darmstadt.de>
Source record: 216902

Disclaimer: THIS MAY ALL VERY WELL BE WRONG. I AM EXTREMELY BAD AT MATH

In article <EemCuNy00awWQJlI5=@andrew.cmu.edu> Stefan Monnier <osoelgaultier+@CMU.EDU>
writes:
>Excerpts from netnews.comp.sys.atari.st: 29-Sep-92 Re: Atari Falcon at
>BCS Sho.. Jack W. Wine@uhunix.uhcc (1128)
>> Previous calculations of memory bandwidth were based on 60 Hz vertical
>> refresh so the 72 Hz means the Falcon is at least 20% faster! Also
>> 800x600 at 60 Hz uses almost the same bandwidth as 640x480 at 72 Hz
>
>640x480x72 means that there is 32MB/s of video memory bandwidth
>(it could be less, but it seems sensible)

Well I did calculate it this way:

Hoped for (at least) buswidth total = 32bit * 16Mhz = 64MByte/s.
Why do I assume this ? Well the 030 is 32bit wide and runs at... 16Mhz.

Known values from Quick Index 2.2 (taken from c't Magazine #10)

640x400x?Hz monochrome: memory 478
640x400x?Hz 256 colors: memory 362

I just guess that memory writes to the bus and checks how fast RAM
can be accessed.
I assume also Hz is 60.

Videobus needs: monochrome 640x400x60/8 = 1.92 MB/s (1 color = 1 bit)
color 640x400x60 = 15.36 MB/s (256 colors = 1 byte)

Cpubandwidth left (mono): 64MB/s - 1.92MB/s = 62.08 MB/s
(color): 64MB/s - 15.36 MB/s = 48.64 MB/s

Quick Index, CPU speed loss: 478/362 = 1.32
My calculated speed loss : 62.08/48.64 = 1.27

(If the Falcon had 128MB/s we would expect a factor of 1.1 and
with 32MB/s a Factor of 1.8)

So I'd guess we can assume that the bandwidth of the Falcon System
is around 64MB/s.

So if you don't care what the CPU is doing, theoretically you could
get a little more than 1200x700x72Hz with 256 colors out of the Falcon bus.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Psalm 69" Ministry

3390. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 20:34:09 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <69480@hydra.gatech.EDU>
Source record: 216900

How about changing comp.sys.atari.st to comp.os.tos? Atari machines
account for a small user base which makes a sys group for each model
unnecessary. Besides, nothing really exciting is happening for the
ST, the future for Atari computers (right now) is the Falcon.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

3391. Re: Press Coverage of Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 21:00:04 UTC
From: pinelr@jec316.its.rpi.edu
Message-ID: <sdlz0hk@rpi.edu>
Source record: 216905

In article <4325@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>I've seen pretty good coverage in non-Atari magazines. Yesterday, the
>San Francisco Examiner had a few paragraphs on the Falcon. The last two
>issues of the Bay Area Computer Currents have both had good-sized reports
>from Newsbytes.
>--
> ||| Ed Krimen
> ||| ekrimen@wet.com
> / | \ E.KRIMEN (GEnie)

Hell, my dad brought me a cutout from the NEW YORK TIMES that announced Atari had unveiled the Falcon at the Boston Computer show. It was a UPI article (or maybe it was AP... I think actually it was AP) and not very descriptive, but it was there in the business section! It was last sunday's paper.

--
||| | Rob Pinelli |5\ Seymour: "Hey this isn't right! You're supposed to
/ | \ | pinelr@rpi.edu |18\ show me how miserable everybody is without me!"
Atari ST| 203 North Hall |276\ Junior: "Hey, if *everyone* made the world a
Mega 2 | Troy, NY 12180 |7080\ better place, it'd be perfect!" -Little Shop

3392. Using the ST with an Alesis SR16 drum machine

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 21:26:35 UTC
From: lombardo@cwis.unomaha.edu
Message-ID: <lombardo.717888395@cwis>
Source record: 216907

I just recently bought an alesis sr-16 drum machine, and I was happy to see those two beautiful ports on the back ... MIDI ports. I am unsure of the software available on the st that I could use with this drum machine. I would like to be able to at least store my patterns and songs on the computer, but I would love to be able to do sequencing on the computer (st controls alesis) and sample playing (alesis controls st).

Any recommendations? I would love to be able to hook the alesis up to control a tracker ... can Audio Sculpture do this? (by the way, can audio sculpture be used on a hard drive?)

Later

3393. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 21:37:49 UTC
From: sourada@iastate.edu
Message-ID: <sourada.717889069@vincent1.iastate.edu>
Source record: 216908
Cross-posted to: comp.sys.atari.st,news.answers

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
XWIN Is there a version of XWindows for the ST?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS:
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using zoo21.ttp.

:CLI:
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3

```
CRC error.....................-4
Bad request...................-5
Seek error....................-6
Unknown media.................-7
Sector not found..............-8
No paper......................-9
Write fault..................-10
Read fault...................-11
General error................-12
Write protect................-13
Media change................-14
Unknown device..............-15
Bad sectors on format.......-16
Insert other disk............-17
Invalid function number.....-32.....1
File not found..............-33.....2
Path not found..............-34.....3
No handles left.............-35.....4
Access denied...............-36.....5
Invalid handle..............-37.....6
Insufficient memory.........-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46....15

No more files...............-49....18
Range error.................-64....33
Internal error..............-65....34
Invalid program load format....-66....35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2............1
Bus Error.....................2
Address Error.................3
Illegal Instruction...........4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation...........8
Trace.........................9
```

```
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:GDOS:
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called FSMGDOS, which should be available commercially from Atari. It is currently included with WordFlair II. FSMGDOS uses scaleable fonts - you do not need to create a font file for every point size. Current word is that the street price for FSMGDOS will be about $50. The Lucida font family comes with FSMGDOS, and the output is very nice, even on a 9-pin Epson printer. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within FSMGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

:GNU:
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.2.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.1 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System
SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM:
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)

Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG:
Public Domain/Shareware languages...
==========

There are a large number of programming languages available for use with the Atari ST. Programmers seem to flock to the Atari ST, and if you know of a language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN
FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME

SIOD
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX:
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT:
What is MiNT?

=============
MiNT is a free multitasking operating system extension for TOS. It is somewhat like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM program along with a lot of character-based programs simultaneously. MGR and MW2 can both put multiple terminal windows on screen, and bgacc can put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go with it can be found at atari.archive.umich.edu:/atari/mint.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now 'MiNT is Now TOS'. :-)

:XWIN:
Is there a version of XWindows for the ST?
==

Currently, there is no XWindows port for the ST. It is quite unlikely that there will be one, although you are free to port it if you like :-). There does exist a port for the TT (and presumably Falcon) as part of Atari's Unix distribution.

:DEMOS:
Why won't demo x run on my machine?
===================================

90% of the time, if a demo does not run on your American ST, you probably need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from atari.archive to allow this.

:PAINT:
What is the format for [x] paint program data?
==

There is a periodic posting of ST Picture Formats, edited by David Baggett. The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD:
Where can I get Public Domain/Shareware software?
===

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL:
E-Mail file servers

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@twitterpater.eng.sun.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you

first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

archive.cs.ruu.nl [131.211.80.17]

:TEX:
Is TeX/LaTeX available on the Atari ST?
===

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the

atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request
to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The
latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0.
This consists of 8 disks full of TeX stuff, plus an installation program
that takes care of the details for you.

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

3394. Direct-to-Disk Recording?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 21:38:11 UTC
From: hjwulfso@unix.amherst.edu
Message-ID: <BvEurn.3As@unix.amherst.edu>
Source record: 216909

The sound capabilities of the Flacon030 sound impressive. Is there
any software available to make use of the eight 16-bit audio channels for
direct to disk multitrack recording (a la Digidesign's Pro-Tools)?
Also, can a falcon be used as a real time signal processor for musical
applications (i.e. guitar effects, reverberation, etc...)? These two
applications would be well worth the price of the Falcon.

-Harris Wulfson
Internet: HJWULFSON@Amherst.edu

3395. Re: Is there an auto prg to merge midi out with a thru?

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 21:39:05 UTC
From: mikhil@ida.csd.uu.se
Message-ID: <mikhil.717889145@ida>
Source record: 216914

despair@netcom.com (Scott Hanson) writes:

>In article <hjv.716942784@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra)
writes:
>>selick@csa.bu.edu (Steven Selick) writes:
>>
>>
>>>Is there an autoload program that will work in the background to combine
>>>whatever comes in the in midi port with whatever the computer generates
>>>for the out port?
>>
>>Hi Steve, we meet even here :). I suppose you mean a soft-MIDIthrough? ST MIDI
>>data always reaches the out-port (in principle), so the only problem is to get
>>the in-data to the out-port - a 'through' that is. I have an ACC that does just
>>that, and a prg that installs (TSR) a through-routine when run. I suppose the
>>prg can be run from the AUTO folder. To be honest: I've never used it yet.
>>I'll check it out and let you know.

>This has already been discussed, but the Atari supports hardware thru.
>I have a cable that has Midi out & thru, and works automatically. The
>other two pins on the 5-pin din are used for this. If anyone wants this
>cable, I have two and could spare one. $15 including shipping.

>Regards
>--
>Scott Hanson This has been a recording.
>despair@netcom.com

Oh, I dont think you should use such a cable because it doesnt follow
the MIDI-standard specification. I used such a cable with my Atari and
got problems.
I am though interested in obtaining an accessory that does the soft-
thru job for me. Can anyone tell me if there is a PD implementation
somewhere ? I cant find anyone at Atari.archive.

Mikael Hillborg, Computer Sciencestudent at

```
__ __ _
| \ / / \
| | __ | \_
| |/ \ | \
|__/ \__/ \__ \_/ Department of Computer Systems,
University of Uppsala, Sweden
```

email: mikhil@student.docs.uu.se

3396. IBM PGA Monitor connection to ST, How.

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 22:05:31 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1992Sep30.220531.2497@monu6.cc.monash.edu.au>
Source record: 216910
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have recently obtained an IBM Proffesional Graphics Display. Does
any one know how to connect this to an ST. any pointers or clues would
be most helpful.

Thanks in advance.

---
* Nino Benci. Chief Technical Officer. *
* Department of Physics, Monash University, Caulfield Campus. *
* 900 Dandenong Rd, Caulfield East, Victoria, Australia. 3145. *
* Tel (61) (3) 573 2355/2519. Fax (61) (3) 573 2350 *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

3397. Mega II w/color monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 22:44:28 UTC
From: moon!cyberden!system@well.sf.ca.us
Message-ID: <ToRXRB2w165w@cyberden.uucp>
Source record: 216917

I have a friend in the NJ area selling a MEGA II w/Color Monitor. No
software. He works as a programmer and had to test a program one day
two years ago and bought the system for that one thing. Since then
it has been in it's box.

All offers being taken on this system.

<X>orcist

____
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!system@well.sf.ca.us]

3398. Text file compression

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 23:23:18 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <92274.182318EENG6826@RyeVm.Ryerson.Ca>
Source record: 216927

I need to keep a large collection of text files on floppies. I
tried using Revenge Document Displayer and ICE Packer v2.40, but
the compression isn't as good as with the latest version of LZH or
ZIP. Is there a program that can scroll text files read directly
from ZIP or LZH ? Without uncompressing the files first.
Thanx.
CARLOS VARELA

3399. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-09-30 23:43:03 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1992Sep30.234303.1278@news.acns.nwu.edu>
Source record: 216916

In article <69480@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>How about changing comp.sys.atari.st to comp.os.tos? Atari machines
>account for a small user base which makes a sys group for each model
>unnecessary. Besides, nothing really exciting is happening for the
>ST, the future for Atari computers (right now) is the Falcon.

While there are no fireworks on the Generic "ST" platform. We must
remember that the Falcon is after all an ST as I understand it.
This would be the same as saying to Quadra users that you are not Mac
users.

Thats just the way I see it.
A hopefully soon to be Falcon user.

3400. Re: Is there an auto prg to merge midi out with a thru?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 00:26:32 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717899192@groucho.phil.ruu.nl>
Source record: 216925

despair@netcom.com (Scott Hanson) writes:

>In your tiny "user's guide" there is a pinout for the Midi out/thru port.
>The standard three pins (1, 3, 5) are signal & shield and (2,4) are thru.
>Use pin 3 for the shield, there is no harm since the devices are allegedly
>isolated. By the way, unshielded works fine for me over short distances.

In my tiny user's guide :) the following diagram is given:

3 * * 1 1: THRU transmit data
5* * 4 2: Shield ground
* 3: THRU loop return
2 4: OUT transmit data
5: OUT loop return

It looks as if this is not the same as what you write. Or do I miss the point?
Doesn't this mean that 2=shield (obvious :) and 1=THRU? (dunno what this
'THRU loop return' on pin 3 means...)

Hendrik Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

3401. Re: Software search

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 00:36:53 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717899813@groucho.phil.ruu.nl>
Source record: 216924

ekrimen@wet.UUCP (Ed Krimen) writes:

>JV Enterprises is coming out with a catalog this Winter. We are
>currently looking for individuals who has worked hard developing
>QUALITY programs for the Atari ST, TT, MEGA, STE Computers; and
>feels hesitant to release their program as a PD or Shareware
>file.
>
>If you or anyone you know is interested in this alternative
>marketing, please leave your name and address, along with a short
>description of the program and we will send you a submission
>pack.

What *is* this 'alternative marketing'??? Why should I be interested?
Could someone with more 'vision' than this 'troubled mind' of mine please
enlighten me?

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

3402. Re: Using the ST with an Alesis SR16 drum machine

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 00:40:42 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717900042@groucho.phil.ruu.nl>
Source record: 216926

lombardo@cwis.unomaha.edu (Marc Lombardo) writes:

>I just recently bought an alesis sr-16 drum machine, and I was happy to see
>those two beautiful ports on the back ... MIDI ports. I am unsure of the
>software available on the st that I could use with this drum machine. I
>would like to be able to at least store my patterns and songs on the computer,
>but I would love to be able to do sequencing on the computer (st controls
>alesis)

There are various PD/shareware sequencers & drum pattern editors. Try to find
e.g. EZtrack (from Hybrid Arts). Take a look at a.a.u.e.

> and sample playing (alesis controls st).

I don't think I quite undertstand what you have in mind...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl
Department of Philosophy ------------------------------------
University of Utrecht All opinions expressed above
The Netherlands are pure coincidence

3403. Re: Trying out Freeze Dried Terminal and CoNnect 1.52

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 00:56:59 UTC
From: stramba@zooid.guild.org
Message-ID: <1992Oct1.005659.15696@zooid.guild.org>
Source record: 216844

akenning@zeus.calpoly.edu (Aaron Bryce Kennington) writes:
>FZDT will not handle vi correctly under ANSI emulation.
>[Sean Price works ont he project with Aaron, and I've told them about this
>problem]

What kind of problems are you having?

I don't think it's FZDT that's the problem.

I use it on two different UNIX sites. On one VI works fine, on the other
the scrolling doesn't work properly. Therefore I have to assume it's the
the term setup at the site itself that is the problem.

I also have scrolling problems on another Unix site, with an editor that is
NOT VI, again, the term setup at the site must be the problem.

3404. Re: Atari Falcon at BCS Show - Eyewitness Report!

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 01:53:55 UTC
From: Stefan Monnier <osoelgaultier+@CMU.EDU>
Message-ID: <QemZcni00aw48HRV8w@andrew.cmu.edu>
Source record: 216928

Excerpts from netnews.comp.sys.atari.st: 30-Sep-92 Re: Atari Falcon at
BCS Sho.. @backus.pu.informatik.th (2041)

> Disclaimer: THIS MAY ALL VERY WELL BE WRONG. I AM EXTREMELY BAD AT MATH

> Well I did calculate it this way:

> Hoped for (at least) buswidth total = 32bit * 16Mhz = 64MByte/s.
> Why do I assume this ? Well the 030 is 32bit wide and runs at... 16Mhz.

[interesting computation deleted]

> So I'd guess we can assume that the bandwidth of the Falcon System
> is around 64MB/s.

> So if you don't care what the CPU is doing, theoretically you could
> get a little more than 1200x700x72Hz with 256 colors out of the Falcon bus.

> Nat!

As I just don't know anything about Falcon insides, I can't
be more affirmative. But, assuming 64MB/s bandwidth is not
that easy. And your computation may well be completely wrong.

In fact, main memory (made of DRAM) is not straightforward
to use: it is accessed it two steps, it has to be refreshed and the two
steps access may be partly reduced to 1 step:

The 2 steps are:
select the row (using the half of the address bits (typically the higher half))
select the column (guess with which part of the address)

But once selected a row, you can select several column addresses in that
row: a full access is 80ns for 80ns DRAM, a 'half' access is about twice
as fast. Between each access, you have to wait for about half the time of
the access (for the memory to 'recover')
So that a read cycle can't be shorter than 40ns+20ns=60ns with a
80ns DRAM (and without taking into account the row selection)
Which gives you an absolute upper bound on the bandwidth.
16Mhz means ~66ns cycle time: so that 64MB/s is inbound.

So it seems that 64MB/s is possible on localised access (typically
video). But the CPU has random access, so that unless burst mode
is used, the memory bandwidth is considerably decreased. Anyway,
every time the 'user' changes (from video to CPU, f.ex.) a row selection
is necessary (that's 40ns added)
If this 'page mode' (that's how it is usually called) access is used,
4 accesses are typically done each time: 120ns for the full access plus

3 times 60ns = 300ns for 4x4=16 bytes.
That gives you: 16/(300x10^-9)=53.33MB/s total bandwidth

I don't think you can go much further than 53MB/s in reality
But with 53MB/s on video, your CPU is just frozen !
That's why I don't think that you can get much more than 32MB/s
video in normal conditions.(unless they use faster memories,
60ns or less)
You may have better graphics modes for displaying an image.
But that's about all: even for animation, the CPU has to do some work
(a lot of memory work in fact)

Anyway, with 4 grey levels, 32MB/s is about 128Mpixels/s
That's quite enough for me ! (about 1 million pixels)

Stefan

-- On the average, people seem to be acting normal --

3405. Re: Desktop background picture for color monitors??

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 02:32:18 UTC
From: akenning@zeus.calpoly.edu
Message-ID: <1992Oct01.023218.176822@zeus.calpoly.edu>
Source record: 216918

In article <1992Sep30.050640.9835@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>In <16871B62.C556212@mizzou1.missouri.edu> C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
>
>> I saw a nifty little piece of software that allows you to use a picture
>>(degas, I beleive) instead of the dull grey of your monochrome desktop.
>>This sounds really cool, but Is there a color equivalent?
>>
>
>There is a commercial program called ST Easel, that lets you put
>almost any Degas picture as your desktop. You use the same program
>for low, medium, and high resolutions, you just need to have the
>picture in the right format (PC1, PC2, or PC3)/
>
>The program is inexpensive, so try not to pirate it.
>

Warp 9 - Is a commercial screen accelerator that only provides
you with the ability to use fill patterns for desktop
or a picture. It also has hor. and ver. mouse wrapping
custom fonts, and few other features. Works quite well
though I notice that it occasionally alters the background
display of Interlink, but has been compatible with everything
I have used.

--
---|__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||_|||---
---||__|Aaron B. Kennington.....akenning@eos.calpoly.edu|__||---
---|||---|---

3406. HELP!! Do I have a virus or a sick ST?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 02:47:46 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1687213282.C556212@mizzou1.missouri.edu>
Source record: 216920

I have been trying out the newest version of Chameleon on my 520 ST and since it runs the control panel (a desk .ACC I usually live without) I have changed the background of my desktop from green to black. Well, now I have all these little white flickers that show up on my screen. (Only on the desktop, my Uniterm black screen is fine.) If I make a box around any open area, the little dots become permanent as the pointer or frame pass over them leaving a "hole" where they were. If I change the screen back to bright green the flickers are not seen, but a green just one "click" of brightness lower and the things show up again!!! Also, I bomb out if I run some programs such as Word Writer (the first program I ever bought in 1988, now running off my hard drive) and sagrotan dies if I try a memory check (or at least that is what I thought I was clicking on. I don't speak german, so I'm not sure). Uniterm seems to go fine, but the menu from right-click leaves off the bottom few cells occasionally.
Please help me.....
Jeoff Hines c556212@mizzou1.missouri.edu

3407. Re: Problem Formatting FirstWord files.

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 03:22:37 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Oct1.032237.12711@digi.lonestar.org>
Source record: 216936

In article <1992Sep30.135619.12618@muppet.bt.co.uk> davidb@muppet.bt.co.uk writes:
>
[...stuff deleted ...]
>Sometimes, however, text files in FirstWord don't want to format. I hit the
>format paragraph command, and nothing happens at all, or it maybe formats
>the one line, then stops.
[...stuff deleted ...]

1st Word uses a "variable" space character that can be "stretched" for
reformatting. The variable space is hex 1E, decimal 30 which is not the
same as a standard space (hex 20, decimal 32) that the SUN will insert.

To fix this, REPLACE " " (space) with "Control-6" throughout the
document. This should allow you to reformat the document.

Roy C. Gosewehr

--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

3408. Re: New DeskJet driver for GCR now available

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 03:32:28 UTC
From: wmagro@uiuc.edu
Message-ID: <BvFB66.A0y@news.cso.uiuc.edu>
Source record: 216921

In article <1992Sep29.065046.25537@newstand.syr.edu>
ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
> In article <BvB8G6.420@news.cso.uiuc.edu> wmagro@uiuc.edu (William
Magro) writes:
> >I just received mail from Ollie Arnberg, author of a freeware printer
> >driver for the Macintosh. He has updated the driver to version 3.0b0.
> >This beta version is much improved over version 2.1. It adds landscape
> >printing and has several internal improvements to make printing better.
A
> >100K .hqx file is available directly from the author. Send a request
to:
> >hpdj-bugs@hut.fi
> >I can send you his mail announcing the new features. Just ask.
> >--Bill Magro
>
> Bill, any idea how this driver compares to other Mac drivers
> in the area of speed? I use JetLink Express by GDT and have
> been very happy with it, except for its speed when used with
> Spectre. I had occassion to use it on a true-Mac once when my
> ST was being repaired and was amazed at how much faster the
> printing was...
> Thanks,
> Gerry
> ggreenbe@rodan.acs.syr.edu

Printing speed was quite slow in the previous version. I did some
experimentation and found two bottlenecks in the code. One was buffer
size. The page is 'banded' out to the printer, and the larger the buffer
that holds a band, the shorter the print time, as the page needs to be
drawn (and clipped) into each band. Bigger bands=less redraws=faster
printouts. The second bottleneck was in the 'dirty-line' detection
code. A band is broken down into several 'passes' of the print head.
If a 'pass' has no black pixels, you can speed up printing by detecting
this and giving a line feed instead of printing thousands of white pixels.

The first concern is addressed in the new version: the buffer size is
user selectable. The second _may_ be dealt with. I send my suggestion
for dirty line detection code to the authors about six months ago.

My father stole my deskjet, so I haven't been able to time the new
driver yet.

I'll happily send you the .hqx file so you can try it out. Just ask.

--Bill

3409. Re: Archive 2150S to Atari ST HOW?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 03:35:16 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.657566@cix.compulink.co.uk>
Source record: 216923

In article <1992Sep28.173840.14358@nt.com>, Gerry O'Rourke writes:
>In article <memo.650580@cix.compulink.co.uk> apelled@cix.compulink.co.uk (Adam
>Pelled) writes:

>I have an Archive Viper 2150S Tape Drive,but I don't have any technical data.
>What it appears to be is a half height 150 Meg drive (SCSI port).
>I have used it for several months now, for all my backups, with no problems.

Archive (Europe) just sent me the manual (nice guy Pete Dunne, if you get
a chance to talk to him, though they are a bit cagey about talking to non OEM's)
So if you need to know anything i should be able to dig it out of the manual.

>What you need will depend on what you already have.
>You will need:
>
>(i) A host adapter to connect to the DMA port, I use a Supra adapter;ICD might
>be a better choice as it appears to be more popular.

Yes, i have this (the ICD).

>(ii) Some sort of power supply, (+5 volts DC & +12 volts DC) with enough
>capacity,like you would use to power a hard drive.

Probably i need a larger one of these. 60W has to power the two drives at
the moment, and the Archive viper can take up to 33 Watts on the 'tape start-
up surge', though it is only 9.6W typ.

>(iii) Driver software. I use Alan Hourihane's excellent "Tapebios"
>software.This allows you to setup & test your drive & then go on to use as
>a backup device for your hard disk.

i got hold of this too. i agree it looks very good. i sent him some e-mail
at logitek but there has not been a reply yet. Do you know if he has changed
his mail address ?

>This setup will allow you to backup & restore whole partitions to the tape,
>you cannot backup files on their own. But in use it is so fast that it's easier
>to backup the whole drive while you have a coffee, than to sit a force feed
>floppies into the disk slot.

Thanks Gerry for the comprehensive reply.

Adam.

>Regards
>Gerry O'Rourke
>Email gigxr01@nt.com

3410. Re: Printing with Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 03:40:14 UTC
From: wmagro@uiuc.edu
Message-ID: <BvFBJ4.A7y@news.cso.uiuc.edu>
Source record: 216922

In article <1992Sep29.161056.11806@sae.com> malay@sae.com (Bob Malay)
writes:
>
> I need a MAC print driver for a HP-IIP printer connected to the ST so I
can
> print from Mac-mode. I own GDT Softworks Printlink in which I change my
printer
> to emulate Epson LQ but the print quality from MacWrite II and/or MS
Word 5 is
> bit flakey. GDT apparently has a new product "PowerPrint". Also, looking
> through the MAC catalogs I came across something from Insight called
MacPrint.
> I also own a used copy of Freedom of Press Light but the modified
AppleTalk
> that comes with FOP seems to hang the system when booting up so I have
never
> seen that quality of the print.
>
> Current Commercial Drivers:
>
> GDT PowerPrint
> INSIGHT MacPrint
> Freedom of Press Light
>
> Anybody have any luck with any of these????
>
> Bob Malay

The DeskJet driver I recently mentioned also works with HP laser printers.
The reason is that they all use the same PCL language. Older laser
printers lack the graphics compression capability, so there is a check box
to disable compression for compatibility. The HP LJ IIP should have
at least PCL Level III, so the deskjet driver should work fine, allowing
you to print at 300 dpi.

--Bill

3411. Re: Monkey Island II

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 05:29:30 UTC
From: dave@admiral.uucp
Message-ID: <1992Oct01.052930.4053@admiral.uucp>
Source record: 216935

In article <1a946bINN4eu@gap.caltech.edu> rkrii@cco.caltech.edu (Robert Kim Rickenbrode II) writes:
>Does anyone know if Monkey Island II has been released for the ST's yet?

Well, as I understand it, Lucasfilm is yet another company that has abandoned the Atari platform, and there will be no Monkey Island II for the ST.

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

3412. Re: Falcon030: Higher res. simple!

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 07:28:21 UTC
From: kholland@hydra.unm.edu
Message-ID: <t==p!x#@lynx.unm.edu>
Source record: 216929

In article <1992Sep22.060336.22558@news.Hawaii.Edu> jww@uhunix.uhcc.Hawaii.Edu (Jack W. Wine) writes:
>In article <1992Sep15.185445.19395@cc.umontreal.ca> kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>>Aparently, it is easy to get the Falcon030 to display higher resolutions
>>than the ones it comes "standard" with. At the Atari Messe, a company
>>called OVERSCAN explained that the Falcon can accept an external monitor
>>frequency sync. signal. It is a built in feature of the Falcon that is
>>quite interesting. You can, by using an apropriate external sync. generated
>>by a crystal, increase the resolution in the Falcon to things like
>>1024x800 in 256 colors, or what have you. This does not slow down the
>>computer at all, until you increase the resolution to the extent that
>>the video chip starts hogging its share of the memory bandwidth.
>
>Atari said 640x480 with 65K colors exceeded the memory bandwidth
>so the limit must be less than 36 MB/s [640*480*2 bytes*60 hertz = ~36 MB/s]
>
>800x600 256 colors use less than 30 MB/s so that might be possible and
>1024x800 16 colors takes about 24 MB/s so the Falcon might handle
>that too. 1024x800 mono is 6 MB/s so if possible would be great!
>
>The specs mention that the memory controller operates in page mode so
>that might mean that 32 bits are fetched multiple times and average
>about 240/2 (160 ns cycle + 80 ns thereafter) = ~120 ns for memory
>reads. With a 120 ns average then memory bandwith would be 32 bits
>times 1/120ns = ~32 MB/s. The 68030 would have less time for high
>resolution and color but the application could make the best choice.
>
>My guesses could be all wrong though. :D
>
>Jack
>

I'm a one of the most talkative Amiga users, but
I just wanted to say that I'm waiting to see what the
Falcon will be like becuase of the DSP and such.
The Amiga 4000 looks super but it seems that
Atari hasn't been making systems like crazy which is a
blessing in a way becuase if you look at me, I have a
3000, 6 megs and a 68030 and now the 4000 is selling around the
price I bought my system, and I can expect this one will
be extinct in several years.

Anyways.. To show you how much of an Amiga user I
am, I am listening to Todd Rundgren's Anthology and

I'm multi-tasking all sorts of stuff. But I want change,
and it could either be selling my Amiga and getting a PC or a
Falcon (or two).

Anyways (part 2)
You left out Delta-Compression on the animation stuff,
becuase delta compression will make your animation
speeds faster.

Now, about 256,000 colors, I bet the A4000 only does
that in hires-lace which is 640x480. I know PC cards
that will do this resolution... It is no big deal.
24-bit color will allow 640x480 resolutions with 256K
colors, so I suspect that the A4000's graphics system
is like this. But I bet the Falcon could handle
30fps animations if it can handle 30 megs a second,
but of course you have to figure in things like
drive access, transmission speeds, etc. However,
if the Falcon will come with that MPEG card that
I have been told will be available, then you
should be able to get data speeds of 30 megs a second.

I'm no rocket scientist, but 30megs per second seems a little
unrealistic becuase my 3000 with its 16mhz 32-bit
bus can hardly do 1 meg per second from the hard drive,
so it is probably just a hype-figure that companies
like CBM shoot out just to get more customers.

I know, I even heard from a PC user that the local bus systems could do 66mhz
on thier bus. That is unrealistic since the ram is probably
not fast enough move its data that fast and the CPU is probably
not fast enough either. I heard a quote of something like
33 megs per sec is how fast a RISC 6000 could move memory.
And a Amiga 3000 with Page Mode ZIPS can only move 3.3 megs per sec,
or something like that.

3413. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 07:35:25 UTC
From: schmidt@next.arb-phys.uni-dortmund.de
Message-ID: <1992Oct1.073525.25256@arb-phys.uni-dortmund.de>
Source record: 216932

In article <stigj.8.717859323@dhhalden.no> stigj@dhhalden.no (STIG JORGENSEN)
writes:
> In article <1992Sep28.191519.4983@phys-chemie.uni-wuerzburg.dbp.de>
kruel@phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
> >From: kruel@phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel)
> >Subject: Re: using Falcon DSP as modem?
> >Date: Mon, 28 Sep 1992 19:15:19 GMT
> >So when we talk about the possibility of making use of the
> >DSP 56k as a modem, is anybody out there who knows if the
> >appropriate software is available for the NeXT ?
> >As far as I know, the same DSP is in that machine.
> >
> >How does it work there ? If there is some thing existing,
> >then the discussed hardware adapters for hooking off, handling
> >phone voltages etc. should be available already.
> >
> >Any infos ?
> >
> >Thomas.
> >--
> >
> >Th.-M. Kruel Institut fuer Physikalische Chemie der Universitaet Wuerzburg
> > Marcusstr. 9-11, D-8700 Wuerzburg (Germany)
> > Phone: +49 931 31579
>
>
> I don't think you can do that on the NeXT, because you can't program the DSP
> directly :-(
>
> Stig

But i.link _can_ do.

They offer a software product with the DSP and a litle box as hardware.
Data modem 2400 bps (be expanded soon).
You can phone out of every app.
You can do fax in display postscript.
Digital answering equipment.

i.link GmbH Tel 030 - 2162048
Nollenbergdorfstrasse 11-12 Fax 030 - 2158274
1000 Berlin 30 Email info@ilink.de

Harry

--
Harry Schmidt, Ardeystr. 67, 46 Dortmund 1, Germany, +49-231-1084380
Institut for Occupational Health at the University of Dortmund
NeXTmail: schmidt@next.arb-phys.uni-dortmund.de

3414. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 07:41:27 UTC
From: kholland@hydra.unm.edu
Message-ID: <8==p2b=@lynx.unm.edu>
Source record: 216931

In article <1992Sep22.073244.26685@alijku05.edvz.uni-linz.ac.at>
yoshi@gate.powerplay.ac.at (Yoshi Yellow) writes:
>Hi There !
>
>Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
>Just look at all those mighty guys writing Super Famicon games !
>It's an armada compared with those writing Falcon games.
>
>And the Super Famicon offers even the same power for a lesser price !
>
>- 3D graphics chip for fast 3D games
>- 512 hardware sprites
>- 32K colors simulatenusly what is really enough for playing
>- *very* smart CD rom drive
>
>Ok, maybe there are some guys out there that would like to use the Falcon
>for serious applications. But wouldn't it be *much* more efficient
>to buy an IBM compatible for applications and a Super Famicon for
>gambling instead of fooling around with a Falcon that lives from
>announces and buggy software ?
>
>Come on, tell some reasons *not* to buy a Super Famicon instead of a Falcon !
>
>Yoshi
>

Ya... True...
But, I don't see any PC's that use a Motorola DSP. Do you???

Do you think there will be a sound board available for the PC's
that will cost less than a few hundred dollars that will be able
to samples at 16-bit resolutions, with 44khz sample playback.
Do you think anyone will make software for it like the Soundblasters
are??? By the way, the soundblasters don't have the capabilities
to create 16-bit sound. It is all 8-bit DAC's...

Well, you do get about 20 4-op FM voices, but I would rather
buy a second hand Yammaha MODULE. I already have a MT-32
with my Amiga 3000 and am thinking about getting a sampler
with for my system. But nowadays I think about getting a lot of
things... ;-)

I probably see the PC the way you do...
But, I guess we should just wait and see..
If not, we can get a PC on the side and wait for

a Falcon.

I heard it was supposed to come out in October.

If not, I'll forget it and go on and buy a 50mhz 486 with all the fixins. I'm not going to be foolish to go off and buy another CBM product which CBM prices high compulsively.
Did you hear that when the Video Toaster became more famous CBM got cute and raised the price of the machine that the Toaster would work on ONLY, the Amiga 2000, from 1200 to 1700. The thing doesn't even have a 68030, and CBM has the nerve to do something as stupid as that.

Well the pyschic advisors in Santa Fe are even more stupid, but CBM and them have a lot in common. They all try to insult our intellegence.

3415. Re: Atari Falcon at BCS Show - Eyewitness Report!

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 07:48:48 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Oct1.074848.1213@news.Hawaii.Edu>
Source record: 216930

In article <EemCuNy00awWQJlI5=@andrew.cmu.edu> Stefan Monnier <osoelgaultier+@CMU.EDU> writes:
>
>640x480x72 means that there is 32MB/s of video memory bandwidth
>(it could be less, but it seems sensible)
>
>32MB/s divided by 60Hz gives you 530'000 points per image:
>and it doesn't take into account the time to 'scan-back' lost
>in synchronisation (typically 30% in non-overscan and more than
>10% in overscan)

Taking account of the 20% overscan would mean 768x480 @ 72 Hz and that takes about 26 MB/s. Also the bandwidth of the monitor must be greater than the computer video bandwidth because, as you point out, the monitor has to respond to overscan and sync signals, while the video bandwidth of the computer is only used when memory has to be accessed (during overscan but not during sync).

>
>So that I don't believe 800x600x60 hz to be feasible in 256 colors !

Since it would only take about 2 MB/s more bandwidth than 768x480 72 Hz it seems possible! It would have to be on a multisync though and the specs mentioned that the overscan was programmable so it could be adjusted for particular monitors.

>
>Anyway, only monochrome interests me !

Something close to TT rez would be nice to show off Mono Lisa GIF! :-)

Jack

3416. Re: Falcon vs Super Famicon

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 08:21:32 UTC
From: kholland@hydra.unm.edu
Message-ID: <0a=pg6l@lynx.unm.edu>
Source record: 216933

In article <Iejr7Vy00awIMHlXA4@andrew.cmu.edu> Stefan Monnier <sm86+@andrew.cmu.edu>
writes:
>Excerpts from netnews.comp.sys.atari.st: 22-Sep-92 Falcon vs Super
>Famicon Yoshi Yellow@gate.powerp (820)
>
>> Hi There !
>
>> Why should I buy a Falcon ? Nintendo's Super Famicon is much better !
>> Just look at all those mighty guys writing Super Famicon games !
>> It's an armada compared with those writing Falcon games.
>
>> And the Super Famicon offers even the same power for a lesser price !
>
>> - 3D graphics chip for fast 3D games
>> - 512 hardware sprites
>> - 32K colors simulatenusly what is really enough for playing
>> - *very* smart CD rom drive
>
>> Ok, maybe there are some guys out there that would like to use the Falcon
>> for serious applications. But wouldn't it be *much* more efficient
>> to buy an IBM compatible for applications and a Super Famicon for
>> gambling instead of fooling around with a Falcon that lives from
>> announces and buggy software ?
>
>> Come on, tell some reasons *not* to buy a Super Famicon instead of a Falcon !
>
>> Yoshi
>>
>
>I never play on my ST (well sometimes stetris). But I
>won't buy a PC just cause I HATE it !!!
>What do you think of a nice segmented memory, with a
>nice 640K limit ?
>ST is not perfect, but it's clean !
>
> Stefan Monnier
>
>PS: by the way: does your *(&*# nintendo have a midi
>interface ?
>I think the main difference between the Falcon and the
>NSF is that the Falcon is a machine with which you can
>play whereas the NSF is a machine with which you can
>only play !
>

>---
>-- On the average, people seem to be acting normal --
>---
>
>
>
>
>

You are reading a message from a guy who could really give a
sh*t which system he was working on. I own an Amiga,
I work on PC's and a UNIX machine all day long, and doo
all my reports ona MAC II. PC's are actually beating the heck out
of Amiga's and ST's, I'm sure of this.. But the thing is is that
there will be more software developed for a specific basic
configuration than for a system that has no basic configuration.
What I'm saying is that if the Atari Falcon comes with a
DSP like everyone talks about, it will make it the first
computer in its class to use a high-quality Digital Signal
Processor. I'm interested to see what kind of real-time
reverb effects programs will appear in PD, aren't you???

Well, if I had a choice, I would get something that
could have the expandability of a PC (with an EISA, ISA and Local
Bus set of expansion ports), the crowd of enthusiasts and shareware
developers that the Amiga has, the quality of hardware and software
that the MAC's have and the price that Atari has.

By the way, I know a guy who just bought a 3000 recently, Ex-ST
owner for many years. 6 months ago he was pro-ST user.
his brother had a Amiga, and my friend wanted to get one too.
So he got one. I had him look at Deluxe Paint III, and he was thrilled.
Then I told him that I had seen copies of DPAINT III going for
under 40 bucks. Talk about Future Shock. Now, GVP has a
piece of software called CINEMORPH that does exactly the kind
of MORPHing effects that are used in some TV commercials and
of course were used in Terminator 2. Look at the most recent Amiga
World to get a taste.

Now, you don't have to have a 3000 to run this software.
Just a 500, about 8 megs of ram, which is like 300 bucks,
maybe a 68030, which is another 300 bucks, and a hard drive,
to make it useful. The total system cost you would need is about
1000 bucks, but you could do it with a system adding only
4 megs of ram. Now, since prices are getting so low, I might
sell my 3000, get a 500 and a 25mhz 68030 (by the way, I saw that the
68040 upgrade for the 500's is going for 1000 dollars).
Now, then I get a Falcon, and a Local bus based 33mhz 486.

See the smile on my face??

It ain't a matter of pride, but a matter of what can be done...

Being a mono-computer-user is like limiting your capabilities.

But the reason I'm into everything is becuase I'm a
computer AIDE that is working 20 hours a week doing
nothing but helping others with thier UNIX/MSDOS/MACOS problems.
And don't I just love to play with my 3000...
I like PC's for video games... but they have other uses...
I'm sure!!

ST's would be great for me too.. I have 2 MIDI synths
and a Piano. I would love to get a sequencer for the ST's
(since they are so cheap, it is amazing) and would probably
be a point in getting a ST or a falcon.

But as I see it, everybody that limits themselves to just
one computer is not being realistic. I could
look at the market right now and say that just
about everybody is doing well.

Amiga programmers are writing much better code that will
not crash.

PC developers are making super graphics cards that
can display 32K colors from 2^24 palette, for almost
nothing.

Atari is fixen to come out with a Motorola DSP based computer
that sounds like it will cost under 1000 bucks, which
opens the oportunity to many starving programmers to
write super DSP-based code.

MACs now come in laptop form and are getting easier to setup
and live with.

UNIX is the same'ol thing but everybody I know, wants to
learn more about it, while most do wish they had a
friendlier system. It is healthier for users to get
this kind of experience becuase they depend on GUI's
so much that some day they will have to use
some form of CLI, or they will be fired. About 90%
of everything is CLI based. Besides, you can't do wildcards
ina GUI. You also can't alias a bunch of commands that
do several jobs as one. A mouse is intuitive, but is by no means
faster. But I'd let you decide on this issue. It depends on
what you do...

Well later

3417. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 08:38:07 UTC
From: cs_e362@ceres
Message-ID: <BvFpBK.Hrp@kingston.ac.uk>
Source record: 216704

Does anyone know about a 768x480x65536 colour mode on the Falcon ? There is one according to a information sheet given out by Atari at their stand at the European Computer Trade Show. I don't think its a typo as it's referred to twice in the sheet, once in the main text and once in the technical specs. The actual wording in the main text is "The top resolution in true colour is 768x480". Does this imply that higher resolutions might be available in other modes

3418. Re: Direct-to-Disk Recording?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 08:50:07 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2ACABBBF.9854@news.service.uci.edu>
Source record: 216934

hjwulfso@unix.amherst.edu (HARRIS JOSHUA WULFSON) writes:
>
> The sound capabilities of the Flacon030 sound impressive. Is there
>any software available to make use of the eight 16-bit audio channels for
>direct to disk multitrack recording (a la Digidesign's Pro-Tools)?
> Also, can a falcon be used as a real time signal processor for musical
>applications (i.e. guitar effects, reverberation, etc...)? These two
>applications would be well worth the price of the Falcon.

Yes to both questions. The Falcon will ship with two rudimentary
programs to do this. One is the D2D program that will record audio
samples direct to disk (one channel stereo) and allow you to edit,
splice, etc. the waveforms. A hardware expansion will be needed to
make use of all 8 stereo channels (in/out). D2D will be very
rudimentary and commercial programs will folow.
Another program, the Audio Fun Machine, will use the DSP to do
delay, reverb, distortion, surround sound ambience, etc. with filters
and a software equalizer in real time.

I'm sure more elegant and feature filled programs will follow.

--
Joachim Vance
^~^~^~

3419. Re: Is there an auto prg to merge midi out with a thru?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 09:52:47 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Oct1.095247.11301@echo.philips.nl>
Source record: 216939

despair@netcom.com (Scott Hanson) writes:
>In your tiny "user's guide" there is a pinout for the Midi out/thru port.
>The standard three pins (1, 3, 5) are signal & shield and (2,4) are thru.
>Use pin 3 for the shield, there is no harm since the devices are allegedly
>isolated. By the way, unshielded works fine for me over short distances.

Sorry, but I think you made a mistake!

The MIDI outport has its MIDI-OUT signals on the normal pins (for MIDI),
thus 2,4,5 (2 is GND), leaving 1 and 3 for THRU.

john
--
John Janssen Email: johnj@echo.philips.nl <-- may stop soon(?)
The Netherlands or: John.Janssen@atehv.bso.nl <-- back in Nov. 92
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, C

3420. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 10:03:57 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.9.717933837@dhhalden.no>
Source record: 216937

In article <stigj.8.717859323@dhhalden.no> stigj@dhhalden.no (STIG JORGENSEN) writes:

>>So when we talk about the possibility of making use of the
>>DSP 56k as a modem, is anybody out there who knows if the
>>appropriate software is available for the NeXT ?
>>As far as I know, the same DSP is in that machine.
>>
>>How does it work there ? If there is some thing existing,
>>then the discussed hardware adapters for hooking off, handling
>>phone voltages etc. should be available already.
>>
>>Any infos ?
>>
>>Thomas.
>>--
>>
>>Th.-M. Kruel Institut fuer Physikalische Chemie der Universitaet Wuerzburg
>> Marcusstr. 9-11, D-8700 Wuerzburg (Germany)
>> Phone: +49 931 31579
>
>
>I don't think you can do that on the NeXT, because you can't program the DSP
>directly :-(
>
>Stig

I think I must answer myself here. I am wrong, it is the Indigo that has a
DSP that can't be programmed.

Stig

3421. Re: Problem Formatting FirstWord files.

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 10:06:59 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Oct1.100659.11398@echo.philips.nl>
Source record: 216940

davidb@muppet.bt.co.uk (David Baboulene DND3) writes:
>I work with FirstWord Plus on a 1040 ST, and run files between this machine
>and my Sun SPARC here at work. This means saving in ASCII format on DOS floppy.
>Simple.

>Sometimes, however, text files in FirstWord don't want to format. I hit the
>format paragraph command, and nothing happens at all, or it maybe formats
>the one line, then stops.

>Other times, the format command removes forced linebreaks I have deliberately
>put in, and formats page after page into one great paragraph!

>These problems are particularly prevelant on files I have ferried back and
>forward to the SPARC, but can happen on the 1040 with no outside help at all!

>What is going on here? What does the format command look for in deciding whether
>to linebreak/join or not? More importantly, how can I fix it so it always formats
>properly?

Having the same problem, I found a way around!

Taking an ASCII file home on floppy (using MTOOLS on sun-sparc)
needs a little program to convert ASCII spaces into "soft spaces" used
by First Word Plus.

There is such a program in atari.archive
I do not know the program's name by head, so let me know
if you need the name.

That program works quit nice as long as you do not have spaces at
the end of a line (in the ASCII file), as well as having the alineas (english?)
separated with empty lines.

Back to Sparc:
This needs the ^M removed at the end of the line at the sparc.

The way I do it is simple:
As soon as uploaded to the sparc I mail the file to myself,
as our mailtool does just that.

Hope this helps.

John
--
John Janssen Email: johnj@echo.philips.nl <-- may stop soon(?)
The Netherlands or: John.Janssen@atehv.bso.nl <-- back in Nov. 92
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, C

3422. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 10:23:51 UTC
From: wvleeshh@wg.estec.esa.nl
Message-ID: <1992Oct1.102351.2834@wg.estec.nl>
Source record: 216938

Think about all the other possibilities the DSP can offer, like connecting it
to a HAM radio and let it decode RTTY and WEFAX or Packet Radio. Also normal
Faxes could be handled by this beast. I can think of lots more apps!

3423. JV Enterprises

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 11:59:53 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Oct1.115953.9292@irscscm.UUCP>
Source record: 216723

Has anyone ever heard of JV Enterprises (of Las Vegas) as associated with Atari products? Apparently they market software. Has anyone had any dealings with them? Are they reputable?

--
Marshall Lake
...!uunet!media!irscscm!mlake
mlake@irscscm.UUCP

3424. Re: FAX-Software for ZyXEL and AtariST

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 12:32:51 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.10.717942771@dhhalden.no>
Source record: 216943

In article <3093@unieinf.UUCP> claes@sparc2.ikb.uni-essen.de (Heinz-Josef Claes) writes:
>From: claes@sparc2.ikb.uni-essen.de (Heinz-Josef Claes)
>Subject: FAX-Software for ZyXEL and AtariST
>Keywords: FAX ZyXEL AtariST
>Date: 30 Sep 92 15:53:35 GMT
>
>
>Does anybody know of FAX-Software for the combination of ZyXEL and AtariST?
>
>
>claes@sparc2.ikb.uni-essen.de

Q-fax and Tele-Office are two German program that support the ZyXEL.

Stig

3425. Re: Schwarz/Weiss-Bildschirm -> "Farbige Software" ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 12:34:12 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.717942852@garbod20>
Source record: 216942
Cross-posted to: zer.z-netz.atari.spiele,comp.sys.atari.st

kless@lindau.inf-wiss.ivp.uni-konstanz.de (Bernhard Kless) writes:

>Hallo,

>ich suche ein Programm, mit Hilfe dessen man auch
>bei einem Schwarz-Weiss-Bildschirm (ST-1040)
>Software fuer Farbbildschirme laufen lassen kann
>(z.B. Spiele).
>Welches ist gut und preiswert? Kann mir jemand eines
>per e-mail zusenden?
>
>
> Bernhard Kless

...which means that he's looking for a (software) colour-emulator that
allows colour software to run on a mono monitor.

Anders

3426. Rufus doesn't work well with my modem

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 12:42:18 UTC
From: storm@fwi.uva.nl
Message-ID: <1992Oct1.124218.3026@fwi.uva.nl>
Source record: 216941

After installing my modem(TORNADO) and rufus vs 106 I tried
to connect with my university. After connecting I got all
the lines double.

Does anybody knows what to do (How to put the echo off??? maybe)

--
Richard Storm, storm@fwi.uva.nl ||
University of Amsterdam.

3427. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 12:54:05 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.717944045@rw8.urc.tue.nl>
Source record: 216948

rouellet@gel.ulaval.ca (Real Ouellet) writes:

>I recently bought a fax modem (US Robotics Sportster) and would like to
>send faxes with it... but I have no atari FAX software. Is there some
>(public domain or else) available? Where? At what price?
Last weekend I saw a demonstration of the QFAX Pro software. This is really
great. They deomstrated it with a Zyxel higspeed fax modem but assured
me it could work with any. It uses printerdrivers to connect to other
applications, so you can print from Calamus, That's word, Megapaint
etc. etc. etc.
It comes with a lot of drivers for different programs and different
modems. While faxes are send they are in a queue and you can still go
on working. So multiple faxes can be send after another without having
to wait.
Also sending of one fax to several numbers is possible. You can also
import faxes made by BitFax (for IBM PC's and compats)
that's it as far as I can remember.
Price was Dfl 125,- which should be around $70,-.

Erlend.

>Thank you.

>Real Ouellet
>Laval University, CANADA

3428. Re: HELP!! Do I have a virus or a sick ST?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 13:14:37 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.717945277@groucho.phil.ruu.nl>
Source record: 216950

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> I have been trying out the newest version of Chameleon on my 520 ST and
>since it runs the control panel (a desk .ACC I usually live without) I have

Try to install the control panel separately - so put it in C:\ and don't use
Chameleon to load the CP. They don't cooperate too well. I mean, you *can*
use Chameleon, but not for the CP. This is just a guess, but I remember having
tried to load the CP with Cham once, and encountering difficulties.

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3429. Re: Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 13:16:43 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <61245@aurs01.UUCP>
Source record: 216949

In article <1992Sep30.151644.7135@cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul) writes:
>Well today marks 5 weeks from the day I ordered from Toad Computers.
>
>I had heard only good things about this company. I seriously
>doubt I will ever order from them again. I ordered a hard drive case
>and 2 lynx games, all of which I was told were in stock.
>
>Maybe there is some problem that is beyond their control?

You expect we'd know better than they would?

>I will not waste my time and money phoning them to check on this
>order.

So instead you waste our time and the net's money? Look, if you're too
cheap to call, send a postcard. Even the best companies make mistakes
sometimes. What if they've already shipped your order and the shipping
company misplaced it?

>Anyway, consider this a public service announcement.

I consider it useless whining. Don't complain, contact Toad! I've
always had excellent service from them.

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

3430. Re: Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 13:20:27 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Oct1.132027.27082@digi.lonestar.org>
Source record: 216801

In article <1992Sep30.151644.7135@cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul) writes:
>Well today marks 5 weeks from the day I ordered from Toad Computers.
>
>I had heard only good things about this company. I seriously
>doubt I will ever order from them again.

[...stuff deleted ...]

Over the past three or four years, I have placed three orders with Toad Computers. The two hardware orders both ended up being returned because of Toad-induced problems. It cost me return shipping both times, but in all fairness, I consider the resolution of the problems to be acceptable (if not entirely satisfactory).

The software order had no problems (other than putting up with some minor over the phone rudeness while placing the order).

All in all, I will not be in any great rush to order from Toad again, but I have never been "ripped off" by them.

I have received much more friendly and reliable service from D&P Computers (in Ohio, I think) and from E. Aurther Brown.

My $0.02 :-)

Roy C. Gosewehr
--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

3431. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 13:59:16 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1992Oct1.140428.26729@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 216944

wells_s@kosmos.wcc.govt.nz writes:

>In article <1992Sep30.013510.13771@ucsu.Colorado.EDU>, schram@spot.Colorado.EDU (Steve Schram) writes:
>>How about we start a new group for the falcon? I believe it more than
>>deserves its own group. How 'bout it?

>Comp.sys.atari.falcon

Great idea, i was just thinking about adding "falcon" to my kill-file...
and how about comp.sys.atari.falcon.rumors with an automatic lint
to comp.sys.amiga.advocacy ??
This way all the rumors would be put into one "pile of junk" and
we could find another new way of waisting bandwidth......

ich kann die suelze nicht mehr hoeren....
Frank

3432. Re: Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 14:06:27 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct1.140627.8875@newshost.lanl.gov>
Source record: 216946

In article 7135@cs.mun.ca, avp@garfield.cs.mun.ca (Anthony Paul) writes:
>Well today marks 5 weeks from the day I ordered from Toad Computers.
>
>I had heard only good things about this company. I seriously
>doubt I will ever order from them again. I ordered a hard drive case
>and 2 lynx games, all of which I was told were in stock.
>
>Maybe there is some problem that is beyond their control?
>
>I will not waste my time and money phoning them to check on this
>order.
>
>Anyway, consider this a public service announcement.
>
>(If anybody who lives in a local exchange to Toad would like to
>phone them and check on the order, I would appreciate it.)

Anthony, the people at Toad Computers _are_ good folks and I feel it quite unfair to blast them like this without even trying to contact them about the delay in your order. Mistakes happen to the best of us so at least give them half a chance to make you happy before condeming them, OK?

I don't live anywhere NEAR the D.C. area but I'll call them for you and report back on what I find out.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3433. Re: Using the ST with an Alesis SR16 drum machine

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 14:18:17 UTC
From: bobhays@spss.com
Message-ID: <1992Oct1.141817.9484@spss.com>
Source record: 216945

In article <hjv.717900042@groucho.phil.ruu.nl>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
> lombardo@cwis.unomaha.edu (Marc Lombardo) writes:
>
> >I just recently bought an alesis sr-16 drum machine, and I was happy to see
> >those two beautiful ports on the back ... MIDI ports. I am unsure of the
> >software available on the st that I could use with this drum machine. I
> >would like to be able to at least store my patterns and songs on the computer,
> >but I would love to be able to do sequencing on the computer (st controls
> >alesis)
>
> There are various PD/shareware sequencers & drum pattern editors. Try to find
> e.g. EZtrack (from Hybrid Arts). Take a look at a.a.u.e.

You might also consider Tiger Cub from Dr. T's and, if you can find it, M by Intelligent Music (which is now sold by someone else I think).

>
> > and sample playing (alesis controls st).
>
> I don't think I quite undertstand what you have in mind...

I'll take a shot at this one:-). I think you mean to be able to have the drum machine play the ST using samples or the internal sound chip. I don't know if the SR16 generates MIDI note-on and note-off events - there was a program on an old _STart_ magazine disk that would display incoming MIDI data; that would show if the drum box outputs note messages. If it does, then you can do what you want (perhaps).

There are at least two (three now perhaps) companies that sell sampling cartridges and software. I think they all can play a sample based on incoming MIDI note messages. To find these products, you'll need to look in a store (unlikely here in the US:-) or search the mail-order houses (especially in Europe). ST Replay is an example of such a device.

Note that if the SR16 does not output MIDI note messages (and a lot of drum machines don't, but I don't know about newer models - I cannot afford new equipment in general:-), then you SOOL on this one.

Have fun (and I hope I've helped)! - Bob

--
==========
The opinions expressed above are those of Bob Hays and not SPSS, Inc.

bobhays@spss.com Phone: (312) 329-3529 | "I'm hovering like a fly, waiting
Fax: (312) 329-3657 | for a windshield on a freeway" -PG

3434. Re: GCC 2.1 and templates..bug?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 15:12:44 UTC
From: Bjarne Pohlers <POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92275.151244POHLERB@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 216947

In article <1992Sep29.233920.10870@bert.eecs.uic.edu>,
dillenbu@bert.eecs.uic.edu (John Dillenburg) says:
>
>I get two bombs when I try to compile the following C++ code
>using GCC 2.1, anyone know why?
How much memory do you have? Sometimes GCC bombs at my system, if there
is not enough memory...
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <pohlerb@math.uni-muenster.de> &
* Slow address: Friedericusstrasse 15 \
\ W-4400 Muenster-Nienberge | Germany *
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

3435. Falcon Press coverage

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 15:31:41 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Oct1.153141.7579@cs.hw.ac.uk>
Source record: 216812

The latest (November) issue of the UK publication Personal Computer World has a three page article about the Falcon in it. Chris Cain gives it a very favourable review. The machine he had access to was a production machine belonging to HiSoft and it had the new desktop etc. HiSoft's new art package for the machine, TruePaint, was mentioned along with other software that was available at the time.

There were also two 256 colour screenshots of TOS 4.0/GEM in action but sound seems to have been considered the most impressive part of the machine.

Now that we've seen a review of the Falcon in PCW perhaps Atari UK should consider putting an advertisement in there too. Peter Staddon never did so perhaps Darryl Still will ...


```
+---------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---------------------------------------------------------------------------+
```

3436. Re: Problem Formatting FirstWord files.

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 16:04:02 UTC
From: LH-ssro@jet.uk
Message-ID: <1992Oct1.160402.4511@jet.uk>
Source record: 216802

In <1992Sep30.135619.12618@muppet.bt.co.uk> davidb@muppet.bt.co.uk (David Baboulene DND3) writes:

>Hi chaps/chappettes,

>I work with FirstWord Plus on a 1040 ST, and run files between this machine
>and my Sun SPARC here at work. This means saving in ASCII format on DOS floppy.
>Simple.

>Sometimes, however, text files in FirstWord don't want to format. I hit the
>format paragraph command, and nothing happens at all, or it maybe formats
>the one line, then stops.

The reason for only formatting one line is the "hard" carriage return that exists at that point. You can remove this by positioning the cursor at the begining of the line pressing backspace (to delete it) and space then reformatting with the F10 key.

>Other times, the format command removes forced linebreaks I have deliberately
>put in, and formats page after page into one great paragraph!

A bug I am afraid - There is a workround, the line has to be non-blank, but I can't remember the details.

>These problems are particularly prevelant on files I have ferried back and
>forward to the SPARC, but can happen on the 1040 with no outside help at all!

>What is going on here? What does the format command look for in deciding whether
>to linebreak/join or not? More importantly, how can I fix it so it always formats
>properly?

Another tip is to do a search and replace (over the whole document) of the space character ie replace space with space. This converts all the "hard" spaces into soft spaces that Wordplus uses. I believe that words are denoted by the last character in the word having the 8th bit set. This happens when (in WP mode) you type the space character.

>Thanks for any help you can give,

your welcome

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3437. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 16:36:08 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.xcCLTjZA7ys@nasim.sta.sub.org>
Source record: 216825

In <VTDuRB1w164w@oneb.almanac.bc.ca>, bhawker@oneb.almanac.bc.ca writes:
>rouellet@gel.ulaval.ca (Real Ouellet) writes:
>
>> I am not sure this post should be here, but here it goes:
>>
>> I recently bought a fax modem (US Robotics Sportster) and would like to
>> send faxes with it... but I have no atari FAX software. Is there some
>> (public domain or else) available? Where? At what price?
>>
>> Thank you.
>>
>> Real Ouellet
>> Laval University, CANADA
>
>Have a look at STraight Fax, by Joppa Software(?). I haven't tried it
>personally, but have heard great things about it by users. It retails
>in Canada for $99.
>
>Bruce...

Here in Germany you can buy the ZyXEL U-1496 with the commercial
software called QFax/Pro. It is an accesory which allows you to send and
receive FAX in background.
The software alone costs about US$99

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3438. Re: Desktop background picture for color monitors??

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 16:58:13 UTC
From: ekrimen@wet.UUCP
Message-ID: <4331@wet.UUCP>
Source record: 216814

In article <1992Oct01.023218.176822@zeus.calpoly.edu> akenning@zeus.calpoly.edu (Aaron B. Kennington) writes:
>
>Warp 9 - Is a commercial screen accelerator that only provides
> you with the ability to use fill patterns for desktop
> or a picture. It also has hor. and ver. mouse wrapping
> custom fonts, and few other features. Works quite well
> though I notice that it occasionally alters the background
> display of Interlink, but has been compatible with everything
> I have used.

I believe that Interlink problem has been fixed for a while.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3439. New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 18:22:53 UTC
From: bernardo@erevax.bitnet
Message-ID: <bernardo-011092142428@126.10.4.34>
Source record: 216803

Here is a portion of a recent press release posted in
comp.sys.mac.announce.

Previous SRP New SRP %Change
Macintosh LC II(4MB/40HD) $1,699 $1,239 27
Macintosh LC II(4MB/80HD) $1,849 $1,349 27

It seems to me that Atari would have a hard time marketing the Falcon with
similar configuration for ~$1300 as I've read in this newsgroup.

Marcelino Bernardo
bernardo@erevax.bitnet
Usual disclaimer applies.

3440. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 18:46:21 UTC
From: stramba@zooid.guild.org
Message-ID: <717965181.17415@zooid.guild.org>
Source record: 216845

From: schram@spot.Colorado.EDU (Steve Schram)
>How about we start a new group for the falcon? I believe it more than
>deserves its own group. How 'bout it?
>

I agree, as interesting as I find the Falcon, I still have an ST (as I
imagine do 1 or 2 other people <g>.

3441. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 19:08:38 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <Aemvoq_00awAAFql9r@andrew.cmu.edu>
Source record: 216823

Excerpts from netnews.comp.sys.atari.st: 1-Oct-92 New Mac Prices tough
on Falcon Marcelino Bernardo@ereva (478)

> Here is a portion of a recent press release posted in
> comp.sys.mac.announce.

> Previous SRP New SRP %Change
> Macintosh LC II(4MB/40HD) $1,699 $1,239 27
> Macintosh LC II(4MB/80HD) $1,849 $1,349 27

> It seems to me that Atari would have a hard time marketing the Falcon with
> similar configuration for ~$1300 as I've read in this newsgroup.

> Marcelino Bernardo
> bernardo@erevax.bitnet
> Usual disclaimer applies.

Although it is twice as fast, has DSP, and ....
well, I'm just wondering: why am I answering this kind of post ?

Stefan

PS: I promise I won't any more (ahem, maybe not promise)

-- On the average, people seem to be acting normal --

3442. Re: Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 19:23:03 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1992Oct1.192303.8021@umbc3.umbc.edu>
Source record: 216804

Heck! Why don't you just call their toll-free number???

It's (800) 448-TOAD!

I don't want to make excuses for them, but I feel that they may be a little behind right now. They moved a few weeks ago and may be having a few problems while they "settle in" to their new storefront.

Good Luck!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

3443. Re: Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 20:25:21 UTC
From: pinelr@aix.rpi.edu
Message-ID: <rcmz=h@rpi.edu>
Source record: 216806

In article <1992Oct1.132027.27082@digi.lonestar.org> rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
>In article <1992Sep30.151644.7135@cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul) writes:
>>Well today marks 5 weeks from the day I ordered from Toad Computers.
>>
>>I had heard only good things about this company. I seriously
>>doubt I will ever order from them again.
>
>[...stuff deleted ...]
>

I have ordered from Toad computers twice and both times I was treated courteously and have had no problems with my orders. Of course, both times I was ordering over $100 worth of merchandise so that might have had something to do with it! :)

--
||| | Rob Pinelli |5\ Seymour: "Hey this isn't right! You're supposed to
/ | \ | pinelr@rpi.edu |18\ show me how miserable everybody is without me!"
Atari ST| 203 North Hall |276\ Junior: "Hey, if *everyone* made the world a
Mega 2 | Troy, NY 12180 |7080\ better place, it'd be perfect!" -Little Shop

3444. Re: Is there an auto prg to merge midi out with a thru?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 21:31:26 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct1.213126.14344@elroy.jpl.nasa.gov>
Source record: 216807

In article <hjv.717899192@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>In my tiny user's guide :) the following diagram is given:
>
> 3 * * 1 1: THRU transmit data
> 5* * 4 2: Shield ground
> * 3: THRU loop return
> 2 4: OUT transmit data
> 5: OUT loop return
>
>It looks as if this is not the same as what you write. Or do I miss the point?
>Doesn't this mean that 2=shield (obvious :) and 1=THRU? (dunno what this
>'THRU loop return' on pin 3 means...)

"loop return" - a MIDI network is based on a current-loop serial interface. Instead of using different voltages for signaling, presence/absence of electrical current is used. So, in order to have a current flowing, you must have a complete circuit, which implies, if you are sending current out, you must have a place for it to come back to. Thus, "loop return."
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step toward fulfilling their dreams. For most of them, it's also their last.

3445. Re: Atari Falcon at BCS Show - Eyewitness Report!

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 21:41:41 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Oct1.214141.33303@news.th-darmstadt.de>
Source record: 216811

In article <1992Oct1.182548.9364@news.nd.edu> jmillar@moliere.helios.nd.edu (jay millar) writes:
>
>
>I just wanted to add $.02 to this argument regarding the processor time used to display the Falcon's video modes. The video might not be taking up as much time as you think!
What I also didn't take into account is that maybe the processor and the video RAM is interleaved (like on the ST) in some way. Still... the 68030 does apparently slow down, when I higher resolution. So the interleave can not be like on the ST fully transparent (as far as I can see. I am neither a mathematician NOR an electrical engineer).

>Also, I believe the mysterious dissappearance of 2 meg of memory (expandable to 14 meg?!) is due to the fact that Atari is using this memory as VRAM.
Mmmh, my guess would have been that this were ROM and I/O chips.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Psalm 69" Ministry

3446. Re: Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 21:48:14 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct1.214814.19509@newshost.lanl.gov>
Source record: 216808

In article 8021@umbc3.umbc.edu, chuck@umbc5.umbc.edu (Chuck Rickard; ACS (UGRAD)) writes:
>
>Heck! Why don't you just call their toll-free number???
>
>It's (800) 448-TOAD!
>
>I don't want to make excuses for them, but I feel that they may be a little
>behind right now. They moved a few weeks ago and may be having a few problems
>while they "settle in" to their new storefront.

In all fairness, Chuck, the original posted complaint was from an individual in
Canada who does not have access to Toad's 800 number.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3447. Re: SCSI II on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 21:58:12 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Oct1.215812.16901@ugle.unit.no>
Source record: 216810

In article <1160@mwuk.UUCP>, tony@microware.co.uk (Tony Mountifield) writes:
> In article <717801808.F00001@monly.wlink.nl> Peter.Kocourek@p13.f112.n100.z60.wlink.nl
(Peter Kocourek) writes:
> >
> > Here is some information from a information file about the Falcon, from
> > Atari Benelux:
> >
> >
> > SCSI CONNECTOR (flat 50 pins SCSI II Female)
> >
> > Pin Signal Pin Signal
> >
> > 1-10 GND 37 Not Connected
> > 11 +5V 38 +5V
> > 12-14 Not Connected 39 Not Connected
> > 15-25 GND 40 GND
> > 26 SCSI 0 41 ATN
> > 27 SCSI 1 42 GND
> > 28 SCSI 2 43 BSY
> > 29 SCSI 3 44 ACK
> > 30 SCSI 4 45 RST
> > 31 SCSI 5 46 MSG
> > 32 SCSI 6 47 SEL
> > 33 SCSI 7 48 C/D
> > 34 Parity 49 REQ
> > 35-36 GND 50 I/O
> >
> > It appears though, that on Sun and NeXT computers, pin 11 is at GND, not
> > +5V... so be careful in connecting anything...
>
> Well, if the above pinout is correct for the Falcon this will be a BIG
> gotcha. The SCSI-2 standard defines pin 11 as being at GND, and a
> couple of SCSI disk drive manuals I have checked at random both have pin
> 11 at GND. I sure hope pin 11 is not *really* at +5 on the Falcon, else
> almost all SCSI devices will need a special cable to disconnect that pin.
>

If it is tru that this pin is at +5V, I don't think is is wired directly
to +5V, but instead via a resistor of some kind. Gounding it will
probably do no harm at all, but......

Stig Vidar Hovland - stigvi@lise.unit.no

3448. Re: TOS upgrade advice/help needed :^)

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 22:02:02 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct1.220202.15992@elroy.jpl.nasa.gov>
Source record: 216809

In article <landrews.0510@outb.wimsey.bc.ca> landrews@outb.wimsey.bc.ca (Luke Andrews) writes:
>>I've seen similar post's before but didn't take enough notice...anyway here
>>goes! Does anyone know the specifics of upgrading to TOS 2.06 (from a lowly
>>'86 STm, TOS 1.0). I've heard of (I think) a 'TEC' from a US company..or wa
>
>The TOS Extension Card (TEC) is made by CodeHead Technologies, an American
>based company.

Actually, the TEC was developed by a German company (sorry, forgot the name offhand) and Codehead is primarily acting as a distributor.
>
>There are several packages available, according to which model of ST you
>have, but the one you want is the TEC "Basic Configuration Package" and it
>costs $139.99 US, with some soldering required.
>
>There is no mention of anything about chips of any sort at all in this
>magazine (Atari Explorer Mar/Apr '92, a US mag), so I think you are pretty
>safe.

Btw, if you have an STe, you only need the new chips, you don't need the expansion card at all. In the TEC kits that Codehead sells, you will need to do some extra soldering work if you want to be able to switch from 2.06 back to an older TOS. Best Electronics now has a competing product that has the switch already made, so you may want to compare the two. The TEC comes with a utility disk of stuff for TOS 2.06, I don't know what the Best kit comes with. (And I haven't actually installed 2.06 on my systems yet, so I haven't looked over the utilities disk...)

If your ST already has a socketed CPU (e.g., if you had some CPU accelerator installed) the installation will be much easier. Also, the newer boards from Fast Technologies have sockets for the 2.06 chipset, so you won't need a TEC if you get one of their accelerators. (I'm seriously considering this; if anyone would like to buy a used Turbo-16 board, please e-mail me. I have all the documentation of course; installation would be up to you...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step toward fulfilling their dreams. For most of them, it's also their last.

3449. atari customer service?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 22:27:24 UTC
From: ken@isgtec.com
Message-ID: <3337@isgtec.isgtec.com>
Source record: 216830

Anyone know a number for customer service at Atari in Sunnyvale, or for
their East Coast/Canada office? I called a number recently posted here
for Gail Bacani (sp?) and was informed the number was disconnected.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3450. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 23:42:00 UTC
From: Juergen_Voorgang@bn.maus.de
Message-ID: <A5423@BN.maus.de>
Source record: 216789

>I believe the falcon's SRAM is 32K

It's 32 KWords with 24bits/word = 96 KB of zero-waitstate SRAM.

Juergen

3451. Re: Convert picture formats??? Which program?

Newsgroup: comp.sys.atari.st
Date: 1992-10-01 23:45:46 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16874AC0.BWWL@ibm.rz.tu-clausthal.de>
Source record: 216813

In article <BvEqKI.1HL@sci.kun.nl>
leonp@cs.kun.nl (Leon Pillich) writes:

>Just a simple question.
>I'm looking for a program that can convert several picture formats.
>I want especially to convert a 16 color gif to a black and white degas
>picture (320x200 to 640x400).
>
>I think there must be a program to do this, but which?
>And where can I find it (pd/shareware/freeware).
>

Hi!

There are sevral prgs to do the job. A good choice is "gemview".
You can get some convert-prgs via ftp from "ftp.tu-clausthal.de" (139.174.1.3)
Get /pub/atari/graphics/convert/Index ....

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

3452. Re: Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 02:45:40 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1992Oct2.024540.8931@umbc3.umbc.edu>
Source record: 216815

In article <1992Oct1.214814.19509@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 8021@umbc3.umbc.edu, chuck@umbc5.umbc.edu (Chuck Rickard; ACS (UGRAD)) writes:
[Something that makes him look like an idiot]
>
>In all fairness, Chuck, the original posted complaint was from an individual in
>Canada who does not have access to Toad's 800 number.

>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

You know, I never saw the original message, and I never looked at his
address. Whoops! I didn't realize I was making a fool of myself...
Oh well, that's nothing new...

Anyway, I talked to Toad Computers and Jennifer said that many people had
called concerned about his order. The fact, however, is that it was
shipped about a week ago, and she is sending an apology letter to Mr. Paul.

So, I guess the Internet must be some powerful force!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

3453. Re: Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 03:45:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Oct2.034510.10826@csi.uottawa.ca>
Source record: 216819

In article <1992Oct1.140627.8875@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 7135@cs.mun.ca, avp@garfield.cs.mun.ca (Anthony Paul) writes:
>>Well today marks 5 weeks from the day I ordered from Toad Computers.
>>
>>I had heard only good things about this company. I seriously
>>doubt I will ever order from them again. I ordered a hard drive case
>>and 2 lynx games, all of which I was told were in stock.
>>
>>Maybe there is some problem that is beyond their control?

One "obvious" thing that comes to mind: Customs & Excise? This STuff has to cross the border, and the Canadian Feds. have been setting up a variety of regulations to try to stem the flood of "cross-border shopping." I would be totally unsurprised to hear that the STuff is sitting at Canada Customs, and that you'll be hearing from them soon, asking if you want to:
a) Come down and pick it up (800 miles away, more than likely)
or
b) Pay a customs broker to pick it up and ship it on to you.

This used to commonly happen with stuff shipped by UPS; the latest GST extraction regs. are starting to apply this sort of thing to stuff shipped by regular post too...

A few years ago I ordered a bundle of aged 8-bit stuff on clearance, and wound up paying more for the brokerage fee than I paid for the actual goods themselves. (Still was a reasonable deal, tho!)

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3454. Re: Problem with ghostscript 2.41b and deskjet

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 04:02:08 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <80906@ut-emx.uucp>
Source record: 216816

In article <1a3tlqINN7f1@nic.belwue.de> peterj@garfield.t-informatik.ba-stuttgart.de (Peter Jesinger) writes:
>
>I'm using ghostscript 2.41b and have a problem with my deskjet:
>With some postscript files there is a little bit at the end of the
>page missing, it does not print in the lower 3cm of the page (DIN A4)
>On the screen I can preview to entire page.

This is a common problem, so I might as well post the response. This problem can be fixed, but the details will depend on your setup. Before getting into the fix though, I want to mention that most of the drivers in GS 2.52 (I have the 2.52 port done, but am testing it and making some improvements) can be told to use A4 and other paper sizes (the default is 8.5x11). This might help the situation (but I am not sure).

For some odd reason the deskjet driver does not seem to behave the same on everyone's printer, so I can't seem to fix this problem once and for all. I fix it so that it works on mine and that is all I can do. One common problem is that differences in the dip settings (do you have the printer set to perf skip mode?) can affect the output.

If turning off perf skip doesn't help, there are a number of other solutions:

1) Run GS with no input file. At the command line prompt, type
GS> 0 85 translate
GS> (file.ps)run

This will move the page up 85 printer's points (1/72 inch), which is about 3cm. You can play around with precicely what numbers give you the correct output. This only works if file.ps is a single page document.

2) Create a file called, say fix.ps, with the "0 85 translate" line in it. Then invoke GS as follows:

gs -sDEVICE=deskjet fix.ps file.ps

Again, this only works with single page output. You can edit gs_init.ps to load fix.ps automatically on start-up, but if you want to do that, you should probably use the following fix, which was sent to me by Craig Servin:

3)
edit the file gs_init.ps
find the section that looks like this

/initgraphics {some junk } odef

and make it look like this

/initgraphics { some junk 0 36 translate } odef

all this does is moves the origin up by 1/2 inch(36 points) and since initgraphics is called after every showpage it works for multiple page printouts.

I hope this helps those having these kinds of problems.

-Tim

3455. Spectre-GCR v3.0/System

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 04:40:06 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1agjr6INNiec@golem.wcc.govt.nz>
Source record: 216817

What's the difference between system 6.0.4 and 6.0.5? And, if any, what's the advantage?!

Also, when I call up 'Get Information' from the file menu, a lot of the text seems to overlap - making it very difficult to read. (And I'd rather keep th font size above 10 point!)

And, where can I get a (PD) Epson (FX/MX/LX compat') for the mac'.

Thanks for any help! (Nice gadget!)

3456. TOS upgrade?

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 04:57:20 UTC
From: jad2433@ritvax.isc.rit.edu
Message-ID: <1992Oct2.045720.3272@ultb.isc.rit.edu>
Source record: 216708

What is a good TOS upgrade for a Mega ST?
I currently have Tos 1.4, and a 1.44 meg Floppy
I have plans to go beyond the 4 meg Barrier with the MegaST with some help
from FastTech. I dont know what Jim is going to do to do it, but I would
like to have a TOS capable of handeling it.

Has anyone had any experience upgrading their TOS beyond 1.4?

3457. Re: Desktop background picture for color monitors??

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 05:14:12 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1aglr4INNauo@aludra.usc.edu>
Source record: 216818

In article <4327@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:

>Scratch that. Get Warp 9 from CodeHead Technologies. Not only does it
>speed up your screen (like Quick ST and Turbo ST), but it also includes
>background pictures (TNY, PIx, Lexicor PNT [resolution independent]) as well
>as Extend-O-Save, an AfterDark-like modular screen saver. The instructions
>for making your own modules can be freely distributed.

I'd like to take a moment and put in my $.02 about Warp9. On the
whole, it is good but as a TT user, it has some shortcomings. If anyone
out there has some (constructive!) suggestions for them, I would appreciate
advice.

I have Warp9 ver3.70 ("with Extendo-save!" :)

I purchased Warp9 at the recent Glendale Atari show (unfortunately,
since then, I have managed to lose my registration card :( ). Warp9 works
in most respects except for:

1) in some applications (ex. Connect) it places a blinking cursor
in the (usually) upper left-hand corner.

2) It does not read the warp9.dat file I have placed in the root
of my c:\ drive (even with the .acc installed too). This shows up most
annoyingly when I try and play PopulousII - the screensaver goes on five
minutes into the game. I have tried several ways in the warp9.dat file:
"pop2.tos ", "pop2.tos s0" and even "pop2.tos s0 a0 m0". Unless I manually
turn it off, my populous gets trashed.

3) I don't like the fact that I can't load a .pc3 file into my
TTmedium rez, or a .pc2 for that matter. Also, I don't have access to
prism paint so there are no utilities (that I am aware of) that will convert
anything (but especially GIFs) into any of the TT resolutions, which is what
I am in most of the time. BTW, it is almost amusing to see a .pc1 loaded
as the backdrop in TTmed - this picture covers...the entire left/upper
quadrant of the screen :). This would be cool if you could at least tile
the picture over the rest of the screen...

Other than that, Warp9 does significantly speedup screen output,
and when I am in ST modes, the backgrounds are nice! :) Oh, the ability
to replace the fonts is ESPECIALLY nice (and not as slow as GDOS). Of
course, I have yet to see any other extend-o saves work (other than screen
blank) but as I said, I don't spend much time in ST modes.

>--
> ||| Ed Krimen
> ||| ekrimen@wet.com

> / | \ E.KRIMEN (GEnie)

Mike

3458. TDD

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 05:37:39 UTC
From: bandit@mintir.new-orleans.la.us
Message-ID: <gH6ZRB1w165w@mintir.new-orleans.la.us>
Source record: 216826

Hello, do they have a proram out that would allow a Atari ST to communicate with a standard TDD?? Any info would help..

3459. ICD link

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 06:05:17 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Oct02.060517.52341@yuma.ACNS.ColoState.EDU>
Source record: 216821

Well, our local dealer got the new ICD Link in stock three days ago, so I bring my Toshiba 3301 CD-ROM to the store to see how the new link and ICD software works. (The Metados 2 as supplied by Atari does not work with the 3301)

The Link did looks cool, it's just like an adapter of some sort(like the serial port gender change in size) one end has the DMA connector (a DMA cable comes with the package) and the other end is a male SCSI connector(ready to plug into typical SCSI drive). The software boot is version 6.0.2 and besides the new cd-rom software there is a program call eject (the doc said it eject disk from those floptic drive).

Anyway, the ICD version of Metados installed itself at boot time with some strange behave (ICD said they will have it fix right now so I won't go thru that.), but the 3301 did installed as two logical drive -- one for the old IBM type format and one for the ISO standard format. (The Mac HFS format is not support, so I guess the Spectre won't see it either, but I did not try that yet to be compelete sure about it). Insert an IBM format type CD-ROM in the drive and click on the icon for the IBM format drive. The content on the CD-ROM shows up just like the hard drive and read the text file without any problem. Copy binary file also seems to work (of course we cann't run those IBM binary files) We then tried an ISO standard type disk, it also works just fine. The Mac develope disk (Mac HFS disk) doesn't work (just like ICD has said, but just want to try anyway).

However ICD say currently there is no application that would use the CD-ROM nor provide control to play audio CD in the CD-ROM drive.

The Link looks very good and the software seems to do what ICD said, so should be a good product. Just some of my short hand-on experience.

Tang
sytang@lamar.colostate.edu

3460. Re: Samples and Falcon...

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 06:43:17 UTC
From: anamr@cats.ucsc.edu
Message-ID: <1agr25INNt7g@darkstar.UCSC.EDU>
Source record: 216822

What I heard was that Sony was working on a blue laser to increase
storage by several magnitudes on CD...

3461. Exception handler for 6888x

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 07:23:18 UTC
From: castermn@tokyo.seri.philips.nl
Message-ID: <1992Oct2.072318.10325@phcomgw.seri.philips.nl>
Source record: 216824

Hello world,

Is there somebody out there who has experience
in handling exceptions for a 6888x ?

I am building Yet Another Function Plotter. Upon
excecution of the formula an alert should be displayed
whenever "operand overflow", "illegal argument" etc
occurs.

I used Pure C which supports 6888x but the 'signal()' function
does not handle 6888x exceptions.

I asked Eric Smith but MiNT currently does not support
6888x exceptions. It supports 6888x on context switch.

Is GNU as solution ?

I tried to write a handler in assembler, this failed up to
now because of insufficient TOS/assembler knowhow. And because
I cannot debug these things. During exception handling the
Trace-bit is OFF so the debugger does not stop.

Who knows a solution ? Assembly / C source / ideas welcome

Thanks,

Luc Castermans
Philips Semiconductors
Group: Cordless phones
Eindhoven, Netherlands
E-mail: castermn@sce.philips.nl
tel +31-40722171
fax +31-40722764

3462. AEO blows chunks

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 08:18:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <BvHJ2q.3pA@acsu.buffalo.edu>
Source record: 216828

In a latenight attempt to stave off sleeping, I decided to login to the cleveland freenet and check out the latest online magazine issues. Tonight I opted to read Atari Explorer Online.

The first 1/5th had the usual coverage of the latest usergroup meetings. The middle 2/5th's were a review of Atari magazines, both printed and online; Atari Explorer Online was given 4 stars- one reason being they don't waste excessive space covering non-Atari related information (ala ST Report). * The final 2/5th's were an extensive statistical analysis of some moronic * Star Trek survey that had a sample size [on average] of -49- people.

The reviewer bitched about how ST Report spends so much time covering other industry news. Personally, that's my favorite part of the magazine. There isn't any point to being insular about the Atari market. AND YOU COULDN'T BE EVEN IF YOU WANTED TO, IT'S NOT BIG ENOUGH.

THIS MESSAGE HAS NO POINT, EXCEPT TO BITCH ABOUT THAT FUCKING STAR TREK ARTICLE.

I am a die-hard Atari user.
AND
The only show I watch on TV is Star Trek.

But this was one of the most stupid/useless/annoying things I have seen in quite a while. If my choice is between this kind of material and information about the latest breakthroughs in LCD display technology or floptical seek rates: I'll take ST Report thank you very much.

Thank you for reading this message. It has made me feel better to vent my frustrations..

.Philip

3463. HP deskjet and FirstWordPlus

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 09:24:55 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Oct2.092455.19882@echo.philips.nl>
Source record: 216827

Hi,

Recently I bought a HP deskjet 500, to replace my defective star lc10-24,
but I run into one problem:

I do use FirstWordPlus heavily for documents containing images,
however, the printer driver I found, does not print the images at all.

Is there somewhere a driver for FWP and HPdj500 which can handle this?

Is it possible at all?

Thanks

John
--
John Janssen Email: johnj@echo.philips.nl <-- may stop soon(?)
The Netherlands or: John.Janssen@atehv.bso.nl <-- back in Nov. 92
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, C

3464. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 09:28:16 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.NL52eAlf56M@marsu.tynet.sub.org>
Source record: 216755

In <1992Sep30.013510.13771@ucsu.Colorado.EDU>, Steve Schram writes:
> How about we start a new group for the falcon? I believe it more than
> deserves its own group. How 'bout it?

Then I'd like to have two further groups separated from c.s.a.s:
comp.sys.atari.TT
comp.sys.atari.spectre

I think the amount of topics is big enough to justify that separation.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Any kind of work is a little death. << -- ALF

3465. Re: TDD

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 10:52:59 UTC
From: etlgtme@etlxd32l.etlxd
Message-ID: <1992Oct2.105259.6630@ericsson.se>
Source record: 216829

In article gH6ZRB1w165w@mintir.new-orleans.la.us, bandit@mintir.new-orleans.la.us (David Bazzelle) writes:
> Hello, do they have a proram out that would allow a Atari ST to
>communicate with a standard TDD?? Any info would help..

Excuse my ignorance, but whats a TDD ??

Grant.

```
---------1---------2---------3---------4---------5---------6---------7---------8
_/_/_/_/_/ _/_/ _/_/ _/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Sponges live at the bottom of the sea.
_/ _/ _/ _/ _/ | Makes you wonder how much deeper they'd
_/_/_/_/_/ _/ _/ _/_/_/_/ | be if they didn't." (Steven Wright)
```

3466. Re: Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 11:33:09 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Oct2.113309.2468@aston.ac.uk>
Source record: 216842

mapmh@gdr.bath.ac.uk (M Hagger) writes:
: In the referenced article, ant@galadriel.bt.co.uk (Antony Espindola) writes:
: >From article <1992Sep25.123525.22133@gdr.bath.ac.uk>, by mapmh@gdr.bath.ac.uk (M Hagger):
: >> In the referenced article, swanee@megadata.mega.oz.au (Geoff Swan) writes:
: >> that as usual we in England will be paying way over the odds for these
: >> machines, typically in my experience we pay the same amount in UK
: >> pounds as the Americans do in dollars!
: >>
: >> Oh well such is life. (or c'est la vie for those language buffs).
: >>
: >> Does anyone know why we always pay more in England? I've known cases
: >> where it would have been cheaper to get on a ferry drive to Germany,
: >> buy a machine and drive back, rather than buy from a UK distributor.
: >>
: >
: >Well, I attended the ECTS (European Computer-entertainment Trade Show)
: >about a month ago, in London, and Atari UK expressed that the bottom
: >of the range Falcon030 WOULD be on sale for #499 (four hundred and
: >ninety-nine pounds sterling). This is obviously excluding Hard
: >disk,etc, but at least it's cheap.
: >
: >Antony.
:
: Well, this sounds quite promising - does anyone know any figures for the
: machines with hard disc, co-processors or extra memory?
:
: Mark

The last ST Format (October issue) stated 499 pounds sterling for the
"basic" Falcon in the UK, and (I think?) 899 pounds sterling for 4Mb
RAM and Hard drive (48Mb?) which seems pretty reasonable to me. I guess
Mega prices are going to drop like stone...

--
Tim Wright. \ Real Life sucks
wrighttj@cs.aston.ac.uk \ losers dry.

3467. Re: e: Convert picture formats??? Which program?

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 11:35:15 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16874B103.BWWL@ibm.rz.tu-clausthal.de>
Source record: 216831

Hi!

Just in addition to my last posting... Gemview can be obtained via ftp from
ftp.tu-clausthal.de (139.174.1.3) /pub/atari/graphics/viewer/gview11m.lzh

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

3468. OCR programs

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 12:18:34 UTC
From: arneso@ifi.uio.no
Message-ID: <1992Oct2.121834.27128@ifi.uio.no>
Source record: 216832

Is there anyone on the net that have experiences with Sherlook
professional OCR. I consider to buy it, and would like some
feedback on it. Also, what is the German lsit price for it?

---
arneso@ifi.uio.no - Arne Sommer "Powder to the People"

3469. Re: CAD programs

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 12:38:12 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.718029492@rw8.urc.tue.nl>
Source record: 216834

fergus@areaplg2.corp.mot.com (George Fergus) writes:

>>> I am in particular interested in OrCAD and as far as I know there isn't
>>> anything that is as powerful as that piece of software. It is $1500 and
>>> is pretty affordable since industrial software is in the $5000+ range.
>>There is a very good CADD prog for the mac that doesn't cost $>1000...
>>it is called Claris CAD (by ofcourse Claris)... we use it at work for
>>all our enclosure layouts, our machine shop uses it for every print/
>>patent applic that they do...
Hahahaha, when I told the guy that lives with me and six other sutdents
in our studenthome I had read that somebody had said that OrCad was the
most powerful .... etc. etc. Hahahaha he laughed and laughed, and then
told me he used a program named NP2 on an atari (I didn't even know he
had ever used an atari :) which is supposed to be THE BEST.
He is an electronics student and freak so I think I can trust his
opinion in this.

Erlend.

3470. Re: Rufus doesn't work well with my modem

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 12:52:08 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.GUPCIf0foYY@nasim.sta.sub.org>
Source record: 216848

In <1992Oct1.124218.3026@fwi.uva.nl>, Richard G.C. Storm (I89 writes:
>
>
>After installing my modem(TORNADO) and rufus vs 106 I tried
>to connect with my university. After connecting I got all
>the lines double.
>
>Does anybody knows what to do (How to put the echo off??? maybe)

The latest version of Rufus I know is the V 1.11 rel-9. Rufus has been changed totally since V 1.10 so I don't remember how to put the echo off. Just search in the menus. I think echo off is default, so the last solution will be removing your configuration file (RUFUS.RUF).

I didn't find the latest version of Rufus on my first adventure through Internet at a.a. I just found the quite old (but funny) version 1.02 there.
Anywhere I heard about the version 1.20. Is this true?

>Richard Storm, storm@fwi.uva.nl ||
>University of Amsterdam.

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3471. Use 3D Chopper Glasses on your ST once again

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 12:59:08 UTC
From: glens@natinst.com
Message-ID: <1ahh2sINNhbc@falcon.natinst.com>
Source record: 216833

I have just uploaded chop.arc to the New directory on
atari.archive.umich.edu. It lets you use the SEGA glasses with the RS-232
interface (like they do on the PC) with old software which supports the
StereoTek glasses. I did it because the StereoTek glasses are no longer
available. I also recommend taking a look at molecule.arc, it works really
well with chop.arc and the SEGA glasses.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com

3472. Re: GCC 2.1 and templates..bug?

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 13:33:08 UTC
From: dillenbu@bert.eecs.uic.edu
Message-ID: <1992Oct2.133308.12450@bert.eecs.uic.edu>
Source record: 216835

as327@cleveland.Freenet.Edu (Roy Bixler) writes:

>In a previous article, POHLERB@DMSWWU1A.UNI-MUENSTER.DE (Bjarne Pohlers) says:

>>In article <1992Sep29.233920.10870@bert.eecs.uic.edu>,
>>dillenbu@bert.eecs.uic.edu (John Dillenburg) says:
>>>
>>>I get two bombs when I try to compile the following C++ code
>>>using GCC 2.1, anyone know why?
>> How much memory do you have? Sometimes GCC bombs at my system, if there
>> is not enough memory...

>It could also be because GCC 2.1 does not support templates.

YOu mean it doesn't fully support templates? I have been able to compile
simple template classes, I just can't get the << operator to overload
with a template class. By the way, my TT has 8 megs of memory so I don't
think running out of memeory is my problem...

--
+---+---------------------+
John Dillenburg	"You can't keep a
Univ. of Illinois at Chicago	man down without
Dept. of Electrical Engineering and Computer Science	staying down with

3473. Re: Spectre-GCR v3.0/System

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 13:37:12 UTC
From: wmagro@uiuc.edu
Message-ID: <BvHxu2.Iw8@news.cso.uiuc.edu>
Source record: 216836

In article <1agjr6INNiec@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
:^) What's the difference between system 6.0.4 and 6.0.5? And, if any, what's
:^) the advantage?!
:^)
:^) Also, when I call up 'Get Information' from the file menu, a lot of the text
:^) seems to overlap - making it very difficult to read. (And I'd rather keep th
:^) font size above 10 point!)
:^)
:^) And, where can I get a (PD) Epson (FX/MX/LX compat') for the mac'.
:^)
:^) Thanks for any help! (Nice gadget!)

There is a decent Epson 9-pin and 24-pin driver available as freeware. The package is called: Chuck's printer drivers. It is available on mac sites which mirror the info-mac archives (wuarchive.wustl.edu, for example). You can always search for it under 'chucks' using archie.

Bill

3474. Re: Desktop background picture for color m

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 13:53:00 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct2.135300.24766@newshost.lanl.gov>
Source record: 216837

In article 1aglr4INNauo@aludra.usc.edu, baffoni@aludra.usc.edu (Juxtaposer) writes:
> I'd like to take a moment and put in my $.02 about Warp9. On the
>whole, it is good but as a TT user, it has some shortcomings. If anyone
>out there has some (constructive!) suggestions for them, I would appreciate
>advice.

<< stuff deleted >>

>Mike

Mike, the best suggestion I could possibly give you is to call up the CodeHeads and ask _them_ if there are any fixes for your Warp 9 problems with your TT. Since you say you bought it at the Glendale show, I assume you live in California so give 'em a ring and ask.

Then let us know what you find out. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3475. Re: Desktop background picture for color monitors??

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 13:58:34 UTC
From: kslate@MtHolyoke.edu
Message-ID: <BvHytM.2Gs@mtholyoke.edu>
Source record: 216838

There is another program which lets you put a picture on the screen
for a desktop no matter what the resolution...Neo Desk from Gribnif Software.
It is an excellent desktop alternative simular to tos 2.06. Has a lot of
nice features for around $40.00.

Kevin

3476. Re: TDD

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 14:01:55 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Oct2.140155.24429@a.cs.okstate.edu>
Source record: 216847

okay... TDD tech info

5 bit baudot code
26 chars (upper case only)
2 shift characters (alpha shift and num shift)
the same alpha codes are used for numeric digits after a shift character.
Must shift back to alpha later....

The carrier is momentary. It exists only while a character is being
transmitted. Then there is silence until the next character. The SAME
carrier is used by the other end... hence the need for silence between
transmitted characters.

The bit rate is about 45.45 baud (ca. 50 or 60 wpm)

the 5 data bits are bracketed by a start/stop bit pair.

jc

3477. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 14:10:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct2.141022.26727@newshost.lanl.gov>
Source record: 216839

In article 00awAAFql9r@andrew.cmu.edu, osoelgaultier+@CMU.EDU (Stefan Monnier) writes:
>Excerpts from netnews.comp.sys.atari.st: 1-Oct-92 New Mac Prices tough
>on Falcon Marcelino Bernardo@ereva (478)
>
>> Here is a portion of a recent press release posted in
>> comp.sys.mac.announce.
>
>> Previous SRP New SRP %Change
>> Macintosh LC II(4MB/40HD) $1,699 $1,239 27
>> Macintosh LC II(4MB/80HD) $1,849 $1,349 27
>
>> It seems to me that Atari would have a hard time marketing the Falcon with
>> similar configuration for ~$1300 as I've read in this newsgroup.
>
>Although it is twice as fast, has DSP, and ....

The real problem here, folks, is that Apple, _not_ Atari, has the marketing savy to get their new mass market Macs (Performa line) into retailers such as Sears, Silo, Lechmere, etc. While Mom & Pop are looking at the new washing machines, why not take a peek at these new fangled `pooters' too? Apple execs estimate there are still 7 million homes in the US that could afford a computer and don't yet have one. That's their target.

The Performa 200 is a repackaged Classic II and the Performa 400 is the LC II with a different nameplate. Only the Performa 600 and 600CD (at $2K & $2.5K) are new, based on a 32MHz 030 (crippled), the latter with built-in CD-ROM.

Question 1: Is the Falcon a superior machine for the money? A: Yes.
Question 2: Does it matter to the mass public? A: No.

Why? Because they won't know anything about it! John Q. Public still thinks Atari either a) "went out of business long ago" or b) "just makes video games."

Apple will literally sell _millions_ of these things while Atari is still struggling to find a few dealers willing to carry their hardware. Sheeesh.

What? Me bitter? Nyaaaah. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3478. Re: TeXDraw - new developer sought

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 14:11:14 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Oct2.141114.26404@csi.uottawa.ca>
Source record: 216846

In article <annius.717681717@freyr> annius@sif.research.ptt.nl (Annius Groenink) writes:
>lynbech@daimi.aau.dk (Christian Lynbech) writes:
>
>I don't REALLY believe this. The way Jens tried it by asking for
>someONE on the news was a good idea. I don't have the time, but
>I'd love to work on TeXdraw if I had the time (first thing: convert
>the sources to C).

And just to spice up the debate; there is at least one Modula2->C
translator. Use archie to search for p2c; it supports several
versions of Pascal, and considers Modula2 to be one such. I'm hoping
it's capable of being compiled on an ST without TOO much work.

Modula2 probably has a number of advantages to C; unfortunately for
the TeXDraw purposes, C compilers and C programmers are far more
common. I wouldn't mind seeing a colour version of it, even if it was
a little limited in screen size.

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3479. Re: GCC 2.1 and templates..bug?

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 14:19:19 UTC
From: mack@deci.cs.umn.edu
Message-ID: <mack.718035559@deci>
Source record: 216840

In <1afikeINNalq@usenet.INS.CWRU.Edu> as327@cleveland.Freenet.Edu (Roy Bixler) writes:

>In a previous article, POHLERB@DMSWWU1A.UNI-MUENSTER.DE (Bjarne Pohlers) says:

>>In article <1992Sep29.233920.10870@bert.eecs.uic.edu>,
>>dillenbu@bert.eecs.uic.edu (John Dillenburg) says:
>>>
>>>I get two bombs when I try to compile the following C++ code
>>>using GCC 2.1, anyone know why?
>> How much memory do you have? Sometimes GCC bombs at my system, if there
>> is not enough memory...

>It could also be because GCC 2.1 does not support templates.

gcc 2.0 and above support templates. This seems to be a bug in gcc in
general, not just on the ST. The two bombs are probably a result of
cc1plus getting a fatal error. On my Sun, cc1plus aborts with a
segmentation fault when I compile the same code.

Dan

--
-- -- -- --- --- --- ---- ---- ___ ---- ----- ----- ----- ------ ------ -----
Dan Mack / | \ "We're not hitchiking anymore... ..
University of Minnesota \/_\/ We're riding!" -Commander Hoek
Minneapolis, MN 55403 ----- ----- ----- ---- ---- ---- --- --- --- -- -- --

3480. Re: atari customer service?

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 14:24:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct2.142422.28618@newshost.lanl.gov>
Source record: 216841

In article 3337@isgtec.isgtec.com, ken@isgtec.com (Ken Newman) writes:
>
>Anyone know a number for customer service at Atari in Sunnyvale, or for
>their East Coast/Canada office? I called a number recently posted here
>for Gail Bacani (sp?) and was informed the number was disconnected.

Ken, I haven't called Gail for awhile but the last I knew, her number was still (408) 745-2022. Gail is primarily responsible for Developer Support, BTW. Tech support used to be at (408) 745-2008 but if that fails, why not just call the Atari switchboard at (408) 745-2000 and ask.

If Atari keeps their promise, Falcon owners will have access to a free 800 line to call for tech support. Of course, I don't actually recall hearing them say they were going to _man_ this line. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3481. Crackart english docs...again???

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 14:54:06 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Oct2.105406.1@sscl.uwo.ca>
Source record: 216843

Does anyone have the english docs for crackart? I think this has been posted before and may have been resolved...but I didn't have the package then and so didn't follow the posts! Also, has anyone had this problem: I import a picture, degas/neo etc. and it gets split (eg. the left half of the picture is shown on the right of the screen and vice-versa). Any help with either of these problems is appreciated,

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

3482. Hardware problem? Help please!

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 16:02:13 UTC
From: thiele@quando.quantum.de
Message-ID: <1992Oct2.160213.2131@quando.quantum.de>
Source record: 216702

Hello everybody,

I have a problem with my MEGA ST, and I hope that someone can help me
a bit!

I have a MEGA ST 1 with a 4MB extension and TOS 1.2. I am running MiNT0.95,
and when I leave MiNT, a bus error occurs! This happens after MiNT writes
'Leaving MiNT' (without an error message). MiNT itself has no problems,
and it runs well!
This is not a problem of MiNT, because this happens since some days and
not before!!!!
This is also no hard disc problem, because the problem occurs also when I
start MiNT from disc. Maybe it is a problem with the memory extension,
but I can fill the whole 4MB (e.g. with MGR) without having problems.
Maybe the MMU is getting mad?
By the way: I can boot GEM e.g. with bootgem, or with mint.cnf without
any problems.
Some more 'diagnostics': When playing 'Railroad Tycoon' or `Elvira',
a bus error occurs when I move the mouse into the last screen line!
This happens since some days, not before!
(original discs, no virus problems!) But the most programs does not have
problems (or I do not find them)
It seems to be a little but nasty error.

Is there anybody who can figure out what goes wrong? Maybe someone has
had the same problem (and solved it). Or has a 'feeling' what error it is.
I hope someone can help me.

Thanks in advance

Holger

--

Holger Thiele |
Quantum GmbH Dortmund | Et nunc, reges, intelligite,
thiele@quantum.de | erudimini, qui judicatis terram

3483. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 19:22:59 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct2202259@SunLab41.essex.ac.uk>
Source record: 216707

In article <Aemvoq_00awAAFql9r@andrew.cmu.edu> osoelgaultier+@CMU.EDU (Stefan Monnier) writes:
| Excerpts from netnews.comp.sys.atari.st: 1-Oct-92 New Mac Prices tough
| on Falcon Marcelino Bernardo@ereva (478)
| > Here is a portion of a recent press release posted in
| > comp.sys.mac.announce.
| > Previous SRP New SRP %Change
| > Macintosh LC II(4MB/40HD) $1,699 $1,239 27
| > Macintosh LC II(4MB/80HD) $1,849 $1,349 27
|
| > It seems to me that Atari would have a hard time marketing the Falcon with
| > similar configuration for ~$1300 as I've read in this newsgroup.
|
| Although it is twice as fast, has DSP, and ....
| well, I'm just wondering: why am I answering this kind of post ?

Because you don't realise what an influence software support has on people perhaps? Don't flame me, I'v had an ST for 4.5 years, and I'm getting fed up with the way software companies are withdrawing support for the ST. My next machine (hopefully I'll get one next year) will probably be a PC (ugh!)

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

This line is absolutely no use whatsoever.

3484. AEO address?

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 19:49:35 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <2OCT92.15493539@cc4.crl.aecl.ca>
Source record: 216706

Could someone tell me the E-mail address of Atari Explorer on-line.
I asked Greg Lindahl at Virginia.Edu but he was obnoxious and
would not tell me. Always puzzles me why some netters treat others
with contempt.

3485. Re: Is there an auto prg to merge midi out with a thru?

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 19:52:42 UTC
From: despair@netcom.com
Message-ID: <1992Oct2.195242.5835@netcom.com>
Source record: 216849

In article <mikhil.717889145@ida> mikhil@ida.csd.uu.se (Mikael Hillborg) writes:
>Oh, I dont think you should use such a cable because it doesnt follow
>the MIDI-standard specification. I used such a cable with my Atari and
>got problems.
It does follow the specs. Only the receivers should be isolated. If
they don't follow the specs you will get problems.

Regards.

--
Scott Hanson This has been a recording.
despair@netcom.com

3486. Re: Convert picture formats??? Which program?

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 19:56:06 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1ai9gmlNNsk4@aludra.usc.edu>
Source record: 216703

In article <16874AC0.BWWL@ibm.rz.tu-clausthal.de> BWWL@ibm.rz.tu-clausthal.de (Wolfgang Ley) writes:
>In article <BvEqKI.1HL@sci.kun.nl>
>leonp@cs.kun.nl (Leon Pillich) writes:
>
>>Just a simple question.
>>I'm looking for a program that can convert several picture formats.
>>I want especially to convert a 16 color gif to a black and white degas
>>picture (320x200 to 640x400).
>>
>>I think there must be a program to do this, but which?
>>And where can I find it (pd/shareware/freeware).

>Hi!
>There are sevral prgs to do the job. A good choice is "gemview".
>You can get some convert-prgs via ftp from "ftp.tu-clausthal.de" (139.174.1.3)
>Get /pub/atari/graphics/convert/Index ....

Hold on a sec. As far as I know, Gemview (even the latest) reads
everything (even jpg) but it only saves in img (either color or monchrome).
This person is asking for a converter program. A good program for doing
this kind of manipulation is the suite of PBM tools (I believe you can get
them on a.a.). It will take a little bit o' shuffling, but they work really
well, and give you lots of control over the output - in fact probably more
control than most people will ever use! :)

However, if all you want to do is look at a nice picture, then
Gemview will work just fine (if a bit slow on a non-TT machine).

BTW, does anyone know if Gemview will work on the Falcon? It looks
like whoever wrote Gemview adhered pretty well to all the VDI stuff, as it
works well with cache on, and even with Warp9 installed (even if there is
no speed improvement).

>Bye,
> Wolfgang.
<sig deleted>

-Mike

3487. Re: Is there an auto prg to merge midi out with a thru?

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 20:00:09 UTC
From: despair@netcom.com
Message-ID: <1992Oct2.200009.6293@netcom.com>
Source record: 216850

I am glad to have brought up a popular point, and apologize for getting
the pinout wrong. I was attempting to do so from memory after several
months of "pinout inactivity." Not only did I misremember the pin numbering
scheme, but the physical layout as well! Thank you all for correcting me.
It _does_ work well and reliably for me, even if I have a defective brain!

Regards.
--
Scott Hanson This has been a recording.
despair@netcom.com

3488. STaladin 1.50 ...

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 21:03:05 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1aide9INN8i4@aludra.usc.edu>
Source record: 216701

Hi all,

I just downloaded the latest interim release of Aladin (1.50). Since I went through the d/ling and all that (and since the docs say its ok to distribute), I was wondering if there is any interest in having it put in A.A. or any of the other archives.

Its not like a real big deal, but since I'm lazy I won't if there is no interest.

BTW, email if you are interested - we probably don't need to waste more bandwidth than I already have. :)

-Mike

3489. Re: For Sale: ATARI STe, plus accessories

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 21:03:20 UTC
From: robert@informix.com
Message-ID: <robert.718059800@labyrinth>
Source record: 216711
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

ganderso@unlinfo.unl.edu (gary anderson) writes:

>I've got an Atari STe with an SC1435 monitor, with an extra
>mouse, which I will sell for $550 (split shipping costs
>between us).

>Also: DeskCart (cartridge, software, box and docs): $30
>
> VideoKey (box and docs): $30

> StereoTek 3-d glasses (complete with cartridge, extra
> software, and a 3-d 'Breakout' game; compatible
> with Cyber-Cad): $70

>I'll pay the shipping on the last three items listed; and I'll be glad
>to answer any questions I can about any of the above.

I may be interested in the Videokey and/or the glasses; I'd like to
discuss further, but I'm going to be away from the office for a week. If
by 10/12 you still haven't sold either of these items, please let me
know that they're still available.

Thanks,
Robert Coleman

Home: (510) 790-3969
Work: (415) 926-6321
--

Disclaimer: My company has not yet seen fit to
elect me as spokesperson. Hmmpf.

3490. Re: HELP!! Do I have a virus or a sick ST?

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 21:30:28 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1135@usdtsg.DaytonOH.NCR.COM>
Source record: 216739

In article <hjv.717945277@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>Try to install the control panel separately - so put it in C:\ and don't use
>Chameleon to load the CP. They don't cooperate too well. I mean, you *can*
>use Chameleon, but not for the CP. This is just a guess, but I remember having
>tried to load the CP with Cham once, and encountering difficulties.

Yup, various ACCessories like to have their own accessory slot. For
instance, you don't want to run the Control panel under Chameleon, or
(I forget the name) the background disk formatter. Only way to tell
is to experiment...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

3491. Re: Spectre-GCR v3.0/System

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 22:09:47 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Oct2.150948.3796@arizona.edu>
Source record: 216705

In article Iw8@news.cso.uiuc.edu, wmagro@uiuc.edu (William Magro) writes:
> In article <1agjr6INNiec@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz
> writes:
> :^) What's the difference between system 6.0.4 and 6.0.5? And, if any,
> what's
> :^) the advantage?!
> :^)
> :^) Also, when I call up 'Get Information' from the file menu, a lot of
> the text
> :^) seems to overlap - making it very difficult to read. (And I'd rather
> keep th
> :^) font size above 10 point!)
> :^)
> :^) And, where can I get a (PD) Epson (FX/MX/LX compat') for the mac'.
> :^)
> :^) Thanks for any help! (Nice gadget!)
>
> There is a decent Epson 9-pin and 24-pin driver available as freeware.
> The package is called: Chuck's printer drivers. It is available on
> mac sites which mirror the info-mac archives (wuarchive.wustl.edu,
> for example). You can always search for it under 'chucks' using
> archie.
>
> Bill

I'm not too sure about the difference between 6.0.4 and 6.0.5, except that a lot of software says you must have _at least_ 6.0.5, and some even says 6.0.7 (which I uderstands works with Spectre--except for sound--yet).

I also use Chuck's printer drivers, but they're not the best. Text looks chunky even in high-res, and it can't accept some curves (i.e., using Mac Draw, some shapes come out flat). I've got another driver (can't remember what it's called) but it's so incredibly slow it's useless.

-Paul Harris
paul@jupiter.ame.arizona.edu

3492. Re: Is there an auto prg to merge midi out with a thru?

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 23:27:56 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.718068476@groucho.phil.ruu.nl>
Source record: 216714

plate@cdsmn.mn.org (Doug Plate) writes:

>So, to implement a true OUT and THRU using 1 male DIN and 2 female DIN:
[... very clear posting deleted ... :)]

Thanks for the clear explanation!

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3493. Re: TOS upgrade?

Newsgroup: comp.sys.atari.st
Date: 1992-10-02 23:30:34 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct2.233034.10925@elroy.jpl.nasa.gov>
Source record: 216710

In article <1992Oct2.045720.3272@ultb.isc.rit.edu> jad2433@ritvax.isc.rit.edu writes:
>What is a good TOS upgrade for a Mega ST?
>I currently have Tos 1.4, and a 1.44 meg Floppy
>I have plans to go beyond the 4 meg Barrier with the MegaST with some help
>from FastTech. I dont know what Jim is going to do to do it, but I would
>like to have a TOS capable of handeling it.
>
>Has anyone had any experience upgrading their TOS beyond 1.4?

If you're already planning to go with Jim Allen's stuff, just wait 'till it gets released. He had some brochures on the Turbo-RAM board at the Glendale Atari Fair, said the board would be ready Real Soon Now. You will probably need TOS 2.06 to take advantage of it, and you will probably be able to plug TOS 2.06 right into the Turbo-RAM board, so don't worry about it for now, wait until the board becomes available.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step toward fulfilling their dreams. For most of them, it's also their last.

3494. MiNT ** Can an application communicate with TOSWIN? **

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 00:18:31 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <kDL2RB1w165w@ersys.edmonton.ab.ca>
Source record: 216724
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been thinking about writing a desktop replacement that takes advantage of MiNT. In order to do this, though, I would like to be able to tell TOSWIN to run a TOS/TTP program in the background (in a window).

Is there a way to do this? I know that I can start a process running in the background using the BG/LIMIT/NICE programs included in the MiNT utility package, but that method will not place the program being run in a Window like TOSWIN does.

The best possible situation would be if an application could tell TOSWIN to execute a program in a window, assign a priority to the program, and limit the ammount of memory it could use.

Is there a way to do anything remotely like this, short of writing my own program to handle the windows and control the output of each process?

Any help would be appreciated.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>

<< The Key: Spirit over mind over matter. >>
<< -- >>

3495. ACC-Auto-configuration?

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 01:44:00 UTC
From: Markus_Schlegel@bn.maus.de
Message-ID: <A5554@BN.maus.de>
Source record: 216791

There's one burning problem I have, hoping to find a solution here:

Are there programs that can rename *.ACC as -eg- *.ACX at a pre-programmed
time and then change it back without anyone intervening from any input
device?
Or is there- that'd even be better - a way to deactivate *.ACCs at a
given time and then have them reactivated at a preset time.
If such solutions do exist, please mail me at
Markus Schlegel@BN.MAUS.DE
so I don't miss an information!

Thanks a lot in advance!

Markus Schlegel
Bonn Germany
voice +49228677124 (Box from 2200 to 0600 hrs UTC, Login as guest with
username GAST for writing personal email to SYSOP
with S SYSOP).
.?

3496. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 02:48:18 UTC
From: steiner@jupiter.cse.utoledo.edu
Message-ID: <1992Oct2.214819.10301@uoft02.utoledo.edu>
Source record: 216715

how exactly is color on the Falcon handled? i know max color mode
is 16 bits. is that 16 bits colors total?

i'd think not, considering 16 doesn't exactly divide evenly into RGB
(what to do with the extra bit?), but it might be 4 bits each + a
brightness range, similar to the Apple II GS.

i'm -hoping- it's actually a 16 bit pal, with 24 bits color total.
that would provide acceptable true color. plus that makes it easier
to do things like color cycling...

jason

Falcon + ethernet + MPEG + 1 gig removable optical drive + csh clone =
the machine i've been dreaming about for the last 5 years.

now if atari just -supports- the damn thing...

--
`,`,`,

3497. Game designers workshop what/why/how/etc

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 02:58:12 UTC
From: wilsont@orac.holonet.net
Message-ID: <BvIyx1.63A@iat.holonet.net>
Source record: 216712

I noticed an add for CDW, in my atari-advantage (the falcon issue)
is this out yet?
if it is... are there any demos/games made by it on the net?
i assume its libraries for C, and not liek STOS.. corect?

anyone else have info on this product... you out there Double Click?

thanks!

3498. Fax software for ST under *IX-Systems

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 03:30:53 UTC
From: markus@mroh.GUN.de
Message-ID: <921002.AA0538@mroh.GUN.de>
Source record: 216709

Hello everyone!

Is there any fax-software available for ST-Machines that runs under
*IX - systems, such as Minix or Unix?

Please reply to:
Markus Schlegel@BN.MAUS.DE

(please do not send anything else but a personal message, since I
don't read this group, thanx!)

3499. Where In The World Is Carmen Sandiego?

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 03:57:56 UTC
From: rfalanga@triton.unm.edu
Message-ID: <40apdzg@lynx.unm.edu>
Source record: 216713

I would like to know if the game "Where In The World Is Carmen Sandiego?" was ever ported to the ST??

--
****

Rod Falanga

3500. Re: STaladin 1.50 ...

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 05:48:02 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ajc6iINN60u@golem.wcc.govt.nz>
Source record: 216716

What does Aladin actually do?! I've heard about it plenty, but still am not sure what it achieves!

3501. 4-Sale (Software + Drive)

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 05:54:38 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ajciuINN60u@golem.wcc.govt.nz>
Source record: 216717

For Sale:

Altered Beast (2-disks)
Atomic Robokid (2-Disks + Original Box etc.)
Wrath of the Demon (4-disks + Original Box etc. STE support - incredible
graphics)
Ultima 5 (3-disks + Original Box etc.)
SDI (1-Disk, original box etc.)
Brimstone adventure (1-disk)
Whirsm���O����/�

(ahem
(ahem)

Whirligig (1-disk + manual)
Bionic Commandos (1-disk + manual)
Atari SF354 SS/DD drive + PSU and cables.
'Organiser' (Spreadsheet, Wordprocessor, Diary etc.)
FirST Basic (Hi-soft)

If you wish further info, or want to make an offer. Please reply to me
at WELLS_S@KOSMOS.WCC.GOVT.NZ

3502. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 07:02:28 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Oct3.070228.5180@terminator.cc.umich.edu>
Source record: 216718

```
drwxrwxr-x atari 1024 Sep 26 05:07 .
drwxrwxr-x weiner 512 Sep 26 16:59 ./utilities/unixtools
drwxrwxr-x weiner 512 Sep 26 04:06 ./gnustuff/tos/gnulib
-rw-rw-r-- hyc 353487 Sep 26 04:07 ./gnustuff/tos/gnulib/gc222lib.zoo
drwxrwxr-x weiner 512 Sep 26 04:07 ./gnustuff/tos/gcc
-rw-rw-r-- hyc 595821 Sep 26 04:08 ./gnustuff/tos/gcc/gc222bin.zoo
lrwxrwxrwx hyc 3 Sep 26 05:07 ./New -> new
drwxrwxr-x atari 1024 Sep 28 12:07 .
-rw-rw-r-- weiner 151886 Sep 28 12:07 ./0index
drwxrwx-wx jon 6144 Sep 28 23:38 ./New
drwxrwx--- weiner 3584 Sep 28 23:41 ./New/.new
-rw-rw-r-- weiner 69157 Sep 28 12:07 ./0compind.Z
-rwxrwxr-x jon 266 Sep 28 12:05 ./.indexget
drwxrwxr-x weiner 512 Sep 28 16:19 ./Gnustuff/Tos/Updates
-rw-rw-r-- hyc 128916 Sep 28 16:18 ./Gnustuff/Tos/Updates/update21.zoo
-rw-rw-r-- hyc 70840 Sep 28 16:18 ./Gnustuff/Tos/Updates/update22.zoo
-rw-rw-r-- hyc 151843 Sep 28 16:19 ./Gnustuff/Tos/Updates/update23.zoo
-rw-rw-r-- hyc 50463 Sep 28 16:19 ./Gnustuff/Tos/Updates/update24.zoo
drwxrwxr-x weiner 3072 Sep 28 10:01 ./Newitems
lrwxrwxrwx weiner 23 Sep 28 09:58 ./Newitems/orcs.lzh -> ../Programming/orcs.lzh
lrwxrwxrwx weiner 25 Sep 28 10:00 ./Newitems/whatis63.lzh -> ../Utilities/whatis63.lzh
lrwxrwxrwx weiner 24 Sep 28 10:00 ./Newitems/photchrm.lzh -> ../Graphics/photchrm.lzh
lrwxrwxrwx weiner 24 Sep 28 10:01 ./Newitems/stzip20.tos -> ../Archivers/stzip20.tos
lrwxrwxrwx weiner 21 Sep 28 10:00 ./Newitems/playback.zoo -> ../Music/playback.zoo
lrwxrwxrwx weiner 20 Sep 28 09:59 ./Newitems/pcosbind.zoo -> ../Mint/pcosbind.zoo
lrwxrwxrwx weiner 34 Sep 28 09:59 ./Newitems/phone.zoo ->
../Applications/Persutls/phone.zoo
lrwxrwxrwx weiner 34 Sep 28 10:00 ./Newitems/portadd15.zoo ->
../Magazines/Portadd/portadd15.zoo
lrwxrwxrwx weiner 21 Sep 28 09:57 ./Newitems/hexmines.zoo -> ../Games/hexmines.zoo
lrwxrwxrwx weiner 24 Sep 28 10:00 ./Newitems/rawfiles.zip -> ../Graphics/rawfiles.zip
lrwxrwxrwx weiner 19 Sep 28 09:58 ./Newitems/mosaic.arc -> ../Games/mosaic.arc
lrwxrwxrwx weiner 25 Sep 28 09:56 ./Newitems/blitz_hd.lzh -> ../Diskutils/blitz_hd.lzh
lrwxrwxrwx weiner 38 Sep 28 09:56 ./Newitems/fntinf10.lzh ->
../Applications/Dtp/Fonts/fntinf10.lzh
lrwxrwxrwx weiner 36 Sep 28 09:57 ./Newitems/gmake362.zoo ->
../Gnustuff/Tos/Gnumake/gmake362.zoo
lrwxrwxrwx weiner 24 Sep 28 09:57 ./Newitems/herm103b.zoo -> ../Telecomm/herm103b.zoo
lrwxrwxrwx weiner 35 Sep 28 09:58 ./Newitems/morsemag.zoo ->
../Applications//Other/morsemag.zoo
lrwxrwxrwx weiner 36 Sep 28 09:58 ./Newitems/namenet.zoo ->
../Applications/Persutls/namenet.zoo
lrwxrwxrwx weiner 29 Sep 28 09:59 ./Newitems/paula20b.lzh -> ../Sound/Players/paula20b.lzh
lrwxrwxrwx weiner 27 Sep 28 10:01 ./Newitems/tmpl201c.lzh -> ../Programming/tmpl201c.lzh
```

```
lrwxrwxrwx weiner 20 Sep 28 10:01 ./Newitems/scriba0.lzh -> ../Demos/scriba0.lzh
drwxrwxr-x atari 1024 Sep 29 16:13 .
drwxrwxr-x weiner 512 Sep 29 11:44 ./Info
-rw-rw-r-- weiner 5057 Sep 29 11:37 ./Info/guide.to.ftp
-rw-rw-r-- weiner 5612 Sep 29 11:39 ./Info/how.to.upload
-rw-r--r-- weiner 2875 Sep 29 11:58 ./Info/atari.archive.faq
-rw-rw-r-- weiner 3714 Sep 29 11:38 ./Info/umich.archive.guide
-rw-rw-r-- weiner 151957 Sep 29 16:12 ./0index
drwxrwx-wx jon 6144 Sep 29 16:06 ./New
drwxrwxrwx ftp 24 Sep 29 12:20 ./New/...
drwxrwxr-x jon 4096 Sep 29 16:09 ./Graphics
drwxrwxr-x weiner 512 Sep 29 16:09 ./Graphics/Elwell
-rw-rw-r-- weiner 8751 Sep 29 16:09 ./Graphics/0index
-rw-rw-r-- weiner 12501 Sep 29 16:06 ./Graphics/ppmtoraw.lzh
-rw-rw-r-- weiner 164925 Sep 29 09:46 ./Programming/orcs.lzh
-rw-rw-r-- weiner 69195 Sep 29 16:12 ./0compind.Z
drwxrwxr-x weiner 3072 Sep 29 16:06 ./Newitems
lrwxrwxrwx weiner 24 Sep 29 16:06 ./Newitems/ppmtoraw.lzh -> ../Graphics/ppmtoraw.lzh
drwxrwx-wx jon 6144 Sep 30 21:06 ./New
-rw-rw-rw- ftp 285092 Sep 30 21:06 ./New/mjovebin.zoo
-rw-rw-rw- ftp 466782 Sep 30 21:06 ./New/mjovesrc.zoo
drwxrwx-wx jon 6144 Oct 2 02:37 ./New
-rw-rw-rw- ftp 3898 Oct 1 07:24 ./New/gem_load.lzh
-rw-rw-rw- ftp 5990 Oct 1 07:24 ./New/ps_cpx.lzh
-rw-rw-rw- ftp 76884 Oct 1 15:37 ./New/convert.zoo
-rw-rw-rw- ftp 126976 Oct 2 02:37 ./New/cybrdemo.lzh
drwxrwxr-x weiner 1536 Oct 1 13:02 ./Mint
-rw-rw-r-- weiner 285092 Oct 1 13:02 ./Mint/mjovebin.zoo
-rw-rw-r-- weiner 2732 Oct 1 13:04 ./Mint/0index
-rw-rw-r-- weiner 466782 Oct 1 13:02 ./Mint/mjovesrc.zoo
drwxrwxr-x jrd 5120 Oct 1 13:06 ./8bit
drwxrwxr-x jon 2560 Oct 1 13:01 ./Telecomm
-rw-rw-r-- weiner 4170 Oct 1 13:02 ./Telecomm/0index
-rw-rw-r-- weiner 245694 Oct 1 13:01 ./Telecomm/conn160.lzh
drwxrwxr-x weiner 3072 Oct 1 13:03 ./Newitems
lrwxrwxrwx weiner 23 Oct 1 13:01 ./Newitems/conn160.lzh -> ../Telecomm/conn160.lzh
lrwxrwxrwx weiner 20 Oct 1 13:03 ./Newitems/mjovebin.zoo -> ../Mint/mjovebin.zoo
lrwxrwxrwx weiner 20 Oct 1 13:03 ./Newitems/mjovesrc.zoo -> ../Mint/mjovesrc.zoo
drwxrwxr-x atari 1024 Oct 2 10:18 .
-rw-rw-r-- weiner 152035 Oct 2 10:17 ./0index
drwxrwx-wx jon 6144 Oct 2 12:18 ./New
-rw-rw-rw- ftp 4664 Oct 2 08:50 ./New/chop.arc
-rw-rw-rw- ftp 319704 Oct 2 10:05 ./New/lightcyc.arc
-rw-rw-rw- ftp 28160 Oct 2 11:42 ./New/ttartist.lzh
drwxrwxr-x jon 2048 Oct 2 10:15 ./Archivers
-rw-rw-r-- weiner 2781 Oct 2 10:16 ./Archivers/0index
drwxrwxrwx jrd 1024 Oct 2 18:16 ./8bit/New
-rw-rw-rw- ftp 237 Oct 2 03:15 ./8bit/New/tpx.txt
-rw-rw-rw- ftp 20352 Oct 2 03:14 ./8bit/New/tpx50x.arc
-rw-rw-rw- ftp 30992 Oct 2 09:24 ./8bit/New/zmag120.txt
```

```
-rw-rw-rw- ftp 57392 Oct 2 09:24 ./8bit/New/zmag121.txt
-rw-rw-rw- ftp 32768 Oct 2 11:33 ./8bit/New/zmag128.arc
-rw-rw-rw- ftp 16896 Oct 2 14:04 ./8bit/New/zmag129.arc
-rw-rw-rw- ftp 29184 Oct 2 18:16 ./8bit/New/zmag122.arc
-rw-rw-r-- weiner 69227 Oct 2 10:17 ./0compind.Z
drwxrwxr-x weiner 3072 Oct 2 10:15 ./Newitems
lrwxrwxrwx weiner 20 Oct 1 13:03 ./Newitems/mjovebin.zoo -> ../Mint/mjovebin.zoo
lrwxrwxrwx weiner 20 Oct 1 13:03 ./Newitems/mjovesrc.zoo -> ../Mint/mjovesrc.zoo
```

3503. Re: TOS upgrade advice/help needed :^)

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 07:56:43 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2ACD523B.20683@news.service.uci.edu>
Source record: 216719

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
> Best Electronics now has a competing product that has the switch
>already made, so you may want to compare the two. The TEC comes with a
>utility disk of stuff for TOS 2.06, I don't know what the Best kit
>comes with. (And I haven't actually installed 2.06 on my systems yet,
>so I haven't looked over the utilities disk...)
> If your ST already has a socketed CPU (e.g., if you had some CPU
>accelerator installed) the installation will be much easier.

Speaking of the Best Card (it's actually by Wizztronics who also
make that cartmaster) I took a look at it at the Glendale Show.
Really neat design. The guy who made it said that he didn't like the
other upgrade cards out (like the TEC I assume).
His upgrade card fits the TOS 2.06 and the 68000 on one socket/card.
Very low profile. The installation is to basically to cut out your
68000 and put in the new card/socket. The TOS 2.06 sits on the
underside of the card fully socketed to upgrade in the future. And
the 68000 sits fully socketed on top with hardly a noticeable increase
in height. He said that it's actually easier to install his card in a
previously unsocketed 68000 machine than it is to install all the
jumps and stuff in the TEC. Of course if you have your 68000
socketed, it's as simple as plugging in the tiny new card with the
68000 already on it. It's a clean design because there are no
jumpers. Installing the switch between the old and new TOS involves a
couple of jumpers and bending up a few pins.
I was a bit wary (and still am) of cutting out my 68000 and sticking
in his socketed one, but he made it sound pretty easy (I've done some
soldering...). I don't think that card comes with any software but I
could be wrong. Gives the TEC a good run for it's money tho...
I'm still deciding. An accelerator sounds good too. Where did all
my money go? :)

--
Joachim Vance (The Underdog)
^~^~^~

3504. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 08:09:42 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2ACD5546.20832@news.service.uci.edu>
Source record: 216720

steiner@jupiter.cse.utoledo.edu (jason "Think!" steiner) writes:
>how exactly is color on the Falcon handled? i know max color mode
>is 16 bits. is that 16 bits colors total?
>
>i'd think not, considering 16 doesn't exactly divide evenly into RGB
>(what to do with the extra bit?), but it might be 4 bits each + a
>brightness range, similar to the Apple II GS.

The full color mode (not the overlay mode), is straight 16 bits, the
extra bit is given to green I think (could be blue) because of the
lack of strength of green output by a monitor. Then that would be 5
bits red, 6 bits green, and 5 bits blue. The overlay mode is 15bit
color with a 1 bit overlay (titleing and genlock effects) whick gives
5 bits per color. There is no palette in these modes.
Correct me if I'm wrong...

--
Joachim Vance (The Underdog)
^~^~^~

3505. Re: What's new with Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 08:48:51 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2ACD5E73.21255@news.service.uci.edu>
Source record: 216721

clarkmi@prism.CS.ORST.EDU (Michael Clark) writes:
>I have recently become interested in Atari ST and subsequent computers,
>and I would love to have a concise yet thorough discussion of the
>various models available and their capabilities. I've browsed the
>FAQs without really getting a sense of what the differences between
>the various models are.
>
>If anyone has a document such as this poster is requesting, could
>it be placed at an ftp site, and a pointer to it be added to the
>FAQ? Or could it be added to the FAQ directly?

The basic hardware differences from the ST, Mega ST, STE, Mega STE,
TT, and Falcon should definately be in the c.s.a.st FAQ in the
hardware section. I'd write it except that I really don't have all
the info (I would be close, but no cigar). Does somebody have the
info or an article saved somewhere that we can add to the FAQ.
The Falcon specs are already in there. I have some old TT and ATW
(or Abaq) specs laying around to that could possibly go in the FAQ.

On a similar note, the TOS differences should be somewhere as well.
If not in the FAQ then on Atari.Archive with a pointer to there in the
FAQ. These are some basic files that this group should have produced
a long time ago. But in the 5 years or so of reading this group, I
don't remember seeing this.
I can contribute some info, but I don't have it all.

--
Joachim Vance (The Underdog)
^~^~^~

3506. Re: AEO blows chunks

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 09:39:07 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2ACD6A3B.22015@news.service.uci.edu>
Source record: 216722

ugafence@ubvmsb.cc.buffalo.edu (UB FENCING CLUB) writes:
> Atari Explorer Online was given 4 stars- one reason being they
>don't waste excessive space covering non-Atari related information
>(ala ST Report).
>* The final 2/5th's were an extensive statistical analysis of some moronic
>* Star Trek survey that had a sample size [on average] of -49- people.

I must agree somewhat here. As much as I *love* ST and TNG and the
article, I realized that there are plenty of people wondering why they
can't put more Atari coverage in there instead of space filler.
Between ST-Report and AEO and, say, Genie-Lamp (not a bad mag when I
see it), I could cut and paste together a darn good weekly magazine.
As much as ST-Report has been (and still is somewhat) gossip, AEO
seems to be half fluff. No Real substance half the time. Less original
material. Reprints, etc.
Yet, on the occasion that I read ST-Report, between some of the junk
and ads I find some *very* useful and interesting material. And I
wonder, if AEO is supposed to be better, and ST-Report is supposed to
be sooo bad, why can't AEO have this useful Atari info. I guess we
have no happy medium.

Read all the electronic mags if you can get your hands on them.

--
Joachim Vance (The Underdog)
^~^~^~

3507. Rendering CAD3D/Cyber scenes?

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 12:56:07 UTC
From: s19184@seb.se
Message-ID: <1992Oct3.135607.1@seb.se>
Source record: 216725

Is there a program to do good renderings of CAD3D (Cyber Studio) scenes?

If have RenderRez 1.0 but it gets confused as soon as there are a few objects in the scene.

Lexicor's Prism Render looked good in the adverts and ths STart preview but when I rang Rio Computing last December, they said that Prism Render was not available (despite the ad's) and they had no release date.

Is Prism Render now available? Experiences? Who do I contact?

Any other suggestions?
--
Michael Evans Telephone: +46-8-639 33 70
SEB Data R Fax: +46-8-639 37 62
S-106 40 Stockholm Internet: mike@seb.se
Sweden

3508. Autoconfiguration of *.ACC

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 13:30:00 UTC
From: Markus_Schlegel@bn.maus.de
Message-ID: <A5602@BN.maus.de>
Source record: 216790

Is there any possibility on the Atari ST under TOS 1.02 to

- get *.ACCs to work at a preset time and vice versa deactivate
them at a given time?

- Autostart and then autoEXIT a *.PRG at a preset time?

My problem is the following: I'm trying to set up a fax-polling-facility
with a 1040ST, using a BBS-System for polling faxes, which are put into
a directory by a fax-receiving *.ACC.
The problem is that both, fax.ACC and PRG demand full control of the
RS232 serial intervface as long as they're being active, so that once
the *.ACC is started, there's no way back to normal data-transmissions,
only fax would work. EXCEPT for the possibility of deactivating the
.ACC somehow, going in to the BBS and then re-activate the fax-.ACC-
module.

Thanx-a-lot for your responses in PERSONAL MESSAGE (since I don't and
cannot read this newsgroup) to
Markus Schlegel@BN.MAUS.DE

Markus Schlegel
Bonn
Germany
voice +49 228 677124 (BBS mostly between 2200 and 0600 UTC
Login as GAST and write with S SYSOP)

3509. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 13:53:47 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Oct3.095347.23236@newstand.syr.edu>
Source record: 216761

```
In article <1992Oct2.141022.26727@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 00awAAFql9r@andrew.cmu.edu, osoelgaultier+@CMU.EDU (Stefan Monnier) writes:
>>Excerpts from netnews.comp.sys.atari.st: 1-Oct-92 New Mac Prices tough
>>on Falcon Marcelino Bernardo@ereva (478)
>>
>>> Here is a portion of a recent press release posted in
>>> comp.sys.mac.announce.
>>
>>> Previous SRP New SRP %Change
>>> Macintosh LC II(4MB/40HD) $1,699 $1,239 27
>>> Macintosh LC II(4MB/80HD) $1,849 $1,349 27
>>
>>> It seems to me that Atari would have a hard time marketing the Falcon with
>>> similar configuration for ~$1300 as I've read in this newsgroup.
>>
>>Although it is twice as fast, has DSP, and ....
>
>
>The real problem here, folks, is that Apple, _not_ Atari, has the marketing
>savy to get their new mass market Macs (Performa line) into retailers such
>as Sears, Silo, Lechmere, etc. While Mom & Pop are looking at the new washing
>machines, why not take a peek at these new fangled `pooters' too? Apple
>execs estimate there are still 7 million homes in the US that could afford
>a computer and don't yet have one. That's their target.
>
>The Performa 200 is a repackaged Classic II and the Performa 400 is the LC II
>with a different nameplate. Only the Performa 600 and 600CD (at $2K & $2.5K)
>are new, based on a 32MHz 030 (crippled), the latter with built-in CD-ROM.
>
>Question 1: Is the Falcon a superior machine for the money? A: Yes.
>Question 2: Does it matter to the mass public? A: No.
>
>Why? Because they won't know anything about it! John Q. Public still thinks
>Atari either a) "went out of business long ago" or b) "just makes video games."
>
>Apple will literally sell _millions_ of these things while Atari is still
>struggling to find a few dealers willing to carry their hardware. Sheeesh.
>
>What? Me bitter? Nyaaaah. :)
>
>---
>
>_____________________________ John "HUTCH" Hutchinson ____________________________
>_____________________ Fair Dinkum Technologies Member - IAAD _____________________
```

>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____
Very good John, but there's a bit more to put into the
equation:

It doesn't matter which machine is better, what matters is
which machine has better software (and I don't just mean one
or maybe two programs), more software, better peripheral
support, more peripheral support, better 3rd party support,
more 3rd party support. Furthermore, think about developers
and BIG software companies...are they going to develop for the
better machine, or the machine that more people own and from
which they'll earn more money. Considering the installed user
base AND new potential user base, the answer for software and
peripheral developers is clear.

No flames please, this is not an attack...just a follow up to
what I thought was a fair appraisal of the situation.

--Gerry

3510. Re: Falcon030: Higher res. simple!

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 14:10:34 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Oct3.091034.13322@miavx1.acs.muohio.edu>
Source record: 216730

In article <t==p!x#@lynx.unm.edu>, kholland@hydra.unm.edu (Kiernan Holland) writes:
> Anyways (part 2)
> You left out Delta-Compression on the animation stuff,
> becuase delta compression will make your animation
> speeds faster.
>
> Now, about 256,000 colors, I bet the A4000 only does
> that in hires-lace which is 640x480. I know PC cards
> that will do this resolution... It is no big deal.
> 24-bit color will allow 640x480 resolutions with 256K
> colors, so I suspect that the A4000's graphics system
> is like this. But I bet the Falcon could handle
> 30fps animations if it can handle 30 megs a second,
> but of course you have to figure in things like
> drive access, transmission speeds, etc. However,
> if the Falcon will come with that MPEG card that
> I have been told will be available, then you
> should be able to get data speeds of 30 megs a second.

Well, in one article about the Boston Computer Show, they said they
showed a digitized music video, playing at 24fps, with full video and
sound.

Later.......

```
----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 3-OCT-1992
```

3511. Re: STZip 2.0 released

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 15:08:58 UTC
From: ian@unipalm.co.uk
Message-ID: <1992Oct3.150858.23617@unipalm.co.uk>
Source record: 216726

sheppard_r@kosmos.wcc.govt.nz writes:

>In article <1992Sep24.231207.626@stell.gna.org>, vincent@stell.fr.mugnet.org (Vincent Pomey) writes:

>>I've uploaded STZip 2.0 to atari.archive.umich.edu as stzip20.tos (self
>>extracting file, currently in /atari/new but will probably be moved).>

>>vincent@stell.fr.mugnet.org

>You should read this Group more often, I uploaded it some weeks back..??

>Have a look in the archiver directory...

I did. It's listed in the ls-lR file as being 27th Sep, but isn't in the
/atari/Archivers directory as stated. Anyone know why? Has it been
withdrawn?

The permissions on /atari/New are wierd, and prevent my seeing what's
there.

Ian
--
Ian Phillipps, Unipalm Ltd, 216 Science Park, Phone +44 223 420002
Milton Road, Cambridge, CB4 4WA, England. Phax +44 223 426868
print unpack(u,q,9:G5S="!A;F]T:&5R('!E<FP@:&%C:V5R"@``,.'');

3512. Atari 1040ST, 1224, Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 16:20:51 UTC
From: cdowns@eve.wright.edu
Message-ID: <1992Oct03.122125.18800@eve.wright.edu>
Source record: 216746

Atari 1040ST, Atari 1224 Color Monitor for Sale

Software included:
Licence to Kill, Beverly Hills Cop, Swiftar, World Games, Leather Goddess of Phobos, Pinball Magic, StarGlider, Indy (the Action Game), Boulddash Construction Kit, MindWheel, Scruples, Hacker, ST-Talk, Time Bandit, ProCopy 1.6, Music Studio, ST X-Former (& cable), Dungeon Master, PC-Ditto, BattleZone. Missile Commander, Laser C, Language Disk, 1st Word

Other:
Clock Module (battery is dead and needs changed), Joysticks, Midi Cable.

Make an offer - I'm not sure what all of this is worth. I need to get rid of the system to pay for some college expenses.

Also available:
Atari 1200XL, 1050 Disk Drive, decent software
Atari 2600 with about 20-30 games

Respond to cdowns@eve.wright.edu if interested.

3513. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 17:09:06 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Oct03.170906.42368@bas-a.bcc.ac.uk>
Source record: 216729

In article <OKES.92Oct2202259@SunLab41.essex.ac.uk> okes@essex.ac.uk (Oke S) writes:
>In article <Aemvoq_00awAAFql9r@andrew.cmu.edu> osoelgaultier+@CMU.EDU (Stefan Monnier)
writes:
>| Excerpts from netnews.comp.sys.atari.st: 1-Oct-92 New Mac Prices tough
>| on Falcon Marcelino Bernardo@ereva (478)
>| > Here is a portion of a recent press release posted in
>| > comp.sys.mac.announce.
>| > Previous SRP New SRP %Change
>| > Macintosh LC II(4MB/40HD) $1,699 $1,239 27
>| > Macintosh LC II(4MB/80HD) $1,849 $1,349 27
>|
>| > It seems to me that Atari would have a hard time marketing the Falcon with
>| > similar configuration for ~$1300 as I've read in this newsgroup.
>|
>| Although it is twice as fast, has DSP, and ....
>| well, I'm just wondering: why am I answering this kind of post ?
>
>Because you don't realise what an influence software support has on people
>perhaps? Don't flame me, I'v had an ST for 4.5 years, and I'm getting fed up
>with the way software companies are withdrawing support for the ST. My next
>machine (hopefully I'll get one next year) will probably be a PC (ugh!)
>

Well.. a snippet of information.. Personal Computer World magazine reports
at Apple will not be selling ANY of the new machines in Europe and will
instead just reprice the current models and badge a lesser machine as the
new Proforma 600.

>--
>This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
>like it and keep a copy for your own use, you owe me $20. Please pass it on
>to your friends with all documentation. Email okes@essex.ac.uk.
>---
>This line is absolutely no use whatsoever.

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

3514. Falcon in Holland

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 17:12:38 UTC
From: leonp@cs.kun.nl
Message-ID: <BvK2H3.9xr@sci.kun.nl>
Source record: 216731

Today I went to a local computer shop to ask if and when they would
sell the Falcon. I had a nice chat with the guy and he told me the
following things:

- This shop (Byte) will certainly sell Falcons.
- The Falcon will be introduced in Holland in Februari 1993
- The first two month of production are already sold out, though
eaxct price isn't know yet
- Price will be between 1400 and 2000 Dutch guilders, including HD
- No Falcons without HD's will be sold in Holland
- Introduction to the general public is feb 1993 because atari
wants to be able to sell a computer with a large software base
which is under development now.
- MultiTos or other Tos is uncertain (verybody hopes for MultiTos)
but it's not unlikely that it will be sold only with MultiTos
- Case is uncertain. Certainly no 1040 case !!!!!
- They think that falcons will make lifer for cheap Macs tough !! :-)))

Atari just may have a winning machine and I just might buy one....

Leon Pillich
University of Nijmegen, Holland
email: leonp@cs.kun.nl

Life is what's happening when you're making other plans ...
John Lennon

3515. Re: Convert picture formats??? Which program?

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 17:15:12 UTC
From: dmb@lf.ai.mit.edu
Message-ID: <28818@life.ai.mit.edu>
Source record: 216736

In article <1ai9gmINNsk4@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
> A good program for doing
>this kind of manipulation is the suite of PBM tools (I believe you can get
>them on a.a.). It will take a little bit o' shuffling, but they work really
>well, and give you lots of control over the output - in fact probably more
>control than most people will ever use! :)

One word of warning: the (Degas) PI1 to PPM converter in the latest
PBM+ distribution is hosed. It reads a longword for the resolution and
16 longwords for the palette entries. This isn't right; you need to
change the read_biglong functions calls to read_bigshorts.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

3516. Re: Trying out Freeze Dried Terminal and CoNnect 1.52

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 17:34:48 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1992Oct3.173448.9023@dxcern.cern.ch>
Source record: 216733

```
>I don't think it's FZDT that's the problem.
>
>I use it on two different UNIX sites. On one VI works fine, on the other
>the scrolling doesn't work properly. Therefore I have to assume it's the
>the term setup at the site itself that is the problem.
>
>I also have scrolling problems on another Unix site, with an editor that is
>NOT VI, again, the term setup at the site must be the problem.

You certainly where right, if CoNnect had the same problems with these
sites. But obviously it has not. (Have a look at CoNnect 1.60!)

Wolfgang
```

3517. Timeworks DTP with Star printer question

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 18:23:06 UTC
From: jtrimble@sdf.lonestar.org
Message-ID: <BvK5qI.2I4@sdf.lonestar.org>
Source record: 216754

I'd like to use my recently acquired Star NB24-10 24-pin printer with my Timeworks Desktop Publisher. Can anyone lead me to a printer driver? I have not tried every single setup in the set that came with my Timeworks DTP program, which, if I read the information correctly is version 1.1. Perhaps one of those will work. As users of this program know, it involves a serious setup effort for each version.

To date, I have simply used the DTP program with my old Epson 9-pin. I expect (hope) the Star will yield better results.

The following might have some bearing on the appropriate printer driver.

I have set the Star's DIP switches to emulate an IBM Proprinter, G mode. I find that this allows me to easily print foreign characters that do not seem readily available with the Epson driver when I am using Wordwriter along with a desk accessory that inserts foreign characters. It would be nice not to have to reset the dipswitches, but of course, I could manage. Factory settings emulate the Epson LQ-1000, according to the Star manual.

Thanks for suggestions emailed to jtrimble@sdf.lonestar.org

3518. Turbo BBS problems....

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 18:27:06 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Oct3.182706.16044@a.cs.okstate.edu>
Source record: 216744

I have a STOCK //Turbo BBS 2.1.9 system with some problems.
I'm looing for SysOps who have used the Sigs compiler in Tsysgen2
and had it work well (I can't seem to make Handles only bases).

I'm also having problems interfacing lharc201(x) into the system,
the examples say to use lha201.ttp, but so far... nothing ends up in the
tmp directory.... it goes to the BBS directory instead!

Odd.....

If you're a sysop, and can reach me email, please do.
John Cummins (running Registered //Turbo 2.1.9)

3519. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 18:41:08 UTC
From: akenning@zeus.calpoly.edu
Message-ID: <1992Oct03.184108.165690@zeus.calpoly.edu>
Source record: 216749

In article <bernardo-011092142428@126.10.4.34> bernardo@erevax.bitnet (Marcelino Bernardo) writes:
>Here is a portion of a recent press release posted in
>comp.sys.mac.announce.
>
> Previous SRP New SRP %Change
>Macintosh LC II(4MB/40HD) $1,699 $1,239 27
>Macintosh LC II(4MB/80HD) $1,849 $1,349 27
>
>It seems to me that Atari would have a hard time marketing the Falcon with
>similar configuration for ~$1300 as I've read in this newsgroup.
>
>Marcelino Bernardo
>bernardo@erevax.bitnet
>Usual disclaimer applies.

Macintosh LC IIs still overprced for the speed they offer.
Also System7 soaks up 1.5-2megs (depends on fonts, etc) of memory.

--
---|__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||_|||---
---||__|Aaron B. Kennington.....akenning@eos.calpoly.edu|__||---
---|||---|---

3520. Re: Desktop background picture for color monitors??

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 18:47:38 UTC
From: akenning@zeus.calpoly.edu
Message-ID: <1992Oct03.184738.167863@zeus.calpoly.edu>
Source record: 216752

```
In article <4331@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>>
>>Warp 9 - Is a commercial screen accelerator that only provides
>> you with the ability to use fill patterns for desktop
>> or a picture. It also has hor. and ver. mouse wrapping
>> custom fonts, and few other features. Works quite well
>> though I notice that it occasionally alters the background
>> display of Interlink, but has been compatible with everything
>> I have used.
>
>I believe that Interlink problem has been fixed for a while.
>

I don't think so. There is still a bit memory allocation interferance
between the two.

--
-------------------------------------------------------------------------------
---|__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||_|||---
---||__|Aaron B. Kennington.....................akenning@eos.calpoly.edu|__||---
---|||-----------------------------------------------------------------------|---
```

3521. Re: Trying out Freeze Dried Terminal and CoNnect 1.52

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 18:57:20 UTC
From: akenning@zeus.calpoly.edu
Message-ID: <1992Oct03.185720.171077@zeus.calpoly.edu>
Source record: 216751

In article <1992Oct1.005659.15696@zooid.guild.org> stramba@zooid.guild.org (Mike Stramba) writes:
>akenning@zeus.calpoly.edu (Aaron Bryce Kennington) writes:
>>FZDT will not handle vi correctly under ANSI emulation.
>>[Sean Price works ont he project with Aaron, and I've told them about this
>>problem]
>
>What kind of problems are you having?
>
>I don't think it's FZDT that's the problem.
>
>I use it on two different UNIX sites. On one VI works fine, on the other
>the scrolling doesn't work properly. Therefore I have to assume it's the
>the term setup at the site itself that is the problem.
>
>I also have scrolling problems on another Unix site, with an editor that is
>NOT VI, again, the term setup at the site must be the problem.

I believe the term set-up is fine since the vt100terminals work without
any problems. I'm going to try uniterm out, since it quite annoying
having to refresh the screen all the time.

--
---|__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||_|||---
---||__|Aaron B. Kennington.....akenning@eos.calpoly.edu|__||---
---|||---|---

3522. Toaster for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 19:29:52 UTC
From: jamesb@warren1a.its.rpi.edu
Message-ID: <5apz69#@rpi.edu>
Source record: 216748

What if New-Tek developed a Toaster for the Falcon? With the economical advantage of the Falcon, could there possibly be a video studio that costs less than $3500? What would happen to the Amiga if there was a Falcon Toaster that was cheaper and faster than an Amiga Toaster?

My roomate, an Atari user feels that the time is long overdue for New-Tek to cross over to other platforms. I calmly told him that the Toaster is dependant on the Amiga's unique architecture, but he wouldn't shut up. Can anybody settle this for us?

He insists that the Falcon architcture is much too revolutionary for New-Tek to ignore, and is graphically superior than the Amiga. He thinks that he can convert me in to an Atari user. Although the Falcon is a pretty good computer....

Peace,
Basonge

3523. Re: Trying out Freeze Dried Terminal and CoNnect 1.52

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 19:34:54 UTC
From: scruggs@zeus.franklin.edu
Message-ID: <1992Oct3.193454.3799@zeus.franklin.edu>
Source record: 216735

[No readable article body recovered]

3524. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 19:55:23 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <69839@hydra.gatech.EDU>
Source record: 216734

In article <bernardo-011092142428@126.10.4.34> bernardo@erevax.bitnet (Marcelino Bernardo) writes:
>It seems to me that Atari would have a hard time marketing the Falcon with
>similar configuration for ~$1300 as I've read in this newsgroup.
>
>Marcelino Bernardo
>bernardo@erevax.bitnet
>Usual disclaimer applies.

Once again, a comparison of apples and oranges. What one has to remember with the LC is that high resolution color is NOT standard. It can be added at the price of adding VRAM and a board. The high resolution color for the LC is what seems to be standard on the Falcon. Also the LC does not have a built in DSP. I think the Falcon will find its niche in the music and video market which is a market a stock LC is not equipped to compete in.
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

3525. Backing up the HD -- AGAIN

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 19:58:21 UTC
From: hack@stsci.edu
Message-ID: <1992Oct3.195821.19272@stsci.edu>
Source record: 216728
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In my previous posting, I had requested some advice on the best utility to use in backing up my HD. My problems arise from not being able to find a program that will compress the files while backing them up or being able to restore the files once backed up.

In response, I was directed to use TURTLE. Unfortunately, this is the exact program I was referring to in my original post. After reading the docs to the version I know about (Version 3.20), it will NOT compress contrary to the advice, there is no method given for restoring said backed up files onto the HD again, and worst of all, I can not run it to back up onto DS 720k floppies because of shortage of memory for the RAMDISK.

If there is a newer version that overcomes these problems, please tell me/us about it. If there are simply undocumented options I do not know about, please tell me. Otherwise, any other suggestions will be greatly appreciated, even if it means purchasing the program.

Please accept my apologies in advance if I have offended anyone with my remarks about TURTLE. There just has to be something available that will do what I need, and it just wasn't it.

Warren Hack
hack@stsci.edu

3526. Carbon Copy for Mac on Spectre?

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 20:01:29 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Oct3.160129.25969@newstand.syr.edu>
Source record: 216740

Just out of curiousity, is anybody out there using Spectre to
run a remote Mac with Carbon Copy for the Mac? If Spectre
could handle System 7, we might be able to use Remote Access...
but without System 7 support, I thought maybe Carbon Copy
would work. Anyway, if anybody has seen this work, I'd be
interested in hearing how well or poorly it works...Also,
what speed modems were used.
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

3527. Falcon 040 / Windowing UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 20:01:44 UTC
From: humphrie@wam.umd.edu
Message-ID: <1992Oct3.200144.25301@wam.umd.edu>
Source record: 216747

markjl mentioned something a while back about the 040 getting "full blown windowed UNIX". Does anyone else have any info/rumor reports about UNIX?

The last thing I heard about windowing UNIX was depressing. In one of those online confs. with one atari gurus it was stated that atari would NOT be working on getting X or anything like it working on the FALCON.

I'm addicted to X windows and I can't see buying such a snappy machine if it won't support the OS/GUI I like.

any info is appreciated, EMAIL me!
--
"Hello teenage america" -KMFDM sample
+---+
| humphrie@wam.umd.edu (regular) | NeXT mail |
| humphrie@ni.umd.edu (work) | me! |

3528. Re: Atari.archive.umich.edu :FAQ

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 20:50:56 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Oct3.205056.22011@zooid.guild.org>
Source record: 216756

What is the average file size of file 'parts' ?

e.g. volume17/xxxxxx/part01

Or, more importantly, what is the LARGEST file size of a 'part'?

(I have mail size restrictions at my site).

3529. Autoconfiguration of *.ACC at preset times

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 21:25:50 UTC
From: markus@mroh.GUN.de
Message-ID: <921003.AA0710@mroh.GUN.de>
Source record: 216727

Is there any possibility on the Atari ST under TOS 1.02 to

- get *.ACC to work at a preset time and vice versa deactivate
them at a given time?

[A[A[A[C[C[C[C[C[C[C[C[C[C[Cs to work at a preset time and -vice versa-
deactivate[B[D[D[D

3530. How many SCSI devices/host adapter?

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 21:40:44 UTC
From: dvasilef@silver.ucs.indiana.edu
Message-ID: <BvKEvx.Lxw@usenet.ucs.indiana.edu>
Source record: 216741

This may be a trivial question, but I was wondering how many SCSI devices I could hook up to my ST if I had an ICD AdSCSI host adapter. For example, if I already had a 20meg HD with and AdSCSI, could I just buy a syquest mechanism and plug it in (assuming I could fit it in the case).

thanks for any help

david
- dvasilef@indiana.edu VAX
- dvasilef@silver.ucs.indiana.edu UNIX
- dvasilef@hopi.ucs.indiana.edu NeXT
- D.VASILEFF (GEnie)

3531. WANTED: CFN ATARI ST/FALCON SYSOP!

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 21:44:24 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1al47oINNprm@usenet.INS.CWRU.Edu>
Source record: 216732

```
WANTED: ST/FALCON SYSOP
-=-=-=-=-=-=-=-=-=-=-

The Cleveland Free-Net Atari SIG is looking for a new
16/32-Bit Computers Support Area SysOp.

If you enjoy using your Atari ST computer and will most
likely get a Falcon030, please consider being CFN Atari SIG's new
16/32-Bit SysOp.

These are the qualifications:
----------------------------

* Enjoy using Atari Computers

* Strong background using ST computers

* Plan on having a strong background using the Falcon030

* Dependable/Reliable

* Long-Term stay with the SIG in mind (6+ months)
(if using Internet, should have access to telnet for the
distant future)

* Not easily depressed with Atari's present marketplace

* Perserveres

* Has time needed to give the Support Area the attention it needs
(near 10 hours a week)

* Able to work with people

* Not afraid to learn new things

* Favores Atari Online Conferences on Free-Net

* Able to answer questions (system, software, etc.)

* BART and Atari Archive knowledge

* Accounts on one or more of the following services:

GEnie, CompuServe, Delphi

Pluses:

* MIDI Knowledge

* Programming/Developing Knowledge
```

The Cleveland Free-Net Atari SIG is attempting to make itself
THE place for ST and Falcon users. If you are interested in helping
accomplish this goal, please respond with e-mail.

The benefits are:

* SysOp account (aa###) ID

- unlimited time
- access to SIG account
- If local, special SysOp telephone line (to avoid constant
(busy signals)

* Greater knowledge and understanding of the ST and Falcon030

* The satisfaction of helping others

* New friends

* Management experience

The following is what you will be managing:

<<< 16/32-BIT COMPUTERS SUPPORT AREA >>>
ST/e,Mega ST/e,TT

1 About this Support Area
2 ST(e),TT Descriptions
3 Published Articles
4 FAQ Lists...
5 16/32-Bit News
6 Bulletin Board
7 MIDI Application Forum...
8 Programming/Developing Forum...
9 Product Summaries
10 Product Reviews
11 Tips & Tricks
12 File Area...
13 Online Magazines
14 16/32-Bit Computer User Directory...
---
h=Help, x=Exit Free-Net, "go help"=extended help

Your Choice ==>

You will have the option of keeping this menu or redesigning
it with approval of the other Atari SysOps.

WE have been around for over 6 years and we wish to make
the Cleveland Free-Net Atari SIG the best that it can be.

If you wish to only ASSIST with this area, we can still
use your help.

THANK YOU.

Len Stys (aa399)
Cleveland Free-Net Atari SIG

And SysOps

--

3532. Latest Uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 22:15:49 UTC
From: boyd@shmop.cs.fsu.edu
Message-ID: <1992Oct3.221549.6559@mailer.cc.fsu.edu>
Source record: 216743

If memory serves, Simon Poole made a minor update to Uniterm 2.0e011 about a year ago, and posted an ftp site from which it can be snatched. Could someone please EMAIL me the answer to the following:

1. Is /atari/Telecomm/uniterm.zoo this final version?
2. What was the ftp site specifed by S. Poole?

Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Computer Science Department *
* email: boyd@cs.fsu.edu Office: (904) 644-7339 Pager: (904) 657-6425 *
****

3533. Mdemo4 disk 2

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 22:17:35 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <3OCT92.22173571@meena.cc.uregina.ca>
Source record: 216742

How do you get disk 2 of Mdemo4 to load? At the end of disk 1 a screen with "Disk 2" comes up but I can't make anything further happen. Is there some kinda cryptic command/key sequence neccessary to get disk 2 to load?

3534. Re: Rendering CAD3D/Cyber scenes?

Newsgroup: comp.sys.atari.st
Date: 1992-10-03 23:21:35 UTC
From: ekrimen@wet.UUCP
Message-ID: <4332@wet.UUCP>
Source record: 216758

In article <1992Oct3.135607.1@seb.se> s19184@seb.se (Michael Evans) writes:
>Lexicor's Prism Render looked good in the adverts and ths STart preview
>but when I rang Rio Computing last December, they said that Prism Render
>was not available (despite the ad's) and they had no release date.
>
>Is Prism Render now available? Experiences? Who do I contact?
>
>Any other suggestions?

I would not recommend dealing with RIO when you want to buy Lexicor Software.
To put it lightly, RIO has done some bad things that Lexicor didn't like.
I don't think RIO can sell Lexicor Software any more.

Contact Lexicor directly or a good dealer. Lexicor's number is 415-453-0271
and their fax number is 415-453-0533. They're in Northern California.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3535. WANTED: ST/FALCON PROGRAMMING/DEVELOPING SYSOP

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 00:15:35 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1ald37INN35h@usenet.INS.CWRU.Edu>
Source record: 216753

```
WANTED: ST/FALCON PROGRAMMING/DEVELOPING SYSOP
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=

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-----------------------------

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* Long-Term stay with the SIG in mind (6+ months)
(if using Internet, should have access to telnet for the
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* Not easily depressed with Atari's present marketplace

* Perserveres

* Has time needed to give the Support Area the attention it needs
(near 10 hours a week)

* Able to work with people

* Not afraid to learn new things

* Able to answer programming/developing questions)

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Programming and Developing has always been an important for
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The benefits are:

* SysOp account (aa###) ID
```

- unlimited time
- access to SIG account
- If local, special SysOp telephone line (to avoid constant
(busy signals)

* Greater knowledge and understanding of the ST and Falcon030

* The satisfaction of helping others

* New friends

WE have been around for over 6 years and we wish to make
the Cleveland Free-Net Atari SIG the best that it can be.

If you wish to only ASSIST with this area, we can still
use your help.

THANK YOU.

Len Stys (aa399)
Cleveland Free-Net Atari SIG

And SysOps

--

3536. Re: Looking for a sound digitizer

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 00:45:50 UTC
From: mpepe@nyx.cs.du.edu
Message-ID: <1992Oct4.004550.9882@mnemosyne.cs.du.edu>
Source record: 216737

I'm looking for one of these sound digitizers also... I have a 1 meg 1040
ST.. s if there has been any replies to the abouve mentioed article,
could someone please tell me the 3's! :) thanks!

3537. Re: TDD

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 01:32:30 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1136@usdtsg.DaytonOH.NCR.COM>
Source record: 216765

In article <1992Oct2.105259.6630@ericsson.se> etlgtme@etlxd32l.etlxd writes:
>In article gH6ZRB1w165w@mintir.new-orleans.la.us, bandit@mintir.new-orleans.la.us (David Bazzelle) writes:
>> Hello, do they have a proram out that would allow a Atari ST to
>>communicate with a standard TDD?? Any info would help..
>
>Excuse my ignorance, but whats a TDD ??
>

I believe it's a telecommunications device to allow deaf and hearing-impaired people communicate via the phone lines...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

3538. Program to read ST disks on a PC needed

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 03:19:55 UTC
From: bldaniel@unccsun.uncc.edu
Message-ID: <1992Oct4.031955.10027@sol.ctr.columbia.edu>
Source record: 216750

I'm looking for a program to run on an IBMPC clone that
will allow me to read ST-formatted 720k disks. I noted one
on atari.archive called ataridsk.zip, but it seems to be
corrupted (total size is ~47 bytes, and unzip says it's not
a zip file). I'd appreciate a pointer to a program to do
this...

Thanks in advance,
Brian

Brian Daniels Printed on 100% Recycled Bits
bldaniel@unccsun.uncc.edu Comprising 70% Post-Computer Waste

3539. MIDI Merge

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 03:48:33 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <3OCT92.23483355@cc4.crl.aecl.ca>
Source record: 216760

Both my piano teacher and I have STs, Roland digital pianos, and Roland sound boxes (I have an MT-32 and she has a Sound Canvas).

We both want to avoid spending over $100 for a MIDI merge box that would allow either the ST or the piano to be the system controller without having to move cables around.

What is needed to build a MIDI merge box? Thanks in advance.

BTW, I have a small Atari dealership and last week Atari USA told me it did not have a new dealer price list yet. However, in AEO's last issue, one company described Atari's new lower prcing! Why is it one dealer can get a price list and another is told they're unavailable?

3540. atspeed (or the like) for

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 04:38:56 UTC
From: calvin bruner <calvin.bruner@canrem.com>
Message-ID: <1992Oct3.4514.24116@dosgate>
Source record: 216745

>here's a 16MHz 386SX board for the Falcon030 being made by company name
Sack
>in Germany. It will utilise the Falcon030's VGA graphics and such and
(the
>best part) will only cost around $150. That's NOT a typo! $150!!!
That's
>ALL!

Any word on whether it will use the DSP to emulate Sound Blaster or
like cards?

Also, latest "rumour" I heard is that there is also a 386DX model
being developed and perhaps a 486?! Do you know whether or not there
is any truth to it?

It would be nice to run some of the IBM software not available for the
Atari. Now if someone could just tell me what model of Multisync I
need to run all resolutions (if that is possible).
--
Canada Remote Systems - Toronto, Ontario
World's Largest PCBOARD System - 416-629-7000/629-7044

3541. Re: MiNT ** Can an application communicate with TOSWIN? **

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 04:50:50 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct4.005050.1@uwovax.uwo.ca>
Source record: 216738
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <kDL2RB1w165w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> I have been thinking about writing a desktop replacement that takes advantage
> of MiNT. In order to do this, though, I would like to be able to tell TOSWIN
> to run a TOS/TTP program in the background (in a window).

No problem -- TOSWIN opens up a pipe (u:\pipe\tosrun) and listens there for requests. To run a program in a TOSRUN window, you just have to write the initial directory for the program, program name, and arguments, all separated by spaces and terminated by a 0. (Make sure that all of this is written with one Fwrite call, since otherwise if two programs are accessing the pipe at the same time their writes could be interleaved.)

Here's a sample implementation:

```
---------------------- cut here -----------------------
/*
* runtos: a small program that will launch a TOS or TTP program
* in a TOSWIN window.
* To compile:
* gcc -O -mshort -o runtos.prg runtos.c -lgem16
* To run:
* runtos someprog.tos arg1 arg2 arg3
* OR
* Using the desktop, do an "Install Application" on runtos.prg.
* For "document type", use .TOS. Now, double clicking on a TOS
* program will automatically start it up in a TOSWIN window.
* (unfortunately, it will also cause all TOSWIN windows to be
* hidden -- you'll have to select "TOS programs" from the DESK
* menu to get them back again).
* BUGS
* See above. Also, it would be nice to have a "runttp.prg"
* that would prompt for .TTP arguments. This is left as an
* exercise for the interested reader. Reporting errors is
* also left as an exercise.
*
* "runtos" was written by Eric R. Smith and is hereby placed in
* the public domain.
*/

#include <minimal.h>

long _stksize = 2*1024;

int
main(int argc, char **argv)
```

```
{
/* BUG: shouldn't have a fixed size buffer */
static char buf[1024];
char *where = buf;
int i, fd;
long r;

if (!argv[1]) return 2;

/* first, put the path */
*where++ = Dgetdrv() + 'A';
*where++ = ':';
Dgetpath(where, 0);
if (!*where) *where = '\\';
strcat(where, " ");

/* next, put the program */
strcat(where, argv[1]);

/* finally, put the arguments */
for (i = 2; argv[i]; i++) {
strcat(where, " ");
strcat(where, argv[i]);
}

fd = Fopen("U:\\PIPE\\TOSRUN", 2);
if (fd < 0) return 1;

r = strlen(buf) + 1;

if (Fwrite(fd, r, buf) != r)
return 1;

return 0;
}
```

3542. MiNT library patchlevel 24 now available

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 05:30:49 UTC
From: ersmith@uwovax.uwo.ca
Message-ID: <1992Oct4.013049.1@uwovax.uwo.ca>
Source record: 216757
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just uploaded a new version of the MiNT library to
atari.archive.umich.edu. It's patchlevel 24 (patchlevels
21 to 23 were "internal" releases :-)) and may be found
in Mint/mntlib24.zoo (library source code) and Mint/mntinc24.zoo
(header files). Compiled versions of the library will be uploaded
shortly.

This library is for use with several C compilers, as a replacement
for or supplement to their normal run time libraries. It will
produce executables that will run under either TOS or MiNT,
although multitasking features such as pipe() and fork() require
MiNT to be present to work properly. Compilers supported are:
GNU C, Pure/Turbo C, Sozobon C, and Lattice C.

Many thanks to Howard Chu (who contributed the GNU C -mbaserel
support for this version), Michael Hohmuth and Ulf Moeller (for
the Pure C support), and Jwahar Bammi (for numerous bug fixes
and enhancements).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario ersmith@uwovax.uwo.ca
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

3543. Re: HP deskjet and FirstWordPlus

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 08:29:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ama0dINNduv@golem.wcc.govt.nz>
Source record: 216759

>Is there somewhere a driver for FWP and HPdj500 which can handle this?
>Is it possible at all?
>Thanks
>John Janssen Email: johnj@echo.philips.nl <-- may stop soon(?)

From memory I did find a Driver for a DeskJet 500 on GEnie, I do have it some were, mail me if you don't get any were in your search...

Roger..... sheppard_r@kosmos.wcc.govt.nz

3544. Re: STaladin 1.50 ...

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 08:47:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1amb3ilNNduv@golem.wcc.govt.nz>
Source record: 216762

In article <1ajc6iINN60u@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz writes:
>What does Aladin actually do?! I've heard about it plenty, but still am not
>sure what it achieves!

Well its like running UUCP but only for GEnie, its a mail reader plus other
things..

There is no need to post it on A.A. as its no good to Internet people
at all...

Roger.......... sheppard_r@kosmos.wcc.govt.nz

3545. Re: Latest Uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 09:02:28 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ambv4INNduv@golem.wcc.govt.nz>
Source record: 216763

In article <1992Oct3.221549.6559@mailer.cc.fsu.edu>, boyd@shmop.cs.fsu.edu (Mickey Boyd) writes:
>If memory serves, Simon Poole made a minor update to Uniterm 2.0e011 about
>a year ago, and posted an ftp site from which it can be snatched. Could
>someone please EMAIL me the answer to the following:
> 1. Is /atari/Telecomm/uniterm.zoo this final version?
> 2. What was the ftp site specifed by S. Poole?
>Thanks in advance.
>--
> **
> * Mickey Boyd *
> * Systems Administrator *
> * Florida State University Computer Science Department *
> * email: boyd@cs.fsu.edu Office: (904) 644-7339 Pager: (904) 657-6425 *
> **

This is what was posted....!!!!

Subject: Slightly updated version of UniTerm available
From: poole@chsun.chuug.ch (Simon Poole)
Date: 27 Feb 92 17:02:37 GMT

A slightly updated version of UniTerm is available from

chsun.chuug.ch

Directory

/archive/software/atari/UniTerm

there's a tar'ed and compressed version of the distribution and a
unpacked version. (Please read the README in the directory -first-.)

--
CHUUG/EUnet Switzerland Simon Poole
Zweierstrasse 35 Tel: +41 1 291 45 80
CH-8004 Zuerich Fax: +41 1 291 46 42 poole@chuug.ch

3546. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 09:05:08 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct4.090508.8767@beaver.cs.washington.edu>
Source record: 216764

In article <BvFpBK.Hrp@kingston.ac.uk> cs_e362@ceres (Mohamed Parker) writes:
> Does anyone know about a 768x480x65536 colour mode on the Falcon ? There is
>one according to a information sheet given out by Atari at their stand at the
>European Computer Trade Show. I don't think its a typo as it's referred to twice
>in the sheet, once in the main text and once in the technical specs. The actual
>wording in the main text is "The top resolution in true colour is 768x480". Does
>this imply that higher resolutions might be available in other modes

I believe what you are hearing about is the true color mode with overscan
enabled. According to the document posted by John Townsend (a very complete
listing of Falcon graphics modes and overscan/monitor capabilities), the
Falcon can do "true-color" on a TV or SC1224/SC1435 monitor in a 640x400
resolution. This would be equivalent to ST hi-res monochrome, just with
65534 more colors. :-) Notice that with video titling enabled (this takes
an extra bit), true color is only 32768 colors, not 65536.

Ok, so now you throw in the overscan, which, also according to Atari,
multiplies _both_ the x and y resolutions by a factor of 1.2, you will get
a resolution of 768x480 with 65536 colors. Notice however that this can
only be accomplished on a TV or SC1224/SC1435 (with interlace, although
supposedly the interlace is not very irritating) -- on a VGA monitor you
get rid of the interlace but due to limitations in VGA monitors you
can't get true-color in better than 320x480 and you can't do real overscan
(check the Townsend document for a description of overscan and how it
works on VGA monitors). Ironic that the older monitor can do something
the new VGA ones can't, isn't it? :-) I guess this is a good reason
to keep your SC1224, so you can do real hi-res true-color.

Ok, that should answer your question, have fun!

Ben Gilbert
bgilbert@cs.washington.edu

3547. Falcon in SWEDEN

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 10:18:11 UTC
From: f92joah@fy.chalmers.se
Message-ID: <1992Oct4.101811.4852@fy.chalmers.se>
Source record: 216767

I just would like to inform about the FALCON in Sweden.

The market for Atari in Sweden is very hard at the moment. The Computer magazines have announced that Atari Corp Scandinavia is going to close down. Something really needs to happen, or Atari will soon be history in Sweden.

Therefore it is great good news that the Falcon will be available here in Sweden in the end of OCTOBER 1992. A friend of mine has already ordered one, so he will be one of the first Falcon owners in Sweden.

The price is 6000 SEK (about $1000) without harddisk and 8000 SEK (about $1300) with 40 MB harddisk. The Falcon will be equipped with 4 MB as standard.

I will return with a report when my friend has his Falcon.

3548. LZH201LE

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 10:43:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1amhteINNefk@golem.wcc.govt.nz>
Source record: 216766

Can some one Please post a REAL English version of LZH201L, the claimed English version (LZH201le.ttp) on A.A and TU-BERLIN is still in German, and is not version L but i, it has English Doc's for version h...

I did mail Thomas Quester some time back about this, but never got a reply..

Roger.......... sheppard_r@kosmos.wcc.govt.nz

3549. Atari's internet address wanted

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 11:19:34 UTC
From: f92joah@fy.chalmers.se
Message-ID: <1992Oct4.111934.5128@fy.chalmers.se>
Source record: 216768

Hello!

Does Atari have an internet address? Or is there any other address where I can ask technical questions about the Falcon? Please help me.

3550. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 12:29:35 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <kenpEj_00VpGAr6V8n@andrew.cmu.edu>
Source record: 216783

Excerpts from netnews.comp.sys.atari.st: 4-Oct-92 Re: Boston Computer Society.. Benjamin Gilbert@cs.wash (1932)

> Ok, so now you throw in the overscan, which, also according to Atari,
> multiplies _both_ the x and y resolutions by a factor of 1.2, you will get
> a resolution of 768x480 with 65536 colors. Notice however that this can
> only be accomplished on a TV or SC1224/SC1435 (with interlace, although
> supposedly the interlace is not very irritating) -- on a VGA monitor you
> get rid of the interlace but due to limitations in VGA monitors you
> can't get true-color in better than 320x480 and you can't do real overscan
> (check the Townsend document for a description of overscan and how it
> works on VGA monitors). Ironic that the older monitor can do something
> the new VGA ones can't, isn't it? :-) I guess this is a good reason
> to keep your SC1224, so you can do real hi-res true-color.

STOP !

The problem is not in the monitors (well also, but..):

You can't get 768x480x32K on VGA monitors, cause it requires a too large bandwidth. On TV, you can do interlace which halves the necessary bandwidth. But you if you try to interlace on a VGA monitor, the vertical sync frequency goes too low for most monitors (that's also why the 320x240 is doube-scan).

In fact interlace permits to display at only 30 frames/s: that's much slower than typical 60-70 on VGA monitors. This low rate is the key to the low necessary bandwidth:

768 x 480 x 2bytes x 30Hz=768 x 480 x 1byte x 60Hz !!

> Ok, that should answer your question, have fun!

> Ben Gilbert
> bgilbert@cs.washington.edu

So either you get full color and headache or none of them !

Stefan

-- On the average, people seem to be acting normal --

3551. Re: How many SCSI devices/host adapter?

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 12:56:33 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16876C418.BWWL@ibm.rz.tu-clausthal.de>
Source record: 216769

In article <BvKEvx.Lxw@usenet.ucs.indiana.edu>
dvasilef@silver.ucs.indiana.edu (David Vasileff) writes:

> This may be a trivial question, but I was wondering how many SCSI
>devices I could hook up to my ST if I had an ICD AdSCSI host adapter.
>For example, if I already had a 20meg HD with and AdSCSI, could I just
>buy a syquest mechanism and plug it in (assuming I could fit it in the
>case).
>
>thanks for any help
>
>david

Hi!

You can access the SCSI-IDs 0-7 with an ICD AdSCSI. If you have an adapter
with a sepearte clock on it this will have the SCSI-ID 6. So 7 are left.
If you want to use a second SCSI-Drive you just have to plug it in...
(eh... due to the short cable inside my case, i had to install a newer (longer)
one).
...and don't forget to change the SCSI-ID of the second drive to another than
zero (this could be done by jumpers on the HD).

Bye,
Wolfgang.

3552. Re: Backing up the HD -- AGAIN

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 13:32:43 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <4enq=v_00VpG0r6Zpp@andrew.cmu.edu>
Source record: 216785

Excerpts from netnews.comp.sys.atari.st: 4-Oct-92 Re: Backing up the HD
-- AGAIN Desmond Liu@mindlink.bc. (1126)

> >In my previous posting, I had requested some advice on the best utility to
> >use in backing up my HD. My problems arise from not being able to find
> >a program that will compress the files while backing them up or being able
> >to restore the files once backed up.

> I've written an archiver program amongst the likes of ZOO and LZH which
> supports multi-volume archives like ARJ. You use a switch to specify how
> large you want each archive to be ('-c720') and it will compress all the
> files specified into a number of archives of 720K each. It works well,
> however: (1) Compression is a little slower than Zoo or Lzh; (2) it only
> stores files, so any empty directories won't be saved; and (3) it's a
> preliminary version, so you can't do an 'incremental' backup like most
> decent HD backup programs. Decompression is almost as fast as file copying,
> though. In any case, leave me E-mail and I will send you a uuencoded
> executable.
> ---
> Desmond Liu, B.Sc. in Comp. Science UUCP: a3148@mindlink.UUCP
> Vancouver, B.C. (Go Canucks!!!) Bang: ...!van-bc!rsoft!mindlink!a3148
> (still looking for work *sigh*) Internet: a3148@mindlink.bc.ca

In case, there is also a 'split' program (I believe it is split.app)
at a.a (maybe in misc, but I can't remember) which splits a file
in smaller ones (you just specify the max size).
With lzh, it's just fine to do 'manual' backups (if you have enough
HD space to store the temp big archive)

Stefan

-- On the average, people seem to be acting normal --

3553. Re: Backing up the HD -- AGAIN

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 13:32:58 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <NTg5RB1w165w@comtch.spk.wa.us>
Source record: 216770
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

hack@stsci.edu (Warren Hack) writes:
> In response, I was directed to use TURTLE. Unfortunately, this is the exact
> program I was referring to in my original post. After reading the docs to
> the version I know about (Version 3.20), it will NOT compress contrary to
> the advice, there is no method given for restoring said backed up files
> onto the HD again, and worst of all, I can not run it to back up onto
> DS 720k floppies because of shortage of memory for the RAMDISK.
>
> If there is a newer version that overcomes these problems, please tell
> me/us about it. If there are simply undocumented options I do not know
> about, please tell me. Otherwise, any other suggestions will be greatly
> appreciated, even if it means purchasing the program.

Hm. Diamondback has compression, and doesn't require a RAMdisk, but I reccomend against that. With Turtle, you can restore from your backup simply by copying the files up from floppy. With Diamondback, you have to hope that nothing was damaged in any way. If it was, you're probably hosed.

The memory is a problem if you have a 512K machine, but WHY? RAM is cheap, and a LOT of software won't run in that limited space.

I was, at one point, frustrated with Turtle's lack of compression. After using Diamondback, and watching it try to compress .LZH files (and making them 10% larger each time), I gave THAT up quick. Turtle has problems, but it's better than the others... (now if I only had a floptical drive...)

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

3554. 520STFM for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 14:43:38 UTC
From: jbraatz@astro.umd.edu
Message-ID: <15879@umd5.umd.edu>
Source record: 216773

I have a 520STFM for sale, includes:

SC1224 color monitor
internal SSFD
1200 baud modem (Hayes comp.)
100 disks of PD games, utilities, music, a couple of commercial games
(ST Wars, Golden Path, Music Studio)
Abacus books: ST internals and GEM programmer's reference

$300

Reply to Jim at: jbraatz@astro.umd.edu

3555. Re: Program to read ST disks on a PC needed

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 14:52:58 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Oct4.145258.5831@rhrk.uni-kl.de>
Source record: 216775

bldaniel@unccsun.uncc.edu (Brian Daniels) writes:

>I'm looking for a program to run on an IBMPC clone that
>will allow me to read ST-formatted 720k disks. I noted one
>on atari.archive called ataridsk.zip, but it seems to be
>corrupted (total size is ~47 bytes, and unzip says it's not
>a zip file). I'd appreciate a pointer to a program to do
>this...
If you format your disks on the ST with TOS 1.04 or newer you don't need any
program because disks formatted with these TOS versions can be used directly
on IBMs. I'm doing this for several years now.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

3556. Re: Convert picture formats??? Which program?

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 14:56:33 UTC
From: garth@splunge.uucp
Message-ID: <1992Oct4.145633.1516@splunge.uucp>
Source record: 216779

leonp@cs.kun.nl (Leon Pillich) writes:

>Just a simple question.
>I'm looking for a program that can convert several picture formats.
>I want especially to convert a 16 color gif to a black and white degas
>picture (320x200 to 640x400).

>I think there must be a program to do this, but which?
>And where can I find it (pd/shareware/freeware).

You've asked for PD/shareware/freeware stuff, but I thought I'd let you
(and everyone else) know about a good commercial program which does a
great deal of conversions, as well as stretching, changing aspect ratios,
and so forth:

STyle 1.0 by Zocra Technologies, Ottawa, Ontario, CANADA
Loads and Saves any of the following formats (and can load
in one format and save in another, with numerous image
manipulations prior to saving):

AIM (.IM), BMP (Windows & OS/2), CP8, Degas (all filetypes),
EPSF, FastLoad (.FL), GIF, IMG, NEO, MacPaint, MacStartUpScreen,
PCX, TIFF (packbits only), Tiny (.TN).

Cost is around $35.00 Canadian funds. Zocra can be contacted at

#4, 319 MacKay Street
Ottawa, Ontario, CANADA
K1M 2B7

Phone: (613) 741-5817

I've tried this program, and it works like a hot damn (although using
certain manipulation-and-save combinations can be *quite* slow).

Garth Wood du
>University of Nijmegen, Holland
>email: leonp@cs.kun.nl
>---
> Life is what's happening when you're making other plans ...
> John Lennon
--
Garth Wood | "A witty saying of some kind."
garth@splunge.uucp |

3557. Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 15:12:19 UTC
From: agostino@cs.concordia.ca
Message-ID: <5199@daily-planet.concordia.ca>
Source record: 216772

--
Hello,
I finally got a hold of Unix Windows the other day and like it a lot.
There is one problem though: I can't seem to be able to get XON/XOFF (^Q/^S)
handshaking to work. I have it set on both ends of the line (stty -a says so,
unless it's broken...), but I can't stop active output. I can stop/start
output when nothing is currently being output (e.g. at the csh prompt).

Needless to say, this problem is annoying when doing ls -lR and you can't stop
the output to read anything. :-(

Any help would be appreciated. Please reply to agostino@cs.concordia.ca.

Thanx,
Agostino Deligia

--
Agostino Deligia
agostino@cs.concordia.ca
It was the best of .sigs, it was the worst of .sigs...

3558. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 16:06:49 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1992Oct4.120649.4026@spcvxb.spc.edu>
Source record: 216776

In article <69839@hydra.gatech.EDU>, gt1448b@prism.gatech.EDU (David P. Forrai) writes:
> In article <bernardo-011092142428@126.10.4.34> bernardo@erevax.bitnet (Marcelino Bernardo) writes:
>>It seems to me that Atari would have a hard time marketing the Falcon with
>>similar configuration for ~$1300 as I've read in this newsgroup.
>>
>>Marcelino Bernardo
>>bernardo@erevax.bitnet
>>Usual disclaimer applies.
>
> Once again, a comparison of apples and oranges. What one has to remember
> with the LC is that high resolution color is NOT standard. It can be added
> at the price of adding VRAM and a board. The high resolution color for
> the LC is what seems to be standard on the Falcon. Also the LC does not
> have a built in DSP. I think the Falcon will find its niche in the music
> and video market which is a market a stock LC is not equipped to compete in.

...which is not a very large market. Besides, the Mac is becoming more
and more popular among electronic musicians. If the Falcon captured
EVERY midi buyer I suspect that Atari would still just barely be able
to continue given current margins. They are going to have to convince
NEW computer buyers to enter into the Atari world and I just don't
see that happening because of (1) Atari's past blunders and reputation
and (2) agressive pricing by pc clone manufacturers and Apple.

Regards,

Chris

3559. Re: Falcon 040 / Windowing UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 16:36:34 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct4.123634.1@uwovax.uwo.ca>
Source record: 216774

In article <1992Oct3.200144.25301@wam.umd.edu>, humphrie@wam.umd.edu (James B. Humphries) writes:
> The last thing I heard about windowing UNIX was depressing. In one of those
> online confs. with one atari gurus it was stated that atari would NOT be
> working on getting X or anything like it working on the FALCON.

Just because atari doesn't do it doesn't mean it won't be done. There's no reason that a third party couldn't do an X port to the ST/TT/Falcon.

Indeed, I'm quite sure that X could be made to run under MiNT. I don't have time (or disk space!) to do the port, but I'd be happy to provide technical assistance to anyone or any group that does want to try it.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3560. Re: STaladin 1.50 ...

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 17:00:25 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1an7v9INN6lo@aludra.usc.edu>
Source record: 216778

In article <1amb3iINNduv@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>There is no need to post it on A.A. as its no good to Internet people
>at all...

Well, I wouldn't say that. Remember, even if you are connected at the
lower baud rates, it still costs to download - but in most cases it is free to
d/l from the internet. Besides, as some have mailed me, they didn't know a
new version was available.

Oh, due to the requests, I have put alad15a.tos (zip self-extractor)
in Atari.Archive atari/New. I also uploaded aladoc14.arc (I changed it from
GEnie's name of "LD_DCV14.arc" because it seemed so counter-intuitive) because
I couldn't find a manual for 1.50 on GEnie. Actually, looking at the changes,
most are bug related, so the 1.4 manual should work fine. BTW, this 1.5
archive is the fu"ll o"ne for those who haven't used GEnie before - so it
includes a genie.lst, so if you want to keep your old topic lists, you better
extract it in a different directory.

>Roger..... sheppard_r@kosmos.wcc.govt.nz
>
-Mike

3561. Re: STZip 2.0 released

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 17:05:13 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1an889INN73e@aludra.usc.edu>
Source record: 216777

In article <1992Oct3.150858.23617@unipalm.co.uk> ian@unipalm.co.uk (Ian Phillipps) writes:
>I did. It's listed in the ls-lR file as being 27th Sep, but isn't in the
>/atari/Archivers directory as stated. Anyone know why? Has it been
>withdrawn?

Yes, I noticed this too, but this was after having one heck of a time
trying to unarchive the one I had been able to d/l about a week ago - it
wouldn't extract itself - I think perhaps the old version of stzip2.0 either
was or became corrupt, so they removed it.

>The permissions on /atari/New are wierd, and prevent my seeing what's
>there.

That is done on purpose so that the archive master (Weiner, right?)
has a chance to give them a look-over so that people don't spend hours on
corrupted files. When he has "checked them out" they go into more logical
areas - and since he is doing it, you can be sure they are put into an area
that makes sense. :)

>Ian
>--
>Ian Phillipps, Unipalm Ltd, 216 Science Park, Phone +44 223 420002
>Milton Road, Cambridge, CB4 4WA, England. Phax +44 223 426868
> print unpack(u,q,9:G5S="!A;F]T:&5R('!E<FP@:&%C:V5R"@``,.'');

-Mike

3562. Unix Windows on a Sun 4

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 17:21:30 UTC
From: pinelr@aix.rpi.edu
Message-ID: <k+qzx3d@rpi.edu>
Source record: 216771

Hi. I was wondering if anyone has gotten the server end of UW to compile and run on a Sun 4 machine. We used to have Sun 3's at RPI but now we have all AIX RISCs and Sun 4 machines, and I haven't been able to use it since. Anyone else have better luck?

--
||| | Rob Pinelli |5\ Seymour: "Hey this isn't right! You're supposed to
/ | \ | pinelr@rpi.edu |18\ show me how miserable everybody is without me!"
Atari ST| 203 North Hall |276\ Junior: "Hey, if *everyone* made the world a
Mega 2 | Troy, NY 12180 |7080\ better place, it'd be perfect!" -Little Shop

3563. Re: TOS upgrade advice/help needed :^)

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 18:29:58 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.gFDj&LZVCRI@jonh.wimsey.bc.ca>
Source record: 216799

In <2ACD523B.20683@news.service.uci.edu> jvance@maxwell.oac.uci.edu (Joachim Vance)
> I was a bit wary (and still am) of cutting out my 68000 and sticking
>in his socketed one, but he made it sound pretty easy (I've done some
>soldering...). I don't think that card comes with any software but I
>could be wrong. Gives the TEC a good run for it's money tho...

I have removed my 68000 and several other chips on the ST motherboard,
and it's tricky, as traces break reaally easily. I was lucky I had access
to a mega st circuit digram, as one of the traces leading to the blitter
broke, and it took me several hours to track down with a continuity testor.
This was after using both a desolderer and desoldering tape. Any other
pc board work I plan to take to a shop.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

3564. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 18:42:34 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.JI8f8I5PZfY@jonh.wimsey.bc.ca>
Source record: 216800

In <1992Oct3.095347.23236@newstand.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

>In article <1992Oct2.141022.26727@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>
>>Apple will literally sell _millions_ of these things while Atari is still
>>struggling to find a few dealers willing to carry their hardware. Sheeesh.
>>

>Very good John, but there's a bit more to put into the
>equation:

>It doesn't matter which machine is better, what matters is
>which machine has better software (and I don't just mean one
>or maybe two programs), more software, better peripheral
>support, more peripheral support, better 3rd party support,
>more 3rd party support. Furthermore, think about developers
>and BIG software companies...are they going to develop for the
>better machine, or the machine that more people own and from
>which they'll earn more money.

This is the catch-22 of the whole thing, isn't it? No one wants
a computer that doesn't have a lot of software available for it, and
no one want's to take a chance writing for a machine that has such
a small userbase. I wonder if Atari's money would be better spent
commissioning software to be written for them than on advertising?
Of course, every time thay've tried this, they seem to have have
made a botch of it. Remember Microsoft Write for the Atari? While
there are plenty of applications available from Europe, the extra
expense of re doing them in English must be passed on to a very small
user base, plus the usual import costs, so it adds to the price
considerably.
As an example, I found it much cheaper to mail order Pure C from
Germany than to buy it here. Considering the size of the market, I
realise Gribnif probably pays the same price as I did, so it's
understandable, but still not a very good situation.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

3565. Using a different font with CoNnect 1.60

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 19:31:15 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Oct4.143115.13337@miavx1.acs.muohio.edu>
Source record: 216780

Well, I've started using CoNnect 1.60, and I like it a lot, the
only problem is the fact that on a color system, to get a window that is
80X24, I have to use the dinky 6X6 font, which is hard to read. Does
anyone know of the easiest way to get a 7X7 font? This would make it
more readable, almost usable!

Later.......

```
----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 4-OCT-1992
```

3566. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 20:01:04 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.&9cTlK0I28U@nasim.sta.sub.org>
Source record: 216653

```
In <H.ea.NL52eAlf56M@marsu.tynet.sub.org>, Markus Wenzel writes:
>In <1992Sep30.013510.13771@ucsu.Colorado.EDU>, Steve Schram writes:
>> How about we start a new group for the falcon? I believe it more than
>> deserves its own group. How 'bout it?
>
>Then I'd like to have two further groups separated from c.s.a.s:
>comp.sys.atari.TT
>comp.sys.atari.spectre
>
>I think the amount of topics is big enough to justify that separation.
>
>Regards, Markus.

A real very good idea!!

I think here are enough Atari user for three new newsgroups!

Knarf
--
+-------------------------------------------------------------------+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+-------------------------------------------------------------------+
```

3567. Re: Backing up the HD -- AGAIN

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 20:08:05 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <15987@mindlink.bc.ca>
Source record: 216781

>In my previous posting, I had requested some advice on the best utility to
>use in backing up my HD. My problems arise from not being able to find
>a program that will compress the files while backing them up or being able
>to restore the files once backed up.

I've written an archiver program amongst the likes of ZOO and LZH which supports multi-volume archives like ARJ. You use a switch to specify how large you want each archive to be ('-c720') and it will compress all the files specified into a number of archives of 720K each. It works well, however: (1) Compression is a little slower than Zoo or Lzh; (2) it only stores files, so any empty directories won't be saved; and (3) it's a preliminary version, so you can't do an 'incremental' backup like most decent HD backup programs. Decompression is almost as fast as file copying, though. In any case, leave me E-mail and I will send you a uuencoded executable.

Desmond Liu, B.Sc. in Comp. Science UUCP: a3148@mindlink.UUCP
Vancouver, B.C. (Go Canucks!!!) Bang: ...!van-bc!rsoft!mindlink!a3148
(still looking for work *sigh*) Internet: a3148@mindlink.bc.ca

3568. Re: Falcon in Holland

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 21:06:26 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.718232786@groucho.phil.ruu.nl>
Source record: 216787

leonp@cs.kun.nl (Leon Pillich) writes:

>- This shop (Byte) will certainly sell Falcons.
>- The Falcon will be introduced in Holland in Februari 1993

Very good news :)

>- No Falcons without HD's will be sold in Holland

Very bad news... What kind of policy is this??? Most people have a separate
HD and no need for another one - why force customers to buy some dreadful
52 Meg HD? (which probably is a Seagate...?! ^**%$ I hope I am mistaken...)

Hendrik "I like my 210M Quantum :)" Jan

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3569. Spurious Interrupt? (Programming question)

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 21:15:52 UTC
From: chuckies@cs.mcgill.ca
Message-ID: <1992Oct4.211552.26528@cs.mcgill.ca>
Source record: 216782
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am writing a program which uses Timer A on the ST, as well as
the mouse interrupt vector and a VBL interrupt vector. Sometimes,
and at long, irregular intervals, I get an Exception 24 (spurious
interrupt). Would anyone know what this means exactly and/or what to
do to fix it? Any help appreciated.

Response by e-mail preferred...

Thanks.

--

.. . . ====================================
| |--| | | | |< | |- `-. Charles Savoie chuckies@cs.mcgill.ca
`'' ' ' `''' `'' ' ` ''' `'' ''' ====================================

3570. Re: LZH201LE

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 21:26:52 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Oct04.212652.94733@yuma.ACNS.ColoState.EDU>
Source record: 216784

In article <1amhteINNefk@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Can some one Please post a REAL English version of LZH201L, the claimed English
>version (LZH201le.ttp) on A.A and TU-BERLIN is still in German, and is not
>version L but i, it has English Doc's for version h...

put it in the New directory at a.a called lzh201le.ttp. It is in English,
though you still have to press J for yes and N for no... but it is in English

3571. Re: Is there an auto prg to merge midi out with a thru?

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 21:32:15 UTC
From: ken@opusc.csd.scarolina.edu
Message-ID: <1992Oct4.213215.6120@opusc.csd.scarolina.edu>
Source record: 216786

In <1992Sep30.154301.24346@netcom.com> despair@netcom.com (Scott Hanson) writes:

On getting the MIDI THRU signal from the Atari MIDI OUT port.

=>In your tiny "user's guide" there is a pinout for the Midi out/thru port.
=>The standard three pins (1, 3, 5) are signal & shield and (2,4) are thru.
=>Use pin 3 for the shield, there is no harm since the devices are allegedly
=>isolated. By the way, unshielded works fine for me over short distances.

...practically the only useful bits of information in that entire cheesy
little book. :-(

I started typing this from memory, and I had these pins all confused in
my head, partly because they're not numbered sequentially. I think
this is so that a 3-pin 180-degree DIN has pins 1,2,3 matching those of
the 5-pin. I'm now looking at the pin-out in the book.

Anyhow, the DIN jacks that I buy have the same numbering as the Atari
pin-out, which is: (looking at the back of the ST):

THRU loop return 3 1 THRU Tx data
OUT loop return 5 4 OUT Tx data
shield ground 2

Normal MIDI ports only use pins 2, 4, 5. Atari has folded in
a MIDI thru by using pins 1 and 3. It's possible to get a
hardware thru by simply connecting 1/3 to 4/5 of another jack,
and connecting the shield ground (?).

As I now look at the book, the Atari's MIDI in doesn't have the shield
connected at pin 2. This is probably normal; my scheme has the
shield of the cable from the Atari OUT connected to those of the 2
cables it's feeding. If anyone can tell me the Right Thing to do
with the shield, I'd appreciate it.

What we end up with looks something like this:

```
3 1 3 1
+----------------+ |
| +--------------------+
| | +-------------- +
5 4 5 4 5 4
+----------------+
2------------------2----------------2
```

MIDI thru Atari MIDI out MIDI out

I have incorporated the ST MIDI through into a switch that I
built---very crudely, no opto-isolation but it works. I just
make sure not to move switches when any data is coming through!

Ken

--
Ken Sallenger / ken@bigbird.csd.scarolina.edu / 803 777-9335
Computer Services Division / Univ. of South Carolina, Columbia SC

3572. Problem: Maps & Legends bombs with TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 22:09:04 UTC
From: s19184@seb.se
Message-ID: <1992Oct4.230904.1@seb.se>
Source record: 216788

I have version 3.04 of Antic's "Maps & Legends" and have discovered that it bombs with TOS 1.4 on most attempts to draw a map. It occasionally does not bomb, but in most such cases after a long delay produces an incomplete map. It only appears to produce certain maps of Europe correctly. I would guess that it is feeding incorrect parameters to VDI.

Is there a later version of Maps & Legends which works with TOS 1.4? Are Antic still around and supporting the ST in general and Maps & Legends in particular? I lost contact with them when STart folded. Does anyone have any suggestions as to where I should begin looking to find and correct the problem?

--
Michael Evans Telephone: +46-8-639 33 70
SEB Data R Fax: +46-8-639 37 62
S-106 40 Stockholm Internet: mike@seb.se
Sweden

3573. Re: Unix Windows on a Sun 4

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 23:21:31 UTC
From: wmagro@uiuc.edu
Message-ID: <BvME7w.Jyv@news.cso.uiuc.edu>
Source record: 216792

In article <k+qzx3d@rpi.edu> pinelr@aix.rpi.edu (Rob Pinelli) writes:
:^) Hi. I was wondering if anyone has gotten the server end of UW to compile
:^) and run on a Sun 4 machine. We used to have Sun 3's at RPI but now we have
:^) all AIX RISCs and Sun 4 machines, and I haven't been able to use it since.
:^) Anyone else have better luck?

I built the uw server on our SPARCstation with no trouble. I may have had to use gcc, though, as the sun 'cc' isn't compatible with a lot of portable C source. I can't remember.

--Bill

3574. Re: using Falcon DSP as modem?

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 23:38:42 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Oct4.233842.34699@news.th-darmstadt.de>
Source record: 216793

In article <A5423@BN.maus.de> Juergen_Voorgang@bn.maus.de (Juergen Voorgang) writes:
>>I believe the falcon's SRAM is 32K
>
>It's 32 KWords with 24bits/word = 96 KB of zero-waitstate SRAM.
Well per address space I surely hope.

Nat!

--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Psalm 69" Ministry

3575. Anyone know where I can find YAPP for ST?

Newsgroup: comp.sys.atari.st
Date: 1992-10-04 23:54:54 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <16876109FE.C556212@mizzou1.missouri.edu>
Source record: 216794

I am not too knowledgable about HAM radio and ST interface, but I promised
a friend I would ask around for YAPP transfer protocol for the ST.
He said that YAPP was the standard and that he can't download much without it.
Also, he said he has it for IBM, but that his AT-Speed wont work through his
RS 232 port, even after trying to reconfigure the comm ports on his IBM
telecomm program. Can anyone help me?
Jeoff Hines c556212@mizzou1.missouri.edu

3576. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 02:17:23 UTC
From: dchou@husc8.harvard.edu
Message-ID: <dchou.718251443@husc8>
Source record: 216795

akenning@zeus.calpoly.edu (Aaron B. Kennington) writes:

>In article <bernardo-011092142428@126.10.4.34> bernardo@erevax.bitnet (Marcelino
Bernardo) writes:
>>Here is a portion of a recent press release posted in
>>comp.sys.mac.announce.
>>
>> Previous SRP New SRP %Change
>>Macintosh LC II(4MB/40HD) $1,699 $1,239 27
>>Macintosh LC II(4MB/80HD) $1,849 $1,349 27
>>
>>It seems to me that Atari would have a hard time marketing the Falcon with
>>similar configuration for ~$1300 as I've read in this newsgroup.
>>

>Macintosh LC IIs still overprced for the speed they offer.
>Also System7 soaks up 1.5-2megs (depends on fonts, etc) of memory.

>--
>---
>---|__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||_|||---
>---||__|Aaron B. Kennington.....................akenning@eos.calpoly.edu|__||---
>---|||---|---

Yes, but the point is that the LC II will have the entire Macintosh software
base at its disposal, and plug & play compatibility with monitors, printers,
scanners, external hard drives, etc. For that price, plus the stability of
System 7.1 (soon to be released), and the dirt cheap prices of SIMMs (not to
mention virtual memory), I think that the LCII has a lot going for it, as does
its parent company with its reputation for quality and customer support.
Certainly more than the Atari Falcon, whose status is currently semi-vaporware
and whose parent company's reputation borders on comic.

-Dave

3577. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 02:23:34 UTC
From: dchou@husc8.harvard.edu
Message-ID: <dchou.718251814@husc8>
Source record: 216796

gt1448b@prism.gatech.EDU (David P. Forrai) writes:

>Once again, a comparison of apples and oranges. What one has to remember
>with the LC is that high resolution color is NOT standard. It can be added
>at the price of adding VRAM and a board. The high resolution color for
>the LC is what seems to be standard on the Falcon. Also the LC does not
>have a built in DSP. I think the Falcon will find its niche in the music
>and video market which is a market a stock LC is not equipped to compete in.
>--
>David P. Forrai
>uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
>Internet: gt1448b@prism.gatech.edu

That is correct, but hardly relevent. The LC has been discontinued by
Apple and replaced by the LC II, which does have built in support resolution
of 640x480x256colors on a 13" RGB monitor with the 512K VRAM module (about
$60). Sound is the standard 8 bit stereo, sans DSP, of course. The point
is that you can get a 68030 MAC with 8 bit color, add an FPU, and with 4
megs of memory and an 80 meg harddrive for about $1400 NEW! Calculated
into that price should be the consideration of the Mac software base,
reliability of system software, ease of peripheral expansion and configuration,
and overall product reliabilty and support. I was a former Amiga 500 owner
who saw problems in CBM's customer strategy which I believe has driven me
and countless other users out of that "niche". When Apple comes out with
its PowerPC and lowers its price further, I see Atari hanging on for dear
life with a product which has a game/productivity identity crisis that
Amiga 500's have suffered from since their inception.

-Dave

3578. Spectre.

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 03:44:46 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1aodnelNNklo@golem.wcc.govt.nz>
Source record: 216797

Okay, I have here a Spectre GCR Cartridge (including 128k ROMs), version 3.0 of the software, and v3.0 of the 'Mac PD' utilities disk. The original box, Spectre manual, and v3.0 update manual are also included.

(And, also a drive cable for hooking the cartridgr into the computer / 2nd disk drive).

$350(US)or near offer!

E-Mail me if interested!
/s

3579. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 05:27:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A49384@MS.maus.de>
Source record: 216628

Markus Wenzel (wenzel@marsu.tynet.sub.org) wrote:
>Then I'd like to have two further groups separated from c.s.a.s:
>comp.sys.atari.TT
>comp.sys.atari.spectre

I'd prefer a more systematic approach:

comp.sys.atari.hardware.{st|tt|falcon}
comp.sys.atari.os.{mint|gem|spectre}

3580. Re: TOS upgrade?

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 06:02:51 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct5.060251.15915@elroy.jpl.nasa.gov>
Source record: 216798

In article <1992Oct2.233034.10925@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1992Oct2.045720.3272@ultb.isc.rit.edu> jad2433@ritvax.isc.rit.edu writes:
>>What is a good TOS upgrade for a Mega ST?
>>I currently have Tos 1.4, and a 1.44 meg Floppy
>>I have plans to go beyond the 4 meg Barrier with the MegaST with some help
>>from FastTech. I dont know what Jim is going to do to do it, but I would
>>like to have a TOS capable of handeling it.
>>
>>Has anyone had any experience upgrading their TOS beyond 1.4?
>
Lemme amend my previous posting. I mentioned that you wouldn't have to worry about TOS upgrade with the TurboRAM board; that's not true. The TurboRAM board requires TOS 2.06, and doesn't come with a TOS upgrade option itself.

I'm posting the info I have now to head off any further emailed questions...

TurboRAM board fits Mega STs and all STe's, comes with 0, 2, or 8 MB RAM, so you can upgrade to a full 12 MB. Cost is $199 with no RAM, $359 with 8 MB. The board uses page-mode DRAMs and is supposed to have a "back door" to allow accelerators to get faster access. The flyer I have doesn't specify the actual speed of the DRAMs being used.

Ok, so you need TOS 2.06 to use the TurboRAM board, and it only fits in Megas or STEs. If you've got the right machine, you have at least 4 different ways to get TOS 2.06 into your system. If you have an STe, you just need to buy the chips for $60 and drop 'em in. Or, you can buy the TEC that Codehead sells, or you can buy the BEST board (sorry, the name still escapes me and I don't have the phone number for Best handy). Or, you can buy a Turbo20 board from Fast Technology - this says "allows easy use of TOS 2.06" which implies to me that you have to buy the chips somewhere else. Or you can buy a Tiny Turbo 030, which comes with TOS 2.06 onboard. For review - a Turbo20 is a 16MHz 68000 running at 20 or 25MHz clock speed. The 25MHz board is $349, I don't have a price for the 20 MHz board. These boards are supposed to work in all STs, the STe version costs $49 more. The Tiny Turbo 030 is a 40 or 50MHz 68030 with optional 60 MHz 68882. This goes for $599 at 40 MHz, or $699 for 50 MHz, and another $299 for the 68882.

I was on the verge of buying a pair of Turbo20's at the Glendale Fair, but decided that since I already have 16MHz 68000s in both my STs, any further upgrade I did would have to be to 68030 at least. The Tiny Turbo 030 is rather attractively priced, considering, but I feel it's a little hampered since it must use ST RAM, and you can't add any 32 bit RAM to it. They weren't advertising their full 68030 board at the Glendale Fair, only the 3 products I've mentioned here.

If you want more info, call Fast Technologies at 508-475-3810 in the US.
You can also order in Canada thru ISD Marketing at 416-479-1880.

PS - I am not affiliated with Fast Technology in any way, I'm just passing on info from an ad I picked up at the Glendale Fair. Also, the TurboRAM board wasn't ready for sale yet at Fair time, I don't know if it really exists yet now, either.

If you want info on the TEC board, contact Codehead Technologies at 213-386-5735. I'm not affiliated with them, either.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step toward fulfilling their dreams. For most of them, it's also their last.

3581. Re: Latest Uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 07:21:15 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct5.072115.19389@elroy.jpl.nasa.gov>
Source record: 216651

In article <1992Oct3.221549.6559@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>If memory serves, Simon Poole made a minor update to Uniterm 2.0e011 about
>a year ago, and posted an ftp site from which it can be snatched. Could
>someone please EMAIL me the answer to the following:
>
> 1. Is /atari/Telecomm/uniterm.zoo this final version?
> 2. What was the ftp site specifed by S. Poole?

Roger Sheppard already answered 2. above... The answer to question 1
is "no." Simon didn't want the new version distributed thru any other
archives, dunno why not, but this is stated in the README file on the
given ftp site.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step
toward fulfilling their dreams. For most of them, it's also their last.

3582. Re: How many SCSI devices/host adapter?

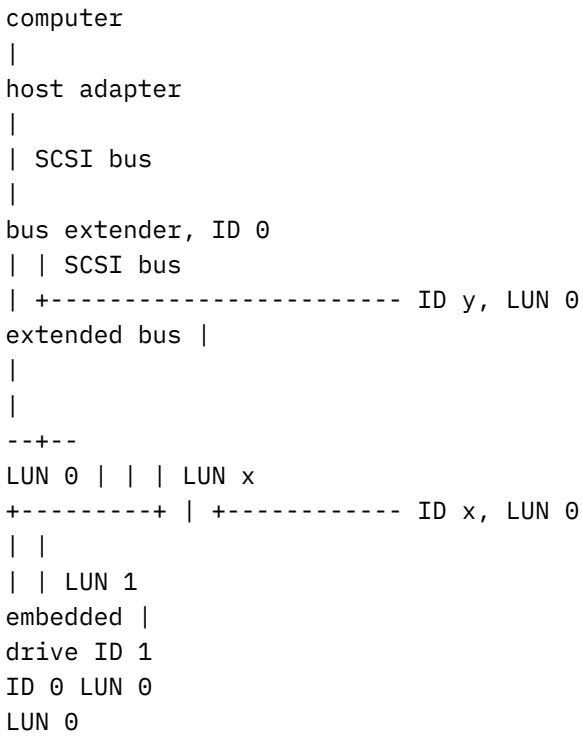
Newsgroup: comp.sys.atari.st
Date: 1992-10-05 08:01:26 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct5.080126.20630@elroy.jpl.nasa.gov>
Source record: 216652

In article <16876C418.BWWL@ibm.rz.tu-clausthal.de> BWWL@ibm.rz.tu-clausthal.de (Wolfgang Ley) writes:
>In article <BvKEvx.Lxw@usenet.ucs.indiana.edu>
>dvasilef@silver.ucs.indiana.edu (David Vasileff) writes:
>> This may be a trivial question, but I was wondering how many SCSI
>>devices I could hook up to my ST if I had an ICD AdSCSI host adapter.
>>For example, if I already had a 20meg HD with and AdSCSI, could I just
>>buy a syquest mechanism and plug it in (assuming I could fit it in the
>>case).
>
>You can access the SCSI-IDs 0-7 with an ICD AdSCSI. If you have an adapter
>with a sepearte clock on it this will have the SCSI-ID 6. So 7 are left.
>If you want to use a second SCSI-Drive you just have to plug it in...
>(eh... due to the short cable inside my case, i had to install a newer (longer)
>one).
>...and don't forget to change the SCSI-ID of the second drive to another than
>zero (this could be done by jumpers on the HD).

The above looks correct. Just fyi, the "AdSCSI" has no clock, the "AdSCSI Plus" does; this is the difference between them.

Normally with SCSI, you have 0-7 "target IDs" and each target can have 0-7 Logical Unit Numbers. So, you could theoretically have up to 64 devices on your SCSI bus. In the bad old days (}-)) you took an ST-506 hard drive and stuck an Adaptec SCSI controller onto it. The controller was given a particular target ID number, and it could control up to two drives, so it would recognize LUNs 0 and 1. This was pretty common for SCSI controllers, so now your 64 devices is limited to only 16 devices. Nowadays most SCSI devices have "embedded controllers" which means the controller comes with the drive and can only control that single drive. This limits you to only 8 devices per SCSI bus, and the logical units 1-7 can't be used for anything. On other systems you're limited even further, the computer's SCSi host adapter has it's own SCSI target ID, so only 7 other IDs are available for peripheral devices. No ST host adapter that I know of reserves an ID for the adapter itself, although some do reserve an ID for their onboard clock, as mentioned above. (Rather a silly thing to waste a whole target ID on, I'd say. Oh well...)

Since it's not unreasonable for some folks to want more than just 7 or 8 peripherals on their SCSI bus, you can now get a sort of "bus extender" from a few places. What these do is sit between a set of peripherals and the main SCSI bus. The extender is assigned an ID, and any logical unit numbers that go to it are handed out to the devices with the matching target ID behind it. e.g.



This setup brings your theoretical device limit back up to 56 (or 48)...
(The bus extender has to have its own ID on the extension bus.)
It seems these extender devices are only made for SCSI-2, perhaps they
felt SCSI-1 didn't have enough bandwidth to justify it.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step
toward fulfilling their dreams. For most of them, it's also their last.

3583. Re: Falcon Press coverage

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 08:27:40 UTC
From: djs@jet.uk
Message-ID: <1992Oct5.082740.3926@jet.uk>
Source record: 216654

In <1992Oct1.153141.7579@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:

>The latest (November) issue of the UK publication Personal Computer World has
>a three page article about the Falcon in it. Chris Cain gives it a very
>favourable review. The machine he had access to was a production machine
>... etc
I thought the review was pretty predictable in that it could have been written
even if Mr Cain never got his hands on a machine. It says that the audio
is impressive, but this was based on the Atari demo at Dusseldorf. He never
actually did any tests himself, it would seem. There were no reports on
the D2D software, or on MultiTos (the screen shots appeared to be from a
machine running SingleTos). There were no compatibility tests for ST software.

All in all, not very informative, I thought. But at least I would agree with
him that 899quid is too much for just 4Mb and 65MB with no monitor. That's
400quid just for an extra 3Mb and a small disk.
--
+--+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+--+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3584. Re: Falcon in Holland

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 08:53:26 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.718275206@freyr>
Source record: 216656

leonp@cs.kun.nl (Leon Pillich) writes:

>Today I went to a local computer shop to ask if and when they would
>sell the Falcon. I had a nice chat with the guy and he told me the
>following things:

>- This shop (Byte) will certainly sell Falcons.
>- The Falcon will be introduced in Holland in Februari 1993
>- The first two month of production are already sold out, though
> eaxct price isn't know yet
>- Price will be between 1400 and 2000 Dutch guilders, including HD
>- No Falcons without HD's will be sold in Holland
>- Introduction to the general public is feb 1993 because atari
> wants to be able to sell a computer with a large software base
> which is under development now.

And probably will still be in its development phase in feb 1993. I thought
the Falcon was going to be available November of this year.

>- MultiTos or other Tos is uncertain (verybody hopes for MultiTos)
> but it's not unlikely that it will be sold only with MultiTos
>- Case is uncertain. Certainly no 1040 case !!!!!

Let's HOPE they will give that some thought. But who believes a salesman
in a BYTE shop?

>- They think that falcons will make lifer for cheap Macs tough !! :-)))

Which still won't make life for cheap PCs any tougher, which is more what
we want in the end.

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

3585. Re: LZH201LE

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 09:58:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ap3jaINNma5@golem.wcc.govt.nz>
Source record: 216655

>>version L but i, it has English Doc's for version h...
>
> put it in the New directory at a.a called lzh201le.ttp. It is in English,
> though you still have to press J for yes and N for no... but it is in English

You will find that is the same version that is on A.A. and TU-Berlin, NOTE:
its not version L but still a German version of i but with English Doc's
for version H..

So I am still asking for a REAL English version of LZH201L..!!

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3586. Re: TDD

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 10:02:00 UTC
From: Christian_Vogler@hh2.maus.de
Message-ID: <A13133@HH2.maus.de>
Source record: 216627

In article <1992Oct2.140155.24429@a.cs.okstate.edu> cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:

>okay... TDD tech info
>
>5 bit baudot code
>26 chars (upper case only)
>2 shift characters (alpha shift and num shift)
>the same alpha codes are used for numeric digits after a shift character.
>Must shift back to alpha later....
>
>The carrier is momentary. It exists only while a character is being
>transmitted. Then there is silence until the next character. The SAME
>carrier is used by the other end... hence the need for silence between
>transmitted characters.
>
>The bit rate is about 45.45 baud (ca. 50 or 60 wpm)
>
>the 5 data bits are bracketed by a start/stop bit pair.

Fine, but does anyone know how to teach a modem that kind of "protocol"?
:-(
As far as I know, you need to specially design a modem for that.
And not to forget, there are different standards (if you can call them "standards" at all) throughout the world. (e.g. EDT, Baudot, ...)

with regards
Christian

P.S. I'd appreciate any further info very much.
(possibly via Email, since we are quite off topic in this group)

Christian_Vogler@hh2.maus.de (Internet)

3587. New Games on Atari Archive

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 10:36:26 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct5.103626.29061@cs.nott.ac.uk>
Source record: 216674

Hi all!

Just a word to let you know that I'll be uploading a couple of games to
atari archive later on today, so they'll be available in a few days..

The games are:

GRAV 2: Follow up to GRAV, much improved!

CHAOS: An unofficial conversion of the spectrum classic: 700K of samples!
CHAOS works only on 1MB+ machines!

Thanks, and enjoy

Martin

3588. Re: Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 12:23:44 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Oct5.122344.7225@csi.uottawa.ca>
Source record: 216657

In article <1992Oct2.024540.8931@umbc3.umbc.edu> chuck@umbc5.umbc.edu (Chuck Rickard; ACS (UGRAD)) writes:
>Oh well, that's nothing new...
>
>Anyway, I talked to Toad Computers and Jennifer said that many people had
>called concerned about his order. The fact, however, is that it was
>shipped about a week ago, and she is sending an apology letter to Mr. Paul.
>
>So, I guess the Internet must be some powerful force!

I'd love to know just how many "many people" is.

Terribly amusing! I can just imagine the consternation at Toad. They have a staff meeting:

"So, how many calls about Mr. Paul did we get today?"

"Six. Stupid computer network!"

This is a much nicer touch of "real world meets the Internet" than the last one I recall (One Dr. Fabrikant of Concordia University, Montreal, sent out a whole REAM of material accusing his department of academic fraud. It wound up posted in one of the Usenet newsgroups. The next day, there were news reports of a hostage taking at Concordia; it turns out he brought in a gun, and wound up shooting several people. There were 3 deaths, I believe. Quite disturbing, to say the least. Pretty irrelevent to this thread, fortunately.)

Heading to a nicer note: I guess this means that people don't need to keep harassing Toad Computers :-).

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3589. Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 12:32:44 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Oct5.123244.22843@dcs.warwick.ac.uk>
Source record: 216662

I have a few questions about the Falcon.

1) What speed is the data bus and memory (I assume 16MHz)?
2) Can the DSP/blitter/DMA directly access ALL available memory?
3) Can you buy the Falcon in the shops in ANY country yet?
4) Does the #499 UK price still hold after the devaluation of the pound against the dollar? (It should go up to at least #560 if Atari are to keep the same margins).
5) Does the VDI use the DSP to speed up graphics?
6) Are Atari taking advantage of the non-standard RAM boards by overpricing them, if so how easy would it be to manufacture 3rd party boards.

Thanks

- Leo Hendry (previously cstdxas@csv...)

3590. Re: Convert picture formats??? Which program?

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 13:18:53 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1992Oct5.131853.9037@aston.ac.uk>
Source record: 216679

Gif to mono conversion is really only two or three programs. Gemview is slightly more powerful, but can only save in .IMG format; use a screen dump utility or some such. ViewGif is pretty much as good, but doesn't have as many features, though it saves in DEGAS and is (I think?) slightly faster. MGIF37 is a mono gif viewer; is has masses of features like histogram equalisation, but uses a proprietary file format using flicker palettes; very good results but can only be shown by that program. All three programs are on atari.archive.

--
Tim Wright. \ Real Life sucks
wrighttj@cs.aston.ac.uk \ losers dry.

3591. Re: GIF/JPG for TT

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 13:29:25 UTC
From: hintz@uranus.informatik.uni-dortmund.de
Message-ID: <1apfvlINNq6i@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 216658

In article <1992Sep22.215902.15065@CS.ORST.EDU> thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:
>Yesterday I ftp'd several different GIF viewers from a.a, but none
>support TT low or TT medium res. Would somebody out there like to
>point me towards a GIF a/o JPG viewer that supports these resolutions?
>

Charly-Image Version 2.0 and GEM-View 1.1i (08.04.1992) can both display JPEG and GIF-Files in all resolution, also on graphic boards. Charly-Image can also save JPEG-File an manipulate them in TrueColor or Greyscale.

Stefan Hintz

3592. Re: Monkey Island II

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 13:30:54 UTC
From: andrew@minster.york.ac.uk
Message-ID: <718291853.48@minster.york.ac.uk>
Source record: 216677

I understand that Monkey Island II would not be converted because LucasFilm Games did not want to compromise the brilliant graphics and sound that both the IBM and Amiga versions had for the lower standards that the Atari ST offered. The Falcon030 seems to overcome this problem so maybe they could convert it now!!!! In fact I plan to buy my Falcon once Monkey Island II exists for it.

-Andrew

Hmmm.. Maybe I should not compromise myself by buying a game which uses lower quality sound and graphics than my machine can easily manage.

3593. Re: AEO address?

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 14:07:17 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct5.140717.29787@newshost.lanl.gov>
Source record: 216659

In article 15493539@cc4.crl.aecl.ca, csullogg@cc4.crl.aecl.ca () writes:
>Could someone tell me the E-mail address of Atari Explorer on-line.
>I asked Greg Lindahl at Virginia.Edu but he was obnoxious and
>would not tell me. Always puzzles me why some netters treat others
>with contempt.

I don't know if the staff of AEO is available via the Usenet or not. I know they can be reached through GEnie, however.

Ref the latter... yeh, it's a mystery.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3594. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 14:18:47 UTC
From: rost@rgb.dec.com
Message-ID: <1992Oct5.183410.7208@ryn.mro4.dec.com>
Source record: 216676

In article <dchou.718251814@husc8>, dchou@husc8.harvard.edu (David Chou) writes...
>The point
>is that you can get a 68030 MAC with 8 bit color, add an FPU, and with 4
>megs of memory and an 80 meg harddrive for about $1400 NEW! Calculated
>into that price should be the consideration of the Mac software base,
>reliability of system software, ease of peripheral expansion and configuration,
>and overall product reliabilty and support.

So what? I'm more interested in a machine that runs *ST* software as I have tons of it and am not about to spend hundreds of dollars buying identical applications for a Mac. Not to mention my printer is useless (how come nobody bitches about Apple's printer options, i.e. $400 for a 9-pin d.m. printer is nuts when I already have a 24-pin machine that cost less than half of that!), etc.

>When Apple comes out with
>its PowerPC and lowers its price further, I see Atari hanging on for dear
>life

And I doubt that Power PC will run Mac applications (sorry, if the converse is a public fact, I haven't heard it) so Mac owners will not be any better off.

BTW, a recent survey showed that less than 1/3 of home PC users have any software beyond a word processor, spreadsheet and database. Since these are commonly bundled with DOS clones and Performa Macs, the majority of users really don't care about all the other stuff out there anyway. Face it, the world of PC users is not 100% C programmers. This newsfeed is skewed in that almost everyone in here is from a subset of the population that is morte computer literate than the norm. I build computers for a living, at *home* all I care about is running applications (balancing checkbooks, writing letters and reports, playing chess and MIDI stuff) not debugging code and patching my system every few days.

The fact is I was about ready to spring for a Mega STE. The Falcon is a better deal and since I also play music semi-professionally, the audio capabilities are a real plus. For someone like me who already has an investment in Atari, the Falcon is the best choice. Within a few years I expect the PC landscape will look a lot different (Windows NT, Power PC, etc.) so why should I buy into Macintosh which offers me very little, if anything, over the Falcon for most applications. I'd rather stick with Atari a bit longer then migrate to a new system three to five years from now.

Brian Rost @rgb.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

3595. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 15:12:05 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.718297925@rw8.urc.tue.nl>
Source record: 216661

osoelgaultier+@CMU.EDU (Stefan Monnier) writes:

>You can't get 768x480x32K on VGA monitors, cause it requires a too
Is this also SVGA monitors? Even good ones that do 1024*786 without
interlace???
I suppose not all VGA monitors are the same are they???
And what about multisync monitors like the ones from NEC can they use
all the modes without interlace?

I think it would be strange that there wouldn't be a monitor that can
handle all video modes without interlace.

Erlend.

3596. Re: Spectre.

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 15:26:54 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct5.152654.8543@newshost.lanl.gov>
Source record: 216660

In article 1aodneINNklo@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz () writes:
>Okay, I have here a Spectre GCR Cartridge (including 128k ROMs), version 3.0
>of the software, and v3.0 of the 'Mac PD' utilities disk. The original box,
>Spectre manual, and v3.0 update manual are also included.
>
>(And, also a drive cable for hooking the cartridgr into the computer / 2nd
>disk drive).
>
>$350(US)or near offer!

Hmmmmm... thanks for reminding me. I have the _same_ thing for sale at $250.
Send email, please.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3597. Wanted 20 Meg Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 15:37:33 UTC
From: maxn@intermec.com
Message-ID: <1953@intermec.UUCP>
Source record: 216664

I,m looking for a cheap (about 150$) hard drive.
If you have an old 20 Meg you want to sell for 150$
or less please contact me.

Max Newman
maxn@intermec.com

--
uucp address: maxn@intermec.com or uunet!pilchuck!intermec!maxn
Trust in your calling, make sure your calling is true

3598. Which BBS should I use????

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 16:19:56 UTC
From: tevans@unislc.uucp
Message-ID: <1992Oct5.161956.27610@unislc.uucp>
Source record: 216663

I have been thinking of setting up a BBS on my coputer at home
and I was wondering what BBS do the user's out there like?

I would like the BBS to be a PD version if there are some that
are acceptable to use. (Acceptable means that it doesn't bomb,
is easy to maintain, etc..) I noticed that there are two at
atari.archive.umich.edu and they are called fnordadel and stadel.
How are they??

You may either post your responese or send them to
tevans@cs.utah.edu

Thanks for the help in advance.

3599. Simm. v/s Sipp ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 16:40:50 UTC
From: scastro@dcc.uchile.cl
Message-ID: <1992Oct05.164050.26866@dcc.uchile.cl>
Source record: 216665

Recently i upgraded my st to 2.5mb with 2 sipps using 2_5ram.zoo wrote by Christopher Hicks . Is there any difference between sipp and simm for upgrading st ?.

Thanks...
Seba.

3600. Re: Boston Computer Soci

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 17:54:04 UTC
From: John.David.Carter@f308.n133.z1.FIDONET.ORG
Message-ID: <393.2AD12C03@gisatl.fidonet.org>
Source record: 216629

I think that Atari AVI sounds great! Except that it should probably stand
for Atari AUDIO/VIDEO INTERLINK! or not...

--

__
/ \ User: John David Carter
/|oo \ Via FidoNet node: 1:133/411
(_| /_)
_`@/_ \ _ FidoNet <==> UUCP Gateway
| | \ \\ FidoNet Net 133, Atl96
| (*) | _))
______ |__U__| / \// David Deitch, Administrator
/ FIDO \ _//|| _\ / Galaxy Information System
(________) (_/(_|(____/ (jm) (GIS) Atlanta

UUCP: gatech!warlord!gisatl!308!John.David.Carter
INTERNET: John.David.Carter@f308.n133.z1.FIDONET.ORG

3601. Re: TOS upgrade?

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 18:04:46 UTC
From: wmagro@uiuc.edu
Message-ID: <Bvnu82.2Eu@news.cso.uiuc.edu>
Source record: 216666

In article <1992Oct5.060251.15915@elroy.jpl.nasa.gov>
hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
..
) which comes with TOS 2.06 onboard. For review - a Turbo20 is a 16MHz
68000
) running at 20 or 25MHz clock speed. The 25MHz board is $349, I don't
have a
) price for the 20 MHz board. These boards are supposed to work in all
STs, the
) STe version costs $49 more. The Tiny Turbo 030 is a 40 or 50MHz 68030
..

I am not sure if they work in _all_ STs. A friend of mine was going to give me his Turbo16, so we desoldered my 68000 and put in the FASTtech board...only to find that it was too high, hitting the keyboard, and preventing reassembly of my computer (bummer). I think I have a revision C STf motherboard (with CPU under keyboard).

So, I am sure it would _work_, it just doesn't _fit_.

--Bill

3602. Contacting GEnie from i-net

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 18:13:16 UTC
From: wmagro@uiuc.edu
Message-ID: <BvnuM5.2MA@news.cso.uiuc.edu>
Source record: 216667

In article <1992Oct5.140717.29787@newshost.lanl.gov>
hutch@bellman.lanl.gov (John Hutchinson) writes:
:^) In article 15493539@cc4.crl.aecl.ca, csullogg@cc4.crl.aecl.ca ()
writes:
:^) >Could someone tell me the E-mail address of Atari Explorer on-line.
:^) >I asked Greg Lindahl at Virginia.Edu but he was obnoxious and
:^) >would not tell me. Always puzzles me why some netters treat others
:^) >with contempt.
:^)
:^) I don't know if the staff of AEO is available via the Usenet or not.
I know
:^) they can be reached through GEnie, however.

Good news for people who want to reach GEnie from the internet/Usenet.
Bad news for people on GEnie who don't want mail from us: persons with
GEnie addresses may now be mailed from the internet. If the GEnie name is
i.m.a.genie then the internet address is 'i.m.a.genie@genie.geis.com'.
What could be simpler?!

Enjoy!

--Bill

3603. Game Workbench (was Re: Game designers workshop what/why/how/etc)

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 18:46:20 UTC
From: dmb@case.ai.mit.edu
Message-ID: <28873@life.ai.mit.edu>
Source record: 216669

In article <1992Oct5.141820.1677@newshost.lanl.gov> hutch@bellman.lanl.gov writes:

>The Game Designers Workbench is completed... it's just that there have
>been some organizational difficulties with the company who owns the
>distribution license for it. The principle author of GDW is Dave
>Baggett who frequents the Usenet, so why not send him email at
>dmb@wam.umd.edu and ask him the real story?

Correction: The priciple designerS *are* Neil Forsyth <neil@cs.hw.ac.uk>
and me <dmb@ai.mit.edu>. As for the real story, you sure as hell got
me. :-/ It's a truly wonderful system that Neil and I have both
poured three years of our lives into -- that's all I can say with any
confidence at this point. You may attempt to call DC directly about
the status of the system in terms of release date, etc. If you find
out anything, let me know. (!)

Dowloadable games created with it are HacMan II, DC Snowball Fight, and
Blox, all of which can be found on atari.archive. They are in some
sense not very good examples, though, because we've spent 98% our time
working on the system 2% on writing the example games, and neither of
us is a professional quality artist. The games are mainly trivial
(albeit time-consuming) examples of what the system is capable of.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

3604. Re: AEO address?

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 18:47:22 UTC
From: hohmuth@freia.inf.tu-dresden.de
Message-ID: <CWN7ZRD@math.fu-berlin.de>
Source record: 216670

In article <1992Oct5.140717.29787@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
> In article 15493539@cc4.crl.aecl.ca, csullogg@cc4.crl.aecl.ca () writes:
> >Could someone tell me the E-mail address of Atari Explorer on-line.
> >I asked Greg Lindahl at Virginia.Edu but he was obnoxious and
> >would not tell me. Always puzzles me why some netters treat others
> >with contempt.
>
> I don't know if the staff of AEO is available via the Usenet or not. I know
> they can be reached through GEnie, however.

It's available. You can subscribe it at stzmagazine-request@virginia.edu.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

3605. Board meeting? ...At TOAD????

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 19:36:04 UTC
From: humphrie@wam.umd.edu
Message-ID: <1992Oct5.193604.5778@wam.umd.edu>
Source record: 216671

A board meeting at TOAD? Yeah right... the owners/partners of toad are still in college. Maybe they would discuss it over SUBWAY subs but board meeting?

By the way.. anyone seen TOAD music? It is in TOAD's old location which is right across the street from the new location. Great CD store. You can listen to CDs BEFORE you buy and sell used ones. TONS of imports!!!

(No I don't work for them... I just know them... I pay the same prices though)

Jim
--
"Hello teenage america" -KMFDM sample
+---+
| humphrie@wam.umd.edu (regular) | NeXT mail |
| humphrie@ni.umd.edu (work) | me! |

3606. HARDWARE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 21:47:00 UTC
From: v115lue3@ubvmsb.cc.buffalo.edu
Message-ID: <Bvo4IG.Erz@acsu.buffalo.edu>
Source record: 216687

I have the following hardware for sale:

1 - 520ST, RF modulator, SS drive, mouse, cables, power supplies, etc.
1 - 520ST, upgraded to 1 meg, DS drive, mouse, cables, power supplies, etc.
1 - SC1224 color monitor, cables, power supply.
1 - magic sac w/ 64k mac roms & appropriate software, etc.
1 - Seikosha MP-1300AI high speed business printer, cables, power supply.

If you are interested in purchasing any of these, please e-mail me your offer.
All of the equipment is in excellent condition (keyboards, mice, etc.)

.Philip

3607. SPC to GIF

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 22:14:17 UTC
From: antony@milton.u.washington.edu
Message-ID: <antony.718323257@milton>
Source record: 216680

Does anyone know of a program to convert Spectrum files to GIF format?
I have a program that will do the opposite ie., convert from GIF to
Spectum, but I've recently discovered a need to "go the other way".

Any ideas?

Antony

I'M NOT GOING BALD, I'M JUST GROWING TALLER THAN MY HAIR
---

antony@u.washington.edu
Seattle, WA

3608. VT100 for Interlink

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 22:19:07 UTC
From: antony@milton.u.washington.edu
Message-ID: <antony.718323547@milton>
Source record: 216683

I'm looking for a better vt100 terminal emulation that I can use with
my Interlink telecom program. The one that comes with this program is less
than perfect.

Could someone recommend a good vt100 that would be compatible?

Thanks,
Antony

I'M NOT GOING BALD, I'M JUST GROWING TALLER THAN MY HAIR...
---

antony@u.washington.edu
Seattle, WA

A
A
,

3609. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 22:35:59 UTC
From: antony@milton.u.washington.edu
Message-ID: <1992Oct5.223559.13790@u.washington.edu>
Source record: 216684

>From what i've heard the Falcon 040 is going to be in an IBM style
> case. I think! I must remember to capture that message about it and
> post it here. Don't take this as fact though....until I post that
> message, my memories shocking! :-(.

I've heard this also. I just hope that the all-in-one case doesn't scare off so many buyers that Atari isn't able to finance this second machine.

What a horrible error to make the Falcon in this fashion!

For interested Compuserve members reading this, there's currently another poll being taken in the Atari forums there on the keyboard issue.

Does anyone know the address of Digital Data Dreike mentioned in this thread?

Antony

I'M NOT GOING BALD, I'M JUST GROWING TALLER THAN MY HAIR...
---

antony@u.washington.edu
Seattle, WA

>
>

3610. Re: GIF/JPG for TT

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 22:55:51 UTC
From: ekrimen@wet.UUCP
Message-ID: <4338@wet.UUCP>
Source record: 216668

In article <1apfvlINNq6i@fbi-news.Informatik.Uni-Dortmund.DE>
hintz@uranus.informatik.uni-dortmund.de (Stefan Hintz) writes:
>
>Charly-Image Version 2.0 and GEM-View 1.1i (08.04.1992) can both display JPEG
>and GIF-Files in all resolution, also on graphic boards. Charly-Image can also
>save JPEG-File an manipulate them in TrueColor or Greyscale.

Is Charly-Image freeware, shareware, or commercial? I've never heard of it
before, and would like to see it.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3611. MiNT 0.96

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 22:59:09 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Oct5235909@kolsaas.ifi.uio.no>
Source record: 216672

The Readme-file in gc222bin.zoo at a.a mentions that the current version of MiNT is 0.96. Is this correct? The highest version I have seen so far is 0.96.

--

```
+-----------------------------------------------------------------+
| Terje Vernly "The dead know only one thing : |
| InterNet: terjeve@ifi.uio.no It is better to be alive." |
+-----------------------------------------------------------------+
```

3612. Re: Which BBS should I use????

Newsgroup: comp.sys.atari.st
Date: 1992-10-05 23:25:35 UTC
From: oracle@iastate.edu
Message-ID: <oracle.718327535@vincent2.iastate.edu>
Source record: 216675

In <1992Oct5.161956.27610@unislc.uucp> tevans@unislc.uucp (Terry Evans) writes:

> I have been thinking of setting up a BBS on my coputer at home
>and I was wondering what BBS do the user's out there like?

> I would like the BBS to be a PD version if there are some that
>are acceptable to use. (Acceptable means that it doesn't bomb,
>is easy to maintain, etc..) I noticed that there are two at
>atari.archive.umich.edu and they are called fnordadel and stadel.
>How are they??

> You may either post your responese or send them to
>tevans@cs.utah.edu

>Thanks for the help in advance.

I HIGHLY suggest Trancendence, It's easy to use, fairly easy to set up,
VERY powerful, very stable, very configurable, and a shareware version is
available. If you set up the shareware version and you like it, you can
purchase it for $49.00 and get the key file to activate all the features.

If you want to try out the shareware version, mail me, I can answer any
questions (or at least try) that you have when trying to set it up.

If there is enough interest, I can upload the latest shareware version to
atari.archive

BTW, it's being updated regularlly, unlike some other ST BBS programs out
there... for $49 you get way more than your money's worth...

--

||| | >>> oracle@iastate.edu <<<
/ | \ | SysOp: ShadowKeep - ST Trancendence BBS Beta Test Site
---

3613. Re: MiNT 0.96

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 01:20:34 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct5.212034.1@uwovax.uwo.ca>
Source record: 216673

In article <TERJEVE.92Oct5235909@kolsaas.ifi.uio.no>, terjeve@ifi.uio.no (Terje Vernly) writes:
> The Readme-file in gc222bin.zoo at a.a mentions that the current
> version of MiNT is 0.96. Is this correct? The highest version I have
> seen so far is 0.96.
^^^^-- 0.95, I think you meant.

0.96 is still in beta test, i.e. it's not yet stable enough for
general use. I will post a message here when 0.96 is "officially" released.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3614. Re: TOS upgrade advice/help needed :^)

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 02:09:34 UTC
From: don@cc.gatech.edu
Message-ID: <1992Oct6.020934.2232@cc.gatech.edu>
Source record: 216678

In article <H.ea.gFDj&LZVCRI@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>
> I have removed my 68000 and several other chips on the ST motherboard,
>and it's tricky, as traces break reaally easily. I was lucky I had access
>to a mega st circuit digram, as one of the traces leading to the blitter
>broke, and it took me several hours to track down with a continuity testor.
>This was after using both a desolderer and desoldering tape. Any other
>pc board work I plan to take to a shop.
>
I can vouch for the difficulty of the operation. I managed to kill my 520ST even using a fancy de-soldering station, etc. I had to "blue-wire" about 4 traces to get it to boot again and there are still a couple I need to track down (for example it boots in color with a mono monitor connected). Evidently some of the inner layer traces are as flimsy as the outer layer ones and are very succeptible to heat damage, because none of the breaks were on the outer layer...I also had to use an ohmmeter and a schematic (which didn't correspond exactly to the ST I had).

If you have to do it yourself, cut the 68000 out (I tried to get it out by unsoldering...BIG MISTAKE), use minimal heat to solder suck the holes out, and be prepared to have to find broken traces in any case (ie be fluent with an ohmmeter and have a schematic!)

Don Allison
don@cc.gatech.edu

By the way, does anyone know a place that repairs ST's cheaply? :-) I'm about ready to let someone else find the other broken traces, and I'm looking for a place to upgrade my Aerco Ram card to 4Meg also.

-Don Allison (don@cc.gatech.edu)

3615. Re: Program to read ST disks on a PC needed

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 04:31:47 UTC
From: boyd@shmop.cs.fsu.edu
Message-ID: <1992Oct6.043147.10857@mailer.cc.fsu.edu>
Source record: 216681

In article <1992Oct4.031955.10027@sol.ctr.columbia.edu>, bldaniel@unccsun.uncc.edu (Brian Daniels) writes:
>
>I'm looking for a program to run on an IBMPC clone that
>will allow me to read ST-formatted 720k disks. I noted one
>on atari.archive called ataridsk.zip, but it seems to be
>corrupted (total size is ~47 bytes, and unzip says it's not
>a zip file). I'd appreciate a pointer to a program to do
>this...
>

The newer versions of TOS do this already. The disks will read/write in either type of machine without conversion.

If you have an older set of roms (TOS 1.0 or 1.2), the only thing needed is a slightly different bootsector on the disk for it to be usable on both types of machines. You can do this two ways:

1. Format them on the IBM. Use "format <drive>: /t:80 /n:9" to ensure a properly formatted DSDD disk. They will work fine on both machines.

2. Get any of the zillion PD formatters for the ST. I personally use DC Formatter (which can write an MSDOS bootsector to a disk that has already been formatted, with no loss of data) to convert disks that I am already using, ps2form for disks that I prepare specifically for moving files between the machines. Both are on atari.archive.

In reference to 2 above, most programs that have their own formatters also write the correct type of bootsector (Neodesk and Universal Item Selector come to mind).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Computer Science Department *
* email: boyd@cs.fsu.edu Office: (904) 644-7339 Pager: (904) 657-6425 *
****

3616. Object Oriented Programming

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 04:31:50 UTC
From: kllove@bearcat.ecn.uoknor.edu
Message-ID: <1992Oct6.043150.19816@constellation.ecn.uoknor.edu>
Source record: 216685

Please reply by ****E-MAIL****.
Here goes:

Is a C++ available for Atari. I have Turbo C++ v3.0 for the IBM platform, but would prefer to use my Mega 2 to edit files, compile, link, and execute them. I'm just starting with C++, so my programs won't be overly large (no more than 10K source code). Also, some documentation covering Atari specifics (GEM, AES, graphics modes, etc.) would be nice. BTW, I have Lattice verson 5.0, would the documention for its Atari specific stuff be relevent to C++?

Is such a beast available? I'm willing to buy a commercial program if it is well done and has extensive documentation. A shell would be nice too. I'm going to get Gemini from a.a, but a built in shell would be great.

Anyway, I'm looking for suggestions. If anything is at a.a, please specify all files that I will need. I do have a hard drive, so that isn't a problem.

Assume I know nothing about ST/STe/TT/Falcon/etc./etc. internals. You'll be pretty close to the truth of the matter. What book or books would you recommend getting?

adTHANKSvance,
Kenneth Love

3617. Wanted: Full Metal Planet and Populous II

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 04:39:50 UTC
From: kllove@bearcat.ecn.uoknor.edu
Message-ID: <1992Oct6.043950.19963@constellation.ecn.uoknor.edu>
Source record: 216686

I'm looking for Full Metal Planet. If you've got it for sale then send me an offer. Having the box isn't required, but manuals and other documentation is.

Also, I would like to buy Populous II (same conditions as FMP). The 1MB version only, please!

adTHANKvance,
Kenneth Love

3618. Programs needed for Binkley Term

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 05:51:55 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1ar9hrlNNju@golem.wcc.govt.nz>
Source record: 216682

Binkley Term is a program ported to the St from the PC for using
FIDO etc. It's in the atari/Telecomm dir of a.a (btst???)

What I was wondering, it needs some other files to run properly.
one of them is there in the atari/Telecomm dir called oMMMM,
but how about these ones...

Msged - an editor essential for sending any messages out!
ParselST
Whatarc

Does anyone know where these files could be found?

Thanks,
Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

3619. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 08:14:01 UTC
From: pjc@jet.uk
Message-ID: <1992Oct6.081401.2306@jet.uk>
Source record: 216689

I don`t think that a separate falcon group, or groups, is a good idea.

comp.sys.atari.st has a lot of traffic, but I`ve seen bigger. There is a lot of falcon traffic right now, but in a few months the interest will either die away, or ( hopefully ), the machine will take off. If its as compatible as claimed, it would presumably replace the current range of ST`s completely, and would constitute the "leading edge" of atari developments. News tends to either rehash old subjects cyclically, or cover new and interesting developments. With luck, ALL the new and interesting developments this time next year will be falcon related, and c.s.a.st will tend to reflect this.

Basically, I don`t believe that a need exists for a new group, although that doesn`t mean it would be actively harmful. After all, the joy of reading the news lies in finding stuff you didn`t know about already...

--


```
__.-----.---.-----.--.-------------------------------------------------------
__|_. ._| ._|_._._|__| Peter Card, Joint European Torus, Abingdon
|  |  |_. |  |  | Oxfordshire OX14 3EA UK. tel 0235-464867 FAX 464404
|  |  _| |  |  | email pjc@jet.uk or compuserve 100010,366
._|  |  |_. |  |  | GLASGOW `95 - The SF Worldcon of the (real) future
--`--~'-+---+-+-+----+-------------------------------------------------------
```


- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3620. Re: Monkey Island II

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 08:22:03 UTC
From: wilsont@orac.holonet.net
Message-ID: <Bvoxws.FGB@iat.holonet.net>
Source record: 216688

andrew@minster.york.ac.uk writes:

>I understand that Monkey Island II would not be converted because LucasFilm
>Games did not want to compromise the brilliant graphics and sound that both
>the IBM and Amiga versions had for the lower standards that the Atari ST
>offered.
WHAT!!? I've played the amiga version of MI2...
i sure didn't count any more than 16 colors!!!
besdies.. Lucas film needs to learn the tecnique of "anti-aliasing"
so does Seirra On-line for that matter.

they use alot of High contrast colors, and definately not more that 16.
if its the sound they are worried about.. then why is it on an IBM?

[non-existant .sig not deleted]

3621. Re: Game designers workshop what/why/how/etc

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 09:03:15 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Oct6.090315.27876@cs.hw.ac.uk>
Source record: 216690

In article <1992Oct5.141820.1677@newshost.lanl.gov>
hutch@bellman.lanl.gov writes:
>The Game Designers Workbench is completed...

Actually that's Game Workbench.

>it's just that there have been some organizational difficulties with the
>company who owns the distribution license for it.

Double Click Software.
>The principle author of GDW is Dave Baggett who frequents the Usenet, so why
>not send him email at dmb@wam.umd.edu and ask him the real story?

I just don't have the same 'net profile' as Dave so I don't think he'll mind
if I steal some glory here. :-)
Game Workbench is a joint project by both Dave and myself equally.
I'm primarily responsible for the low level layers concerning image drawing,
scrolling, hardware access etc while Dave's code layers on top the kernal,
which controls sprite animation, screen control etc, and a friendly
programming interface that simplifies game writing as a whole.
As Dave says: "The Unix of game writing".

If you want more information about when Game Workbench will be released then
I suggest you talk to Mike Vederman at Double Click Software.

A quick note about the Falcon (I know no-one is interested but what the hell
:-)
At the moment Game Workbench does not support any of the new features offered
by the Falcon but that will probably change in the future.
However Game Workbench is fully Falcon compatible and will certainly benefit
from the extra speed in terms of sprites and scroll smoothness.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

3622. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 09:33:23 UTC
From: etlgtme@etlxd20.ericsson.se
Message-ID: <1992Oct6.093323.5179@ericsson.se>
Source record: 216693

In article 13790@u.washington.edu, antony@milton.u.washington.edu (Anthony Hand) writes:
>>From what i've heard the Falcon 040 is going to be in an IBM style
>> case. I think! I must remember to capture that message about it and
>> post it here. Don't take this as fact though....until I post that
>> message, my memories shocking! :-(.
>
>I've heard this also. I just hope that the all-in-one case doesn't scare off so
many buyers that Atari isn't able to finance this second machine.
>
Not so in the UK. 'ST Format' magazine (October) reported that the first
Falcons (base model ie no hard drive) to be on sale in the UK will be in the
old 1040 STe style case, the only noticable difference being that the keyboard
keys are a dark grey, and the FALCON 030 logo of course. (They had a picture).
I don't know how the model with the built in 65Mb hard drive will look.
IMHO this is one almighty f**k up. When I bought my 520 STFM originally I
hated how it looked but LOVED its capabilities, especially MIDI. Jesus, how I
hate those function keys. I only hope Atari come to there senses and give this
machine the professional look it deserves. B-(

Here's some prices I saw in November's issue of 'ST Format' (Yes! Its on sale
NOW!! in the UK). I called a supplier to ask if he had any in stock. "They'll
be in stock in a week and a half", he said.

(Prices in UK pounds)

1.44 Floppy | + 65Mb HD

1Mb 499 | 899
2Mb 529 | 929
4Mb 579 | 979
8Mb 779 | 1179
16Mb 979 | 1379

Grant.

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Sponges live at the bottom of the sea.
_/ _/ _/ _/ _/ | Makes you wonder how much deeper they'd
_/_/_/_/_/ _/ _/ _/_/_/_/ | be if they didn't." (Steven Wright)

3623. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 09:49:46 UTC
From: etlgtme@etlxd20.ericsson.se
Message-ID: <1992Oct6.094946.5432@ericsson.se>
Source record: 216694

```
(Prices in UK pounds)

1.44 Floppy | + 65Mb HD
^^^^^---------- oops, that should be 64Mb.
------------------------
1Mb 499 | 899
2Mb 529 | 929
4Mb 579 | 979
8Mb 779 | 1179
16Mb 979 | 1379

Grant.
---
_/_/_/_/_/ _/_/ _/_/ _/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Sponges live at the bottom of the sea.
_/ _/ _/ _/ _/ | Makes you wonder how much deeper they'd
_/_/_/_/_/ _/ _/ _/_/_/_/ | be if they didn't." (Steven Wright)

---
---------1---------2---------3---------4---------5---------6---------7---------8
_/_/_/_/_/ _/_/ _/_/ _/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Sponges live at the bottom of the sea.
_/ _/ _/ _/ _/ | Makes you wonder how much deeper they'd
_/_/_/_/_/ _/ _/ _/_/_/_/ | be if they didn't." (Steven Wright)
```

3624. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 10:13:10 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1arormINN2dv@golem.wcc.govt.nz>
Source record: 216692

In article <1992Oct6.081401.2306@jet.uk>, pjc@jet.uk (Peter J Card) writes:

>Basically, I don`t believe that a need exists for a new group, although
>that doesn`t mean it would be actively harmful. After all, the joy of
>reading the news lies in finding stuff you didn`t know about already...

What about those of us that have no interest in the falcon at the
moment and just want to get on with using and enjoying our ST's ???
Right now I can't afford, and am not going to be able to afford
a Falcon for quite some time... the economy has seen to that here. It's
got to that stage where all these posts about the falcon are boring and
of no interest to me.

I realise that I can just skip them, in fact, that is what I am doing,
but it would be nice if they had their own place to go.
There are a lot of newsgroups a lot quieter than what these 2 newsgroups
would be if it was split.

There is also the other problem of crossposting to consider... I bet that
most messages will end up in both groups for a while.

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

3625. Re: CAD programs

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 10:18:31 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.718366711@rw8.urc.tue.nl>
Source record: 216696

cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:

>>told me he used a program named NP2 on an atari (I didn't even know he
>Okay.... who markets this Wonder Software? Me 'n some other's would Love to
>hear of its availabilty!!!!
I asked, but could not get the address of the firm yet. But it is from
Germany that much I found out. When I hear the address I will post it ,
with price info if I can get my hands on that.
What the program does is basically:
design an electronic scheme with all the components and their
connections and then it can also generate layouts from that and some
more things but as I am not a user of this program I cannot tell you
anything more.

Erlend.

3626. Re: STaladin 1.50 ...

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 10:27:22 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.718367242@rw8.urc.tue.nl>
Source record: 216697

sheppard_r@kosmos.wcc.govt.nz writes:

>Well its like running UUCP but only for GEnie, its a mail reader plus other
>things..
>There is no need to post it on A.A. as its no good to Internet people
>at all...
Huh??? Last time I checked Aladin was a Mac emulator. Yes, also
available (through the improper channels) as a pure software version.
Why do people pick the obvious names for their programs. Now everybody
is confused :)

Erlend.

3627. Re: Mdemo4 disk 2

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 10:27:55 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2AD16A2A.9885@news.service.uci.edu>
Source record: 216691

In article <3OCT92.22173571@meena.cc.uregina.ca> selbyr@meena.cc.uregina.ca writes:
>How do you get disk 2 of Mdemo4 to load? At the end of disk 1 a screen
>with "Disk 2" comes up but I can't make anything further happen. Is there
>some kinda cryptic command/key sequence neccessary to get disk 2 to load?

I have the same problem. Has anyone gotten disk 2 to load? I'm
running on an 2.5meg ST w/TOS 1.4. Does it work on an STE only
perhaps? or could the file from atari.archive be corrupted (but disk
1 seems to work fine).
Disk 1 was great. I'd like to see and hear what's on disk 2 as well.

--
Joachim Vance (The Underdog)
^~^~^~

3628. Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 10:51:11 UTC
From: djp@ecs.soton.ac.uk
Message-ID: <13012@ecs.soton.ac.uk>
Source record: 216695

I have recently taken my OLD Spectre 128 (version 1.9F) out of its
box again (my computer was stolen and I waited a long time before
deciding to replace it - I now have lots of out of date software).

It works great with Finder 6.0/System 4.3, but crashes horribly
when I try to upgrade to 6.0.8 and gets nowhere with 7.

The UK company which sold it originally no longer deals with
it, and has referred me to Gadgets. Of course the 'phone is
continuously busy, and time differences make life harder too.
Can anyone give me an email/fax/... address/number so that I can haggle
over upgrading to the lastest version?

--
Dr David J. Pritchard
Electronics and Computer Science tel (+44 703) 592722
University of Southampton fax (+44 703) 593045
Southampton SO9 5NH email djp@uk.ac.soton.ecs (UK)
United Kingdom djp@ecs.soton.ac.uk (World)

3629. Re: Falcon at BCS Atari ST user group meeting!

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 11:10:36 UTC
From: eker@loria.fr
Message-ID: <500@muller.loria.fr>
Source record: 216698

In article <96810@bu.edu>, markjl@acs.bu.edu (Mark Lavi) writes:
|> Thursday, September 24, 1992.

[stuff deleted]

|> DSP specs: M56001 (16 MIPS or ~ 96 MOPS = Millions of operations per second).
|>
|> 26 pin __________[8-bit bus for instructions]
|> DSP Serial Port /
|> --------------=>[Motorola 56K DSP Chip]----------=>(SSI out)
|> (SSI in) \
|> _[RAM] 32kWords, 25 nanoseconds.
|> 2
|> More about the DSP port: a Sony/Phillips I S port (sound DMA)
|> CODAC coder (digital to analog (DAC) and vice-versa). One mega-
|> byte per second IN and OUT simultaneously, this allows for expan-
|> sion of stereo inputs for digital sampling or additonal MIDI
|> ports, etc.

I sincerely hope this diagram is wrong! It looks like the DSP is just
tacked on to the falcon like a periperal with no fast DMA to main memory
- no fast 3D vector calculations on objects stored in main memory; no hitting
the screen memory with the DSP for realtime shading/texture mapping; no fast
JPEG/MPEG unscrambling... :-(

Can someone with developer docs clarify the DSP<->main memory/68030 link?
Is there any way for the DSP to transfer data directly to/from main memory
with out the assistance of the 68030?
How is the 32Kwords DSP RAM distributed over the X, Y & P memory areas?

Also what are the new blitter features? does it do 32 bit blits or does it
do 16 bit blits with caching to make use of the extra bus width and leave more
memory cycles for the 68030 or is it just the same old cycle hogging
ST blitter with a double speed clock?

Steven

3630. Re: STaladin 1.50 ...

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 11:42:16 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Oct6124201@sand.cs.tu-berlin.de>
Source record: 216699

In article <wmtwen.718367242@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

> >Well its like running UUCP but only for GEnie, its a mail reader plus other
> >things..
> >There is no need to post it on A.A. as its no good to Internet people
> >at all...
> Huh??? Last time I checked Aladin was a Mac emulator. Yes, also
> available (through the improper channels) as a pure software version.
> Why do people pick the obvious names for their programs. Now everybody
> is confused :)

there is a diffent in spelling:
Aladdin (GEnie tool)
Aladin (MAC emulator)

--
Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null

3631. Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 11:45:59 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Oct6.114559.22251@crc.ac.uk>
Source record: 216700

Hello, I am thinking about learning to program my ST.
At the moment, I haven't a clue how.
So, my questions are...

Which language is easiest to learn?

Are these machine/processor (?) specific?

BTW I am not trying to start a flame war about which is best :-)

Please E-mail any help! (I will post a summary if anyone wants me to)

Thanks,
Phil
(E-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

3632. Re: Convert picture formats??? Which program?

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 11:59:21 UTC
From: csg022@cck.coventry.ac.uk
Message-ID: <wjfrbhc8@cck.coventry.ac.uk>
Source record: 216564

In article <1992Oct5.131853.9037@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
>Gif to mono conversion is really only two or three programs. Gemview is
>slightly more powerful, but can only save in .IMG format; use a screen
>dump utility or some such. ViewGif is pretty much as good, but doesn't
>have as many features, though it saves in DEGAS and is (I think?)
>slightly faster. MGIF37 is a mono gif viewer; is has masses of features
>like histogram equalisation, but uses a proprietary file format using
>flicker palettes; very good results but can only be shown by that
>program. All three programs are on atari.archive.

There are plenty of GIF to SPECTRUM converters in the
PD. Some of them can't handle the size of the original
GIF file so they make an attempt, sometimes successful,
sometimes not. The odd one can be very good. You'd
then need 512:SHOW.PRG, that's PD too.
I'd rather have a GIF to RAW proggy, though.
Somebody write one for us.....

..Mark

3633. Re: CAD programs

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 12:09:47 UTC
From: demuth@veronica.informatik.uni-dortmund.de
Message-ID: <1arvmbINN271@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 216601

I would be interested in this program (NP2) too.
Does anyone know more about it ?

Yes, i am from Germany, but i never heard about this
software !

So long,
Thomas

3634. Re: Atari FTP sites

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 12:26:13 UTC
From: heneganj@cs.aston.ac.uk
Message-ID: <1992Oct6.122613.6156@aston.ac.uk>
Source record: 216619

Here are some FTP sites (anonymous):

141.211.164.8 Atari Archive
tolsun.oulu.fi Atari Finland
nikhefh.nikhef.nl More of the same
ftp.uni-kl.de Lots of MSA demos

/__ ___ ___
//_//__/__\
//_///_/ /_/_ :Jason Henegan
/\ //_/ _//___\ :heneganj@uk.ac.aston.cs
/_/// //___//_/_
___\/ _____\

3635. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 12:26:27 UTC
From: sanders@sci.kun.nl
Message-ID: <Bvp985.F1v@sci.kun.nl>
Source record: 216602

In <1992Oct6.094946.5432@ericsson.se> etlgtme@etlxd20.ericsson.se (Grant McFarlane) writes:

>(Prices in UK pounds)

> 1.44 Floppy | + 65Mb HD
> ^^^^^----------- oops, that should be 64Mb.
> ------------------------
>1Mb 499 | 899
>2Mb 529 | 929
^^^???
>4Mb 579 | 979
>8Mb 779 | 1179
^^^???
>16Mb 979 | 1379

Hey! That's nice! I didn't know these memory configs would exist! This is good news. I found 4 Meg too little, and 14/16 Meg too expensive.

>Grant.

[*TWO* sigs deleted]

Sander STOks
sanders@sci.kun.nl

3636. Re: Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 12:53:45 UTC
From: grier@bnr.ca
Message-ID: <1992Oct06.125345.16089@bnr.ca>
Source record: 216604

You can real Dave Small at d.small@genie.geis.com

B. Grier

3637. Silhouette

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 13:18:43 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Oct6.131843.15995@aber.ac.uk>
Source record: 216603

I've just received a demo copy (version 1.4) of the drawing program
Silhouette. Has anybody got any experiences of this program because
the demo gave me a very bad impression and thank goodness I saw the
demo before I bought the real thing. One of the main problems
was how slow it was at picking up the control point for bezier curves.

Herb

PS I have heard that the Falcon is going to be rereleased next Feb in the
UK with a new case and redesigned ciruit board. And whats this about
Atari using cheap and not fully functional 68030 chips? (i.e a pin or
two missing which prevents hardware virtual memory)
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

3638. SEQUENCER SALE**********

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 13:22:13 UTC
From: frankm@ampex.com
Message-ID: <1992Oct6.132213.6100@ampex.com>
Source record: 216534
Cross-posted to: ba.market.misc,ba.music,ba.market.computers,rec.music.marketplace,comp.sys.atari,comp.sys.atari.st

SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE **
SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE **

Atari 520 ST System / CUBASE Ver. 2.01

Everything I have for the Atari is included. Some high points of the system
are as follows:

***** 1 Meg RAM
***** 3.5" Floppy Drive
***** 30 Meg HD
***** Atari SM-124 Hi-Res B/W Monitor
***** Clock/Calendar modification
***** All the normal stuff like cables, mouse ......
***** CUBASE Ver. 2.01 High end multi-track sequencing software
***** NEODESK Desk top interface
***** Various pieces of software including other sequencing/MIDI programs

********Everything works great on this system. I have a notice from
Steinberg offering an upgrade of CUBASE to the next revision.
That is also included with the system. I will not piece this
puppy out. One price takes it all! I would like to sell this
system to someone in the Bay area to avoid the hassle of
packing and shipping it.

PRICE: $650.00 w/o Printer
$700.00 with Panasonic printer. Sorry, I don't remember the
model number. It is Epson compatible however. Hardly
used.

Alesis MNT-8 Sequencer

***** 8-Track, standalone sequencer
***** Small enough to take on a gig
***** Powerful enough to do practically anything you want
***** Includes all documentation

PRICE: $125.00

********This unit is in perfect condition. Again, I would like to sell this unit to someone in the Bay area for the same reasons as stated above.

Reply to this account for further information. Or call me at:

(415) 367-3087 (before 3PM weekdays)

Frank Martyn, Jr.

3639. Re: Where In The World Is Carmen Sandiego?

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 13:45:28 UTC
From: kslate@MtHolyoke.edu
Message-ID: <BvpCvs.GDI@mtholyoke.edu>
Source record: 216605

No it has not been ported....to bad it's a great game.

Kevin

3640. Re: atspeed (or the like) for

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 13:57:25 UTC
From: ruth@fwi.uva.nl
Message-ID: <1992Oct6.135725.2950@fwi.uva.nl>
Source record: 216607

calvin.bruner@canrem.com (calvin bruner) writes:

>Also, latest "rumour" I heard is that there is also a 386DX model
>being developed and perhaps a 486?! Do you know whether or not there
>is any truth to it?

I have read that the expansion bus in the Falcon is only 16 bits wide,
so a 386DX or 486 just wouldn't fit in it.

Joeri van Ruth

3641. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 14:38:38 UTC
From: bernardo@erevax.bitnet
Message-ID: <bernardo-061092103411@126.10.4.38>
Source record: 216610

In article <H.ea.JI8f8I5PZfY@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) wrote:
>
> This is the catch-22 of the whole thing, isn't it? No one wants
> a computer that doesn't have a lot of software available for it, and
> no one want's to take a chance writing for a machine that has such
> a small userbase. I wonder if Atari's money would be better spent
> commissioning software to be written for them than on advertising?

IMHO, Atari has to do both: attract more developers and advertise. If they advertise and promote their computers more they would attract more developers. But they have to do more than this to attract developers: Atari has to support them. Look at the situation with the Macintosh: Inside Mac series, APDA, Develop, ETO, regular tecnical notes, and Apple University to name a few.
And the more Apple support their product, the more support it gets from other souces: Look at all the books on programming for the Mac or on tutorials for different applications.

Yes it is a catch-22. And it is up to Atari itself to solve the problem. Forget "revolution". And forget the new campaign (sorry but I forgot the name) that's been discussed recently. Without Atari's commitment, it's useless.

Marcelino Bernardo
bernardo@erevax.bitnet
Usual disclaimer applies.

3642. Re: New Games on Atari Archive

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 14:42:35 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.718382555@groucho.phil.ruu.nl>
Source record: 216611

mjb@cs.nott.ac.uk (M J Brownlow) writes:

>Hi all!

>Just a word to let you know that I'll be uploading a couple of games to
>atari archive later on today, so they'll be available in a few days..

>The games are:

>GRAV 2: Follow up to GRAV, much improved!

>CHAOS: An unofficial conversion of the spectrum classic: 700K of samples!
> CHAOS works only on 1MB+ machines!

For which resolutions?

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3643. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 14:54:33 UTC
From: bernardo@erevax.bitnet
Message-ID: <bernardo-061092104928@126.10.4.38>
Source record: 216608

In article <1992Oct5.183410.7208@ryn.mro4.dec.com>, rost@rgb.dec.com (My name is Brian Rost) wrote:
>
>
> So what? I'm more interested in a machine that runs *ST* software as I have
> tons of it and am not about to spend hundreds of dollars buying identical
> applications for a Mac. Not to mention my printer is useless (how come nobody

Unfortunately there are not enough people out there like you who already owns an ST to support the developers. And of those that do, I'm sure a number of them including myself are looking for a good reason to stay with this platform. This is why lots of developers (in the US) have left. When the software environment is stagnant, the users eventually leave.

Marcelino Bernardo
bernardo@erevax.bitnet
Usual disclaimer applies.

3644. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 15:11:04 UTC
From: klassa@aurs01.UUCP
Message-ID: <61276@aurs01.UUCP>
Source record: 216614

In article <1992Oct6.114559.22251@crc.ac.uk> Dr. N.A. Affara writes:

>Hello, I am thinking about learning to program my ST.
>At the moment, I haven't a clue how.
>So, my questions are...
>
>Which language is easiest to learn?
>
>Are these machine/processor (?) specific?
>
>BTW I am not trying to start a flame war about which is best :-)
>
>Please E-mail any help! (I will post a summary if anyone wants me to)
>
>Thanks,
>Phil
>(E-mail naffara@uk.ac.crc)

I tried send email, but my mailer choked on the address that was given
in the original post. At any rate, this is just my 2 cents worth...
No flames, please...

C is a pretty popular language, whether on the ST or in general. My
recommendation is that you:

1. pick up a book on C;
2. pick up a book on GEM programming (I haven't bought one in a
while, so I'm not sure what's currently available); if nothing
else, pick up the Professional GEM series of text files, which
are on atari.archive.umich.edu (I think);
3. FTP yourself a copy of Ian Lepore's "Heat 'n' Serve C"
(also from atari.archive)...

The file you want is sozo133i.zoo, and it's everything you'll need
(except a text editor) to get started. It installs painlessly via an
installation program (included), and is very, very easy to use (in my
opinion).

If you've got any specific questions, let me know...

John
o-o-o-

3645. Re: Falcon at BCS Atari ST user group meeting!

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 15:27:08 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct6.152708.15714@email.tuwien.ac.at>
Source record: 216606

eker@loria.fr (Steven Eker) writes:
: In article <96810@bu.edu>, markjl@acs.bu.edu (Mark Lavi) writes:

: [diagram deleted]

: I sincerely hope this diagram is wrong! It looks like the DSP is just
: tacked on to the falcon like a periperal with no fast DMA to main memory
: - no fast 3D vector calculations on objects stored in main memory; no hitting
: the screen memory with the DSP for realtime shading/texture mapping; no fast
: JPEG/MPEG unscrambling... :-(

Don't forget that the DSP only has an address space of 64Kwords per memory
type (X/Y/P-RAM) and that even if it was possible to connect the DSP in
a DMA-device-like fashion to main memory, the main memory would be much
too slow for the DSP to operate at full speed. The DSP's RAM is 0 waitstate
static RAM (SRAM) at 25 or 30ns (don't know exatcly).

: Can someone with developer docs clarify the DSP<->main memory/68030 link?
: Is there any way for the DSP to transfer data directly to/from main memory
: with out the assistance of the 68030?

I'm not a developer, but I think the above description is more or less
accurate.

: How is the 32Kwords DSP RAM distributed over the X, Y & P memory areas?

As far as I know (from German magazines) the memory areas are all mapped on
the same 32Kwords (96Kbytes) SRAM, so that P-RAM can access all 32Kwords,
X-RAM is mapped to the addresses $4000-$7fff and Y-RAM to $0000-$3fff of
the same SRAM.

: Also what are the new blitter features? does it do 32 bit blits or does it
: do 16 bit blits with caching to make use of the extra bus width and leave more
: memory cycles for the 68030 or is it just the same old cycle hogging
: ST blitter with a double speed clock?

I have no idea, but I've heard it is 4-5 times as fast as the old STe blitter,
so just double clock speed can't be the reason for this.

Marinos Yannikos

3646. WAACE show -- who is going?

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 15:30:26 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1asbeiINNctj@usenet.INS.CWRU.Edu>
Source record: 216613

Hi, if anyone is going to the WAACE show, would you do me a favor?

"OPERATION: A.C.T. NOW" has some new registration forms that we would like to get passed out at this show.

I would do it myself, though, I will be very busy this weekend and unable to attend the show.

The only thing that you would need to do is leave the forms some place at the show where people will pick it up.

If you are willing to do this favor, please send me your name and address and I'll have the forms sent to your house immediately through UPS.

THANKS!

Len Stys (aa399@cleveland.freenet.edu)

--

3647. speech synthesis in C

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 15:36:36 UTC
From: roux@cenaath.cena.dgac.fr
Message-ID: <1992Oct6.153636.1248@cenaath.cena.dgac.fr>
Source record: 216609

I have uploaded the file c_say.zoo to atari.archive.umich.edu in the directory atari/New. This file contains a C function: say(int mode, char *buffer) that emits phonemes to the internal speaker. This source was hacked from speach.tos.

3648. Re: Falcon 040 / Windowing UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 15:55:14 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.718386914@mi.el.utwente.nl>
Source record: 216618

In <1992Oct4.123634.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>In article <1992Oct3.200144.25301@wam.umd.edu>, humphrie@wam.umd.edu (James B. Humphries) writes:
>> The last thing I heard about windowing UNIX was depressing. In one of those
>> online confs. with one atari gurus it was stated that atari would NOT be
>> working on getting X or anything like it working on the FALCON.

>Just because atari doesn't do it doesn't mean it won't be done. There's no
>reason that a third party couldn't do an X port to the ST/TT/Falcon.

>Indeed, I'm quite sure that X could be made to run under MiNT. I don't
>have time (or disk space!) to do the port, but I'd be happy to provide
>technical assistance to anyone or any group that does want to try it.

That should be very nice, to have X run under (over) MiNT. But a few problems
first have to be solved:

1) Memory. Running a complete X setup (server, xterm + shell, application,
window manager) likes a lot of memory. I only have seen this running
on virtual memory systems -- probably the way to go. But this will
exclude all ST models (because of 4Meg real memory limit, and no
virtual memory models). TT, Falcon, ST+68030 can be made to run
with VM. Does MiNT support this yet?
2) Connection method. X likes a decent network to connect server and
clients. Basically, TCP/IP and DECNET are supported (major).
Is such a beast available for MiNT? (OK, for starters sockets may
do. But see 3.)
3) In most business setups networks are heavily used; one of the strengths
of X is (IMHO) the power to run on every machine from your
local display. However, for decent performance one want ethernet,
or similar speeds. Is this available for many ST's? And does
MiNT support that?

OK, to be true -- i should check MiNT again. Last experience with a very
early version.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

3649. lh5 extraction and x_shell

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 16:34:11 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Oct6.123411.1@sscl.uwo.ca>
Source record: 216612

I've noticed a few posts recently about problems extracting .lzh archives (I assume specifically -lh5- compressed ones). I have lharc 201i and have this installed for use with x_shell, but it still doesn't seem to want to extract .lzh's with lh5 compression! For instance when I try to extract INVDEMO3.LZH it tells me that it can't find /rm.lzh. I think this si a problem with x_shell as I think r and m are switches...right! Is lharc reading the x_shell commands as filenames here? Anyway, any help would be appreciated...x_shell seems quite good if I could get it to work properly!!!

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

3650. gas-syntax

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 16:46:30 UTC
From: HAEBLER@DMSWWU1A.UNI-MUENSTER.DE
Message-ID: <92280.164630HAEBLER@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 216639

Hi,

does someone know where I can find a doc about the GNU assembler
syntax?

Thanx
Marcus

****
* MARCUS HAEBLER *
* EMAIL: HAEBLER@DMSWWU1A.UNI-MUENSTER.DE IRC: D_GENTLY *
****

3651. ALL FAXED UP

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 16:54:00 UTC
From: bill.merik@outlan.ersys.edmonton.ab.ca
Message-ID: <5301.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 216647

I just attempted to use my new Joppa "Straight Fax" program with my new Sportster 14,400 FAX. The software does not like the modem, it gives me an error message informing me that my Sportster is not a "Type 2" faxmodem. Upon closer examination of the box my modem came in, I discovered that sure enough, my Sportster is in fact a "group 3" modem. How deep doo - doo am I in?
Bill

3652. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 17:10:53 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct6181053@SunLab45.essex.ac.uk>
Source record: 216616

In article <Bvp985.F1v@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
|
| >(Prices in UK pounds)
|
| > 1.44 Floppy | + 65Mb HD
| > ^^^^^---------- oops, that should be 64Mb.
| > ------------------------
| >1Mb 499 | 899
| >2Mb 529 | 929
| ^^^???
| >4Mb 579 | 979
| >8Mb 779 | 1179
| ^^^???
| >16Mb 979 | 1379
|
| Hey! That's nice! I didn't know these memory configs would exist! This
| is good news. I found 4 Meg too little, and 14/16 Meg too expensive.

According to Atari, they don't. But I guess someone will find a way, just like they did with the ST. Personally, I am inclined to ignore all advertised prices until the machine actually hits the streets, and *then* see what people charge.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

In the beginning, the universe was created. This made a lot of people very angry and has been widely regarded as a bad move.

3653. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 17:35:38 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.2B09mCTCIAQ@jonh.wimsey.bc.ca>
Source record: 216560

In <1arormINN2dv@golem.wcc.govt.nz> shore_c@kosmos.wcc.govt.nz
(Craig Shore) writes:

>What about those of us that have no interest in the falcon at the
> moment and just want to get on with using and enjoying our ST's ???
>Right now I can't afford, and am not going to be able to afford
> a Falcon for quite some time... the economy has seen to that here. It's
> got to that stage where all these posts about the falcon are boring and
> of no interest to me.

Go read the "How to create a new newsgroup" file in news.announce.newusers.
Then read news.groups for a while. If, after that, you think there's any
possibility of creating a new newsgroup for a computer that's not even for
sale yet, feel free to organise a CFD and vote.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

3654. Re: New Games on Atari Archive

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 18:08:03 UTC
From: csw93@seq1.keele.ac.uk
Message-ID: <Bvpp1F.LM@gabriel.keele.ac.uk>
Source record: 216617

From article <hjv.718382555@groucho.phil.ruu.nl>, by hjv@phil.ruu.nl (Hendrik Jan Veenstra):
> mjb@cs.nott.ac.uk (M J Brownlow) writes:
>
>>Hi all!
>
>>Just a word to let you know that I'll be uploading a couple of games to
>>atari archive later on today, so they'll be available in a few days..
>
>>The games are:
>
>>GRAV 2: Follow up to GRAV, much improved!
>
>>CHAOS: An unofficial conversion of the spectrum classic: 700K of samples!
>> CHAOS works only on 1MB+ machines!
>
> For which resolutions?
>
To save Martin the bother... LOW res!
--
vvvvvvvvvvvvvvvvvvvvvvvvvvv @ @ vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
> Adam Turnbull oo Democracy : It's your vote that counts <
> csw93@uk.ac.kl.seq1 ='= Feudalism : It's your count that votes <
^^

3655. Re: TOS upgrade advice/help needed :^)

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 18:09:22 UTC
From: wmagro@uiuc.edu
Message-ID: <Bvpp3p.FCI@news.cso.uiuc.edu>
Source record: 216615

In article <1992Oct6.020934.2232@cc.gatech.edu> don@cc.gatech.edu (Don Allison) writes:
:^) >
:^) I can vouch for the difficulty of the operation. I managed to kill my 520ST
:^) even using a fancy de-soldering station, etc. I had to "blue-wire" about
:^) 4 traces to get it to boot again and there are still a couple I need to
:^) track down (for example it boots in color with a mono monitor connected).
:^) Evidently some of the inner layer traces are as flimsy as the outer layer
[...]

Does this mean that some STs have multi-layer PCBs? My STf (REV. C) seems to have the old style, with only traces on the outside.

--Bill

3656. Re: Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 19:15:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1asok7INN6tg@golem.wcc.govt.nz>
Source record: 216620

You can fax Dave-small on:

(303)-791-0253

3657. Another MegaSTe + for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 19:23:01 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <92280.152301JJL101@psuvm.psu.edu>
Source record: 216621

This is posted for another friend of mine who is selling his MSTe.
Pleas econtact him directly about it at (615) 339 3916 - Rob before 10pm

MegaSTe : 2 meg RAM
1.44 floppy drive
host adaptor, but no hard drive

4 months old - $550 or best offer

Spectre GCR w/ROMS: $250 or partial trade for a Spectre 128

SM124 mono : $75

Astra monitr switchbox: $30

1200xl: $30

basic xl: $25

The last MegatSTe I posted has been sold to already , and the seller
says thanks for the interest!

Once again, please contact Rob directly about any of these items. Thanks!

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

3658. SEQUENCER SALE**********

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 20:25:31 UTC
From: validmgr@ampex.com
Message-ID: <1992Oct6.202531.8296@ampex.com>
Source record: 216535
Cross-posted to:
ba.market.misc,ba.music,ba.market.computers,rec.music.marketplace,comp.sys.atari,comp.sys.atari.st,comp.music

SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE **
SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE **

Atari 520 ST System / CUBASE Ver. 2.01

Everything I have for the Atari is included. Some high points of the system
are as follows:

***** 1 Meg RAM
***** 3.5" Floppy Drive
***** 30 Meg HD
***** Atari SM-124 Hi-Res B/W Monitor
***** Clock/Calendar modification
***** All the normal stuff like cables, mouse ......
***** CUBASE Ver. 2.01 High end multi-track sequencing software
***** NEODESK Desk top interface
***** Various pieces of software including other sequencing/MIDI programs

********Everything works great on this system. I have a notice from
Steinberg offering an upgrade of CUBASE to the next revision.
That is also included with the system. I will not piece this
puppy out. One price takes it all! I will only sell this
system to someone in the Bay area to avoid the hassle of
packing and shipping it.

PRICE: $650.00 w/o Printer
$700.00 with Panasonic printer. Sorry, I don't remember the
model number. It is Epson compatible however. Hardly
used.

Alesis MNT-8 Sequencer

***** 8-Track, standalone sequencer
***** Small enough to take on a gig
***** Powerful enough to do practically anything you want
***** Includes all documentation

PRICE: $125.00

********This unit is in perfect condition. Again, I will only sell this unit to someone in the Bay area for the same reasons as stated above.

Reply to this account for further information. Or call me at:

(415) 367-3087 (before 3PM weekdays)

Frank Martyn, Jr.

3659. Jove editor for Tos?

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 21:19:43 UTC
From: ehohnbau@Bonnie.ICS.UCI.EDU
Message-ID: <9210061419.aa17578@Bonnie.ics.uci.edu>
Source record: 216624

Is there a version of the Jove (emacs clone) editor that will run
straight under TOS?
If so, where. I didn't see it on atari.archive

Thanx,
Eric

3660. CD-ROMS & Atari -> We might be seen gsomething soon...

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 21:21:50 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.78.718406510@dhhalden.no>
Source record: 216625

Now that MetaDOS is finally out (has anyone bought it, anyway?) and ICD's SCSIPro is supplied with drivers for anything in the SCSI world, we should be seeing more CD-ROM stuff appearing for the Atari line of computers.

The Falcon will NEED this medium for it's multimedia stuff. Almost any drive should be possible to hook up to it, and we will probably be seeing a plug-and-play kit from PLI anytime soon as they've agreed to include Atari support for their SCSI peripherals.

What about discs then? I've had some mailing going on with Bob at Walnut Creek CD-ROM (cdrom.com) and suggested an Atari specific disc. He's interested, so I'll try to find useful stuff to put on it. The Archive at umich is obvious, as well as something from the German sites. As we also can use bitmaps/PS graphics, fonts, sound and .MOD files from other platforms, I've suggested that the disc could be filled with stuff like this as well.

Does anyone have any more suggestions? Directions to where to get any of the discs that has been put out in the past for our pet machine? I know there should be a PD/Shareware disc out as well as one with clipart. Mail me!

I'd really like to see the media catch on on this platform as well, now is the time for CD-ROM!

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 18 49 38 |

3661. Re: Using a different font with CoNnect 1.60

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 21:22:49 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1992Oct6.212249.7133@dxcern.cern.ch>
Source record: 216622

In article <1992Oct4.143115.13337@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> Well, I've started using CoNnect 1.60, and I like it a lot, the
>only problem is the fact that on a color system, to get a window that is
>80X24, I have to use the dinky 6X6 font, which is hard to read. Does
>anyone know of the easiest way to get a 7X7 font? This would make it
>more readable, almost usable!

If you install a GDOS of your choice , you can use any (proportional)
GDOS Font in CoNnect. There is no reason why this should not work,
cause CoNnect is written using the GEM-standards.

Wolfgang

3662. Re: Latest Uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 21:41:52 UTC
From: wabe@ukc.ac.uk
Message-ID: <1774@eagle.ukc.ac.uk>
Source record: 216623

In article <1ambv4INNduv@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1992Oct3.221549.6559@mailer.cc.fsu.edu>, boyd@shmop.cs.fsu.edu (Mickey Boyd) writes:
>>If memory serves, Simon Poole made a minor update to Uniterm 2.0e011 about
>>a year ago, and posted an ftp site from which it can be snatched. Could
>>someone please EMAIL me the answer to the following:
>> 1. Is /atari/Telecomm/uniterm.zoo this final version?
>> 2. What was the ftp site specifed by S. Poole?
>>Thanks in advance.
>
>This is what was posted....!!!!
>
>Subject: Slightly updated version of UniTerm available
>From: poole@chsun.chuug.ch (Simon Poole)
>Date: 27 Feb 92 17:02:37 GMT
>
>
>A slightly updated version of UniTerm is available from
>
> chsun.chuug.ch
>
>Directory
>
> /archive/software/atari/UniTerm
>
>there's a tar'ed and compressed version of the distribution and a
>unpacked version. (Please read the README in the directory -first-.)
>
>--
>CHUUG/EUnet Switzerland Simon Poole
>Zweierstrasse 35 Tel: +41 1 291 45 80
>CH-8004 Zuerich Fax: +41 1 291 46 42 poole@chuug.ch

Just a comment - I downloaded this latest Uniterm(e15) from the above archive. I was however dismayed to find that there appears to be a (minor) bug in tis "default" buffer allocations i.e. what you get if you have not saved a UNITERM.SET. Moreover this is nasty in the sense that it can "hang-up" Uniterm in a way that nothing short of a "warm boot" can get you out - or at least so it seemed to me.

Augmenting one of the buffer sizes cures this - but I have to admit I'm back using Version e11. Apparently Versions e12-14 were lost in a massive hard disk crash on Simon Poole's computer some long while ago!.

W. Alan B. Evans
[wabe@ukc.ac.uk]

3663. Disk Drive FOR SALE (Great Price!!!)

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 22:05:58 UTC
From: carrollw@ucs.orst.edu
Message-ID: <Bvq01z.902@news.orst.edu>
Source record: 216632

[No readable article body recovered]

3664. Re: Atari FTP sites

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 22:09:10 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Oct6.220910.17354@ulrik.uio.no>
Source record: 216630

Back in the old days Chris Wood used to compile a
quite good list over anonymous ftp sites. Much better than
what you get from using archie....

Is he or somebody else doing this still, my last list is from
29/04 -92. (Well maybe not so old days) ?

Jarle.
--

Internet: jarleb@medusa.uio.no
or Jarle.Brinchmann@astro.uio.no

3665. Re: Falcon 040 / Windowing UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 22:13:27 UTC
From: raycole@matt.ksu.ksu.edu
Message-ID: <1at327INNah2@matt.ksu.ksu.edu>
Source record: 216626

In <klamer.718386914@mi.el.utwente.nl> klamer@mi.el.utwente.nl (Klamer Schutte) writes:

>That should be very nice, to have X run under (over) MiNT. But a few problems
>first have to be solved:

>1) Memory. Running a complete X setup (server, xterm + shell, application,
> window manager) likes a lot of memory. I only have seen this running
> on virtual memory systems -- probably the way to go. But this will
> exclude all ST models (because of 4Meg real memory limit, and no
> virtual memory models). TT, Falcon, ST+68030 can be made to run
> with VM. Does MiNT support this yet?

There are X clients that do not need much memory, MacX comes to mind. These clients aren't wonderful (I know, I've used MacX) but are usable. As always more memory is desirable.

>2) Connection method. X likes a decent network to connect server and
> clients. Basically, TCP/IP and DECNET are supported (major).
> Is such a beast available for MiNT? (OK, for starters sockets may
> do. But see 3.)

Again, X doesn't HAVE to have ethernet or other decent network setup. There are currently several X clients that will run over such slow connections as 2400 baud. And of most interest is that the new release of X that MIT is currently working on has support for slow network connections, no release date yet but supposed to be fairly soon.

>3) In most business setups networks are heavily used; one of the strengths
> of X is (IMHO) the power to run on every machine from your
> local display. However, for decent performance one want ethernet,
> or similar speeds. Is this available for many ST's? And does
> MiNT support that?

No argument there. There are ethernet boards available for the ST but as to how widely available and used these are. I don't know if MiNT currently supports such connections.

>OK, to be true -- i should check MiNT again. Last experience with a very
>early version.

I haven't seen a current version of MiNT either, just wanted to pass on what I know of the current state of things in the X community. Anyway, just my $.02 worth.

--Ray

--
Ray Cole | raycole@matt.ksu.ksu.edu

Computer Consultant | This space for rent or hire
Manhattan KS USA | Make an offer

3666. 1.44 Mb floppy formatting programs

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 22:24:53 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Oct6.222453.10173@u.washington.edu>
Source record: 216631

Does anyone know of any PD or shareware 1.44 meg floppy formatters? The desktop doesn't allow 82 tracks & 20 sectors per track. Thanks.

Dan Aylward
dud@u.washington.edu

3667. Meeting Announcement

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 22:46:32 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <2581@devnull.mpd.tandem.com>
Source record: 216633
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

MEETING NOTICE

AUSTIN ATARI COMPUTER ENTHUSIASTS (AACE)

Our monthly meeting will be held this coming Saturday, 10 October, at Bethany United Methodist Church in Anderson Mill, from 1400 to 1700. If you need directions, don't hesitate to e-mail me or call me. Remember, we support both 8-bit and ST machines (if you've got a Falcon, we'll even try to support that!).

--
Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3668. Re: SPC to GIF

Newsgroup: comp.sys.atari.st
Date: 1992-10-06 23:30:42 UTC
From: s19184@seb.se
Message-ID: <1992Oct7.003042.1@seb.se>
Source record: 216643

In article <antony.718323257@milton>, antony@milton.u.washington.edu (Anthony Hand) writes:
>
> Does anyone know of a program to convert Spectrum files to GIF format?
> I have a program that will do the opposite ie., convert from GIF to
> Spectum, but I've recently discovered a need to "go the other way".
>

I found this in my diskette box (ST Club GRD*36)

SPECGIF4.PRG converts Spectrum .SPC or .SPU files to GIF files,
320x200x256 colors. When you start the program a dialog box comes up;
it has 3 options: interlace, non-interlace and quit. You'll get
exactly the same GIF picture whether you choose interlace or not; it
only affects the order in which scan lines are stored (interlace
allows you to view a picture online before it was completely
transmitted).

Next comes the load file selector. Choose you Spectrum picture.
Conversion takes about 7-8 seconds and then you gethe save file

selector. You can simply click OK, since the program automatically
changes the filename extension to .GIF . Note that if you change the
pathname when saving, it's remembered separately from the load
pathname. Makes it easy when you want to convert a lot of pictures,
let's say from SPECTRUM folder to GIF folder. When the file is saved
you return to the startup dialog box; you can choose to continue or
quit.

Boris Tsikanovsky
Trio Engineering

I assume that it is on an archive somewhere, although I could not see
it when I quick ly looked throught the cs.ruu.nl listing. If it is
not available, I could post it. Where?

BTW the program is less than 6K.

--
Michael Evans Telephone: +46-8-639 33 70
SEB Data R Fax: +46-8-639 37 62
S-106 40 Stockholm Internet: mike@seb.se
Sweden

3669. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 00:04:06 UTC
From: Stefan Monnier <osoelgaultier+@CMU.EDU>
Message-ID: <AeoWZq200awV8GbGtt@andrew.cmu.edu>
Source record: 216635

Excerpts from netnews.comp.sys.atari.st: 5-Oct-92 Re:
comp.sys.atari.falcon Julian Reschke@ms.maus.d (276)

> Markus Wenzel (wenzel@marsu.tynet.sub.org) wrote:
> >Then I'd like to have two further groups separated from c.s.a.s:
> >comp.sys.atari.TT
> >comp.sys.atari.spectre

> I'd prefer a more systematic approach:

> comp.sys.atari.hardware.{st|tt|falcon}
> comp.sys.atari.os.{mint|gem|spectre}

This seems more natural: good point !

Stefan

PS: anyway, c.s.a.s turns actually a bit under 100 messages a day:
it seems manageable to me !

-- On the average, people seem to be acting normal --

3670. Re: Falcon in Holland

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 00:04:52 UTC
From: Peter.Kocourek@p13.f112.n100.z60.wlink.nl
Message-ID: <718459210.F00001@monly.wlink.nl.wlink.nl>
Source record: 216650

In a message of <04 Oct 92 22:06:26>, Hendrik Jan Veenstra (60:100/1) writes:

>> - The Falcon will be introduced in Holland in Februari 1993
HJ>
HJ> Very good news :)

Strange... this is apparently another case of the Perpetually Procrastinated Product. I spoke to a representative of Atari Benelux at the Atari Messe, and I was told then that the Falcon would be on sale in the Netherlands by the end of this year. I sincerely hope we are not entering another phase of "Real Soon Now" marketing.

Anyway, in Germany they are supposed to get their Falcons earlier than we, so hs anyone seen Falcons for sale yet there?

HJ> Very bad news... What kind of policy is this??? Most people have a
HJ> separate HD and no need for another one - why force customers to buy
HJ> some dreadful 52 Meg HD? (which probably is a Seagate...?! ^**%$ I
HJ> hope I am mistaken...)
HJ> Hendrik "I like my 210M Quantum :)" Jan

Peter "I like my 210M Maxtor" Kocourek. :-)

YHS:QSI!

3671. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 00:08:42 UTC
From: Peter.Kocourek@p13.f112.n100.z60.wlink.nl
Message-ID: <718459210.F00002@monly.wlink.nl.wlink.nl>
Source record: 216649

In a message of <05 Oct 92 23:35:59>, Anthony Hand (60:100/1) writes:

AH> Does anyone know the address of Digital Data Dreike mentioned in this
AH> thread?

From a recent German magazine:

Digital Data Deicke
Nordring 9
3000 Hannover 1
Germany.

Phone +49 511 6370

(Usual disclaimers apply.)

YHS:QSI!

3672. Re: Using a different font with CoNnect 1.60

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 01:14:31 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1atdlnINNikq@aludra.usc.edu>
Source record: 216634

In article <1992Oct4.143115.13337@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>80X24, I have to use the dinky 6X6 font, which is hard to read. Does
>anyone know of the easiest way to get a 7X7 font? This would make it
>more readable, almost usable!

Hi,

According to Wolfgang (the author) just about any GDOS should work, so if you get NVDI (best), FontGDOS, AMCGDOS, etc. (but for all but NVDI, I would strongly encourage you to get a screen accelerator ala warp9, etc.) that should work just fine. Especially if you use a proportional font (for those lucky few who have FSMGDOS) you can specify any point size you want.

BTW, I use Warp9 (I don't have access to NVDI) and the only odd behavior I have noticed with it is a blinking cursor in the top left corner that just sits there and blinks. This maybe a problem fixed by the patches, so I'll have to see if its still there... Other than that, Warp9 works fine, and allows me to load in nice-looking fonts (although they are all resolution dependant and either 16x8 or 6x6...or is that 8x8...anyway, it works).

>Later.......

>-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
[sig deleted]

-Mike

3673. PageStream Address

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 02:35:20 UTC
From: SPAC000 <SPAC@UNB.CA>
Message-ID: <06OCT92.24396143.0037@UNBVM1.CSD.UNB.CA>
Source record: 216636

Could someone please post the current address of the publishers of Pagestream? I think their name is SoftLogic, but I am not absolutely sure. Thanks.

3674. games and copyright

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 03:54:00 UTC
From: burglin@opal.mgh.harvard.edu
Message-ID: <6OCT199222541576@opal.mgh.harvard.edu>
Source record: 216637

Hello out there!
I thought I could post this here.
I wrote a game for the ST, once upon a time, and I sold it
to START magazine. Obviously, you had to sign copyright agreements
etc. Now START has been defunct for a while. Does the
copyright return to me, could I upload the game to
atari.archive? I know that probably nobody would care about
this anymore, but maybe someone knows about this?
(PS: the game is Slither, previously known on the Apple II as
Snakebyte).
Thomas Burglin

3675. Re: speech synthesis in C

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 04:25:52 UTC
From: boyd@shmop.cs.fsu.edu
Message-ID: <1992Oct7.042552.13550@mailer.cc.fsu.edu>
Source record: 216641

In article <1992Oct6.153636.1248@cenaath.cena.dgac.fr>, roux@cenaath.cena.dgac.fr (S. ROUX) writes:
>
> I have uploaded the file c_say.zoo to atari.archive.umich.edu in the directory
> atari/New. This file contains a C function: say(int mode, char *buffer) that emits
> phonemes to the internal speaker. This source was hacked from speach.tos.
>

Do you have the source to speech.tos? Or even full documentation? I remember S.A.M on the atari 8-bit, and you could do some neat things in phoneme mode. Speech.tos has such a mode as well, but I have never seen any real documentation for it (the default mode of "type english and hear it" can be vastly improved on when in phoneme mode, as you can adjust the inflection on each sound).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Computer Science Department *
* email: boyd@cs.fsu.edu Office: (904) 644-7339 Pager: (904) 657-6425 *
****

3676. Re: Atari FTP sites

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 04:36:34 UTC
From: boyd@shmop.cs.fsu.edu
Message-ID: <1992Oct7.043634.13681@mailer.cc.fsu.edu>
Source record: 216642

In article <1992Oct6.220910.17354@ulrik.uio.no>, jarleb@athena.uio.no (Jarle Brinchmann) writes:
>
>Back in the old days Chris Wood used to compile a
>quite good list over anonymous ftp sites. Much better than
>what you get from using archie....
>
>Is he or somebody else doing this still, my last list is from
>29/04 -92. (Well maybe not so old days) ?
>

Unfortunetely, no. I have a copy of the last version, which I still use a lot (greps are always faster than archie :-). If there is enough interest, I can post it.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Computer Science Department *
* email: boyd@cs.fsu.edu Office: (904) 644-7339 Pager: (904) 657-6425 *
****

3677. Re: Convert picture formats??

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 05:39:00 UTC
From: Martin_Sprengel@ki.maus.de
Message-ID: <A13027@KI.maus.de>
Source record: 216512

garth@splunge.uucp schrieb am 4.10.92 um 15:56:

g> leonp@cs.kun.nl (Leon Pillich) writes:
g>
g> >Just a simple question.
g> >I'm looking for a program that can convert several picture formats.
g> >I want especially to convert a 16 color gif to a black and white degas
g> >picture (320x200 to 640x400).
g>
g> >I think there must be a program to do this, but which?
g> >And where can I find it (pd/shareware/freeware).

How about GEM-VIEW (shareware) ??

supported image formats are:

"GEM-View images [*.GVW]" (internes Format)
"GIF Images [*.GIF]"
"JPEG Images [*.JPG]"
"Sun Rasterfiles [*.SUN]"
"Imagelab Images [*.B&W]
"STAD Images [*.PAC]"
"IFF Imagefiles [*.IFF]"
"MS-Windows Bitmap (*.BMP, *.RLE)"
"OS/2 Bitmap (*.BMP)"
"GEM-(X)Image Files (*.IMG)"
"GEM-Metafiles (Vector) (*.GEM)"
"Neochrome Rasterfiles (*.NEO)"
"Art-Director Rasterfiles (*.ART)"
"Degas Images (*.P[IC][123])"
"Tiny-Compressed Images (*.TN[123Y])"
"Doodle Monochrome Rasters (*.DOO [640x...])"
"Spectrum 512 Images (*.SPU, *.SPC)"
"Portable Bit Map [*.P[BGP]M]"
"MacPaint Image [*.MAC]"
"X Bitmap-File [*.XBM]"

for more detailed information, author's address:

| Dieter Fiebelkorn |
| Gruener Weg 29a |
| W4370 Marl-Brassert |
| (Germany) |
| |
| email: fiebelko@petra.informatik.uni-dortmund.de |
| |

| phone: +49-2365-65952 |

Martin

3678. Re: Atari FTP sites

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 05:58:16 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Oct7.055816.28987@terminator.cc.umich.edu>
Source record: 216638
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech,comp.sys.atari.st

```
In article <1992Oct6.122613.6156@aston.ac.uk> heneganj@cs.aston.ac.uk writes:
>Here are some FTP sites (anonymous):
>
>141.211.164.8 Atari Archive
^^^^^^^^^^^^^^^

Please folks, use the atari.archive.umich.edu name, not the numeric address.
You'll see how important this becomes soon. :)

weiner

--
- Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Pose -
```

3679. Xwindows on TT (Re: Falcon 040 / Windowing UNIX)

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 06:48:28 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.uehSAzznpfA@marsu.tynet.sub.org>
Source record: 216585

In <1992Oct4.123634.1@uwovax.uwo.ca>, Eric Smith writes:
> In article <1992Oct3.200144.25301@wam.umd.edu>, humphrie@wam.umd.edu (James B. Humphries) writes:
> > The last thing I heard about windowing UNIX was depressing. In one of those
> > online confs. with one atari gurus it was stated that atari would NOT be
> > working on getting X or anything like it working on the FALCON.
>
> Just because atari doesn't do it doesn't mean it won't be done. There's no
> reason that a third party couldn't do an X port to the ST/TT/Falcon.
>
> Indeed, I'm quite sure that X could be made to run under MiNT. I don't
> have time (or disk space!) to do the port, but I'd be happy to provide
> technical assistance to anyone or any group that does want to try it.

There's a 3rdparty company called "X/software" who did a port for the TT so
you can use your TT as X11-Terminal, in TT med color or TT high b/w resolution.
If you want more than a terminal, you can get a TT with ASV running X11/Motif,
but I recommend getting a 386 or 486 with Linux instead, it is much cheaper :)
BTW, the Falcon030 is definetly no machine (compared with 486, 68040 or RISC
CPUs) with enough performance for Unix or X11.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Any kind of work is a little death. << -- ALF

3680. Re: Falcon 040 / Windowing UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 07:20:00 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct7.072000.13708@elroy.jpl.nasa.gov>
Source record: 216640

In article <klamer.718386914@mi.el.utwente.nl> klamer@mi.el.utwente.nl (Klamer Schutte) writes:
>That should be very nice, to have X run under (over) MiNT. But a few problems
>first have to be solved:
>
>1) Memory. Running a complete X setup (server, xterm + shell, application,
> window manager) likes a lot of memory. I only have seen this running
> on virtual memory systems -- probably the way to go. But this will
> exclude all ST models (because of 4Meg real memory limit, and no
> virtual memory models). TT, Falcon, ST+68030 can be made to run
> with VM. Does MiNT support this yet?

MiNT doesn't support paging or swapping yet. At this point, I think swapping could be added fairly easily, but I'm not sure I'd want to run that way.

>2) Connection method. X likes a decent network to connect server and
> clients. Basically, TCP/IP and DECNET are supported (major).
> Is such a beast available for MiNT? (OK, for starters sockets may
> do. But see 3.)

>3) In most business setups networks are heavily used; one of the strengths
> of X is (IMHO) the power to run on every machine from your
> local display. However, for decent performance one want ethernet,
> or similar speeds. Is this available for many ST's? And does
> MiNT support that?
>
>OK, to be true -- i should check MiNT again. Last experience with a very
>early version.

2 and 3 seem closely related. MiNT currently does not support sockets, tho it does have uni- and bi-directional pipes. Wrapping a Unix-domain socket interface around this would be trivial at the library level, which would at least get you running with server and local clients. Full internet socket support would be nice, but requires a lot of work and a lot of code. Also, the only interfaces one could reliably expect to be available are the MIDI port, centronics port, and 68901 serial port. On the Mega STe and TT you add the Z8530 serial ports, but there doesn't seem to be any standard for the available ethernet hardware. The best approach to addressing this problem would be to collect all the ethernet boards that are available and try to develop a functional equivalent to the Packet Driver software interface standard that's used on MSDOS. There is PD code available to support ethertalk and most of the Appletalk protocols. I don't know of any PD code that directly implements Localtalk, so running localtalk on the 8530 ports is still a problem... For the rest, all you need is someone with a bit of knowledge and enough time. I'm sure someone with a copy of the

Inside Appletalk book could cover the last hurdle as well...

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step
toward fulfilling their dreams. For most of them, it's also their last.

3681. Re: Atari FTP sites

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 09:16:20 UTC
From: atari@cs.ruu.nl
Message-ID: <1992Oct7.091620.21148@cs.ruu.nl>
Source record: 216645

In <1992Oct7.043634.13681@mailer.cc.fsu.edu> boyd@shmop.cs.fsu.edu (Mickey Boyd) writes:

>In article <1992Oct6.220910.17354@ulrik.uio.no>, jarleb@athena.uio.no (Jarle Brinchmann) writes:
>>
>>Back in the old days Chris Wood used to compile a
>>quite good list over anonymous ftp sites. Much better than
>>what you get from using archie....
>>
>>Is he or somebody else doing this still, my last list is from
>>29/04 -92. (Well maybe not so old days) ?
>>
>
>Unfortunetely, no. I have a copy of the last version, which I still use a
>lot (greps are always faster than archie :-). If there is enough interest,
>I can post it.
>
You can also find the list in our Atari archive.

We, Computer Science department, Utrecht University, are running an
anonymous FTP server on one of our systems. In addition to the FTP
service we're also running a mail server, for those of you without
direct Internet access.

--> How to get 'ARCHIVE LIST' via anonymous FTP:

Site: ftp.cs.ruu.nl [131.211.80.17]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
file: /pub/ATARI-ST/ST-ARCHIVES

--> How to get 'ARCHIVE LIST' via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is
"fred_flintstone@stone.age.edu"; of course you must substitute
your own address for this.

| Please use a VALID DOMAIN ADDRESS.
| Use 'hip!hop!user' if you must.
| Never use an address which has both '!' and '@' in it.
| Bitnetters use user@host.bitnet

Send the following message to
mail-server@cs.ruu.nl
or the old-fashioned path alternative
uunet!mcsun!sun4nl!ruuinf!mail-server

```
begin
path fred_flintstone@stone.age.edu (SUBSTITUTE _YOUR_ ADDRESS)
send ATARI-ST/ST-ARCHIVES
end
```

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:

```
send HELP
```

A complete "ls-lR" listing of the archive is kept in the top-level directory, it will be updated every night. To get it, issue the command:

```
send ls-lR.Z
```

That's all for now. If you encounter problems using the FTP service and/or the mail-server, feel free to drop me a line (by e-mail, please).

Ate Brink

--
Ate Brink, Systems Administrator
Moderator of the Atari archive at the Utrecht University (ftp.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive.

3682. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 09:16:55 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Oct7.091655.811@unix.brighton.ac.uk>
Source record: 216644

Probebly a BASIC, but I'd say that when that is mastered move on to a 'c' compiler and then anything you can't do in one can be done in the other.

I'd recommend gfa basic or fast basic (fastbasic has a in-built assembler, but gfa is quicker/nicer). - both are about 35 pounds.

You can pick up sozobon C at 'a.a' and I've found it pretty good.
(go for sozo133i first then when you feel the need upgrade to sozobon2, as the first auto-installs etc)

Dom

3683. Re: Atari FTP sites

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 09:36:39 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16879953E.BWWL@ibm.rz.tu-clausthal.de>
Source record: 216553

In article <1992Oct6.120759.4926@aston.ac.uk>
heneganj@cs.aston.ac.uk (The STOS Programmer) writes:

>
>Does anyone know any ST anonymous FTP sites other than the atari archive?

Another one is
ftp.tu-clausthal.de (139.174.1.3)

You may also get the file other.ftp.sites from atari.archive.umich.edu
(141.211.164.8). I *think* it was in a directory /atari/Admin ore something
like that..

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

3684. Re: Using a different font with Co

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 10:33:00 UTC
From: Christian_Vogler@hh2.maus.de
Message-ID: <A13178@HH2.maus.de>
Source record: 216514

In article <1992Oct4.143115.13337@miavx1.acs.muohio.edu>
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> Well, I've started using CoNnect 1.60, and I like it a lot, the
>only problem is the fact that on a color system, to get a window that is
>80X24, I have to use the dinky 6X6 font, which is hard to read. Does
>anyone know of the easiest way to get a 7X7 font? This would make it
>more readable, almost usable!

Try using GDOS with an appropriate font. No problem.

(Wolfgang, how about designing such an ANSI font? :-)

with regards
Christian

3685. Re: Falcon 040 / Windowing UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 10:36:21 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct7.063621.1@uwovax.uwo.ca>
Source record: 216646

In article <klamer.718386914@mi.el.utwente.nl>, klamer@mi.el.utwente.nl (Klamer Schutte) writes:
> That should be very nice, to have X run under (over) MiNT. But a few problems
> first have to be solved:

> 1) Memory. Running a complete X setup (server, xterm + shell, application,
> window manager) likes a lot of memory. I only have seen this running
> on virtual memory systems -- probably the way to go.

An X server should run in 4 megs, but I agree that a complete setup will take more than that. MiNT doesn't have built in virtual memory support (yet), so either one would have to have enough real memory (there are TTs with 16Mb and even 64Mb of fast ram) or use one of the virtual memory products like VRAM.

> 2) Connection method. X likes a decent network to connect server and
> clients. Basically, TCP/IP and DECNET are supported (major).

X also can use shared memory, and for local connections that's the fastest way to communicate. MiNT has shared memory built in. No networking is built in to MiNT, but it should be possible to write a network (MiNT allows file systems and device drivers to be loaded at boot time; it also provides 2 way fifo's, so a program could even be written to make the network connection look like a local pipe, I think).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3686. TOS 2.06 & OXYD2 -> problems !?

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 11:24:06 UTC
From: andi@gmd.de
Message-ID: <andi.718457046@gmd.de>
Source record: 216648

Hi, netters!

After upgrading my old 520 ST+ to 4MB and TOS 2.06 and supplying it with a hardware clock, I discovered the following problem with OXYD2:

When the menu shows up, there is a section in the lowest part of the screen where you can see some graphic symbols black on white overlaying the menu. When you start the game, this 'symbol-panel' starts flickering with every movement of graphic on the screen.
The game still works, but it's not much fun guessing what's happening below this 'panel'. The same happens with OXYD and SPACOLA, so the problem seems to be originated in this special kind of software.
Assuming a hardware fault, I went to my local dealer, who had done the upgrade. He checked everything twice and didn't find any defects. I guess it has something to do with the new TOS.

So I decided to post this query to the net. Maybe some of you had similar problems with this software and know a solution.

Thanx in advance,

Andreas Rohrschneider.

P.S.: STADT, a painting program from Application Systems Heidelberg also doesn't run anymore. I only get a messed-up screen and some bombs. Any suggestions ?

Andreas Rohrschneider
GMD - I5.SKS
German National Research Center for Computer Science
Schloss Birlinghoven phone: (+49 2241) 14-2242
D-5205 Sankt Augustin 1, FRG email: rohrschneider@gmd.de

3687. Things I'd like to see in MiNT...

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 11:39:17 UTC
From: boender@dutiws.tudelft.nl
Message-ID: <2192@dutiws.tudelft.nl>
Source record: 216556

```
Hi,
some things I'd like to see in MiNT:
- core dumps for programs that crash (if set... not for ALL crashes)
- shared libraries (if we have shared text in programs, we also should have
libraries shared. Like, uhm, Suns or the Amiga).
- swapping for large programs. G++ is far more usable if it swaps. I don't
want all programs to be swapped, just some large programs that have the
'swap' bit set in the header.
- /dev/audio, /dev/speech device drivers.

Could hope for more, but this seems to be possible on STs.
Bye, Hildo Biersma
```

3688. Re: Falcon 040 / Windowing UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 11:44:05 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1992Oct7.114405.26894@cs.ruu.nl>
Source record: 216552

This might be a stupid remark but once the Atari machines are powerful enough we could actually have them run X and then define the AES (and VDI) in terms of X. There exists a program for X windows (UNIX) that emulates GEM (either TOS 1.4 or DOS 5.0 I think) based on X windows. It's called X/GEMonX. If this is done smartly both GEM and UNIX X windows programs can easily be run/ported to the TOS/X system.

--

_____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

3689. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 11:45:42 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1992Oct7.114542.29999@gdr.bath.ac.uk>
Source record: 216551

I too would recommend fast basic, particularly if you can get the cartridge version. Personally I have always found assembly language on the 68k series to be very easy to code and I almost always write pure code for my applications, but obviously this wouldn't suit everybody. The assembler that comes with fast basic is pretty adequate but not wonderful, although I find that the mix of an interpreted basic and machine code is perfect for program development.

Mark

3690. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 12:34:40 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct7.123440.10960@cs.mcgill.ca>
Source record: 216559

I must agree with him wholehartedly. C is the best way to go (Easy enough to learn, and it's the one that lets you use the ST's power the most).

As for books, I'm not sure if they are still in print, but I find that the Abacus books ("Atari ST Internals" and "GEM Programmers reference") are your best buy.

Patrick.

3691. Re: Falcon 040 / Windowing UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 12:36:49 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Oct7.123649.16030@olymp.informatik.uni-bonn.de>
Source record: 216561

In article <klamer.718386914@mi.el.utwente.nl> klamer@mi.el.utwente.nl (Klamer Schutte) writes:
>In <1992Oct4.123634.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>>Indeed, I'm quite sure that X could be made to run under MiNT.

Forget it! I'm quite sure that X could be made run on the ST, thanks to the great job that Eric has done with MiNT.

BUT: The performance would be lousy. One of the great weaknesses of X is the big overhead when you run clients and server(s) on the same machine. A native OS that goes directly into the screen HW will be faster every time (cf the "cheat modes" that vendors like SGI or now Sun have built into their xlib, the lib will go into HW if it detects that the client runs on a console server).

>2) Connection method. X likes a decent network to connect server and
> clients. Basically, TCP/IP and DECNET are supported (major).
> Is such a beast available for MiNT? (OK, for starters sockets may
> do. But see 3.)

That's the point. IMHO it would be VERY nice to have an Atari run an X server only, to be used as a cheap X terminal, like PCs with VGA cards are when they are connected to ethernet.

BUT there's work in progress for X11R6 that includes X over serial lines. There is a new protocol developed by X term maker NCD that aims to minimize protocol traffic across the connection. This is where a falcon comes in: Take a fast color X and PEX server on a - say - 17" screen on a falcon hooked up via serial line, and you got a winner.

Today, the X server for STs is expensive and requires ethernet.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

3692. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 13:04:23 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct7.130423.15499@zooid.guild.org>
Source record: 216581

The big question is, will Atari survive? Considering the circumstances, there is very little hope for this company. Apple will release their new line of computers with on-site service (they will even come to your home to get the work done). In a very recent "Keyboard" Magazine article there was NO WORD on any Atari but Windows and Mac software. Motorola, IBM, and Apple will release the new SuperPC in a very near future (1993). Prices between $1000-$2000 it will contain the new processor developed by Motorola and IBM (601) which is a very close 'friend' to the one used in the IBM RISC/6000 system. Motorola is very close to release the technical data on this processor, according to one Motorola employee. The RISC system will be priced from $1000 to $2000 and the processor will carry the price of approx. $50. Furthermore, Intel will release the 586 in the 1st quarter of 1993 followed by a new processor every two years. The development for the 786 started already in early 1992.

Amiga has also released their new computers but at prices that I personally heard, they will be a big flop, in particular the 4000 model. Commodore has also financial problems and I believe that those two new computers will not get them out of the crisis.

The best thing for Atari Corp. is to sell the company to _RESPONSIBLE_ people that really care about the company.

Regards,
Mark K.
E-Mail: kovarski@zooid.guild.org

3693. Dave Bagget's address

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 13:11:03 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Oct7.091103.15676@newstand.syr.edu>
Source record: 216580

I thought I had this somewhere, but can't find it...so,
if anybody has Dave Bagget's address, could they please
send it to me? (Or, if you're reading, Dave, could you drop
me a line?)
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

3694. Re: CD-ROMS & Atari ...

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 13:25:48 UTC
From: grier@bnr.ca
Message-ID: <1992Oct07.132548.5760@bnr.ca>
Source record: 216555

I purchased a Chinon drive from Toad Computers recently. As a developer I have had access to metados2 for over a year. The combination works great. I have had some problems when the directory has a very large number of files in it, in excess of 200. After 5 or 6 accesses of the directory the system hangs. directories with under 120 files seem to work OK.

I have tried this on both my 520ST and my TT.

I have ordered, and received, several disks from Walnut Creek and I am pleased with them. The GIFs Galore is a very good disk, but has more than 200 files in some directories which lead to some re-booting.

I have spoken with ICD about their new Host-Adapter software. They have made several changes to metados to relieve this lock-up problem, I should have the disk in a week or two. I'll post a mini-review of the how this new software works after I've had it a week or two.

Brian
a.k.a.
Wyle E. Coyote

3695. P.I.M. (was Re: Boston Computer Soci)

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 13:32:47 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Oct7.133247.3639@digi.lonestar.org>
Source record: 216558

In article <393.2AD12C03@gisatl.fidonet.org> John.David.Carter@f308.n133.z1.FIDONET.ORG (John David Carter) writes:
>I think that Atari AVI sounds great! Except that it should probably stand
>for Atari AUDIO/VIDEO INTERLINK! or not...

I just discovered (over the weekend) that Philips is using "PIM" to stand for "Philips Interactive Media", i.e., the new CD-I system. As a matter of fact, the Philips US subsidiary that will promote CD-I is named PIMA (Philips Interactive Media of America).

IMHO, Atari should find themselves an acronym other than PIM. Possibly the one noted above - or not. :-)

Roy C. Gosewehr
--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

3696. SEQUENCER SALE**********

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 13:36:24 UTC
From: frankm@ampex.com
Message-ID: <1992Oct7.133624.12337@ampex.com>
Source record: 216532
Cross-posted to: ba.market.misc,ba.music,ba.market.computers,rec.music.marketplace,comp.sys.atari,comp.sys.atari.st

SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE **
SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE **

Atari 520 ST System / CUBASE Ver. 2.01

Everything I have for the Atari is included. Some high points of the system
are as follows:

***** 1 Meg RAM
***** 3.5" Floppy Drive
***** 30 Meg HD
***** Atari SM-124 Hi-Res B/W Monitor
***** Clock/Calendar modification
***** All the normal stuff like cables, mouse ......
***** CUBASE Ver. 2.01 High end multi-track sequencing software
***** NEODESK Desk top interface
***** Various pieces of software including other sequencing/MIDI programs

********Everything works great on this system. I have a notice from
Steinberg offering an upgrade of CUBASE to the next revision.
That is also included with the system. I will not piece this
puppy out. One price takes it all! I will only sell this
system to someone in the Bay area to avoid the hassle of
packing and shipping it.

PRICE: $650.00 w/o Printer
$700.00 with Panasonic printer. Sorry, I don't remember the
model number. It is Epson compatible however. Hardly
used.

Alesis MNT-8 Sequencer

***** 8-Track, standalone sequencer
***** Small enough to take on a gig
***** Powerful enough to do practically anything you want
***** Includes all documentation

PRICE: $125.00

********This unit is in perfect condition. Again, I will only sell this unit to someone in the Bay area for the same reasons as stated above.

Reply to this account for further information. Or call me at:

(415) 367-3087 (before 3PM weekdays)

Frank Martyn, Jr.

3697. Re: Atari FTP sites

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 13:50:00 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Oct7.135000.3385@terminator.cc.umich.edu>
Source record: 216554

In article <1992Oct7.043634.13681@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <1992Oct6.220910.17354@ulrik.uio.no>, jarleb@athena.uio.no (Jarle Brinchmann) writes:
>>
>>Back in the old days Chris Wood used to compile a
>>quite good list over anonymous ftp sites. Much better than
>>what you get from using archie....
>>
>>Is he or somebody else doing this still, my last list is from
>>29/04 -92. (Well maybe not so old days) ?
>>
>
>Unfortunetely, no. I have a copy of the last version, which I still use a
>lot (greps are always faster than archie :-). If there is enough interest,
>I can post it.
>

There's a copy of his most recent version at atari.archive.umich.edu,
which was current up to 1 Sept. 92, and may still be. I'd be happy to
accept changes to it for him, as I recall he lost his internet account
a few weeks ago.

--
- Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Pose -

3698. ST->Unix Zmodem won't resume

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 14:37:25 UTC
From: selick@csa.bu.edu
Message-ID: <97861@bu.edu>
Source record: 216557

I've been using zmodem for years now, and I have done thousands of transfers in both directions from unix to st and st to unix. From the unix to the st (downloading) the atari will always resume a previous transfer no matter what command line I use. When transferring from ST to Unix, it won't ever resume a transfer, no matter what command line I use. I am running Uniterm 2.0e, and I have tried all of the zmodem programs available at a.a. I assume it's not a problem with the unix program, but perhaps something I'm doing/not doing with the command line(s)?

Please e-mail responses to selick@csa.bu.edu

3699. Falcon040

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 14:48:32 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <2586@devnull.mpd.tandem.com>
Source record: 216574

This morning I started out the day by sending a FAX to a friend at Motorola, and I couldn't help noticing the two FAXs already laying on the machine. Both were from Atari Texas (in Dallas) and were resumes intended for our Personnel department. The names involved are irrelevant, but one piece of information jumped out at me: both listed their most recent accomplishment as the development of the Falcon040!

--
Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3700. TeXDraw - sources available

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 16:07:20 UTC
From: kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <H.ea.d&TP4Ukb_1I@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
Source record: 216569

Hi all,

following the recent discussion about TeXDraw, I received the sources
from the author Jens Pirnay, who declared them public domain.

The sources are in Modula-II (from Maxon, I believe).

As has been pointed out, there should be ideally one person taking
over responsibility or at least one coordinator for new developments,
which, I hope, will take place.

It's up to you gurus to take it over.

The stuff is available through

atari.archive.umich.edu in /pub/atari/New
ftp.tu-clausthal.de in /pub/atari/incoming
ftp.uni-paderborn.de - " -

as td187src.txt and td187src.lzh. The sysops are notified and will
place it accordingly.

If you are seriously interested, contact the author via email by
<jens.pirnay@rphs1.physik.uni-regensburg.de>

Enjoy,
Thomas.

--
Thomas-Martin Kruel Institut f. Physikalische Chemie / Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg, Tel. +49 931 31579

3701. Re: atspeed (or the like) for

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 16:42:37 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1av41tINNmpr@aludra.usc.edu>
Source record: 216562

In article <1992Oct6.135725.2950@fwi.uva.nl> ruth@fwi.uva.nl (J.van Ruth (W92)) writes:

>I have read that the expansion bus in the Falcon is only 16 bits wide,
>so a 386DX or 486 just wouldn't fit in it.

According to Bill Rhebok (or rather the technician with him...darn I keep forgetting his name) at the Glendale Atari show, the falcon's DPS has all the pins that the '030 has, including 32bit address and 32bit data, which implies that even though 24bits are used for memory, and the rest left unimplemented for cost reasons, it would be possible to not only put an accelerator in, but also add memory with the accelerator board. You would probably have a model similar to the TT split mem model as the extra memory would not be (necessarily) available to any device except the new CPU - the TT supports TTram better than this though. Actually I am tempted to say that the extra memory cant be accessable by the other devices, but I suspect the DSP can access 32 bits address, and of course if you have ever followed the history of Atari 3rd party developers at all, you will note that they enjoy doing the "impossible". :)

>Joeri van Ruth

-Mike

3702. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 16:54:16 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Oct7175031@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 216573

>>>>> On 4 Oct 92 12:29:35 GMT, osoelgaultier+@CMU.EDU (Stefan Monnier) said:

> The problem is not in the monitors (well also, but..):

> You can't get 768x480x32K on VGA monitors, cause it requires a too
> large bandwidth. On TV, you can do interlace which halves the necessary
> bandwidth. But you if you try to interlace on a VGA monitor, the
> vertical sync frequency goes too low for most monitors (that's also why
> the 320x240 is doube-scan).

On the subject of monitors for the falcon, my current set up (for my ST) is an SC124 for working on, and a Sony Trinitron connected via scart for any colour stuff. With the sony in that configuration, should I be able to get overscan+true colour on the falcon? Also, how will a vga monitor compare to the SC124 - I don't want to have to keep 3 monitors in use, so I'd ideally want to use VGA for working, and the sony for any colour stuff the monitor can't handle. Would there be any more eyestrain from the VGA monitor than from the SC124?

Kev

3703. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 17:01:29 UTC
From: grier@bnr.ca
Message-ID: <1992Oct07.170129.9404@bnr.ca>
Source record: 216567

As a first programming language I normally would not recommend C. But
I agree that C offers the best access to the power of GEM. The compiler
I recommend is Mark Williams C. It comes with a command shell, micro-emacs,
archiver, make and several useful utilities. It does not come with a source
debugger, it is available seperataly though it is not the best.

MarkWilliams C (MWC) compiles K&R C not ANSI, but does come with the
best documentation for an ST, that I have seen. MWC is also very easy to
install, works well with a Ram-Disk and no HD. MWC is no longer being
produced but there are copies available. Atari used to include MWC in its
developer kit, I'm not sure what they are shipping now.

I currently use PURE C, and recommend it highly to someone that either
has MWC, or Atari's developer kit as reference material. The orignal name
of PURE C was Borland Professional C. Borland dropped support but sold the
source code rights to a German company with the stipulation that they NOT
translate the manual to english, so you sometimes have to fight the manual
to find the information you need.

Either of these packages will meet a beginners needs. Though if you purchase
PURE C you will still need to purchase a set of documents that will allow
you to program with the AES/VDI.

Brian
a.k.a.
Wyle E. Coyote

3704. Re: AEO address?

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 17:05:19 UTC
From: jonc@status.gen.nz
Message-ID: <kJa0RB2w165w@status.gen.nz>
Source record: 216488

hohmuth@freia.inf.tu-dresden.de (Michael Hohmuth) writes:

> > I don't know if the staff of AEO is available via the Usenet or not. I kno
> > they can be reached through GEnie, however.
>
> It's available. You can subscribe it at stzmagazine-request@virginia.edu.
>
> Michael
> --
> Internet: hohmuth@freia.inf.tu-dresden.de
>

Try looking in alt.znet.fnet if your site carries it else if you just
want to email us send it to znet@status.gen.nz

regards

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

3705. How do I program ACCS?

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 17:18:29 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1av655INNm42@usenet.INS.CWRU.Edu>
Source record: 216563

I wanted to know if I can use the BASIC language to
program desk accesories. If so, how? I have LDW compiled BASIC
. If not, then should I switch to C? I've tried assembly
language and I can't even get off the ground with that! I haven't
been able to find any info books for the ST recently, and the
books that I have found don't explain desk accs. Please help, I
really want to program some stuff. (I wasn't too bad in the 8-bit
BASIC days!)

George II Lenzer

--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

3706. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 17:24:00 UTC
From: Martin_Sprengel@ki.maus.de
Message-ID: <A13227@KI.maus.de>
Source record: 216513

etlgtme@etlxd20.ericsson.se schrieb am 6.10.92 um 10:33:

e> old 1040 STe style case, the only noticable difference being that the keyboard
e> keys are a dark grey, and the FALCON 030 logo of course. (They had a picture).

This matches with a picture I have of the German version.

e> I don't know how the model with the built in 65Mb hard drive will look.

Exactly the same :-((

e> hated how it looked but LOVED its capabilities, especially MIDI. Jesus, how I
e> hate those function keys. I only hope Atari come to there senses and give this
e> machine the professional look it deserves. B-(

So do I, but I don't dare to hope..

So long,

Martin

3707. Re: Using a different font with CoNnect 1.60

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 17:29:54 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Oct7.122954.13389@miavx1.acs.muohio.edu>
Source record: 216565

In article <1992Oct6.212249.7133@dxcern.cern.ch>, wwc@vsnhda.cern.ch (Wolfgang Wander) writes:
> In article <1992Oct4.143115.13337@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>
>> Well, I've started using CoNnect 1.60, and I like it a lot, the
>>only problem is the fact that on a color system, to get a window that is
>>80X24, I have to use the dinky 6X6 font, which is hard to read. Does
>>anyone know of the easiest way to get a 7X7 font? This would make it
>>more readable, almost usable!
>
> If you install a GDOS of your choice , you can use any (proportional)
> GDOS Font in CoNnect. There is no reason why this should not work,
> cause CoNnect is written using the GEM-standards.

Ok, then the next logical question, is there a 7X7 GDOS font that
would work?

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 7-OCT-1992

3708. Re: Falcon 040 / Windowing UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 17:38:00 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Oct7.123800.13390@miavx1.acs.muohio.edu>
Source record: 216566

In article <1992Oct7.063621.1@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
> ......No networking is
> built in to MiNT, but it should be possible to write a network (MiNT
> allows file systems and device drivers to be loaded at boot time; it
> also provides 2 way fifo's, so a program could even be written to make
> the network connection look like a local pipe, I think).

So it would be possible to put up a network? HOw hard would this be
to write? Anybody want to do it? The reason I'm asking is that sometimes
it would be nice to be able to setup a network between ST's. And the
network program at Atari.archive is not very good at this, and very
crash prone. I've used MiNT and seen how reliable it is, even with my
lowly 1meg ST. I do not have the knowledge or skills to write a
networking scheme.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 7-OCT-1992

3709. Re: Atari FTP sites

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 17:39:24 UTC
From: boyd@ioctl.cs.fsu.edu
Message-ID: <1992Oct7.173924.2373@mailer.cc.fsu.edu>
Source record: 216593

In article <1992Oct7.043634.13681@mailer.cc.fsu.edu>, boyd@nu.cs.fsu.edu writes:
>In article <1992Oct6.220910.17354@ulrik.uio.no>, jarleb@athena.uio.no (Jarle Brinchmann) writes:
>>
>>Back in the old days Chris Wood used to compile a
>>quite good list over anonymous ftp sites. Much better than
>>what you get from using archie....
>>
>>Is he or somebody else doing this still, my last list is from
>>29/04 -92. (Well maybe not so old days) ?
>>
>
>Unfortunetely, no. I have a copy of the last version, which I still use a
>lot (greps are always faster than archie :-). If there is enough interest,
>I can post it.
>

I am wrong. Apparently someone else picked up the list and is maintaining
it. I am not sure where it can be ftp'ed, but I am going to find out!!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Computer Science Department *
* email: boyd@cs.fsu.edu Office: (904) 644-7339 Pager: (904) 657-6425 *
****

3710. Re: Monkey Island II

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 18:36:22 UTC
From: dave@admiral.uucp
Message-ID: <1992Oct07.183622.3475@admiral.uucp>
Source record: 216598

In article <Bvoxws.FGB@iat.holonet.net> wilsont@orac.holonet.net (Timothy Wilson) writes:
>andrew@minster.york.ac.uk writes:
>
>>I understand that Monkey Island II would not be converted because LucasFilm
>>Games did not want to compromise the brilliant graphics and sound that both
>>the IBM and Amiga versions had for the lower standards that the Atari ST
>>offered.
>WHAT!!? I've played the amiga version of MI2...
>i sure didn't count any more than 16 colors!!!
>besdies.. Lucas film needs to learn the tecnique of "anti-aliasing"
>so does Seirra On-line for that matter.
>
>they use alot of High contrast colors, and definately not more that 16.
>if its the sound they are worried about.. then why is it on an IBM?

Because nowadays, any IBM gamer with a little extra cash (which is most of them)
has a Soundblaster card, or something similar to enhance their sound output. The
Soundblaster, while it's not the greatest sound I've ever heard on a PC, is
still pretty impressive.

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

3711. Macro program for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 18:42:24 UTC
From: Your Conscience <dhbutler@magnus.acs.ohio-state.edu>
Message-ID: <9210071842.AA21101@photon.magnus.acs.ohio-state.edu>
Source record: 216568

I'm trying to find a Macro Program for the ST. You know, a Desk Accessory or TSR that will allow me to hit a keystroke and have that activate menus, move the mouse automatically, and so on.

Does anything exist?

---------->

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

- And now a .sig sure to insult (or at least baffle) 95% of all computer users:

||| - Dos and Macintosh = Standardization and Stagnation - //
/ | \ - Atari and Commodore = Innovation and Invention - \//

3712. Re: Atari FTP sites

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 18:45:49 UTC
From: cczdvh@unicorn.nott.ac.uk
Message-ID: <1992Oct7.184549.21590@cs.nott.ac.uk>
Source record: 216570

In article <1992Oct7.043634.13681@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <1992Oct6.220910.17354@ulrik.uio.no>, jarleb@athena.uio.no (Jarle Brinchmann) writes:
>>
>>Back in the old days Chris Wood used to compile a
>>quite good list over anonymous ftp sites. Much better than
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>
>Unfortunetely, no. I have a copy of the last version, which I still use a
>lot (greps are always faster than archie :-). If there is enough interest,
>I can post it.

Yes please...!!!

Dave V-H

3713. Re: Rendering CAD3D/Cyber scenes?

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 18:49:20 UTC
From: dave@admiral.uucp
Message-ID: <1992Oct07.184920.3573@admiral.uucp>
Source record: 216597

In article <1992Oct3.135607.1@seb.se> s19184@seb.se (Michael Evans) writes:
>Is there a program to do good renderings of CAD3D (Cyber Studio) scenes?
>
>If have RenderRez 1.0 but it gets confused as soon as there are a few
>objects in the scene.

You mean RezRender?

>Lexicor's Prism Render looked good in the adverts and ths STart preview
>but when I rang Rio Computing last December, they said that Prism Render
>was not available (despite the ad's) and they had no release date.
>
>Is Prism Render now available? Experiences? Who do I contact?
>
>Any other suggestions?

Get yourself a copy of Rend512. It's similar to RezRender, but superior in that
it renders objects into Spectrum 512 format, with the full Spectrum palette,
instead of RezRender's 16 colors. I think there's a demo copy on a.a.

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

3714. SEQUENCER SALE**********

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 18:50:48 UTC
From: frankm@ampex.com
Message-ID: <1992Oct7.185048.14076@ampex.com>
Source record: 216547

SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE **
SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE **

Atari 520 ST System / CUBASE Ver. 2.01

Everything I have for the Atari is included. Some high points of the system
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***** 1 Meg RAM
***** 3.5" Floppy Drive
***** 30 Meg HD
***** Atari SM-124 Hi-Res B/W Monitor
***** Clock/Calendar modification
***** All the normal stuff like cables, mouse ......
***** CUBASE Ver. 2.01 High end multi-track sequencing software
***** NEODESK Desk top interface
***** Various pieces of software including other sequencing/MIDI programs

********Everything works great on this system. I have a notice from
Steinberg offering an upgrade of CUBASE to the next revision.
That is also included with the system. I will not piece this
puppy out. One price takes it all! I will only sell this
system to someone in the Bay area to avoid the hassle of
packing and shipping it.

PRICE: $650.00 w/o Printer
$700.00 with Panasonic printer. Sorry, I don't remember the
model number. It is Epson compatible however. Hardly
used.

Alesis MNT-8 Sequencer

***** 8-Track, standalone sequencer
***** Small enough to take on a gig
***** Powerful enough to do practically anything you want
***** Includes all documentation

PRICE: $125.00

********This unit is in perfect condition. Again, I will only sell this
unit to someone in the Bay area for the same reasons as stated

above.

Reply to this account for further information. Or call me at:

(415) 367-3087 (before 3PM weekdays)

Frank Martyn, Jr.

3715. Re: SPC to GIF

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 18:56:15 UTC
From: dave@admiral.uucp
Message-ID: <1992Oct07.185615.3668@admiral.uucp>
Source record: 216599

In article <antony.718323257@milton> antony@milton.u.washington.edu (Anthony Hand) writes:
>
>Does anyone know of a program to convert Spectrum files to GIF format?
>I have a program that will do the opposite ie., convert from GIF to
>Spectum, but I've recently discovered a need to "go the other way".
>
>Any ideas?

Yup, SPECGIF4.PRG. It comes (came?) with DigiSpec. It does have a copyright on
it, though, so I don't know if you can get it through PD or Shareware...

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

3716. Re: games and copyright

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 19:09:50 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.GncspbvVHL2@jonh.wimsey.bc.ca>
Source record: 216577

In <6OCT199222541576@opal.mgh.harvard.edu> burglin@opal.mgh.harvard.edu (Thomas Burglin) writes:

>I wrote a game for the ST, once upon a time, and I sold it
>to START magazine. Obviously, you had to sign copyright agreements
>etc. Now START has been defunct for a while. Does the
>copyright return to me,...

According to information I read on GEnie when STart went under, the copyright should indeed return to you, unless there is someone who has purchased the rights from STart. As STart went under owing a lot of authors, I don't beleive you'd find anyone willing to step forward and claim ownership of their copyrights, as that would imply they also accepted responsibility for the obligations. Do you have a contract? I'd think there'd be some kind of clause covering just that somewhere in there.

Of course, I'm not a lawyer, and don't play one on the net (when I can help it), so if you're really worried, why don't you ask someone in law at Harvard? I'd imagine someone in the law program there could give a more authoritive opinion.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either that, or you've got your thumb on it. -> (lefty@apple.com)

3717. Re: Things I'd like to see in MiNT...

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 21:39:57 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct7.213957.18846@elroy.jpl.nasa.gov>
Source record: 216571

In article <2192@dutiws.tudelft.nl> boender@dutiws.tudelft.nl (P.Boender.TI-tel-4593) writes:
>Hi,
>some things I'd like to see in MiNT:
>- core dumps for programs that crash (if set... not for ALL crashes)

Yeah, would be nice, I suppose, could make debuggers more useful. Another possible benefit would be to support process migration over a network. I had forgotten about this possibility before, but with a bunch of STs sharing a SCSI bus it wouldn't be bad.

>- shared libraries (if we have shared text in programs, we also should have
> libraries shared. Like, uhm, Suns or the Amiga).

Working on it. Requires more hacks to the compiler and linker. I think this will be of limited usefulness as long as people are using many different compiler systems. But, I suppose if everyone standardizes on the MiNT library, the choice of compiler becomes less important. Right now I'm concerned that multiple libraries are required, i.e., you need both a 16-bit int and 32-bit int version of nearly everything, which sort of reduces the memory savings derived from using shared libraries in the first place. I have most of the compiler issues resolved already, the linker is another question, and I haven't written the dynamic loader yet. Whether that should be intrinsic to the MiNT kernel, or just a separately loaded TSR is an open question. Also, using shared libraries instead of static bindings imposes a slight performance penalty - calls into the library must be done indirectly, and library code must reference global data indirectly.

>- swapping for large programs. G++ is far more usable if it swaps. I don't
> want all programs to be swapped, just some large programs that have the
> 'swap' bit set in the header.

I don't understand how swapping would make G++ more usable. Paging, perhaps, but that really requires an MMU, which means 68020 minimum. With the current shared text support, all that's needed is the addition of a sticky bit and program load times will drop a fair amount, assuming you have sufficient RAM. With less than 4M, sticky text wouldn't help you much.

>- /dev/audio, /dev/speech device drivers.

I guess that discussion has already occurred, eh?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

California, land of dreams. For many, moving out to CA is their first step toward fulfilling their dreams. For most of them, it's also their last.

3718. Re: Falcon 040 / Windowing UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-10-07 22:10:05 UTC
From: humphrie@wam.umd.edu
Message-ID: <1992Oct7.221005.25196@wam.umd.edu>
Source record: 216572

>1) Memory. Running a complete X setup (server, xterm + shell, application,
> window manager) likes a lot of memory. I only have seen this running
> on virtual memory systems -- probably the way to go. But this will
> exclude all ST models (because of 4Meg real memory limit, and no
> virtual memory models). TT, Falcon, ST+68030 can be made to run
> with VM. Does MiNT support this yet?

a) I have a friend who has X11r4 running RELIABLY and fast enough for non-intensive programs on a 386, 25MHz with 4 megs of memory (over Linux yet).

b) VM does not always require hardware VM. His system is into swap space after his first or second window... but it isn't too slow.

>2) Connection method. X likes a decent network to connect server and
> clients. Basically, TCP/IP and DECNET are supported (major).
> Is such a beast available for MiNT? (OK, for starters sockets may
> do. But see 3.)

c) Ethernet is nice for that... why shouldn't the Falcon/TT have it? I don't see it as a problem.

-Hey hardware hacks, E-net do-albe?

d) you can do some X junk over a fast modem too (minimal). They do it here at work.

>3) In most business setups networks are heavily used; one of the strengths
> of X is (IMHO) the power to run on every machine from your
> local display. However, for decent performance one want ethernet,
> or similar speeds. Is this available for many ST's? And does
> MiNT support that?
>

e) Business is not the only user of X. For instance: I want X because it is my OS/GUI of preferance and I would like to be able to work with it at home (development etc). I am sure there are jillions of other uses for X even without a large network/ server. I do agree that the networking of X is a great strength.

>Klamer

(Thanks for your input. I was wondering what others thought about X.)

I think X has a place on ANY system that is powerful enough to run it. One thing about X: you don't have to BEG for developers or pay for the OS... X is THERE and basicly FREE... software is next thing to totally UNIVERSAL under X. Perfect for ATARI who can't seem to keep any large software developer around.

```
--
"Hello teenage america" -KMFDM sample
+-------------------------------------------------------------------------+
| humphrie@wam.umd.edu (regular) | NeXT mail |
| humphrie@ni.umd.edu (work) | me! |
```

3719. Is there YAPP protocol for ATARI ST HAMing?

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 01:39:51 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1687912297.C556212@mizzou1.missouri.edu>
Source record: 216575

I have a friend I promised to help with his HAM modeming. He says that he needs YAPP to do any d/loading from the radio, but he can't find a YAPP for the ST. I figure if it exists, you guys would know about it.
Also, he has AT speed but can't get it to work through the RS232 port. Says he tried playing around with different COM port selections, but there was never even a voltage raise on the RS232! YAPP is popular on the IBM (I guess), so if he could get either going he would be happy.
Anyone have any leads for me to follow?
Thanks in advance........

Jeoff Hines c556212@mizzou1.missouri.edu

3720. Re: GCC 2.1 and templates..bug?

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 02:12:59 UTC
From: comeau@csanta.attmail.com
Message-ID: <Bvs65n.8HG@well.sf.ca.us>
Source record: 216576

In article <1992Sep29.233920.10870@bert.eecs.uic.edu> dillenbu@bert.eecs.uic.edu (John Dillenburg) writes:

```
>I get two bombs when I try to compile the following C++ code
>using GCC 2.1, anyone know why?
>--------------------cut here-------------------
>#include <stream.h>
>
>template<class T>
>class vector {
> public:
> vector(int) { };
>};
>
>template<class T>
>ostream& operator<<(ostream& strm, vector<T> &) {
> return strm;
>}
>
>main() {
> vector<int> v(10);
> cout << "v=" << v << "\n";
>}
```

Your code compiles fine with Comeau C++ 3.0 With Templates.
An quick eye scan reveals nothing wrong to me either (although you are better off not using "\n", but instead '\n' or endl).

- Greg

--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Producers of Comeau C++ 3.0 With Templates
Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

3721. Re: Program to read ST disks on a PC needed

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 02:18:22 UTC
From: saj@chinet.chi.il.us
Message-ID: <Bvs6EM.32H@chinet.chi.il.us>
Source record: 216501

In article <1992Oct4.031955.10027@sol.ctr.columbia.edu> bldaniel@unccsun.uncc.edu (Brian Daniels) writes:
>
>
>I'm looking for a program to run on an IBMPC clone that
>will allow me to read ST-formatted 720k disks. I noted one
>on atari.archive called ataridsk.zip, but it seems to be
>corrupted (total size is ~47 bytes, and unzip says it's not
>a zip file). I'd appreciate a pointer to a program to do
>this...

Assuming that the situation is that you've arrived at a PC with a disk that you formatted and wrote to on an ST, and now you can't read or write that disk, here's what to do (and yes, this is from personal experience).

Fire up a suitably tolerant sector editor (I use the one from the old bbs-distributed ULTRA utilities. At least one version of Norton Utilities does NOT work, but others may). Read in the first sector on the floppy (this is where sector editors which are not suitably tolerant balk). Change the first 3 bytes to EB 34 90 (that was 3 bytes of hex. They would normally have been 00 00 00 when you read the sector). Write the sector back to the disk. It will now work normally on PCs and compatibles.

Steve saj@chinet.chi.il.us

3722. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 03:16:17 UTC
From: hjwulfso@unix.amherst.edu
Message-ID: <Bvs935.4pr@unix.amherst.edu>
Source record: 216578

I own a 1040ST, but I am definately replacing it soon with a
Macintosh or a Falcon or both. I wish there a falcon board so that
I could find out more about that machine. I've really given up on my
ST; It was great machine when the only mac was a Plus. Now I'm just
making do with it until I can get a new computer.

-Harris Wulfson
HJWULFSON@Amherst.edu

3723. M Demo 4 help!

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 04:00:11 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1b0bobINN7s8@usenet.INS.CWRU.Edu>
Source record: 216579

The copy of "m demo 4" on the various ftp sites will not work properly
(or load disk 2) without the 50HERTZ.PRG program!

It's up on the atari archive, I dunno where.

P.S. I understand the confusion, everything seems to work except the
Union part and the Disk 2 loader.
--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@tasha.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

3724. Using Sony Trinitron with ST

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 04:44:52 UTC
From: Bill_von_Hagen@transarc.com
Message-ID: <4ep2p4uSMUE2A3WYYW@transarc.com>
Source record: 216594

I have an old ST with which I'd like to use the color Sony Trinitron monitor from my MIPS machine (don't ask). Could someone tell me what hardware I need to be able to do this? Pointers to places to purchase whatever I need would be much appreciated.

Thanks!

Bill (wvh@transarc.com)

3725. Re: Macro program for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 06:30:43 UTC
From: ekrimen@wet.UUCP
Message-ID: <4344@wet.UUCP>
Source record: 216583

In article <9210071842.AA21101@photon.magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (Your Conscience) writes:
>I'm trying to find a Macro Program for the ST. You know, a Desk Accessory or
>TSR that will allow me to hit a keystroke and have that activate menus, move
>the mouse automatically, and so on.
>
>Does anything exist?

Codekeys from CodeHead Technologies.

I don't have it, but those that do swear by it.

(NeoDesk 3.0 also has macro capabilities, but those are only limited to NeoDesk,
not system-wide like Codekeys.)

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

3726. FOR SALE Disk Drives !!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 07:13:04 UTC
From: carrollw@ucs.orst.edu
Message-ID: <BvsK1w.1K9@news.orst.edu>
Source record: 216584

I have the following FOR SALE!!

ATARI 3.5in DS/DD Disk Drive
I.B. 5.25in DS/DD Disk Drive
"Drive Master" switch box (switch between the two drives)

Will let all go for $200.00 (OBO)

Call me at (503) 752-1452
OR
Email to carrollw @ucs.orst.edu

Thanks for your time and computer space!

3727. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 07:16:22 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct8.071622.11355@beaver.cs.washington.edu>
Source record: 216582

In article <ABADDON.92Oct7175031@suprenum.uk.ac.liverpool.scm.suprenum>
abaddon@uk.ac.liverpool.scm.suprenum (Kevin o donovan) writes:
>>>>>> On 4 Oct 92 12:29:35 GMT, osoelgaultier+@CMU.EDU (Stefan Monnier) said:
>
>> The problem is not in the monitors (well also, but..):
>
>> You can't get 768x480x32K on VGA monitors, cause it requires a too
>> large bandwidth. On TV, you can do interlace which halves the necessary
>> bandwidth. But you if you try to interlace on a VGA monitor, the
>> vertical sync frequency goes too low for most monitors (that's also why
>> the 320x240 is doube-scan).
>
>On the subject of monitors for the falcon, my current set up (for my ST) is
>an SC124 for working on, and a Sony Trinitron connected via scart for any

I assume you mean an SM124 (original Atari monochrome) - the SC1224 is color
and there's no such thing as an SC124.

>colour stuff. With the sony in that configuration, should I be able to get
>overscan+true colour on the falcon? Also, how will a vga monitor compare to the
>SC124 - I don't want to have to keep 3 monitors in use, so I'd ideally want to
>use VGA for working, and the sony for any colour stuff the monitor can't
>handle. Would there be any more eyestrain from the VGA monitor than from the
>SC124?
>
>Kev

1) Yes, you should be able to get true-color in all the modes (in fact, you
get all the modes, period) in your Scart configuration. You _will_ have
interlace in some modes, but you can at least use them all. Oh, and you
can do overscan with this type of monitor.

2) A VGA monitor (assuming you get a 640x480 which really is the cheapest
VGA monitor you can get anyway) will give you good, non-interlaced graphics
in all modes the Falcon offers. The picture should be just as good as your
SM124, _and_ give you color capability to boot. There shouldn't be any more
eyestrain, really.

3) The nitty-gritty : You can do all modes really well with the VGA monitor,
except you can't do high-res true color, and the overscan is faked. So,
if you get the VGA monitor, you can drop the SM124, but perhaps keep the
Sony if you really want to see the 640x400 (768x480 with overscan) in true
color.

Cheers,

Ben Gilbert
bgilbert@cs.washington.edu

3728. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 08:44:08 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.718533848@freyr>
Source record: 216588

etlgtme@etlxd20.ericsson.se (Grant McFarlane) writes:

>When I bought my 520 STFM originally I
>hated how it looked but LOVED its capabilities, especially MIDI. Jesus, how I
>hate those function keys. I only hope Atari come to there senses and give this
>machine the professional look it deserves. B-(

Your signature looks just like the `ugly' Atari function keys. I don't see
what's wrong with them, really.

> _/_/_/_/_/ _/_/ _/_/ _/_/_/_/ | Grant McFarlane, Ericsson Telecom.
> _/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
> _/ _/_/ _/ _/ _/ _/ | "Sponges live at the bottom of the sea.
> _/ _/ _/ _/ _/ | Makes you wonder how much deeper they'd
>_/_/_/_/_/ _/ _/ _/_/_/_/ | be if they didn't." (Steven Wright)

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

3729. Re: Convert picture formats??? Which program?

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 09:35:43 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct8.093543.22708@email.tuwien.ac.at>
Source record: 216586

csg022@cck.coventry.ac.uk (PROC) writes:
:
[stuff deleted]

: There are plenty of GIF to SPECTRUM converters in the
: PD. Some of them can't handle the size of the original
: GIF file so they make an attempt, sometimes successful,
: sometimes not. The odd one can be very good. You'd
: then need 512:SHOW.PRG, that's PD too.
: I'd rather have a GIF to RAW proggy, though.
: Somebody write one for us.....
:
: ..Mark
:
Well, I think in the PBMPLUS package there is a program called 'giftoppm'
which converts .GIFs to .PPM format (at least here on these Ultrix boxes
it's available), and on atari.archive.umich.edu I recently saw an archive
called 'ppmtoraw.lzh' (I think, could have been 'pbmtoraw.lzh'), so these
2 should do the trick...

M.Y.

3730. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 10:08:28 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.14.718538908@dhhalden.no>
Source record: 216587

In article <1992Oct7.123440.10960@cs.mcgill.ca> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>From: bpat@cs.mcgill.ca (Patrick BETREMIEUX)
>Subject: Re: Which programming language?
>Keywords: just my opinion, C
>Date: Wed, 7 Oct 1992 12:34:40 GMT
>I must agree with him wholehartedly. C is the best way to go (Easy enough to
>learn, and it's the one that lets you use the ST's power the most).
>
>As for books, I'm not sure if they are still in print, but I find that the
>Abacus books ("Atari ST Internals" and "GEM Programmers reference") are your
>best buy.
>
> Patrick.

Have you ever checked when these books were made?! They are too old to be any good, and if you want to program STE, TT and Mega STE, you won't find any info about theses machines in the Abacus books. The best book you can buy for money, is certainly the Profibuch. The problem is that it is German...

Stig

3731. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 10:39:17 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct08.103917.156196@rrz.uni-koeln.de>
Source record: 216589

In <1992Oct07.170129.9404@bnr.ca> grier@bnr.ca (Brian Grier) writes:

>As a first programming language I normally would not recommend C. But
>I agree that C offers the best access to the power of GEM.

I don't agree. GFA basic offers full access to GEM too, plus it
offers some powerful and convenient commands and functions to
handle GEM without having to worry about low level stuff (e.g. to
create a menu you just put the menu titles and items into an
array of strings and then you do a MENU x$()).

[...]

>I currently use PURE C, and recommend it highly to someone that either
>has MWC, or Atari's developer kit as reference material. The orignal name
>of PURE C was Borland Professional C. Borland dropped support but sold the
>source code rights to a German company with the stipulation that they NOT
>translate the manual to english, so you sometimes have to fight the manual
>to find the information you need.

Does anyone out there have an idea WHY Borland doesn't want there
to be an English Pure C manual? I can't seem to see any point in
such an agreement.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3732. Falcon (remember Outrun?)

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 10:57:34 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1992Oct8.105734.27722@gdr.bath.ac.uk>
Source record: 216590

Does anyone remember the hype about the conversion of the arcade game Outrun to the ST and other computers? If I remember correctly there was some ridiculous delay between all the hype and the game actually being out (6 months of so?), although from the shows I went to this didn't stop the distributors from taking hundreds of advance orders. Sadly the conversion was one of the worst I've ever seen (if I remember correctly).

Not that I was reminded of this by all this hype about the Falcon or anything....

Mark

P.S From what I've heard so far, I'd love to have a Falcon by the way. I've even got a piece of code that was orignally written for the ST, but had to be shelved due to lack of CPU speed, that has just been waiting for this sort of machine to come along.

3733. JUST THE FAX, FOLKS.

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 10:58:00 UTC
From: bill.merik@outlan.ersys.edmonton.ab.ca
Message-ID: <5361.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 216451

Thanks to all for their very helpful responses. I will probably exchange
the USR for a Supra. Unless Joppa is planning to update their
software...??
Bill

3734. Re: ALL FAXED UP

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 11:35:25 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <q2PBsB2w165w@dogbox.acme.gen.nz>
Source record: 216600

bill.merik@outlan.ersys.edmonton.ab.ca (Bill Merik) writes:

> I just attempted to use my new Joppa "Straight Fax" program with my new
> Sportster 14,400 FAX. The software does not like the modem, it gives me
> an error message informing me that my Sportster is not a "Type 2"
> faxmodem. Upon closer examination of the box my modem came in, I
> discovered that sure enough, my Sportster is in fact a "group 3" modem.
> How deep doo - doo am I in?
> Bill

It depends whether the fax program will support Type 1 faxes.
(Incidentally, the Type 2 standard has not been settled, and anything
which claims to be type 2 is actually set up according to the EIA
provisional spec., which was rejected by the industry.)

Tell the program that you have a type 1 faxmodem, or try sending the
modem the command "AT+FCLASS=6". This may switch it into Type 2 mode
(It does for my Zyxel)

Group 3 is a compression standard for faxes - compression along
the scan line.
Group 4 is 2 dimensional compression. (ie - dependent on the previous
and next scan lines.)

The fax program that I use on my IBM handles group 4 in software.
(I don't bother using my Atari for fax work)

dogbowl@dogbox.acme.gen.nz
The Dawghaus BBS, Palmerston North, New Zealand (+64 6 357 9245)

3735. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 11:58:10 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.7.718545490@dhhalden.no>
Source record: 216591

In article <1992Oct6.093323.5179@ericsson.se> etlgtme@etlxd20.ericsson.se (Grant McFarlane) writes:
>From: etlgtme@etlxd20.ericsson.se (Grant McFarlane)
>Subject: Re: Case Design for Falcon
>Keywords: Falcon
>Date: Tue, 6 Oct 1992 09:33:23 GMT
>In article 13790@u.washington.edu, antony@milton.u.washington.edu (Anthony Hand) writes:
>>>From what i've heard the Falcon 040 is going to be in an IBM style
>>> case. I think! I must remember to capture that message about it and
>>> post it here. Don't take this as fact though....until I post that
>>> message, my memories shocking! :-(.
>>
>>I've heard this also. I just hope that the all-in-one case doesn't scare off so
>many buyers that Atari isn't able to finance this second machine.
>>
>Not so in the UK. 'ST Format' magazine (October) reported that the first
>Falcons (base model ie no hard drive) to be on sale in the UK will be in the
>old 1040 STe style case, the only noticable difference being that the keyboard
>keys are a dark grey, and the FALCON 030 logo of course. (They had a picture).
>I don't know how the model with the built in 65Mb hard drive will look.
>IMHO this is one almighty f**k up. When I bought my 520 STFM originally I
>hated how it looked but LOVED its capabilities, especially MIDI. Jesus, how I
>hate those function keys. I only hope Atari come to there senses and give this
>machine the professional look it deserves. B-(
>
>Here's some prices I saw in November's issue of 'ST Format' (Yes! Its on sale
>NOW!! in the UK). I called a supplier to ask if he had any in stock. "They'll
>be in stock in a week and a half", he said.
>
>(Prices in UK pounds)
>
> 1.44 Floppy | + 65Mb HD
> ------------------------
>1Mb 499 | 899
>2Mb 529 | 929
>4Mb 579 | 979
>8Mb 779 | 1179
>16Mb 979 | 1379
>
>Grant.
>
>---
> _/_/_/_/_/ _/_/ _/_/ _/_/_/_/ | Grant McFarlane, Ericsson Telecom.
> _/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se

> _/ _/_/ _/ _/ _/ _/ | "Sponges live at the bottom of the sea.
> _/ _/ _/ _/ _/ | Makes you wonder how much deeper they'd
>_/_/_/_/_/ _/ _/ _/_/_/_/ | be if they didn't." (Steven Wright)
>

The Falcon 030 will come in an 1040 case, but FALCON 040!! will come in an IBM like case. The 030 will also be sold in this case later next year.....

R.A.W

3736. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 12:29:18 UTC
From: etlgtme@etlxd20.ericsson.se
Message-ID: <1992Oct8.122918.8832@ericsson.se>
Source record: 216592

In article 718533848@freyr, annius@sif.research.ptt.nl (Annius Groenink) writes:
>etlgtme@etlxd20.ericsson.se (Grant McFarlane) writes:
>
>>When I bought my 520 STFM originally I
>>hated how it looked but LOVED its capabilities, especially MIDI. Jesus, how I
>>hate those function keys. I only hope Atari come to there senses and give this
>>machine the professional look it deserves. B-(
>
>Your signature looks just like the `ugly' Atari function keys. I don't see
>what's wrong with them, really.
>
>> _/_/_/_/_/ _/_/ _/_/ _/_/_/_/ | Grant McFarlane, Ericsson Telecom.
>> _/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
>> _/ _/_/ _/ _/ _/ _/ | "Sponges live at the bottom of the sea.
>> _/ _/ _/ _/ _/ | Makes you wonder how much deeper they'd
>>_/_/_/_/_/ _/ _/ _/_/_/_/ | be if they didn't." (Steven Wright)
>
>--
>Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
>Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
>Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
>_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

Well, the only reason I hate the function keys is because 9 times out of 10
I 'd hit two at the same time. I don't know if its just down to my manual
dexterity (or the lack of), or the diagonal orientation throwing off my
coordination or the lack of space between the keys or the fact that they're
completely flush with the casing or ..... maybe I just have a mental
block against diagonal keys!!

Grant.

3737. Re: Macro program for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 12:41:57 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <1687AC0AA.BWWL@ibm.rz.tu-clausthal.de>
Source record: 216595

In article <9210071842.AA21101@photon.magnus.acs.ohio-state.edu>
Your Conscience <dhbutler@magnus.acs.ohio-state.edu> writes:

>I'm trying to find a Macro Program for the ST. You know, a Desk Accessory or
>TSR that will allow me to hit a keystroke and have that activate menus, move
>the mouse automatically, and so on.
>
>Does anything exist?

Hi!

There exists a good macro-recorder. Get the file "macrec.lzh" via FTP from
"ftp.tu-clausthal.de" (139.174.1.3) in /pub/atari/systools/other/

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

3738. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 14:08:51 UTC
From: mats@netcom.com
Message-ID: <1992Oct8.140851.20234@netcom.com>
Source record: 216596

dunham@devnull.mpd.tandem.com (Jerry Dunham) writes:

>This morning I started out the day by sending a FAX to a friend at Motorola,
>and I couldn't help noticing the two FAXs already laying on the machine. Both
>were from Atari Texas (in Dallas) and were resumes intended for our Personnel
>department. The names involved are irrelevant, but one piece of information
>jumped out at me: both listed their most recent accomplishment as the develop-
>ment of the Falcon040!

I saw a news release a few days ago that Atari was consolidating all their
operations into their Sunnyvale, CA location. It claimed all employees
were being relocated, but I wouldn't be surprised if some didn't want
to move...
--
Mats Wichmann
Unisoft Corporation
mats@unisoft.com (or mats@netcom.com)

Silly Disclaimer: speaking only for myself, except when I'm not.

3739. Re: Which BBS should I use????

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 15:27:14 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <4R1BsB1w165w@comtch.spk.wa.us>
Source record: 216506

tevans@unislc.uucp (Terry Evans) writes:
> I have been thinking of setting up a BBS on my coputer at home
> and I was wondering what BBS do the user's out there like?
>
> I would like the BBS to be a PD version if there are some that
> are acceptable to use. (Acceptable means that it doesn't bomb,
> is easy to maintain, etc..) I noticed that there are two at
> atari.archive.umich.edu and they are called fnordadel and stadel.
> How are they??

Fnordadel is EXCELLENT. It takes maybe 10 minutes to set up, and then can run pretty much forever with no maintenance. STadel is the old version, and has some problems... The only problem with any Citadel is doors. If you want to use doorgames, you're going to have an uphill battle... Mail me if you need help with doorgames, I've got 5 running right now (including several Forem-only doors)

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

3740. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 17:09:10 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.fJddL7h5CR_@fredrik.atari.no>
Source record: 216504

In <1992Oct07.170129.9404@bnr.ca>, Brian Grier writes:
>As a first programming language I normally would not recommend C. But
>I agree that C offers the best access to the power of GEM. The compiler
>I recommend is Mark Williams C. It comes with a command shell, micro-emacs,
>archiver, make and several useful utilities. It does not come with a source
>debugger, it is available seperataly though it is not the best.
>
>MarkWilliams C (MWC) compiles K&R C not ANSI, but does come with the
>best documentation for an ST, that I have seen. MWC is also very easy to
>install, works well with a Ram-Disk and no HD. MWC is no longer being
>produced but there are copies available. Atari used to include MWC in its
>developer kit, I'm not sure what they are shipping now.

As a beginners compiler i would NOT recomend MWC. Yes, the documentation
is impressiv, but Lattice C V5.5 has even better documentation, and is much,
much easier to set up than MWC. It supports ANSI C and compiles almost
everything writen in/for GNU C with little or no modification!
Lattice C5.x is available in both German and English from HiSoft!
(Only thing i don't like about Latice C is the debugger)!

>I currently use PURE C, and recommend it highly to someone that either
>has MWC, or Atari's developer kit as reference material. The orignal name
>of PURE C was Borland Professional C. Borland dropped support but sold the
>source code rights to a German company with the stipulation that they NOT
>translate the manual to english, so you sometimes have to fight the manual
>to find the information you need.
>
>Either of these packages will meet a beginners needs. Though if you purchase
>PURE C you will still need to purchase a set of documents that will allow
>you to program with the AES/VDI.

I agre on this. Pure C makes the fastest code too! And the debugger?! I just
L O V E it!!

--

```
-----------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------------
```

3741. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 18:06:26 UTC
From: ekrimen@wet.UUCP
Message-ID: <4346@wet.UUCP>
Source record: 216511

In article <Bvs935.4pr@unix.amherst.edu> hjwulfso@unix.amherst.edu (HARRIS JOSHUA WULFSON) writes:
>
> I own a 1040ST, but I am definately replacing it soon with a
>Macintosh or a Falcon or both. I wish there a falcon board so that
>I could find out more about that machine. I've really given up on my
>ST; It was great machine when the only mac was a Plus. Now I'm just
>making do with it until I can get a new computer.

What kind of ST do you have now? What do you use it for? What kind of Mac are you thinking about getting?

To be honest, one really doesn't need to know about the Falcon until they're in the stores and you can buy one.

In terms of a 'falcon board' so you can find out more abotu the computer, there is one. It's called GEnie. ;^) But everyone is just speculating and guessing at this point since you really can't buy one.

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

3742. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 18:13:40 UTC
From: ekrimen@wet.UUCP
Message-ID: <4347@wet.UUCP>
Source record: 216507

In article <1992Oct7.130423.15499@zooid.guild.org> kovarski@zooid.guild.org (Mark Kovarski) writes:
>
>The big question is, will Atari survive? Considering the circumstances, there
>is very little hope for this company. Apple will release their new line of

Mark give it a rest, all right?!

Atari's been in worse conditions before. People have been saying for years that Atari won't survive. Well, surprise, they're still here.

"Experts" have been saying that Apple won't survive. I read in Microtimes' 100th issue today that they don't think IBM will survive past the next 200 issues. They say that IBM will enter the clone market and become extinct. Yeah, right...

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

3743. MacSEE/MacRead info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 18:22:58 UTC
From: dvasilef@silver.ucs.indiana.edu
Message-ID: <BvtF2B.EGB@usenet.ucs.indiana.edu>
Source record: 216503

I'd like any info about MacSEE or MacRead that any of you might know. Are they the same program, or do they just do the same thing? My father has an ST and a Macintosh SE, so whatever ST program can read/write mac disks from the ST desktop is what he needs.

thanks,

david

dvasilef@silver.ucs.indiana.edu

3744. Re: Wanted 20 Meg Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 19:55:04 UTC
From: kslate@MtHolyoke.edu
Message-ID: <BvtJBs.2Ir@mtholyoke.edu>
Source record: 216510

> I,m looking for a cheap (about 150$) hard drive.
> If you have an old 20 Meg you want to sell for 150$
> or less please contact me.
>
If you're looking for a 20 meg hard drive you can get one new
for arround $70.00. Look in Computer Shopper.
By this I mean a bare drive but you can build one real cheap.
Try some of the IBM shows for a case or a used one...I paid $25.00 for
mine....The host adapter is another $75.00....and misc cables are about
$10.00.
You're now at aprox $170.00 and have room to expand if you buy the
right case....You're not stuck so when you do get a little extra cash you
can upgrade for the price of a bare drive.
Putting it all together is fairly simple also....It might be a
alternative.

Kevin

3745. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 20:44:41 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Oct8.204441.26553@sfu.ca>
Source record: 216502

In article <1992Oct5.223559.13790@u.washington.edu> antony@milton.u.washington.edu (Anthony Hand) writes:
>I've heard this also. I just hope that the all-in-one case doesn't scare off so many buyers that Atari isn't able to finance this second machine.
>
>What a horrible error to make the Falcon in this fashion!

Well, aside from the cost issue that has been pointed out before (which may of may not be a lame excuse), I can think of one possible reason for the all-in-one design of the Falcon: musicians. Not being one, I can only guess, but it seems to me that it would be much easier to carry around and set up a one-piece machine for playing shows. Whenever I see a computer on stage, it's usually a laptop, so I guess the fewer the number of pieces, the better.

Any musicians out there who can confire or deny my suppositions?

>Antony
>
>---
>I'M NOT GOING BALD, I'M JUST GROWING TALLER THAN MY HAIR...
>---
>
>antony@u.washington.edu
>Seattle, WA
>

Gordon Farrell |e-mail:gfarrell@sfu.ca |"Shee, you guys are so unhip
| gfarrell@cs.sfu.ca | it's a wonder your bums
Simon Fraser University | gordonf@sfu.ca | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

3746. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 21:06:59 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct8.210659.4963@cs.mcgill.ca>
Source record: 216536

```
>>As for books, I'm not sure if they are still in print, but I find that the
>>Abacus books ("Atari ST Internals" and "GEM Programmers reference") are your
>>best buy.
>>
>> Patrick.
>
>Have you ever checked when these books were made?! They are too old to be
>any good, and if you want to program STE, TT and Mega STE, you won't find
>any info about theses machines in the Abacus books. The best book you can
>buy for money, is certainly the Profibuch. The problem is that it is
>German...
>

Is there an English version of the "official Atari reference guide" ???
I mean, other than actually registering as an official develloper, which
costs a tad too much for (from what I've heard) not much gain.

Patrick.
```

3747. Re: TOS upgrade?

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 21:08:00 UTC
From: John.David.Carter@f308.n133.z1.FIDONET.ORG
Message-ID: <429.2AD7C437@gisatl.fidonet.org>
Source record: 216409

Do what I did when my memory upgrade didn't fit into my 520ST (now a 4meg 520...), put the keyboard on top of the computer! (tee hee) Seriously, I just used the not fitting inside as an excuse to make a detached keyboard. Now I just have to get around to finishing the job and extending the connection one of these days...

--

```
__
/ \ User: John David Carter
/|oo \ Via FidoNet node: 1:133/411
(_| /_)
_`@/_ \ _ FidoNet <==> UUCP Gateway
| | \ \\ FidoNet Net 133, Atl96
| (*) | \_ ))
______ |__U__| / \// David Deitch, Administrator
/ FIDO \ _//|| _\ / Galaxy Information System
(________) (_/(_|(____/ (jm) (GIS) Atlanta
```

UUCP: gatech!warlord!gisatl!308!John.David.Carter
INTERNET: John.David.Carter@f308.n133.z1.FIDONET.ORG

3748. Anyone know where to get a disk cataloger for my HD?

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 21:31:18 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1687AE856.C556212@mizzou1.missouri.edu>
Source record: 216505

I would like to have a list of all my MOD files that I keep on my hard drive. I have FTPed many disk catalog programs from A.A., but they are all for floppy disks. Anyone have a program that could help me?

Jeoff Hines c556212@mizzou1.missouri.edu

3749. Falcon040 to have 96002 DSP???

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 22:04:27 UTC
From: rjwalsh@maths.tcd.ie
Message-ID: <1992Oct8.220427.1133@maths.tcd.ie>
Source record: 216508

I read in a posting in comp.dsp that the Falcon040 will have a
Motorola 96002 dsp in it. Has anyone heard any other rumors
about this? If it is true, the the Falcon040 would be a _VERY_
nice machine...
--
rjwalsh@maths.tcd.ie \ Information Technology Dept., Room 24, Annex 5,
Robert Walsh \ RTE, Donnybrook,
Advanced Developement Group \ Dublin 4, Ireland.
Trinity College, Dublin. \ Ph: +353-1-643073 FAX: +353-1-643080

3750. flopticals

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 22:32:17 UTC
From: mluoto@klaava.Helsinki.FI
Message-ID: <1992Oct8.223217.19286@klaava.Helsinki.FI>
Source record: 216525

does anyone KNOW (atari boys maybe ?)
wether AHDI 5.0 (or some other AHDI)
supports 21Mb Floptical SCSI drives
like INSITE I-325vm ?

If it does, where to get them ?
Toad computers ? anyone got a fax-number ?
or could call them and ask wether they have ?

No, I can't call 1-800 toll free numbers from
Finland... not yet ;-)

Thanks' a bunch !

--
email: markku.luoto@helsinki.fi # "I just LOVE G-pull...
(will find me where ever...) # ...and a AIM9L at your six !"
fax: 358-0-4524015 #
voice: 358-0-5091656 (a.maschine) # - a surviving "Pro-Flite" freak

3751. Is it possible to get Aladin?

Newsgroup: comp.sys.atari.st
Date: 1992-10-08 23:17:19 UTC
From: tevans@unislc.uucp
Message-ID: <1992Oct8.231719.18892@unislc.uucp>
Source record: 216509

I heard that there is a mac emulator for the Atari ST
called Aladin. Is it possible to get it? There is an
Aladin in atari.archive.umich.edu, is this the right one,
and if so is it the latest version?

Please post the answers here on the net since I have a
hard time receiving mail at work some times.

tevans

3752. FAX Modems and Atari ST (where? $?)

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 00:36:00 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <BvtwC1.Hr6@watserv1.uwaterloo.ca>
Source record: 216515

Hi. I was wondering what was avialable for the atari st as far as
fax modems and related software. I'd like to know what is avialable, what
is good/bad, prices and places to buy. thanks for your help.

brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

3753. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 00:56:08 UTC
From: hjwulfso@unix.amherst.edu
Message-ID: <Bvtx9K.8rL@unix.amherst.edu>
Source record: 216516

Gordon Farrell (gordonf@monashee.sfu.ca) wrote:
: In article <1992Oct5.223559.13790@u.washington.edu> antony@milton.u.washington.edu
(Anthony Hand) writes:
:
: Well, aside from the cost issue that has been pointed out before (which may
: of may not be a lame excuse), I can think of one possible reason for the
: all-in-one design of the Falcon: musicians. Not being one, I can only guess,
: but it seems to me that it would be much easier to carry around and set up
: a one-piece machine for playing shows. Whenever I see a computer on stage,
: it's usually a laptop, so I guess the fewer the number of pieces, the better.
:
: Any musicians out there who can confire or deny my suppositions?
:
: >Antony

That's very interesting. I hadn't though of that! I have a feeling that
Atari also hadn't thought of that. Most musicians who use computers for music
(like me) use it only for recording and MIDI, and they don't take it to
gigs. I imagine that someone wanted to bring a computer on-stage, it would
be convenient to have an all-in-one construction, especially if is is being
used for signal processing or direct to disk live recording. How about
a FalconBook?! THAT would be useful!

-Harris Wulfson
HJWULFSON@Amherst.edu INTERNET

3754. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 02:55:37 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Oct9.025537.7434@u.washington.edu>
Source record: 216517

hjwulfso@unix.amherst.edu (HARRIS JOSHUA WULFSON) writes:

>Gordon Farrell (gordonf@monashee.sfu.ca) wrote:
>: In article <1992Oct5.223559.13790@u.washington.edu> antony@milton.u.washington.edu
(Anthony Hand) writes:
>:
>: Well, aside from the cost issue that has been pointed out before (which may
>: of may not be a lame excuse), I can think of one possible reason for the
>: all-in-one design of the Falcon: musicians. Not being one, I can only guess,
>: but it seems to me that it would be much easier to carry around and set up
>: a one-piece machine for playing shows. Whenever I see a computer on stage,
>: it's usually a laptop, so I guess the fewer the number of pieces, the better.
>:
>: Any musicians out there who can confire or deny my suppositions?
>:
>: >Antony

> That's very interesting. I hadn't though of that! I have a feeling that
>Atari also hadn't thought of that. Most musicians who use computers for music

According to Bob Brodie, this was THE major reason for the case design.
They've had lots of input from musicians (the Falcon's initial projected
market), most of whom prefer the STfm/e case design. Hopefully they'll
have a case design for the rest of us shortly... I've heard many
different things about that...

Dan Aylward
dud@u.washington.edu

3755. Re: MacSEE/MacRead info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 03:14:06 UTC
From: ekrimen@wet.UUCP
Message-ID: <4350@wet.UUCP>
Source record: 216523

In article <BvtF2B.EGB@usenet.ucs.indiana.edu> dvasilef@silver.ucs.indiana.edu (David Vasileff) writes:
>
> I'd like any info about MacSEE or MacRead that any of you might
>know. Are they the same program, or do they just do the same thing? My
>father has an ST and a Macintosh SE, so whatever ST program can
>read/write mac disks from the ST desktop is what he needs.

MacRead is the predecessor to MacSEE. I've never seen MacSee, but it's supposed to have a GEM interface. MacRead is only text. MacRead is also in the public domain. I don't know if it's at atari.archive though.

I'm not into the Mac<->ST stuff so I don't know how either perform.

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

3756. Trying to locate Geoff Coan

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 03:22:28 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1b2ttkINNt68@golem.wcc.govt.nz>
Source record: 216518

```
Well the subject says it all really,
I received a mail message from you Geoff about getting Hermes v1.03,
but replying to the mail only results in my messages bouncing!

Please write back with a working address!

Thanks,
Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *
```

3757. CAD 3-D Human Design Disk for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 03:49:41 UTC
From: cosc16tt@menudo.uh.edu
Message-ID: <COSC16TT.92Oct8224937@menudo.uh.edu>
Source record: 216519

I have a CAD 3-D Human Design Disk for sale. I think these sold for like $40 originally, so just make an offer for what you think it'll be worth.

-dennis

DGray@uh.edu
--
Dennis Gray, Jr. "What the hell were you doing???"

DGray@uh.edu "Attempting the hell to communicate."
-from The Voyage Home

3758. Spice: is it complete?

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 04:16:59 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1b313sINN874@usenet.INS.CWRU.Edu>
Source record: 216520

I DL'd Spice from the Atari archives for my ST a few
nights ago and after de-arcing I found what looked to be an \
incomplete file. The DOC file was cut off midway. Anyone know
what's up? Also, is Spice a TTP or a Gem based program?

--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

3759. Archive 2150S etails..

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 04:53:16 UTC
From: smclane@nrtpa037.bnr.ca
Message-ID: <1992Oct9.045316.6869@nrtpa038.bnr.ca>
Source record: 216524

Ok I got everything working now.. I had 2 bad 2150s but managed to get 1 working. What is the correct Tapebios.inf time delay??

Thanks to all
Steve McLane smclane@bnr.ca

PS: I also tried a Archive 5945C / emulex mt0210403 but had no sucess, any ideas??
PSS: can you get 250MB from a 2150s with 6250 tapes??
Thanks...

3760. Chaos

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 06:36:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1b398tINN10v@golem.wcc.govt.nz>
Source record: 216521

Just a note to the author of 'Chaos'.... Well done!! It's very enjoyable!

That will be all...

3761. MegaSTE for sale AUSTRALIA Melbourne

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 06:40:23 UTC
From: brown@dgaust.dg.oz
Message-ID: <1018@dgaust.dg.oz>
Source record: 216522

MegaSTE 4MB 52MB HDD 720KB INT FDD
1040STF 1MB 720KB INT FDD
SC1224 Colour monitor
SM125 Mono monitor
External 720kb FDD
Star NX1000 9 Pin dot matrix
Atari mouse x 2, Golden Image mouse
Omniswitch
Joystick, Joystick/Mouse cable extender, 4 joystick adaptor cable
Monitor stand dor SC1224, dustcovers for 1040STF. SC1224, SM125 & mouse
Computes Atari ST artist book
Manuals for all of the above
PROGRAMS:
29 Blank disks
51 Magazine disks & 43 ST related magazines
25 Public domain disks
10 Utility disks (Including DEVPAC2, Good Back Up, Intro ST Machine Code)
141 Original Games programs (All complete with manuals, some in boxes,
1/4 of which are FRP games)
If anyone is interested in all of the above (I'd prefer NOT to seperate,
then make me an ooffer. Dont consider the 1040STF when making your offer
as I'm throwing tht in for free, its usefull for running some of the very
old programs. As a note of interest I paid A$2,795.00 for the MEGA?STE
1 year ago (I know, I'm a sucker)
Rgds
Fred Brown 03 698 6881 WK

3762. Boot from drive B?

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 08:59:41 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Oct9.035941.23782@hemlock.cray.com>
Source record: 216526

Hi People,

I'm after an \AUTO program which will allow me to boot from drive B. (My drive A is SS.) I believe such a beat exists, but couldn't spot it when I scanned quickly through a.a's 0index. Can anyone point me at a suitable source?

Cheers,

[M][a][r][c]

3763. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 09:21:42 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.718622502@freyr>
Source record: 216527

gordonf@monashee.sfu.ca (Gordon Farrell) writes:

>Well, aside from the cost issue that has been pointed out before (which may
>of may not be a lame excuse), I can think of one possible reason for the
>all-in-one design of the Falcon: musicians. Not being one, I can only guess,
>but it seems to me that it would be much easier to carry around and set up
>a one-piece machine for playing shows. Whenever I see a computer on stage,
>it's usually a laptop, so I guess the fewer the number of pieces, the better.

Oh no. One flexible keyboard cable is definitely preferable to lots of cables
going out of the heavy all-and-the-keyboard-as-well-in-one unit.

There is one point in what you say though; that is I'm writing a program
for musicians that doesn't use a CRT so the ONLY thing you need is a power
cable and MIDI. The program uses (user definable) LCD displays of remote
MIDI devices.

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

3764. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 09:25:58 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.718622758@freyr>
Source record: 216528

hjwulfso@unix.amherst.edu (HARRIS JOSHUA WULFSON) writes:

> That's very interesting. I hadn't though of that! I have a feeling that
>Atari also hadn't thought of that. Most musicians who use computers for music
>(like me) use it only for recording and MIDI, and they don't take it to
>gigs. I imagine that someone wanted to bring a computer on-stage, it would
>be convenient to have an all-in-one construction, especially if is is being
>used for signal processing or direct to disk live recording. How about
>a FalconBook?! THAT would be useful!

This is why most musicians tend to use Ataris in the studio (if the Atari gets tired you just go and get a cup of coffee) and Macs on stage. The SM124 is absolutely unreliable and can drop out any moment if it gets too hot or too cold. The Macs seem to be a lot less critical.

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

3765. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 09:36:40 UTC
From: sanders@sci.kun.nl
Message-ID: <BvuLD4.At7@sci.kun.nl>
Source record: 216466

In <1992Oct7.130423.15499@zooid.guild.org> Mark Kovarski <kovarski@zooid.guild.org>
writes:

[Stuff deleted about PowerPC and such]

>The best thing for Atari Corp. is to sell the company to _RESPONSIBLE_
>people that really care about the company.
... and turn it into the umpteenth MS-DOS clone company. No thanks. I
read somewhere that Tramiel said "We'd rather go bankrupt than make
boring PC-clones." (or similar). Now THAT's an attitude.

>Regards,
>Mark K.
>E-Mail: kovarski@zooid.guild.org

Sander STOks
sanders@sci.kun.nl

3766. Re: Falcon040 to have 96002 DSP???

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 09:43:28 UTC
From: sanders@sci.kun.nl
Message-ID: <BvuLoG.AwF@sci.kun.nl>
Source record: 216467

In <1992Oct8.220427.1133@maths.tcd.ie> rjwalsh@maths.tcd.ie (Robert Walsh) writes:

>I read in a posting in comp.dsp that the Falcon040 will have a
>Motorola 96002 dsp in it. Has anyone heard any other rumors
>about this? If it is true, the the Falcon040 would be a _VERY_
>nice machine...

...and a VERY expensive one... :-(

>--
>rjwalsh@maths.tcd.ie \ Information Technology Dept., Room 24, Annex 5,
>Robert Walsh \ RTE, Donnybrook,
>Advanced Developement Group \ Dublin 4, Ireland.
>Trinity College, Dublin. \ Ph: +353-1-643073 FAX: +353-1-643080

Sander STоks
sanders@sci.kun.nl

3767. Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 10:54:11 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Oct9.105411.6044@crc.ac.uk>
Source record: 216529

Can anyone tell me what directory the game Chaos is on atari.archive?

I think it was uploaded about a week ago (?).

Also, how is it archived? (arc, zoo, lzh?)

Thanks for the help,
Phil
(E-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

3768. Re: Boston Computer Society shows Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 11:30:01 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Oct9122617@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 216463

>>>>> On 8 Oct 92 07:16:22 GMT, bgilbert@cs.washington.edu (Benjamin Gilbert) said:

> I assume you mean an SM124 (original Atari monochrome) - the SC1224 is color
> and there's no such thing as an SC124.
Ah yes, sorry. Silly mistake 8-)

Thanks for the answers. I must admit, I'll be sorry to say goodbye to my SM124,
but I guess it'll be worth it. Just got to wait for Atari to release the
machine now 8-)

Thanks again,
Kev

3769. Sending file from CIS -> InterNet

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 11:31:46 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Oct9.083146.8035@ac.dal.ca>
Source record: 216530

I'm wondering if someone on CompuServe can send a file to an InterNet address? Anybody know?

The file would likely be a uuencoding of a binary; if a file _can_ be sent, would there be restrictions on the file size? Thanks in advance for any info.

John Cordes, Dept. of Physics,
Dalhousie University, Halifax, N.S.,
Canada B3H 3J5 Internet: cordes@ac.dal.ca

3770. Re: Using Sony Trinitron with ST

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 12:00:47 UTC
From: (unknown)
Message-ID: <1992Oct9.120047.15485@dhhalden.no>
Source record: 216531

In article <4ep2p4uSMUE2A3WYYW@transarc.com>, Bill_von_Hagen@transarc.com
wrote:
>
> I have an old ST with which I'd like to use the color Sony Trinitron
> monitor from my MIPS machine (don't ask). Could someone tell me what
> hardware I need to be able to do this? Pointers to places to purchase
> whatever I need would be much appreciated.
>
> Thanks!
>
> Bill (wvh@transarc.com)

Just buy yourself a 13-pin to scart monitorcable made for the atari.
Contact your nearest dealer. I am using a Philips tv/monitor with my Atari
it works fine. I paid NOK 250,- which is about 25 pounds.

Geetings from

Rune H.

3771. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 12:47:53 UTC
From: glens@natinst.com
Message-ID: <1b3v1pINN8pf@falcon.natinst.com>
Source record: 216533

ekrimen@wet.UUCP (Ed Krimen) writes:

> But everyone is just speculating and
> guessing at this point since you really can't buy one.

In my October '92 issue of Atari Advantage it said that the Falcons
should be shipping in the UK at the time of print. It also has a picture
of the motherboard :-).

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com

3772. Re: Spice: is it complete?

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 13:57:34 UTC
From: miked@syscon.rn.com
Message-ID: <1992Oct09.135734.17750@syscon.rn.com>
Source record: 216537

```
The version I got of Genie is a TTP. The docs are the orginal from
when it was developed on a mainframe. There was no info on the
Atari specifics. I am not sure what the TTP parameter line takes.
```

3773. GCC / G++ setup again

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 14:03:55 UTC
From: saj@chinet.chi.il.us
Message-ID: <BvuxqK.B68@chinet.chi.il.us>
Source record: 216472

I have a 3-layer request. First, would someone please post an explanation of how the new gcc (2.2.2, if I remember right) relates to the g++ libraries and headers that are already on atari.archive. Does it use them? What goes in which directory? Same thing for mntolb and its headers.

Second, once this gets explained (no matter what anyone says, it's sure to be argued over for a while. By the end of the process, one hopes that an answer that's both correct and unambiguous will result), could this be put in the FAQ. Preferably, if any new releases of things look like they might alter the answer, someone(s) could try to get the word out on what has and hasn't changed.

Third, it sure would be nice if a small text file on recent installation instructions always lived somewhere in the Gnustuff directory at a.a.u.e. Covering, if possible, the entire GNU suite. It would spare the net a lot of garbage postings like this one.

It is not useful or appropriate to tell me to RTFM. I have. It's out of date, and fragmented. Or rather, with all the hands working on keeping GNU stuff current on the ST, the world is fragmented. I'm asking for a central location to look to find out how things stand ->now<-.

There would be more justice in telling me to "Use the Source". But I'm not directly on Internet, so collecting all that source and keeping it at current revision levels is an expensive exercise, requiring a lot of favors from better-connected friends and the net at large. And a central reference would help lots of people.

Steve saj@chinet.chi.il.us

3774. Uploaded ARC version of perfpich v1.1 to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 14:38:17 UTC
From: selick@csa.bu.edu
Message-ID: <98107@bu.edu>
Source record: 216538

After the whole stink about the self extracting zip file I sent a while back, I re-did it with good o'l arc, and uploaded it to terminator.cc.umich.edu in /New. Perfpich is a program that requires at least one midi keyboard and one tone generator. If your keyboard can turn off local control (use its internal tone generator through midi only, while sending out keyboard info) then you can use your keyboard alone. The object is to build your speed at determining pitches by finding the note the computer plays without hearing the keys you're pressing.

-Steve <selick@csa.bu.edu>

3775. 520ST, 1-meg 520ST, & SC1224 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 14:52:00 UTC
From: v115lue3@ubvmsb.cc.buffalo.edu
Message-ID: <Bvv009.Lwp@acsu.buffalo.edu>
Source record: 216539

The following items are available w/ all appropriate mice, cables & power supplies, etc..and are in extrememly good condition:

1 - 520ST, SS drive, mouse, etc.. $80

1 - 520ST, upgraded to 1-meg, DS drive, mouse, etc.. $100

1 - SC1224, $100

****
If you don't like the price, make me an offer - I need to pass along this equipment (I'm moving shortly). Thanks!
****

.Philip

3776. copying files from SPARC to ATARI

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 15:14:07 UTC
From: etlgtme@etlxd20.ericsson.se
Message-ID: <1992Oct9.151407.12124@ericsson.se>
Source record: 216540

I caught the end of a thread that was discussing copying of files from SPARC workstations with floppy drives to ATARI's. I can't get this to work !! Can anyone tell me how its done ??

Thanx,
Grant.

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Sponges live at the bottom of the sea.
_/ _/ _/ _/ _/ | Makes you wonder how much deeper they'd
_/_/_/_/_/ _/ _/ _/_/_/_/_/ | be if they didn't." (Steven Wright)

3777. Summary of "which programming language"

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 15:26:12 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Oct9.152612.8200@crc.ac.uk>
Source record: 216541

I think it is about time for a summary.

First, I must say a *BIG* thank you to everyone who responded!

From what I have heard, "assembly" is the fastest, best to use etc.
BUT, it is also the hardest to learn. (Not for me :-))

Next comes "C" which a lot of people suggested but again this sounds a bit too difficult for complete beginners (like me). Most of the people who suggested this sounded like they had been programming for a long time. I think this would be a good choice once you have got the hang of something easier.

For beginners, a "BASIC" sounds like the best choice. The most popular was GFA basic v3.5. This is supposed to be easy to learn and use. Some people said that the original authors have stopped updating and supporting it, but it was also said that somebody else had taken over the rights to it. (correct me if I am wrong)

(There were also some other languages mentioned, like PASCAL for example)

After some thought and a look at some adverts, I think I will go for Hisoft Basic 2, which is 'easy to learn' and says it's Falcon compatible (I *am* going to get a Falcon as soon as possible!).

If anything I have said is wrong, feel free to correct me! I am only going by what I have been told.

Thanks again for the help,
Phil
(E-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

3778. Falcon operating system...

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 15:55:14 UTC
From: andrew@minster.york.ac.uk
Message-ID: <718646113.15685@minster.york.ac.uk>
Source record: 216548

I've been reading many articles about the Falcon's graphics, sound and hardware capabilities. I've even read a long discussion about the case design. However as far as I can see there has been no mention about the kind of operating system that it will have and also what kind of in-built application software it might have.

What improvements have been made to the Desktop and GEM(ugh!)?
Does the operating system make use of the DSP for it's own processing (perhaps window management or bitblts?) or will the chip sit unused except for the occasional application designed specifically for the Falcon?

I heard that it will have two O.S.'s. One which is used as on other ST's and another multitasking version called MiNT (Mint is NOW Tos) and then this will have its own multitasking desktop. It was a long time ago that I read this so I may be completely wrong but I would like to be clarified.

Please tell me and other "netters" more about the current software status of the Falcon.

--
Andrew Hague -- Research Student -- Computer Aided Learning & On-Line Lectures
Dept. of Computer Science, University of York, York, Y01 5DD (+44/0)904 432762
EMAIL: andrew@minster.york.ac.uk
"And... why not?"

3779. Atari ST's for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 15:55:38 UTC
From: koops@asterix.gaul.csd.uwo.ca
Message-ID: <1992Oct9.155538.22819@julian.uwo.ca>
Source record: 216549

Netters,

I'm posting this for a buddy of mine. If this is the wrong Newsgroup for it, Flame me in E-mail and I'll cancel it (if you tell me where I should post it). He's been bugging me for a while to do this, so here goes:

-=-=-=-=-=-=-=-=-=-=-=- FOR SALE -=-=-=-=-=-=-=-=-=-=-=-

COMPLETE SYSTEM INCLUDING:

HARDWARE

- MEGA ST2 (not STE)
- Monochrome Monitor with Tilt Base
- ATARI PS3000 Colour Monitor (yes that model # is correct. This RARE Atari monitor has a BUILT IN single sided disk drive and looks great on top of the Mega ST2 case.)
- SX212 1200b. modem
- monitor master
- extra-long keyboard extension cable

SOFTWARE

- Spectrum 512, Hyper Link, Band-In-A-Box, TDI Modula-2, GFA Basic 3, STOS, Atari Planetarium

- Grand Prix, Sim City, Captive, Starglider II, Speedball 2, Death Bringer, War in Middle Earth, Powermonger, Gauntlet II (with 4 player adapter)...

- SPECTRE 128 (no roms)

MISC

- Lots of ST magazines and some ST books
- Most Hardware & Software comes with original boxes & manuals

All this and more for $ 750.00 [ed. Canadian funds --LJK]

PRINTER

- STAR NX1000 Rainbow colour 9-pin printer
- printer cable

- 5 NEW colour print ribbons

$ 150.00 [ed. Canadian funds -- LJK]

If interested call me:

Greg Davies
London, Ontario, CANADA
(519) 672-8268

If there is no answer leave a message on the machine and I will
call you back as soon as possible. If you speak to my girlfriend and
she sounds like she doesn't know what she is talking about, it's only
because she doesn't. Unfortunately, my school and work schedules make
it impossible to let you know when I can be reached.

NO EMAIL !!! Sorry, but this is not my account.

> [Ed. send e-mail if you must and I'll forward to Greg --Luke Koops--]

THANKS FOR READING

-Luke Koops (koops@csd.uwo.ca)

3780. Hard disk problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 16:24:15 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <13413@texsun.Central.Sun.COM>
Source record: 216545

Can anyone help me...

I have been copying large amounts of data (30 floppies) to a hard disk, some of the data on the floppies was corrupt and the directories created on the atari hard disk are empty, When I try to drag these into the waste bin I get an error message like this:-

An item of the same name exists in this application
or the folder is set to read only.

Basically I cannot remove these empty folders. Anyone know how I can set them to RW on the hard disk and delete them.

Craig

3781. Re: Unix Windows on a Sun 4

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 16:31:29 UTC
From: ken@opusc.csd.scarolina.edu
Message-ID: <1992Oct9.163129.7209@opusc.csd.scarolina.edu>
Source record: 216542

In <k+qzx3d@rpi.edu> pinelr@aix.rpi.edu (Rob Pinelli) writes:

=> Hi. I was wondering if anyone has gotten the server end of UW to compile
=>and run on a Sun 4 machine. We used to have Sun 3's at RPI but now we have
=>all AIX RISCs and Sun 4 machines, and I haven't been able to use it since.

I had some glitches under both SunOS and BSD 4.3, although it compiled fine
under SunOS 4.0.3.

I found an updated server, along with the Mac UW, at emx.utexas.edu,
in the directory /pub/mnt/source/mac/uw-4.2.

This has been working very well for me.

Ken
--
Ken Sallenger / ken@bigbird.csd.scarolina.edu / 803 777-9335
Computer Services Division / Univ. of South Carolina, Columbia SC

3782. Re: Anyone know where to get a disk cataloger for my HD?

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 17:05:54 UTC
From: ekrimen@wet.UUCP
Message-ID: <4351@wet.UUCP>
Source record: 216459

In article <1687AE856.C556212@mizzou1.missouri.edu> C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
>
> I would like to have a list of all my MOD files that I keep on my hard
>drive. I have FTPed many disk catalog programs from A.A., but they are
>all for floppy disks. Anyone have a program that could help me?

Check out STDCAT51B at atari.archive. It supports hard drives.

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

3783. Re: P.I.M. (was Re: Boston Computer Soci)

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 17:25:47 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Oct9.112622.11@mimas.arc.ab.ca>
Source record: 216363

In article <1992Oct7.133247.3639@digi.lonestar.org>, rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
>In article <393.2AD12C03@gisatl.fidonet.org> John.David.Carter@f308.n133.z1.FIDONET.ORG (John David Carter) writes:
>>I think that Atari AVI sounds great! Except that it should probably stand
>>for Atari AUDIO/VIDEO INTERLINK! or not...
>
>I just discovered (over the weekend) that Philips is using "PIM" to
>stand for "Philips Interactive Media", i.e., the new CD-I system. As a
>matter of fact, the Philips US subsidiary that will promote CD-I is
>named PIMA (Philips Interactive Media of America).
>
>IMHO, Atari should find themselves an acronym other than PIM. Possibly
>the one noted above - or not. :-)
>
I have also seen PIM to refer to "Personal Information Manager". I too would like to see a different acronym.

Bob

3784. Re: Is it possible to get Aladin?

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 17:50:01 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct9185001@SunLab41.essex.ac.uk>
Source record: 216303

In article <1992Oct8.231719.18892@unislc.uucp> tevans@unislc.uucp (Terry Evans) writes:
> I heard that there is a mac emulator for the Atari ST
>called Aladin. Is it possible to get it? There is an
>Aladin in atari.archive.umich.edu, is this the right one,
>and if so is it the latest version?
> Please post the answers here on the net since I have a
>hard time receiving mail at work some times.

No, you won't find Aladin on many archive sites for a good reason: it's a
commercial product, made by some German company. I'm not sure it's still in
production; all I hear about these days is Spectre.
--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

...though he was master of all the world, he was not quite sure what to
do next. But he would think of something.

3785. HSC

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 17:52:51 UTC
From: Stefan Monnier <osoelgaultier+@CMU.EDU>
Message-ID: <4epQPni00awA4XBlhF@andrew.cmu.edu>
Source record: 216455

Excerpts from netnews.comp.sys.atari.st: 7-Oct-92 Re: Which programming langu.. Domenico De Vitto@unix.b (454)

> Probebly a BASIC, but I'd say that when that is mastered move on to a 'c'
> compiler and then anything you can't do in one can be done in the other.

> I'd recommend gfa basic or fast basic (fastbasic has a in-built assembler, but
> gfa is quicker/nicer). - both are about 35 pounds.

> You can pick up sozobon C at 'a.a' and I've found it pretty good.
> (go for sozo133i first then when you feel the need upgrade to sozobon2, as the
> first auto-installs etc)

> Dom

By the way: what about version 1.40 promised for 'very soon' some time ago ?
I began to write a small filter that catches the potential problems with ident size (7 letters) and maps those clashing ids to something else (preferably very close, for ease of reading). As I heard that 1.4 was due very soon, I stopped it, but maybe should I get on it again (first find it)

So what's up with the new version ?
Has our dear Ian given up Atari St ? or Sozobon ?

Stefan

-- On the average, people seem to be acting normal --

3786. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 18:02:16 UTC
From: Stefan Monnier <osoelgaultier+@CMU.EDU>
Message-ID: <QepQYcq00awA8XBmBV@andrew.cmu.edu>
Source record: 216458

Excerpts from netnews.comp.sys.atari.st: 7-Oct-92 Re: Which programming
langu.. Patrick BETREMIEUX@cs.mc (323)

> I must agree with him wholehartedly. C is the best way to go (Easy enough to
> learn, and it's the one that lets you use the ST's power the most).

> As for books, I'm not sure if they are still in print, but I find that the
> Abacus books ("Atari ST Internals" and "GEM Programmers reference") are your
> best buy.

> Patrick.

I personnally suggest not to choose one language but learn a bunch
of them: it's GREAT FUN and permits you to have a good idea of
programming !

But of course the easiest way is C (sozobon or Gcc)cause it is
widely used and has good debugging tools !

Stefan

PS: the best debuggers are for C, cause it's the language
that needs them at most !

-- On the average, people seem to be acting normal --

3787. Re: copying files from SPARC to ATARI

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 18:05:58 UTC
From: jmillar@seurat.helios.nd.edu
Message-ID: <1992Oct9.180558.25976@news.nd.edu>
Source record: 216453

The previous discussion about copying from SPARCs floppy drives to Ataris (which I did not follow) probably involved the 'mount' command and involved a discussion concerning the manner in which the disk was formatted.

I've found that the easiest method to copy Sun files onto Atari floppies is to use a program called SoftPC. This program is a DOS emulator available only under the OpenWindows operating system. This is by far the simplest way to transfer the files, provided you have this program. This, unfortunately, may not be the case. I am sorry that I cannot help you with the 'mount' command, but I do not have enough experience in this area. Hopefully another altruistic poster can help you. :)

--
Jay T. Millar - Department of Electrical Engineering - |||
jmillar@rodin.helios.nd.edu University of Notre Dame |||
"Quick to judge, quick to anger, slow to understand; Ignorance and / | \
prejudice and fear walk hand in hand." Neil Peart, Witch Hunt

3788. Re: Sending file from CIS -> InterNet

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 18:07:48 UTC
From: rvenable@helix.nih.gov
Message-ID: <1992Oct9.140748@helix.nih.gov>
Source record: 216543

In article <1992Oct9.083146.8035@ac.dal.ca>, cordes@ac.dal.ca (John Cordes) writes:
|>
|> I'm wondering if someone on CompuServe can send a file to an InterNet
|> address? Anybody know?
|>
|> The file would likely be a uuencoding of a binary; if a file _can_ be
|> sent, would there be restrictions on the file size? Thanks in advance for
|> any info.

Last I knew, there was a mail gateway between CIS <--> InterNet, but there
were restrictions on size, and (sigh) text only. As a CIS subscriber, I could
follow up if there is interest.

3789. Re: Sending file from CIS -> InterNet

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 18:16:39 UTC
From: wmagro@uiuc.edu
Message-ID: <Bvv9Fu.9pt@news.cso.uiuc.edu>
Source record: 216546

In article <1992Oct9.083146.8035@ac.dal.ca> cordes@ac.dal.ca (John Cordes)
writes:
:^)
:^) I'm wondering if someone on CompuServe can send a file to an InterNet
:^) address? Anybody know?
:^)

I think the best way would be to send mail _to_ compuserve and look at the
return address. Mail to compuserve can be addressed as:

35476.11@compuserve.com

for user 35476,11 for example. Commas are replaced by periods.

--Bill

3790. Re: Xwindows on TT (Re: Falcon 040 / Windowing UNIX)

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 18:18:39 UTC
From: Stefan Monnier <osoelgaultier+@CMU.EDU>
Message-ID: <oepQnzK00awAEXBmhS@andrew.cmu.edu>
Source record: 216456

Excerpts from netnews.comp.sys.atari.st: 7-Oct-92 Xwindows on TT (Re:
Falcon .. Markus Wenzel@marsu.tyne (1419)
> BTW, the Falcon030 is definetly no machine (compared with 486, 68040 or RISC
> CPUs) with enough performance for Unix or X11.

> Regards, Markus.

Do you remember that time when sun could only count up to 3 ?
Yes, it was unix and X and it was powered by a 68020 !

I haven't seen a sun2 (=68010), but I've heard they also come with X.

Of course it's not as fast as a R4000 or HyperSparc or whatever,
but it runs and surprisingly is not that slow !

Don't forget that the speed you feel with X is generally more a
question of responsiveness than of Mips. VM is no good for
responsiveness. That's why less powerful processors can run
X with reasonable speeds (well, the comfort is not excellent,...)
if they don't use too much of VM

Stefan

-- On the average, people seem to be acting normal --

3791. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 18:22:11 UTC
From: Stefan Monnier <osoelgaultier+@CMU.EDU>
Message-ID: <8epQrH200awA8XBnB2@andrew.cmu.edu>
Source record: 216457

Excerpts from netnews.comp.sys.atari.st: 8-Oct-92 Re: Which programming
langu.. Jan T. Kim@rrz.uni-koeln (1382)
> Does anyone out there have an idea WHY Borland doesn't want there
> to be an English Pure C manual? I can't seem to see any point in
> such an agreement.

> Greetinx, Jan

Just cause they are #%^@# !!!

Allowing english manuals wouldn't have bring them any MONEY
so that they don't allow it. That's all !

Stefan

-- On the average, people seem to be acting normal --

3792. Re: Sending file from CIS -> InterNet

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 18:32:30 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Oct9.183230.9367@magnus.acs.ohio-state.edu>
Source record: 216544

In article <Bvv9Fu.9pt@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>In article <1992Oct9.083146.8035@ac.dal.ca> cordes@ac.dal.ca (John Cordes)
>writes:
>:^)
>:^) I'm wondering if someone on CompuServe can send a file to an InterNet
>:^) address? Anybody know?
>:^)
>
>I think the best way would be to send mail _to_ compuserve and look at the
>return address. Mail to compuserve can be addressed as:
>
>35476.11@compuserve.com
>
>for user 35476,11 for example. Commas are replaced by periods.

Yeah, that's right, but the original poster wanted to go the other
direction. It can be done. I know. My parents send me e-mail all
the time. I *THINK* it's something like

internet: user@system.path

Don't quote me on that though. It's somewhere in the mailer's
documentation, I think. If you can't figure it out, let me know via
e-mail and I'll go poking through our account to find out the
specifics for you.

Hope this helps a little.

Joe

--
__________ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | This patient has hyperwhosiwawah. Prepare for gobble
`---- | degoogoo surgery. Hand me the nanu-whatchamadosits.

3793. Re: Using a different font with Co

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 19:53:26 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.QCK4fsDuAsw@jonh.wimsey.bc.ca>
Source record: 216461

In <A13178@HH2.maus.de> Christian_Vogler@hh2.maus.de (Christian Vogler) writes:

>Try using GDOS with an appropriate font. No problem.

>(Wolfgang, how about designing such an ANSI font? :-)

The connect ansi font that comes with Connect is great under gdos. I even
use it in Gemini now. However, a similar sized font for medium ST rez would
be nice. The connect ansi font is bigger that the 9 point system font there,
and thus not very useful. How about a colour version, Wollfgang. ;-)

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

3794. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 20:06:28 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.iz6ZERqPGUo@jonh.wimsey.bc.ca>
Source record: 216462

In <annius.718622758@freyr> annius@sif.research.ptt.nl (Annius Groenink) writes:

>This is why most musicians tend to use Ataris in the studio (if the Atari gets
>tired you just go and get a cup of coffee) and Macs on stage. The SM124 is
>absolutely unreliable and can drop out any moment if it gets too hot or too
>cold. The Macs seem to be a lot less critical.

I remember seeing a picture of a lcd monitor for the Atari in a picture
from one of the Dusseldorf shows a year or so back. Does anyone know what
happened to it? Was it too expensive to get anywhere.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

3795. Re: Falcon 040 / Windowing UNI

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 20:15:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A49668@MS.maus.de>
Source record: 216404

Annius Groenink (avgroeni@cs.ruu.nl) wrote:
>This might be a stupid remark but once the Atari machines are powerful
>enough we could actually have them run X and then define the AES (and VDI)
>in terms of X. There exists a program for X windows (UNIX) that emulates
>GEM (either TOS 1.4 or DOS 5.0 I think) based on X windows. It's called
>X/GEMonX. If this is done smartly both GEM and UNIX X windows programs can
>easily be run/ported to the TOS/X system.

It's not a 'program', it's a library. This means that you still have to
port your program to Unix, and even for the GEM stuff you have to
do some changes (last time I checked). In addition, you have to pay
for this library, and it's not cheap (corrent me, if I'm wrong).

I'd prefer an X server for MiNT with (a) usage of the full screen and/or
(b) X clients running in GEM windows (this will only be useful with
Winx or MultiTOS, because of the current window limit, and it might be
slow).

3796. Re: Sending file from CIS -> InterNet

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 20:15:14 UTC
From: wmagro@uiuc.edu
Message-ID: <BvvExG.CvB@news.cso.uiuc.edu>
Source record: 216550

In article <1992Oct9.183230.9367@magnus.acs.ohio-state.edu>
jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
:^) In article <Bvv9Fu.9pt@news.cso.uiuc.edu> wmagro@uiuc.edu (William
Magro) writes:
:^) >In article <1992Oct9.083146.8035@ac.dal.ca> cordes@ac.dal.ca (John
Cordes)
:^) >writes:
:^) >:^)
:^) >:^) I'm wondering if someone on CompuServe can send a file to an
InterNet
:^) >:^) address? Anybody know?
:^) >:^)
:^) >
:^) >I think the best way would be to send mail _to_ compuserve and look
at the
:^) >return address. Mail to compuserve can be addressed as:
:^) >
:^) >35476.11@compuserve.com
:^) >
:^) >for user 35476,11 for example. Commas are replaced by periods.
:^)
:^) Yeah, that's right, but the original poster wanted to go the other
:^) direction. It can be done. I know. My parents send me e-mail all
[...]

Read more closely. I suggested sending mail from internet to compuserve,
****
then *!!!!!!!!looking at the return address!!!!!!!!* to figure out how to
****
send from compuserve to internet.

Hope this helps.

--Bill

3797. Re: Falcon operating system...

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 20:38:39 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct9.203839.5090@elroy.jpl.nasa.gov>
Source record: 216452

In article <718646113.15685@minster.york.ac.uk> andrew@minster.york.ac.uk writes:
>What improvements have been made to the Desktop and GEM(ugh!)?

I've seen a lot of discussion about the new desktop. Saw it in action at the Glendale Fair. It's a definite improvement, but I can't list all the things that have changed. For one, you can assign keyboard equivalents for any menu entry, that was something I really wanted.

>Does the operating system make use of the DSP for it's own processing (perhaps
>window management or bitblts?) or will the chip sit unused except for the
>occasional application designed specifically for the Falcon?

The DSP doesn't have direct access to ST memory (heck, it can only address 192K by itself anyway) so bitblitting is out of the question. A DSP is not a general-purpose processor, so it would be unreasonable to expect it to perform general processing tasks. There are no operating-system functions that I can think of that would benefit from a DSP, so I would expect that only specific applications will use it.
>
>I heard that it will have two O.S.'s. One which is used as on other ST's and
>another multitasking version called MiNT (Mint is NOW Tos) and then this
>will have its own multitasking desktop. It was a long time ago that I read
>this so I may be completely wrong but I would like to be clarified.

The articles I've read say TOS 4.0 in ROM, with the MiNT/MultiTOS added on from disk. Apparently the main difference between Atari's mint.prg and the one we have access to is that Atari's has multitasking AES functions.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

3798. Anyone selling a color computer digitizer

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 20:51:47 UTC
From: mbyd_ltd@uhura.cc.rochester.edu
Message-ID: <1992Oct9.205147.24871@galileo.cc.rochester.edu>
Source record: 216454

I am looking for a digitizer. Something along the lines of color computereyes or Vidi-St or something. Please reply soon.
.

3799. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 21:25:26 UTC
From: Peter.Kocourek@p13.f112.n100.z60.wlink.nl
Message-ID: <718783211.F00001@monly.wlink.nl.wlink.nl>
Source record: 216403

In a message of <08 Oct 92 11:39:17>, Jan T. Kim writes:

JT> I don't agree. GFA basic offers full access to GEM too, plus it
JT> offers some powerful and convenient commands and functions to
JT> handle GEM without having to worry about low level stuff (e.g. to
JT> create a menu you just put the menu titles and items into an
JT> array of strings and then you do a MENU x$()).

Yes, but GFA itself is an unclean application; it does all sorts of horrible things the programmer has no influence over whatsoever. The bug list of GFA is endless. I could email it to you (it's in German, but your .de address suggests you won't mind. :-)) At least, if they finally got email working on this end.

YHS:QSI!

3800. Re: flopticals

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 22:01:19 UTC
From: ekrimen@wet.UUCP
Message-ID: <4352@wet.UUCP>
Source record: 216464

In article <1992Oct8.223217.19286@klaava.Helsinki.FI> mluoto@klaava.Helsinki.FI (Markku Luoto) writes:

> does anyone KNOW (atari boys maybe ?)
> wether AHDI 5.0 (or some other AHDI)
> supports 21Mb Floptical SCSI drives
> like INSITE I-325vm ?
>
> If it does, where to get them ?
> Toad computers ? anyone got a fax-number ?
> or could call them and ask wether they have ?

Contact ICD. Their version 6.0.0 utilities support the floptical. That version also ships with the Link.

Looking at ICD's CPX, they have an office in Germany:

ICD Europe GmbH
Am Goldberg 9
6056 Heusenstamm
Germany
06104-6403
06104-67581 FAX

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

3801. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 22:08:41 UTC
From: ekrimen@wet.UUCP
Message-ID: <4353@wet.UUCP>
Source record: 216465

In article <1b3v1pINN8pf@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>
>ekrimen@wet.UUCP (Ed Krimen) writes:
>
>> But everyone is just speculating and
>> guessing at this point since you really can't buy one.
>
> In my October '92 issue of Atari Advantage it said that the Falcons
>should be shipping in the UK at the time of print. It also has a picture
>of the motherboard :-).

I have a picture of the motherboard too, but I don't have that issue yet. :^)

So, anyone in the UK want to tell us if the Falcons are shipping? Glen,
you and I still can't buy one -- unless you want to order it from overseas.

BTW, did you see my review of XBoot in that issue? :^)

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

3802. Re: HSC

Newsgroup: comp.sys.atari.st
Date: 1992-10-09 22:50:28 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <718671027@lear.cs.duke.edu>
Source record: 216460

From the Holy Book of <4epQPni00awA4XBlhF@andrew.cmu.edu>
as spake by osoelgaultier+@CMU.EDU (Stefan Monnier) :

>Excerpts from netnews.comp.sys.atari.st: 7-Oct-92 Re: Which programming
>langu.. Domenico De Vitto@unix.b (454)

>> You can pick up sozobon C at 'a.a' and I've found it pretty good.
>> (go for sozo133i first then when you feel the need upgrade to sozobon2, as
>> the first auto-installs etc)

Actually, no. Despite the misleading version numbers, 1.33i actually is
the more recent version and has a number of bugfixes over 2.0.
Basically, as I understand it, the original authors of Sozobon went off
in another direction, and Ian picked it up. Hence the name change to
Heat-n-Serve C.

>By the way: what about version 1.40 promised for 'very soon' some
>time ago ?

It's stuck in beta at the moment. The last round of bugfixes I know of
was a while back. Probably his free time got munched when school started
[I know mine did :-( ].

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1992 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

3803. looking for Atari BBSes

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 01:06:19 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1b5aablNN5qf@usenet.INS.CWRU.Edu>
Source record: 216468

Is there a comprehensive list of Atari-oriented BBSes available? In
particular, I'm looking for something in Southern New England, close to
or in the Ocean State, Rhode Island.
Thanks in advance...
--
****
* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
****
Brian Jepson = iqm229@uriacc.uri.edu || bq035@cleveland.freenet.edu

3804. Re: Archive 2150S etails..

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 01:08:09 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.674458@cix.compulink.co.uk>
Source record: 216469

In article <1992Oct9.045316.6869@nrtpa038.bnr.ca>, smclane@nrtpa037.bnr.ca (Steve McLane x1602) writes:
>
> Ok I got everything working now.. I had 2 bad 2150s but managed to get 1 working. What is the correct Tapebios.inf time delay??

i was told that this is a bus arbitration problem. It was explained to me but, sorry, i didn't remember it well. Something along the lines of the bus not getting released or summit (i must get a memory upgrade for my brain :-)
It would require a fix to tapebios, not the Viper. At least you have the source.

> Thanks to all
> Steve McLane smclane@bnr.ca
>
>PS: I also tried a Archive 5945C / emulex mt0210403 but had no sucess, any ideas??
>PSS: can you get 250MB from a 2150s with 6250 tapes??
> Thanks...

Dunno.

Adam.

3805. How to reconstruct files from BART?

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 01:13:35 UTC
From: dave@admiral.uucp
Message-ID: <1992Oct10.011335.29976@admiral.uucp>
Source record: 216356

I've just received the first file I ever requested from BART. It's uuencoded, and broken into parts. What do I have to do to get it back into its original form for downloading from my UNIX account to my ST? Please help...

Thanks!

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

3806. Re: Which BBS should I use????

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 02:03:36 UTC
From: garth@splunge.uucp
Message-ID: <1992Oct10.020336.23683@splunge.uucp>
Source record: 216476

My vote's definitely for Fnordadel. First, it's freeware, not shareware. Second, it's got the best damned user manual I've ever seen in a shareware/PD/freeware release. Third, it's been written by a professional who actively supports his users through a custom networked room which anyone using Fnordadel can pick up from a variety of Fnordadel sites, including Round Table (the original home of Fnordadel) and splunge.UUCP (the NeXTstation used to cross-compile the software for the Atari ST). It's also stable on a variety of TOS versions -- to the best of my knowledge, these include TOS 1.0, 1.02(1.2), 1.04(1.4), and 2.05. It also appears to run flawlessly on TTs.

"Fnordadel -- Canadian for 'damn good software'". 8^>

Garth Wood, Official Cheerleading Section for Fnordadel

--
Garth Wood | "A witty saying of some kind."
garth@splunge.uucp |

3807. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 02:09:28 UTC
From: garth@splunge.uucp
Message-ID: <1992Oct10.020928.23786@splunge.uucp>
Source record: 216477

As someone else on the net posted a while ago, Borland doesn't seem to want there to be an English version of the Pure C manual out of pure spite. There certainly isn'y any *economic* reason to deny English-speaking ST users an English manual -- it's not like the product actually competes with Borland's Turbo C on the PC! Frankly, if I ever do buy a PC (yecccchhh!!!), I will certainly remember Borland's churlishness in this regard when considering software purchases.

Garth Wood

--
Garth Wood | "A witty saying of some kind."
garth@splunge.uucp |

3808. Re: JUST THE FAX, FOLKS.

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 02:13:19 UTC
From: garth@splunge.uucp
Message-ID: <1992Oct10.021319.23876@splunge.uucp>
Source record: 216478

bill.merik@outlan.ersys.edmonton.ab.ca (Bill Merik) writes:

>Thanks to all for their very helpful responses. I will probably exchange
>the USR for a Supra. Unless Joppa is planning to update their
>software...??
>Bill
>

Bill:

I'd recommend switching to a Supra, as you seem to plan to. It works flawlessly with the Joppa STraight FAX software, and it's a classy chassis, to boot. It's nice being able to FAX stuff around to my office if the gang's in a pinch on any days off I have.

--
Garth Wood | "A witty saying of some kind."
garth@splunge.uucp |

3809. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 02:23:45 UTC
From: wilsont@orac.holonet.net
Message-ID: <BvvvzM.CyK@iat.holonet.net>
Source record: 216471

Hiya,

Whats the Big deal about the case design?
that and the 'mushy' keyobard have got to be the 2 lamest gripes!
(welll. in my opinion.. you are entitiled to yours of course..)

I use a 386 and of course have an ST.
Personally, the 386 keyboard is all sticky, and ugh.
the ST's doesn't stick. I don't type 40 pages a day unlike some of you guys/gals

I don't know, but You can _really_ feel a major differnce is keyboards?
I can sorta tell a difference, but it doesn't bother me to the point of
" ARARGH not an ST keyboard! where's my poison!! "

The case design:
does a detachible keyboard and a tower case improve the computer any?
people bitched about the TT's case as being "ugly", Looks fine to me.
why worry about case designs and keyboards?

I would think that if the falcon was just a 030 in a megaSTe case... then you
could bitch about the hardware, nothing new, etc..

I'm holding out for the 040, not because of the case, or keyboard,
but that its going to be reallly fast.

my point is that i have no point.. just voicing my opinions over the bitching.

Timothy Wilson
wilsont@prism.cs.orst.edu

3810. Something about MTOS and TOS 4.0...

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 02:29:15 UTC
From: wilsont@orac.holonet.net
Message-ID: <Bvvw8r.D7v@iat.holonet.net>
Source record: 216470

A little tidbit, I didn't know this before, and I haven't seen this
posted before here.

Multi-TOS is a rewrite of the AES. It of course handles all the multi-tasking
stuff, But, It Does not include the animated icons, new VDI, etc
thats TOS 4.0.

Multi-tos on the TT would probably look just like 3.06,
except the processes go into the DA pull down.

Did every one know this but me?

3811. Re: FAX Modems and Atari ST (where? $?)

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 03:43:05 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Oct10.034305.17548@msuinfo.cl.msu.edu>
Source record: 216473

bmaraldo@watserv1.uwaterloo.ca (Commander Brett Maraldo) writes:

> Hi. I was wondering what was avialable for the atari st as far as
>fax modems and related software. I'd like to know what is avialable, what
>is good/bad, prices and places to buy. thanks for your help.

STraight Fax from Joppa Software Developement is the only one I have seen
although there is supposed to be another (German I think). STraight fax
supports ASCII, IMG, Degas, Calamus, PageStream, GDOS and the ever elusive
FSM-GDOS file formats for sending. It requires as CCITT Group III class 2
compatible faxmodem. I use a Supra and it works very well as does the software
from Joppa. You can reach them at (717) 428-3231 in Dallastown PA USA.

--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

3812. Re: flopticals

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 06:13:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A49690@MS.maus.de>
Source record: 216317

Markku Luoto (mluoto@klaava.Helsinki.FI) wrote:
> does anyone KNOW (atari boys maybe ?)
> wether AHDI 5.0 (or some other AHDI)
> supports 21Mb Floptical SCSI drives
> like INSITE I-325vm ?

HuSHI (driver) and SCSI-Tool (partitioner) support Flopticals. They are sold by Hard&Soft, Castrop-Rauxel, Germany. Programs and documentation are in German (might be a problem).

3813. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 07:01:12 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Oct10.070112.20563@terminator.cc.umich.edu>
Source record: 216474

```
drwxrwx-wx jon 6144 Oct 3 22:33 ./New
-rw-rw-rw- ftp 134007 Oct 3 15:46 ./New/smashhit.lzh
-rw-rw-rw- ftp 35552 Oct 3 22:29 ./New/ckartdoc.lzh
-rw-rw-rw- ftp 8319 Oct 3 22:06 ./New/serfx1_1.lzh
-rw-rw-rw- ftp 32882 Oct 3 22:13 ./New/ckartdoc.zip
-rw-rw-rw- ftp 15360 Oct 3 22:13 ./New/crakdoce.zip
-rw-rw-rw- ftp 35552 Oct 3 22:29 ./New/crakdoce.lzh
-rw-rw-rw- ftp 15360 Oct 3 22:44 ./New/crackeng.zoo
drwxrwxr-x weiner 1536 Oct 3 17:20 ./Mint
lrwxrwxrwx hyc 19 Oct 3 17:18 ./Mint/tip.arc -> ../Telecomm/tip.arc
-rw-rw-r-- weiner 2856 Oct 3 17:28 ./Mint/0index
-rw-rw-r-- hyc 473849 Oct 3 17:17 ./Mint/tcshsrc.zoo
-rw-rw-r-- hyc 95068 Oct 3 17:16 ./Mint/mntinc24.zoo
-rw-rw-r-- hyc 281080 Oct 3 17:16 ./Mint/mntlib24.zoo
drwxrwxr-x weiner 512 Oct 3 21:47 ./Magazines/Aeo
-rw-r--r-- weiner 37689 Oct 3 21:45 ./Magazines/Aeo/aeo9215.zoo
drwxrwxr-x weiner 3072 Oct 3 21:48 ./Newitems
lrwxrwxrwx weiner 19 Oct 3 21:44 ./Newitems/tcshsrc.zoo -> ../Mint/tcshsrc.zoo
lrwxrwxrwx weiner 20 Oct 3 21:44 ./Newitems/mntlib24.zoo -> ../Mint/mntlib24.zoo
lrwxrwxrwx weiner 20 Oct 3 21:44 ./Newitems/mntinc24.zoo -> ../Mint/mntinc24.zoo
lrwxrwxrwx weiner 28 Oct 3 21:48 ./Newitems/aeo9215.zoo -> ../Magazines/Aeo/aeo9215.zoo
drwxrwxr-x atari 1024 Oct 4 17:23 .
-rw-rw-r-- weiner 152159 Oct 4 17:23 ./0index
drwxrwx-wx jon 6144 Oct 4 17:24 ./New
drwxrwx--- weiner 3584 Oct 4 21:53 ./New/.new
-rw-rw-rw- ftp 123904 Oct 4 12:46 ./New/alad15a.tos
-rw-rw-rw- ftp 90496 Oct 4 12:47 ./New/aladoc14.arc
-rw-rw-rw- ftp 31488 Oct 4 17:24 ./New/lzh201le.ttp
drwxrwxr-x weiner 1536 Oct 4 17:21 ./Mint
-rw-rw-r-- weiner 378222 Oct 4 17:20 ./Mint/mntolb24.zoo
-rw-rw-r-- weiner 2856 Oct 4 17:22 ./Mint/0index
drwxrwxr-x jon 4096 Oct 4 22:44 ./Graphics
-rw-rw-r-- weiner 8795 Oct 4 22:45 ./Graphics/0index
-rw-rw-r-- weiner 69295 Oct 4 17:23 ./0compind.Z
drwxrwxr-x weiner 1024 Oct 4 21:53 ./Gnustuff/Tos/Othergnu
-rw-rw-r-- weiner 97562 Oct 4 21:53 ./Gnustuff/Tos/Othergnu/gdbm15.zoo
drwxrwxr-x weiner 3072 Oct 4 21:53 ./Newitems
lrwxrwxrwx weiner 20 Oct 4 17:21 ./Newitems/mntolb24.zoo -> ../Mint/mntolb24.zoo
lrwxrwxrwx weiner 35 Oct 4 21:53 ./Newitems/gdbm15.zoo ->
../Gnustuff/Tos/Othergnu/gdbm15.zoo
drwxrwx-wx jon 6144 Oct 5 23:59 ./New
-rw-rw-rw- ftp 86466 Oct 6 00:00 ./New/concerto.lzh
-rw-rw-rw- ftp 49944 Oct 5 08:52 ./New/GEM-View.New-Version.Info.lzh
drwxrwxrwx jrd 1024 Oct 5 12:58 ./8bit/New
```

```
-rw-rw-rw- ftp 36352 Oct 5 12:13 ./8bit/New/zmag123.arc
-rw-rw-rw- ftp 15360 Oct 5 12:21 ./8bit/New/zmag124.arc
-rw-rw-rw- ftp 24576 Oct 5 12:44 ./8bit/New/zmag125.arc
-rw-rw-rw- ftp 22528 Oct 5 12:59 ./8bit/New/zmag126.arc
drwxrwxr-x weiner 3072 Oct 5 17:16 ./Newitems
lrwxrwxrwx weiner 24 Oct 5 17:16 ./Newitems/ckartdoc.zoo -> ../Graphics/ckartdoc.zoo
drwxrwxr-x atari 1024 Oct 6 13:19 .
-rw-rw-r-- weiner 5056 Oct 6 11:25 ./Info/guide.to.ftp
drwxrwxr-x jon 1536 Oct 6 11:49 ./Music
-rw-rw-r-- weiner 86466 Oct 6 11:49 ./Music/concerto.lzh
-rw-rw-r-- weiner 2358 Oct 6 11:50 ./Music/0index
-rw-rw-r-- weiner 152661 Oct 6 12:02 ./0index
drwxrwxr-x weiner 512 Oct 6 11:33 ./Tt
-rw-rw-r-- weiner 28160 Oct 6 11:33 ./Tt/ttartist.lzh
-rw-rw-r-- weiner 731 Oct 6 11:34 ./Tt/0index
drwxrwx-wx jon 6144 Oct 6 13:46 ./New
drwxrwx--- weiner 3584 Oct 6 11:36 ./New/.new
-rw-rw-rw- ftp 362338 Oct 6 13:46 ./New/transbbs.lzh
-rw-rw-rw- ftp 340112 Oct 6 04:53 ./New/chaos1.msa
-rw-rw-rw- ftp 559016 Oct 6 04:54 ./New/chaos2.msa
-rw-rw-rw- ftp 316045 Oct 6 04:55 ./New/grav2.arc
-rw-rw-rw- ftp 16102 Oct 6 04:56 ./New/chaos.arc
-rw-rw-rw- ftp 43608 Oct 6 11:21 ./New/c_say.zoo
drwxrwxr-x jon 4096 Oct 6 11:36 ./Graphics
-rw-rw-r-- weiner 8853 Oct 6 11:38 ./Graphics/0index
-rw-rw-r-- weiner 73175 Oct 6 11:36 ./Graphics/esp01.lzh
lrwxrwxrwx jon 6 Oct 6 13:19 ./Index -> 0index
drwxrwxr-x jon 2560 Oct 6 11:46 ./Telecomm
-rw-rw-r-- weiner 8319 Oct 6 11:46 ./Telecomm/serfx1_1.lzh
-rw-rw-r-- weiner 4218 Oct 6 11:48 ./Telecomm/0index
drwxrwxr-x jon 5120 Oct 6 11:55 ./Games
-rw-rw-r-- weiner 320083 Oct 6 11:30 ./Games/lightcyc.arc
-rw-rw-r-- weiner 134007 Oct 6 11:43 ./Games/smashhit.lzh
-rw-rw-r-- weiner 11572 Oct 6 11:56 ./Games/0index
-rw-rw-r-- weiner 70610 Oct 6 11:55 ./Games/backgamm.lzh
-rw-rw-r-- weiner 69569 Oct 6 12:02 ./0compind.Z
drwxrwxr-x jon 3584 Oct 6 11:58 ./Demos
-rw-rw-r-- weiner 126976 Oct 6 11:27 ./Demos/cybrdemo.lzh
-rw-rw-r-- weiner 6368 Oct 6 11:28 ./Demos/0index
-rw-rw-r-- weiner 6270 Oct 6 11:34 ./Diskutils/0index
-rw-rw-r-- hyc 128916 Oct 6 11:21 ./Gnustuff/Tos/Updates/update21.zoo
-rw-rw-r-- hyc 70840 Oct 6 11:21 ./Gnustuff/Tos/Updates/update22.zoo
-rw-rw-r-- hyc 35941 Oct 6 11:21 ./Gnustuff/Tos/Updates/update23.zoo
-rw-rw-r-- hyc 50463 Oct 6 11:21 ./Gnustuff/Tos/Updates/update24.zoo
drwxrwxr-x weiner 3072 Oct 6 11:55 ./Newitems
lrwxrwxrwx weiner 36 Oct 6 11:22 ./Newitems/update21.zoo ->
../Gnustuff/Tos/Updates/update21.zoo
lrwxrwxrwx weiner 36 Oct 6 11:22 ./Newitems/update22.zoo ->
../Gnustuff/Tos/Updates/update22.zoo
lrwxrwxrwx weiner 36 Oct 6 11:22 ./Newitems/update23.zoo ->
```

```
../Gnustuff/Tos/Updates/update23.zoo
lrwxrwxrwx weiner 36 Oct 6 11:22 ./Newitems/update24.zoo ->
../Gnustuff/Tos/Updates/update24.zoo
lrwxrwxrwx weiner 21 Oct 6 11:27 ./Newitems/cybrdemo.lzh -> ../Demos/cybrdemo.lzh
lrwxrwxrwx weiner 21 Oct 6 11:30 ./Newitems/lightcyc.arc -> ../Games/lightcyc.arc
lrwxrwxrwx weiner 18 Oct 6 11:33 ./Newitems/ttartist.lzh -> ../Tt/ttartist.lzh
lrwxrwxrwx weiner 21 Oct 6 11:37 ./Newitems/esp01.lzh -> ../Graphics/esp01.lzh
lrwxrwxrwx weiner 21 Oct 6 11:43 ./Newitems/smashhit.lzh -> ../Games/smashhit.lzh
lrwxrwxrwx weiner 24 Oct 6 11:47 ./Newitems/serfx1_1.lzh -> ../Telecomm/serfx1_1.lzh
lrwxrwxrwx weiner 21 Oct 6 11:50 ./Newitems/concerto.lzh -> ../Music/concerto.lzh
lrwxrwxrwx weiner 21 Oct 6 11:55 ./Newitems/backgamm.lzh -> ../Games/backgamm.lzh
drwxrwxr-x atari 1024 Oct 7 12:39 .
-rw-rw-r-- weiner 152668 Oct 7 12:39 ./0index
drwxrwx-wx jon 6144 Oct 7 21:38 ./New
-rw-rw-rw- ftp 362338 Oct 7 19:46 ./New/transbbs.lzh
-rw-rw-rw- ftp 161 Oct 7 11:48 ./New/td187src.txt
-rw-rw-rw- ftp 339307 Oct 7 11:58 ./New/td187src.lzh
drwxrwxr-x jon 5120 Oct 7 12:29 ./Games
-rw-rw-r-- weiner 11636 Oct 7 12:30 ./Games/0index
-rw-rw-r-- weiner 69579 Oct 7 12:39 ./0compind.Z
drwxrwxr-x jon 3584 Oct 7 12:29 ./Demos
-rw-rw-r-- weiner 6311 Oct 7 12:30 ./Demos/0index
drwxrwxr-x weiner 3072 Oct 7 12:30 ./Newitems
lrwxrwxrwx weiner 22 Oct 7 12:30 ./Newitems/cybrdemo.lzh -> ../Games//cybrdemo.lzh
```

3814. Re: Programs needed for Binkley Term

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 07:03:01 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <memo.674602@cix.compulink.co.uk>
Source record: 216475

In article <1ar9hrINNju@golem.wcc.govt.nz>, shore_c@kosmos.wcc.govt.nz
(Craig Shore) writes:
>Binkley Term is a program ported to the St from the PC for using
> FIDO etc. It's in the atari/Telecomm dir of a.a (btst???)
>
>What I was wondering, it needs some other files to run properly.
> one of them is there in the atari/Telecomm dir called oMMMM,
> but how about these ones...
>
>Msged - an editor essential for sending any messages out!
>ParselST
>Whatarc
>
You should be able to get all of these programs on Fidonet. I use
Binkley Term 3.02a with Area Cleaner Software (ACS) and Little Red
Editor (LED) to run as a point on Fido and a node on NeST. I needed
a lot of help from various people to get going. It's difficult to
start with but is well-worth persevering with.

****
* Keith Jackson - kjackson@cix.compulink.co.uk *
* - 2:250/413.4@fidonet.org *
* -90:104/109.0@nest.ftn *
****
* Rock testing is a smashing job. *
****

3815. S: Statistics program

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 09:25:00 UTC
From: sacha@aslan.en.open.de
Message-ID: <9210101125@aslan.en.open.de>
Source record: 216433

Hi!

I'm looking for a statistics program for my ST. It should be something
like the SPSS package for *ix or DOS, if it's possible in the public
domain.
Any hint is appreciated.
Please reply by mail.

Sacha
--
Sacha Moufarrege - sacha@aslan.en.open.de +-------------+
If you feel blue it's good to have something to touch. | Press here! |
This rectangle is YOUR FRIEND! +-------------+

3816. GIF viewers

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 09:59:09 UTC
From: rfritz@zeus.calpoly.edu
Message-ID: <1992Oct10.095909.162192@zeus.calpoly.edu>
Source record: 216484

Are there any good GIF viewers? I have been converting GIFs to SPC format
for quite some time, but would like to be able to view GIF files without
having to convert them first. Any ideas or suggestions would be welcome!
Thanks.

--
+------------------------------+--+
rfritz@poseidon.calpoly.edu	"Just like a car crash, just like a knife,
Ryan E. Fritz	my favorite weapon, is the look in your
Cal Poly, San Luis Obispo, CA	eyes... You ran out of lies!" MINISTRY

3817. Re: Summary of "which programming language"

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 10:14:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1b6adeINNcul@golem.wcc.govt.nz>
Source record: 216479

>For beginners, a "BASIC" sounds like the best choice. The most popular was
>GFA basic v3.5. This is supposed to be easy to learn and use.
>
>After some thought and a look at some adverts, I think I will go for Hisoft
>Basic 2, which is 'easy to learn' and says it's Falcon compatible (I *am*
>going to get a Falcon as soon as possible!).
>
>If anything I have said is wrong, feel free to correct me! I am only going by
>what I have been told.
>
>Phil
>(E-mail naffara@uk.ac.crc)

I do think you are making a very big mistake in going into Hisoft Basic 2 it
is not a world standard like GFA and there will be very little support for it,
as for one thing Hisoft don't support there users, and I should know,
I wrote to them about Bugs and Admissions in Hisoft Knife ST, there reply was
get lost we don't wish to know..

Also there was/is more world wide support for GFA than the Hisoft products,
also the speed of GFA has to be seen to be believed, its faster than compiled
C...??

Roger..... sheppard_r@kosmos.wcc.govt.nz

3818. Re: Falcon operating system...

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 11:14:32 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct10.111432.165898@rrz.uni-koeln.de>
Source record: 216480

In <718646113.15685@minster.york.ac.uk> andrew@minster.york.ac.uk writes:

>What improvements have been made to the Desktop and GEM(ugh!)?
>Does the operating system make use of the DSP for it's own processing (perhaps
>window management or bitblts?) or will the chip sit unused except for the
>occasional application designed specifically for the Falcon?

I can only speculate on this on the basis of what I saw and heard
at the Atari Messe: The Falcon's OS doesn't seem to make much use
of the DSP itself. However, there are going to be OS function
enabling an application enter a DSP program into a queue, the DSP
will then execute it as soon as it's finished with the other
jobs.
Using the DSP for blitting purposes seems a bit strange to me as
there also is a blitter in the Falcon. Regarding other uses of
the DSP, I assume they can be added by device drivers (cf. the
discussion about a say() call).

>I heard that it will have two O.S.'s. One which is used as on other ST's and
>another multitasking version called MiNT (Mint is NOW Tos) and then this
>will have its own multitasking desktop. It was a long time ago that I read
>this so I may be completely wrong but I would like to be clarified.

Yes, at least at the Messe they said the Falcons were going to be
shipped with a single tasking TOS (4.0?) in ROMs and MulitTOS on
disk. This way, they argued, MTOS could be updated and patched
easier than if it were in ROMs, and users could have the choice
beween single and MultiTOS, allowing them to run application that
crash under MTOS until they can get updated versions of them.
The MTOS desktop will have some changes and extensions for
multitasking purposes of course, but from all I've seem so far,
it didn't seem that different from the TT's TOS.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3819. Tramiel's got the spirit (was: New Mac Prices)

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 11:21:08 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct10.112108.166148@rrz.uni-koeln.de>
Source record: 216481

In <BvuLD4.At7@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:

>In <1992Oct7.130423.15499@zooid.guild.org> Mark Kovarski <kovarski@zooid.guild.org>
writes:

>[Stuff deleted about PowerPC and such]

>>The best thing for Atari Corp. is to sell the company to _RESPONSIBLE_
>>people that really care about the company.
>... and turn it into the umpteenth MS-DOS clone company. No thanks. I
>read somewhere that Tramiel said "We'd rather go bankrupt than make
>boring PC-clones." (or similar). Now THAT's an attitude.

Yes, that's the spirit! I like it. After all, Atari may have
marketed their machines in an unprofessional way, but the
computers themselves are just great. Therefore, the least thing
Atari and we need is Atari discontinuing the ST-TT-Falcon
computer line and turning around to make boring clones or even
succumb to that Apple hype.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

3820. Re: Amiga Blitter 40% slower than Atari Blitter (???)

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 12:49:18 UTC
From: robart@agora.rain.com
Message-ID: <Bvwoy6.4AE@agora.rain.com>
Source record: 216349

In article <62q8RB3w165w@bugend.edvina.se> ralph@bugend.edvina.se (Staffan Vilcans) writes:
>u894776@bruny.cc.utas.edu.au (James McCoull) writes:
>
>> The STe was an "amiga killer" wasnt it? The amiga is a games machine [as
>> the atari folk say]. Then why is the STe blitter only good for scrolling
>> desktop windows, rather than real game work?
>
>Every new machine Atari makes is instantly labeled as "Amiga killer",
>not that any of them ever have lived up to the name...
>
> _# **MMp g#00 `N##0" _agN#0P0N# _#L
> g## jN## j##F J## _dN0" " g##L
> _#]## _0 ##L jN##F ### g#0" _03##L
> gE_j## # 0## jF ##F j##F j## ______ gE_j##L
> _0"""N## d" J##L0 ##F 0## 0## "9##F" _0"""5##L
> _gF]## jF ##0 ##F ##F `##k d## _gF j##L
> _g#_ _j##L__g#__]N _j##L_ _d##L_ `#Nh___g#N' _g#_ _j##L_
> `"""" """""""""" " ""***** ****** ******** `"""" ******

True

--
the relevant guy

3821. Atari archieve without ftp.

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 13:02:24 UTC
From: ant@mks.com
Message-ID: <1992Oct10.130224.9149@mks.com>
Source record: 216483

How does anyone without ftp access get material from Atari Archieve at
umich? I tried when BART was in use and had no luck with various
mail paths, and bitmail is no longer accepting non-bitnet (or what-ever)
requests.

It is all very nice to see all this neat stuff fly by week after week
but NO ONE BOTHERS TO SEND ANYTHING TO SOURCES and BINARIES groups!!!
You can't assume that everyone has ftp! If you going to upload new
material how about sending a copy to the moderator of comp.sources.atari.st
and comp.binaries.atari.st so that others who are not as fortunate to be
able to ftp everywhere can get some of the new material.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Nice legs. For a human that is." - Worf (Q-pid)

3822. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 13:46:02 UTC
From: darling@cellar.org
Message-ID: <FFLFsB4w164w@cellar.org>
Source record: 216491

dud@hardy.u.washington.edu (Daniel Aylward) writes:

> Gordon Farrell (gordonf@monashee.sfu.ca) writes:
> >
> > Well, aside from the cost issue that has been pointed out before (which ma
> > of may not be a lame excuse), I can think of one possible reason for the
> > all-in-one design of the Falcon: musicians. Not being one, I can only gue
> > but it seems to me that it would be much easier to carry around and set up
> > a one-piece machine for playing shows. Whenever I see a computer on stage
> > it's usually a laptop, so I guess the fewer the number of pieces, the bett
> >
> > Any musicians out there who can confire or deny my suppositions?
>
> According to Bob Brodie, this was THE major reason for the case design.
> They've had lots of input from musicians (the Falcon's initial projected
> market), most of whom prefer the STfm/e case design.

Then Brodie needs to get a grip. Musicians who work with MIDI use the
computer for sequencing because of the graphical interface, ease of editing,
etc -- none of which we need live. Once your sequence has been created and
edited to your satisfaction on a computer, you can dump it to a cheap
hardware sequencer that will suit your needs fine.

In this day and age, when you can buy an Alesis Data Disk for $400 that is
road-worthy and fits in one rack space, there's a scant handful of people
who would rather haul a fragile $1300 computer and monitor to live venues.
A notebook computer, perhaps, but not a full-size machine.

The Falcon does indeed have some nice features for musicians, but the case
design is not one of them. I use computers in my recording studio
(currently Mega 2 ST and Stacy 2, the latter for studio-to-studio work), and
what I seek in a case design is a moveable keyboard and a professional
appearance -- both of which the 1040-style case lacks.

If I end up getting a Falcon/030, I'm going to stick it in a tower case.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

3823. german to english translator

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 14:04:18 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.XMJPJ&hsKt_@harvee.billerica.ma.us>
Source record: 216482

is the author of ger2eng19 on the net?
has there been an update to this program?

thanks for any info!

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

3824. Re: Summary of "which programming language"

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 14:14:47 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct10151447@SunLab43.essex.ac.uk>
Source record: 216302

In article <1b6adeINNcul@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>I do think you are making a very big mistake in going into Hisoft Basic 2 it
>is not a world standard like GFA and there will be very little support for it,
>as for one thing Hisoft don't support there users, and I should know,
> I wrote to them about Bugs and Admissions in Hisoft Knife ST, there reply was
>get lost we don't wish to know..

>Also there was/is more world wide support for GFA than the Hisoft products,
>also the speed of GFA has to be seen to be believed, its faster than compiled
>C...??

Yes, but you are forgetting that GFA uses dodgy ways of achieving its
speed - translation: it's dirty, and I have heard rumours that it's
MiNT-hostile. Whereas I have always found HiSoft Basic to be fast, friendly to
use and it has the advantage of having the compiler as an integral feature of
the package, rather than an optional extra. I have GFA 3.5, obtained from a
ST Format coverdisk, but after trying it out for a couple of hours I never
went back to it. Whereas I have used STOS basic (don't laugh) and HiSoft for
over 4 years.

I have never had any trouble with support from HiSoft, as I have never needed
any.

--
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like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

In the beginning, the universe was created. This made a lot of people very
angry and has been widely regarded as a bad move.

3825. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 14:25:28 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct10152528@SunLab43.essex.ac.uk>
Source record: 216305

In article <BvvvzM.CyK@iat.holonet.net> wilsont@orac.holonet.net (Timothy Wilson) writes:

>Whats the Big deal about the case design?
>that and the 'mushy' keyobard have got to be the 2 lamest gripes!
>(welll. in my opinion.. you are entitiled to yours of course..)

The case design is a purely practical thing to me. As I shift about in my chair, I move the keyboard about too, to make the typing as fast and comfortable as possible. If it's attached to the machine, that's hard to do (esp. as the cable on my HD is only about a foot long.)
My other gripe with the STFM is that the keyboard is just too high up. I'm typing this on a Sun type 5 keyboard, and I have it as flat as it will go. That way the desk supports my wrists. When I type on my ST my wrists float in mid-air. Very tiring.

>I don't know, but You can _really_ feel a major differnce is keyboards?
>I can sorta tell a difference, but it doesn't bother me to the point of
>" ARARGH not an ST keyboard! where's my poison!! "

Yes, there is a big difference in keyboards. The standard STFM/E keyboard is no better than a Spectrum in my opinion. When I heard about the kits for making ST keyboards feel better, I bought one as soon as I saw it, and it's a BIG improvement. Instead of 'mush, mush, mush' it's more like 'clunk, clunk, clunk'.

So the case design _and_ keyboard quality are very important to me. I would not wish to buy another machine in the same case as the ST. It might even make the difference between buying a Falcon and a clone.

--
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In the beginning, the universe was created. This made a lot of people very angry and has been widely regarded as a bad move.

3826. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 14:36:11 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct10153611@SunLab43.essex.ac.uk>
Source record: 216301

In article <1992Oct10.020928.23786@splunge.uucp> garth@splunge.uucp (Garth Wood) writes:
|>As someone else on the net posted a while ago, Borland doesn't seem to
|>want there to be an English version of the Pure C manual out of pure
|>spite. There certainly isn'y any *economic* reason to deny English-
|>speaking ST users an English manual -- it's not like the product
|>actually competes with Borland's Turbo C on the PC! Frankly, if I
|>ever do buy a PC (yecccchhh!!!), I will certainly remember Borland's
|>churlishness in this regard when considering software purchases.

The way I heard it was that the US branch of Borland didn't want to be
associated with a 'toy machine' like the ST. Fortunately their German branch
were a little more open-minded, which is what led to the existence of
Pure C in the first place.

--
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like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

Analysis of television viewing figures has shown that 80% of people in this
country are crap.

3827. Re: Using a different font with CoNnect 1.60

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 14:41:04 UTC
From: ue@nathan.do.open.de
Message-ID: <H.ea.Pkw5TIZ5JMc@nathan.do.open.de>
Source record: 216432

In <1992Oct4.143115.13337@miavx1.acs.muohio.edu>, Ryan 'Gozar' Collins writes:

Hi,
> Well, I've started using CoNnect 1.60, and I like it a lot, the
>only problem is the fact that on a color system, to get a window that is
>80X24, I have to use the dinky 6X6 font, which is hard to read. Does
>anyone know of the easiest way to get a 7X7 font?
where's the problem? Connect makes use of GDOS, so just use an appropriate
GDOS font to display 80x24 chars in color. The slightly more expensive way
would be a monochrome display
/s/

--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

3828. Re: Sending file from CIS -> InterNet

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 15:34:04 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Oct10.123405.8053@ac.dal.ca>
Source record: 216486

In article <BvvExG.CvB@news.cso.uiuc.edu>, wmagro@uiuc.edu (William Magro) writes:
> In article <1992Oct9.183230.9367@magnus.acs.ohio-state.edu>
> jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
> :^) In article <Bvv9Fu.9pt@news.cso.uiuc.edu> wmagro@uiuc.edu (William
> Magro) writes:
> :^) >In article <1992Oct9.083146.8035@ac.dal.ca> cordes@ac.dal.ca (John
> Cordes)
> :^) >writes:
> :^) >:^)
> :^) >:^) I'm wondering if someone on CompuServe can send a file to an
> InterNet
> :^) >:^) address? Anybody know?
> :^) >:^)
> :^) >
> :^) >I think the best way would be to send mail _to_ compuserve and look
> at the
> :^) >return address. Mail to compuserve can be addressed as:
> :^) >
> :^) >35476.11@compuserve.com
> :^) >
> :^) >for user 35476,11 for example. Commas are replaced by periods.
> :^)
> :^) Yeah, that's right, but the original poster wanted to go the other
> :^) direction. It can be done. I know. My parents send me e-mail all
> [...]
>
> Read more closely. I suggested sending mail from internet to compuserve,
> **
> then *!!!!!!!!looking at the return address!!!!!!!!* to figure out how to
> **
> send from compuserve to internet.
>
> Hope this helps.
>
> --Bill

Thanks Bill, and to several others for your replies. The problem was not simply one of sending email from CIS to the Internet, however, but a (uuencoded) file, probably over 100K in size. I was asked if this was possible by somebody on CIS, who would like to send me a file. I presume the answer is not completely obvious, even to a CompuServe user, since the person who asked the question is a very competent fellow indeed!

As far as I can tell at the moment, the concensus seems to be that it _is_ possible to send a text file, but there may well be limitations on the

allowed size, so a larger file may have to be broken up into pieces. If anybody knows the actual mechanics of how to go about sending a _file_ from CIS to Internet, I'd appreciate hearing about it; then I can pass the info along.

Thanks again to you all for your interest and help.

John Cordes, Dept. of Physics,
Dalhousie University, Halifax, N.S.,
Canada B3H 3J5 Internet: cordes@ac.dal.ca

3829. Re: Sending file from CIS -> InterNet

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 16:15:09 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Oct10.161509.21818@csi.uottawa.ca>
Source record: 216487

I've received stuff occasionally via CIS mail. I'm not sure of how you get mail out of Compu$erve to the Internet; the suggestion of sending mail TO a CIS account, and extracting the information made up by the "Reply" option seems to be eminently sensible.

In terms of getting things that might not be text through; you can do that quite nicely by running uuencode on the binary file, and then possibly splitting the resulting file up into pieces. I got my latest edition of Cal 6.3 through CIS in exactly that form.

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3830. Re: Something about MTOS and TOS 4.0...

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 16:24:59 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct10.122459.1@uwovax.uwo.ca>
Source record: 216485

In article <Bvvw8r.D7v@iat.holonet.net>, wilsont@orac.holonet.net (Timothy Wilson) writes:
> Multi-TOS is a rewrite of the AES. It of course handles all the multi-tasking
> stuff, But, It Does not include the animated icons, new VDI, etc
> thats TOS 4.0.

Don't believe this.

This is probably information based on rumor based on someone who saw a
bootleg copy of an old version of the beta test MultiTOS. There are
some pirate copies of MultiTOS floating around. I've had several people
in fact write to me with concerns based on this MultiTOS. I can't comment
on details, but suffice it to say that everything I've heard indicates
that the bootleg MultiTOS is really out of date. MultiTOS has changed
a lot, and is still changing.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3831. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 17:24:04 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1992Oct10.132404.4086@spcvxb.spc.edu>
Source record: 216490

In article <BvuLD4.At7@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
> In <1992Oct7.130423.15499@zooid.guild.org> Mark Kovarski <kovarski@zooid.guild.org>
writes:
>
> [Stuff deleted about PowerPC and such]
>
>>The best thing for Atari Corp. is to sell the company to _RESPONSIBLE_
>>people that really care about the company.
> ... and turn it into the umpteenth MS-DOS clone company. No thanks. I
> read somewhere that Tramiel said "We'd rather go bankrupt than make
> boring PC-clones." (or similar). Now THAT's an attitude.

And they just might succeed (going bankrupt, that is).

Skoal,

Chris

3832. Re: Unix Windows on a Sun 4

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 17:28:35 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1992Oct10.132836.4087@spcvxb.spc.edu>
Source record: 216489

In article <1992Oct9.163129.7209@opusc.csd.scarolina.edu>, ken@opusc.csd.scarolina.edu (Ken Sallenger) writes:
> In <k+qzx3d@rpi.edu> pinelr@aix.rpi.edu (Rob Pinelli) writes:
>
> => Hi. I was wondering if anyone has gotten the server end of UW to compile
> =>and run on a Sun 4 machine. We used to have Sun 3's at RPI but now we have
> =>all AIX RISCs and Sun 4 machines, and I haven't been able to use it since.
>
> I had some glitches under both SunOS and BSD 4.3, although it compiled fine
> under SunOS 4.0.3.
>
> I found an updated server, along with the Mac UW, at emx.utexas.edu,
> in the directory /pub/mnt/source/mac/uw-4.2.
>
> This has been working very well for me.

This is correct. I was using the Mac server on a Sun 4 (using SunOS 4.1.1 I think) with no problems. I don't log into the Sun 4 anymore so I don't know how well behaved it is now. I was under the impression the the uw port for the ST is several revisions behind the Mac's so that might be your problem.

Cheers,
Chris

3833. Spectre and the Mac Comm Toolbox

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 18:34:10 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Oct10.143411.16278@newstand.syr.edu>
Source record: 216448

I don't know about the technicalities of this, but I was
wondering if Spectre reliably access the Mac Communications
Toolbox? Alternatively, does anybody know if "point" software
on the Mac to access Fido-net BBSs will work under Spectre?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

3834. Gdos Devicedrivers

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 19:38:30 UTC
From: wong@opal.cs.tu-berlin.de
Message-ID: <1992Oct10.193830.9599@cs.tu-berlin.de>
Source record: 216492

I want to create an G3-image devicedriver for gdos.
But I think it is not nescasary to rewrite a whole new driver,
theere are only few things to modify and to add, iE the encoding
stuff has to be added, the resolution has to be changed but that would
be all... But where do I find the Source for this type of stuff

Thanks
Wolfgang
PS: Please respond by mail
a

3835. Re: SCSI II on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 19:52:48 UTC
From: adamd@rhi.hi.is
Message-ID: <5411@krafla.rhi.hi.is>
Source record: 216493

In <1160@mwuk.UUCP> tony@microware.co.uk (Tony Mountifield) writes:

>Well, if the above pinout is correct for the Falcon this will be a BIG
>gotcha. The SCSI-2 standard defines pin 11 as being at GND, and a
>couple of SCSI disk drive manuals I have checked at random both have pin
>11 at GND. I sure hope pin 11 is not *really* at +5 on the Falcon, else
>almost all SCSI devices will need a special cable to disconnect that pin.

Don't be silly, if there is such an error on the board, it could be fixed
in 5 minutes with simple tools. Sounds more like a typo in the diagram though.

Otherwise it is a perfect third-party opportunity for an adapter unit :-)

--
Adam David (adamd@rhi.hi.is)

3836. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 21:07:09 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <BvxBzy.LLy@watserv1.uwaterloo.ca>
Source record: 216494

In article <FFLFsB4w164w@cellar.org> darling@cellar.org (Thomas Darling) writes:
>Then Brodie needs to get a grip. Musicians who work with MIDI use the
>computer for sequencing because of the graphical interface, ease of editing,
>etc -- none of which we need live. Once your sequence has been created and
>edited to your satisfaction on a computer, you can dump it to a cheap
>hardware sequencer that will suit your needs fine.

Well, maybe not you but I certainly do. I cart my 520/sm124 and
hard disk to my gigs and all my gear and sequence live... its the only
way to live. I need the features of Notator in my live shows; a hardware
sequencer just wouldn't cut it.

>
>In this day and age, when you can buy an Alesis Data Disk for $400 that is
>road-worthy and fits in one rack space, there's a scant handful of people
>who would rather haul a fragile $1300 computer and monitor to live venues.
>A notebook computer, perhaps, but not a full-size machine.

I plan on packaging my system (computer and disks) into a rack case.
This is reduce the number of boxes and wiring and also make for a more
secure system.

Brett Maraldo
Plexus Productions
'Where analogue meets digital... and wins!'

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

3837. Re: Tramiel's got the spirit (was: New Mac Prices)

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 21:28:45 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct10.212845.27452@zooid.guild.org>
Source record: 216495

kim@vax.mpiz-koeln.mpg.dbp.de writes:
>In <BvuLD4.At7@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>
>>In <1992Oct7.130423.15499@zooid.guild.org> Mark Kovarski <kovarski@zooid.guild.org>
writes:
>
>>[Stuff deleted about PowerPC and such]
>
>>>The best thing for Atari Corp. is to sell the company to _RESPONSIBLE_
>>>people that really care about the company.
>>... and turn it into the umpteenth MS-DOS clone company. No thanks. I
>>read somewhere that Tramiel said "We'd rather go bankrupt than make
>>boring PC-clones." (or similar). Now THAT's an attitude.
>
>Yes, that's the spirit! I like it. After all, Atari may have
>marketed their machines in an unprofessional way, but the
>computers themselves are just great. Therefore, the least thing
>Atari and we need is Atari discontinuing the ST-TT-Falcon
>computer line and turning around to make boring clones or even
>succumb to that Apple hype.
>
>Greetinx, Jan
>
> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
> | |
> *----=< hierarchical systems are for files, not for humans >=-----*

Who said turning it into a PC company? Maybe you people are not aware of
the fact that Atari used to manufacture clones. If Tramiel really said,
" We'd rather go bankrupt than make boring PC-clones," he must be the
biggest idiot I ever came across. He made boring PC clones, that's why
they discontinued them. They couldn't compete so they decided to run
the other direction and try with the STE/TT/Falcon again. Who is
Tramiel kidding? If he would have made money with the PC, they would
forget the ST completely and move to the PC because that's where the
big money is. It didn't work.....

Jan, no offense but I just read in "Electronics" magazine that germany
has the highest piracy rate in the world. ;-)

I assume that - The Moral von der Geschicht, halbe Eier rollen nicht...

Mark K.
Flames to dev/null.

Fan Mail to kovarski@zooid.guild.org

3838. Re: GIF viewers

Newsgroup: comp.sys.atari.st
Date: 1992-10-10 22:55:53 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct10.225553.10016@beaver.cs.washington.edu>
Source record: 216496

In article <1992Oct10.095909.162192@zeus.calpoly.edu> rfritz@zeus.calpoly.edu (Ryan E. Fritz) writes:
>
>Are there any good GIF viewers? I have been converting GIFs to SPC format
>for quite some time, but would like to be able to view GIF files without
>having to convert them first. Any ideas or suggestions would be welcome!
>Thanks.

Try GemView, it supports over 20 different image types and will also support TT resolutions or graphics cards (like Crazy Dots, for example), and hopefully Falcon resolutions too. It also runs as a desk accessory and seems to be a well-written program. It's available on atari.archive under the Graphics directory.

>
>--
> +-------------------------------+---+
> | rfritz@poseidon.calpoly.edu | "Just like a car crash, just like a knife, |
> | Ryan E. Fritz | my favorite weapon, is the look in your |
> | Cal Poly, San Luis Obispo, CA | eyes... You ran out of lies!" MINISTRY |

Ben Gilbert
bgilbert@cs.washington.edu

3839. ATARI COMPUTER WISH LIST

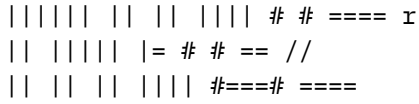
Newsgroup: comp.sys.atari.st
Date: 1992-10-11 00:40:02 UTC
From: oyakea@warren1b.its.rpi.edu
Message-ID: <gkxzv5n@rpi.edu>
Source record: 216497

******** ATARI COMPUTER WISH LIST **********

As Atari Users, don't you ever see products available for other computers that you wish you could have on your ST. And aren't there things you wish you could do on your ST. Well here's my list of products I would like to see on my ST (please note for any replier I PLAN TO BUY A FALCON);

1) A decent scalable font system compatible with all postscript standards.
2) A decent expansion bus (e.g. VME etc) on more of the ST line besides the TT and Mega STe.
3) A true bi-directional Parallel port.
4) More software releases such as ATM, Pagemaker, CD-Rom software.
(N.B. ATM and Pagemaker are very good packages).
5) At least one University level Math or/and Cad Program such as Mathematica, Maple, Math-Cad, AutoCad, ProEngineer...
6) Upgradeable video route... at least a standard of upgrading an ST's video.
7) At least one 24bit graphics board.
8) At least one 040 accelerator (damn even the A500 has one).
9) At least some C++ compatible compiler.
10) YES!! Multitasking (I use a Sun and can't live without multitasking).
Think of running an application and then needing to list a directory or
have a file print in the background (e.g. text file), or even a comm
program running.
11) More major third party support. Since when did a company like Canon/Lotus
support the ST in any way.
12) BTW!! DOES ATARI USE ST's IN HOUSE ?????
13) MORE ST Magazines or at least some on racks.
14) An ST commercial on MTV.
15) An IBM/Mac emulator from ATARI (well maybe).
16) A UNIX Variant: if a 68010 Sun could run Unix back then, whats the problem?17) A Toaster beater.
18) An Atari Helpline with 1-800 number.
19) Customizable Desktop (have you seen MOTIF ?).
20) Decent CD-Rom packages for the ST.
21) More ST dealers, service people, and software retailers.
22) ST fairs in major Cities like New-York and L.A., why should London have all the fun ??
23) A bigger case for the Falcon030, with VME, two proc.direct slots and CPU module.
24) For Computer biggies a Multiprocessing HUB with the features of the ATW display postcript, and more (this is a wild dream alright !!).
25) Adds for ST games on T.V.
26) A remake of the mega STe (68000),but merged with a 386, with AT slots, this will attack the PC market as well as well as people who need both systems.- I KNOW THIS VERY POSSIBLE.
27) More ATARI communication with users.

28) The major reprimand of ATARI higher ups for any screw-ups.



Keywords:

3840. SM147 : How Good?

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 00:54:44 UTC
From: antony@milton.u.washington.edu
Message-ID: <antony.718764884@milton>
Source record: 216498

It looks like my SM124 high rez monitor may be about to bit the dust and
I'm looking at my options for a replacement.

One possibility is to try and pick up another used SM124. But I've also
been thinking about getting the new SM147. I've only seen these monitors
a few times, and now the local dealers are either out or ...out-of-business.
Is there a general consensus about how good the SM147 is? I like that it's
got a larger display, but I wasn't pleased to see the screen develop interference lines
whenever the disk drive was accessed. Perhaps this monitor was
reviewed in a magazine I could still get my hands on...?

One other option is to get a multi synch monitor. Any recommendations
here? Controls on the front would be important.

THanks in advance for any info on this...

Tony

antony@u.washington.edu

I'M NOT GOING BALD, I'M JUST GROWING TALLER THAN MY HAIR

3841. Re: SM147 : How Good?

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 03:38:52 UTC
From: rosenkra@convex.com
Message-ID: <1992Oct11.033852.21572@convex.com>
Source record: 216499

In article <antony.718764884@milton> antony@milton.u.washington.edu (Anthony Hand) writes:
>One possibility is to try and pick up another used SM124. But I've also
>been thinking about getting the new SM147. I've only seen these monitors
>a few times, and now the local dealers are either out or ...out-of-business.
>Is there a general consensus about how good the SM147 is? I like that it's
>got a larger display, but I wasn't pleased to see the screen develop
>interference lines whenever the disk drive was accessed. Perhaps this
>monitor was >reviewed in a magazine I could still get my hands on...?

i am sitting in front of an SM147 as i write this. it sits on a mega4 ST
which sits on a toadfile 130 hard drive which sits on a power director.
next to this "stack" is an SH204 drive. i don't have any interference
problems. i got the 147 for the same reason: my last SM124 went bad. i now
have 2 or 3 of them in boxes. your interference might come from a power
or DMA cable too close to the monitor cable. i am not a EE and only know
enough about RFI to avoid problems (eg if cables must cross each other,
do it at right angles, etc).

visually, the SM147 image is noticably larger than the SM124. you can adjust
the aspect ratio and i have mine set to about 160mm high and about 245mm wide
for a diagonal image of about 290mm. this is about 15% larger than the 124
and it is easier to read when about 2.5 feet from the screen. when i first
got it, it appeared to be somewhat less crisp than the 124 (noted for its
excellent image quality) but now i am totally used to it and its larger
size more than makes up for any perceived softness in image. note that i
don't use the desktop (being in the CLI camp and using the system mostly as
a vt100 with uniterm) so the black text on paperwhite SVGA is good. on the
rare occasion where i display images on the screen, the larger image makes
dots appear slighly farther apart. the quality of images displayed with
my mgif program (which rapidly changes between screens using the so-called
"flicker" technique) are not as good at the same viewing distance. moving
back a foot or two helps. since this represents less than 1% of my use of
the system, it is no big deal for me.

there are controls on the front for power (push button), brightness and
contrast. there are controls on the back for focus, positioning, and aspect
ratio (small knobs which is better than holes for a screwdriver). the cable
on mine is permanently attached to the monitor.

the big problem with the monitor is the lack of any audio capability.
i was considering trying to figure out how to add a small amp/speaker, but
i suppose i'll get a falcon before i get sound for the 147.

some atari dealers will allow you to trade in the SM124 for the SM147.
by trade in i mean they will give a discount on the new monitor.
i bought my 147 at Toad (when i lived in MD) but i kept that SM124 hoping

that someday i could get it (and possibly the others i have) repaired.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3842. Is there a good real-time MOD player for an ST user?

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 03:49:22 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1687C140F2.C556212@mizzou1.missouri.edu>
Source record: 216500

I really love MODs!! I have about 20 Megs of 'em and growing! (anyone interested?? I'd like to share).
Now, I like the sound quality of Noise Tracker 1.5. By far it is the best I have heard. I have tried Paula 2.0b with Petra driver. The sound quality was less than desirable, but the speed was perfect. I also tried MPLAY 1.3 but the speed was too slow. NoiseTracker was too fast. I feel like Goldilocks here! Does anyone have the MOD player/editor that is just right? Something with the quality of NoiseTracker but the speed compatibility of Paula. I have only heard of PD/shareware MOD editors/players, are there any commercial ones?
Thanks in adv.
Jeoff Hines c556212@mizzou1.missouri.edu

3843. Re: Something about MTOS and TOS 4.0...

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 04:04:48 UTC
From: wilsont@orac.holonet.net
Message-ID: <BvxvC1.Hq2@iat.holonet.net>
Source record: 216402

7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>In article <Bvvw8r.D7v@iat.holonet.net>, wilsont@orac.holonet.net (Timothy Wilson)
writes:
>> Multi-TOS is a rewrite of the AES. It of course handles all the multi-tasking
>> stuff, But, It Does not include the animated icons, new VDI, etc
>> thats TOS 4.0.

>Don't believe this.
uh oh....

>This is probably information based on rumor based on someone who saw a
>bootleg copy of an old version of the beta test MultiTOS. There are
>some pirate copies of MultiTOS floating around. I've had several people
>in fact write to me with concerns based on this MultiTOS. I can't comment
>on details, but suffice it to say that everything I've heard indicates
>that the bootleg MultiTOS is really out of date. MultiTOS has changed
>a lot, and is still changing.

so multi-tos includes the new graphic enhances as well?
multi-tos and 4.0 mean the same thing? are they "inseperable"?
whats the story?

I have never seen the bootleg copy,I heard this from a developer.
but since you wrote the original, I definately believe you.

Timothy "oops again" Wilson
wilsont@ somewhere else soon.

3844. if there was an Atari Online network....

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 04:16:22 UTC
From: wilsont@orac.holonet.net
Message-ID: <BvxvvB.I5G@iat.holonet.net>
Source record: 216401

If there was say... a network/information service designed around the
ST, vt-52/IGS interface, A mirror of A.A., multi-player games(for the atari
of course) real time conferences etc...

Who out there would use it...
(like 15 bucks a month or so flat rate)

instaead of sharing the network with otehr interests, it would be just
the biggest group of atarians.
or hoping around to all of the other services.

this is sorta market research...
IOW, don't expect anything :)

posts or email,
wish lists invited.

3845. Re: Falcon in Holland

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 07:49:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10590@uqcspe.cs.uq.oz.au>
Source record: 216405

Peter.Kocourek@p13.f112.n100.z60.wlink.nl (Peter Kocourek) writes:

>In a message of <04 Oct 92 22:06:26>, Hendrik Jan Veenstra (60:100/1) writes:

> HJ> why force customers to buy
> HJ> some dreadful 52 Meg HD? (which probably is a Seagate...?! ^**%$
> HJ>
> HJ> Hendrik "I like my 210M Quantum :)" Jan

>Peter "I like my 210M Maxtor" Kocourek. :-)

Stop the Seagate bashing!

--
Warwick "I love my 248M Seagate" Allison. :)
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

3846. Re: Falcon040 to have 96002 DSP???

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 08:17:01 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Oct11.081701.7932@rhrk.uni-kl.de>
Source record: 216407

rjwalsh@maths.tcd.ie (Robert Walsh) writes:

>I read in a posting in comp.dsp that the Falcon040 will have a
>Motorola 96002 dsp in it. Has anyone heard any other rumors
>about this? If it is true, the the Falcon040 would be a _VERY_
>nice machine...
There aren't any official statements about the F040. At the moment even the
F030 isn't available (on the CSS show in Collogne this weekend you could see
Falcons but you couldn't buy them). So why spreading rumours about the F040
when even the F030 isn't available?

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

3847. Re: gas-syntax

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 08:24:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10591@uqcspe.cs.uq.oz.au>
Source record: 216406

HAEBLER@DMSWWU1A.UNI-MUENSTER.DE writes:

>does someone know where I can find a doc about the GNU assembler
>syntax?

The document "GCC for the Atari ST" by Frank Ridderbusch (available somewhere in the Gnustuff/Tos dir of a.a) has the following information...

Don't use a "." for .l, .w, .b size modifiers. Just omit it.

Below are some examples illustrating all the diferences in EA syntax.

```
MOTOROLA MIT (GAS) C meaning
-------- --------- ---------
#1000 #1000 1000
d0 d0 d0
a0 a0 a0
(a0) a0@ *(a0)
(a0)+ a0@+ *(a0++)
-(a0) a0@- *(--a0)
1000(a0) a0@(1000) *(a0+1000)
100(a0,d0.w) a0@(100,d0:w) *(a0+100+d0)
(a0,d0.w) a0@(d0:w) *(a0+d0)
???? a0@(100,d0:w:4) *(a0+100+d0*4) (68030 only)
???? a0@(100)@(200,d0:w:4) *(*(a0+100)+200+d0*4) (68030 only)
???? a0@(100)@(200) *(*(a0+100)+200) (68030 only)
1000 1000:w *(1000)
```

Literal values are as in C. Eg. $ff00 becomes 0xff00

"|" or "#" masrks comments (but use "|", to avoid confusing preprocessor).

"local labels" can be used:

```
...
bra d5,0f | Branch FORWARDS ('f') to 0
0: | A local label (single digit)
...
dbra d5,0b | Branch BACKWARDS ('b') to 0
```

Pseudos...

```
= As per Motorola "equ"
.text Switch to TEXT segment
.data Switch to DATA segment
.bss Switch to BSS segment
.abort
.align 5 Align to 2^5 byte boundary
```

```
.ascii "foo" String data
.asciz "foo" '\0' terminated
.byte 1,2,3 Byte data
.globl ID1,ID2,... Give ID1, ID2, ... external scope
.int 1,2,3 Integer (4-byte) data
.short 1,2,3 Short (2-byte) data
.space 5,3 Same as .byte 3,3,3,3,3
```

For more details, grab the document from atari.archive.umich.edu. It should be called "gcc.doc", or some such.


```
--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
\_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /
```

3848. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 12:37:13 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <memo.675924@cix.compulink.co.uk>
Source record: 216408

In article <4353@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) writes:
>
>So, anyone in the UK want to tell us if the Falcons are shipping? Glen,
>you and I still can't buy one -- unless you want to order it from overseas.

There haven't been any advertisements or announcements as of 10th October.

Keith
****
* Keith Jackson - kjackson@cix.compulink.co.uk *
* - 2:250/413.4@fidonet.org *
* -90:104/109.0@nest.ftn *
****
* Rock testing is a smashing job. *
****

3849. Re: Falcon in Holland

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 13:45:30 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.718811130@groucho.phil.ruu.nl>
Source record: 216412

warwick@cs.uq.oz.au (Warwick Allison) writes:

>Peter.Kocourek@p13.f112.n100.z60.wlink.nl (Peter Kocourek) writes:
>>Hendrik Jan Veenstra (60:100/1) writes:
>> HJ> why force customers to buy
>> HJ> some dreadful 52 Meg HD? (which probably is a Seagate...?! ^**%$
>> HJ>
>> HJ> Hendrik "I like my 210M Quantum :)" Jan

>>Peter "I like my 210M Maxtor" Kocourek. :-)

>Stop the Seagate bashing!
>Warwick "I love my 248M Seagate" Allison. :)

Well, since you live in Australia, I guess you can't help it... ;-)
(OK, this is noise, I know.. just couldn't resist...)

Hendrik "I love my vacuum-cleaner too" Jan

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3850. Re: ATARI COMPUTER WISH LIST

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 13:47:27 UTC
From: jartsu@vipu.hut.fi
Message-ID: <JARTSU.92Oct11154727@lk-hp-12.hut.fi>
Source record: 216416

In article <gkxzv5n@rpi.edu> oyakea@warren1b.its.rpi.edu (Amalaye Oyake) writes:

> 2) A decent expansion bus (e.g. VME etc) on more of the ST line
besides the TT and Mega STe.

MegaST has the MegaBus, and there are lots of cards available for it.

> 4) More software releases such as ATM, Pagemaker, CD-Rom software.
> (N.B. ATM and Pagemaker are very good packages).

Calamus can beat the combination ATM&Pagemaker easily.
There is CD-ROM stuff for Atari too. MetaDOS is available for
connecting&using almost any SCSI CD-ROM.

> 5) At least one University level Math or/and Cad Program such as
Mathematica, Maple, Math-Cad, AutoCad, ProEngineer...

Needs a TT to be efficient enough...

> 6) Upgradeable video route... at least a standard of upgrading an
ST's video.

There is a wide variety of Graphic adapter boards for ST&Mega
available.

> 7) At least one 24bit graphics board.

There are some.

> 8) At least one 040 accelerator (damn even the A500 has one).

coming right up! One German company is about to release one.

> 9) At least some C++ compatible compiler.

Isn't there?

> 10) YES!! Multitasking (I use a Sun and can't live without multitasking).
> Think of running an application and then needing to list a directory or
> have a file print in the background (e.g. text file), or even a comm
> program running.

Fully possible. Just install MiNT or Minix to your ST.

> 11) More major third party support. Since when did a company like Canon/Lotus
> support the ST in any way.

You live in the wrong coutry or you haven't checked overseas yet...
In Germany companies like Kodak have worked together with Atari to
provide a professional full color DTP setups based on TT. And this is

only one example...
All these products are available, you just have to get them overseas,
because there aren't enough markets for such systems to set up a
distributor in the US.

> 12) BTW!! DOES ATARI USE ST's IN HOUSE ?????

Hmm, if we say Ataris, they do. Not just (or at all) STs, but MegaSTs,
MegaSTEs, TTs and some Falcons too. The basic ST is too old...

> 13) MORE ST Magazines or at least some on racks.

Find out about European magazines and subscribe one. If you can read
german, you should try TOS, ST-Magazin or ST-Computer. These are not
for game maniacs or people who have their atari mainly for
recreational purposes, these are for productive and professional
users.

> 14) An ST commercial on MTV.

with Falcon, maybe...

> 15) An IBM/Mac emulator from ATARI (well maybe).

But there are! Spectre GCR makes your Atari to be ewen better Mac than
some real Macs are!
Vortex can provide you 386sx with fast-RAM etc, SuperCharger and Delta
Modul provide you fully compatible AT-slots!

> 16) A UNIX Variant: if a 68010 Sun could run Unix back then, whats
the problem?

There is a Sys V r.4 for TT

> 19) Customizable Desktop (have you seen MOTIF ?).

Well, not like MOTIF, but close. Have you tried Gemini or NeoDesk?

> 21) More ST dealers, service people, and software retailers.

Again, wrong country. Nobody over there has both, that kind of money,
and the idea & faith to market Atari so that it will rise enough.

> 22) ST fairs in major Cities like New-York and L.A., why should
London have all the fun ??

Visit Dusseldorf Germany next year. The biggest Atari fair in the
whole world, dozens of companies, thousands of people and hundreds of
products.

> 23) A bigger case for the Falcon030, with VME, two proc.direct slots and CPU
> module.

Atari is redesigning the case...

> 24) For Computer biggies a Multiprocessing HUB with the features of the ATW
> display postcript, and more (this is a wild dream alright !!).

Falcon 040 with it's multiple DSPs is enough for a lot...

> 25) Adds for ST games on T.V.

Is it worth it?

> 26) A remake of the mega STe (68000),but merged with a 386, with AT slots,
> this will attack the PC market as well as well as people who need both
> systems.- I KNOW THIS VERY POSSIBLE.

A remake of the MegaSTE with better CPU (68030) and SVGA (1024x768
8bit) level display technology. Who needs Intel?

> 27) More ATARI communication with users.

Please explain with examples.

--
* Jari Lehto * Voice 90-387939 * Email Jari.Lehto@hut.fi *

3851. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 14:20:57 UTC
From: u0h36@seq1.keele.ac.uk
Message-ID: <Bvynuy.D5I@gabriel.keele.ac.uk>
Source record: 216411

From article <memo.675924@cix.compulink.co.uk>, by kjackson@cix.compulink.co.uk (Keith Jackson):
>
> In article <4353@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) writes:
>>
>>So, anyone in the UK want to tell us if the Falcons are shipping? Glen,
>>you and I still can't buy one -- unless you want to order it from overseas.
>
> There haven't been any advertisements or announcements as of 10th October.
>
> Keith

Yes there has - Gasteiner are selling them (see STF / STU or whatever)

Adam

3852. Falcon in Sweden

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 14:58:27 UTC
From: mikhil@ida.csd.uu.se
Message-ID: <mikhil.718815507@ida>
Source record: 216415

Has anyone heard which company will be the new generalagent
for Atari here in Sweden ? It seems to take years before they
have decided. I could buy my Falcon from another country though
but it is always nice to see the thing with your own eyes before
you buy it, to be sure that it holds up to its promises.

Mikael Hillborg, Computer Sciencestudent at

```
__ __ _
| \ / / \
| | __ | \_
| |/ \ | \
|__/ \__/ \__ \_/ Department of Computer Systems,
University of Uppsala, Sweden
```

email: mikhil@student.docs.uu.se

3853. Re: Something about MTOS and TOS 4.0...

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 15:26:40 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct11.112640.1@uwovax.uwo.ca>
Source record: 216413

In article <BvxvC1.Hq2@iat.holonet.net>, wilsont@orac.holonet.net (Timothy Wilson) writes:
> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>
>>In article <Bvvw8r.D7v@iat.holonet.net>, wilsont@orac.holonet.net (Timothy Wilson)
writes:
>>> Multi-TOS is a rewrite of the AES. It of course handles all the multi-tasking
>>> stuff, But, It Does not include the animated icons, new VDI, etc
>>> thats TOS 4.0.
>
>>Don't believe this.
> uh oh....

> so multi-tos includes the new graphic enhances as well?
> multi-tos and 4.0 mean the same thing? are they "inseperable"?
> whats the story?

I honestly don't know what the final version of MultiTOS is going
to look like, and even if I did I wouldn't be able to say.
I do know that MultiTOS is still under development, so nobody outside
of Atari knows for sure what the final version will look like (and
quite possibly nobody inside of Atari knows, either :-))

From what I've heard on GEnie, 4.0 and MultiTOS are not "inseparable";
the single tasking TOS on the Falcon will have the new desktop
enhancements. But I don't have any particular inside information on
this, just what I've read.

> but since you wrote the original, I definately believe you.

Just to clarify: I wrote MiNT, which is a part of MultiTOS. I didn't
have anything to do with the desktop or AES enhancements of MultiTOS,
nor am I presently an employee of Atari (so nothing I say should be
viewed as being in any way "official"!).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3854. Re: Is there a good real-time MOD player for an ST user?

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 16:02:31 UTC
From: vicb@clark.edu
Message-ID: <1992Oct11.160231.3943@clark.edu>
Source record: 216414

In article <1687C140F2.C556212@mizzou1.missouri.edu> C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
>
>Goldilocks here! Does anyone have the MOD player/editor that is just right?
>Jeoff Hines c556212@mizzou1.missouri.edu
>
Well, I would have to recommend Jukebox; I think it's on a.a. I haven't tried Paula so I can;t compare, however there are a couple of .mods I have that won't play correctly on anything but Jukebox. It's not an editor, just a background desktop accessory. You can do some stuff while it plays in the background, and if you run a program that takes too much processor time it will stop playing rather than slow the tune down.

Victor Bruhn
vicb@clark.edu

3855. Re: Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 16:21:59 UTC
From: jad2433@ritvax.isc.rit.edu
Message-ID: <1992Oct11.162159.15568@ultb.isc.rit.edu>
Source record: 216365

Yes Spectre fans, I too have had a hard time getting through to Dave Small
I would guess he has,
A; Bugged out and is on hold for a while, not willing to address the public,
B; OR, and most likely, he is really getting to busness and trying to get
out more of his SST boards, and a software upgrade.

Lets hope its B

I have spectre 128, and a MegaTalk Board which I have some interesting
stories about, If you care to start up a diaalog about it I'm willing.
I'd also be willing to buy a used "working" GCR cartridge from someone,
without the rom's, if there is such a person out there.

If you know a Mac harddrive that will actually start up with MegaTalk SCSI
(all do not) in Mac mode, I'd like to know that as well.

Thanks Justin

3856. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 16:24:02 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct11172402@SunLab42.essex.ac.uk>
Source record: 216304

In article <Bvynuy.D5I@gabriel.keele.ac.uk> u0h36@seq1.keele.ac.uk (Adam Turnbull) writes:
From article <memo.675924@cix.compulink.co.uk>, by kjackson@cix.compulink.co.uk (Keith Jackson):
|>>
|>> In article <4353@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) writes:
|>>>
|>>>So, anyone in the UK want to tell us if the Falcons are shipping? Glen,
|>>>you and I still can't buy one -- unless you want to order it from overseas.
|>>
|>> There haven't been any advertisements or announcements as of 10th October.
|>>
|>> Keith

|>Yes there has - Gasteiner are selling them (see STF / STU or whatever)

No, Gasteiner are _advertising_ them!

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

Live long and prosper.

3857. I guess no one knows how to program a desk accessory?

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 18:09:20 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1b9qkgINNm89@usenet.INS.CWRU.Edu>
Source record: 216417

I need info on programming DA's. What language should I
use to do it with? Do I need a developer's package? Can it be
done relatively easy (as my experience is limited to programming
with GUI's.) Please respond if you know anything.

Thank you all,
George II Lenzer

--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

3858. MIDI sysex info needed

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 18:12:08 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1b9qpoINNmd1@usenet.INS.CWRU.Edu>
Source record: 216418

I want write a short program for sending and recieving
sysex data. I am aware of programs like STMIDIEX, but I need
something where I can type sysex codes within the program and
send them. I haven't seen anything like this which is why I wish
to make one myself. Any suggestions?

--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

3859. Jeff K. in S.F. Bay Area

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 18:50:33 UTC
From: rkaczano@dante.nmsu.edu
Message-ID: <1992Oct11.185033.10681@nmsu.edu>
Source record: 216423

Hi, I'm looking for Jeff K. out in the S.F. Bay Area. Jeff (an avid Atari User), if you read this, contact me (we were in the Bay Area Atari Users Group!).

-Rob

3860. Re: copying files from SPARC to AT

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 20:24:00 UTC
From: Ralph_Steins@bn.maus.de
Message-ID: <A6510@BN.maus.de>
Source record: 216337

etlgtme@etlxd20.ericsson.se am Fr, 09.10.92 16:14 in CS.ATARI
e>Can anyone tell me how its done ??

All you need is a working 'tar' for your ST. Format a floppy disk on your ST
and put into the drive of the SPARC-station. Then use the 'tar'-command of
SUN-OS to copy the files to the disk ('tar -cfv /dev/rfd0c *.c' for example, if
rfd0c is the name of the floppy drive).
Finished, you put the disk into your Atari and use 'tar -xv' to extract the
archive from the disk. (You need to have a harddisk and a commandline
interpreter to do it exactly like this).

Greetings,
Ralph

3861. Pandora BBS's lastuser.log file

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 20:45:41 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <uiZHsB1w165w@comtch.spk.wa.us>
Source record: 216420

Does anyone know the structure of Pandora's lastuser.log file? I need to hack up a fossil driver for it, so I can run Space Trader... In fact, any structure info for any BBS would be nice to have, I'd like to make a generic fossil driver that will pretend to be any BBS you want. So far, I have Forem and STar-Net's formats.

Gee, 'twould sure be nice if all the BBS's used one door file format, like the PCs do... <sigh>

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

3862. Re: I guess no one knows how to program a desk accessory?

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 21:10:11 UTC
From: rvenable@helix.nih.gov
Message-ID: <1992Oct11.211011.22325@alw.nih.gov>
Source record: 216410

In article <1b9qkgINNm89@usenet.INS.CWRU.Edu> an938@cleveland.Freenet.Edu (George II Lenzer) writes:
>
> I need info on programming DA's. What language should I
>use to do it with? Do I need a developer's package? Can it be
>done relatively easy (as my experience is limited to programming
>with GUI's.) Please respond if you know anything.

I know that OSS Personal Pascal, Prospero FORTAN, and Megamax Laser C all allow writing desk accessories. A developer's package is not needed. A normal GEM program can be converted to an accessory with the addition of a couple of calls to (a) set aside memory for the ACC and (b) put the ACC name into the desktop menu. That is the recommended way to develop an ACC; do it as a GEM .PRG first. I have also seen programs that can run as either a standalone .PRG or an .ACC by simply renaming the file; a .PRG must bypass the calls mentioned above.

3863. Re: Falcon in Sweden

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 21:10:22 UTC
From: f90-jos@nada.kth.se
Message-ID: <1992Oct11.211022.3122@kth.se>
Source record: 216421

```
In article <mikhil.718815507@ida> you write:
>Has anyone heard which company will be the new generalagent
>for Atari here in Sweden ? It seems to take years before they
>have decided. I could buy my Falcon from another country though
>but it is always nice to see the thing with your own eyes before
>you buy it, to be sure that it holds up to its promises.
>-----------------------------------------------------
>
> Mikael Hillborg, Computer Sciencestudent at
> __ __ _
> | \ / / \
> | | __ | \_
> | |/ \ | \
> |__/ \__/ \__ \_/ Department of Computer Systems,
> University of Uppsala, Sweden
>
> email: mikhil@student.docs.uu.se
>-----------------------------------------------------
>

Unfortunately there will probably be no "generalagent" in Sweden before
christmas :-(

Johan
```

3864. Help me with my HD backup, I want standard compression...

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 22:25:04 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1687DF4F0.C556212@mizzou1.missouri.edu>
Source record: 216419

I want to back up my hard drive using LHarc, or Zoo or something. All
I have found are programs that do a "special" (non-standard) compression
or programs that don't do compression at all.
Really what I want is a program like (shareware) Multiarc from A.A. except
that it runs in reverse. Is there a shell that will archive multiple
filenames and keep the original program name (except for the extension, of
course)? I could do it by hand, but I want to do my entire 65 Meg HD, which
would suck.....
Thanks in advance...

Jeoff Hines c556212@mizzou1.missouri.edu

3865. Re: Xwindows on TT (Re: Falcon 040 / Windowing UNIX)

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 23:27:42 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.GwJZvI8R0to@marsu.tynet.sub.org>
Source record: 216428

In <oepQnzK00awAEXBmhS@andrew.cmu.edu>, Stefan Monnier writes:
> I wrote:
> > BTW, the Falcon030 is definetly no machine (compared with 486, 68040 or RISC
> > CPUs) with enough performance for Unix or X11.
>
> Do you remember that time when sun could only count up to 3 ?
> Yes, it was unix and X and it was powered by a 68020 !
>
> I haven't seen a sun2 (=68010), but I've heard they also come with X.
>
> Of course it's not as fast as a R4000 or HyperSparc or whatever,
> but it runs and surprisingly is not that slow !
Don't compare computers of the current generation with ones out of date.
Once, the 68000 was the most fantastic CPU in the world. Now this is the
Nineties. The development was really fast, so I cannot go and feel high
just because a machine can run X at all. If I think of X on a Linux based
386/33 8 MB PC clone, my eyes get wet from the bare performance of this
equipment. I do not believe that a Falcon 030 could compete with it.

> Don't forget that the speed you feel with X is generally more a
> question of responsiveness than of Mips. VM is no good for
> responsiveness. That's why less powerful processors can run
> X with reasonable speeds (well, the comfort is not excellent,...)
> if they don't use too much of VM
I still wonder why Atari SysV / Motif on the TT is so many times slower
than X11 on a Sun 3/50.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Any kind of work is a little death. << -- ALF

3866. GNU C++ Game Library - users wanted (need G++)

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 23:33:15 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10597@uqcspe.cs.uq.oz.au>
Source record: 216425

Anyone wanting to try out my C++ game library, please reply, and I'mm
give details for getting it. All sources, and .olb included.

The library is called "AMS" - Atari Machine Specific library. It's not
TOTALLY dedicated to games, but they are usually machine-specific for
efficiency reasons.

AMS includes:

Block Maps (32 pixel, 16 pixel, colour or monochrome)
CrackArt and Degas picture IO
Double Buffering
Sprites (16/32 pixel wide, preshifted/not, colour/monochrome)
Fast Counters (for scores, etc)
Joysticks
Resolutions
Screens
Sound (not sampled sound yet, but coming soon)
Timer

Manual entries included. (not nroff, but in Unix-manual style)

Some very simple examples included.

Sprite generator included ("spr") - generates anti-aliased sprites from
larger Degas/CrackArt originals - such as the rotated planes & tanks in
my Combat game.

So. Contact me if you want to try it out. It is all Free, and protected
by GLPL, so you can modify and/or pass it on. Programs written using the
library will be YOURS, your only obligation is to provide recipients with
linkable objects (eg. in library form) for you code and AMS sources when
you distribute your programs - details can be found in the "man/copying.lib"
file in the distribution. And since AMS sources are a tiny 28K compressed,
that is no hassle at all!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

3867. Re: Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 23:33:18 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.vSXsn72N0nE@harvee.billerica.ma.us>
Source record: 216449

```
In <1992Oct10.070112.20563@terminator.cc.umich.edu>, Atari Archive Robot writes:
> drwxrwx-wx jon 6144 Oct 3 22:33 ./New
> -rw-rw-rw- ftp 35552 Oct 3 22:29 ./New/ckartdoc.lzh
> -rw-rw-rw- ftp 32882 Oct 3 22:13 ./New/ckartdoc.zip
> -rw-rw-rw- ftp 15360 Oct 3 22:13 ./New/crakdoce.zip
> -rw-rw-rw- ftp 35552 Oct 3 22:29 ./New/crakdoce.lzh
> -rw-rw-rw- ftp 15360 Oct 3 22:44 ./New/crackeng.zoo

are these just duplicate copies of the crackart 1.0 english docs??

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956
```

3868. Re: Tramiel's got the spirit (was: New Mac Prices)

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 23:53:49 UTC
From: jartsu@vipu.hut.fi
Message-ID: <JARTSU.92Oct12015349@lk-hp-6.hut.fi>
Source record: 216424

In article <1992Oct11.175845.24330@news.nd.edu> jmillar@rodin.helios.nd.edu (jay millar) writes:

> I am posting this message to see if I am not alone in my opinions.

You are not alone...

--
* Jari Lehto * Voice 90-387939 * Email Jari.Lehto@hut.fi *

3869. GFA news (was: Which programming language?)

Newsgroup: comp.sys.atari.st
Date: 1992-10-11 23:54:57 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct11.235457.140086@rrz.uni-koeln.de>
Source record: 216422

In <718783211.F00001@monly.wlink.nl.wlink.nl> Peter.Kocourek@p13.f112.n100.z60.wlink.nl (Peter Kocourek) writes:

>In a message of <08 Oct 92 11:39:17>, Jan T. Kim writes:

> JT> I don't agree. GFA basic offers full access to GEM too, plus it
> JT> offers some powerful and convenient commands and functions to
> JT> handle GEM without having to worry about low level stuff (e.g. to
> JT> create a menu you just put the menu titles and items into an
> JT> array of strings and then you do a MENU x$()).

>Yes, but GFA itself is an unclean application; it does all sorts
>of horrible things the programmer has no influence over
>whatsoever. The bug list of GFA is endless. I could email it to
>you (it's in German, but your .de address suggests you won't
>mind. :-)) At least, if they finally got email working on this
>end.

As a matter of fact, it is perfecty possible to write clean GEM applications in GFA. The editor is not written in GEM (but works ok for the most part anyway), and the interpreter does some nasty tricks, but that doesn't have any consequences on your compiled program. Programs I wrote and compiled with the GFA basic 3.5 system ran on STs, TTs and a Falcon at the Atari Messe right away.
About the horrible number of bugs: I think these are in GFA basic 3.6, which is really flaky indeed. I recently called Richter, the company that is continuing the development of GFA basic, and they told me the load of bugs was mostly introduced by GFA when they introduced support of the TT's FPU. Obviously, the 3.6 system was in a kinda late beta version when the GFA folks got tired of developing it, so they just released it and discontinued their product.
But the good news is: At Richter, they are working on a new version, and according to what I was told, it will have really neat features, such as
* full MultiTOS/MiNT support
* GEM editor
* full support of accessing foreign libaries
* full transparency of data structures
They decided not to waste their time fixing the bugs in the current version, instead they're doing major rewriting of the whole system. The interpreter is expected to become available by the end of this year, and the compiler will be finished later.
They are very interested in input from GFA users at Richter, so

if you have any ideas, suggestions, remarks, bug reports etc,
please send this stuff to Richter. It will help them improve the
new GFA basic.
After my call to Richter I was left with the impression that they
are eager, serious and engaged about developing a new version of
GFA basic, and I think there's good reason to hope that GFA basic
will continue to be an excellent programming language for Atari
computers.

A good language doesn't die just because a company foolishly
decides to discontinue it.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3870. What changes in Pagestream (1.8 -> 2.2)

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 02:02:08 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2ad8dd39@p1.f44.n242.z2.fidonet.org>
Source record: 216207

As I've heard, the upgrade from my Pagestream version to PageStream 2.2 will
cost me US$75, I wonder, what has changed since version 1.8.
Can anybody tell me more about these changes? Especially, since the update from
2.1 to 2.2 is free, what changed from 1.8 to 2.1?

yours,

Benedikt

3871. Re: Petra (WAS:Is there a good real-time MOD player for an ST user?

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 04:16:59 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Oct12.041659.16362@actrix.gen.nz>
Source record: 216426

BTW - is there any chance of someone putting Petra through
comp.binaries (or whatever it is now), or sending it to
atari.archive?? Sounds interesting! (Or, if you know an FTP-site
it's available from.....)
--

3872. Re: I guess no one knows how to program a desk accessory?

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 04:20:50 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Oct12.042050.16585@actrix.gen.nz>
Source record: 216427

Using GFA-Basic (3.5E) the code for an accessory call is only about 300 bytes! Very simple to do! (Although, setting up of RAM is important, as either you lose it all, or can't use any, which is the most difficult bit, although still simple enough)

It is a VERY BASIC language, and runs a LOT faster than any other BASIC I've seen so far. (And faster than the C-programs I've seen so-far, and more compact code)

Within 2-hours of getting the thing, I'd written my own 'Show free-disk space' Desk-accessory. Quite fun actually!
--

3873. Re: Convert picture formats??? Which program?

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 06:59:30 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2AD92252.14846@news.service.uci.edu>
Source record: 216429

nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>Well, I think in the PBMPLUS package there is a program called 'giftoppm'
>which converts .GIFs to .PPM format (at least here on these Ultrix boxes
>it's available), and on atari.archive.umich.edu I recently saw an archive
>called 'ppmtoraw.lzh' (I think, could have been 'pbmtoraw.lzh'), so these
>2 should do the trick...

Exactly. In the Atari version of PBMPLUS there is giftoraw and
pnmscale, and there is a separate file for ppmtoraw. pnmscale is
needed to scale down the size of the pictures (otherwise you end up
with *really* large .raw files).
I've been using these packages to run gifs, jpegs (with DJPEG), and
other images into raw mode for PhotoChrome and the results are usually
at least 2 times better than what can be produced by a good Spectrum
converter (like DMJGIF). And this is just the SuperHAM mode (96
colors per scan line out of 4096) on a standard ST! I'd love to see
what STE PhotoChrome mode (~19k colors from ~32k palette) looks like.

In any case, There are a few things lacking. The slideshow program
provided is really horrible. It only supports drive A: (I believe)
and is severely lacking in features. Even if it was equivalent to the
standard Degas slideshow it would be better. It would be nice to have
a better slideshow program or have something like DSLIDE support PCS
files along with SPC and TNY and PI?.
It would also be nice to have a compressed mode for PCS files. If
you thought Spectrum pics were bad.... PCS pics in SuperHam mode
average about 65k. LH5 compression reduces file size very
significantly.

There are a few bugs in PhotoChrome itself (not compatible with
TOS14FIX.PRG), and it would be nice to read GIFs directly but these
can be worked around for now.
The author is providing the source to the PCSVIEW.PRG (compiles to
3k!), and it would be great to see Lexicor and other companies support
these new modes in rendering and paint software.

Anyway, remember that PhotoChrome is shareware and that if the
author gets enough support, he will be producing some very exciting
software utilizing these new modes. (What is the best way to send
money from the US to the UK anyway?).
This really is the best graphics hack since Spectrum itself.
--
Joachim Vance (The Underdog)
^~^~^~

^~^~^~

3874. Re: New Mac Prices tough on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 07:07:23 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2AD9242B.16847@news.service.uci.edu>
Source record: 216430

mauritz_c@spcvxb.spc.edu writes:
>sanders@sci.kun.nl (Sander Stoks) writes:
>>
>> ... and turn it into the umpteenth MS-DOS clone company. No thanks. I
>> read somewhere that Tramiel said "We'd rather go bankrupt than make
>> boring PC-clones." (or similar). Now THAT's an attitude.
>
>And they just might succeed (going bankrupt, that is).

C'mon Chris. You, more than anyone, should know that Atari is in
the better finincial position than they've been in for many years.
They might go bankrupt (like any company might), but it wouldn't be
soon.

--
Joachim Vance (The Underdog)
^~^~^~

3875. Another MegaSTe + for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 07:09:00 UTC
From: Jim.Beecher@f47.n282.z1.tdkt.kksys.com
Message-ID: <718876606.F00001@tdkt.kksys.com>
Source record: 216440

I want the Mono Monitor and would (perhaps) consider the MEGSTE. Please call me at (612)-228-9264. Thanks.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

3876. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 07:44:25 UTC
From: djs@jet.uk
Message-ID: <1992Oct12.074425.23030@jet.uk>
Source record: 216431

In <memo.675924@cix.compulink.co.uk> kjackson@cix.compulink.co.uk (Keith Jackson) writes:

>In article <4353@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) writes:
>>
>>So, anyone in the UK want to tell us if the Falcons are shipping? Glen,
>>you and I still can't buy one -- unless you want to order it from overseas.

>There haven't been any advertisements or announcements as of 10th October.

>Keith
> ***
> * Keith Jackson - kjackson@cix.compulink.co.uk *
> * - 2:250/413.4@fidonet.org *
> * -90:104/109.0@nest.ftn *
> ***
> * Rock testing is a smashing job. *
> ***
WRONG. Evenlode have advertised Falcons in the current Sound-on-Sound
magazine. I haven't checked whether they've actually got them in stock,
though...
--
+---+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3877. How?

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 07:52:50 UTC
From: 01mbmccabe@bsu-ucs.uucp
Message-ID: <1992Oct12.025250.10438@bsu-ucs.uucp>
Source record: 216437

In article <1992Oct7.114542.29999@gdr.bath.ac.uk>, mapmh@gdr.bath.ac.uk (M Hagger) writes:
> I too would recommend fast basic, particularly if you can get the
> cartridge version. Personally I have always found assembly language
> on the 68k series to be very easy to code and I almost always write
> pure code for my applications, but obviously this wouldn't suit
> everybody. The assembler that comes with fast basic is pretty
> adequate but not wonderful, although I find that the mix of an
> interpreted basic and machine code is perfect for program development.
>
> Mark

Something I've wondered ever since I bought my first computer (around 6th grade)....How does one go about learning to program in assembly language? There really aren't any words are there? It doesn't seem like it could be the same as learning BASIC, Pascal, or COBOL...is it?

-Matt McCabe

3878. Re: GIF viewers

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 08:14:33 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2AD933E9.17977@news.service.uci.edu>
Source record: 216434

In article <1992Oct10.095909.162192@zeus.calpoly.edu> rfritz@zeus.calpoly.edu (Ryan E. Fritz) writes:
>
>Are there any good GIF viewers? I have been converting GIFs to SPC format
>for quite some time, but would like to be able to view GIF files without
>having to convert them first. Any ideas or suggestions would be welcome!
>Thanks.

If what you want to do is look at a GIF before you convert it, I would suggest using Fastgif.prg (atari.archive /graphics/fastgif.lzh) to look at the GIFs. Fastgif allows you to view the gif within 10 seconds, and the conversion is decent. When I download GIFs I always view them first with Fastgif then convert them with DMJ.
I would suggest actually converting the GIFs if you want to view them again (if you have a vanilla ST/STE without colorboard) because SPCs take up much less room and are quicker to view and better quality than using something like GEMView.
GEMView seems more useful to those with colorboards or TTs or Falcons.

Of Course, the ultimate in ST/STE picture conversions right now is PhotoChrome, but that's a little more work.

--
Joachim Vance (The Underdog)
^~^~^~

3879. Re: german to english translator

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 08:17:46 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2AD934AA.18051@news.service.uci.edu>
Source record: 216435

esj@harvee.billerica.ma.us writes:
>is the author of ger2eng19 on the net?
>has there been an update to this program?

An upgrade of the program isn't really as necessary as an update of
the dictionary.
Can anyone upload a good German to English dictionary that they've
updated to be used with the ger2eng program?

--
Joachim Vance (The Underdog)
^~^~^~

3880. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 08:23:51 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Oct12.082351.20148@cs.hw.ac.uk>
Source record: 216438

In article <2586@devnull.mpd.tandem.com> dunham@mpd.tandem.com
(Jerry Dunham) writes:
>This morning I started out the day by sending a FAX to a friend at Motorola,
>and I couldn't help noticing the two FAXs already laying on the machine. Both
>were from Atari Texas (in Dallas) and were resumes intended for our Personnel
>department. The names involved are irrelevant, but one piece of information
>jumped out at me: both listed their most recent accomplishment as the develop-
>ment of the Falcon040!

The thing that 'jumps' out at me is that two more Atari employees are getting
out.

I'm sure a lot of parallel development has been going on at Atari WRT to the
Falcon line. This _should_ ensure a reasonable release date for the Falcon040
but the release of the Falcon030 now gives them plenty of time to gauge some
changes before then.

I think the Falcon line of computers has the potential to save Atari but only
with proper marketing. Something Atari has not done since the birth of the ST
in 1985.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

3881. Background Picture w NEODESK

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 08:27:31 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <56486@olivea.atc.olivetti.com>
Source record: 216436

Hi there,
I'm an happy user of NeoDesk (3.0), I bought it used from a friend of mine
at a very very low price (with some others stuff) and no manual, lost in
a house-moving, so now I heard that with NeodDesk is possible to replace
the boring desktop background with a picture, how I can do that ?
Is it also possible the default font ?

Thanks in advance.
Savino.

3882. FAQ: Wanted - GEM to IMG conversion program

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 08:39:51 UTC
From: mae@otter.hpl.hp.com
Message-ID: <78220001@otter.hpl.hp.com>
Source record: 216441

Address of any ftp site with a GEM to IMG image conversion program is all I'm after.

Regards,

Mark Eve.

3883. Re: Falcon040 to have 96002 DSP???

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 08:45:21 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.718879521@freyr>
Source record: 216442

sanders@sci.kun.nl (Sander Stoks) writes:

>>about this? If it is true, the the Falcon040 would be a _VERY_
>>nice machine...

>...and a VERY expensive one... :-(

The F40 of computer-land?

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

3884. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 08:56:55 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.718880215@freyr>
Source record: 216444

wilsont@orac.holonet.net (Timothy Wilson) writes:

>Hiya,

>I'm holding out for the 040, not because of the case, or keyboard,
>but that its going to be reallly fast.

Continuing our `case study': Nobody seems to have had the idea that beautiful
Falcon 040 is most likely to look like an ordinary TT, too.

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
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3885. Re: Tramiel's got the spirit (was: New Mac Prices)

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 09:01:13 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.718880473@freyr>
Source record: 216443

>>... and turn it into the umpteenth MS-DOS clone company. No thanks. I
>>read somewhere that Tramiel said "We'd rather go bankrupt than make
>>boring PC-clones." (or similar). Now THAT's an attitude.

They have always made and still are making boring PC-clones aren't they?

--
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3886. Re: Tramiel's got the spirit (was: New Mac Prices)

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 09:08:00 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct12100800@SunLab44.essex.ac.uk>
Source record: 216306

Please make your lines shorter. Gnus (which I'm using) doesn't seem able to cope with lines of more than about 500 characters and truncates your lines. Remember: the fact that you have a particular facility doesn't mean that the rest of us have.
--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

Reincarnation: life sucks, then you die. Then life sucks again.

3887. Re: Falcon in Holland

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 09:10:15 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.718881015@freyr>
Source record: 216445

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>Well, since you live in Australia, I guess you can't help it... ;-)
>(OK, this is noise, I know.. just couldn't resist...)

>Hendrik "I love my vacuum-cleaner too" Jan

I sometimes call my SH204 the `vacuum cleaner'... :) And as long as your REAL brain is OK you don't really need more than a 20 Meg Seagate and 500K cache memory.

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
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3888. Re: I guess no one knows how to program a desk accessory?

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 09:50:53 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.718883453@groucho.phil.ruu.nl>
Source record: 216446

Steven.Wells@bbs.actrix.gen.nz writes:

>Using GFA-Basic (3.5E) the code for an accessory call is only about
>300 bytes! Very simple to do! (Although, setting up of RAM is
>important, as either you lose it all, or can't use any, which is the
>most difficult bit, although still simple enough)
>
>It is a VERY BASIC language, and runs a LOT faster than any other
>BASIC I've seen so far. (And faster than the C-programs I've seen
>so-far, and more compact code)

>Within 2-hours of getting the thing, I'd written my own 'Show
>free-disk space' Desk-accessory. Quite fun actually!
>--
>

In Pure-C about 15 minutes, executable smaller than you would believe...:)
Use C - it's clean, fast and compact. Modern basics aren't too bad (I've
used Omikron for years), but C is just more flexible and 'decent'.
And writing an ACC is not at all difficult - just the same as writing a PRG.
I could send you some sample (C-) source if you want to take a look at
'how it's actually done'.

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3889. STZIP-2 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 09:54:10 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1bbi02INNhnk@golem.wcc.govt.nz>
Source record: 216439

HELP !!,

Are any of you having problems with corrupted ZIP files created
with STZIP_2...? (crc errors)

We thought at first that this was a godsend of a archive utility,
but have since found that the Devil got in there some where, so all of
us here have now droped it, any clues any one..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3890. Re: ATARI COMPUTER WISH LIST

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 10:28:53 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct12.102853.11571@email.tuwien.ac.at>
Source record: 216351

jartsu@vipu.hut.fi (Jartsu) writes:
: In article <gkxzv5n@rpi.edu> oyakea@warren1b.its.rpi.edu (Amalaye Oyake) writes:
: > 5) At least one University level Math or/and Cad Program such as
: Mathematica, Maple, Math-Cad, AutoCad, ProEngineer...
Hmmm... Riemann?

: > 9) At least some C++ compatible compiler.
:
: Isn't there?
Well, there is GNU C++...

: > 10) YES!! Multitasking (I use a Sun and can't live without multitasking).
: > Think of running an application and then needing to list a directory or
: > have a file print in the background (e.g. text file), or even a comm
: > program running.
:
: Fully possible. Just install MiNT or Minix to your ST.
Or MultiGEM, or Mag!X (both commercial products, around 200DM I think)

: > 16) A UNIX Variant: if a 68010 Sun could run Unix back then, whats
: the problem?
:
: There is a Sys V r.4 for TT
Besides, MiNT (the freeware version (or was it PD? sorry E.Smith, I keep
forgetting... :-( )) is much more POSIX-ish than most Unix-alike OSs, so it's
usually a matter of minutes to port a Unix program to MiNT/GCC.

: > 23) A bigger case for the Falcon030, with VME, two proc.direct slots and CPU
: > module.
:
: Atari is redesigning the case...
Really? Haven't heard about that... But the german company "ddd" has announced
a case for the F030 that will cost 199,- DM and will have a separate keyboard,
and the possibility to add a 2nd drive...

Marinos Yannikos

3891. Re: Summary of "which programming language"

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 10:38:13 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Oct12113422@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 216378

>>>>> On 10 Oct 92 10:14:06 GMT, sheppard_r@kosmos.wcc.govt.nz said:
> NNTP-Posting-Host: kosmos.wcc.govt.nz

> I do think you are making a very big mistake in going into Hisoft Basic 2 it
>is not a world standard like GFA and there will be very little support for it,
I could be wrong on this, but isn't Hisoft's Basic supposed to be compatible
with one of the big MSDOS basics?

> as for one thing Hisoft don't support there users, and I should know,
> I wrote to them about Bugs and Admissions in Hisoft Knife ST, there reply was
> get lost we don't wish to know..
With all due respect, this does not sound anything like the Hisoft I've dealt
with. They've always offered great support via Cix (a UK BBS), their own BBS,
and most probably via phone or mail as well, though I've never found the need
to use either (I use the first two). Perhaps it was something in the tone of
your letter?

> Also there was/is more world wide support for GFA than the Hisoft products,
Maybe, maybe not. As I said above, support from Hisoft is good enough for me.
Anyone with Email access can talk to them as well, so people using the net
shouldn't have any trouble.

> also the speed of GFA has to be seen to be believed, its faster than compiled
> C...??
Perhaps if you were using a really bad C compiler, with slow libraries, or
you'd just moved from BASIC to C (ie you're writing in C as though you were
using BASIC), but otherwise that's just laughable.

> Roger..... sheppard_r@kosmos.wcc.govt.nz

Kev, not connected to Hisoft, but a more than satisfied user of Lattice C 5.5
and Devpac 2.

3892. Re: Petra (WAS:Is there a good real-time MOD player for an ST user?

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 11:17:54 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct12.111754.148587@rrz.uni-koeln.de>
Source record: 216447

In <1992Oct12.041659.16362@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:

>BTW - is there any chance of someone putting Petra through
>comp.binaries (or whatever it is now), or sending it to
>atari.archive?? Sounds interesting! (Or, if you know an FTP-site
>it's available from.....)

I uploaded Petra to athene.uni-paderborn.de recently.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3893. Re: Falcon in Holland

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 11:20:15 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.718888815@groucho.phil.ruu.nl>
Source record: 216450

annius@sif.research.ptt.nl (Annius Groenink) writes:

>hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>>Hendrik "I love my vacuum-cleaner too" Jan

>I sometimes call my SH204 the `vacuum cleaner'... :) And as long as your REAL
>brain is OK you don't really need more than a 20 Meg Seagate and 500K cache
>memory.

20 Meg sufficient??? Hahahahaha hmmppffff grrrnaaaa whoeoeoehahahahahaha
Come on, it's a joke, not? Yes? Isn't it? Or... %--->)))

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3894. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 12:20:24 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Oct12.122024.15321@cs.nott.ac.uk>
Source record: 216352

In article <1992Oct9.105411.6044@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>Can anyone tell me what directory the game Chaos is on atari.archive?
>I think it was uploaded about a week ago (?).
>Also, how is it archived? (arc, zoo, lzh?)

On the offchance that Martin hasn't responded personally... I think
the files are still in New/chaos.arc, New/chaos1.msa, and
New/chaos2.msa. Of course, Jeff Weiner may have moved them into
Games!

-- Dave.
--
/---\
| dpg@cs.nott.ac.uk - the Master Geek - are you Comfortably Numb? |
| I am not a signature virus. I have always lived here. Okay? |
\---/

3895. Falcon Refresh Rates

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 12:45:42 UTC
From: reiner@kommu.UUCP
Message-ID: <820@kommu.UUCP>
Source record: 216354

The graphic features of the Falcon have been published and discussed in detail, however, until now I didn't find any indication of the refresh rate of the Falcon.
I didn't buy a TT because of its low refresh rate of 60 Hz (for the normal resolutions), which would have forced me to buy an additional graphics card.

So my question: Which refresh rates can be provided by the Falcon?
Since the SM124 is supported, the Falcon must provide 70 Hz for this resolution. But what about the various other resolutions ?

Hopefully waiting for an answer (and for the Falcon),

Reiner Plaum

3896. Calligrapher: Don't expect any support. (flame)

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 13:55:54 UTC
From: djs@jet.uk
Message-ID: <1992Oct12.135554.29601@jet.uk>
Source record: 216353

Given the ineptitude of the kid attempting to demonstrate Calligrapher when I went to Silica Systems in London, I bought the package largely on the recommendations of advertisements (!) and ST User magazine (just as reliable a source of information as the adverts...).

As it turned out, I was pretty pleased with the package, except for quite a few minor bugs in the PostScript output, and a couple a major ones too (for example, when a letter O was plotted, the inside part was filled in with the same colour as the letter was drawn; a bit like the way scribblers blob letters).

Working Title is the UK distributor, and appears to be a one-man company run by the author of Calligrapher, one Mr N P Johnstone (he's the only person that answers the phones there). After he assured me that there are no bugs in the Postscript driver, I sent him the files to prove that there were. By return I got a letter stating that there were in fact bugs (which I already knew of course), but that most of them would not be fixed. Despite my protestations that these bugs were important, he said that *he* was happy with the output, so that was that. He even told me how another user had made similar complaints, and that he would not be making fixes for him/her either. He then went as far as to suggest, when I pointed out how these bugs showed up in the Calligrapher Gold manual itself, that I was a bad judge of these things just for finding the errors. (I can't quote *exactly* from memory, but it went something like "You've found these errors, and therefore you focus on them, and don't see that other parts of the document don't have errors, and therefore think the errors are important...").

One other major bug is that, where the printer has no built-in font to match that being printed, and Calligrapher has to render the font via PostScript line drawing commands, some coordinates are several pixels out, giving a jerky outline to characters, and an effective resolution of MUCH less than 300dpi. Mr Johnstone said that there was no way he would consider fixing this!

I even ended up disassembling and patching the driver manually to fix some of the incorrect character mappings (eg apostrophes were printed as cents).

Calligrapher is basically almost good enough to recommend, unless you expect any support. (I bought Calligrapher Gold, which is the next step up from Calligrapher Professional. The lack of support and obviousness of a few of the bugs reminds me of a comment made in Sound-on-Sound magazine, where they said that anything with Professional in the name is clearly for amateur use only!).

Anyone wish to comment? How responsive are the US distributors?

--
+--+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+--+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3897. In search of Mr. C. Walnum

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 14:02:54 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7904@laas.laas.fr>
Source record: 216355

I would like to get in touch with Mr. Clayton Walnum: is it
possible by e-mail ? In other words, does someone know his e-mail address ?
(I've got his snail mail address already, so I'd use it as a last resort).

Thanks in advance.


```
+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+
| excuse bad english: I'm still learning it |
| (bad english, that is) |
+-------------------------------------------------+
```

3898. Re: I guess no one knows how to program a desk accessory?

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 14:29:46 UTC
From: grier@bnr.ca
Message-ID: <1992Oct12.142946.16710@bnr.ca>
Source record: 216357

Acc's are very easy, believe it or not. Get a program you like to
work as a regular GEM program. Add the capability to accept an AC_OPEN,
and AC_CLOSE message, and NEVER EXIT THE PROGRAM.

AC_OPEN means you can now open your window. Someone selected your
program from the DA menu.
AC_CLOSE means you must now close your window, Something else is
about to run.

These messages are received via the "message pipe"

To review documentation get a developer's kit, the Mark Williams C lexicon,
the Lattice C Users manual, or the Abacus Gem Programmers book.

Brian (WS1S)
Bell Northern Research
Research Triangle Park, N.C.

3899. Pure C ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 14:54:02 UTC
From: mikec@praxis.co.uk
Message-ID: <MIKEC.92Oct12145402@cantor.praxis.co.uk>
Source record: 216369

Hi Folks,

I had someone ask me the other day where is it possible to
obtain the 'Pure C' compiler for the ST ?

Anyone know ? Address, and 'phone number of supplier would
be useful.

Many Thanks,

Mike
****

3900. Re: Boot from B drive

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 15:12:57 UTC
From: Steven Gemma <sg47+@andrew.cmu.edu>
Message-ID: <0eqNLtq00VpA06gUR4@andrew.cmu.edu>
Source record: 216362

Marc Bouron@hemlock.cray writes:

>Hi People,

>I'm after an \AUTO program which will allow me to boot from drive B.
>(My drive
>A is SS.) I believe such a beat exists, but couldn't spot it when I >scanned
>quickly through a.a's 0index. Can anyone point me at a suitable source?

I am looking for the same thing. Please let me know, too, or post the
information. Thanks.

-Steve

3901. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 15:29:29 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1138@usdtsg.DaytonOH.NCR.COM>
Source record: 216383

I have a question regarding Spectre GCR and 1.44 megs floppies.
I have a MegaSTe with a 1.44 floppy drive - would I be able to read
1.44 meg MAC floppies directly or via Spectre (as what I've gathered
is that the 1.44's are not in "GCR" mode)? Just curious...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

3902. Re: flopticals

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 16:01:57 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct12.160157.11268@zooid.guild.org>
Source record: 216382

mluoto@klaava.Helsinki.FI (Markku Luoto) writes:
>
> does anyone KNOW (atari boys maybe ?)
> wether AHDI 5.0 (or some other AHDI)
> supports 21Mb Floptical SCSI drives
> like INSITE I-325vm ?
>
> If it does, where to get them ?
> Toad computers ? anyone got a fax-number ?
> or could call them and ask wether they have ?
>
> No, I can't call 1-800 toll free numbers from
> Finland... not yet ;-)
>
>Thanks' a bunch !
>
>
>
>
>--
>email: markku.luoto@helsinki.fi # "I just LOVE G-pull...
> (will find me where ever...) # ...and a AIM9L at your six !"
>fax: 358-0-4524015 #
>voice: 358-0-5091656 (a.maschine) # - a surviving "Pro-Flite" freak

I couldn't tell you if it does support it. I can get you a few if you are
interested. The prices are:

Insight 3.5 Floptical w/SCSI controller and 1 21 Meg disk - $520 Canadian
" " " " " " 5 " " disks - $620 Canadian
Each disk is $28 Canadian.

Best Regards,
Mark K.
E-Mail: kovarski@zooid.guild.org

3903. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 16:05:02 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <718905901.839@minster.york.ac.uk>
Source record: 216367

In article <1992Oct10.020928.23786@splunge.uucp> garth@splunge.uucp (Garth Wood) writes:
>As someone else on the net posted a while ago, Borland doesn't seem to
>want there to be an English version of the Pure C manual out of pure
>spite. There certainly isn'y any *economic* reason to deny English-
^^^^^^^^^^
>speaking ST users an English manual -- it's not like the product
>actually competes with Borland's Turbo C on the PC!

There _is_ an economic reason.

Adding a new product to your line is not cost free. As well as the cost of
the translation (and the cost of administering the translation), you've got
the cost of printing up manuals, duplicating media etc.

Then you've got to inform everyone in your company about the new product,
and train your support staff. Then there's the cost of maintaining the
compiler, managing updates etc. etc.

I work for a company that writes and sells Ada compilers, and this is the
sort of thing we have to think about before porting the compiler to a new
target machine / OS (even if someone else pays for the port).

>Garth Wood | "A witty saying of some kind."
>garth@splunge.uucp |

Mat
mjl-b@minster.york.ac.uk

3904. Re: german to english translator

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 16:07:02 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct12.160702.11407@zooid.guild.org>
Source record: 216384

esj@harvee.billerica.ma.us writes:
>is the author of ger2eng19 on the net?
>has there been an update to this program?
>
>thanks for any info!
>
>--- eric
>--
>HOME: esj@harvee.billerica.ma.us HAM ka1eec
>WORK: 617.630.4687 (w) esj@ruby.polaroid.com
>source of the public's fear of the unknown since 1956

Yes, he certainly is. I will let him know about your message (call him). Their institution had some problems with receiving mail, hence he couldn't read all the messages.

Mark K.

3905. Re: Xwindows on TT (Re: Falcon 040 / Windowing UNIX)

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 16:10:36 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <718906235.1007@minster.york.ac.uk>
Source record: 216368

In article <H.ea.GwJZvI8R0to@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org writes:
>I still wonder why Atari SysV / Motif on the TT is so many times slower
>than X11 on a Sun 3/50.

Probably because it's running a 4.3BSD derived Unix, and not SysVR4. The
fact that the TT is essentially video-bound doesn't help either.

>/dev Markus Wenzel, University of Stuttgart
>/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de

Mat
mjl-b@minster.york.ac.uk

3906. Re: ATARI COMPUTER WISH LIST

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 16:16:54 UTC
From: psurge@cs.utexas.edu
Message-ID: <ldj97mINNn2u@dimebox.cs.utexas.edu>
Source record: 216359

In article <1992Oct12.102853.11571@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>jartsu@vipu.hut.fi (Jartsu) writes:
>: In article <gkxzv5n@rpi.edu> oyakea@warren1b.its.rpi.edu (Amalaye Oyake) writes:
>: > 5) At least one University level Math or/and Cad Program such as
>: Mathematica, Maple, Math-Cad, AutoCad, ProEngineer...
>Hmmm... Riemann?
>

Am I the only one who has heard of Maple for the ST? Its put out by the
University of Waterloo (or whoever does Maple) and costs quite a bit for the
ST version (I think somewhere between $200 and $500 US funds).

Anyway, I thought someone would have pointed this out by now.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3907. Re: Using a different font with CoNnect 1.60

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 16:29:47 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Oct12.112947.13484@miavx1.acs.muohio.edu>
Source record: 216360

In article <H.ea.Pkw5TIZ5JMc@nathan.do.open.de>, ue@nathan.do.open.de (Udo Erdelhoff) writes:
> In <1992Oct4.143115.13337@miavx1.acs.muohio.edu>, Ryan 'Gozar' Collins writes:
>> Well, I've started using CoNnect 1.60, and I like it a lot, the
>>only problem is the fact that on a color system, to get a window that is
>>80X24, I have to use the dinky 6X6 font, which is hard to read. Does
>>anyone know of the easiest way to get a 7X7 font?
>
> where's the problem? Connect makes use of GDOS, so just use an appropriate
> GDOS font to display 80x24 chars in color. The slightly more expensive way
> would be a monochrome display

So can anyone recommend a font? Can anyone recommend a font editor?

Later.....

```
----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 12-OCT-1992
```

3908. News about F30/F40

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 16:45:15 UTC
From: IFF212@DJUKFA11.BITNET
Message-ID: <92286.174515IFF212@DJUKFA11.BITNET>
Source record: 216358

Hi folks,

a friend visited the computer show in cologne last weekend a talk with some

person of atari germany. He got the information that

The falcon 30 is in the stores,

There is a software product by OVERSCAN (don't know the address) for about DM14
9 ~= US$100 that increases the resolution to about 800x600,

The prototype Falcon 40 exists and WILL have a large case with a lot of slots f
or additional cards.

Markus

3909. Re: Tramiel's got the spirit (was: New Mac Prices)

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 18:08:42 UTC
From: jmillar@brahms.helios.nd.edu
Message-ID: <1992Oct12.180842.20403@news.nd.edu>
Source record: 216364

Are you trying to suggest that if Atari did well making clones that they would drop the ST line of computers? Yes, the Tramiels are businessmen and are concerned with making a profit, but I also believe that they are dedicated to producing INTERESTING, FUN, ENJOYABLE, EASY TO USE, and PRODUCTIVE machines. The antithesis of such a machine is found within the DOS and DOS compatible machine arena. Not only are they slow (Motorola's chips are a MUCH better design than Intel's), hard to use, and have terrible sound, they also force theignorant masses into believing that a PC is the only computer that exists.

Yes, Atari did try to gain some capital by producing the ABC line of DOS clones. They were simply catering to these same computer-ignorant masses. In general, who do you believe to be more knowledgable about computers (in the United States), the average PC clone-user, or the average Atari user?

Please, Mr. Kovarski, don't waste our (actual Atari users) time with your obnoxious, inane, and above all, irritating commentary on Atari. I don't believe I've read one article of yours that had anything positive or useful within its contents. This is a newsgroup dedicated to the USE of Atari machines....not about the PC world or business practices.

I am posting this message to see if I am not alone in my opinions.

--
Jay T. Millar - Department of Electrical Engineering - |||
jmillar@rodin.helios.nd.edu University of Notre Dame |||
"Quick to judge, quick to anger, slow to understand; Ignorance and / | \
prejudice and fear walk hand in hand." Neil Peart, Witch Hunt

3910. Re: Background Picture w NEODESK

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 18:49:37 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <eToJsB3w164w@oneb.almanac.bc.ca>
Source record: 216361

grillo@flash.ATC.Olivetti.Com (GUEST Savino Grillo) writes:

> Hi there,
> I'm an happy user of NeoDesk (3.0), I bought it used from a friend of mine
> at a very very low price (with some others stuff) and no manual, lost in
> a house-moving, so now I heard that with NeodDesk is possible to replace
> the boring desktop background with a picture, how I can do that ?
> Is it also possible the default font ?
>
> Thanks in advance.
> Savino.

Yes, you can replace the destop with a picture. The picture you use must be Degas, Degas Elite, or NeoChrome format. All three resolutions of Degas are supported. Load the picture(s) of your choice into the NeoDesk folder and rename it to NEOPIC_L.PI1,PC1,OR NEO as extender for low rez pics, NEOPIC_M.PI2,OR PC2 for medium rez or NEOPIC_H.PI3 OR PC3 for hi-rez pics. Of course the picture to be loaded must match the screen resolution that NeoDesk is about to load into. You can have all three pics in the folder if you use all three resolutions: NeoDesk will examine the files and load it in the correct format.

Note however, that the Desktop picture will use 32K when at the NeoDesk desktop, but will unload when running a program. You must have the "Unload for Execute" option set to "Yes" for this to work.

As far as the font loader utility, if I understood your question correctly, you can place a copy of FONTLOAD.PRG from the fonts folder of the extras disk into the AUTO folder. Place the NEODESK.FNT file into the root directory of the boot drive, the Neodesk3 folder, or the Auto folder itself. Fontload will look at those three places to load it from. If neodesk.fnt file is not found, the system font will be used.

Hope this helps... from one very happy NeoDesk user to another!
Cheers!

bhawker@oneb.almanac.bc.ca (Bruce Hawker)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

3911. Re: Tramiel's got the spirit (was: New Mac Prices)

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 19:48:31 UTC
From: grier@bnr.ca
Message-ID: <1992Oct12.194831.20006@bnr.ca>
Source record: 216373

> Please, Mr. Kovarski, don't waste our (actual Atari users) time with your
> obnoxious, inane, and above all, irritating commentary on Atari. I don't
> believe I've read one article of yours that had anything positive or useful
> within its contents. This is a newsgroup dedicated to the USE of Atari
> machines....not about the PC world or business practices.

> I am posting this message to see if I am not alone in my opinions.

I concur

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

3912. Re: Falcon Refresh Rates

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 20:12:29 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct12.201229.26847@beaver.cs.washington.edu>
Source record: 216366

In article <820@kommu.UUCP> reiner@kommu.UUCP (Hr Reiner Plaum) writes:
>The graphic features of the Falcon have been published and discussed in
>detail, however, until now I didn't find any indication of the refresh
>rate of the Falcon.

I believe it is 72 Hz. This has been mentioned a couple times -- so this
should be enough for your ST monochrome (which BTW can be done on an
Atari _color_ monitor now too!) as well as hi-res modes and other stuff.

>I didn't buy a TT because of its low refresh rate of 60 Hz (for the normal
>resolutions), which would have forced me to buy an additional graphics card.

What's wrong with 60 Hz? All TVs in the U.S. use this (as do all STs
currently). Does this detract from the picture quality? And the UK
seems to get along just fine on 50 Hz.

>
>So my question: Which refresh rates can be provided by the Falcon?
>Since the SM124 is supported, the Falcon must provide 70 Hz for this
>resolution. But what about the various other resolutions ?
>
>Hopefully waiting for an answer (and for the Falcon),
>
>Reiner Plaum

Ben Gilbert
bgilbert@cs.washington.edu

P.S. - I'm no expert on video modes and monitor display techniques,
but doesn't the TT also have to have 70 Hz to support the Atari
monochrome? Or does it only have the VGA monitor connection? Is
the refresh rate defined by the video mode and the power frequency
or can it vary depending on the computer alone?

3913. STuff for sale/wanted

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 20:23:03 UTC
From: ekrimen@wet.UUCP
Message-ID: <4356@wet.UUCP>
Source record: 216370

```
WANTED -- TOS 1.4 6-chip set. Willing to buy or trade.

FOR SALE --

TOS 2.05 chips (from Mega STE) -- $45
Great for STE users!

WD1772 floppy controller (from Mega STE) -- Best offer.

Calamus 1.09 and Font Editor 1.0 -- $100
Upgrade to SL!!

Flight Simulator II -- $25
Complete with manuals, maps, packaging

Hacker II, The Doomsday Papers -- $15??
Barely used, recently acquired, just pulled off the shrinkwrap.

Prices negotiable. Please leave e-mail or call 415-751-3693.

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group
```

3914. Warp 9 updates sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 20:30:56 UTC
From: ekrimen@wet.UUCP
Message-ID: <4357@wet.UUCP>
Source record: 216371

From Juxtaposer (I think baffoni@aludra.usc.edu)

Hi all,

I just uploaded three files to A.A. that will update Warp9 versions
3.70, 3.71, 3.72 -> 3.73.

The files are in atari/New, and are appropriately called:
"w9371upd.lzh" 3.70 -> 3.71
"w9372upd.lzh" 3.71 -> 3.72
"w9373upd.lzh" 3.72 -> 3.73

The updates fix a couple of bugs (Gee, go figure), but they do NOT
work on versions previous to 3.70 (if you have Extend-O-Save, you can use
'em).

-Mike

=-=-=-=-=-=

A little addendum from moi:

For those of you who don't know, Extend-O-Save is the new feature of the
CodeHead's Warp 9. It's like After Dark on the Mac and Windows in that
it enables the user to load different screen saver modules. The
documentation for the modules is freely distributable. The upgrade from
3.6x to 3.73 must be obtained directly from CodeHead (or European
distributor I suppose, if there is one) and costs $15.

To put it simply, the screen saver is great!

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

3915. Re: Falcon in Sweden

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 21:24:06 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.gpFb_4m&jmQ@fredrik.atari.no>
Source record: 216328

In <1992Oct11.211022.3122@kth.se>, Johan Sm&#65533;ros writes:

```
>>Has anyone heard which company will be the new generalagent
>>for Atari here in Sweden ? It seems to take years before they
>>have decided. I could buy my Falcon from another country though
>>but it is always nice to see the thing with your own eyes before
>>you buy it, to be sure that it holds up to its promises.

>
>Unfortunately there will probably be no "generalagent" in Sweden before
>christmas :-(
>
>Johan
>

In Norway, there seems to be at least two general agents. One mainly aming at
the games marked and another aiming at the musician marked!

--
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

3916. Re: Tramiel's got the spirit (was: New Mac Prices)

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 21:38:40 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.ICxAZIO5F9k@fredrik.atari.no>
Source record: 216329

In <annius.718880473@freyr>, Annius Groenink writes:
>
>>>... and turn it into the umpteenth MS-DOS clone company. No thanks. I
>>>read somewhere that Tramiel said "We'd rather go bankrupt than make
>>>boring PC-clones." (or similar). Now THAT's an attitude.
>
>They have always made and still are making boring PC-clones aren't they?
>

They did make PC clones. The PC1, PC2, PC3 (8086 machines), PC4 (80286),
PC5 (80386), ABC 286/8, ABC 286/16, ABC 386SX and a few other variations.
Amost all of these machines are CRAP! After this Atari did as many other
companies; used Taiwan vendors to produce a clone with the Atari name on it.
These were the ABC 386SX II and the ABC 386 DX II. (These were of much better
quality than the old ones)!

Early 1992 all PC production and sale/support ceased!!!

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

3917. Writing E-mails to GEnie.

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 21:59:01 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Oct12.215901.18054@prime.mdata.fi>
Source record: 216372

```
Is it possible to write e-mails to somebody at GEnie? To be more
specific, what address do I use to write to S.PRICE19 on GEnie?
--
------------------------------------------------------------------------
| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
------------------------------------------------------------------------
```

3918. Mail reader program?

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 22:13:04 UTC
From: leonp@cs.kun.nl
Message-ID: <Bw14Ds.Ly5@sci.kun.nl>
Source record: 216374

Hello folks,
I'm looking for a simple program to browse through and read my mail.
I download my mail from our universities unix machine(s) and I want to be
able to read it on my atari. Just reading it in an editor or normal
file browser is not enough because:
a) You dont have nicely formatted headres
b) On the unix system I use mh that produces numbered files in mail format
so I need a list with subjects before I can choose what file to read.

Does anybody know if there is such a program available for atari?

Thnx,

Leon Pillich
University of Nijmegen, Holland
email: leonp@cs.kun.nl

Life is what's happening when you're making other plans ...
John Lennon

3919. Re: Using a different font with CoNnect 1.60

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 22:25:06 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.Swt_ZPckFCA@jonh.wimsey.bc.ca>
Source record: 216375

In <1992Oct12.112947.13484@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

>In article <H.ea.Pkw5TIZ5JMc@nathan.do.open.de>, ue@nathan.do.open.de (Udo Erdelhoff) writes:
>> In <1992Oct4.143115.13337@miavx1.acs.muohio.edu>, Ryan 'Gozar' Collins writes:
>>> Well, I've started using CoNnect 1.60, and I like it a lot, the
>>>only problem is the fact that on a color system, to get a window that is
>>>80X24, I have to use the dinky 6X6 font, which is hard to read. Does
>>>anyone know of the easiest way to get a 7X7 font?
>>
>> where's the problem? Connect makes use of GDOS, so just use an appropriate
>> GDOS font to display 80x24 chars in color. The slightly more expensive way
>> would be a monochrome display

> So can anyone recommend a font? Can anyone recommend a font editor?

What's the matter with CoNNectAnsi? Personally, I think it's one of the nicest small fonts anyones done. Lots of white space between the lines, unlike the system 8x8 font. Are you runnning in colour. I noticed that it's a bit big in medium rez. There I used the IBM gdos font that comes with STalker. I don't know if that's in the STalker demo package, and as I've lost e-mail contact with Eric R, I don't know how he'd feel about me uploading it to a.a.

So Eric, if you're reading this, please send me mail with a new address to contact you, as I have a few bug report/suggetion for STalker 3.02.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either that, or you've got your thumb on it. -> (lefty@apple.com)

3920. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 22:45:30 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.0lGMqx5W9N_@jonh.wimsey.bc.ca>
Source record: 216376

In <718905901.839@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:

>In article <1992Oct10.020928.23786@splunge.uucp> garth@splunge.uucp (Garth Wood) writes:
>>As someone else on the net posted a while ago, Borland doesn't seem to
>>want there to be an English version of the Pure C manual out of pure
>>spite. There certainly isn'y any *economic* reason to deny English->
>>SPEAKING ST users an English manual -- it's not like the product
>>actually competes with Borland's Turbo C on the PC!

>There _is_ an economic reason.
>Adding a new product to your line is not cost free. As well as the cost of
>the translation (and the cost of administering the translation), you've got
>the cost of printing up manuals, duplicating media etc.

>Then you've got to inform everyone in your company about the new product,
>and train your support staff. Then there's the cost of maintaining the
>compiler, managing updates etc. etc.

But yopu've completely missed the point here. Pure C is _not_ a
Borland product anymore. They sold the rights to Application Systems
Heidelberg, and except for a few header files, there is no longer any
reference to Borland or Turbo C anywhere in the product. Thus, Borland
is not in any way obligated to support the product or inform their
employees about anything.
Personally, I'd be more likely to guess that ASH doesn't have
any interest in translating the manuals and help files anyway, given
that the with the current market in English speaking countries, it is
unlikely that they'd break even on the cost of translation, and printing
manuals. It would be nice if they could translate the online help system
though, and as someone has stated it's incompatable with Borland's PC
help file format, it's unlikely Borland would have much clain on it.
Also, as 80% of the info in the help system is from Atari's
documentation, I can't see how the original writers could claim anyting
but a compilation copywrite.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

3921. Gulam & TOSwin

Newsgroup: comp.sys.atari.st
Date: 1992-10-12 23:02:27 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Oct12.230227.3999@u.washington.edu>
Source record: 216377

Why won't Gulam run in TOSwin? Does anyone know any shell that does?

Thanks,

Dan Aylward
dud@u.washington.edu

3922. Fax s/w for ST

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 00:05:43 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Oct13.000543.100395@yuma.ACNS.ColoState.EDU>
Source record: 216380

am looking for fax software for the atari ST, I have a Supra v.32bis Faxmodem
and am looking for software for it. I cannot afford Straight Fax at teh moment
so am looking for some PD/shareware/whatever that I could use to fax for
a little while. (as well as see if I should purchase a fax program). If
there happens to be one at a FTP site, please mail me saying where and the file
name. thankyou.
-Kfason

3923. Re: GFA news: Richter's address

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 00:14:28 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct13.001428.122319@rrz.uni-koeln.de>
Source record: 216379

In <wVoJsB2w165w@comtch.spk.wa.us> mhughes@comtch.spk.wa.us (Mark Hughes) writes:

> What's happening with support of GFA on other platforms? That's the
>main reason I still use GFA for some projects - it's easier to port to
>PCs when using a graphics interface than rewriting a C program...

The best way to get definite answers to this question certainly
is asking GFA (whose address I don't have handy) and

H. Richter Distributor
Hagener Strasse 65
W-5820 Gevelsberg
Germany

Phone: +49-2332-27-06
Fax: +49-2332-27-03

GFA has not discontinued GFA basic in general, they just
discontinued it on the ST. At the CeBIT this year I talked to the
GFA people at their stand, and I was left with the impression
that they are focussing their efforts on the PC market.
Therefore, I'd be quite confident that they will continue to
support GFA basic on PCs. But I never checked out GFA for the PC,
so I don't really know.
The compatibiltiy between the PC and the Atari versions may be
another question though, now that they are in the hands of
different companies. It would certainly make sense if they could
agree on some sort of standard core of GFA basic that will be
supported on all platforms, but I never heard of such plans.
Maybe it's too early to think about such things, and then, it may
become increasingly difficult to support a load of convenient
functions under OS's that are developed separately from each
other.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3924. Re: Which programming language?

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 01:36:00 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct13.013600.19794@zooid.guild.org>
Source record: 216388

osoelgaultier+@CMU.EDU (Stefan Monnier) writes:
>Excerpts from netnews.comp.sys.atari.st: 8-Oct-92 Re: Which programming
>langu.. Jan T. Kim@rrz.uni-koeln (1382)
>> Does anyone out there have an idea WHY Borland doesn't want there
>> to be an English Pure C manual? I can't seem to see any point in
>> such an agreement.
>
>> Greetinx, Jan
>
>
>Just cause they are #%^@# !!!
>
>Allowing english manuals wouldn't have bring them any MONEY
>so that they don't allow it. That's all !
>
> Stefan
>
>---
>-- On the average, people seem to be acting normal --
>---

Nobody knows for sure why it is the way it is. -)
The Pure C distributer in North America wanted to create some text files
that were Atari specific. They recommended to get any Turbo-C (PC)
book, along with those files you should be able to start developing. There
are about a 1,000,000 english books about Turbo-C for the PC. There is
one developer who did exactly that, namely BitBlit Systems with their
Turbo Board BBS. Bill Miller, the programmer of the program, is using Pure
C and as far as I know he doesn't speak german. Personally I haven't
seen any text files so I don't know what is going on there....

I know though that Borland C++ beta is out for OS/2. ;-)

Mark K.
E-Mail: kovarski@zooid.guild.org

3925. Re: Gulam & TOSwin

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 02:06:47 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Oct13.020647.14379@u.washington.edu>
Source record: 216381

dud@hardy.u.washington.edu (Daniel Aylward) writes:

>Why won't Gulam run in TOSwin? Does anyone know any shell that does?

>Thanks,

>Dan Aylward
>dud@u.washington.edu

Sorry, I just figured it out. I didn't have MiNT running! :) But I have a zillion more questions... For some reason when I run Gulam in TOSwin, the mouse doesn't work; it just goes back through all the commands & doesn't allow me to use the menu bar. Is there any way to turn this feature off in Gulam? I can turn the mouse pointer on & off... (which really helps a LOT...)

Thanks,
Dan Aylward
dud@u.washington.edu

3926. 1040 STe for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 02:13:25 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Oct13.021325.14665@u.washington.edu>
Source record: 216385

A friend of mine is trying to sell his STe...

```
---------------------------------------------------------------
//
BUY THIS COMPUTER SYSTEM!
-----------------------
```

1040 STE.................$250
SC1224 Color Monitor.....$125
48M HD w/ICD.............$200

Get the whole thing for the unbelievably low price of $550!!
(Good Lord, are we all on the same planet?)

He's willing to talk... as can be discerned by his last comment there. :)

Send me mail or call him (Charles Christiensen) in Seattle at (206) 542-9649

Later,

Dan Aylward
dud@u.washington.edu

3927. Re: Boot from B drive

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 02:22:45 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <1687F2F8A.BWWL@ibm.rz.tu-clausthal.de>
Source record: 216386

In article <0eqNLtq00VpA06gUR4@andrew.cmu.edu>
Steven Gemma <sg47+@andrew.cmu.edu> writes:

> Marc Bouron@hemlock.cray writes:
>
>>Hi People,
>
>>I'm after an \AUTO program which will allow me to boot from drive B.
>>(My drive
>>A is SS.) I believe such a beat exists, but couldn't spot it when I >scanned
>>quickly through a.a's 0index. Can anyone point me at a suitable source?
>
>I am looking for the same thing. Please let me know, too, or post the
>information. Thanks.
>
>-Steve

Hi!

I have programmed a litlle bootsector-prg to do the job (some years ago).
You only have to put the boot-floppy (with the B-boot prg) in drive A...
The trick is very simple. Set "_bootdev" (word at $446) to 1 and reboot.
If you really need this prg, drop me a note (if there are several I will
uplaod it to a.a)

Bye,
Wolfgang.

3928. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 03:03:08 UTC
From: mcarrico@terapin.com
Message-ID: <mcarrico.1v3q@terapin.com>
Source record: 216387

You can read all you want about the Atari Falcon and it's specs and uses etc..
on two very nice BBS systems.

I run one and my friend runs the other.

CYBERNET 1 and 2 both have Falcon Discussion Rooms.

CYBERNET 1 (510)635-9509 Sysop "*DEATH*"
CYBERNET 2 (510)834-1707 Sysop "ST MASTER" (that's me bythe way)

Call either or Both, although I would like you to call CN2 because I specialize
in software development and I'm starting an Atari Falcon Software Developer's
group.

ST MASTER

3929. how to find COM1?

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 03:28:47 UTC
From: root@brill.lira.lt.su
Message-ID: <AAasfpIaJ8@brill.lira.lt.su>
Source record: 216400

Hi!
I'm novice in RELCOM. The first problem I met on this way was
that I can't run uupc.bat or uuio.exe on my ATARI 1040ST. I
use PC_SPEED v1.5. That's good, but many communication programs
as well as uuio.exe can't normaly find COM1 and halts. Can
anybody help me to solve this problem? Or maybe I should get
TOS communication program to use RELCOM? Thank You.
Algirdas.

3930. Trying to locate Geoff Coan

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 05:20:14 UTC
From: Dennis_Noll@abcd.Houghton.MI.US
Message-ID: <Dennis_Noll.09v2@abcd.Houghton.MI.US>
Source record: 216322

```
* This message forwarded from area 520, comp.sys.atari.st
* Original message dated Fri 9 Oct 92 4:50, from
Shore_c@kosmos.wcc.govt.nz (craig S

Path:
mtu.edu!caen!zaphod.mps.ohio-state.edu!wupost!waikato.ac.nz!comp.vuw.ac.nz!n
ewshost.wcc.govt.nz!kosmos.wcc.govt.nz!SHORE_C
Newsgroups: comp.sys.atari.st
Subject: Trying to locate Geoff Coan
Message-ID: <1b2ttkINNt68@golem.wcc.govt.nz>
From: shore_c@kosmos.wcc.govt.nz (Craig Shore)
Date: 9 Oct 1992 03:22:28 GMT
Reply-To: shore_c@kosmos.wcc.govt.nz
Organization: Wellington City Council (Public Access), Wgtn, Nz
NNTP-Posting-Host: kosmos.wcc.govt.nz
Lines: 12

Well the subject says it all really,
I received a mail message from you Geoff about getting Hermes v1.03,
but replying to the mail only results in my messages bouncing!

Please write back with a working address!

Thanks,
Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

-- Via DLG Pro v0.995
```

3931. 520STfm for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 05:22:48 UTC
From: Dennis_Noll@abcd.Houghton.MI.US
Message-ID: <Dennis_Noll.09v4@abcd.Houghton.MI.US>
Source record: 216321

Help:

I have a 520STfm and an RGB Thompson monitor collecting dust. Could
anyone make me an offer to take one or both off my hands. PLEASE!

Thanks,

Dennis D. Noll
ddnoll@mtu.edu

-- Via DLG Pro v0.995

3932. Re: Tramiel's got the spirit (was: New Mac Prices)

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 07:12:05 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <67629@cup.portal.com>
Source record: 216389

Jay Millar writes:

>Are you trying to suggest that if Atari did well making clones that they wou
>drop the ST line of computers? Yes, the Tramiels are businessmen and are
>concerned with making a profit, but I also believe that they are dedicated t
>producing INTERESTING, FUN, ENJOYABLE, EASY TO USE, and PRODUCTIVE machines.

Nice to see that Pollyanna is alive and well..

Jack Tramiel has been quoted as saying:

"I'm not in business to make computers, I'm in business to
make money."

If he can make more money producing boring PC clones, you
better believe he'll cut loose every ST owner and leave them
twisting slowly in the wind..

>Yes, Atari did try to gain some capital by producing the ABC line of DOS
>clones. They were simply catering to these same computer-ignorant masses.

Glad to see you can tell us with such assurance just what's
inside those Tramiel minds.. did you know they've had PC clones
since 1987, long before the "ABC" name was invented..? Did you
know they were ready to jump onto the money wagon with both
feet ever since the Atari PC1..?

>Please, Mr. Kovarski, don't waste our (actual Atari users) time with your
>obnoxious, inane, and above all, irritating commentary on Atari.

That's right.. don't confuse us with the facts...

According to Jack Tramiel, "Business is War".. and unfortunately
we're the enemy..

BobR

3933. Re: P.I.M. (was Re: Boston Computer Soci)

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 07:17:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <67630@cup.portal.com>
Source record: 216390

Bob Erkamp writes:

>I have also seen PIM to refer to "Personal Information Manager". I too would
>like to see a different acronym.

Ron Luks, manager of the Atari Forums on CompuServe, and the
manager of the Palmtop Forum, contacted this month's Atari
advertising agency about the use of the term "PIM" in relation
to the Falcon..

The people there were surprised to find out that "PIM" is generally
understood to mean "Personal Information Manager", referring to small
electronic notebooks like the Wizard and Portfolio..

They thought they'd invented it..

BobR

3934. Re: Sending file from CIS -> InterNet

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 07:28:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <67632@cup.portal.com>
Source record: 216391

Sending mail from CompuServe to Internet is indeed possible..

I don't have the exact syntax for the addressing here with me, but
it's extremely simple..

The very best way to get the precise format is to go into CIS Mail
and type HELP INTERNET

The form of the address is something like: >INTERNET:dufus@funnyvale.com

Unfortunately, sending mail from Internet, and analyzing the return
address will NOT work..

UUEncoded binary files should work fine.. I'm not sure what the maximum
file size is, but breaking a file into several segments shouldn't be
much of a problem..

BobR

3935. Re: Falcon Refresh Rates

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 08:37:43 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.718965463@freyr>
Source record: 216393

bgilbert@cs.washington.edu (Benjamin Gilbert) writes:

>What's wrong with 60 Hz? All TVs in the U.S. use this (as do all STs
>currently). Does this detract from the picture quality? And the UK
>seems to get along just fine on 50 Hz.

Let's say 60Hz is just all right and 50 is not. After all expensive TVs use a double scan mechanism to get 100/120Hz refresh rates. You can easily see the difference if you focus on something (or somewhere) slightly above your monitor. You will see that it flickers a lot. (But that's already a lot better on 60Hz.)

Does the TT have 60Hz for all its built-in resolutions? I'd like to know because I recently got the idea of buying a TT just after the Falcon gets introduced (there must be some pretty cheap +-1 year old TTs on the market by then!). After all MultiTOS will run a lot better on a TT with loads of fast RAM than on that `stupid' MultiMedia games machine.

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____My opinions are my opinions_____ +31 5700 29396 (weekends)

3936. Re: Falcon in Holland

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 08:46:59 UTC
From: sanders@sci.kun.nl
Message-ID: <Bw1xqC.3GC@sci.kun.nl>
Source record: 216395

In <annius.718881015@freyr> annius@sif.research.ptt.nl (Annius Groenink) writes:
>hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>>Well, since you live in Australia, I guess you can't help it... ;-)
>>(OK, this is noise, I know.. just couldn't resist...)
>>Hendrik "I love my vacuum-cleaner too" Jan
>I sometimes call my SH204 the `vacuum cleaner'... :) And as long as your REAL
>brain is OK you don't really need more than a 20 Meg Seagate and 500K cache
>memory.

You must be joking. TeX eats 20 Meg for BREAKFAST.

>--
>Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
>Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
>Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
>_____My opinions are my opinions_____ +31 5700 29396 (weekends)

Sander "I hate my Megafile 30" STоks
sanders@sci.kun.nl

3937. Re: Writing E-mails to GEnie.

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 08:52:49 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Oct13.035249.10987@hemlock.cray.com>
Source record: 216392

In article <1992Oct12.215901.18054@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
> Is it possible to write e-mails to somebody at GEnie? To be more
> specific, what address do I use to write to S.PRICE19 on GEnie?
> --
> --
> | Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
> --

This was mentioned about a week ago. Apparently the answer (for this specific case) is: S.PRICE19@genie.geis.com.

Cheers,

[M][a][r][c]

3938. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 09:05:09 UTC
From: sanders@sci.kun.nl
Message-ID: <Bw1yKo.3nF@sci.kun.nl>
Source record: 216396

In <annius.718880215@freyr> annius@sif.research.ptt.nl (Annius Groenink) writes:
>wilsont@orac.holonet.net (Timothy Wilson) writes:
>>Hiya,
>>I'm holding out for the 040, not because of the case, or keyboard,
>>but that its going to be reallly fast.
>Continuing our `case study': Nobody seems to have had the idea that beautiful
>Falcon 040 is most likely to look like an ordinary TT, too.

ORDINARY? So what do YOU want, just one of those ugly grey boxes they
put PCs in? I think the TT looks very nice; you can see at first
glance that you're not dealing with just-another-PC-clone here. I'd be
perfectly satisfied with a Falcon in a TT-case.

Ferrari-red of course.

(Unless of course, they'd put it in an Iris Indigo-case. Now THAT's a
nice box.)

Sander SToks
sanders@sci.kun.nl
>--
>Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
>Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
>Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
>_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

3939. Re: STZIP-2 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 09:07:55 UTC
From: sanders@sci.kun.nl
Message-ID: <Bw1yp8.3or@sci.kun.nl>
Source record: 216397

In <1bbi02INNhnk@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>HELP !!,
> Are any of you having problems with corrupted ZIP files created
>with STZIP_2...? (crc errors)
>We thought at first that this was a godsend of a archive utility,
>but have since found that the Devil got in there some where, so all of
>us here have now droped it, any clues any one..??

H*ll, I can't even get the stupid thing extracted. I downloaded
STZIP20.TOS twice, tried to run it, but it just returns to the desktop.
Renaming it to STZIP20.TTP and running it with "x stzip20.ttp" as
commandline doesn't help either.

What am I doing wrong here?

(Please don't suggest I download it AGAIN, with the "binary" swich
SET. I'm not THAT stupid...)

Sander STоks
sanders@sci.kun.nl

>Roger.............. sheppard_r@kosmos.wcc.govt.nz

3940. Thanks everybody! (Was: Re: How to reconstruct files from BART?)

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 09:08:08 UTC
From: dave@admiral.uucp
Message-ID: <1992Oct13.090808.11032@admiral.uucp>
Source record: 216212

Well, so far I've received 4 responses to my quandry, and thanks to them, I've been able to solve my problem! So, I just want to say what a great bunch of people we've got over here in the c.s.a.st end of things, and thanks to everyone who replied (and will reply, or wanted to reply)!

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

3941. F030 in stores????

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 09:11:03 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.10.718967463@dhhalden.no>
Source record: 216394

The first 030 machines arrive Germany this week, but it is only about 200.
As for England they will have about 2000 machines before christmas, and
Germay some more, but there will be no mass sale until early '93.

It is not a "hurry" to get the machine inn mass before xmas since no
software is released yet. It is for Atari's best that they have some
software ready when the machine finally hits the market. And hopefully it
will be shipped with MultiTOS!!!!!!!

Roger A. Wahlgren

Atari distributor in Norway, the biggest Atari market in the world!!!

Was it iro.......?

3942. Re: Gulam & TOSwin

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 09:18:42 UTC
From: sanders@sci.kun.nl
Message-ID: <Bw1z76.3sx@sci.kun.nl>
Source record: 216398

In <1992Oct12.230227.3999@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:

>Why won't Gulam run in TOSwin? Does anyone know any shell that does?

Don't know, but you don't want to use Gulam as a MiNT shell anyway now, do you? The MiNTShell that comes with MiNT is basic but nice (I wish it had filename completion and history...) and since I have 3M RAM to play with I use tcsh (which has filename completion and history, but eats up a LOT of RAM...)

Some time ago the "SYNTH Shell" was promised to the net, by Edward Deegan (vatec@sun.plc.ac.uk), which would be a VERY small shell with VERY impressive features. Alas, never heard of it since. I've tried to mail Edward, but I didn't get any reply. Anybody knows more about Synth?

>Thanks,

>Dan Aylward
>dud@u.washington.edu

Sander SToks
sanders@sci.kun.nl

3943. Re: Summary of "which programming language"

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 10:03:14 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct13.100314.108262@rrz.uni-koeln.de>
Source record: 216399

In <ABADDON.92Oct12113422@suprenum.uk.ac.liverpool.scm.suprenum>
abaddon@uk.ac.liverpool.scm.suprenum (Kevin o donovan) writes:

>>>>>> On 10 Oct 92 10:14:06 GMT, sheppard_r@kosmos.wcc.govt.nz said:

>> also the speed of GFA has to be seen to be believed, its faster than compiled
>> C...??

>Perhaps if you were using a really bad C compiler, with slow libraries, or
>you'd just moved from BASIC to C (ie you're writing in C as though you were
>using BASIC), but otherwise that's just laughable.

Well, it may not be that ridiculous after all. I've found out
that a very significant amount of time is actually spent not
executing interpreter stuff, but TOS calls. Seems to me that even
the best C compiler can't shorten the execution time of TOS
calls...
Also, there's no reason why compiled C should be the fastest HLL.
Much rather, it's mostly a question how well the compiler and the
libraries are done. I agree that modern C compilers have an edge
over GFA basic these days, but that may change when the new GFA
version by Richter hits the street. BTW, according to Richter the
new GFA basic will allow full access to any library, so you'll be
free to choose the one you think is the best.
Finally, the claim that a "C-ish" programming style automatically
will compile to fast programs is considered to be folklore even
by most C folks, including those who maintain FAQ sheets and
such...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3944. Re: ATARI COMPUTER WISH LIST

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 11:25:34 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Oct13.112534.25698@cs.ruu.nl>
Source record: 216307

>>>>> oyakea@warren1b.its.rpi.edu (Amalaye Oyake) (AO) writes:

AO> 5) At least one University level Math or/and Cad Program such as Mathematica, Maple, Math-Cad, AutoCad, ProEngineer...

Schoonschip is a program used by physicists, and it is free. It is reportedly not as userfriendly as Mathematica et al, but it seems to be powerful enough (I haven't used it). It is ftp-able from archive.umich.edu (NOT atari.archive!!), directory physics or something similar.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

3945. Re: S: Statistics program

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 12:34:54 UTC
From: garth@splunge.uucp
Message-ID: <1992Oct13.123454.6083@splunge.uucp>
Source record: 216315

sacha@aslan.en.open.de (Sacha Moufarrege) writes:

>Hi!

>I'm looking for a statistics program for my ST. It should be something
>like the SPSS package for *ix or DOS, if it's possible in the public
>domain.
>Any hint is appreciated.
>Please reply by mail.

>Sacha
>--
>Sacha Moufarrege - sacha@aslan.en.open.de +-------------+
>If you feel blue it's good to have something to touch. | Press here! |
>This rectangle is YOUR FRIEND! +-------------

Sacha:

You might want to try a program called BSTAT (latest public version is 2.43). It's not SPSSx or SAS, but it's still quite an impressive effort, and it's shareware. Does some very advanced statistics, and has a built-in "coaching" feature. When you send in your shareware fee, you get back a 120+ pages manual with a great deal of tutorials on stats. Good graphing/charting options, too. I have no idea if it's available on any of the servers, but it's definitely available on both GEnie and CompuServe, if you happen to have access to either of those commercial online services. Give it a try. The .LZH archive is about 230K in size, so D/Ling it from those commercial services will run you $5-6 Canadian. Good luck.

Garth

+
--
Garth Wood | "A witty saying of some kind."
garth@splunge.uucp |

3946. Re: Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 12:37:32 UTC
From: weiss@uklira.informatik.uni-kl.de
Message-ID: <1992Oct13.123732.858@uklirb.informatik.uni-kl.de>
Source record: 216310

In article <1992Oct11.162159.15568@ultb.isc.rit.edu> jad2433@ritvax.isc.rit.edu writes:
>Yes Spectre fans, I too have had a hard time getting through to Dave Small
>I would guess he has,
>A; Bugged out and is on hold for a while, not willing to address the public,
>B; OR, and most likely, he is really getting to busness and trying to get
>out more of his SST boards, and a software upgrade.
>
>Lets hope its B
>
>I have spectre 128, and a MegaTalk Board which I have some interesting
>stories about, If you care to start up a diaalog about it I'm willing.
>I'd also be willing to buy a used "working" GCR cartridge from someone,
>without the rom's, if there is such a person out there.
>
>If you know a Mac harddrive that will actually start up with MegaTalk SCSI
>(all do not) in Mac mode, I'd like to know that as well.
>
>Thanks Justin
All harddrives working on a Mac Plus are working on MegaTalk SCSI
(At least all I have available here). Can you tell your problems a bit
clearer? Maybe there is something you missed.

Gerd

--
Dipl.-Inform. Gerhard Weiss * Universitaet Kaiserslautern * FB Informatik
AG Prof.Dr. v. Puttkamer * P.O.Box 3049 * W-6750 Kaiserslautern * Germany
Phone +49 631 2052656 * Fax +49 631 2052803 * E-mail weiss@informatik.uni-kl.de

3947. Re: Pure C ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 12:37:44 UTC
From: garth@splunge.uucp
Message-ID: <1992Oct13.123744.6171@splunge.uucp>
Source record: 216313

mikec@praxis.co.uk (Michael Chace) writes:

>Hi Folks,

>I had someone ask me the other day where is it possible to
>obtain the 'Pure C' compiler for the ST ?

>Anyone know ? Address, and 'phone number of supplier would
>be useful.

>Many Thanks,

>Mike

Mike:

Try Gribnif Software in the United States. They distribute Pure C
in North America. They're located at:

Box 350
Hadley, MA 01035

Hope this helps.

Garth

>****
--
Garth Wood | "A witty saying of some kind."
garth@splunge.uucp |

3948. Mint versus Powerdos

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 12:44:56 UTC
From: SPAC000 <SPAC@UNB.CA>
Message-ID: <13OCT92.09448939.0176@UNBVM1.CSD.UNB.CA>
Source record: 216319

What is the current status of MINT? Will it allow multi-tasking or task-switching of ordinary (legal) GEM programs like WordPerfect and Flash II? The version I tried a few years back was not really functional, but I've heard it's been much improved since then. And what of PowerDos (I hope I have the name right--I mean the OS patch from Dragonware)? Willit at least let you task-switch with ordinary programs? And what about easy set up directions for MINT, which is wee bit tricky--is there something of that nature in the MINT folder on atari.archive.umich.edu? I just downloaded some PI3 images of what seemed to be MINT (it may have been Multitos, but there is a little overlap there) and it revived my interest!

3949. Re: Programming Language

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 12:45:58 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Oct13.124558.21629@crc.ac.uk>
Source record: 216311

OK, I have narrowed down my choice of language to learn to either:-
Hisoft Basic 2
or
GFA Basic v3.5

I thought that Hisoft was one of the "best" producers for serious stuff (like Microprose for sims) and did give good support.

Some people disagree with this.

So, which would you suggest?

A few requirements:-
1. Cheap as possible (GFA in front there, but don't you get other stuff in the Hisoft pack which are extra for GFA?)
2. Falcon compatible (Hisoft is, don't know about GFA. I want to use the program on a ST or Falcon but not *necessarily* to use the programs I make on both.)
3. Easy to learn (I am a complete beginner and wouldn't know where to start!)
4. Preferably able to run from 1 floppy. (I haven't got a hard drive yet, I'll probably get one with the Falcon *when* I can buy one!)

Thanks *very* much for the help, I'd be well and truly f*cked without your help!!! (I would have to go by what they say in adverts! Not a good idea :-))

Phil
(E-mail naffara@uk.ac.crc)
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

3950. Re: Pure C ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 12:49:04 UTC
From: grier@bnr.ca
Message-ID: <1992Oct13.124904.1092@bnr.ca>
Source record: 216312

In the United States Gribnif Software, makers of Neodesk distribute
Pure C. You can send them Email on GEnie, or Compuserve.

3951. Borland and Pure C (was: Which programming language?)

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 12:49:42 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct13.124942.116131@rrz.uni-koeln.de>
Source record: 216309

In <OKES.92Oct10153611@SunLab43.essex.ac.uk> okes@essex.ac.uk (Oke S) writes:

>In article <1992Oct10.020928.23786@splunge.uucp> garth@splunge.uucp (Garth Wood) writes:
>|>As someone else on the net posted a while ago, Borland doesn't seem to
>|>want there to be an English version of the Pure C manual out of pure
>|>spite. There certainly isn'y any *economic* reason to deny English-
>|>speaking ST users an English manual -- it's not like the product
>|>actually competes with Borland's Turbo C on the PC! Frankly, if I
>|>ever do buy a PC (yecccchhh!!!), I will certainly remember Borland's
>|>churlishness in this regard when considering software purchases.

>The way I heard it was that the US branch of Borland didn't want to be
>associated with a 'toy machine' like the ST. Fortunately their German branch
>were a little more open-minded, which is what led to the existence of
>Pure C in the first place.

Another rumor I recently heard holds that Borland may have done
HiSoft a favor. I was told that HiSoft offered Turbo C owners
in the US a "swapgrade" to Lattice C, and maybe they asked
Borland to do something to keep them clear of competition with
Pure C in the US.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3952. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 12:51:04 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <13434@texsun.Central.Sun.COM>
Source record: 216308

Ladbroke computing are advertising Falcons at 490 UK pounds.

Craig

3953. Re: STZIP-2 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 13:54:22 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.718984462@groucho.phil.ruu.nl>
Source record: 216316

sanders@sci.kun.nl (Sander Stoks) writes:

>In <1bbi02INNhnk@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>HELP !!,
>> Are any of you having problems with corrupted ZIP files created
>>with STZIP_2...? (crc errors)

>H*ll, I can't even get the stupid thing extracted. I downloaded
>STZIP20.TOS twice, tried to run it, but it just returns to the desktop.
>Renaming it to STZIP20.TTP and running it with "x stzip20.ttp" as
>commandline doesn't help either.

Huh? I have the thing here - and no problems whatsoever... It's great IMO.
I got it from AA right after it was uploaded. Maybe it's corrupted in the
meantime?

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3954. Re: How?

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 13:57:47 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Oct13.135747.14007@its.bt.co.uk>
Source record: 216320

In article <1992Oct12.025250.10438@bsu-ucs.uucp> 01mbmccabe@bsu-ucs.uucp writes:
>
>Something I've wondered ever since I bought my first computer (around 6th
>grade)....How does one go about learning to program in assembly language?
>There really aren't any words are there? It doesn't seem like it could be the
>same as learning BASIC, Pascal, or COBOL...is it?
>

If you try to learn assembler with no previous programming knowledge, the task is daunting and you are likely to end up being able to write programs, but not very well. (Risk of starting flame war). My rationale is that while just about anyone can write programs, it takes skill to write a good program. Good programs are much more than speed or size although in a few instances these can be important. The critical issue is maintainability. Yes I know, "you want to knock up this quick routine to .... and you'll never touch it again'' until you need to modify it 1/2/... years later and find you cannot remember what this bit of coding does. The keys to maintainability are structure and documentation which can be learnt from a high level language.

OK so what does this have to do with your question? I would recommend your first step is to learn a structured high level language (HLL). Pascal is a good bet as it is rigid and will not let you get away with much. Basic is a possibility but it must be a good implementation which enforces structure {any recommendations ?} as I've seen many an unstructured ``rats nest'' thats worse than assembler to read. C is not a contender. If you are forced to use C, then you really should use strict_ansi to get the right level of checking but even then its too easy to write poor code.

With your HLL under your belt, you can now learn assembler (or C for that matter). Start by building the assembler equivalent of your HLL statements. In fact this is a good way to program in assembler anyway as you can use the HLL statements as comments to your assember, augmenting the textual statements. In no time you will become familiar with the best ways of implementing your code and will be ready to use the memory/time saving techniques but being aware of the above, you will know how to document them and so be able to understand them next time you look at the program.

If you're stuck for understanding the translations from HLL to m/c code, try looking at the object file to see how the compiler did it. If you're working with C by now, you can use the -S flag and look at the asm output.

Finally, if you want to go the whole hog, learn a structured design method :-)

John
--

John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

3955. Falcon Speed?

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 14:02:12 UTC
From: g.coulter@daresbury.ac.uk
Message-ID: <1992Oct13.140212.12142@gserv1.dl.ac.uk>
Source record: 216314

I am trying to find out which cpu will be fitted in the
new Atari falcon machines and roughly how fast the machine
will run. in MIPS if possible

Gary.

3956. FALCON Raytracers?

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 14:10:20 UTC
From: g.coulter@daresbury.ac.uk
Message-ID: <1992Oct13.141020.13129@gserv1.dl.ac.uk>
Source record: 216318

Does canyone out there know of any raytracing
programs that are comming out for the Falcon

Gary

3957. Re: P.I.M. (was Re: Boston Computer Soci)

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 16:50:26 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1992Oct13.165026.20749@umbc3.umbc.edu>
Source record: 216326

In article <67630@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Ron Luks, manager of the Atari Forums on CompuServe, and the
>manager of the Palmtop Forum, contacted this month's Atari
>advertising agency about the use of the term "PIM" in relation
>to the Falcon..

>The people there were surprised to find out that "PIM" is generally
>understood to mean "Personal Information Manager", referring to small
>electronic notebooks like the Wizard and Portfolio..

>They thought they'd invented it..

>BobR

That goes to show you how out of touch they are. When I said that the
Falcon was going to be refered to as a PIM, just about everyone said,
"Personal Information Manager? I thought you said it was a multimedia
machine?" They have to quit firing or forcing people out of that
company, or if they do, replace them with people that are knowledgable
and not just cheap to hire.

I don't know what their marketing staff is like right now, but if its
like their OS development team, I feel sorry for them. With Allan P.
and Ken B. gone, poor John Townsend is left all by himself to manage
the XBIOS development.

Also, did you hear that the Falon development team was offered Atari
stock as a bonus for finishing the Falcon? Yeah, they refused it.

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

3958. uucp for TOS

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 16:55:25 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <2627@devnull.mpd.tandem.com>
Source record: 216327

I don't even know what UUCP is, and here I am asking how to get it. I do understand that UUCP is required for me to be able to transfer files between my Atari ST and a friend's Unix system, though, so this is my first step.

Is there something which runs on a 1 MB ST (no MiNT, no Minix) that allows me to establish a UUCP connection over 2400 baud modems with a Unix (actually Xenix) machine? I figure if it's not known on this newsqroup, it probably doesn't exist.

ADVthanksANCE

--
Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3959. Re: STZIP-2 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 17:11:24 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1687FAB6C.C556212@mizzou1.missouri.edu>
Source record: 216324

I hate to say it, but my STZIP 2.0 is working fine too, and I got it from a.a. also. maybe it should be posted to binaries or something....How might I go about doing that?
Jeoff Hines c556212@mizzou1.missouri.edu

3960. Re: Falcon Refresh Rates

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 17:11:44 UTC
From: jsteiner@anwsun.phya.utoledo.edu
Message-ID: <1992Oct13.121145.10494@uoft02.utoledo.edu>
Source record: 216323

annius@sif.research.ptt.nl (Annius Groenink) writes:
> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>
> >What's wrong with 60 Hz? All TVs in the U.S. use this (as do all
> >STs currently). Does this detract from the picture quality? And
> >the UK seems to get along just fine on 50 Hz.
>
> Let's say 60Hz is just all right and 50 is not. After all expensive
> TVs use a double scan mechanism to get 100/120Hz refresh rates. You
> can easily see the difference if you focus on something (or
> somewhere) slightly above your monitor. You will see that it
> flickers a lot. (But that's already a lot better on 60Hz.)

wrong. TVs operate at 60Hz period. what makes them flicker is that
they're interlaced to effectively double the vertical resolution.
a -full- frame is only drawn on a TV every 30th of a second. half
frames (even/odd scan lines) are drawn at 60Hz. scan doublers
-also- work at 60Hz, but buffer the previous half frame and draw
the whole thing in one 1/60 second sweep instead of 2. this is
also the method 'flicker-fixers' on the Amiga use.

if you look at an Amiga's different graphics modes you can see the
difference between 60Hz interlaced and 60Hz non-interlaced. flicker
only becomes barely noticable in non-interlace at around 50Hz, which
is PAL standard. if i remember correctly, flourescent lights also
operate at 60Hz without noticable flicker. it isn't until they get
old and start 'misfiring' that you notice the flicker.

jason

--
`,`,`,

3961. Is Overscan worth my trouble???

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 17:14:18 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1687FAC1A.C556212@mizzou1.missouri.edu>
Source record: 216325

I just got overscan and oscan 60 from an ftp site and I can't decide if I
want to dig into my atari 520ST with 2.5 megs and do the modification.
The instructions were somewhat cryptic for a novice like myself to handle,
and I am not quit positive what the real advantages are.....
Could some "happy-to-have-overscan" user out there reccomend it to me,
or warn me off of the project? Thank you.
Jeoff Hines c556212@mizzou1.missouri.edu

3962. Genie access

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 18:24:29 UTC
From: selick@csa.bu.edu
Message-ID: <98517@bu.edu>
Source record: 216330

After a recent post to this newsgroup, I tried every conceivable mailing address to a friend at Genie with no success. I know he is a current genie user. Let's say his name is John Doe. I have tried J.DOE.GENIE@GENIE.GEIS.COM and JOHN.DOE.GENIE@GENIE.GEIS.COM and even J.DOE@GENIE.GEIS.COM and JOHN.DOE@GENIE.GEIS.COM and each one bounces back saying "not on the standard user database" or something. I have 2 friends that I have tried this with and neither one works. Has anybody successfully sent mail from internet to Genie? What would the genie user use to mail to me from Genie? Would I get a return address from them? Sorry that this really doesn't have much to do with atari, except that it is an atari user (me) trying to get in touch with other atari users.

Later,
Steve <selick@csa.bu.edu>

3963. Re: Convert picture formats??? Which program?

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 18:29:47 UTC
From: Joshua Kronengold <JOKHC@CUNYVM.BITNET>
Message-ID: <92287.142947JOKHC@CUNYVM.BITNET>
Source record: 216331

In article <2AD92252.14846@news.service.uci.edu>, jvance@maxwell.oac.uci.edu (Joachim Vance) says:
>
> It would also be nice to have a compressed mode for PCS files. If
>you thought Spectrum pics were bad.... PCS pics in SuperHam mode
>average about 65k. LH5 compression reduces file size very
>significantly.
>
From what I remember, it does suport ice-packing(which is on a.a) though that is largely inadaquite.

3964. Re: ATARI COMPUTER WISH LIST

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 18:44:03 UTC
From: dave@admiral.uucp
Message-ID: <1992Oct13.184403.19723@admiral.uucp>
Source record: 216213

In article <JARTSU.92Oct11154727@lk-hp-12.hut.fi> Jari.Lehto@hut.fi writes:
>In article <gkxzv5n@rpi.edu> oyakea@warren1b.its.rpi.edu (Amalaye Oyake) writes:
>
>> 2) A decent expansion bus (e.g. VME etc) on more of the ST line
>besides the TT and Mega STe.
>
>MegaST has the MegaBus, and there are lots of cards available for it.

Yeah, but it's a non-standard bus, and with the new line of computers (MSTe,
TT, Falcon) no one is going to be supporting it.
>
>> 4) More software releases such as ATM, Pagemaker, CD-Rom software.
>> (N.B. ATM and Pagemaker are very good packages).
>
>Calamus can beat the combination ATM&Pagemaker easily.
>There is CD-ROM stuff for Atari too. MetaDOS is available for
>connecting&using almost any SCSI CD-ROM.

But when businesses buy a new computer system, they don't say "can it run
a very good DTP package?" They say "can it run Pagemaker?"

And, ok, you can connect CD-ROM drives. But what about CD-ROM *software*? There
are little to no Atari specific discs out there.
>
>> 5) At least one University level Math or/and Cad Program such as
>Mathematica, Maple, Math-Cad, AutoCad, ProEngineer...
>
>Needs a TT to be efficient enough...

So?
>
>> 6) Upgradeable video route... at least a standard of upgrading an
>ST's video.
>
>There is a wide variety of Graphic adapter boards for ST&Mega
>available.

But no *standard*...
>
>> 7) At least one 24bit graphics board.
>
>There are some.

Agreed.
>
>> 8) At least one 040 accelerator (damn even the A500 has one).

>
>coming right up! One German company is about to release one.

And when is it going to show up in the States? (Hint: don't hold your breath.)
>
>> 10) YES!! Multitasking (I use a Sun and can't live without multitasking).
>> Think of running an application and then needing to list a directory or
>> have a file print in the background (e.g. text file), or even a comm
>> program running.
>
>Fully possible. Just install MiNT or Minix to your ST.

MiNT's just fine, if you want to run multiple TOS or TTP programs concurrently.
What we want is something that'll do the same for GEM and TOS together.
MultiTOS may (*may*) take care of this...

>
>> 11) More major third party support. Since when did a company like Canon/Lotus
>> support the ST in any way.
>
>You live in the wrong coutry or you haven't checked overseas yet...
>In Germany companies like Kodak have worked together with Atari to
>provide a professional full color DTP setups based on TT. And this is
>only one example...
>All these products are available, you just have to get them overseas,
>because there aren't enough markets for such systems to set up a
>distributor in the US.

No, we live in the right country. We want more major third party support *in
america!*

>
>> 12) BTW!! DOES ATARI USE ST's IN HOUSE ?????
>
>Hmm, if we say Ataris, they do. Not just (or at all) STs, but MegaSTs,
>MegaSTEs, TTs and some Falcons too. The basic ST is too old...

I wouldn't be so sure. Last I heard, all of Atari's operation are done on
PC/compatibles. But they may be using Atari PC-clones, so in a loose sense, they
may be using Atari's in-house.

Although I did hear that they switched their UNIX box to a TT running ASV...

>
>> 13) MORE ST Magazines or at least some on racks.
>
>Find out about European magazines and subscribe one. If you can read
>german, you should try TOS, ST-Magazin or ST-Computer. These are not
>for game maniacs or people who have their atari mainly for
>recreational purposes, these are for productive and professional
>users.

Again, what we want is ST-specific magazines from America. Something we can go down to our local newsstand and buy.

>
>> 14) An ST commercial on MTV.
>
>with Falcon, maybe...

Now there's an idea... Picture it... You're watching MTV... The new Tina Turner video comes on, complete with identifier in the lower left hand corner... The camera holds for a couple of seconds, then pulls back to show that it's a Falcon running the video! Then the motto, ("I want my Falcon TV?"... nah) and the Atari/Falcon logo...

>
>> 15) An IBM/Mac emulator from ATARI (well maybe).
>
>But there are! Spectre GCR makes your Atari to be ewen better Mac than
>some real Macs are!
>Vortex can provide you 386sx with fast-RAM etc, SuperCharger and Delta
>Modul provide you fully compatible AT-slots!

No argument. Why do we need one from Atari itself? The third-party models are just fine...

>
>> 19) Customizable Desktop (have you seen MOTIF ?).
>
>Well, not like MOTIF, but close. Have you tried Gemini or NeoDesk?

Gemini and NeoDesk are nice, but they leave something to be desired...

>
>> 21) More ST dealers, service people, and software retailers.
>
>Again, wrong country. Nobody over there has both, that kind of money,
>and the idea & faith to market Atari so that it will rise enough.

Right, which is why we want it in *this* country!

>
>> 22) ST fairs in major Cities like New-York and L.A., why should
>London have all the fun ??
>
>Visit Dusseldorf Germany next year. The biggest Atari fair in the
>whole world, dozens of companies, thousands of people and hundreds of
>products.

How about somewhere in *this* country?

>
>> 23) A bigger case for the Falcon030, with VME, two proc.direct slots and CPU
>> module.
>
>Atari is redesigning the case...

...for the Falcon/040. If you want a Falcon/030, you're SOL, casewise...

>
>> 24) For Computer biggies a Multiprocessing HUB with the features of the ATW
>> display postcript, and more (this is a wild dream alright !!).
>
>Falcon 040 with it's multiple DSPs is enough for a lot...

Multiple DSP's would be nice (still just a rumor, however) but they're not going
to be able to do the same kind of thing that multiple CPU's could do...

>
>> 25) Adds for ST games on T.V.
>
>Is it worth it?

Not now. Maybe a couple of years ago, though. What Atari needs to do now is get
the Jaguar on the market and advertise it. How about this... You're watching MTV
again... Black screen, voiceover says "Now, the first name in video games,
becomes the last word in home video game systems"... Then a nice computer
generated sequence of a Jaguar, (the cat) (maybe done on a Falcon030) shown
running through a jungle (and maybe hunting down and slaughtering a certain
Italian Plumber and Blue Hedgehog)... Voiceover again, "The Atari Jaguar.
We've let the Cat out of the bag."

>
>> 26) A remake of the mega STe (68000),but merged with a 386, with AT slots,
>> this will attack the PC market as well as well as people who need both
>> systems.- I KNOW THIS VERY POSSIBLE.
>
>A remake of the MegaSTE with better CPU (68030) and SVGA (1024x768
>8bit) level display technology. Who needs Intel?

Unfortunately, most of the personal computer users out there today...

>
>> 27) More ATARI communication with users.
>
>Please explain with examples.

It'd be nice if they'd tell us why the hell they keep screwing up so badly.
Maybe then we can tell them what they're doing wrong...

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

3965. Re: In search of Mr. C. Walnum

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 19:27:31 UTC
From: darekm@microsoft.com
Message-ID: <1992Oct13.192731.27890@microsoft.com>
Source record: 216339

In article <7904@laas.laas.fr> doucet@ripolin.laas.fr writes:
>
>I would like to get in touch with Mr. Clayton Walnum: is it
>possible by e-mail ? In other words, does someone know his e-mail address ?
>(I've got his snail mail address already, so I'd use it as a last resort).

Clay can be reached on DELPHI at ANALOG4. By snail mail, he can be reached
at:

TAYLOR RIDGE BOOKS
PO Box 78
Manchester, CT 06045

or by phone at 203-643-9673.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are my own, I think. |
\--------------------------------------/

3966. Spanish language software for ST???

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 19:38:53 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1bf8kdINNqqv@usenet.INS.CWRU.Edu>
Source record: 216332

I have a friend who is intersted in software for the
ST wrutten with a spanish language interface. Especially,
a wordprocessor. If anyone knows of the existence of such
a creature, let me know.
Thanx,
George II Lenzer
--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

3967. Re: Genie access

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 20:18:47 UTC
From: muocj@uxa.ecn.bgu.edu
Message-ID: <Bw2trB.ID7@uxa.ecn.bgu.edu>
Source record: 216334

Your last two addresses were correct. For instance, if you wanted to try to contact me on GEnie, you would address it to me as O.CONTRERAS1.@GENIE.GEIS.COM. There's a catch to this though. Your friends need to pay an extra $10 or so to receive Internet mail. That's probably why your messages bounce back. I don't subscribe to it. I don't need it.

Olivo Contreras
muocj@uxa.ecn.bgu.edu
muocj@ecnuxa.bitnet

3968. Re: Summary of "which programming language"

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 20:19:10 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.&2UvvbHHjHE@jonh.wimsey.bc.ca>
Source record: 216345

In <ABADDON.92Oct12113422@suprenum.uk.ac.liverpool.scm.suprenum>
abaddon@uk.ac.liverpool.scm.suprenum (Kevin o donovan) writes:

>With all due respect, this does not sound anything like the HiSOft I've dealt
>with. They've always offered great support via Cix (a UK BBS), their own BBS,
>and most probably via phone or mail as well, though I've never found the need
>to use either (I use the first two). Perhaps it was something in the tone of
>your letter?

I've also had good support from HiSoft, when I can reach them, in
terms of clarifications on things not well documented, or, in the case
where I bought the update to Devpac 2.25 and found some new commands by
accident, and wondered what they did, they were quite helpful in
explaining them.
However, where I've found them not all that responsive, is in update
suggestions. When I was on GEnie, they were telling people who were
tired of the lack of support for Madmac, that they should move to
Devpac. When it was pointed out that Devpac lacked some features that
were hard to give up, they said they'd happily incorporate the features
into Devpac. However, whenever anyone mentioned a feature, all they got
back was an explanation that it was impossible to put into Devpac. As a
devoted Devpac user, I also got a bit tired of waiting for the Devpac 3
update, which definately took a back seat to the Lattice 5 development.
Now that it has come out, the upgrade is more expensive than the original
Devpac 2 cost when new. Not exactly a reward for patience.
I like Devpac 2 a lot, and would have liked to stay with HiSoft,
but when the original author left HiSoft a while back, I think they
had problems getting anyone who could take over the package and improve
on it. They already had a 4 window editor as part of their Lattice
package, which was obviously based on the Devpac editor. It would seem,
from my perspective, that an less expensive upgrade to a multi windowing
devpac 2 should have been out years ago.
On a similar note, I remember a friend looking at their basic
package when it came out, and deciding to wait for the debugger they
promised for it. Does anyone know if they ever shipped one. I have the
same feeling about Lattice 5. I would buy it tomorrow, if it had a
source debugger, but their track record on followup products is pretty
dismal. All you here when asking about the source debugger, is HiSoft
saying they're still working on it, and 4 or 5 people saying they get
along fine without it and who needs one anyway. Well I do, which is why
I bought Pure C instead. I found the debugger helped me learn C much
more quickly than times when I've tried with other packages.
Like Atari, HiSoft is a company I want to support, but they seem to
keep making it hard to do so.
--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

3969. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 20:27:24 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea._X4Wzj5BFdk@jonh.wimsey.bc.ca>
Source record: 216346

Has anyone read any details of the new keyboard chip that's supposed to be in the Falcon? Is it just a faster version of the one in the ST keyboard?(That'd be my guess, as it would be most compatable).

--

"If Rush fans were braindead, why are there so Bruce Bufalini many people posting to alt.music.rush?" PSU

3970. Re: Writing E-mails to GEnie.

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 20:37:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.H1gRNiOcS1k@jonh.wimsey.bc.ca>
Source record: 216344

In <1992Oct13.035249.10987@hemlock.cray.com> marc@hemlock.cray.com (Marc Bouron) writes:
>In article <1992Oct12.215901.18054@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
>>
>> Is it possible to write e-mails to somebody at GEnie? To be more
>> specific, what address do I use to write to S.PRICE19 on GEnie?

>This was mentioned about a week ago. Apparently the answer (for this specific
>case) is: S.PRICE19@genie.geis.com.

It should also be mentioned, if it wasn't before, that this only
works if the GEnie user has signed up for the Internet mail option. From
what I've heard, this is expensive enough that few users are doing so.
There was a discussion on another newsgroup about this a while ago,
and people were speculating as to how long it would take for GEnie to
shut it down if users started using it to access mail servers on the
internet. From what I remember, the cost would be out of line, unless
you were to use it for getting uuencoded binaries, or subscribed to a
lot of mailing lists.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

3971. Re: uucp for TOS

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 21:00:21 UTC
From: rvenable@helix.nih.gov
Message-ID: <1992Oct13.170021@helix.nih.gov>
Source record: 216333

In article <2627@devnull.mpd.tandem.com>, dunham@devnull.mpd.tandem.com (Jerry Dunham) writes:

|> I don't even know what UUCP is, and here I am asking how to get it. I do
|> understand that UUCP is required for me to be able to transfer files bet-
|> ween my Atari ST and a friend's Unix system, though, so this is my first
|> step.

Actually, you don't need UUCP; that's simply one option. You can also various 'binary' file transfer protocols such as XMODEM, Kermit, etc.

UUCP can be convenient, as the file 'copy' operation is done in the background on the Unix host, and can be automated. However, I have access to Unix host which has both XMODEM and Kermit; I have obtained many ST programs from the atari.archive by (1) ftp to local Unix host, (2) XMODEM download to ST. I don't recommend UUCP (Unix-to-Unix CoPy) unless you have NO other alternative, and I am doubtful if there is an ST version of this somewhat complex Unix software suite.

P.S. If you just want text transfer, all you need is a terminal prog with text-capture (to file) feature.

Rick Venable

3972. Are You A Decent Artist?

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 21:20:08 UTC
From: glens@natinst.com
Message-ID: <1bfei8INNqho@falcon.natinst.com>
Source record: 216335

If anybody is interested in doing some graphics for my upcoming game
please contact me. I have been feverishly working on the code and I am
admitadly no artist. I NEED SOME GRAPHICS!

Thanks.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com

3973. Re: Summary of "which programming language"

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 21:40:50 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <4eqv=WO00awREL9VsP@andrew.cmu.edu>
Source record: 216206

Excerpts from netnews.comp.sys.atari.st: 10-Oct-92 Re: Summary of "which
progr.. sheppard_r@kosmos.wcc.go (1041)
> I do think you are making a very big mistake in going into Hisoft Basic 2 it
> is not a world standard like GFA and there will be very little support for it,
> as for one thing Hisoft don't support there users, and I should know,
> I wrote to them about Bugs and Admissions in Hisoft Knife ST, there reply was
> get lost we don't wish to know..

> Also there was/is more world wide support for GFA than the Hisoft products,
> also the speed of GFA has to be seen to be believed, its faster than compiled
> C...??

> Roger..... sheppard_r@kosmos.wcc.govt.nz

As far as I've seen, GfA basic is faster than C only when dealing with
floating point numbers (quite usual in Basic, much less in C).
The difference seems to be due to the fact that GfA uses a special
floating point representation, very well adapted to the 68000, instead
of the standard IEEE one.

As soon as you don't use floats, the C is faster (even much faster sometimes)

But it's true: GfA basic is just amazingly fast !

Stefan

-- On the average, people seem to be acting normal --

3974. Correction & new Falcon info/rumor

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 22:35:17 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Oct13.223517.37060@news.th-darmstadt.de>
Source record: 216336

About a week ago I was mindlessly rambling along about the buswidth
and video bandwidth of the Falcon. Well, I just got hold again of an
old C't' issue and it sez: Max video pixelfrq == 32 Mhz on the Falcon.
If you figure that a pixel is max. 2 byte in the Falcon that would
be 'ta da' 64MB/s (as predicted). But on the other hand so what ? This
could be all wrong too.

On a more interesting note, the article also sez that you can feed the
video chip an external signal to double or even quadruble the pixel
frequency, the internal hardware normally provides.
Which means that you can easily get higher resolution.

Well it seems that this has already been done. Something called the
Screen Blaster does:

880x608/61 Hz,
768x496/72 Hz
640x480/80 Hz

I assume that these are 8bit modes (but this part is totally rumor, it
could be mono, or even truecolor, I am just guessing). The prize is said
to be 149.- DM and the supplier is OverScan. (nope no affiliation with these
dudes) And said to be available NOW.

I have no idea, what monitor you need for that.

Nat!
--
"Don't ask what your boyfriend can do for you
Ask what you can do for your boyfriend"
[JFK on a taped phone call to MM]
--- from "Secret Tapes" by Richie Noxin

3975. Re: FAQ: Wanted - GEM to IMG conversion program

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 23:22:02 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.XBBc7vhTJF_@marsu.tynet.sub.org>
Source record: 216137

In <78220001@otter.hpl.hp.com>, Mark Eve writes:
> Address of any ftp site with a GEM to IMG image conversion program is all I'm
> after.

There's an utility included in the cs-TeX package called "gem_util.prg" which
is capable of .gem -> .img conversion, including some header manipulations.

You can find it on a.a. or on ftp.uni-stuttgart.de (129.69.1.12), located at
/soft/tex/machines/atari/cstex/ .. /bilder.lzh
(don't know the correct pathname by hard).

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Any kind of work is a little death. << -- ALF

3976. Re: GCC / G++ setup again

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 23:28:39 UTC
From: dk3uz@mcshh.Hanse.DE
Message-ID: <1992Oct13.232839.3277@mcshh.Hanse.DE>
Source record: 216341

saj@chinet.chi.il.us (Stephen Jacobs) writes:

>It is not useful or appropriate to tell me to RTFM. I have. It's out of
>date, and fragmented. Or rather, with all the hands working on keeping
>GNU stuff current on the ST, the world is fragmented. I'm asking for a
>central location to look to find out how things stand ->now<-.
I couldn't agree more violentissimo!!!

cu, Eddi

UUCP: uunet!mcsun!unido!mcshh.hanse.de!dk3uz | Real: Edmund H. Ramm
AMPRNET: dk3uz%dk3uz@db0hhn.ampr.org [44.130.0.81] | AX.25: dk3uz@db0hb

3977. Re: Programming Language

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 23:34:15 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.719019255@groucho.phil.ruu.nl>
Source record: 216203

naffara@crc.ac.uk (Dr. N.A. Affara) writes:

>OK, I have narrowed down my choice of language to learn to either:-
>Hisoft Basic 2
>or
>GFA Basic v3.5

>*I* thought that Hisoft was one of the "best" producers for serious stuff
>(like Microprose for sims) and did give good support.

>Some people disagree with this.

>So, which would you suggest?

Maybe you shouldn't make too big a problem of the choice. GFA is decent, as is probably HiSoft... I've programmed for 3 years in Omicron basic (which is not always too decent :) and I had loads of fun, learned lots of programming tricks, learned all about GEM, VDI and AES, etc. I've written GEM-applications of which I'm sure noone can tell they're written in basic, etc., etc.
IMO (and I'm sure I'm not the only one), there will come a day when you want something stronger than basic and you'll switch to (e.g.) C (like I did :). In the meantime just make sure the basic you buy does what you want it to be able to do (e.g. run on a Falcon) and don't worry too much about all the pro's and con's. It's largely a matter of taste - GFA-freaks will tell you never to buy HiSoft and the other way around. There can hardly be any 'truth' as to what the 'best' language is. Buy a good one (and there hardly are bad ones nowadays), stick with it for a few years, learn how to program, learn the ST (GEM et. al.) and then (after a few *years*) decide what you *really* want from a programming language. By then you'll have enough experience to know what you want and to know where to look for it.
And maybe you'll discover that the language you have does exactly what you want - so you stick with it for another couple of years - or maybe the rest of your life :).

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

3978. GFA news (was: Which programming language?)

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 23:40:18 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <719058131.F00002@tdkt.kksys.com>
Source record: 216152

In a message of 12 Oct 92 19:51:07, Mark Hughes wrote:
MH> Newsgroups: comp.sys.atari.st
MH> What's happening with support of GFA on other platforms? That's the
MH> main reason I still use GFA for some projects - it's easier to port to
MH> PCs when using a graphics interface than rewriting a C program...
MH>
MH> I have several friends who use GFA on DOS and Windows (and Windows
MH> under OS/2.0), and it's made them very happy campers...

GFA/ST was picked up by another company who is doing a total re-write in order to 'fix' the 'quick fixes' GFA put in when they updated it over the various years.

GFA/DOS and GFA/Windows remains the property of GFA, and they are working on fixing the current bugs in that version. I'm not sure what the status of the complier is though.

GFA/Amiga status is unknown.

* Origin: FlightLine PointNet Point 1 (1:282/47.1)

3979. Writing E-mails to GEnie.

Newsgroup: comp.sys.atari.st
Date: 1992-10-13 23:41:52 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <719058131.F00003@tdkt.kksys.com>
Source record: 216153

In a message of 12 Oct 92 22:59:01, Rasmus Paetau wrote:

RP> Newsgroups: comp.sys.atari.st
RP> Is it possible to write e-mails to somebody at GEnie? To be more
RP> specific, what address do I use to write to S.PRICE19 on GEnie?

Send it to:

s.price19@genie.geis.com

via InterNet.

* Origin: FlightLine PointNet Point 1 (1:282/47.1)

3980. Re: Is it possible to get Aladin?

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 00:02:39 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1bfo2vINN38s@skat.usc.edu>
Source record: 216338

In article <1992Oct8.231719.18892@unislc.uucp> tevans@unislc.uucp (Terry Evans) writes:
> I heard that there is a mac emulator for the Atari ST
>called Aladin. Is it possible to get it? There is an
>Aladin in atari.archive.umich.edu, is this the right one,
>and if so is it the latest version?

No it isn't. The Aladin up on a.a. is a GEnie navigator to automate up/downloads, messages, etc.

The Aladdin product you are looking for is a commercial (not PD) product that was developed in Europe and got Squashed! by Apple, and is no longer in business (that I know of...).

If you would like a Mac emulator, contact Gadgets By Small. I don't have their number, but there are numerous people on the net who do if you are interested.

>tevans

-Mike

3981. Re: Xwindows on TT (Re: Falcon 040 / Windowing UNIX)

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 00:03:43 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1bfo4vINN3ec@skat.usc.edu>
Source record: 216340

In article <718906235.1007@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:

>Probably because it's running a 4.3BSD derived Unix, and not SysVR4. The
>fact that the TT is essentially video-bound doesn't help either.

Um, I am unfamiliar with the term you are using. What do you mean by
"video-bound". Are you referring to the fact that the video must steal cycles
from the CPU to refresh the screen, or is this something else. If so, remember
that only STram is affected by the video hardware - the TT can just blaze away
in TTram (or FastRAM for those who read the documentation).

BTW, I thought that ASV was supposed to be a true SysVR4, not a berkley
derivative. Where'd ya get that info (about being a 4.3BSD derivative)?

>
>Mat
>mjl-b@minster.york.ac.uk

-Mike

3982. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 01:08:05 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1bfrtlINN9ah@skat.usc.edu>
Source record: 216342

In article <BvvvzM.CyK@iat.holonet.net> wilsont@orac.holonet.net (Timothy Wilson) writes:
>Hiya,
>
>Whats the Big deal about the case design?
>that and the 'mushy' keyobard have got to be the 2 lamest gripes!
>(welll. in my opinion.. you are entitiled to yours of course..)

Big Deal:

(1040)STE case: TT case: IBM case:

1 internal floppy 1 internal floppy ~5 drive bays

1 small power supply 1 medium PS 1 large PS

1 2.5" HD, LPS design 1 3.5" HD, LPS NOT see drive bays
(present max=~80MB necessary (max ~1GB) (max n/a, but
can be > 2GB)
1 built in keyboard, ext 1 detachable keyboard, 1 detachable kb
will be available from but no available replcmnts replacements
3rd parties. so far(that I know of) for IBM availb.

1 expansion slot (only Falcon, 1 expansion slot (VME, not many (typ:~8)
the PDS slot)* counting ST/TTram connectors)

*note: there is a memory card slot as well, but limited space also limits the
amount of memory you can put in (and design of motherboard follows - max 14MB)

By using a STE or TT case, atari is effectively limiting the expand-
ability of the system. Both in terms of PS, device bays, and most importantly
expansion slots. A curse of owning a TT has been deciding between graphics OR
connectivity (ie, ethernet), however this has not been much of an option due
to the old catch22 (few buy ethernet products as they are expensive/hard to
get, and producers make few/expensive ethernet products because the demand is
low). If the new machines were in cases that permitted more than one VME
(or other standard) expansion slot, those who have wanted ethernet but needed
the graphics can be added to the pool of potential ethernet customers, as well
as those who chose ethernet, but want to add graphic cards. Not to mention
that by adding device bays, you reduce the need for external HDs, thus reducing
the system to nearly a "one unit on stage" system that atari was trying to
target with the Falcon. When you add devices internally, you are adding to
your power load so it helps to have the option of adding really hefty Power
Supplies (say a 330Watt PS to handle the 2GB drive, the CD-ROM, the optical
drive, and oh yeah, the '040 system board with 32MB of RAM). Of course,
since an IBM case can hold standard PSs, you lower the cost of the machine
by using readily-available PSs that you (or rather Atari) can get real cheap
in quantities.

>I use a 386 and of course have an ST.
>Personally, the 386 keyboard is all sticky, and ugh.
>the ST's doesn't stick. I don't type 40 pages a day unlike some of you guys/gals

Yes, but if you had a problem with the 386 keyboard, you could always
go out and find a keyboard that you like for a reasonably cheap price. If
you don't like the feel of the 1040 keyboard, you are stuck.

>I don't know, but You can _really_ feel a major differnce is keyboards?
>I can sorta tell a difference, but it doesn't bother me to the point of
>" ARARGH not an ST keyboard! where's my poison!! "

Yes, I can feel the difference, but no (IMHO) the 1040 is not so bad
that it is unusable. Just uncomfortable when used for long periods. BTW, I
MUCH prefer my TT keyboard.

>The case design:
>does a detachible keyboard and a tower case improve the computer any?
>people bitched about the TT's case as being "ugly", Looks fine to me.
>why worry about case designs and keyboards?

We aren't talking "it looks ugly" - personally, I find nothing quite
so distasteful as looking as a case that screams "conformity", "just another
PC","IBM". However, (read above) it is extremely utilitarian. It serves a
purpose. It is hard to satisfy one's acstetic (sp?) needs, ones system
requirements, AND keep it relatively inexpensive.

>I would think that if the falcon was just a 030 in a megaSTe case... then you
>could bitch about the hardware, nothing new, etc..

>I'm holding out for the 040, not because of the case, or keyboard,
>but that its going to be reallly fast.

Unfortunately, that sort of attitude may doom it to never come to
market: Why should they produce an '040 if their flagship economy (=large
volume) model never puts a dent in the market. In fact, they may not be able
to bring it to market if they sank too much money into the '030 without getting
a reasonable return.

Of course, you must realize that the '040 will not cost the same as
the '030 - and you may find that you won't be able to afford it.

>my point is that i have no point.. just voicing my opinions over the bitching.

Yes, it is bitching, but it has a point nonetheless.

>Timothy Wilson
>wilsont@prism.cs.orst.edu

-Mike

3983. Re: STZIP-2 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 01:09:19 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1bfrvvINN9f6@skat.usc.edu>
Source record: 216343

In article <hjv.718984462@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>sanders@sci.kun.nl (Sander Stoks) writes:
>>H*ll, I can't even get the stupid thing extracted. I downloaded
>>STZIP20.TOS twice, tried to run it, but it just returns to the desktop.
[stuff deleted]

>Huh? I have the thing here - and no problems whatsoever... It's great IMO.
>I got it from AA right after it was uploaded. Maybe it's corrupted in the
>meantime?

I tried to download it, and it had the same errors - it would not extract. However, I downloaded stzip20.lzh from GEnie and it seems to work just fine. I recently looked into A.A. and could not find it anywhere (not even in the New directory).

Would anyone mind if I uploaded "stzip20.lzh" up to A.A.?

Also, does anyone know how the original got corrupted? I recall that two people had posted the zip file...perhaps the second person's file was messed up when they uploaded it, and when the archive person went to delete one of the files, they deleted the wrong file? Pure supposition, but the other alternative is that A.A. is corrupting files <SHUDDER!>.

>--
>Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
>Dept. of Philosophy | | heaven, but what the hell are
>University of Utrecht | | you supposed to do when they
>The Netherlands | | come true...?

-Mike

3984. Re: Is there a good real-time MOD player for an ST user?

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 01:59:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10624@uqcspe.cs.uq.oz.au>
Source record: 216347

```
>Well, I would have to recommend Jukebox;

Have people been paying attention to the subject line? Is says:

**** ST **** user.

Like me. ST's don't have DMA stereo sound, you know....

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
\_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /
```

3985. Re: FAQ: Wanted - GEM to IMG conversion program

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 02:00:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10625@uqcspe.cs.uq.oz.au>
Source record: 216348

mae@otter.hpl.hp.com (Mark Eve) writes:

>Address of any ftp site with a GEM to IMG image conversion program is all I'm
>after.

"GEM" files are vector graphics, while "IMG" files are raster graphics.

You could, for example, load a GEM file into Calamus or PageStream, and
print to an IMG printer driver in whatever resolution you want.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

3986. Re: Contacting GEnie from i-net

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 02:10:56 UTC
From: saj@chinet.chi.il.us
Message-ID: <Bw3A29.1Iv@chinet.chi.il.us>
Source record: 216208

In article <BvnuM5.2MA@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>In article <1992Oct5.140717.29787@newshost.lanl.gov>
>hutch@bellman.lanl.gov (John Hutchinson) writes:
>
>Good news for people who want to reach GEnie from the internet/Usenet.
>Bad news for people on GEnie who don't want mail from us: persons with
>GEnie addresses may now be mailed from the internet. If the GEnie name is
>i.m.a.genie then the internet address is 'i.m.a.genie@genie.geis.com'.
>What could be simpler?!
>

I tried to send mail to my GEnie self from usenet and got it back from the
GEnie postmaster saying that mail from here to there wasn't authorized. I
never really looked into it, but I suspect that a GEnie user may have to
authorize mail from the internet or some such thing.

Steve saj@chinet.chi.il.us
also S.JACOBS6

3987. Atari TT with UNIX for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 02:41:27 UTC
From: bseufert@cuug.ab.ca
Message-ID: <1992Oct14.024127.13384@cuug.ab.ca>
Source record: 216217
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Atari TT with UNIX developer's kit for sale:

* 16 Meg Fast RAM
* 4 Meg ST RAM
* TTM194 1280x960 monchrome monitor
* TT is mounted in a full size tower case
* 1.44 Meg Floppy
* TOS 3.06
* Migraph Handscanner
* 48 Meg Hard Drive (TOS)
* 212 Meg Hard Drive (UNIX)

TOS Software:

* Calamus
* Calamus SL (with some modules)
* Wordperfect
* Datamanger ST
* LDW Power
* Outline Art
* Touchup
* TOS utilities: Cardfile, Steno/Stalker, Warp-9 etc

UNIX:

* Full developer's kit AT&T SVR4
* X-Window
* Motif
* X-Facemaker
* WiSH Desktop Manager
* GNU developement tools

All original S/W comes with reams of PD S/W on floppys

All licenses for the S/W will be transfered.

PRICE: ALL TIME DEAL FOR OVER $8000.00 of stuff => $3500.00 (US)

Email me if you are interested. Will ship to continental US/Canada

3988. Petra

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 02:53:57 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1bg245INNn5a@golem.wcc.govt.nz>
Source record: 216350

I've put 'Petra' through comp.binaries.atari.st. Whether or not it actually gets there is to be seen. (It never seems to work properly).

It's about a 3k UUencoded file, so it's not too big!!

3989. TT shows up in movie `Consenting Adults'

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 05:04:06 UTC
From: rcarter@nyx.cs.du.edu
Message-ID: <1992Oct14.050406.15449@mnemosyne.cs.du.edu>
Source record: 216201

Saw a sneak of `Consenting Adults' tonight (13 OCT 92) and in the
background, they show a TT... Kevin Kline's character is a music
writer/composer who works on commercial `jingles'...

Not a bad movie, either... :-)

--
Ron Carter | Director | Center for the Study of Creative Intelligence
CSCI | Denver, CO USA | "A ... mind stretched by a new idea can never
rcarter@nyx.cs.du.edu | go back to its original dimensions." -Holmes

3990. Fax number to Joppa

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 05:53:26 UTC
From: euaanu@eua.ericsson.se
Message-ID: <1992Oct14.055326.7397@eua.ericsson.se>
Source record: 216205

Does anybody out there in netland know the fax number to Joppa?
I would like to know since I've been thinking of
ordering a fax modem from them.

Thanks.
/Arto

3991. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 05:53:46 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <67694@cup.portal.com>
Source record: 216202

Michael Baffoni writes:
>>Whats the Big deal about the case design?
> Big Deal:

>(1040)STE case: TT case: IBM case:

You forgot one...

(1040)STE case: TT case: IBM case:

Everyone's been whining/crying/apologizing $69-$99
for Atari about the cost of retooling a new including a 230w
plastic case design.. it would cost power supply and
HUUUUUNDREDS of THOUSANDS of dollars for a lotsa drive bays.
new case for the Falcon.

(Not to mention.. the front of these clone cases is a one-piece
plastic molding.. it would be simplicity to slap on an "Atari
front-end" and make the case completely unique..
"PC respectability" AND "Atari identity" in one easy step..)

Oh well...

BobR

3992. Re: P.I.M. (was Re: Boston Computer Soci)

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 06:01:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <67695@cup.portal.com>
Source record: 216204

Chuck Rickard writes:

>I don't know what their marketing staff is like right now, but if its
>like their OS development team, I feel sorry for them. With Allan P.
>and Ken B. gone, poor John Townsend ...

I didn't know Ken was gone too... that's really too bad..

I remember me and Ken crashing the Commodore Roundtable pizza
party in Las Vegas back in 1987, when he was still KBAD, before
he started working for Atari.. we were the only Atari folks
in the entire place, and we had to fend off an army of Amiga and
C64 peoples.. what a blast..!

So.. with the Texas R&D shop closed down, and the Chicago games
development facility gone, who does that leave..?

BobR

3993. Re: uucp for TOS

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 08:36:20 UTC
From: rjwalsh@maths.tcd.ie
Message-ID: <1992Oct14.083620.29414@maths.tcd.ie>
Source record: 216209

In <1992Oct13.170021@helix.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:

>In article <2627@devnull.mpd.tandem.com>, dunham@devnull.mpd.tandem.com
>(Jerry Dunham) writes:

>|> I don't even know what UUCP is, and here I am asking how to get it.
>I do
>|> understand that UUCP is required for me to be able to transfer files
>bet-
>|> ween my Atari ST and a friend's Unix system, though, so this is my
>first
>|> step.

>Actually, you don't need UUCP; that's simply one option. You can also
>various 'binary' file transfer protocols such as XMODEM, Kermit, etc.

>UUCP can be convenient, as the file 'copy' operation is done in the
>background on the Unix host, and can be automated. However, I have
>access to Unix host which has both XMODEM and Kermit; I have obtained
>many ST programs from the atari.archive by (1) ftp to local Unix host,
>(2) XMODEM download to ST. I don't recommend UUCP (Unix-to-Unix CoPy)
>unless you have NO other alternative, and I am doubtful if there is an
>ST version of this somewhat complex Unix software suite.

>P.S. If you just want text transfer, all you need is a terminal prog
> with text-capture (to file) feature.

> Rick Venable

True, but UUCP also allows you to send and recieve mail and UseNet news
directly from and to your Atari ST/whatever. A package does exist (in
fact several do, if I remember rightly). One is called Mercury UUCP (I may
have the name wrong), and I think one exists called Taylor UUCP. A UUCP
connection is a little difficult to set up, however, but once you've done
it, it is fairly straightforward to use - just like using mail and news on
a 'normal' unix system.

I have no experience of using UUCP, but from what I've read of the
Mercury UUCP documentation, it has the whole compliment of unix UUCP
packages, including uux (execute a command on a remote system) and
several others. The package is available on the atari.archive.

If you don't actually need a News or Mail feed, then [XYZ]MODEM/Kermit that
you'd get with a normal terminal comms package is probably better.
--
rjwalsh@maths.tcd.ie
Robert Walsh

Student Computer Research Group
Trinity College, Dublin.

3994. FOR SALE - 5 1/4 in I.B. Disk Drive

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 08:46:43 UTC
From: carrollw@ucs.orst.edu
Message-ID: <Bw3sDz.A62@news.orst.edu>
Source record: 216210

I have the following FOR SALE!!

I.B. 5.25in DS/DD Disk Drive
"Drive Master" switch box (switch between two drives)

Will let both go for $120.00

Call me at (503) 752-1452
OR
Email to carrollw @ucs.orst.edu

Thanks for your time and computer space!

Bill Carroll

3995. Re: Falcon in Sweden

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 08:51:17 UTC
From: mikhil@Prag.docs.uu.se
Message-ID: <mikhil.719052677@Prag>
Source record: 216211

jornmoe@fredrik.atari.no (Joern Moe) writes:

>In <1992Oct11.211022.3122@kth.se>, Johan Sm&#65533;ros writes:

>>>Has anyone heard which company will be the new generalagent
>>>for Atari here in Sweden ? It seems to take years before they
>>>have decided. I could buy my Falcon from another country though
>>>but it is always nice to see the thing with your own eyes before
>>>you buy it, to be sure that it holds up to its promises.

>>
>>Unfortunately there will probably be no "generalagent" in Sweden before
>>christmas :-(
>>
>>Johan
>>

>In Norway, there seems to be at least two general agents. One mainly aming at
>the games marked and another aiming at the musician marked!

Can you buy a Falcon in the stores in Norway ? Has the marketing
begun ? Any ads in magazines ? Who are the "generalagents" ? Which business
are they into, the electrical, electronical or pure computerbusiness ?
It seems a good idea to have two generalagents, one aiming
at the games market and one at the more professional side such
as professional musicmaking.

Mikael Hillborg, Computer Sciencestudent at

__ __ _
| \ / / \
| | __ | _
| |/ \ | \
|__/ __/ __ _/ Department of Computer Systems,
University of Uppsala, Sweden

email: mikhil@student.docs.uu.se

3996. Re: Falcon Refresh Rates

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 08:52:01 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <TFX706K@heaven7.in-berlin.de>
Source record: 216218

jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner) writes:
> wrong. TVs operate at 60Hz period. what makes them flicker is that
Nonsense. TVs operate at 50 Hz. Only in some (very few) countries do they
use 60 Hz TVs.
--
___*___ Martin P. Ibert - Westendallee 100 d, D-1000 Berlin 19 - +4930-3056541
======= E-mail to martini@{heaven7.{in-berlin.de|sub.org}|cloud9.in-berlin.de}
||| ||| --
||| ||| ------ Everybody wants to go to heaven, but nobody wants to die ------

3997. learning assembly language

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 09:36:10 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1992Oct14.093610.1083@gdr.bath.ac.uk>
Source record: 216220

Matt McCabe writes:
>Something I've wondered ever since I bought my first computer (around 6th
>grade)....How does one go about learning to program in assembly language?
>There really aren't any words are there? It doesn't seem like it could be the
>same as learning BASIC, Pascal, or COBOL...is it?
>
>
> -Matt McCabe

I tried e-mailing you but it bounced so I'll put my thoughts here instead
to bore everyone silly.

Interesting question that, back in the old days of having a Amstrad
CPC computer with a Z80 chip, I bought a book on machine code
programming which had a few easy examples with the hex code for them,
the only programs I could write then were "hand coded" as I didn't
have an assembler - now that was REAL programming. Like all language
learning you start by writing short simple code like something to
clear the screen or put a sprite on the screen, its not much different
to learning a high level language where you write a short print "hello
world" type piece of code.

In assembly there are actually quite a few "words" as you put it,
except that rather than being one "word" to execute a whole process
(like print"hello") is just does one machine type instruction, like
add two numbers together (very glib example that).

In short, I'd say it is just like learning a high level language in
some sense, the BIG difference is that you have to write a hell of a
lot more instructions to do some simple task.

I love writing in assembler myself, at least then I know that I'm not
relying on someone elses code to make my stuff run fast, hell, I even
wrote an entire word processor in assembly, more or less just for the
hell of it - but it was damn fast! And being able to have an 80x34 text
mode on a standard ST was useful. Of course these days my simple word
processor is obselete as I have access to systems running X-windows,
but at the time it was damn good.

Also without being to write assembler I wouldn't have been able to write
any of the nifty 3-d solid graphics applications, as nothing else would
have run fast enough (even in pure *highly optimised* code its still too
slow for my purposes though - Falcons where are you?)

Mark

3998. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 09:48:37 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.719056117@rw8.urc.tue.nl>
Source record: 216214

darling@cellar.org (Thomas Darling) writes:

>In this day and age, when you can buy an Alesis Data Disk for $400 that is
>road-worthy and fits in one rack space, there's a scant handful of people
Ha, there is a German firm (yes again German :) that builds ST's into
19" racks. The things looked very sophisticated to me. It even provided
an extra midi thru port. And it had a very clean front. Just the reset
button and power switch on front. The backside had all the connections
the ST has plus a keyboard connector and the fact that the rom port had
been buffered. The case was also a lot flatter than I am used to from
my 1040STF. Great for musicians and I am sure there will be something
like this for the falcon. So nobody hesitate buying a falcon :)

Erlend.

3999. Harddisk size

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 10:24:38 UTC
From: baumer@cs.utwente.nl
Message-ID: <1992Oct14.102438.12585@cs.utwente.nl>
Source record: 216216

I have a quantum harddisk of 105Mb on my TT. Recently the harddisk was full, but when I did a 'du -s' I got as an answer 80 Mb. So there is about 25 Mb lost. I know about the 1 Kb blocks being the smallest unit of memory on the harddisk. So with about 4000 files this would result in a loss of (at maximum) 4 Mb. This would mean that about 21 Mb is needed to store the directory structure. This seems too much to me. Does anyone know what is the matter here?

I tried to use some disk-optimizers but they didn't seem to work with one partition of 105 Mb.

Greetings,

Han Baumer.

--
___ Han Baumer <baumer@cs.utwente.nl>
___/ ________
| ___/ | Univ. of Twente, Dept. Computer Science, TIOS-group
| ___ _ _ __ | P.O. Box 217, NL-7500 AE Enschede, The Netherlands
| | | / \ (_ | tel: +31 53 89 3742
| | | _/ __) | tel: +31 53 89 3755 fax: +31 53 333815
|_____________|

4000. Re: FALCON Raytracers?

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 10:30:29 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct14.103029.19666@email.tuwien.ac.at>
Source record: 216215

g.coulter@daresbury.ac.uk (G. Coulter) writes:
: Does canyone out there know of any raytracing
: programs that are comming out for the Falcon
:
: Gary
:
The InShape raytracer is available for the TT and Falcon with coprocessor,
and it seems that it produces excellent pictures (seen in a magazine).

Marinos Yannikos

4001. Falcon and Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 10:33:19 UTC
From: andrew@minster.york.ac.uk
Message-ID: <719058799.8966@minster.york.ac.uk>
Source record: 216222
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I read an advert yesterday claiming that the internal hard disk interface of the new Falcon030 is a IDE standard yet the external drives can run off a SCSI-2 bus. Is this true???

If it is then why do Gasteiner(sp?) and ultimately Atari hope to sell the Falcon with 64Mb HD for 400 pounds more than the machine without HD. One can easily buy a 100+ Mb HD for less than 200 pounds with an IDE interface. Intenal SCSI drives of similar capacity can be bought for less than 300 pounds.

-Andrew

--
Andrew Hague -- Research Student -- Computer Aided Learning & On-Line Lectures
Dept. of Computer Science, University of York, York, Y01 5DD (+44/0)904 432762
EMAIL: andrew@minster.york.ac.uk
"And... why not?"

4002. Re: Summary of "which programming language"

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 11:07:46 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Oct14120345@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 216247

>>>>> On 13 Oct 92 10:03:14 GMT, aeg03@rrz.uni-koeln.de (Jan T. Kim) said:

> In <ABADDON.92Oct12113422@suprenum.uk.ac.liverpool.scm.suprenum>
abaddon@uk.ac.liverpool.scm.suprenum (Kevin o donovan) writes:

>>>>>> On 10 Oct 92 10:14:06 GMT, sheppard_r@kosmos.wcc.govt.nz said:

>> also the speed of GFA has to be seen to be believed, its faster than compiled
>> C...??

>Perhaps if you were using a really bad C compiler, with slow libraries, or
>you'd just moved from BASIC to C (ie you're writing in C as though you were
>using BASIC), but otherwise that's just laughable.

> Well, it may not be that ridiculous after all. I've found out
> that a very significant amount of time is actually spent not
> executing interpreter stuff, but TOS calls.
It depends an awful lot on what you're writing. TOS calls are mainly to do
with input or output (in one form or another) and most programs will want to
do something to the input before it becomes output. Exactly how much can vary
a lot 8-)
>Seems to me that even
> the best C compiler can't shorten the execution time of TOS
> calls...
No they can't, but they won't make them execute any slower either.

> Finally, the claim that a "C-ish" programming style automatically
> will compile to fast programs is considered to be folklore even
> by most C folks, including those who maintain FAQ sheets and
> such...

Maybe so, but then I never said that. I said that people learning C after
using basic will often simply write their C programs in a style suited to
basic. This will generally lead to inefficient code. I came into C this way,
and I shudder when I look at some of the stuff I wrote (way back) then.

Reminds me of a quote I saw somewhere:
"C combines the speed of assembly language with the ease of use of assembly
language" 8-)

Kev

4003. C compiler test (TC 2.0, LC 5.52, GCC 2.1)

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 11:11:30 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <15052@chalmers.se>
Source record: 216224

A couple of weeks ago I ran a test to find out once and for all which
C compiler is the best one for the ST, ie which produces the fastest code.

I used the sources for MGIF 3.5, by Bill Rosenkranz, with some improvements.

The test picture used was a 263x394 pixel, 256 color image (52733 bytes).

The programs were compiled and run on my 4Mb STE.
All timings are approximate since I measured them by hand, but they should
be accurate to within 0.2 seconds, I think.

Turbo C 2.0 Lattice 5.52 GCC 2.1 Original

Load and unpack 9.4 10.6 9.9 26
+ draw on screen 32.6 34.1 33.0 66

Blur filter bl 35.0 13.2 6.0 71
Convolution 3 v 3 40.6 17.8 14.0 77
Hist. equal. he 2.6 2.5 2.3 3.4
Contr. exp. 2 co 2 7.2 8.8 9.0 16.1

Draw
with noise 50 n 50
and laplace 2 g 2 43.4 50.3 50.4 56.0

TC and LC uses register parameters, optimization and int = short.
GCC was used with the "-O2 -mshort" switches.
The values for "Original" are from MGIF 3.7, as distributed by Bill.

The time for the filters etc, were measured from the issuing of the command
until the screen cleared before displaying the new image.

As you can see in the table, the quality of the code generated by TC is far
worse than LC or GCC in the more complex functions.
If you look at the generated code it is obvious that TC does very little
"real" optimizing, but it's very good at register allocation.
From what I've heard about PureC, it should be the same.

LC is not very smart about the registers, but quite good at common expression
elimination and such things.

GCC beats the others hands down at code generation, but unfortunately can't
handle register parameters.

If you'd like to have the sources or binaries for my versions MGIF, contact
me by e-mail. I don't know Bill's position on distributing this, but I'll
try to reach him.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

4004. Re: ATARI COMPUTER WISH LIST

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 11:13:53 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bw3z76.784@newcastle.ac.uk>
Source record: 215837

In article <1992Oct12.102853.11571@email.tuwien.ac.at>, nino@vmars.tuwien.ac.at

>Really? Haven't heard about that... But the german company "ddd" has announced
>a case for the F030 that will cost 199,- DM and will have a separate keyboard,
>and the possibility to add a 2nd drive...
>
>Marinos Yannikos

Can someone post the address of this company, because I despise the current ST case, cann't afford a TT, and cann't wait for Atari to get their act together on the case design.

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

4005. Re: uucp for TOS

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 11:22:17 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <ZJX76QM@heaven7.in-berlin.de>
Source record: 216219

dunham@devnull.mpd.tandem.com (Jerry Dunham) writes:
> I don't even know what UUCP is, and here I am asking how to get it. I do
> understand that UUCP is required for me to be able to transfer files bet-
> ween my Atari ST and a friend's Unix system, though, so this is my first
> step.

UUCP means "Unix to Unix CoPy" and is a fuzzy name describing a single command,
a family of file transfer protocols, a whole setup of programs, and a
philosophy :-)

> Is there something which runs on a 1 MB ST (no MiNT, no Minix) that allows
> me to establish a UUCP connection over 2400 baud modems with a Unix (actual-
> ly Xenix) machine? I figure if it's not known on this newsqroup, it probab-
> ly doesn't exist.

Several UUCP packages for Ataris exist. I wrote one, which is why I recommend
it :-) It is named "Hermes", and the current version is 1.04. Any good FTP
server should have it; if not, contact one of the better-known German servers.
Hermes lets you send and receive mail, news, and yes, files. The setup is
rather complex, especially for people not speaking German (because the docs
are mostly in German). But it can be and has been done. Hermes is shareware,
the cost is DEM 60 (about USD 50-60 including conversion charges).

But as some other poster said, if you really need nothing other then file
transfer, have your Unix friend install sz/rz, get RUFUS and off you go.
Then UUCP would be plain overkill.
--
___*___ Martin P. Ibert - Westendallee 100 d, D-1000 Berlin 19 - +4930-3056541
======= E-mail to martini@{heaven7.{in-berlin.de|sub.org}|cloud9.in-berlin.de}
||| ||| --
||| ||| ------ Everybody wants to go to heaven, but nobody wants to die ------

4006. Re: Mint versus Powerdos

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 11:56:17 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bw415u.ACn@newcastle.ac.uk>
Source record: 215836

MiNT still can't multi task gem apps. You need the new multi-aes which comes
with multi-Tos to do that (when it eventually hits the streets).

However, for straight TOS programs, MiNT is now definitly the business.
Multiple TOS windows, available from within a GEM program. Using GDOS
fonts within the TOS windows, pull down menus for TOS applications.
v0.95 was a revelation!!!

Once graphics support is implemented, we can throw away MGR altogether....

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

4007. Re: Amiga Blitter 40% slower than Atari Blitter (???)

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 11:57:33 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719063853@freyr>
Source record: 216227

robart@agora.rain.com (Robert Barton) writes:

>>Every new machine Atari makes is instantly labeled as "Amiga killer",

The TT wasn't and the 040 won't be. It's just the fact that Atari always brings
out the cheap low-end (games) machines first.

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

4008. Re: Case Design for Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 12:01:23 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719064083@freyr>
Source record: 216228

sanders@sci.kun.nl (Sander Stoks) writes:

>Ferrari-red of course.

Something like that but slightly more distinguished (Bordeau red) could make a very `desirable' machine out of the 040, somewhat like the Indigo. Maybe we should have it in different shades of grey (the colours of a Falcon).

>(Unless of course, they'd put it in an Iris Indigo-case. Now THAT's a
>nice box.)

But just a box, basically. The Falcon 040 should have a nice front panel. Maybe something in the shape of a falcon with its wings spread, like this:

```
---\ /---
\ \head / /
\ \---/ /
|\ /|
| \_________/ |
| | | |
```

Sorry for the rediculous drawing. Anyway, just like with the Indigo, one has to open a `door' on the front panel (that is, the door is the falcon logo) to access the disk drive. (Well maybe the logo should be smaller than I've drawn it but then the machine would look at bit much like the Indigo which we don't want.

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

4009. ST's in Australia...

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 12:02:24 UTC
From: rorrossiter@halls1.cc.monash.edu.au
Message-ID: <rorrossiter.4.719064144@halls1.cc.monash.edu.au>
Source record: 216236

Just putting some feelers out to see if we have any ST users in
Australia. If so, could some of you people E-mail me??

Also, I was wondering if anyone knew of any support for Hisoft
Basic Down-Under, since I got my ST in the UK...

Thanks in advance...
Ron Rossiter <rorrossiter@halls1.cc.monash.edu.au>

"I don't want to achieve	rorrossiter@halls1.cc.monash.edu.au
immortality through my work,	ronald@yoyo.cc.monash.edu.au
I want to achieve it by not	
dying...."	Ron Rossiter,
Woody Allen	Roberts Hall, Monash University,
	Clayton, Victoria
	Australia

4010. Re: Falcon Refresh Rates

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 12:19:04 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719065144@freyr>
Source record: 216229

jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner) writes:

>annius@sif.research.ptt.nl (Annius Groenink) writes:
>> can easily see the difference if you focus on something (or
>> somewhere) slightly above your monitor. You will see that it
>> flickers a lot. (But that's already a lot better on 60Hz.)

>wrong. TVs operate at 60Hz period. what makes them flicker is that
>they're interlaced to effectively double the vertical resolution.

But the flicker I was talking about is easily seen with an all white COMPUTER
generated picture.

>a -full- frame is only drawn on a TV every 30th of a second. half
>frames (even/odd scan lines) are drawn at 60Hz. scan doublers
>-also- work at 60Hz, but buffer the previous half frame and draw
>the whole thing in one 1/60 second sweep instead of 2. this is
>also the method 'flicker-fixers' on the Amiga use.

Isn't what you say a particular phenomenon of NTSC? Anyway, there are
definitely TVs with 100Hz refresh rate.

>is PAL standard. if i remember correctly, flourescent lights also
>operate at 60Hz without noticable flicker. it isn't until they get
>old and start 'misfiring' that you notice the flicker.

Fluo lights and light bulbs are a different story because they consist of just
one `pixel'.

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

4011. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 12:39:04 UTC
From: mwtilden@math.uwaterloo.ca
Message-ID: <Bw4354.4v2@math.uwaterloo.ca>
Source record: 216223

In article <1992Oct12.122024.15321@cs.nott.ac.uk> dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes:
>the files are still in New/chaos.arc, New/chaos1.msa, and
>New/chaos2.msa. Of course, Jeff Weiner may have moved them into
>Games!

Got 'em. But what the hells an 'msa'. What do I use to unpack them?

Is all.

--
Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
-_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G1
|__-_-_-| \/ (519)885-1211 ext. 2454
"MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!!"

4012. A question & a comment

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 12:45:02 UTC
From: solo-p@cyberden.uucp
Message-ID: <13Oct92185355wlm200@cyberden.uucp>
Source record: 216225

Comment:
Why hasn't anybody mentioned what seems to me to be the most likely reason for the Falcon using the STe style case: Wasn't that the last case that Atari managed to get FCC type B certification for? I don't recall ever hearing that the TT or the MSTe had gotten type B approval (a pity, really. I do prefer the detached keyboard).

Question:
I've been trying to get the PBM utilities working on my MSTe. I'm not using a command line, so I've renamed the files to .TTP. When I do this, they work just fine on my wife's STacy (with NeoDesk), but when I try it on my machine, I get lockups, bombs, and all kinds of garbage. I've tried dropping back to 8mHz, turning the blitter off, everything I can think of. Does anyone have any ideas?

Actually, if someone can point me to a program to convert Spectrum directly to a standard 24 bit format, ie Targa or TIFF, I'll junk the whole PBM package.

Either solution would be fine.

Thanx,
S.P.

/--\
| Casey Karp (Solo Polyphony) | GEnie: solopolyfony |
| Unemployed librarian about town | moon!cyberden!solo-p@well.sf.ca.us |
\--/
---
* OLX 2.2 * YAPT -- Yet Another Pointless Tagline

4013. Address to ASH

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 12:51:44 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.16.719067104@dhhalden.no>
Source record: 216226

There was someone out there that wanted the address to ASH (the maker of Pure C):

Application System Heidelberg Software GmbH
Postbox 102646
6900 Heidelberg
Germany

Stig

4014. re: Calligrapher Postscript drivers.

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 12:54:11 UTC
From: sjg@phwoof.ph.kcl.ac.uk
Message-ID: <1992Oct14.125411.22399@sol.ctr.columbia.edu>
Source record: 216221

I've have encountered the same bug that was mentioned on Usenet a few days ago ie: that letters such as 'O', 'e', 'a' etc are completely filled with no white space in the centre when the text has been wrapped around a curve or circle.

I read the usenet article and was pretty angry that there was no support forthcoming from WT, so I rang to complain. The conversation went something like this...

Me: I am having problems printing with the postscript driver when I use FlexText PAK.

Him: Yes there is a bug in the PS driver. We'll have to replace your pscript.sys file. Can I have your name ?

Me: <blah>

Him: I'll send it to your registered address by tomorrow. Ok ?

Me: Fine. Thanks.

I reckon you can't really expect much more than this.

Simon.

>>> A truly wise man never plays leapfrog with a unicorn <<<

4015. STOS updates for Falcon/TOS2

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 13:56:49 UTC
From: evilandi@VNET.IBM.COM
Message-ID: <9210141414.AA18018@ucbvax.Berkeley.EDU>
Source record: 216230

Does anyone know if Mandarin/Jawx software have any plans to update the STOS BASIC suite of programming tools to make them compatible with the new Falcon, or indeed TOS2?

If so, will there be a complete re-write of STOS ("FLOS"!?!) to take advantage of the Falcon's full capabilities, or will it be another patch?

I currently have 3 STOSed shareware programs, plus another 3 Budgie UK licenceware proggies out; will I be able to convert these for the Falcon?

Andrew Oakley (evilandi@vnet.ibm.com)
IBM Warwick, UK (I speak FROM IBM, not FOR IBM)

"THE BRITISH ARE COMMING... but have been delayed due to leaves on the line and the wrong type of snow..."

4016. PhotoChrome, GIF to RAW and PBM - HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 14:42:07 UTC
From: morgado@vxdesy.desy.de
Message-ID: <1992Oct14.144207.1@vxdesy.desy.de>
Source record: 216231

I've been trying to convert GIF files to RAW format to be able to view them
using PhotoChrome, using the PBM utilities available on a.a.u.e.
I've attempted to do this in two ways.

1) giftoppm pic.gif > pic.ppm
ppmtoraw pic.ppm > pic.raw
The above steps I perform from within tcsch on MGR and MiNT. I then use
PhotoChrome on pic.raw and the program hangs after about three mins. By
hang I mean the pink scan line stops half way up the screen and nothing else
happens. Reboot is needed.

2) giftoppm pic.gif | pnmscale -xysize 320 200 | ppmtoraw > pic.raw
Again performed from within tcsch on MGR and MiNT. This is the suggested
method in the docs that come with ppmtoraw! In this case I get an error
...unknown magic number... from within pnmscale. This is strange since the
man page for pnmscale says it can take any of ppm, pgm and pbm as inputs.

I've also tried both methods with several gif files without success. I have not
tried method 1) with a gif file that is actually 320x200, so I don't know if
that would work.

Any help would be gratefully received.

Carlos

Carlos Jose de Sousa e Morgado	" Three quarks for
	Muster Mark! "
MORGADO@DESYVAX.BITNET	James Joyce

4017. Re: ATARI COMPUTER WISH LIST

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 15:51:00 UTC
From: Stefan Monnier <osoelgaultier+@CMU.EDU>
Message-ID: <Eer47Ya00aw3MNoGpR@andrew.cmu.edu>
Source record: 216158

Excerpts from netnews.comp.sys.atari.st: 13-Oct-92 Re: ATARI COMPUTER WISH LIST Dave Litchman@admiral.uu (7207)

> >
> >> 6) Upgradeable video route... at least a standard of upgrading an
> >ST's video.
> >
> >There is a wide variety of Graphic adapter boards for ST&Mega
> >available.

> But no *standard*...

WHY DO YOU WANT STANDARD GRAPHICS BOARD ???????
The VDI driver is here to permit the use of the card without having to know how it works, how it is connected, how is the internal image format, etc...

It's not like PCs !!
It's rather like MAC !

> >
> >> 19) Customizable Desktop (have you seen MOTIF ?).
> >
> >Well, not like MOTIF, but close. Have you tried Gemini or NeoDesk?

> Gemini and NeoDesk are nice, but they leave something to be desired...

I believe Gemini and Neodesk are both still improving !
And anyway, they don't have anything to do with Motif: Motif is not a desktop, it's a window manager !

> Italian Plumber and Blue Hedgehog)... Voiceover again, "The Atari Jaguar.
> We've let the Cat out of the bag."

> >
> >> 26) A remake of the mega STe (68000),but merged with a 386, with AT slots,
> >> this will attack the PC market as well as well as people who need both
> >> systems.- I KNOW THIS VERY POSSIBLE.
> >
> >A remake of the MegaSTE with better CPU (68030) and SVGA (1024x768
> >8bit) level display technology. Who needs Intel?

> Unfortunately, most of the personal computer users out there today...

If you need Intel, get a PC: I'm sure it's cheaper to get an ST and a PC than to get an hybrid machine !
BTW: hybrid machines never had any success (remember CP/M and MS/DOS machines or other 68000/8086)

If you buy an ST, it's not to use it as a PC !

Stefan

-- On the average, people seem to be acting normal --

4018. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 16:03:11 UTC
From: Stefan Monnier <osoelgaultier+@CMU.EDU>
Message-ID: <ker4GzS00aw3ANoHoN@andrew.cmu.edu>
Source record: 216155
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Excerpts from netnews.comp.sys.atari.st: 14-Oct-92 Falcon and Hard
Drives andrew@minster.york.ac.u (715)

> I read an advert yesterday claiming that the internal hard disk interface of
> the new Falcon030 is a IDE standard yet the external drives can run off a
> SCSI-2 bus. Is this true???

> If it is then why do Gasteiner(sp?) and ultimately Atari hope to sell the
> Falcon with 64Mb HD for 400 pounds more than the machine without HD. One can
> easily buy a 100+ Mb HD for less than 200 pounds with an IDE interface.
> Intenal SCSI drives of similar capacity can be bought for less than 300
> pounds.

> -Andrew

Don't forget the 64M drive is internal: there isn't that much place, so
that the drive is 2"1/2: it's quite a bit more expensive !
And the price difference is also for 4 MB instead of 1M

The price difference may be important, that's true. But what about other
companies ?
NeXT with 16MB is 1000$ more expensive than the same configuration
with 8MB !!
I can find 8MB for about 200$, and put them into the simms sockets myself !

Stefan

-- On the average, people seem to be acting normal --

4019. For sale: Dungeon Master I and II

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 16:39:39 UTC
From: pete@introl.com
Message-ID: <1billbINN12no@introl.introl.com>
Source record: 216157

```
The title says it all. Make me an offer for both.
Includes all docs and original disks.
I don't know what they're worth... $25.00?
-Pete
--
------------------------------------------------------
Pete Ikusz Introl Corporation pete@introl.com
```

4020. Re: C compiler test (TC 2.0, LC 5.52, GCC 2.1)

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 16:40:51 UTC
From: leonp@cs.kun.nl
Message-ID: <Bw4EC4.E3v@sci.kun.nl>
Source record: 216232

What types of variables did you use for the "more complex
operations". I understand TC has 64 bits doubles or so which is more
than gcc.
(I.m not sure about the number, but TC has more I believe)
This can make all rthe difference....

Greetings,

Leon Pillich
University of Nijmegen, Holland
email: leonp@cs.kun.nl

Life is what's happening when you're making other plans ...
John Lennon

4021. Jack - from Commodore to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 17:14:45 UTC
From: cpb@sys6626.bison.mb.ca
Message-ID: <aZ7msB1w165w@sys6626.bison.mb.ca>
Source record: 216243

What I want to know is:

How is it that Jack Tramael(?) managed to be so successful with the C-64 and Commodore and yet can't repeat that success with Atari?

Surely the ST line of computers is superior to the C-64. But I remember those "I Adore My 64" commericals.

Anybody care to voice their opinion?

4022. Re: Looking for a sound digitizer

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 17:49:02 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <ade40e1a@Kralizec.fido.zeta.org.au>
Source record: 215941

Original to: mpepe@nyx.cs.du.edu
In a message of <04 Oct 92 00:45:50>, mpepe@nyx.cs.du.edu (3:713/602) writes:

m> mpepe@nyx.cs.du.edu (Matt Pepe), via Kralizec 3:713/602
m>
m>
m> I'm looking for one of these sound digitizers also... I have a 1 meg
m> 1040 ST.. s if there has been any replies to the abouve mentioed
article,
m> could someone please tell me the 3's! :) thanks!

Okay - I know there are people out there looking for these things. A mate and I are hacking together a superior quality unit (full stereo, input filtering, fully calibrated, or you can redo it yourself, true bipolar operation, 15us minimum conversion time - ie 66KHz stereo)

We plan to write some simple record-only software for the unit (it doesn't play back) and hack in some replay routines for the STe/TT.

At the moment, we think about US$150 would let us mail it anywhere in the world, but we're a couple months away from having a finished product, and we need some positive feedback before we commit ourselves to manufacturing them in any quantity.

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4023. Re: A question & a comment

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 17:54:09 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1bhms1INN345@usenet.INS.CWRU.Edu>
Source record: 216233

In a previous article, solo-p@cyberden.uucp () says:

>
>Comment:
> Why hasn't anybody mentioned what seems to me to be the most likely
>reason for the Falcon using the STe style case: Wasn't that the last case
>that Atari managed to get FCC type B certification for? I don't recall ever
>hearing that the TT or the MSTe had gotten type B approval (a pity, really.
>I do prefer the detached keyboard).
>

This is what I believe is going on and I bet I'm right.

The most sales that Atari has ever had since the 2600 was the 520 and 1040 ST.
The casing used was the one piece.

At this time, Atari figured it was because they got to the European market
first.

What they didn't realize was that the majority of people weren't buying it
for applications, they were buying it because it had FANTASTIC games.
It was also less expensive than the A1000.

Commodore then released their A500 and their sales soared. The Amiga was
originally built as a game system so programmers found that they could make
some very good games for it.

--Better than what they could on the ST.

More and more people saw that there were better games on the Amiga and more
and more people bought the Amiga--especially in the UK and then in Germany.

Atari realized that Commodore's come back wasn't due to applications for
Atari had better application software. Commodore's come back was a result
of the great games available for it.

They decided to build the ultimate low-cost gaming computer that could also
be used for other things such as VIDEO and MUSIC. They also put a DSP port
on it to give hackers something to have fun with.

Many hackers are game players and many game players are hackers.

The Falcon 030 has a perfect combination of everything that an average Atari
user wants.

1) It will play great games
2) It is hackable--boy is it!
3) It will allow musicians to make great music.

4) And it will allow great art and pictures to be produced on it.

Atari wanted to create a machine that could be mass produced fairly easy
and give the AVERAGE Atari user what they want.

A detachable keyboard is GREAT, but does the AVERAGE Atari user really need it?

How often do you need they keyboard to play games?

How often do musicians need the keyboard to play music?

Or artists to draw art?

Atari can eventually sell the FALCON 030 to stores such as WALDENSOFT
to be sold as a home computer.

If computer gaming is still around, the FALCON 030 case will be perfect.

As soon as the Falcon 040 is released (probably next year sometime),
the Falcon 030 will probably be lowered in price to around $500-$600.

The Jaguar video game system will probably be very similar for around $300.

For us serious users, Atari will give us the Falcon 040.

And I bet you that it will make the Falcon 030 look like a toy.

It will probably be in a PC-style case with higher graphics resolutions,
and a higher-end DSP chip. It will probably give us enough expansion slots
to calm us for another 5-6 years.

>
>
>

--

4024. Re: ATARI COMPUTER WISH LIST

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 18:16:55 UTC
From: comeau@csanta.attmail.com
Message-ID: <Bw4Is7.IyB@well.sf.ca.us>
Source record: 216234

In article <gkxzv5n@rpi.edu> oyakea@rpi.edu writes:
> ******** ATARI COMPUTER WISH LIST **********
>9) At least some C++ compatible compiler.

I understand that some folks are using g++, although that it
not always compatible. Further, Comeau C++ 3.0 With Templates is
currently in beta and will be availabel shortly.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Producers of Comeau C++ 3.0 With Templates
Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

4025. Re: Harddisk size

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 18:28:16 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.jMbzAYevbH2@fredrik.atari.no>
Source record: 216188

In <1992Oct14.102438.12585@cs.utwente.nl>, Han Baumer writes:
>I have a quantum harddisk of 105Mb on my TT. Recently the harddisk was
>full, but when I did a 'du -s' I got as an answer 80 Mb. So there is
>about 25 Mb lost. I know about the 1 Kb blocks being the smallest unit
>of memory on the harddisk. So with about 4000 files this would result
>in a loss of (at maximum) 4 Mb. This would mean that about 21 Mb is
>needed to store the directory structure. This seems too much to me.
>Does anyone know what is the matter here?
>
>I tried to use some disk-optimizers but they didn't seem to work with
>one partition of 105 Mb.
>

Remember that 105MB often is calculated as 105*1000*1000 Bytes, but if
you calculate the right way using 1024*1024 for a MB, 105 is actually
only 100.1MB (there goes 5 MB:-)
And when you have such a large partition, the clustersize (smallest
adressable storage space on the harddisk) is often (but not always) 4096Bytes.
There are however utilities available that enables you to alter this before
you start using the disk (just after partitioning the drive). The catch is
that the smaller the cluster size, the larger the FAT becomes, and the
filesystem will use longer time to find a given cluster.
Then if you say that on average you loose 1/2 cluster for each file, there
goes another 7.8MB (4000*2048 Bytes) and in addition, every directory takes
up another 4K, so if you have some 400 directories, you *loose* another
1.6MB. Adding all this up gives 14.4MB *lost space.
Calculating worst case shows a maximum loss of 25MB.
(I've not taken into account the space that FAT1 & FAT2 takes up, which
usually is about 80K on such a large partition)!

PS. When I say smallest adressable storage space, i do mean the smallest
storagespace the filesystem uses on ordinary file operations!

PPS. I MIGHT be wrong and/or even forgotten something, so please feel free
to correct me if I'm wrong!

--

```
-------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

4026. Re: TOS upgrade advice/help needed :^)

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 18:35:18 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <ade40e1b@Kralizec.fido.zeta.org.au>
Source record: 215942

Original to: wmagro@uiuc.edu
In a message of <06 Oct 92 18:09:22>, wmagro@uiuc.edu (3:713/602) writes:

w> :^) I can vouch for the difficulty of the operation. I managed to kill
my
w> 520ST
w> :^) even using a fancy de-soldering station, etc. I had to "blue-wire"
w> about
w> :^) 4 traces to get it to boot again and there are still a couple I need
w> to
w> :^) track down (for example it boots in color with a mono monitor
w> connected).
w> :^) Evidently some of the inner layer traces are as flimsy as the outer
w> layer
w> [...]

Ah! Another blue-and-white striped apron, if you please!

Seriously, for all that people say it's easy, PCB repair is _highly_skilled_
work, and unless you are careful, patient, and practiced, you stand a good
chance of ruining a very expensive component.

w> Does this mean that some STs have multi-layer PCBs? My STf (REV. C)
seems
w> to have the old style, with only traces on the outside.

None of the motherboards I have seen, not even the ones in the Mega STe and
my TT, are any more than double-sided. (The MSTe and TT seem to have buiried
groundplanes in them however)

w> --Bill

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4027. Re: Harddisk size

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 18:38:45 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Oct14.183845.8538@rhrk.uni-kl.de>
Source record: 216246

baumer@cs.utwente.nl (Han Baumer) writes:

>I have a quantum harddisk of 105Mb on my TT. Recently the harddisk was
>full, but when I did a 'du -s' I got as an answer 80 Mb. So there is
>about 25 Mb lost. I know about the 1 Kb blocks being the smallest unit
>of memory on the harddisk. So with about 4000 files this would result
>in a loss of (at maximum) 4 Mb. This would mean that about 21 Mb is
>needed to store the directory structure. This seems too much to me.
>Does anyone know what is the matter here?
The minimum block size is:

Partition size Minimum block size
<16 MB 1024 bytes
<32 MB 2048 bytes
<64 MB 4096 bytes
<128 MB 8192 bytes
<256 MB 16384 bytes

If your partition is 105 MB the block size is 4096 bytes, not 1024.
So you loose a lot of capacity, indeed.

>I tried to use some disk-optimizers but they didn't seem to work with
>one partition of 105 Mb.
Bad software if it doesn't work with all partition sizes.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

4028. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 18:49:29 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct14.184929.26547@elroy.jpl.nasa.gov>
Source record: 216235
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <719058799.8966@minster.york.ac.uk> andrew@minster.york.ac.uk writes:
>I read an advert yesterday claiming that the internal hard disk interface of
>the new Falcon030 is a IDE standard yet the external drives can run off a
>SCSI-2 bus. Is this true???

Yes.
>
>If it is then why do Gasteiner(sp?) and ultimately Atari hope to sell the
>Falcon with 64Mb HD for 400 pounds more than the machine without HD. One can
>easily buy a 100+ Mb HD for less than 200 pounds with an IDE interface.
>Intenal SCSI drives of similar capacity can be bought for less than 300
>pounds.

Oddly enough, it doesn't appear that the SCSI connector is accessible from
inside the case, so you can only use IDE for the internal drive. Also, I
don't think you can easily find a 100+ MB IDE drive that is a 2.5" form
factor for the price you're expecting. 3.5", yes, 2.5", not for that price.
I'm still quite perplexed as to why there is an IDE port at all, it would
have been more consistent to jus tuse the SCSI bus both internally and
externally. So it goes.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4029. Re: copying files from SPARC to ATARI

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 19:04:09 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct14.190409.27253@elroy.jpl.nasa.gov>
Source record: 216241

As another alternative, you could port the "tos" command from ST-Minix to your SPARC machine. That would probably take all of 5 minutes, and that would let you read and write to TOS-formatted floppies, without going thru the hassle of mounting a fake filesystem.

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4030. MINT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 19:08:49 UTC
From: Your Conscience <dhbutler@magnus.acs.ohio-state.edu>
Message-ID: <9210141908.AA04432@bottom.magnus.acs.ohio-state.edu>
Source record: 216237

Ok, I finally give in, could someone please (briefly) tell me what MINT will do for me (will it run GEM apps? TOS programs etc...), where I can get the latest version, and what problems does it have.

Thanks!

```
------------------------------------------------------------------------>
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

- And now a .sig sure to insult (or at least baffle) 95% of all computer users:

|||  - Dos and Macintosh = Standardization and Stagnation - //
/ | \  - Atari and Commodore = Innovation and Invention - \//
```

4031. Re: C compiler test (TC 2.0, LC 5.52, GCC 2.1)

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 19:12:44 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct14.191244.27554@elroy.jpl.nasa.gov>
Source record: 216239

In article <Bw4EC4.E3v@sci.kun.nl> leonp@cs.kun.nl (Leon Pillich) writes:
>What types of variables did you use for the "more complex
>operations". I understand TC has 64 bits doubles or so which is more
>than gcc.
>(I.m not sure about the number, but TC has more I believe)
>This can make all rthe difference....

GCC also uses 64 bit doubles. I also thought that Jwahar Bammi fixed up
the register-passing stuff so it was usable in GCC, but I haven't tried
it myself.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4032. Falcon 040 so soon? (was Re: Tramiel's got the spirit)

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 19:23:18 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Oct14.192318.25937@magnus.acs.ohio-state.edu>
Source record: 216238

In article <Bw48CH.CJH@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>Ok, I'm the one who started this thread and yesterday I read the
>interview in which Tramiel said this. It was a translation into Dutch,
>so I'm sure the re-translation won't do it any good. The exact
>statement was that Atari would either continue making exciting new
>technologies, or they'd drop the Res&Dev department completely and
>continue making boring PC-clones. But Tramiel wouldn't have to cope
>with this, since if it came to that he'd leave Atari. BTW, in the same
>interview the Falcon040 was promised for 1992, a (20MHz) cheapo TT and
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>some other things. Tramiel "could safely promise to show the Falcon at
>the CeBIT in '92", and it would have 24 or 32 bit graphics :-).
>Well, well...

Umm, this should be a neat trick. Considering that it's Oct. 92 now
and we still haven't seen the Falcon030, just how does Atari propose
to get an 040 out in the next 2 1/2 months?

I'm assuming this is a typo. Anybody who has read the article care to
correct this? I, like many others I'm sure, am considering biting the
bullet and upgrading my aging 1040 to a Falcon. I'm just wanting to
know which one it will be. :-)

Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | If we keep up at this bandwidth, we'll blow up any
`---- | minute now. Me poor bairns canna take much more.

4033. Re: Falcon Refresh Rates

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 19:43:32 UTC
From: jsteiner@anwsun.phya.utoledo.edu
Message-ID: <1992Oct14.144333.10521@uoft02.utoledo.edu>
Source record: 216249

martini@heaven7.in-berlin.de (Martin P. Ibert) writes:
> jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner) writes:
> > wrong. TVs operate at 60Hz period. what makes them flicker is that
>
> Nonsense. TVs operate at 50 Hz. Only in some (very few) countries
> do they use 60 Hz TVs.

TVs *in europe* work at 50Hz. did you see what i said about PAL?
here in the US we use the NTSC standard, which is 60Hz but sacrifices
a few lines of vertical resolution for the stability.

--
`,`,`,

4034. Re: Falcon Refresh Rates

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 19:51:59 UTC
From: jsteiner@anwsun.phya.utoledo.edu
Message-ID: <1992Oct14.145159.10522@uoft02.utoledo.edu>
Source record: 216248

annius@sif.research.ptt.nl (Annius Groenink) writes:
> jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner) writes:
>
> >annius@sif.research.ptt.nl (Annius Groenink) writes:
> >> can easily see the difference if you focus on something (or
> >> somewhere) slightly above your monitor. You will see that it
> >> flickers a lot. (But that's already a lot better on 60Hz.)
>
> >wrong. TVs operate at 60Hz period. what makes them flicker is that
> >they're interlaced to effectively double the vertical resolution.
>
> But the flicker I was talking about is easily seen with an all
> white COMPUTER generated picture.

how the image is generated has little to do with how it's displayed.
the display is still 60Hz (or 50Hz if you're not on my side of the pond)
interlaced which works out to 30 or 25 frames per second, half of the
generally acceptable 60Hz.

> >a -full- frame is only drawn on a TV every 30th of a second. half
> >frames (even/odd scan lines) are drawn at 60Hz. scan doublers
> >-also- work at 60Hz, but buffer the previous half frame and draw
> >the whole thing in one 1/60 second sweep instead of 2. this is
> >also the method 'flicker-fixers' on the Amiga use.
>
> Isn't what you say a particular phenomenon of NTSC? Anyway, there
> are definitely TVs with 100Hz refresh rate.

not that i know of. at least i know when i put my Amiga into PAL
mode it's just as interlaced as NTSC. there may be TVs with 100Hz
refresh rates, but it doesn't help any, since they're only still
only getting video information at 30 or 25 Hz. it's basically
just showing the same frame on 4 consecutive times.

> >is PAL standard. if i remember correctly, flourescent lights also
> >operate at 60Hz without noticable flicker. it isn't until they get
> >old and start 'misfiring' that you notice the flicker.
>
> Fluo lights and light bulbs are a different story because they
> consist of just one `pixel'.

doesn't matter. the eye has a limited reaction time. anything faster
than that time is imperceptible. 60Hz is just over the threshhold.
sure, you can go more than that, but i'd rather use the extra
bandwidth and money required to get it for more colours and resolution.

jason

--
"Why was I cursed with a woman like you? You're my misery! A knife in my
heart! Come on, we can discuss this later. Let's just get married."
- Adam, from the best episode of Northern Exposure
`,`,`,

4035. Need help with OPUS

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 20:00:33 UTC
From: vicb@clark.edu
Message-ID: <1992Oct14.200033.7808@clark.edu>
Source record: 216242

Greetings,

I am having a bit of a problem getting access to the charting features of
OPUS 2.2. After running the Assigner.prg and FONTWID.PRG, I get a
message from OPUS that screen and printer fonts don't match. Anybody
out there familiar with this problem? I've gone back and started from
scratch on my GDOS installation. I have original GDOS Distribution
and Fonts/Driver disks, and also have tried it with G+Plus. A friend
tried it for me on his system too and he got the same result.
I'm using a 2 meg STe, OPUS works perfectly other than this.

Help!!!

Victor Bruhn
vicb@clark.edu

4036. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 20:02:02 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Oct14.130210.3842@arizona.edu>
Source record: 216240

In article 29720@email.tuwien.ac.at, nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
> mwtilden@math.uwaterloo.ca (Mark W. Tilden) writes:
> : In article <1992Oct12.122024.15321@cs.nott.ac.uk> dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes:
> : >the files are still in New/chaos.arc, New/chaos1.msa, and
> : >New/chaos2.msa. Of course, Jeff Weiner may have moved them into
> : >Games!
> :
> : Got 'em. But what the hells an 'msa'. What do I use to unpack them?
> :
> : Is all.
>
> You need the MSA program (Magic Shadow Archiver) which is lying around
> somewhere on atari.archive.umich.edu, perhaps in the directory Archivers...
>
> M.Yannikos

I got msa_141.lzh (I think) from the Archivers directory, but I can't get it to work...could it just not work on a TT?

-Paul Harris
paul@jupiter.ame.arizona.edu

4037. Re: A question & a comment

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 20:07:29 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Oct14.130730.3843@arizona.edu>
Source record: 216245

In article 13Oct92185355wlm200@cyberden.uucp, solo-p@cyberden.uucp () writes:
>
> Comment:
> Why hasn't anybody mentioned what seems to me to be the most likely
> reason for the Falcon using the STe style case: Wasn't that the last case
> that Atari managed to get FCC type B certification for? I don't recall ever
> hearing that the TT or the MSTe had gotten type B approval (a pity, really.
> I do prefer the detached keyboard).
>

They DID get approval, though not until they'd already sold a bunch (my TT has
an extra sticker on the bottom saying it has--the original sticker didn't).
But I don't know how valid it is--the TV, which is about 10ft. away goes nuts
whenever my hard drive is accessed.

-Paul Harris
paul@jupiter.ame.arizona.edu

> Thanx,
> S.P.
>
> /--\
> | Casey Karp (Solo Polyphony) | GEnie: solopolyfony |
> | Unemployed librarian about town | moon!cyberden!solo-p@well.sf.ca.us |
> \--/
> ---
> * OLX 2.2 * YAPT -- Yet Another Pointless Tagline
>

4038. Re: In search of Mr. C. Walnum

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 20:55:56 UTC
From: gwmeyer@iastate.edu
Message-ID: <gwmeyer.719096156@vincent1.iastate.edu>
Source record: 216244

In <7904@laas.laas.fr> doucet@ripolin.laas.fr (Jean-Etienne Doucet,149,6323) writes:

>I would like to get in touch with Mr. Clayton Walnum: is it
>possible by e-mail ? In other words, does someone know his e-mail address ?
>(I've got his snail mail address already, so I'd use it as a last resort).

>Thanks in advance.

> +-------------------------+-------------------------+
> | Jean-Etienne DOUCET | LAAS - CNRS |
> | doucet@laas.laas.fr | Toulouse FRANCE |
> +-------------------------+-------------------------+
> | excuse bad english: I'm still learning it |
> | (bad english, that is) |
> +---+

You can reach Clay at the following e-mail address...
analog4@delphi.com

Clay is the manager of the ST Advantage SIG on DELPHI and checks his e-mail
almost every day.

--Gordie Meyer
Assistant Area Manager
DELPHI's ST Advantage SIG
biblinski@delphi.com (so I don't have to keep borrowing my wife's account.)

4039. Questions about colors and the vdi.

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 21:47:27 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <81681@ut-emx.uucp>
Source record: 216156
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

In trying to fix the color in the Ghostscript screen driver, I have come upon the following problem: I want to use the vdi so that the code I write will work on all machines, but Ghostscript wants me to tell it which COLOR REGISTER a given color is in. The problem is that the vdi color indices (which all the vdi routines seem to use) to not correspond to the ST color registers.

Is it possible to use the vdi to either:

1) Set and read the palette using the value of the COLOR REGISTER and NOT the vdi color index?

2) Use the vdi to find the mapping between color registers and vdi color indices?

3) Get around this some other way?

For 2 and 4 bit color on a regular ST, I can just set up an array which maps color registers to color indices, but I think that this is not practical for larger palettes (especially since I don't know what the mapping is for the TT and Falcon modes).

Please do not send me information about XBIOS calls, since I am insisting on using the vdi. My GEM documentation is incomplete, and says nothing about any functions to manipulate the color.

Thanks,

-Tim Gallivan
timg@landau.ph.utexas.edu

4040. Re: Tramiel's got the spirit (was: New Mac Prices)

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 23:43:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10632@uqcspe.cs.uq.oz.au>
Source record: 216163

jmillar@brahms.helios.nd.edu (jay millar) writes:

>Please, Mr. Kovarski, don't waste our (actual Atari users) time with your
>obnoxious, inane, and above all, irritating commentary on Atari.

>I am posting this message to see if I am not alone in my opinions.

Please just put Kovarski in your kill file... he'll crawl back under his
rock as soon as people stop talking about him.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4041. Re: Programming Language

Newsgroup: comp.sys.atari.st
Date: 1992-10-14 23:56:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10635@uqcspe.cs.uq.oz.au>
Source record: 216250

naffara@crc.ac.uk (Dr. N.A. Affara) writes:

>OK, I have narrowed down my choice of language to learn to either:-

> Hisoft Basic 2
> or
> GFA Basic v3.5

Well, that just SHOWS you what's wrong with basic - evcery dialect is do
different, that you "learn" one or the other!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4042. Re: uucp for TOS

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 01:01:10 UTC
From: roking@lynx.dac.northeastern.edu
Message-ID: <1992Oct15.010110.23123@lynx.dac.northeastern.edu>
Source record: 216154

Mercury is available on spud.hyperion.com in the binaries/volume?
directory. Just sent a mail message to archive-server@spud.hyperion.com
with the command send binaries index in the body... Then you can
request the mercury files.

Mercury is supposed to handle news as well as file xfers.

Bob King
roking@lynx.dac.northeastern.edu

4043. Re: STZIP-2 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 01:04:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1big3lINN2d2@golem.wcc.govt.nz>
Source record: 216159

>> Also, does anyone know how the original got corrupted? I recall that
>two people had posted the zip file...perhaps the second person's file was
>messed up when they uploaded it, and when the archive person went to delete
>one of the files, they deleted the wrong file? Pure supposition, but the
>other alternative is that A.A. is corrupting files <SHUDDER!>.
>
>>--
>>Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
>>Dept. of Philosophy | | heaven, but what the hell are
>>University of Utrecht | | you supposed to do when they
>>The Netherlands | | come true...?
>
>-Mike

I uploaded the STZIP2.TOS version to A.A and it was working, this came from
tu-berlin.de from memory..

NOTE: it is a self extracting archive, you must copy it to a blank disk
and then run it on drive A:\

Unless I forgot to select Binary when I uploaded it to A.A. it should work..

But many of us here in New Zealand have found that it produces corrupted
archives, gives CRC errors, this was with 50-70k pack ice (ICE2.4) files....

Roger..... sheppard_r@kosmos.wcc.govt.nz

4044. Atari ST -> Commordore 1084S

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 01:21:17 UTC
From: wa1ee200@troi.cc.rochester.edu
Message-ID: <1992Oct15.012117.9439@galileo.cc.rochester.edu>
Source record: 216151

Hi
I am trying to use my Atari St with the commodeore 1084 monitor.
Can someone tell how thiscan be done?
I tried to use CVBS on hte monitor and connect the output
from my ST to the CVBS in and audion in of the monitor but
all I can get is a blank screen but I heard the key click.
Thanks
...
Ling Cherd
.

4045. Re: Xwindows on TT (Re: Falcon 040 / Windowing UNIX)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 01:39:40 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.a9nD3UACh9E@marsu.tynet.sub.org>
Source record: 216135

In <1bfo4vINN3ec@skat.usc.edu>, Michael Baffoni writes:
> In article <718906235.1007@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>
> >Probably because it's running a 4.3BSD derived Unix, and not SysVR4. The
> >fact that the TT is essentially video-bound doesn't help either.
>
> Um, I am unfamiliar with the term you are using. What do you mean by
> "video-bound". Are you referring to the fact that the video must steal cycles
> from the CPU to refresh the screen, or is this something else. If so, remember
> that only STram is affected by the video hardware - the TT can just blaze away
> in TTram (or FastRAM for those who read the documentation).
>
> BTW, I thought that ASV was supposed to be a true SysVR4, not a berkley
> derivative. Where'd ya get that info (about being a 4.3BSD derivative)?

Mat wanted to point out that SunOS is a BSD derivate.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Any kind of work is a little death. << -- ALF

4046. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 01:43:14 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.gRUhE0S1YO2@marsu.tynet.sub.org>
Source record: 216136

In <1138@usdtsg.DaytonOH.NCR.COM>, anisko writes:
>
> I have a question regarding Spectre GCR and 1.44 megs floppies.
> I have a MegaSTe with a 1.44 floppy drive - would I be able to read
> 1.44 meg MAC floppies directly or via Spectre (as what I've gathered
> is that the 1.44's are not in "GCR" mode)? Just curious...

No Spectre version <= 3.0 is able to work with HD disks, neither Mac nor
DOS formatted ones.

I hope Dave will fix this in 3.1!
But as HD Mac disks are written in MFM format like DOS disks, no additional
GCR hardware would be neccessary to read/write/format Mac HD disks.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Any kind of work is a little death. << -- ALF

4047. NeoDesk and MultiDesk problem

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 03:20:36 UTC
From: elvis@watserv.ucr.edu
Message-ID: <22996@galaxy.ucr.edu>
Source record: 216161

Well, the other day, I was going through a bunch of old disks, seeing which ones I could erase and use again, when I came upon one of old games. One of those games was haunted, which had never seemed to work quite right on my color monitor (really, I am getting to the problem), so now that I have a multisync, I thought I'd try it in mono. Well, it didn't work at all correctly and I couldn't even see how to quit out, so I rebooted. When the computer came back up, I got two bombs when Neodesk tried to load, and it said to hit any key to continue. I did so, and got four bombs, and it froze up (even Ctrl-Alt-Del didn't work). So, thinking that there was just something in memory, I reset again, then getting more desperate, powered off and then on again. From that point on, I've simply got four bombs (occasionally bombs all the way across the screen), and a frozed computer. Through selecting what would load at bootup, it has come down to these two not working together any more. They work when I put just those two on a floppy and boot off it, but not if I remove everything from the auto folder and all accs from the root dir (except multidesk of course). Thinking that somehow something had happened to the hard drive, I backed everything up and formatted it. When I first just put NeoDesk and MultiDesk on it, it booted fine. When I restored everything else (but renamed the auto folder so it wouldn't load, and made all the acc's into acx's), it started bombing again. However, sometimes now it tells me its out of system memory and to try using Foldr100 to fix the problem. I'd never needed it before, but figured it was worth a shot, but after I installed it, I was simply back at the four bombs. All this has me very confused. They worked fine till I rebooted after running some of the games, and I'd really rather not have to give one of them up. So, does anyone have any ideas on this one? I can't think of what could simply be on the hard drive, but not running, that would cause them to conflict. Any help would really be appreciated.

Thanks,
Andrew Cullum (elvis@watserv.ucr.edu)

4048. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 03:54:49 UTC
From: ekrimen@wet.UUCP
Message-ID: <4371@wet.UUCP>
Source record: 216162
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <719058799.8966@minster.york.ac.uk> andrew@minster.york.ac.uk writes:
>I read an advert yesterday claiming that the internal hard disk interface of
>the new Falcon030 is a IDE standard yet the external drives can run off a
>SCSI-2 bus. Is this true???
>

Yes.

>If it is then why do Gasteiner(sp?) and ultimately Atari hope to sell the
>Falcon with 64Mb HD for 400 pounds more than the machine without HD. One can
>easily buy a 100+ Mb HD for less than 200 pounds with an IDE interface.
>Intenal SCSI drives of similar capacity can be bought for less than 300
>pounds.

Keep in mind that the internal IDE drive is 2.5" form-factor, not 3.5".

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

4049. For Sale:Spectre GCR mac plus emulator for Atari ST w/roms $325

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 04:41:09 UTC
From: selick@csa.bu.edu
Message-ID: <98723@bu.edu>
Source record: 216160
Cross-posted to: comp.sys.atari.st,ne.forsale,misc.forsale

For Sale: Spectre GCR mac plus emulator for the Atari ST line of computers. Comes with mac 128k ROMS and version 3.0 of the spectre software all for just $325 obo.

Contact Steve Selick at <selick@csa.bu.edu> or call 617-782-2219

4050. Re: Amiga Blitter 40% slower than Atari Blitter (???)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 08:32:47 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719137967@freyr>
Source record: 216165

"Paul Purdom" <pwp@moose.cs.indiana.edu> writes:

(I wrote)
>>out the cheap low-end (games) machines first.

>This game machine comment has always mistified me since I first heard it used
>by an Amiga salesman. The original Amiga was a game machine par excelence.
>Also I like games, but I bought the ST becaause it was cheaper, and it was
>possible to obtain the information needed to write interesting programs.

So did I, but still the majority of <=1Meg ST owners use their machines
mainly to play games. (Of course THEY should have bought an Amiga because
they're wrong publicity for Atari:- I lost count of the number of cases I told
people I worked with an Atari for serious programming and got the answer: `Oh
you've got an Atari game-computer?')

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

4051. Re: Amiga

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 08:34:43 UTC
From: 01mbmccabe@bsu-ucs.uucp
Message-ID: <1992Oct15.033443.10605@bsu-ucs.uucp>
Source record: 216167

All these years of hearing the
>>
>> _# **MMp g#00 `N##0" _agN#0P0N# _#L
>> g## jN## j##F J## _dN0" " g##L
>> _#]## _0 ##L jN##F ### g#0" _03##L
>> gE_j## # 0## jF ##F j##F j## ______ gE_j##L
>> _0"""N## d" J##L0 ##F 0## 0## "9##F" _0"""5##L
>> _gF]## jF ##0 ##F ##F `##k d## _gF j##L
>> _g#_ _j##L__g#__]N _j##L_ _d##L_ `#Nh___g#N' _g#_ _j##L_
>> `"""" """""""""' " """""" """""" """""""" `"""" """""""

people trying to make me go oooh and aaaah, and I still haven't gone oooh or ahhh to a single thing that is inherent to the Amiga. not surprisingly I have gone bleh! a few times.....What a user interface!

4052. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 08:38:09 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct15.083809.21951@cs.nott.ac.uk>
Source record: 216164

In article <Bw4354.4v2@math.uwaterloo.ca> mwtilden@math.uwaterloo.ca (Mark W. Tilden) writes:
>In article <1992Oct12.122024.15321@cs.nott.ac.uk> dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes:
>>the files are still in New/chaos.arc, New/chaos1.msa, and
>>New/chaos2.msa. Of course, Jeff Weiner may have moved them into
>>Games!
>
>Got 'em. But what the hells an 'msa'. What do I use to unpack them?
>
>Is all.
>

Ok, you need the program MSA (Magic Shadow Archiver) and a disk formatter that will do 11sectors and 82 tracks, I'd recommend Fcopy III or Pro for this. Then just follow the instructions in chaos.doc which is in chaos.arc; use ARC for this!

If it still doesn't work then either you haven't got a Megabyte or more of memory (if so, why did you download it?), or it got corrupted when you downloaded it.

Compatability: Chaos should work on any machine with 1Mb+ of memory whose disk drive can handle 11 sectors 82 tracks. I don't know about it working on the STe, TT or Falcon; any offers anyone?

4053. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 08:44:21 UTC
From: 01mbmccabe@bsu-ucs.uucp
Message-ID: <1992Oct15.034421.10607@bsu-ucs.uucp>
Source record: 216169

What's a Jaguar? i assue something like Genesis or Nintendo? Detail
please.....Is it worth a hoot? (Hint: It's all in software support.)

-Matt

4054. Re: A question & a comment

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 08:45:11 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719138711@freyr>
Source record: 216173

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>A detachable keyboard is GREAT, but does the AVERAGE Atari user really need it?

>How often do you need they keyboard to play games?

>How often do musicians need the keyboard to play music?

>Or artists to draw art?

Jeez I wonder why we don't just drop the keyboard and have one of those Atari
analog joysticks instead! That'll make the machine cheaper.

>For us serious users, Atari will give us the Falcon 040.

And we'll give Atari LOTS of money...

>And I bet you that it will make the Falcon 030 look like a toy.

>It will probably be in a PC-style case with higher graphics resolutions,

Why is everybody suddenly so charmed of the word `PC-style'? Shiver, shiver.
Why not use `detachable-keyboard'. After all it doesn't have to be something
under your monitor. Towers or Indigos are better examples to my taste.

>and a higher-end DSP chip. It will probably give us enough expansion slots
>to calm us for another 5-6 years.

I'm sure you'll get bored with the 040 within the next 3 years.

>>
>>
>>

>--
>
--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

4055. Why no inport/export?

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 08:47:12 UTC
From: 01mbmccabe@bsu-ucs.uucp
Message-ID: <1992Oct15.034712.10608@bsu-ucs.uucp>
Source record: 216170

In article <wmtwen.719056117@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
> darling@cellar.org (Thomas Darling) writes:
>
>>In this day and age, when you can buy an Alesis Data Disk for $400 that is
>>road-worthy and fits in one rack space, there's a scant handful of people
> Ha, there is a German firm (yes again German :) that builds ST's into
> 19" racks. The things looked very sophisticated to me. It even provided
> an extra midi thru port. And it had a very clean front. Just the reset
> button and power switch on front. The backside had all the connections
> the ST has plus a keyboard connector and the fact that the rom port had
> been buffered. The case was also a lot flatter than I am used to from
> my 1040STF. Great for musicians and I am sure there will be something
> like this for the falcon. So nobody hesitate buying a falcon :)
>
> Erlend.

Any clue why Atari doesn't encourage exporting/importing of these kinds of products more? Sounds like a great idea!

-Matt

4056. Re: learning assembly language

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 08:52:20 UTC
From: 01mbmccabe@bsu-ucs.uucp
Message-ID: <1992Oct15.035220.10609@bsu-ucs.uucp>
Source record: 216172

So how do you program assembly? I assume one needs a compiler orf something? Where do you find those? Shareware? PD? Where? Are there any really good beginners manuals?

-Matt

4057. New keyboard chip controler

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 08:55:17 UTC
From: elendir@golicha.enst.fr
Message-ID: <2619@ulysse.enst.fr>
Source record: 216168

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

-> Has anyone read any details of the new keyboard chip that's supposed
-> to be in the Falcon? Is it just a faster version of the one in the ST
-> keyboard?(That'd be my guess, as it would be most compatable).

Atari just stated the keyboard controler wouldn't overrun
anymore, and it would allow 300 DPI mouses to be connected.
I think they use an enhanced version of their old chip.

Enjoy.

Vincent.

--

In memoria di mori di Furiani.

4058. MEGA4 info....

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 09:08:48 UTC
From: 01mbmccabe@bsu-ucs.uucp
Message-ID: <1992Oct15.040848.10610@bsu-ucs.uucp>
Source record: 216171

Anyone know what TOS version I probably have in my old MEGA4? What's generally wrong with this versionand why wouldI ever want to change?

-Matt

4059. Re: MINT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 09:21:32 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct15.092132.29041@elroy.jpl.nasa.gov>
Source record: 216166

In article <9210141908.AA04432@bottom.magnus.acs.ohio-state.edu> Your Conscience <dhbutler@magnus.acs.ohio-state.edu> writes:
>Ok, I finally give in, could someone please (briefly) tell me what MINT will do
>for me (will it run GEM apps? TOS programs etc...), where I can get the latest
>version, and what problems does it have.
>
>Thanks!

At the most basic level, it will let you run all your TOS and GEM apps exactly as before. Using one of the utility programs that comes with it, you can start up any number of TOS programs as background jobs from inside your favorite shell. Or you can get one of the many shells that have been ported to MiNT and have full BSD C-shell style job control. With one of a number of separate utilities, you can have any number of TOS programs running concurrently with a single GEM app. Those are the kinds of things you can use MiNT for if you're just interested in continuing to use your ST, and not interested in programming. If you're into programming you can take advantage of all the other Unix-flavor enhancements that MiNT provides, e.g., fork, exec, pipe, ptys, signals, shared memory, etc...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4060. Re: STZIP-2 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 09:45:54 UTC
From: atari@cs.ruu.nl
Message-ID: <1992Oct15.094554.21350@cs.ruu.nl>
Source record: 216174

In <1big3lINN2d2@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>>> Also, does anyone know how the original got corrupted? I recall that
>>two people had posted the zip file...perhaps the second person's file was
>>messed up when they uploaded it, and when the archive person went to delete
>>one of the files, they deleted the wrong file? Pure supposition, but the
>>other alternative is that A.A. is corrupting files <SHUDDER!>.
>>
>
>I uploaded the STZIP2.TOS version to A.A and it was working, this came from
>tu-berlin.de from memory..
When I was putting stzip20 in our Atari archive I found two versions of
STZIP20.TOS on my system. One had a size of 125 kbytes, the other was 80
kbytes or so (I removed it, so I can't check the real size).
The small file was corrupted. It refused to extract itself (no bombs or so, it
just did nothing), and I couldn't extract it with any archiver program.
The big file extracted itself without problem. I tried the program, and it
seems to run fine.
Btw: the big file was the older than the small one.

>NOTE: it is a self extracting archive, you must copy it to a blank disk
>and then run it on drive A:\
Worked on drive D:\STZIP\ as well.

I've put this version of STZIP20 in our archive.
Note: It's not an self-extracting-archive anymore, I created a zoo file.

We, Computer Science department, Utrecht University, are running an
anonymous FTP server on one of our systems. In addition to the FTP
service we're also running a mail server, for those of you without
direct Internet access.

--> How to get 'STZIP20' via anonymous FTP:

Site: ftp.cs.ruu.nl [131.211.80.17]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
file: /pub/ATARI-ST/utils/stzip20.zoo
Don't forget to set binary mode !!

--> How to get 'STZIP20' via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is
"fred_flintstone@stone.age.edu"; of course you must substitute
your own address for this.

```
| Please use a VALID DOMAIN ADDRESS.
| Use 'hip!hop!user' if you must.
| Never use an address which has both '!' and '@' in it.
| Bitnetters use user@host.bitnet

Send the following message to
mail-server@cs.ruu.nl
or the old-fashioned path alternative
uunet!mcsun!sun4nl!ruuinf!mail-server

begin
path fred_flintstone@stone.age.edu (SUBSTITUTE _YOUR_ ADDRESS)
send ATARI-ST/utils/stzip20.zoo
end

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:

send HELP

A complete "ls-lR" listing of the archive is kept in the top-level
directory, it will be updated every night. To get it, issue the command:

send ls-lR.Z

That's all for now. If you encounter problems using the FTP service
and/or the mail-server, feel free to drop me a line (by e-mail, please).

Ate Brink

--
Ate Brink, Systems Administrator
Moderator of the Atari archive at the Utrecht University (ftp.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive.
```

4061. Re: Xwindows on TT (Re: Falcon 040 / Windowing UNIX)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 10:29:28 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <719144967.14435@minster.york.ac.uk>
Source record: 216187

In article <Bw49oH.G9A@gpu.utcs.utoronto.ca> gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
>In article <1bfo4vINN3ec@skat.usc.edu> mbaffoni@skat.usc.edu (Michael Baffoni) writes:
>> BTW, I thought that ASV was supposed to be a true SysVR4, not a berkley
>>derivative. Where'd ya get that info (about being a 4.3BSD derivative)?
>>
>>-Mike
>
>You've got it backwards...sun unix is 4.3bsd derived and asv is svr4 derived.

The whole thread has gotten a little confused. The original question, to which I was replying, was "Why is X11 on a Sun 3/50 faster than X on the TT?"

I was pointing out that Sun 3/50 Unix is derived from BSD 4.3, which is generally faster than SVR4 on the same processor. Yes, I know TT Unix is indeed SVR4 -- I've used it!

Mat

>Darren King, gbc...gbcusg@gpu.utcs.utoronto.ca

4062. Re: learning assembly language

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 10:32:09 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <719145129.14485@minster.york.ac.uk>
Source record: 216186

In article <1992Oct14.093610.1083@gdr.bath.ac.uk> mapmh@gdr.bath.ac.uk (M Hagger) writes:
>
>Interesting question that, back in the old days of having a Amstrad
>CPC computer with a Z80 chip, I bought a book on machine code
>programming which had a few easy examples with the hex code for them,
>the only programs I could write then were "hand coded" as I didn't
>have an assembler - now that was REAL programming.

Eeeeh, you've been spoilt! When I were a lad we didn't even have hex loaders.
We had to toggle in the code using switches... :-) :-) :-)

Please, no more of this "real programming" stuff.

Mat

4063. Re: Borland and Pure C (was: Which programming language?)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 10:57:17 UTC
From: roodhart@fwi.uva.nl
Message-ID: <1992Oct15.105717.28192@fwi.uva.nl>
Source record: 216176

>In <OKES.92Oct10153611@SunLab43.essex.ac.uk> okes@essex.ac.uk (Oke S) writes:

>>In article <1992Oct10.020928.23786@splunge.uucp> garth@splunge.uucp (Garth Wood) writes:
>>|>As someone else on the net posted a while ago, Borland doesn't seem to
>>|>want there to be an English version of the Pure C manual out of pure
>>|>spite. There certainly isn'y any *economic* reason to deny English-
>>|>speaking ST users an English manual -- it's not like the product
>>|>actually competes with Borland's Turbo C on the PC! Frankly, if I
>>|>ever do buy a PC (yecccchhh!!!), I will certainly remember Borland's
>>|>churlishness in this regard when considering software purchases.

>>The way I heard it was that the US branch of Borland didn't want to be
>>associated with a 'toy machine' like the ST. Fortunately their German branch
>>were a little more open-minded, which is what led to the existence of
>>Pure C in the first place.

>Another rumor I recently heard holds that Borland may have done
>HiSoft a favor. I was told that HiSoft offered Turbo C owners
>in the US a "swapgrade" to Lattice C, and maybe they asked
>Borland to do something to keep them clear of competition with
>Pure C in the US.

>Greetinx, Jan

According to a Dutch SR Magazine, Borland has sold the rights to Turbo ST back
to the original developers of Turbo C : Applications Systems Heidelberg in
Germany (also I believe the makers of Signum!)

I know that in the Netherlands Pure C is available through a importer of ASH:
Jotka Computing B.V., for a price of Hfl. 489,- (1 Dollar is approx. 1.6 Dollar)

This is just what I read......

Jeroen Roodhart
roodhart@ fwi.uva.nl
Department of Mathematics and Computer Science
University of Amsterdam

Personnal motto : Hodie tibi, Cras mihi
(Reversed roman epitaph)

4064. Re: C compiler test (TC 2.0, LC 5.52, GCC 2.1)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 11:00:24 UTC
From: sanders@sci.kun.nl
Message-ID: <Bw5t8o.J8G@sci.kun.nl>
Source record: 216179

Jeez, I always thought TurboC 2.0 was BY FAR the best C-compiler ever designed. Are you very sure about these figures? I read a review on C-compilers for the ST (a long time ago) which compared Lattice, Turbo C (version 1 back then, I believe), Mark Williams and Laser C (maybe one other too) and Turbo won it by far: Fastest code, shortest code, fastest compilation.

To think I was already in the process of buying me a copy of PureC... I reckon I'd better check out GCC, huh?

Still think there's something wrong with these figures, though. Are you sure you didn't forget some optimization switch or something?

Sander SToks
sanders@sc.kun.nl

4065. Re: Falcon 040 so soon? (was Re: Tramiel's got the spirit)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 11:13:53 UTC
From: sanders@sci.kun.nl
Message-ID: <Bw5tv5.JBK@sci.kun.nl>
Source record: 216180

In <1992Oct14.192318.25937@magnus.acs.ohio-state.edu> jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
>In article <Bw48CH.CJH@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>>Ok, I'm the one who started this thread and yesterday I read the
>>interview in which Tramiel said this. It was a translation into Dutch,
>>so I'm sure the re-translation won't do it any good. The exact
>>statement was that Atari would either continue making exciting new
>>technologies, or they'd drop the Res&Dev department completely and
>>continue making boring PC-clones. But Tramiel wouldn't have to cope
>>with this, since if it came to that he'd leave Atari. BTW, in the same
>>interview the Falcon040 was promised for 1992, a (20MHz) cheapo TT and
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>some other things. Tramiel "could safely promise to show the Falcon at
>>the CeBIT in '92", and it would have 24 or 32 bit graphics :-).
>>Well, well...
>Umm, this should be a neat trick. Considering that it's Oct. 92 now
>and we still haven't seen the Falcon030, just how does Atari propose
>to get an 040 out in the next 2 1/2 months?
>I'm assuming this is a typo. Anybody who has read the article care to
>correct this? I, like many others I'm sure, am considering biting the
>bullet and upgrading my aging 1040 to a Falcon. I'm just wanting to
>know which one it will be. :-)

Nope, this wasn't a typo of mine, more of a speako of Tramiel. Never mind though, it was an issue of early 1991 if I'm correct. And Atari has been known to promise things they can't keep. In the same interview Sam says the problems with Chinon are definitely solved, and Atari CD-ROM players would be marketed RSN. :-)

Sander STоks
sanders@sci.kun.nl

>Joe
>--
>__________ | jreiss@magnus.acs.ohio-state.edu
> | |___) | """
>_/OE | \EISS | If we keep up at this bandwidth, we'll blow up any
> `---- | minute now. Me poor bairns canna take much more.

4066. Re: ATARI COMPUTER WISH LIST

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 11:17:15 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.17.719147835@dhhalden.no>
Source record: 216175

In article <Bw4Is7.IyB@well.sf.ca.us> comeau@csanta.attmail.com (Greg Comeau) writes:
>From: comeau@csanta.attmail.com (Greg Comeau)
>Subject: Re: ATARI COMPUTER WISH LIST
>Date: Wed, 14 Oct 1992 18:16:55 GMT
>In article <gkxzv5n@rpi.edu> oyakea@rpi.edu writes:
>> ******** ATARI COMPUTER WISH LIST **********
>>9) At least some C++ compatible compiler.
>
>I understand that some folks are using g++, although that it
>not always compatible. Further, Comeau C++ 3.0 With Templates is
>currently in beta and will be availabel shortly.
>
>- Greg
>--
> Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
> Producers of Comeau C++ 3.0 With Templates
> Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421
> Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

How much will it cost and what kind of libraries does it come with?

Stig

4067. PRIVATE to:klassa@aurfs1.aur.alcatel.com

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 11:19:16 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.719147956@groucho.phil.ruu.nl>
Source record: 216181

To all:
Sorry for using the net for this, but I couldn't think of another solution...

To the person in the subject line:
I've tried to mail you various times - some time ago regarding a question
on the SHIFT lzh-archive, and this week regarding the prg/acc subject,
but mail to you keeps bouncing (timeout). What's up...???

Hendrik Jan
--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?
--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

4068. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 11:33:32 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1992Oct15.113332.7935@cs.nott.ac.uk>
Source record: 216178

In article <1992Oct15.083809.21951@cs.nott.ac.uk> mjb@cs.nott.ac.uk (M J Brownlow) writes:
>Compatability: Chaos should work on any machine with 1Mb+ of memory whose disk
>drive can handle 11 sectors 82 tracks. I don't know about it working on the
>STe, TT or Falcon; any offers anyone?
>

Chaos works fine on a 2Mb STe - the only problem I had was that I re-formatted
an already formatted disk to 11/82 (using FCOPYIII) and couldn't get it to
work at all - I eventually had to format a completely new disk and it
worked fine.

Keith

4069. Re: Boot from B drive

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 11:46:44 UTC
From: imacleod@cs.strath.ac.uk
Message-ID: <10674@baird.cs.strath.ac.uk>
Source record: 216177

I am also interested in any software program that will allow me to
'boot' from drive B. Any info. on this topic would be most appreciated.

Iain.

4070. Re: Archive 2150S etails..

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 11:50:25 UTC
From: clemens@faui8a.informatik.uni-erlangen.de
Message-ID: <Bw5vK1.H7p@epix.rrze.uni-erlangen.de>
Source record: 216182

apelled@cix.compulink.co.uk (Adam Pelled) writes:

>In article <1992Oct9.045316.6869@nrtpa038.bnr.ca>, smclane@nrtpa037.bnr.ca (Steve McLane x1602) writes:

>>PSS: can you get 250MB from a 2150s with 6250 tapes??
>> Thanks...

> Dunno.

Yep, I can (under OS/2 2.0 with the Adaptec AHA1542B)

- Clemens

4071. Re: C compiler test (TC 2.0, LC 5.52, GCC 2.1)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 12:31:03 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <8erRI7e00VoqM5L2Z8@andrew.cmu.edu>
Source record: 216267

Excerpts from netnews.comp.sys.atari.st: 15-Oct-92 Re: C compiler test
(TC 2.0.. Sander Stoks@sci.kun.nl (647)

> Jeez, I always thought TurboC 2.0 was BY FAR the best C-compiler ever
> designed. Are you very sure about these figures? I read a review on
> C-compilers for the ST (a long time ago) which compared Lattice, Turbo
> C (version 1 back then, I believe), Mark Williams and Laser C (maybe
> one other too) and Turbo won it by far: Fastest code, shortest code,
> fastest compilation.

> To think I was already in the process of buying me a copy of PureC...
> I reckon I'd better check out GCC, huh?

> Still think there's something wrong with these figures, though. Are
> you sure you didn't forget some optimization switch or something?

> Sander STоks
> sanders@sc.kun.nl

Don't forget: Turbo C generates good code from ground up. So that
it feels it doesn't need an optimiser. But sometimes a good optimiser
can make you win some time (and some place).
Don't forget also that GCC is a huge C compiler designed for Unix for
professionnal use, written by a lot of men, etc...: it has an optimiser, and
a very complex one: that's why it may get a real improvement over Turbo C

You should check out GCC if you have room on your HD: it's becoming
the de facto standard on ST (and unix) if you use MiNT and other unix-
like utilities. And it's FREE ! (and has a good debugger although not as user
friendly as PureC's one)

Stefan

-- On the average, people seem to be acting normal --

4072. Re: ATARI COMPUTER WISH LIST

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 12:40:20 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct15134020@SunLab46.essex.ac.uk>
Source record: 216184

In article <Eer47Ya00aw3MNoGpR@andrew.cmu.edu> osoelgaultier+@CMU.EDU (Stefan Monnier) writes:
>> >
>> >> 19) Customizable Desktop (have you seen MOTIF ?).
>> >
>> >Well, not like MOTIF, but close. Have you tried Gemini or NeoDesk?

>> Gemini and NeoDesk are nice, but they leave something to be desired...

>I believe Gemini and Neodesk are both still improving !
>And anyway, they don't have anything to do with Motif: Motif is not a
>desktop, it's a window manager !

And there are those of us who can't stand the way Motif and MS Windows look. They both make me want to barf. What is it with people that makes them think 3D buttons are so wonderful? Give me the look of twm any day!

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

Reincarnation: life sucks, then you die. Then life sucks again.

4073. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 12:40:28 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <kerRQwe00VoqM5L35u@andrew.cmu.edu>
Source record: 216268
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Excerpts from netnews.comp.sys.atari.st: 15-Oct-92 Re: Falcon and Hard Drives Joern Moe@fredrik.atari. (1352)

> The thing is that the IDE interface was originaly developed for the ST-Book.
> And would you guess it: it is actually the blitterchip that is used as the
> main part of the IDE interface!!
> I guess the main reason they used IDE internaly is the lower prices on the
> IDE drives. And one of the reasons to also implement SCSI II on the Falcon
> was the large numbers of different devices available for SCSI II. I think of
> things like scanners, tapedrives etc.

> --
> ____
> / Joern F. Moe / All above is my own personal opinion! \
> / Oslo, Norway / Any lack of opinion above is also mine! \
> ---

As far as I know, IDE drives are not that cheaper than SCSI ones.
I can't believe the difference is significant enough to cover the extra cost
of developing the IDE internal interface !

Stefan

-- On the average, people seem to be acting normal --

4074. Why can't I FTP to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 12:46:44 UTC
From: etlgtme@etlxd20.ericsson.se
Message-ID: <1992Oct15.124644.9561@ericsson.se>
Source record: 216183

Hi All,

Can anyone tell me why I can't FTP to atari.archive.umich.edu. I've tried using the internet address too but that doesn't work either. Here's the responses I get:

```
Command> ftp atari.archive.umich.edu
atari.archive.umich.edu: unknown host

Command> ftp 141.211.164.8
ftp: connect: Host is unreachable
```

I can and have used BART but would much prefer FTP. How do I post stuff to a.a if FTP access is not possible ??

Thanks,

Grant.

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Sponges live at the bottom of the sea.
_/ _/ _/ _/ _/ | Makes you wonder how much deeper they'd
_/_/_/_/_/ _/ _/ _/_/_/_/ | be if they didn't." (Steven Wright)

4075. Re: STOS updates for Falcon/TOS2

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 12:54:59 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct15135459@SunLab46.essex.ac.uk>
Source record: 216185

In article <9210141414.AA18018@ucbvax.Berkeley.EDU> evilandi@VNET.IBM.COM ("Andrew Oakley") writes:
> Does anyone know if Mandarin/Jawx software have any plans to update the
>STOS BASIC suite of programming tools to make them compatible with the new
>Falcon, or indeed TOS2?
> If so, will there be a complete re-write of STOS ("FLOS"!?!) to take
>advantage of the Falcon's full capabilities, or will it be another patch?

Personally, I would like to see a totally new version, rewritten in the style of AMOS, ie with a proper edit/run environment rather than the old 8-bit basic type environment. I would like a version which would be able to produce programs to run in a single-tasking mode (eg for writing games) or to produce a more serious style application to multi-task under MultiTOS. But then that's just another item on my wish list...

I'm not even sure if Mandarin/Jawx are serious about supporting the ST any more. Witness the years of delay of the release of STOS 3D while they worked on getting ALL the AMOS suite out the door.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

Reincarnation: life sucks, then you die. Then life sucks again.

4076. Re: C compiler test (TC 2.0, LC 5.52, GCC 2.1)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 13:24:56 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <15129@chalmers.se>
Source record: 216189

In article <1992Oct14.191244.27554@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <Bw4EC4.E3v@sci.kun.nl> leonp@cs.kun.nl (Leon Pillich) writes:
>>What types of variables did you use for the "more complex
>>operations". I understand TC has 64 bits doubles or so which is more
>>than gcc.
>>(I.m not sure about the number, but TC has more I believe)
>>This can make all rthe difference....
>
>GCC also uses 64 bit doubles. I also thought that Jwahar Bammi fixed up
>the register-passing stuff so it was usable in GCC, but I haven't tried
>it myself.
>--

MGIF doesn't use any floating point math whatsoever.
As an example, the blur function:

```
int blur (uchar_t *pras, int w, int h, uchar_t *ptrans)
{
uchar_t *pr;
uchar_t *pt;
long x;
long y;
uchar_t *ps;

pr = pras;
pt = ptrans;
if (pras != ptrans) {
copyrast (pr, w, h, pt);
}
ps = pt;
for (y = 1; y < h-1; y++) {
for (x = 1; x < w-1; x++) {
ps[(y*w) + x] = (uchar_t) (
( (uint_t) ps[(y-1)*w + (x-1)]
+ (uint_t) ps[(y-1)*w + (x )]
+ (uint_t) ps[(y-1)*w + (x+1)]
+ (uint_t) ps[(y )*w + (x-1)]
+ (uint_t) ps[(y )*w + (x )]
+ (uint_t) ps[(y )*w + (x+1)]
+ (uint_t) ps[(y+1)*w + (x-1)]
+ (uint_t) ps[(y+1)*w + (x )]
+ (uint_t) ps[(y+1)*w + (x+1)]) / 9);
}
}
```

```
return (1);
}
```

As you can see this is pure integer math, but still the code produced by GCC
is faster by a factor of six over that by TurboC.
This is all due to TurboC's inability to optimize the array index calculations.
TC actually computes nine multiplications within the loop above. Since the loop
runs (263-2)*(394-2)=102312 times and y is declared long, this adds up to quite
a few calls to the multiplication routines.

Regarding register parameters in GCC, someone posted patches to Minix GCC 1.40
for this last year (I think), but I don't think it's been included in the
normal GCC. Please, correct me if I'm wrong.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

4077. Re: C compiler test (TC 2.0, LC 5.52, GCC 2.1)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 13:50:26 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <15130@chalmers.se>
Source record: 216190

In article <Bw5t8o.J8G@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>Jeez, I always thought TurboC 2.0 was BY FAR the best C-compiler ever
>designed. Are you very sure about these figures? I read a review on
>C-compilers for the ST (a long time ago) which compared Lattice, Turbo
>C (version 1 back then, I believe), Mark Williams and Laser C (maybe
>one other too) and Turbo won it by far: Fastest code, shortest code,
>fastest compilation.
>
>To think I was already in the process of buying me a copy of PureC...
>I reckon I'd better check out GCC, huh?
>
>Still think there's something wrong with these figures, though. Are
>you sure you didn't forget some optimization switch or something?
>
>Sander SToks
>sanders@sc.kun.nl

It would have surprised me enormously if TC had beaten the other compilers,
considering that it compiled the code in a fraction of the time.
It's not simple at all to do the optimizations that GCC does with -O2!

TC is indeed better if you compile simple programs that can use the register
parameters and extra scratch register (d2) to full advantage, but it doesn't
seem to be able to even move loop invariants out of the loops.

Again, the source is available to anyone who would like to test their favorite
compiler. :-)
So far I've only received requests for the Lattice sources, but perhaps someone
with PureC would like to try it?
I'll try to merge the sources into one generic version.

By the way, Bill Rosenkranz has told me that MGIF is PD, so perhaps I should
upload my new version (one of them) to atari.archive.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

4078. Forth auf Atari u.a.

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 14:30:08 UTC
From: hm342st@uni-duisburg.de
Message-ID: <hm342st.719159408@duc220>
Source record: 216193

Interesse an der Programmierung mit Forth?
Interesse an einem Forthsystem, da\3 Programme f"ur alle 68k-Rechner erzeugt?
Interesse an preiswerten Systemen f"ur andere Maschinen?
Interesse an Kontakten zur Forth-Szene?

Wer sich angesprochen f"uhlt, schicke mir eine Mail.

plewe@mpi-dortmund.mpg.de

Gru\3, J"org Plewe

4079. Comeau C++ 3.0 With Templates (was: Re: ATARI COMPUTER WISH LIST

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 14:31:39 UTC
From: comeau@csanta.attmail.com
Message-ID: <Bw630s.Cwr@well.sf.ca.us>
Source record: 216197

In article <stigj.17.719147835@dhhalden.no> stigj@dhhalden.no (STIG JORGENSEN) writes:
>In article <Bw4Is7.IyB@well.sf.ca.us> comeau@csanta.attmail.com (Greg Comeau) writes:
>>Further, Comeau C++ 3.0 With Templates is
>>currently in beta and will be availabel shortly.
>
>How much will it cost and what kind of libraries does it come with?

Cost of Comeau C++ 3.0 With Template for the ST will be $US250.
It will initially come with the iostream library.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Producers of Comeau C++ 3.0 With Templates
Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

4080. Forth on Atari a.o.

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 14:34:27 UTC
From: hm342st@uni-duisburg.de
Message-ID: <hm342st.719159667@duc220>
Source record: 216195

```
Interested in Forth programming?
Interested in a system, which generates code for all 68k-computers?
Interested in Forth systems for any machine?
Interested in connections to the Forth scene?

plewe@mpi-dortmund.mpg.de

Yours, J"org Plewe
```

4081. Re: Jack - from Commodore to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 14:39:27 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.719159967@freyr>
Source record: 216194

cpb@sys6626.bison.mb.ca (Chris Billows) writes:

>What I want to know is:

>How is it that Jack Tramael(?) managed to be so successful with the C-64
>and Commodore and yet can't repeat that success with Atari?

>Surely the ST line of computers is superior to the C-64. But I remember
>those "I Adore My 64" commericals.

>Anybody care to voice their opinion?

Adoring your computer is out of fashion. People now are WP-masochists.
--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____My opinions are my opinions_____ +31 5700 29396 (weekends)

4082. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 14:54:00 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.osUFPbrUFZg@fredrik.atari.no>
Source record: 216191
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1992Oct14.184929.26547@elroy.jpl.nasa.gov>, Howard Chu writes:
>Oddly enough, it doesn't appear that the SCSI connector is accessible from
>inside the case, so you can only use IDE for the internal drive. Also, I
>don't think you can easily find a 100+ MB IDE drive that is a 2.5" form
>factor for the price you're expecting. 3.5", yes, 2.5", not for that price.
>I'm still quite perplexed as to why there is an IDE port at all, it would
>have been more consistent to jus tuse the SCSI bus both internally and
>externally. So it goes.
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>All true wisdom is conveyed in one-line witticisms.

The thing is that the IDE interface was originaly developed for the ST-Book.
And would you guess it: it is actually the blitterchip that is used as the
main part of the IDE interface!!
I guess the main reason they used IDE internaly is the lower prices on the
IDE drives. And one of the reasons to also implement SCSI II on the Falcon
was the large numbers of different devices available for SCSI II. I think of
things like scanners, tapedrives etc.

--

```
------------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
------------------------------------------------------------
```

4083. info about VIDEOSTREAMER?

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 14:55:03 UTC
From: v882045@presser.si.hhs.nl
Message-ID: <1992Oct15.145503.3073@si.hhs.nl>
Source record: 216258

Does anyone outthere has more information about this video tapestreamer, some german company should be selling by now?

It was first mentioned a half year ago in a paper (which is called ACN). Then the release of this magic box was prosponed until August/September. Again ACN writes that this video streamer should be available by now somewhere begin September. I still haven't heard since.

It's about this little box that makes a tape streamer from your video. It can put upto 640 Mb on a 240 minute tape. With a price of $15 for a good tape, this means less than 2 and a half dollar cent per stored megabytes. You might want to compare this to other media, but it's bloody cheap.

I believe it was said to do about 1 Megabyte per minute, but considering a normal tape speed you'd have to do 22.5 sec for each Megabyte (2 2/3 Mb/sec).

Well it's sounds cheap, quite fast (ok, faster machines are available, but this is much faster than normal floppy's anyway), so it's price will probably be very high. Well,..., it's not. It should do about $125 with software.

My questions are:

o Has anyone seen or used this system?
o Are those specifications true indeed?
o How does the software work? Does it have a nice user interface? Can I dump several files, dump a whole disk (logical and physical) and still get only some files (selected ones, or all new ones).
o Does it work with the parallel port or DMA ? (I really would like SCSI BTW)
o What's the connection to the VCR. Do I have to rewind and position it myself, or do I only have to wait for four hours to get the last files? Does it ask for specific kind of VCR's?

Mark Kunst

4084. Re: uucp for TOS

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 15:11:00 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.kzGszqgf5Ck@fredrik.atari.no>
Source record: 216192

```
In <1992Oct14.135222.19015@echo.philips.nl>, John Janssen writes:
>Hi,
>
>I'm also looking for something that runs on TOS (or better with its user
>interface using GEM) and acts as UUCP-node, or whatever you call it.
>
>What I actually wanna do is:
>- have access to internet straight away, so run email and nn or alike;
>- be accessible for others (which is in fact email);
>- even better use ftp as well (although not necessarily).
>
>What I do NOT want is:
>- Run something else than TOS as operating system!!!!!!
>- Use a terminal program to login to a UNIX system (as that is what I
> currently do), as I hate CLIs, vi, etc, as I bought my first Atari
> back in 85 because of its user interface (and I still love it)!
>
>So if someone knows such a program that will run on my MEGA STE I will
>be more than happy.
>
>Thanks!
>
>John
>--
>John Janssen Email: johnj@echo.philips.nl <-- May stop soon(?)
>The Netherlands or: johnj@echo.tds.philips.nl <-- same
>Work: +31 40 756425 or: John.Janssen@atehv.bso.nl <-- Back in Nov. 92
>Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, C

Hermes offers all exept FTP, and is userfreindly when installed. It is NOT
easy to install if you don't know a shit about sitenames, usernames, hostnames,
sys-file etc. I use Hermes V1.03 (there should be a v1.04 available too) and
are pleased with it. It will run well on a MSTE4 with at least 5-10MB free
diskspace.
--

_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

4085. Re: Jack - from Commodore to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 15:12:27 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1bk1orlNN4n1@usenet.INS.CWRU.Edu>
Source record: 216196

In a previous article, cpb@sys6626.bison.mb.ca (Chris Billows) says:

>What I want to know is:
>
>How is it that Jack Tramael(?) managed to be so successful with the C-64
>and Commodore and yet can't repeat that success with Atari?
>
>Surely the ST line of computers is superior to the C-64. But I remember
>those "I Adore My 64" commericals.
>
>Anybody care to voice their opinion?
>

It is because of the IBM compatibles, I'm almost sure of it.

Also, you had several people making the decisions at Commodore, not just
Jack Tramiel.

When you have more people to debate the steps needed to be took, you usually
take the right steps.

Len

--

4086. Re: Mint versus Powerdos

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 15:42:05 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct15.114205.1@uwovax.uwo.ca>
Source record: 216198

In article <13OCT92.09448939.0176@UNBVM1.CSD.UNB.CA>, SPAC000 <SPAC@UNB.CA> writes:
> What is the current status of MINT? Will it allow multi-tasking or
> task-switching of ordinary (legal) GEM programs like WordPerfect
> and Flash II?

You can multitask any number of TOS/TTP programs, plus 1 GEM program.
(The 1 GEM program restriction will, obviously, be lifted in Atari's
MultiTOS.)

> what of PowerDos (I hope I have the name right--I mean the OS patch
> from Dragonware)? Willit at least let you task-switch with ordinary
> programs?

PowerDOS claims to be able to multitask the same as MiNT, i.e. any
number of TOS/TTP, plus 1 GEM. However, from the slew of "I can't
get programs to multitask under PowerDOS" messages appearing on GEnie,
I gather this is extremely difficult to achieve in practice and
involves grovelling through the configuration file.

> And what about easy set up directions for MINT, which is
> wee bit tricky--is there something of that nature in the MINT folder
> on atari.archive.umich.edu?

MiNT 0.95 is easy to set up; you copy mint.prg to the AUTO folder,
and then (if you want to make multitasking really easy for yourself)
you copy TOSWIN.ACC and TOSWIN.RSC to the root directory of your drive.
Then you reboot. To run a TOS/TTP program in the background, you
select "TOS Programs" from the desk accessory menu; a file selector
will come up, you select the program you want to run, and TOSWIN will
open up a new window with the program running in it.

If you're comfortable with CLIs, you could instead download MiNT aware
CLI's like tcsh and bash and use the Unix notation for multitasking
(e.g. "foo &" runs the program "foo" in the background).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

4087. Re: Gulam & TOSwin

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 16:26:19 UTC
From: randyh@hpsad.sad.hp.com
Message-ID: <750130@hpsad.sad.hp.com>
Source record: 216280

In comp.sys.atari.st, sanders@sci.kun.nl (Sander Stoks) writes:

> In <1992Oct12.230227.3999@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:

> >Why won't Gulam run in TOSwin? Does anyone know any shell that does?

> Don't know, but you don't want to use Gulam as a MiNT shell anyway
> now, do you? The MiNTShell that comes with MiNT is basic but nice (I
> wish it had filename completion and history...) and since I have 3M

Check out init9akp.zoo in the Mint directory on atari.archive. It has
both history and filename completion. It's essentially mintshell with
the other stuff added in.

> Sander STоks
> sanders@sci.kun.nl

Randy Hosler

4088. wanted GTHOR and COMP'OTH

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 16:37:20 UTC
From: grellier@ufrima.imag.fr
Message-ID: <Bw68u9.2Kw@ufrima.imag.fr>
Source record: 216253

I'm looking for these two programs which are the best othello
in PD. So if someone can help me to find them, or better send
them me uuecoded by e-mail, don't hesitate !

Thanks

Thierry

--

4089. German to English translator

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 16:44:08 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <92289.114408EENG6826@RyeVm.Ryerson.Ca>
Source record: 216030

Yes. I've been on the net for the past 2 years.
Yes. There's a new version GER2EN21.
New features:

- 27500+ word dictionaries
- Up to 10 different dictionaries can be used at one time.
- Fonts menu: About 20 fonts can be used (only tested in color)
- Some other improvements.

Carlos Varela.

4090. Re: Jack - from Commodore to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 16:54:20 UTC
From: ekrimen@wet.UUCP
Message-ID: <4376@wet.UUCP>
Source record: 216274

In article <aZ7msB1w165w@sys6626.bison.mb.ca> cpb@sys6626.bison.mb.ca (Chris Billows) writes:
>What I want to know is:
>
>How is it that Jack Tramael(?) managed to be so successful with the C-64
>and Commodore and yet can't repeat that success with Atari?
>
>Surely the ST line of computers is superior to the C-64. But I remember
>those "I Adore My 64" commericals.
>
>Anybody care to voice their opinion?

My analysis has been that the Tramiels planned on the "demise" of the ST in the US. I don't think they planned this from the beginning in 1985, but it seems that after the growth period in 1988, everything started to go downhill and that's when they decided it wasn't worth their while to push it. Why push something that you know isn't going to go anywhere?

Now, a lot of people, myself included, know that the ST is one amazing computer that can compete with MS-DOS machines and Macs. Despite that, I think the Tramiels saw that the ST technology wasn't going to last too long, and instead of giving it a big marketing push in '89, or '90, just let it go by the waistside and concentrate on new technologies, like the Falcon I suppose (when was the STE introduced?). Perhaps the big problem with the ST and mass marketing it in the US is its screen resolutions. They can't compare with VGA and SuperVGA, yet that's how people compare machines in our marketplace.

I've heard indications that the Falcon is the new beginning. They want to start off like they did in 1985, and get the growth period in the US that they had in 1987-88. They announced the Falcon at the Boston Computer Society show in September, just like they did in 1985. What's different this time is that Atari is in better financial shape than they were in 1985 and there's tons and tons of excellent software that's already out there.

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

4091. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 16:59:57 UTC
From: ekrimen@wet.UUCP
Message-ID: <4377@wet.UUCP>
Source record: 216273
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1992Oct14.184929.26547@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>I'm still quite perplexed as to why there is an IDE port at all, it would
>have been more consistent to jus tuse the SCSI bus both internally and
>externally. So it goes.

Could it be cost of the drives? Are 2.5" IDE drives less expensive for the consumer than 2.5" SCSI drives (if there are any around)? Perhaps Atari wanted to provide an inexpensive hard drive solution for the Falcon and IDE was it.
--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

4092. Re: Falcon 040 so soon? (was Re: Tramiel's got the spirit)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 17:05:29 UTC
From: ekrimen@wet.UUCP
Message-ID: <4378@wet.UUCP>
Source record: 216275

In article <1992Oct14.192318.25937@magnus.acs.ohio-state.edu>
jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
>
>Umm, this should be a neat trick. Considering that it's Oct. 92 now
>and we still haven't seen the Falcon030, just how does Atari propose
>to get an 040 out in the next 2 1/2 months?
>
>I'm assuming this is a typo. Anybody who has read the article care to
>correct this? I, like many others I'm sure, am considering biting the
>bullet and upgrading my aging 1040 to a Falcon. I'm just wanting to
>know which one it will be. :-)

There was a post recently stating that someone saw resumes from a couple
of engineers at Atari and one of their latest accomplishments was the
completion of the Falcon040.

I'm sure Atari's been working on it simultaneously with the Falcon030. They're
not going to say, "Okay, we're finished with the Falcon030. Let's start
the Falcon040." They're probably working on them at the same time.

Atari could very well introduce the Falcon040 at COMDEX. Apparently a lot of
applications and stuff (<-- good word) are going to introduced there from
several Atari vendors.

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

4093. Re: A question & a comment

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 17:09:06 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct15.170906.7460@beaver.cs.washington.edu>
Source record: 216199

In article <13Oct92185355wlm200@cyberden.uucp> solo-p@cyberden.uucp writes:
>
>Comment:
> Why hasn't anybody mentioned what seems to me to be the most likely
>reason for the Falcon using the STe style case: Wasn't that the last case
>that Atari managed to get FCC type B certification for? I don't recall ever
>hearing that the TT or the MSTe had gotten type B approval (a pity, really.
>I do prefer the detached keyboard).

Yes, FCC type B certification was granted for both the Mega STe and the
TT (I believe the Mega STe was first, the TT to start with only had type
A certification).

>
>Question:
> I've been trying to get the PBM utilities working on my MSTe. I'm not
>using a command line, so I've renamed the files to .TTP. When I do this,
>they work just fine on my wife's STacy (with NeoDesk), but when I try it on
>my machine, I get lockups, bombs, and all kinds of garbage. I've tried
>dropping back to 8mHz, turning the blitter off, everything I can think of.
>Does anyone have any ideas?

I don't believe you can use these utilities as .TTP programs. I tried the
same thing on my 520 and it doesn't work. The problem is you need to
redirect the output (since the utilities use the standard output) to a
file, for example :

shell > giftoppm pic.gif > pic.ppm

Gulam works just fine for this type of stuff. I don't know the reason
for the bombs and things, but you have to do this process from within a
shell.

>
> Actually, if someone can point me to a program to convert Spectrum
>directly to a standard 24 bit format, ie Targa or TIFF, I'll junk the whole
>PBM package.
>
> Either solution would be fine.
>
> Thanx,
> S.P.
>
> /---\
> | Casey Karp (Solo Polyphony) | GEnie: solopolyfony |
> | Unemployed librarian about town | moon!cyberden!solo-p@well.sf.ca.us |

```
> \-------------------------------------------------------------------------/
>---
> * OLX 2.2 * YAPT -- Yet Another Pointless Tagline
>
```

Ben Gilbert
bgilbert@cs.washington.edu

4094. Re: Mint versus Powerdos

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 17:36:59 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Oct15.173659.22357@news2.cis.umn.edu>
Source record: 216200

In article <1992Oct15.114205.1@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>PowerDOS claims to be able to multitask the same as MiNT, i.e. any
>number of TOS/TTP, plus 1 GEM. However, from the slew of "I can't
>get programs to multitask under PowerDOS" messages appearing on GEnie,
>I gather this is extremely difficult to achieve in practice and
>involves grovelling through the configuration file.

From what little exposure I've had with PowerDOS, there isn't much grovelling necessary. Problems running programs are similar to problems running certain programs under MiNT. There are always non-compatible programs in a multitasking environment, especially one where memory is not and cannot be protected from the programmer! There are usually workarounds for these type of problems -- MiNT, being more mature, has solved a large number of the problems encountered early on. PowerDOS will probably do so as well. Given the fact that PowerDOS isn't being experimented with on as massive a scale, there will probably be a longer time frame involved.

If there are interested parties, I can see about posting the latest full set of PowerDOS programs and applications to the atari.archive server.

>MiNT 0.95 is easy to set up; you copy mint.prg to the AUTO folder,
>and then (if you want to make multitasking really easy for yourself)
>you copy TOSWIN.ACC and TOSWIN.RSC to the root directory of your drive.
>Then you reboot. To run a TOS/TTP program in the background, you
>select "TOS Programs" from the desk accessory menu; a file selector
>will come up, you select the program you want to run, and TOSWIN will
>open up a new window with the program running in it.

Of course, if you want to use some of the MiNT utility programs, you have to modify the MiNT configuration file -- documentation for this is a lot better than early PowerDOS documentation...

Then again, if you get bold and start trying to use some of the more advanced 'features' of TOSWIN (such as pull-down menus for applications), you're going to get bogged down in the cycle of experiment-bomb out-reboot-experiment until you get things tuned just right. The more complicated you get, the more careful you have to be to have your hard drive backed up on a regular basis! (I assume everyone here backs up their hard drives before installing major changes to the GEM/TOS environment?!?)

>If you're comfortable with CLIs, you could instead download MiNT aware
>CLI's like tcsh and bash and use the Unix notation for multitasking
>(e.g. "foo &" runs the program "foo" in the background).

But you should expect to run up against a wall while trying to ensure that these programs actually run correctly -- configuration files, environmental profiles and the now-infamous (and unecessary, under MiNT) UNIXMODE can be quite confusing to someone whose only experience with CLIs has been running GULAM. I gave up on the BASH CLI because I could never get it to correctly access the system profile file, and also because there are no built-in shell commands for doing simple things like getting a listing of a directory. Including the GNU File Utilities helped a lot, but at the expense of a massively large amount of disk space taken over by programs which did little or nothing which the much smaller 'all-encompassing' shells can do.

A side note to those of you who are using UNIXMODE in coding your programs -- don't. It just makes it that much more difficult figure out whether the installation instructions you've given are bombing out because of the UNIXMODE being set up incorrectly, or because of program incompatibilities, or because of faulty installation instructions. EMACS 18.58 comes to mind as a perfect example of a UNIXMODE program which proved worthless because of a combination of the above. [Note: read that as 'worthless to me' ... I understand that others have gotten the program to work quite nicely for them after a bit of struggle].

Any CLI which has to call a 200K+ program to process a TOS directory listing is simply not worth the time or trouble. And, when you add in 200k+ programs to create or remove a directory (or file), you get a feel for the ponderous quality of these MiNT-aware CLIs...

There ARE CLIs which work nicely under the TOSWIN accessory which don't require megabytes of disk space for standard shell utilities. I've seen a very nice setup using a CLI and a MicroEmacs editor in two TOSWIN windows which provided most everything one would need for background processing. Telecommunications in the foreground even worked tolerably well under these circumstances.

Folks should really experiment a bit with the multitasking options available to them now. MiNT works nicely; PowerDOS works but is a bit sketchy on the documentation side of things at the moment. One can only hope that MultiTOS comes out shortly, and works across the line of 68000-based Atari ST computers.

-- David Paschall-Zimbel

4095. Re: Need help with OPUS

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 17:39:34 UTC
From: chang@ADELPHI-ASSB01.ARMY.MIL
Message-ID: <9210151739.AA08703@adelphi-assb01.army.mil>
Source record: 216252

>I am having a bit of a problem getting access to the charting features of
>OPUS 2.2. After running the Assigner.prg and FONTWID.PRG, I get a
>message from OPUS that screen and printer fonts don't match. Anybody

Opus screen and printer files must match sizes one to one. If
you do what I did and used the fonts from an existing program (mine
was Timeworks DTP I), and used those fonts, you'll have to edit the
assign.sys such that there is a one to one correspondance between screen
and printer fonts, i.e. shelvtica14 => phelvtica14 (I faked the naming
scheme coz I don't remember what it was).

As a result, you will have much less fonts available that in
Timeworks, but the charting funciton will work.

This info is in the docs that come Opus, however

Fo

4096. Re: P.I.M. (was Re: Boston Computer Soci)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 17:50:26 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <R36osB2w165w@comtch.spk.wa.us>
Source record: 216029

Bob_BobR_Retelle@cup.portal.com writes:
> Ron Luks, manager of the Atari Forums on CompuServe, and the
> manager of the Palmtop Forum, contacted this month's Atari
> advertising agency about the use of the term "PIM" in relation
> to the Falcon..
>
> The people there were surprised to find out that "PIM" is generally
> understood to mean "Personal Information Manager", referring to small
> electronic notebooks like the Wizard and Portfolio..

This is, IMHO, the greatest threat facing the computer industry in this next decade - There are only 17,576 TLAs (Three Letter Acronyms).

Heh, I've been using the phrase "PIM" ever since I first saw one on a PC, and made a better one for my Atari 8-bit (but mine wasn't a TSR).

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

4097. HELP! Stuck in some Fantasy games

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 18:27:30 UTC
From: kpetouss@cs.ruu.nl
Message-ID: <1992Oct15.182730.20885@cs.ruu.nl>
Source record: 216255

Those stupid games... Why do I play them ?
Please help me if you know any answers to the following riddles:

Legend of Faerghail:
What is it, that not many like, but directs even the greatest of
King's actions. It's much like a sword, but it never draws blood
even though wounding thousands. It thieves no-one but it does make rich.
It spans the whole earth and makes life fit. The greatest Kingdoms
it has founded, and built the oldest of them all, but never has it begun
a war and the peoples who trust in it will live in plenty for ever more...
I know the answers to the two others: fire & stairs. But this one ??

Chaos Strikes Back:
After that Demonical Demon Director and seven dragons, hellhounds and golems,
I reached the altar room with the corbum of the way of the Fighter.
But every time I try to take it out, a panel activates under my feet and I
keep falling down.
How do I get the corbum out ??? Is there some secret button, then where?

Knightmare:
After the sewer enterance, the spider leg, where is the exit ?

Return to Eden (part II of the Silicon Trilogy):
I am on a tiny island at the brink of an awe-inspiring waterfall
shrouded in spray. The only exit is down -
leading to a sure death.
I have a dry bulb, a pill, spade, tubers, and a stem.
If I have to make a parachute with the bulb, then how? How do I get to
the city of Eden?

Phantasie I:
I have visited the Gods, collected all the runes except WATER.
I can't find it. Do you know where it is ?

Auto Duel
I just screwed up a disk of Auto Duel, that brilliant sim by Lord British
Problem is: I had no backups and the disks are not mine. I borrowed them
from a big strong Fantasyfan who will be pissed. If he ever finds out, he'll
probably format my head until it is has 3 1/2" size...
So if you have a copy left somewhere... please inform me.

****
* Looking around each corner hoping to see, a way home away to *
* break free and to leave... Alternate Reality *
* K. O. S. Productions @1992 *
****

4098. I've seen the Falcon and Dave Small is way cool

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 18:34:23 UTC
From: chang@ADELPHI-ASSB01.ARMY.MIL
Message-ID: <9210151834.AA09128@adelphi-assb01.army.mil>
Source record: 216254

Funny, seems no other csas netfolk attended the WAACE
atarifest (Hutch doesn't count coz he's a vendor) or if they did,
they just didn't choose to write about it. Well.... I went on
the first day with basically 3 things in mind,

1) Shop for stuff at a good price
2) Check out the midi
3) Catch a glimpse of the Falcon.

Well lets see how I did.

1) Picked up some knicks and knacks. SOme utilities and
instructional stuff. No games coz I bought a REAL game machine the
Super NES since my unfortunate addiction to Street Fighter II. I've
been holding back as I want to save up for Falcon specific
software/hardware. Unlike those who voice their opinions, I don't
really care that much about running ST software on the Falcon, I want
something that uses the ability of the Falcon. It's this backwards
compatabilty stuff that has crippled the intel family --- I've got a
33 Mhz 486 that runs my 8088 (sic) program... So as long as cool
animation/graphics/video (I hope lexicor is hot on this), midi/direct
to disk stuff, come out I'm definitely going to pick one up. Games
will off course exist as it is an ideal games engine (it's even packaged
like one), and the gnu/MiNT/unix conversion stuff all have source code
and the falcon will do everything I want it to.

2) Midi. For a computer that is toughted as the a big player
in the midi market (one of my main concerns when buying my original
ST), it sure had a small showing, IMHO. Not much new happening here,
which is unfortunate. At least it's good to know that Steinberg Jones
claims to be an Atari Company 1st and foremost. I speculate that this
may change as the Windows version of Cubase is selling like hotcakes.
I attribute this to 2 factors 1) DOS/Windows sequencers still suck
2) Cubase for WIndows is ~ $200 (US) less than the ST version. Hopefully
the falcon will make a dent and spearhead affordable midi with digital
sound recording systems. But remember, midi people will often want
to use their comptuters for something else besides midi. DOS/WIndows
sequencers sell coz many people already have PC's (for whatever uses)
and may like to dabble in midi, so they pick up a sequencer and a midi
card and they're playing vs. picking up another computer and the software.

3) THere were a few falcons around, but the man of the hour, as
is often the case is Dave Small. He had his booth outside the main room
over where the users groups usually have booths and he was demoing his
falcon constantly. I figure his reasoning was that since Atari wasn't
going to do it, it was up to him to show off the falcon. I didn't see

any off his products (did see a sign up sheet for the chromax video board) and any trying to sell anything, just him CONSTANTLY showing his falcon out. What altruistic man...

So then, my impressions. Mind you, just impressions. Some of these are shallow remarks, but I am giving you my _impression_ (no flames please)

1) Nice graphics. He had the falcon with a toadfile HD hooked into a commodore 1084S monitor (yes the very same amiga one). Colors are nice and fast.

2) Flicker mode is annoying. To quote Dave, "Bery Bad" (two octaves lower than his normal voice). Pictures look nice, but the desktop is quite painful. Looks a lot like my friends souped up amiga with the Firecracker 24 bit board that interlaces on a C 1084 monitor.

3) Default colors hideous. THe old black letters on white, with a green background was pretty bad, but the new ones are even uglier. They do have 3D buttons and sliders, that look kinda strange with the old colors.

4) Some resolutions look unprofessional. I've always hated the look of the medium res vertically enlongated look. The falcon has corresponding modes, more colors and pixels, but the same enlongated look. The color macs aren't enlongated and as much as I hate macs, they look better. I was hoping for a resolution that had the same proportions as mono mode but with colors (like Mac II and ilk). Maybe it's there and I didn't see it.

5) Too many resolutions == problems for users. Dave was showing various demos and 7 times out of 10 in the wrong resolution. The was resolutions are picked is you bring down a menu that has things like, # of columns, # colors, interlace/no interlace. THe demos run whether or not the resolution is correct. Dave had a lot of funny looking stuff and hit the reset button a lot of times. If programs can't set the resolution themselves, then there will be a lot of problems like this.

6) Sound, cute. I'm one of those waiting for the 8 track direct to disk software/hardware. Dave showed quite few sound demos, mostly using the sound manager (or something like that) that binds any sound to all kinds of events, system crash, opening and closing windows, bootup, etc. He demonstrated the built in sampling. Cute, but not too much functional value.

7) Case very ugly. 1040STe case, but dark brown keys and ugly name play with yellow print. When I get one, I will do what Brett Maraldo (I think it was him) did to his ST, paint it black. NO names, just black. I'll need to find some white keyboard decals first tho.

Lotta bank for the buck. If my previous desires for the software are met. I'll buy one. As for support, I've been supportless (not including csas) ever since I've owned one and expected it. I'll

have what I want, and that will be enough

Fo

4099. Re: A question & a comment

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 19:09:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1bkfkvINN7bg@golem.wcc.govt.nz>
Source record: 216251

Atari are using the older STE-type case for the Falcon, because they still had a LOT of them sitting in a ware-house/storage area. (Or so ST-Report stated)

4100. Re: Falcon 040 so soon? (was Re: Tramiel's got

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 19:25:03 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Oct15.122506.3850@arizona.edu>
Source record: 216269

In article 25937@magnus.acs.ohio-state.edu, jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
> In article <Bw48CH.CJH@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
> >Ok, I'm the one who started this thread and yesterday I read the
> >interview in which Tramiel said this. It was a translation into Dutch,
> >so I'm sure the re-translation won't do it any good. The exact
> >statement was that Atari would either continue making exciting new
> >technologies, or they'd drop the Res&Dev department completely and
> >continue making boring PC-clones. But Tramiel wouldn't have to cope
> >with this, since if it came to that he'd leave Atari. BTW, in the same
> >interview the Falcon040 was promised for 1992, a (20MHz) cheapo TT and
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> >some other things. Tramiel "could safely promise to show the Falcon at
> >the CeBIT in '92", and it would have 24 or 32 bit graphics :-).
> >Well, well...
>
> Umm, this should be a neat trick. Considering that it's Oct. 92 now
> and we still haven't seen the Falcon030, just how does Atari propose
> to get an 040 out in the next 2 1/2 months?
>
> I'm assuming this is a typo. Anybody who has read the article care to
> correct this? I, like many others I'm sure, am considering biting the
> bullet and upgrading my aging 1040 to a Falcon. I'm just wanting to
> know which one it will be. :-)
>
> Joe

Well, in the October Atari Advantage it says (in the editorial section, I think), that the F040 is to be unveiled in November (yes, next month), but Atari is trying to keep a lid on it until then, trying to sell the F030.

-Paul Harris
paul@jupiter.ame.arizona.edu

4101. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 19:33:17 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Oct15.193317.14420@crc.ac.uk>
Source record: 216263

In article <1992Oct14.130210.3842@arizona.edu>, paul@jupiter.ame.arizona.edu (Paul Harris) writes:
> In article 29720@email.tuwien.ac.at, nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
> > mwtilden@math.uwaterloo.ca (Mark W. Tilden) writes:
> > : In article <1992Oct12.122024.15321@cs.nott.ac.uk> dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes:
> > : >the files are still in New/chaos.arc, New/chaos1.msa, and
> > : >New/chaos2.msa. Of course, Jeff Weiner may have moved them into
> > : >Games!
> > :
> > : Got 'em. But what the hells an 'msa'. What do I use to unpack them?
> > :
> > : Is all.
> >
> > You need the MSA program (Magic Shadow Archiver) which is lying around
> > somewhere on atari.archive.umich.edu, perhaps in the directory Archivers...
> >
> > M.Yannikos
>
> I got msa_141.lzh (I think) from the Archivers directory, but I can't get it
> to work...could it just not work on a TT?
>
> -Paul Harris
> paul@jupiter.ame.arizona.edu

I haven't got the archiver (msa_141.lzh) to work either.
It loads OK, but when I try to unpack the chaos1 (2).msa it screws up the disk I am unpacking to.
BTW I did *exactly* what the docs said to do and even some guesses!
Please help us chaos lovers!

Phil
(E-mail naffara@uk.ac.crc)
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

4102. Re: Amiga

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 20:11:03 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Oct15.201103.23844@rmece49.upr.clu.edu>
Source record: 216259

In article <1992Oct15.033443.10605@bsu-ucs.uucp>, 01mbmccabe@bsu-ucs.uucp writes:
|> All these years of hearing the
|> >>
|> >> _# **MMp g#00 `N##0" _agN#0P0N# _#L
|> >> g## jN## j##F J## _dN0" " g##L
|> >> _#]## _0 ##L jN##F #### g#0" _03##L
|> >> gE_j## # 0## jF ##F j##F j## ______ gE_j##L
|> >> _0"""N## d" J##L0 ##F 0## 0## "9##F" _0"""5##L
|> >> _gF]## jF ##0 ##F ##F `##k d## _gF j##L
|> >> _g#_ _j##L__g#__]N _j##L_ _d##L_ `#Nh___g#N' _g#_ _j##L_
|> >> `"""" """""'""""' " ""'""" """""" """""""" `"""" """""""
|>
|> people trying to make me go oooh and aaaah, and I still haven't gone oooh or
|> ahhh to a single thing that is inherent to the Amiga. not surprisingly I have
|> gone bleh! a few times......What a user interface!

If you are talking about 2.xx, then you are just too fanatic.

--

//
Raist \X/ Amiga 500, 38Mhz Special MegaMidget Racer
Avid user of AmigaVision
Sending mail from Mayaguez, Puerto Rico

"If the PC or Mac continues to be the standard,
the SkyNet will never be built." - my words

And also an EX-ATARIAN, who WOULD HAVE BOUGHT THE ST, should it have
been TRULY BETTER THAN THE AMIGA, AND ATARI HAD BEEN A STABLE COMPANY.

Just in case, I have used the ST's...

4103. Re: Falcon 040 so soon? (was Re: Tramiel's got

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 20:16:59 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Oct15.201659.24072@rmece49.upr.clu.edu>
Source record: 216260

In article <1992Oct15.122506.3850@arizona.edu>, paul@jupiter.ame.arizona.edu (Paul Harris) writes:
|> In article 25937@magnus.acs.ohio-state.edu, jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
|> > In article <Bw48CH.CJH@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
|> > >Ok, I'm the one who started this thread and yesterday I read the
|> > >interview in which Tramiel said this. It was a translation into Dutch,
|> > >so I'm sure the re-translation won't do it any good. The exact
|> > >statement was that Atari would either continue making exciting new
|> > >technologies, or they'd drop the Res&Dev department completely and
|> > >continue making boring PC-clones. But Tramiel wouldn't have to cope
|> > >with this, since if it came to that he'd leave Atari. BTW, in the same
|> > >interview the Falcon040 was promised for 1992, a (20MHz) cheapo TT and
|> > ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> > >some other things. Tramiel "could safely promise to show the Falcon at
|> > >the CeBIT in '92", and it would have 24 or 32 bit graphics :-).
|> > >Well, well...
|> >
|> > Umm, this should be a neat trick. Considering that it's Oct. 92 now
|> > and we still haven't seen the Falcon030, just how does Atari propose
|> > to get an 040 out in the next 2 1/2 months?
|> >
|> > I'm assuming this is a typo. Anybody who has read the article care to
|> > correct this? I, like many others I'm sure, am considering biting the
|> > bullet and upgrading my aging 1040 to a Falcon. I'm just wanting to
|> > know which one it will be. :-)
|> >
|> > Joe
|>
|> Well, in the October Atari Advantage it says (in the editorial section, I
|> think), that the F040 is to be unveiled in November (yes, next month), but
|> Atari is trying to keep a lid on it until then, trying to sell the F030.
|>
|> -Paul Harris
|> paul@jupiter.ame.arizona.edu

You guys can't be very serious believeing Atari promises. I can buy
the A4000 at a dealer NOW.

I don't want to start a flame war, but this comments go to those
fanatics that kept saying that the Falcon will bury C= (Jeff Young?).

To those that are realistic out there, I wish you luck.

--

//
Raist \X/ Amiga 500, 38Mhz Special MegaMidget Racer
Avid user of AmigaVision
Sending mail from Mayaguez, Puerto Rico

"If the PC or Mac continues to be the standard,
the SkyNet will never be built." - my words

4104. Re: C compiler test (TC 2.0, LC 5.52, GCC 2.1)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 20:35:50 UTC
From: kervel@cs.utwente.nl
Message-ID: <1992Oct15.203550.5684@cs.utwente.nl>
Source record: 216264

I think it is silly to base your verdict on one program (MGIF).
As this is a graphics program it's structure may differ from
ordinary programs.

In a recent test in ST-Computer (6/92) Pure C beats Lattice
clearly.

How about testing compilers compiling MINT or (if you're ambitious)
the C part of the SPEC benchmark.

4105. Re: Falcon 040 so soon? (was Re: Tramiel's got the spirit)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 20:58:48 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct15.205848.17397@zooid.guild.org>
Source record: 216281

jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
>In article <Bw48CH.CJH@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>>Ok, I'm the one who started this thread and yesterday I read the
>>interview in which Tramiel said this. It was a translation into Dutch,
>>so I'm sure the re-translation won't do it any good. The exact
>>statement was that Atari would either continue making exciting new
>>technologies, or they'd drop the Res&Dev department completely and
>>continue making boring PC-clones. But Tramiel wouldn't have to cope
>>with this, since if it came to that he'd leave Atari. BTW, in the same
>>interview the Falcon040 was promised for 1992, a (20MHz) cheapo TT and
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>some other things. Tramiel "could safely promise to show the Falcon at
>>the CeBIT in '92", and it would have 24 or 32 bit graphics :-).
>>Well, well...
>
>Umm, this should be a neat trick. Considering that it's Oct. 92 now
>and we still haven't seen the Falcon030, just how does Atari propose
>to get an 040 out in the next 2 1/2 months?
>
>I'm assuming this is a typo. Anybody who has read the article care to
>correct this? I, like many others I'm sure, am considering biting the
>bullet and upgrading my aging 1040 to a Falcon. I'm just wanting to
>know which one it will be. :-)
>
>Joe
>--
>_________ | jreiss@magnus.acs.ohio-state.edu
> | |___) | """
>_/OE | \EISS | If we keep up at this bandwidth, we'll blow up any
> `---- | minute now. Me poor bairns canna take much more.

The same way they released the Jaguar, Falcon030 and about everything else.
I am still waiting to hear from somebody, "Hey, the Falcon will have a can
opener built-in!"

You have to understand, the Tramiels are very cheap and have full control
over the entire company. Unless they sell the company, nothing will change.
It is very interesting as to ALL people I have argued with over the last
few weeks (at least 4) on different networks, 4 of them are pirating
software and I doubt that they ever purchased their software. Isn't it
interesting to see people flaming me, at the same time I have clear evidence
to who they really are (written proof). I am just waiting for the perfect
moment to appear and exactly the same people will have a VERY nice surprise.

Hey, sure I would love any Atari computer. I wouldn't have to go and search
for a dealer to buy the software, I just download it from a pirate BBS.
This is wonderful, isn't it? Well, that's not the way it works.....

Regards,
Mark K.

4106. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 21:01:20 UTC
From: sourada@iastate.edu
Message-ID: <sourada.719182880@vincent1.iastate.edu>
Source record: 216261
Cross-posted to: comp.sys.atari.st,news.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
*MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
COMP Atari-related companies
IAAD Independent Atari Developers
*CREDIT Who has contributed to the FAQ?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
```

comp.sources.atari.st ! uuencoded/shar sources

:EMILY:
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of
humor.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways),
Emily has taken time out of her busy schedule to answer a few commonly
asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.
Flame wars are fun. They're the main reason people creted Usenet,

and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS:
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public. See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &
docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. £49.99

All the above together £99.99

Hardware and Chip Specs. 228 pages. £29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa

(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is based on the 31 articles that Clayton Walnum wrote for Analog. It was written on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very large and takes quite a while to make a hard copy if you desire to do so. The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar (.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

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************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV:
How do I become a developer for the Atari ST?
==========

Contact Gail Bacani, Atari Rep Person, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Gail for
more information.

Atari is now selling the developer's kit (or parts of it) seperately. No
project-in-development or non-disclosure agreement is necessary.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5
Invalid handle.....-37.....6
Insufficient memory.....-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46.....15

```
No more files..................-49...........18
Range error....................-64...........33
Internal error.................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.....................2
Address Error.................3
Illegal Instruction............4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation............8
Trace.........................9
Line 1010 Emulator...........10
Line 1111 Emulator...........11
[unassigned, reserved].......12
[unassigned, reserved].......13
Format Error.................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt...........24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

:FREE:
What is Free-Net and how can I get access?
=========================================

A "Remodeled" Atari S.I.G. Opens
```

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG

P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS:
What magazines are available for the Atari ST?
==========

If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so polished. 2 cover disks per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this information, DP-Z]. Hardware and Software reviews, some commercial software reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100 Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Markt & Technik Verlag AG, Hans-Pinsel-Strasse 2, D-8013 Haar bei Muenchen GERMANY

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France
(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

No more info right now...

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
---
cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.
60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

START, published by Divo , M. Gijzenburg 14, 2907 HG Capelle a/d IJssel
---
cover price: fl 7,50 (may be more now)
All round magazine, floppy-service available for published programs.
68 pages. 2 color print

6 publications a year. One year subscription fl 39,95
including floppydisk fl 119,95

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format
back in 1986 but from the 6th issue on it included a readerprogram

both for color and monochrome. Even with music.
price is fl 10,00
adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

:TIPS:
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

On the Desktop of TOS 1.4 or higher, holding the right mouse button allows you to manipulate files in other windows. This is useful for a number of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window. (I've been told this will work on 1.2, and possibly other TOSi.)

:ZNET:
Where can I get copies of ZNET?

==============================

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR:
Where can I get copies of Atari Explorer Online?
==
Atari Explorer Online magazine is available on CompuServe and GEnie. You can
also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg
Lindahl provides an excellent service to the networking community by sending
these out.

Atari Explorer Online and some information from the Current Notes user
magazine are also available from the atari.archive server under
/atari/magazines.

:PD:
Where can I get Public Domain/Shareware software?
===

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL:
E-Mail file servers

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@twitterpater.eng.sun.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a

help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions to INFO-A16 are also available on this server. INFO-A16 is a digest of messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
----

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

archive.cs.ruu.nl [131.211.80.17]

:COMP:
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that
might be of use to Atari ST users. Please send me addresses for the blank ones
on this list. See also IAAD, it lists many more companies that are not on
this list.

BMS

E.A. Brown
3404 Pawnee Drive
Alexandria
Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem

Supra

TKR

Wittich Computer

:IAAD:
Independent Atari Developers
==========
(Thanks to Ed Krimen (ekrimen@wet.com) for sending this along)
(And to Joachim Vance (jvance@einstein.oac.uci.edu) for reformatting)

The Independent Association of Atari Developers
Member Directory
Compiled 6/7/92

Please note: Most IAAD members support users through the bulletin
board areas on GEnie. References in this file to "Cat" or "Top"
refer to the ST RT bulletin board area; other RTs are designated
by name. We welcome your comments and inquiries!

James C Allen Todd Bane
FAST TECHNOLOGY Soft-Aware Unlimited
P.O. Box 578 334B North Euclid Avenue
Andover, MA 01810 Upland, CA 91786
508 475 3810 (fax) 714 985 2348 (fax)
508 475 3810 714 982 8409
GEnie: J.ALLEN27 GEnie: R.SKRALY
Cat4 Top11 Cat6 Top4

Steve Barker David Beckemeyer
Flying Pigs Software Beckemeyer Development Tools
P.O. Box 688 P.O. Box 21575
St. George, UT 84771 Oakland, CA 94620
801 628 5764 (fax) 510 530 0451 (fax)
801 628 5713 510 530 9637
GEnie: STEVE-B GEnie: D.BECKEMEYER
BBS: 801 628 5773 Intrnt: david@bdt.CO
Cat2 Top34

Robert M Birmingham Dorothy A Brumleve
13630 SW 101 Lane D.A. Brumleve
Miami, FL 33186-2814 P.O. Box 4195
305 385 1942 Urbana, IL 61801-8820
GEnie: R.BIRMINGHA4 217 337 1937
CIS: 73637,1120 GEnie: D.A.BRUMLEVE
Cat25 Delphi: DABRUMLEVE
CIS: 71451,1141
Cat29 Top6

Gilbert Callaghan Phil Comeau
Double Click Software Phil Comeau Software

P.O. Box 741206 43 Rueter Street
Houston, TX 77274-1206 Nepean, Ontario Canada K2J 3Z9
713 977 6520 (fax jack) 613 596 4081 (fax P.C. Soft)
713 977 6520 613 825 6721
GEnie: DOUBLE-CLICK GEnie: P.COMEAU1
CIS: 75300,577 Cat13 Tops7,20
BBS: 713 944 0108
Cat30

Jay Craswell Craig W Daymon
Dover Research Corp. ICD Inc.
321 W. 4th Street 1220 Rock Street
Jordan, MN 55352 Rockford, IL 61101
612 492 3913 815 968 6888 (fax)
GEnie: J.CRASWELL 815 968 2228
CIS: 73016,27 GEnie: C.DAYMON
ICD RT

John Eidsvoog Lauren Flanagan-Sellers
CodeHead Technologies Goldleaf Publishing Inc.
P.O. Box 74090 700 Larkspur Landing Circle, Suite 199
Los Angeles, CA 90004 Larkspur, CA 94939
213 386 5789 (fax) 415 257 3515
213 386 5735 GEnie: WORDFLAIR
GEnie: J.EIDSVOOG1 Cat35
Cat32

Rick Flashman David Fletcher
Gribnif Software Ditek International
P.O. Box 350 2800 John Street, Unit 15
Hadley, MA 01035 Markham, Ontario Canada L3R 0E2
413 584 2565 (fax) 416 479 1882 (fax)
413 584 7887 416 479 1990
GEnie: R.FLASHMAN GEnie: DITEK
Cat17 Cat6 Top9 / Cat7 Top7

George Geczy Keith Gerdes
JMG Software International, Inc. Double Click Software
892 Upper James Street P.O. Box 741206
Hamilton, Ontario Canada L9C 3A5 Houston, TX 77274-1206
416 575 0283 (fax) 713 977 6520 (fax jack)
416 575 3201 713 977 6520
GEnie: JMGSOFT GEnie: DOUBLE-CLICK
BBS: 416 389 9064 CIS: 75300,577
Cat6 Top32 BBS: 713 944 0108
Cat30

Tyson T Gill Tom Harker
GT Software ICD, Inc.
12114 Kirton Avenue 1220 Rock Street
Cleveland, OH 44135-3612 Rockford, IL 61101
216 252 4272 815 968 6888 (fax)

GEnie: T.GILL7 815 968 2228
CIS: 73467,777 GEnie: ICDINC
Cat17 ICD RT

Doug Harrison Craig Harvey
1018 Quail Creek #303 Clear Thinking
Shreveport, LA 71105 P.O. Box 715
318 869 1292 Ann Arbor, MI 48105
GEnie: D.S.HARRISON 313 971 8671
Cat2 Top15 GEnie: C.HARVEY
BBS: 313 971 6035
Cat2 Top40

John 'Hutch' Hutchinson Hagop Janoyan
Fair Dinkum Technologies PDC, Inc.
P.O. Box 2 515 Wing Street
Los Alamos, NM 87544 Glendale, CA 91205
505 662 7366 206 348 4276 (fax)
GEnie: FAIR-DINKUM 818 242 5692 or 206 745 5980
Cat29 Top4 GEnie: H.JANOYAN3 or PDC.SW
Cat13 Tops12,21,22 / Cat10 Top11 /
others

Charles F Johnson Todd Johnson
CodeHead Technologies Cherry Fonts
P.O. Box 74090 Unit #4, 2250 Tyner Street
Los Angeles, CA 90004 Port Coquitlam, B.C. Canada V3C 2Z1
213 386 5789 (fax) 213 386 5735 (CodeHead)
213 386 5735 GEnie: CHERRY.FONTS
GEnie: C.F.JOHNSON Cat32 Top27
Delphi: CFJ
CIS: 76004,2232
Cat32

Deron Kazmaier Gene Kane
Soft-Logik Publishing Xerox Corp
P.O. Box 290070 101 Continental Blvd. M/S ESC1-945
St. Louis, MO 63129 El Segundo, CA 90245
314 894 8608 310 333 2707
GEnie: DERON.K GEnie: GENEXRX
SOFTLOGIC RT CIS: 70475,440

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The Old School, Greenfield ICD Europe GmbH
Bedford, England MK45 5DE Postfach 13 17 Am Goldberg 9
+44 525 713716 (fax) 6056 Heusenstamm Germany
+44 525 718181 +49 6104 67581 (fax)
GEnie: HISOFT +49 6104 6403
Cat3 Top11,14,15 / Cat2 Top30 GEnie: ICD.GMBH
ICD RT

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P.O. Box 741206 The Old School, Greenfield
Houston, TX 77274-1206 Bedford, England MK45 5DE
713 977 6520 (fax jack) +44 525 713716 (fax)
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GEnie: DOUBLE-CLICK GEnie: HISOFT
CIS: 75300,577 Cat3 Top11,14,15 / Cat2 Top30
BBS: 713 944 0108
Cat30

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Oregon Research Associates MS Design
16200 S.W. Pacific Hwy. Suite 162 611 West Illinois Street
Tigard, OR 97224 Urbana, IL 61801
503 638 6182 (fax) 217 351 6412 (fax)
503 620 4919 217 384 8469
GEnie: B.LUNESKI1 GEnie: H.MURPHY
Cat2 Top42 Cat5 Top2

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72 Shades Crest Road The Old School, Greenfield
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Answ. Serv.: 205 941 4910 +44 525 718181
GEnie: ESTEEM GEnie: HISOFT
Cat29 Top7 Cat3 Top11,14,15 / Cat2 Top30

W. David 'Dr. Bob' Parks William Penner
WizWorks! Medical Designs Software
P.O. Box 45 3235 Wright Avenue
Girard, OH 44420 Bremerton, WA 98310
216 539 5623 206 373 4840
GEnie: W.PARKS3 GEnie: BPENNER
Cat7 Top5 BBS: 206 479 2157

Jay Pierstorff Nathan Potechin
Safari Fonts ISD Marketing, Inc.
606 W. Cross Street 2800 John Street, Unit 15
Woodland, CA 95695 Markham, Ontario Canada L3R 0E2
916 666 1813 (fax) 416 479 1882 (fax)
916 666 1813 416 479 1880
GEnie: J.PIERSTORFF GEnie: ISD
CIS: 76004,2246
Delphi: ISDMARKETING
Cat16

Roger Richards George Richardson
Synergy Resources Merlin Group, Inc.
754 N. Bolten Avenue 96 Hoyt Street
Indianapolis, IN 46219 Kearny, NJ 07032-3311
317 231 4158 (fax) 201 998 0932 (fax)

317 356 6946 201 998 4441
GEnie: R.RICHARDS2 GEnie: G.RICHARDSO1
Cat2 Top19

A Ridley Chris Roberts
Canoe Computer Services DragonWare Software Inc.
GEnie: A.RIDLEY1 P.O. Box 1719
Havre, MT 59501-1719
406 265 9609
GEnie: DRAGONWARE
Cat13 Top4

Eric Rosenquist Scott Sanders
Strata Software Software Development Systems
94 Rowe Drive 996 Redondo Avenue, #404
Kanata, Ontario Canada K2L 3Y9 Long Beach, CA 90804
613 591 1922 (fax) 310 987 2205 (fax)
613 591 1922 310 595 9799
GEnie: E.ROSENQUIST Orders: 800 237 4SDS
CIS: 72711,2503 GEnie: S.SANDERS2
BIX: e rosenquist CIS: 71760,2140
Cat17 Cat2 Top39

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Lexicor Step Ahead Software, Inc.
415 453 0271 496-A Hudson Street, Suite F39
GEnie: L.SEILER New York City, NY 10014
Cat25 212 627 5830
GEnie: NEVIN-S
Cat6 Top23

David M Small Carl Stanford
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40 West Littleton Blvd., #210-211 611 West Illinois Street
Littleton, CO 80120 Urbana, IL 61801
303 791 0253 (fax) 217 351 6412 (fax)
303 791 6098 217 384 8469
GEnie: DAVESMALL GEnie: C.STANFORD
GADGETS RT Cat5 Top2

John Stanley Chuck Steinman
DynaSoft Systems DataQue Products
4157 Lyndale Avenue South P.O. Box 134
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612 825 4215 419 529 5197 (fax)
GEnie: JLS 419 529 9797
Internet: jls@dynasoft.mn.org GEnie: DATAQUE.1
CIS: 71777,3223
Delphi: DATAQUE

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Burnaby, B.C. Canada V3J 7W2 815 968 6888 (fax)
604 420 6266 (fax) 815 968 2228
604 444 4424 GEnie: CRAIG.S.THOM
GEnie: MINDOVERMIDI ICD RT
Cat 10 Top 15

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892 Upper James Street 354 N. Winston Drive
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416 575 0283 (fax) 708 359 9565
416 575 3201 GEnie: J.TRAUTSCHOL
GEnie: D.THOMPSON66 BIX: jtrautschold
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MUSICODE Software Index Legalis Publishing Company
5575 Baltimore Drive, Suite 105-127 P.O. Box 1822-3
La Mesa, CA 91942 Fairfield, IA 52556
619 469 7194 515 472 2293
GEnie: M.TURCSANYI GEnie: R.TURNER10

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P.O. Box 741206 P.O. Box 78
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713 977 6520 (fax) 203 643 9673
713 977 6520 GEnie: C.WALNUM1
GEnie: DOUBLE-CLICK Delphi: ANALOG4
CIS: 75300,577
BBS: 713 944 0108
Cat30

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216 539 5623 213 876 7704
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Cat7 Top13 Cat4 Top12

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ICD, Inc. 655 South Fair Oaks Avenue, I-103
1220 Rock Street Sunnyvale, CA 94086
Rockford, IL 61101 815 968 6888
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815 968 2228 Cat13 Top14
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ICD RT

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Hadley, MA 01035 Irvine, CA 92718
413 584 2565 (fax) 714 753 9255 (fax)
413 584 7887 714 753 9253
GEnie: GRIBNIF GEnie: WUZTEK.OPI
Cat17 Delphi: OPI
Cat4 Tops12,17,31,32
:CREDIT:
Who has contributed to the FAQ?
==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

Ate Brink (ate@cs.ruu.nl)
Kevin Busby (kevinb@syma.sussex.ac.uk)
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Ben Gilbert
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Alan Pratt
James Reno (James_Reno.Wbst129@xerox.com)
Eric Smith (eric.smith@uwo.ca)
Andy Tanenbaum (ast@cs.vu.nl)
Shoou-yu Tang (sytang@lamar.colostate.edu)
Oddvar Tveito FTO (Oddvar.Tveito@nta.no)
Wayne (?) (trek@ihlpb.att.com)
John Townsend
Joachim Vance (jvance@einstein.oac.uci.edu)
Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,

suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

4107. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 21:03:57 UTC
From: sourada@iastate.edu
Message-ID: <sourada.719183037@vincent1.iastate.edu>
Source record: 216256
Cross-posted to: comp.sys.atari.st,news.answers

Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ. For easy access to a particular question, search for the tag surrounded by colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
XWIN Is there a version of XWindows for the ST?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL:
Welcome to comp.sys.atari.st
==========

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe, and the Atari TT. There are also emulators for the Apple Macintosh and IBM PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented. The newsgroup serves as a resource for Atari users ... feel free to contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS:
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using zoo21.ttp.

:CLI:
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3

```
CRC error.....................-4
Bad request...................-5
Seek error....................-6
Unknown media.................-7
Sector not found..............-8
No paper......................-9
Write fault..................-10
Read fault...................-11
General error................-12
Write protect................-13
Media change................-14
Unknown device..............-15
Bad sectors on format.......-16
Insert other disk............-17
Invalid function number.....-32.....1
File not found..............-33.....2
Path not found..............-34.....3
No handles left.............-35.....4
Access denied...............-36.....5
Invalid handle..............-37.....6
Insufficient memory.........-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46....15

No more files...............-49....18
Range error.................-64....33
Internal error..............-65....34
Invalid program load format....-66....35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2............1
Bus Error.....................2
Address Error.................3
Illegal Instruction...........4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation...........8
Trace.........................9
```

```
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

```
:GDOS:
What is GDOS, and where can I get it?
====================================
```

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called FSMGDOS, which should be available commercially from Atari. It is currently included with WordFlair II. FSMGDOS uses scaleable fonts - you do not need to create a font file for every point size. Current word is that the street price for FSMGDOS will be about $50. The Lucida font family comes with FSMGDOS, and the output is very nice, even on a 9-pin Epson printer. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within FSMGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

:GNU:
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.2.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.1 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System
SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM:
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)

Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG:
Public Domain/Shareware languages...
==========

There are a large number of programming languages available for use with the Atari ST. Programmers seem to flock to the Atari ST, and if you know of a language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN
FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME

SIOD
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX:
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT:
What is MiNT?

=============
MiNT is a free multitasking operating system extension for TOS. It is somewhat like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM program along with a lot of character-based programs simultaneously. MGR and MW2 can both put multiple terminal windows on screen, and bgacc can put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go with it can be found at atari.archive.umich.edu:/atari/mint.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now 'MiNT is Now TOS'. :-)

:XWIN:
Is there a version of XWindows for the ST?
==

Currently, there is no XWindows port for the ST. It is quite unlikely that there will be one, although you are free to port it if you like :-). There does exist a port for the TT (and presumably Falcon) as part of Atari's Unix distribution.

:DEMOS:
Why won't demo x run on my machine?
===================================

90% of the time, if a demo does not run on your American ST, you probably need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from atari.archive to allow this.

:PAINT:
What is the format for [x] paint program data?
==

There is a periodic posting of ST Picture Formats, edited by David Baggett. The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD:
Where can I get Public Domain/Shareware software?
===

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL:
E-Mail file servers

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@twitterpater.eng.sun.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you

first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

archive.cs.ruu.nl [131.211.80.17]

:TEX:
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the

atari.archive server.

The latest version of TeX (3.14) has recently been made available on the atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the minimum files needed to get a working TeX/LaTeX system up and running on the Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0. This consists of 8 disks full of TeX stuff, plus an installation program that takes care of the details for you.

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

4108. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 21:06:26 UTC
From: sourada@iastate.edu
Message-ID: <sourada.719183186@vincent1.iastate.edu>
Source record: 216257
Cross-posted to: comp.sys.atari.st,news.answers

Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks?
GRAPHIC How can I enjoy enhanced graphics on my ST?
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL:
Welcome to comp.sys.atari.st
==========

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:FALCON:
What are the specs on the Falcon?

==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

Distribution is beginning soon in Europe, and by late October in North
America

:ACCEL:
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:DRIVES:
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put the drive internally, you will need a case with power supply to house the adapter and hard drive. IBM case is very easy to get and has a lot of space for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive they use about 20 watts or less, Quantum LPS drive use about 10 watts each, make sure your power supply has more than the drives need. Again if you use IBM case, the 150 watts power supply for that type case can drive at least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL), it's 50pins IDC female connector on each end with 50 conductors cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again. And check the jumper setting on the drive (consult the drive's manual). If you are using more than one drive with the system, make sure only the last drive has the terminator (either a DIP or a signle inline package of resistor, which usually is socketed and close to the SCSI connector on the drive circle board. Remove the terminator from other drives. [only the last drive should have the terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5 from ftp sites.

:FLOPPY:
Can I use 1.44 meg floppy disks?

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe and TT machines. If you own an older Atari ST, there is a company which offers a $199 kit (including floppy) to install and use the drive. (I will supply the name next month, sorry...)

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the desktop.

:GRAPHIC:
How can I enjoy enhanced graphics on my ST?

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync
monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome

* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:JOY:
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable units"

:MODEM:
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOOW to you!

:MONITOR:
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM:
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE:
How can I turn my Atari ST into a Macintosh emulator?

==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases. The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and the excessive use of disk accesses in Mac software will have you wanting a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File Exchange if you are needing MS-DOS data disks for Mac work. Language configuration support, keyboard support, A4 paper size support for Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a MacIntosh with a decent screen is indescribable. The extra flexibility that you get will also make you feel more confident in the greatness of your Atari. You will also get to see some of the frustrations with one of the other sides of the fence - frustrations like excessive disk access, remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating philosophies of an ST and of a MacIntosh. You really must read the documentation that comes with the Spectre GCR (and I for one found that

a real delight. Dave and Sandy have a very different approach to software documentation that makes it enjoyable reading.) You should also read the Mac Operating System docs. One other reference you may need if you are going to do much with Mac software is one of the reference manuals referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on a GCR, don't figure you will get a straight answer. They won't know. The current compatibility list from Gadgets lists about 450 programs and their release numbers that have been tried and found to work with Spectre GCR. In general, if a piece of software won't work with the GCR, it is probably becuase of copy protection. Most serious Mac software is not copy protected.

One last note - earlier versions of the emulator exist that were not capable of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64 KB ROM which is not good) to fully utilize the device. Also it's recommanded to use it with MONO monitor and at least 2MB RAM. The Spectre software takes about 300 some KB of memory, so on a 1040 there is not very much left for Mac, especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most Mac drive is double side). With DOS mounter or software like that you can read /write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM binary. It's only for file transfer). Or you can use Apple File Exchange to read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not run with it.

:UPGRADE:
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

4109. What kind of monitor is BEST with a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 21:25:21 UTC
From: smiller@bnr.ca
Message-ID: <1992Oct15.212521.27966@bnr.ca>
Source record: 216262

I have a question for anyone who has a Falcon. (I realize that this is a fairly small subset of c.s.a.st readers - the developers)

What is the way to go as far as a monitor is concerned? I have been reading about overscan, flicker, true-colour, etc. But what I want to know is, what is the best way to go?

I can get an SC1224/SC1435 fairly cheaply. This I can use directly with my ST until Falcon-time. I can get a regular VGA monitor, which is also cheap. Or, I can get a SVGA multisync, and use it with any conceivable setup in the future. Would it be worth the extra money?
(I currently use an SM124, and a TV for games and such. The TV isn't really good enough, even on the ST. But it's free.)

Is there any difference between the SC1224 and the SC1435? (as far as the Falcon goes)

An unrelated point - There have been a lot of posting to the effect that 'Gee, I hope the Falcon040 has a 96000 DSP'. I assume that these people think these are binary compatible, or that they think Atari is MORE stupid than they seem. Why would a non-suicidal company build in incompatibility like that? Now, maybe more 56000 RAM. That would be cool, and transparent to all but the OS. SIMMS, too. There is NO WAY Atari can put out memory cheaper than SIMMS can be bought for. What was the justification for this?

Another unrelated question - Does anyone know of any killer flight simulators under development for the Falcon? Alternately, what ST-flight sims RUN on the new bird? (i.e. Can I use Falcon on the Falcon?) What other software runs? Are developers allowed to talk about this yet?

--
****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
Ottawa, Ontario, Canada No email access.
.signature USES DISCLAIMER;
****

4110. quest for othello

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 23:26:20 UTC
From: ken@isgtec.com
Message-ID: <3420@isgtec.isgtec.com>
Source record: 216140

Is there a really good Othello game for the ST? I remember an old one
called "Flip Side" I think but it plays a crap game. One of the best
othello programs I've seen is the old Reversal for the 8-bitters.
- kn
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4111. Re: Fax number to Joppa

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 23:45:39 UTC
From: garth@splunge.uucp
Message-ID: <1992Oct15.234539.16285@splunge.uucp>
Source record: 216285

euaanu@eua.ericsson.se (Arto Nummelin) writes:

>Does anybody out there in netland know the fax number to Joppa?
>I would like to know since I've been thinking of
>ordering a fax modem from them.

>Thanks.
>/Arto

Arto:

Joppa's FAX number is (717) 428-0424, as stated in their STraight FAX!
manual (so if it's wrong, don't blame me... 8^>). Hope this helps.

Garth

--
Garth Wood | "A witty saying of some kind."
garth@splunge.uucp |

4112. Re: Mint versus Powerdos

Newsgroup: comp.sys.atari.st
Date: 1992-10-15 23:48:26 UTC
From: micro@imada.ou.dk
Message-ID: <1992Oct15.234826.9001@imada.ou.dk>
Source record: 216279

davidli@simvax.labmed.umn.edu writes:

>A side note to those of you who are using UNIXMODE in coding your programs --
>don't. It just makes it that much more difficult figure out whether the
>installation instructions you've given are bombing out because of the UNIXMODE
>being set up incorrectly, or because of program incompatibilities, or because
>of faulty installation instructions. EMACS 18.58 comes to mind as a perfect
>example of a UNIXMODE program which proved worthless because of a combination
>of the above. [Note: read that as 'worthless to me' ... I understand that
>others have gotten the program to work quite nicely for them after a bit of
>struggle].

Please explain how to get Emacs to run. I have tried everything, but I always
get : "Your terminal isn't powerfull enough to run Emacs".
What is UNIXMODE?

-Klaus

4113. FALCON ? READ THIS !!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 00:28:03 UTC
From: oyakea@warren1b.its.rpi.edu
Message-ID: <nj3zsg#@rpi.edu>
Source record: 216265

To all Atari users: I would like to adress this problem of mine
with the hope of gaining you understanding.
You see like many of you I grew up on the original Ataris.
Yes the old 8-bit (800 Xl to be exact), and it served me well.
Many colours, nice sound, good games, and my Math lecturer
at my old College even wrote a 300 page book on one using
Atari writer. I want to buy a Falcon or should I say am
thinking of buying one so I posted several Articles about
the Falcon on this and other Newgroups and most first time
readers of my articles were stunned by the capabilities,
in fact a whole bunch of guys from the next group thanked me
for posting it. I NEVER DARED TO POST ANY ON THE AMIGA
GROUPS COS I KNOW HOW FANATICAL THEY ARE, never the less I
will now show you one of the responses to my private mailbox
by probably an Amiga user who discovered this article and
dumped it my private mail box I thank him for informing me and
I would like your your opinion to what many of you would
call SLANDER (I RESERVE MY OPINION) :

ORIGINALLY FROM comp.sys.amiga
>Organization: J. Random Misconfigured Site
>Message-ID: <1992Oct14.071912.18249@sol.ctr.columbia.edu>
>Sender: nobody@ctr.columbia.edu
>Keywords: Me Too!
>Date: Wed, 14 Oct 1992 07:19:12 GMT
>X-Posted-From: bach.mth.kcl.ac.uk
>NNTP-Posting-Host: sol.ctr.columbia.edu
>Lines: 83

>>>>>>>**********BEGINNING OF CONVERSATION**********>>>>>>>>>>>>
I recently got the chance to see a Falcon at the European Computer Trade
Show. Atari had a small stand there, the first time they have had a stand
at *any* show for several years now. There were not all that many people
interested in the Falcon, judging from the few who were in attendance.
Some of Atari UK's top brass were there as well. I stopped by, pretending
to be a casual onlooker. One of the Falcons was running a space flight
simulator. It was SLOW (not sure whether this was due to bad programming
or the crippled graphics bus). The Atari person demoing the machine kept
rebooting it to show the new GEM desktop, some still graphics, a paint
package that utilises the new palette and this space simulator. During one
of the GEM desktop sessions, I started to grill him. It went something
like this..

ME: How many colours is that?
HIM: 65000

ME: From ... ? (I knew the answer, but still)
HIM: Unlimited.

ME: *Unlimited*??? It can't possibly be unlimited. Unlimited implies an infinite number of bits
HIM: <speechless> (someone else overhearing the conversation nearby started to giggle)

ME: You mean from 256000 colours. That's not *unlimited*, it's just very large.
HIM: <sorta nods in agreement>

ME: I hear that it's got a built-in genlock
HIM: Yes

ME: You mean no external hardware is required? I can just plug in incoming video?
HIM: No, you need external hardware.

ME: Then it's not built-in. You mean it has genlockable modes.
HIM: <sorta nods in agreement>

At this point, I started to pity him. I started to ask him about the sound capabilities, but one of his colleagues came over and interjected on his behalf. This guy looked quite unfriendly. He affirmed, with a sense of finality, that the Falcon still uses the same 8-bit sound chip as in the STe, and 8-channel 16-bit audio is possible only through the DSP. I decided to say goodbye at this point, and picked up some of the literature being given out. It says in there that the Falcon is incompatible with the STe, and that Atari is confident of selling 20,000 this year (worldwide or in the UK?). As for software availability, it mentions forthcoming stuff like D2HD recording and conferencing software that uses the DSP. Atari is leaving no doubts, however, that this machine is being aimed squarely at the consumer market.

Verdict: The Falcon is an Ape - you know, imitate everyone. A bizarre cocktail (pun intended:) of a machine whose hardware is a combination of features inspired mainly by the Amiga and the NeXT, plus a few others. For instance:

The colour palettes and resolutions are very much SVGA-like (8/15/16-bit colour from an 18-bit palette). The 32K/65K "TrueColor" modes remind one of some of the cards you can get to run Windows in.
Overscanning, interlacing, genlocking - wonder where they got those from!! Around the time of the launch of the TT, Sam Tramiel was interviewed by a magazine, and he criticised the Amiga 3000 for its flicker. Now he builds a machine with interlace.
Mucho NeXT emulation in things like their choice of DSP, the SCSI-2

port, the black colour of the case. Even things like BLiTTER and MiNT are dead giveaways. Again, in the aforementioned interview, Sam was quoted as saying that he hoped that the TT would "clobber" the NeXT. Imitation is the sincerest form of plagiarism....
That built-in LocalTalk networking port appeared very similar to

AppleTalk ports you find on any Mac

I don't mean to incubate :) another Falcon flame war here, so any Atari fans reading this please note that the above does not include anything other than raw facts. I will, however, say the following (mainly because it is too difficult to resist:):

"Amiga - the computer for the creative mind"
"Falcon - the computer for birdbrains"

:):):):

4114. Re: Tramiel's got the spirit (was: New Mac Prices)

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 01:18:18 UTC
From: Chris_Millar@lppl.mi.org
Message-ID: <Chris_Millar.05qi@lppl.mi.org>
Source record: 216110

Once again, Mr. Kovarski has been spouting off about things he doesn't know about. The Atari ABC clone line originally started back in 1987 - shortly after that, they were discountinued, and sold abroad. More recently, Atari introduced a new ABC line with a 386SX, a 40Mhz 386, and a 386Notebook - these were also sold in America, but for a much longer time period. I have heard rumors that they have been discountinued, but i could buy one anytime I wanted to - they really have a nice case. At any rate, Atari has no say in the manufacture and design of these computers - a manufacturer pays Atari to use it's name......

-- Via DLG Pro v0.995

4115. IMG to PS for Notator?

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 01:53:05 UTC
From: selick@csa.bu.edu
Message-ID: <98805@bu.edu>
Source record: 216272

Is there any way to go directly from the 300dpi img output from Notator
3.1 to a postscript file that can go directly to a ps printer?
Any word on a ps driver for Notator?
-Steve
selick@csa.bu.edu

4116. Handscanners etc

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 02:17:12 UTC
From: dennis@citr.uq.oz.au
Message-ID: <dennis.719201832@citr.uq.oz.au>
Source record: 216266
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings,

Question: Are the various scanners available for the Atari ST hardware specific, or can one suitable for an Amiga be used with the correct software?

The reason is, I see many handscanners and so forth for sale in the local trading post, but they are advertised as suitable for Amiga'a. I'd like to purchase one of these if they can be used with little or no modification as they are very reasonable priced.

If the answer is yes, is Touch-Up suitable software...

All answers appreciated...

--

------------------- Dennis Remmer - dennis@citr.uq.oz.au -------------------
---------- ARC Cadcentre Pty. Ltd., Brisbane Queensland Australia ----------
---- Transmission Communications (Music for the masses... anything but) ----

4117. Re: Mint versus Powerdos - UNIXMODE

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 02:26:35 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.92Oct15202635@great-gray.owlnet.rice.edu>
Source record: 216271

Some of us *like* to be able to have filenames longer than the limiting 8.3
size... And UNIXMODE had nothing to do with the difficulty in getting
GnuEmacs 18.58 to work - it was the directory names with '-' in them
(e-lisp, e-bin, etc...) that caused all of the bother (although you still
have to have UNIXMODE set to install after that).

Actually, I'd go so far as to wish UNIXMODE was built into the operating
system - a fair tradeoff between compatibility to/from MS-DOS systems.

It's the only thing I really like from the Mac that I wish was on the ST...
--
---> Kendall Gelner (kendall@rice.edu)
"In a way, staring into a computer screen is like staring into an eclipse.
It's brilliant and you don't realize the damage until its too late."
- LA Times Thursday, 2/20/92 Business section "Innovation" column.

4118. Re: P.I.M. (was Re: Boston Computer Soci)

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 03:51:16 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1992Oct16.035116.16322@umbc3.umbc.edu>
Source record: 216277

In article <H.ea.&mwWs98FSDU@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> Where did you hear Ken B left? That is sad news.

Dave Small told me last weekend at the WAACE Atarifest.

> "If Rush fans were braindead, why are there so Bruce Bufalini
> many people posting to alt.music.rush?" PSU

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

4119. Re: Jack - from Commodore to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 04:09:33 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92289.230933JJMCWILL@MTUS5.BITNET>
Source record: 216270

In article <1bk1orINN4n1@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) says:
>
>In a previous article, cpb@sys6626.bison.mb.ca (Chris Billows) says:
>
>>Anybody care to voice their opinion?
>>
>
>
>It is because of the IBM compatibles, I'm almost sure of it.
>
>Also, you had several people making the decisions at Commodore, not just
>Jack Tramiel.
>
>When you have more people to debate the steps needed to be took, you usually
>take the right steps.
>
>Len

Len,

I'm not so sure about the part of Jack not being in control of Commodore. If you read a book called "The Home Computer Wars", you get some excellent insight into how Jack thinks and runs a company. The references in the book to the "Jack Attack" leaves me with the impression that although others were running different parts of Commodore, if they were doing something that Jack didn't like, they got a verbal beating. But, I want to be careful when I say all this, it's been a while since I've felt nostalgic enough to pick up the book and devote time to reading it again. I don't know anything about how Jack runs Atari internally, there haven't been any books about him while there. Maybe, because the Atari rotating door doesn't allow anyone to be as close to Jack to really get an idea what he's about these days. Straining in memory, perhaps Jack did leave things more to others... people who weren't Tramiels.

I also think the markets then and now are totally different. Commodore VIC 20's and Atari 800's were out before the invasion of PC compatibles. Now, it seems cool to have a business PC at home, instead of a well rounded computer that the whole family can enjoy. For me, you look at a PC, and it doesn't say family. Look at the old Atari and Commodore machines.

THey had nice graphics, nice sound, were easy to use, and everything was pretty much plug and play. You bought a computer, disk drive, maybe a printer, and plugged the thing into your TV and away you went.

Today, you have to worry about processor type, processor speed, weird buzzwords like Cache, wait states, bus speed, you have to decide which operating system you want to run, you want sound? Gotta get a sound card.

It's pretty scary. I mean, sure people are expected to be computer literate these days, but computing just doesn't seem fun anymore. Back then, your computer was to play games, teach the kids, manage the family finances, keep a recipe book, print some posters for your local club. Today, if you buy into the PC business GEEK philosophy, your machine isn't for farting around, as much as it's meant to drag your work home with you so you can make your boss happy. That's no fun, it's turned your den into an extension of your office!

I think Jack still thinks the old way, while most of the computer community has bought into the idea that a computer is for business, it isn't a home computer, it's a personal computer, which sounds more impersonal to me than ever. People, in my opinion, have gotten too serious about computers. Nobody is happy with what works, it's always gotta be bigger, faster, better, when the average joe doesn't really need a supercomputer on his desk. He thinks he does, because Intel and Bill Gates has told everyone that they do. But they really don't.

Sure, there are those who do need all that power, but not everyone is a power computer user. Everybody seems to think they have to be, but I feel it's silly. That's why Jack put out the Falcon030 with a 16mHz speed. It's not supposed to be a NeXT workstation, it's supposed to be a home computer. A nice, well rounded machine, something that doesn't scare the heck out of the average buyer. You take it home, plug it in, and away you go. Everything the average Joe needs in already in the machine. Hard drive, graphics, sound. It's all there. no decisions to make, no needing a COMPUTERese to English dictionary to understand what extras are needed to make the computer work. You take it home{, unpack it, and load your software.
But see, people don't seem to be happy with that, because they think the machine needs to be more than that.
Intel regurgitates this vomitous philosophy that your computer has to be expandable, and capable of running your own Star Wars Defense system, or it isn't worth a darn. I don't believe it.

WHen I want to serious stuff, I go to school, and use expensive, serious computers. I run circuit analysis programs on a SUN, and do all my heavy duty lab reports, Mathematica number crunching, CAD stuff, on a Next. When I want to enjoy myself, I come home and use my Atari. It's simple.

I don't think there is a whole heck of a lot wrong with the Falcon030 if you just take a different approach in determining how it's supposed to be used for most things. It's a consumer appliance, not a business PC, or workstation. It shouldn't cost as much as a used car, a home appliance computer should be cost comparative with other

home appliances, like your dish wasther, television, and VCR.

Just my two cents worth. I feel like a candidate in a debate,
"Mr. Perot, your time limit has long expired...."

Jeff McWilliams

4120. Replay noise ---

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 04:19:41 UTC
From: lombardo@cwis.unomaha.edu
Message-ID: <lombardo.719209181@cwis>
Source record: 216276

When I hook my replay cartridge up to my mixer board, I get radio pickup immediately. (With the computer off) I am using gold plated patch cords so I am sure it has nothing to with the cords, and I have had no trouble with the mixer board in the past with radio pickup.

Ignoring the radio, the samples sound pretty good, but I can't use this as a real sampler if I get radio in the backround. How can I fix it? What could be the problem?

When I hook a portable CD player to the mixer board, I get no noise when the cd player is on pause. None at all. What's up?

4121. I have uploaded STZIP20.lzh to A.A.

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 05:07:04 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1bliloINN6bs@skat.usc.edu>
Source record: 216278

Hi all,

I just uploaded "stzip20.lzh" to atari.archive in the atari/New
directory.

Enjoy!

-Mike

4122. Re: FALCON ? READ THIS !!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 07:15:36 UTC
From: jsteiner@anwsun.phya.utoledo.edu
Message-ID: <1992Oct16.021536.10582@uoft02.utoledo.edu>
Source record: 216283

hmm. i don't see why Atari should be criticized for building a computer
that has many of the same features found in other computers. actually,
this is a bonus.

i -like- the idea that i can use SCSI II devices. i -like- having
a fairly standard DSP. i -like- having standard Localtalk. (not
as good as ethernet, but hey...) you mention ripping off NeXT by
using a black case. is the Falcon black? all the reports i've
seen have said grey, but if it's black i'll buy one right away!
(i even painted my Amiga 500 black.)

as far as video modes, interlace is good for doing video (which
is interlaced), but notice that you can do all those modes non-
interlaced if you have a better monitor. i like the fact that Atari
is making it easier for those of us who can't afford expensive
displays. this way i can use my trusty 1084S, which also does
double duty as a VCR monitor.

i had asked earlier about the color depth on the Falcon & got
the response that it was a 15/16 bit display out of a 16 bit
pal. you say 18 bits. sorry, but you're making me -like-
the Falcon even more. :^)

is the fact that the new sound can only be accessed through
the DSP supposed to be bad? the point is that it -has- a DSP
standard, so all new programs will probably end up using it.
the old chip is there for compatibility, as well as boring
stuff like system bells. (tho the DSP will make those more
interesting as well.)

this isn't a flame. i just find it amusing that you post an
article that supposedly bashes the Falcon & ends up making
me want one more than ever!

jason "God, i hope it really is black" steiner

--
`,`,`,

4123. Re: HELP! Stuck in some Fantasy games

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 07:17:24 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <67822@cup.portal.com>
Source record: 216282

Kos Petoussis asked about several games:

In Chaos Strikes Back, you have to be very agile to get the
Corbum from the niche..

Be sure you're not overly emcumbered, ie: no Load in the yellow..

Try placing your on-screen hand about where the Corbum will be
when you reach it, so you can grab it even if you do fall through
the pits..

Also, be sure to use the keyboard cursor keys to move.. the
mouse is just tooooo slow...

BobR

4124. Re: Borland and Pure C (was: Which programming language?)

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 08:56:01 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719225761@freyr>
Source record: 216288

roodhart@fwi.uva.nl (Jeroen Roodhart (I88)) writes:

>>In <OKES.92Oct10153611@SunLab43.essex.ac.uk> okes@essex.ac.uk (Oke S) writes:

>>>The way I heard it was that the US branch of Borland didn't want to be
>>>associated with a 'toy machine' like the ST. Fortunately their German branch
>>>were a little more open-minded, which is what led to the existence of
>>>Pure C in the first place.

I suppose by Pure C you mean all versions of Turbo C for TOS. Anyway, since
distribution is now done by Application Systems Heidelberg, they might decide to
translate the manuals after all (that is, if they're allowed to).

--
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_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

4125. Re: atari.archive.umich.edu to move

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 09:03:47 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Oct16.090347.4651@echo.philips.nl>
Source record: 216295
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech,comp.sys.atari.st

weiner@umnstat.stat.umn.edu (Jeffrey M. Weiner) writes:
>A quick note to let you all know that a.a.u.e will be moving from its
>home on terminator.cc.umich.edu to an as of yet unspecified location.
>Please continue to use the atari.archive.umich.edu name and
>you should experience no problems.

Why is it that my emails to atari@atari.archive.umich.edu
haven't got replies for the last few weeks?
Not even the "send index" or just simple "index" worked.

John
--
John Janssen Email: johnj@echo.philips.nl <-- May stop soon(?)
The Netherlands or: johnj@echo.tds.philips.nl <-- same
Work: +31 40 756425 or: John.Janssen@atehv.bso.nl <-- Back in Nov. 92
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, C

4126. First Falcon030 impressions

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 09:04:09 UTC
From: wmagro@uiuc.edu
Message-ID: <Bw7Ily.Eu3@news.cso.uiuc.edu>
Source record: 216284

WHAT FOLLOWS IS AN EXAUSTIVE REPORT OF MY FIRST HAND DEALINGS WITH A FALCON030. MOVE ON IF YOU DON'T LIKE LONG POSTS!

Well, I got my hands on a Falcon030 which I get to keep for two days, so I stayed up until 6am, and ran it through all the tests I could think of. I set it up next to my ST and ran some 'real world' benchmarcks against the ST. I tried all the software I could find (mostly PD and shareware and demoware, as I don't own much commercial stuff except games). I was able to borrow a copy of wordflair and of wordperfect from a friend, and I tried out our User Group's copy of PageStream.

We first hooked it up to a SC1224 through the 'ST Monitor Adaptor Block.' This plug converts the 19 pin monitor out (which is a non-standard pinout) to either an SM124 or SC1224 (or other ST monitors). We were able to do 640x4?0 or so interlaced (which is icky) in true color. The machine has a nice slide show program which was displaying TARGA 24bit files (in 16 bits) in interesting ways. Nice scrolling and unrolling and fade effects were used to move from picture to picture. I think the machine was in 320x200 true color mode for these displays, but the picture was near photo quality.

You can see the slowdown of the machine when running the desktop in 640x4?0 true color, but the machine was still relatively quick. We were able to do all the modes (color and ST 640x480 mono) on the SC1224. The mono mode didn't look all that good, because of 'moiring' apparently due to the not-so-fine shadow mask on the SC1224.

The sound was impressive as advertised. There is a program called System Audio Manager (or SAM) which allows you to assign keys to all gem events. I put opening and closing file drawer sounds on my opening and closing windows. The internal speaker is really LOUD! I kept waking my wife up when the machine said 'Welcome to Atari Falcon oh-thirty' at startup. Unfortunately, the Sound control panel didn't save my volume preference correctly, so the volume was always set to 14 after a reboot.

The machine I am using is supposedly an 'engineering sample', with German keyboard and PAL RF modulator (so I couldn't use my TV). It is loaded, with the 65meg internal hard drive and 14Meg of RAM. I wanted to open it up to see how everything is laid out, but it isn't mine, so I didn't. The machine has an internal fan and the hard drive is quite quiet.

The external SCSI-II connector is a standard 50 pin mini 'Honda' connector, found on SUN and DEC and NeXT equipment. So, neither your current SCSI cable nor a Mac SCSI cable will work. Unfortunately these cables cost $250 from Sun and $80 from third party vendors. I happened to have an extra DEC cable at work, so I borrowed it for the night. I took

an extra Seagate ST577N 65 meg drive I have and formatted it with ICD utilities on my ST. I changed the address to SCSI 0 (the manual says your SCSI hard disks MUST be in order starting at zero), and booted the falcon. The memory test came up, the IDE driver recognized the internal drive and identified it as an ST9077A drive, the SCSI driver recognized my ST577N and printed its name, then said 'SCSI 1 not responding...' and booted the desktop. The drive came up fine, and I was able to try out various programs.

I first ran QuickIndex (which was on the internal drive) and got the following results:

Test Machine compared to
STe TT ST
==========
CPU Memory 471% 66% 471%
Register 402 49 402
Divide 504 49 504
Shifts 1737 49 1737
DMA 64k Read 3533 6099 3996 <-this test looks
wrong!
Gemdos files 3575 3575 3575

TOS Text 118 53 127
String 145 69 153
Scroll 158 59 210
GEM Dialog 130 72 186
==========

I have never used QuickIndex before, so I don't know whether these numbers seem reasonable. The DMA read certainly looks incorrect.

Next, I wanted to check out the new keyboard controller that is supposed to be quick enough for 300dpi mice. I plugged in my Golden Image 300dpi mouse and moved it quickly; the pointer still goes crazy on the screen. Evidently, this early machine does not have the new chip or the new chip still isn't fast enough for my mouse.

Other notes of interest: The machine was running the new TOS 4.01 with three dimensional buttons and 'animated' icons--icons change when you select them instead of inverting. Often, when I rebooted after a crash using control-alt-delete the machine would get confused and make LOUD repeating key click noises until I hit a key. The floppy activity light now lights when either the internal HD or the floppy is in use. I had no trouble reading and writing floppies from my ST or from an IBM. The case cutout for the 1.44 meg floppy is now rectangular, so drive swapouts should be easy. The machine was labeled as a german falcon, with german keyboard and 240 Volt input. I plugged it into a 120V outlet, though, and it worked fine. Either it has an autoswitching supply (like macs) or someone replaced the power supply with a US model. Support for all international keyboard layouts was in ROM. I was able to click on 'US' and have my keyboard mapped the QUERTY way instead of QUERTZ, which is how

the keys were labeled. I was disappointed that the keyboard is very similar to the original ST keyboard. It is slightly improved over the ST's 'mushy' feel, but it is a long way from the feel of sun/next/mac keyboards, which I prefer. The computer came with a 220 page user manual, which was extremely well written, considering Atari's flyers for the ST Book and MegaSTe which contain spelling and grammatical errors as well as typos (VERY unprofessional). It seems they hired a new, more careful technical writer. The manual is fairly complete and includes pinouts for all the back side ports except the television port. Surprisingly, there are no instructions for connecting a TV in the manual.

I have a multisync, but the machine did not come with the required 'VGA adaptor block', so I couldn't plug it in. I tried using my multisync->ST cable, but it didn't work. Some experimentation revealed that the problem was in the composite sync. The problem is in my multisync, not the falcon, I believe.

I only have an SM124 at home (which the Falcon handled perfectly), so all the following information applies to a Falcon030 running from an ST577N (~570k/sec) drive on the SCSI-II bus (except where noted), on a mono monitor. The other machine is a 1040STf TOS 1.4 with a sllooooww maxtor mfm drive (~370k/sec).

Here are programs that I tested that functioned correctly:
==========
Calamus 1.09 demo
AKS (a beer barrel warehouse game)
Freeze Dried Terminal
Invision Elite (demo) (cool startup screen went by so fast i couldn't see it)
Mono 'Shifter demo' (old demo. ran much faster than on my ST!, but hung the machine on the last bit)
Uniterm
Sticker3 diskette label program
Sudden View (demo) (wow! this one surprised me. It worked perfectly and was FAST!)
1st word
Infocom games
CAD 3D
PuzzlePuzzle puzzle game
Printmaster
Psion Chess
Megaroids (timing was still correct!)
Pagestream 2.2 (still painfully slow at four times faster than an ST!)
CSTeX
WordFlair

These programs failed (usually hanging the machine):
==========
Spectre 3.0 (didn't even make it to the main setup screen, handing after the 'Hard disks do not match saved info...' message.)

Redacteur (demo) (half works then hangs the machine)
Patience (solitaire cards)

I did various timings on the kinds of operations I do frequently: file copying, TeX, and archiving/unarchiving. I found some a few surprising results. In general the falcon was much faster at graphics (such as screen redraws) and comparable or slower in disk operations. The slow desktop copy time may be due to settings of the hard disk driver. The Falcon030 was using Atari Hard Disk Driver 6.0.3. I don't know whether a cache was enabled or not. On my ST I use ICD software with fairly large read and write caches. The slowness in the Falcon seemed to be due to FAT lookups on the nearly full 65 meg SCSI drive (one partition). Here are some tests and some timings:

Test Time in US units (I don't know metric)
Falcon030 ST TOS 1.4
==========
initex latexg.ini and dump 2:20 2:05
latexg.fmt file

latex atari.tex document from 1:30 1:55
CSTeX distribution

Copy CSTeX directory 30:00 7:15
(6.1 Meg in 714 files).
Falcon had 'fast' ST577N, ST had
'slow' mfm drive.

Scroll Calamus demo document 1:03 2:29
(with space shuttle graphic) from
top to bottom at 500% magnification.

Scroll same document a screen at a 0:08 0:19
time (using scroll bar) at 999%.

Both systems running MiNT: 0:45 0:51
zoo a paula.zoo paula/*

Still under MiNT:
zoo xp paula.zoo > /dev/null 0:07 0:13

Under MiNT, archive my whole MiNT 16:45 24:02
directory.
zoo a mint.zoo mint/*
==========

My overall impression of the machine is very positive. The all in one case design was not so annoying since the hard drive was internal. I would still prefer a separate keyboard with a better feel. It is a shame the machine isn't black (but grey). A friend of mine says that there is a law/rule in Germany against buying black computers with state funds. It sounds pretty far-fetched that would be true, but if so, that might explain the abandoning of the black case.

I am sure that the hard drive speed could be improved with the right sofware. Overall the machine feels quite snappy. I will have a hard time going back to my ST tomorrow. The sound improvements are wonderful, but of limited usefulness to the average user. They will make games amazing though. The biggest improvement is in the graphics modes and the new 3D buttons on the desktop. Otherwise, it's just a quicker ST.

I will happily buy one of these for $800. I was hoping for something closer to a four times speed improvement instead of the two to three times improvement I observed. But any extra speed and expanded memory are enough to please me.

I hope my long long long post wasn't too much. If the length bothered you please tell me in e-mail. Any other questions are welcome, as well.

--Bill

4127. Re: A question & a comment

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 09:05:02 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719226302@freyr>
Source record: 216289

wells_s@kosmos.wcc.govt.nz writes:

>Atari are using the older STE-type case for the Falcon, because they still
>had a LOT of them sitting in a ware-house/storage area. (Or so ST-Report
>stated)

AND because they didn't have the energy to cut holes into TT cases for the
analog joysticks.
--
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4128. Re: Calligrapher Postscript drivers.

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 09:06:17 UTC
From: djs@jet.uk
Message-ID: <1992Oct16.090617.2812@jet.uk>
Source record: 216286

In <1992Oct14.125411.22399@sol.ctr.columbia.edu> sjg@phwoof.ph.kcl.ac.uk (Simon Gornall) writes:

>I've have encountered the same bug that was mentioned on Usenet a few days ago
>ie: that letters such as 'O', 'e', 'a' etc are completely filled with no white
>space in the centre when the text has been wrapped around a curve or circle.

>I read the usenet article and was pretty angry that there was no support
>forthcoming from WT, so I rang to complain. The conversation went something like
>this...

>Me: I am having problems printing with the postscript driver when I use FlexText
> PAK.

>Him: Yes there is a bug in the PS driver. We'll have to replace your pscript.sys
> file. Can I have your name ?

>Me: <blah>

>Him: I'll send it to your registered address by tomorrow. Ok ?

>Me: Fine. Thanks.

>I reckon you can't really expect much more than this.

>Simon.

>>>> A truly wise man never plays leapfrog with a unicorn <<<
I was that angry poster to which you refer. You got that particular bug fix
only after *I* had spent a very long time on the phone trying to convince
WT that there was a bug, and had to send off test files, printouts etc.
Finally, he admitted there was a bug, and (for this bug, but not for
others) sent a fix. I would like to see you trying to convince
Mr Johnstone (WT) of any bugs that haven't already been proved to him.

Now you're using FlexText, you will notice that, even though your PostScript
printer has Times-Roman and Helvetica built-in, and you have stated this
in your Postscript PAK font map, Calligrapher does NOT use the built-in
fonts. Instead it renders FlexText characters itself. Apart from generating
unneccessarily large PostScript files, you will notice that the chars
are VERY badly rendered. How smooth do the outlines of O, e etc letters
look? When you complain to Johnstone he will first say that it's a bug
in the PostScript interpreter, rendering line joins incorrectly. Then,
when you prove him wrong on this, and prove beyond even his doubt that
the outlines are wrong because Calligrapher used incorrect coordinates
for some of the points on the outline, he will say tough, he's not going
to fix it anyway.

If you get the same version of the PostScript driver that I've got, also watch out for apostrophes coming out as cent characters (I've fixed this by patching the driver). Watch out for inaccurately drawn rounded boxes. Watch out for fill patterns being drawn at 72dpi even on a pro typesetter. And have a good laugh trying to print a copyright or Registered Trade Mark character using either Times-Roman (Holland) or Helvetica (Zurich).

Obviously, some of the bugs listed in the last paragraph are minor, but the incorrect character outlines is FUNDAMENTAL.

I have had private E-mail from other Calligrapher users who have suffered the same lack of support as me.

--
+--+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+--+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

4129. Re: Falcon 040 so soon? (was Re: Tramiel's got

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 09:06:46 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719226406@freyr>
Source record: 216290

raist@rmece02.upr.clu.edu (Ricardo Hernandez | 802-36-4453) writes:

> You guys can't be very serious believeing Atari promises. I can buy
>the A4000 at a dealer NOW.

I can by a TT second hand NOW. (And I'll probably be way better off than with a
Falcon if what I want is multitasking)

--
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_____________My opinions are my opinions_____________ +31 5700 29396 (weekends)

4130. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 10:26:16 UTC
From: andrew@minster.york.ac.uk
Message-ID: <719231176.4777@minster.york.ac.uk>
Source record: 216293
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

So now I have to ask the question, does the Falcon040 have an internal IDE interface and will it take the cheaper 3.5" drives???

I think I'll probably be better to buy an external SCSI-2 for the extra money and faster access times than mess around trying to find a 2.5" IDE drive of 100Mb capacity!

An internal 64Mb IDE drive can just sod off for that price, the falcon isn't a laptop portable thingy. A slightly bigger case and cheaper HD expansion would have made my day.

Hrrummmphhh!

I'm sure you get the gist of my disappointment.

-Andrew.

--
Andrew Hague -- Research Student -- Computer Aided Learning & On-Line Lectures
Dept. of Computer Science, University of York, York, Y01 5DD (+44/0)904 432762
EMAIL: andrew@minster.york.ac.uk
"And... why not?"

4131. Chaos and msa

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 11:13:15 UTC
From: richard@star.ic.ac.uk
Message-ID: <1992Oct16.111315.6181@sol.ctr.columbia.edu>
Source record: 216287

I've gone and ditched all the previous postings about this, so I'll try to pick up the thread...

I got choas yesterday, and this msa thing, and farted about getting an 11 sector disk. Fine.
I've got a 2 meg ste, so I loaded the chaos?.msa and newmas.prg onto a ramdisk. On the first attempt msa wrote 31 or so tracks out of the first file and decided it wasn't going to do any more. I just ran it again and it worked though (strange ...) If you're having problems with it, just keep on trying and maybe it'll decide to work.
I don't understand why this program was used to archive chaos, as far as I can see the only thing in it's favour is that it formats the disks for you as it unarchives... but not if they've got eleven sector tracks :-(I think it would have been more sensible to use something like zoo which can unpack things into the correct subdirectories and includes a decent compression algorithm. I would have rearchived chaos myself infact if I wasn't too busy last night playing it :-) Wicked game...

Richard

4132. Re: GCC / G++ setup again (Is this the solution ???)

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 12:12:05 UTC
From: ridderbusch.pad@sni-usa.com
Message-ID: <RIDDERBUSCH.PAD.92Oct16131205@nozzle.sni.de>
Source record: 216119

In article <1992Oct13.232839.3277@mcshh.Hanse.DE> dk3uz@mcshh.Hanse.DE (Edmund Ramm) writes:

> saj@chinet.chi.il.us (Stephen Jacobs) writes:

> >It is not useful or appropriate to tell me to RTFM. I have. It's out of
> >date, and fragmented. Or rather, with all the hands working on keeping
> >GNU stuff current on the ST, the world is fragmented. I'm asking for a
> >central location to look to find out how things stand ->now<-.
> I couldn't agree more violentissimo!!!

> cu, Eddi

> UUCP: uunet!mcsun!unido!mcshh.hanse.de!dk3uz | Real: Edmund H. Ramm
> AMPRNET: dk3uz%dk3uz@db0hhn.ampr.org [44.130.0.81] | AX.25: dk3uz@db0hb

Well, you talk about documentation. Here is an updated extract from the installation section of the file gcc-st.txi, which should be available from a.a.

Tell me, if you can get GCC run with this info or not. If you can not, then tell me why (bad english, bad grammar). I'm gratefull for every hint.

```
============================================================
Installing GCC
***************
```

There are basically three components, which make up a basic compiling system and which have to be installed. Each component is accessed via an environment variable. This three components are:

The executables
These are accessed via the normal `PATH' variable, by which all other programs are found and the variable `GCCEXEC'.

The header files
The preprocessor accesses the header files via the variable `GNUINC'. Any C++ header files are accessed via `GXXINC'

The libraries
The linker finds the startup file and the required libraries via the variable `GNULIB'. The C++ library also belongs into this directory.

All this stuff basically assumes that you're using a CLI (command line interpreter). A really good choice is Gulam, which has very nice set of features, but there are quite a number of other CLI's around,

which also might do the job. If want as much U**x feeling as possible, you might consider either `ash', which is compatible to the Bourne shell (ported by Stefan Neuhaus), or E.R.Smiths port of `tcsh' or Scott Kolodzieskis port of BASH 1.12.

Apart from the CLI you definitely should get yourself a make utility. Again, good choices here are either the GNU Make, which offers nearly the complete U**x make functionality on the ST or the PDMAKE, which has only the core make functionality, but has on the other hand the advantage, that it requieres fewer system resources.

I suggest the following directory structure on your disk partition:

`\gnu\bin'
for all executable programs. The compiler driver finds the executables in this directory by looking up the environment variable `GCCEXEC'.

`\gnu\lib'
for the startup object modules and the libraries. The linker find the startup code and the libraries in this directory by looking up the variable `GNULIB'.

`\gnu\include'
for the header files. The preprocessor finds the include file in this directory by looking up the environment variable `GNUINC'.

With earlier versions of GNU CC it was only allowed to put one path into the variables `GNULIB' and `GNUINC'. GCC 1.37 and later allows you to put several paths into these variables, which are separated by either a `,' or a `;'. All the mentioned paths are searched in order to locate a specific file. However the startup module `crt0.o' is *only* looked for in the first directory specified in `GNULIB'. If the preprocessor can't find a include file in one of the directories specified by `GNUINC', it will also search the paths listed in `GNULIB'.

Installing the Executables
==========================

The compressed archive of the GNU C compiler binary distribution contains the 'common' executables of the GNU compiler. That means the compiler driver (`gcc.ttp'), the preprocessor (`gcc-cpp.ttp'), the main body (`gcc-cc1.ttp'), the assembler (`gcc-as.ttp') and the linker (`gcc-ld.ttp'), but depending from where you got your GCC the packaging might be different. The just mentioned programs are the absolute minimum. To be comfortable, you should get the following support programs:

`gcc-ar.ttp'
is the object library maintainer.

`gdb.ttp'
is the GNU debugger 2.6 modified for the Atari ST. John Dunning

did the original port to the Atari. Since then Jwahar Bammi has extensively hacked it. GDB now uses DBX debugging information in the object files. This requires an assembler with version 1.36 or greater.

`sym-ld.ttp'
creates the symbol file needed with GDB.

`gcc-nm.ttp'
prints the symbols of a GNU object library or an object file.

`cnm.ttp'
prints the symbol table of a GEMDOS executable.

`fixstk.ttp'
`printstk.ttp'
are used to modify and print the current stack size of an executable.

`toglclr.ttp'
TOS 1.4 users can toggle the clear above BSS to end of TPA flag for the GEMDOS loader. A newer version of `toglclr.ttp' also allows to toggle the loader bits, that were introduced with TOS versions 2.x and 3.x.

`size68.ttp'
This program list the values of the TEXT, DATA, and BSS sections of a ready to run executable.

`xstrip.ttp'
removes the symbol table from an executable.

All this files should go in `\gnu\bin\' directory on your gnu disk. I personally keep my executables in the directory `e:\gnu\bin'. You should than extend the search path of your CLI to include this directory or you move the compiler driver `gcc.ttp' and the files, which are *not* invoked by `gcc.ttp' (`gcc.ttp' calls `gcc-cpp.ttp', `gcc-cc1.ttp', `gcc-as.ttp' and `gcc-ld.ttp') into the directory, where you keep your other executables. The next step is to actually define `GCCEXEC'. `gcc.ttp' uses this variable to locate the preprocessor, compiler, assembler and the linker. `GCCEXEC' contains a device/dir/partial-pathname, which not only consists of the directory, where the executables are kept, but also a common prefix, which is `gcc-'. Assuming you also put the executables in the directory as described above, `GCCEXEC' would contain `e:\gnu\bin\gcc-'. The value is the same, you would give the compiler driver with the `-B' option.

Then you should define a variable called `TEMP'. During compilation the output of the various intermediate stages is kept here. The variable must *not* contain a trailing backslash. If you have enough memory, `TEMP' should point to a ramdisk.

Installing the libraries
========================

The next thing to do is to install the libraries. The distributed
archive contains the following libraries (again, the packaging may
vary):

`crt0.o'
`gcrt0.o'
are the startup object modules. The file `gcrt0.o' instead of
`crt0.o' is used, if the sources files are compiled for execution
profiling (the `-pg' option).

`gnu.olb'
`gnu16.olb'
are the standard libraries, the usual `libc' on other systems.

`curses.olb'
`curses16.olb'
are ports of the BSD curses.

`gem.olb'
`gem16.olb'
contain the Atari ST Aes/Vdi/FSM-GDOS bindings.

`iio.olb'
`iio16.olb'
contain the integer only `printf' and `scanf' functions.

`pml.olb'
`pml16.olb'
are the portable math libraries.

`termcap.olb'
`termcap16.olb'
are for the pure `termcap' support.

`widget.olb'
`widget16.olb'
are a small widget based on `curses'

All these libraries go to a place described by the environment
variable `GNULIB'. Again this variable must *not* contain a trailing
backslash. Staying with the above example, I've set the variable to
`e:\gnu\lib'. The libraries, which have a 16 in their names were
compiled with the `-mshort' option. This makes integers the same size
as shorts.

If you like to write programs for MiNT, the TOS multitasking
extension from E.R.Smith, you might consider to replace `gnu.olb',
`gnu16.olb', `iio.olb' and `iio16.olb' with the libraries supplied by
Eric Smith. The source and the binaries of these libraries can also be
retrieved from the Atari archive at terminator. The files are
`mntlibXX.zoo' for the sources and `mntolbXX.zoo' for the binaries.
They are found in the `mint' directory. XX is the version number,

currently 20. Programs written with this libraries will also run under TOS, as long no MiNT specific features have been used. (*Note The C-Compiler Driver::, for more info on compiling programs for MiNT (the `-mint' option))

Another option is to have both sets of libraries installed. For this you have to rename the MiNT libraries according to the following scheme:

* `crt0.o' => `mcrt0.o'

* `gcrt0.o' => `mgcrt0.o'

* `gnu.olb' => `mint.olb'

* `gnu16.olb' => `mint16.olb'

To select these files instead of the standard TOS versions and to activate the MiNT specific portions of the header files you have to include the `-mint' option in the `gcc.ttp' command line.

Installing the Header Files
===========================

The last bit to install are the header files. They are contained in an archive of their own. The preprocessor now knows about the variable `GNUINC'. Earlier version had to use the `-IPREFIX' option, to get to the header files. According to the above examples, the files would be put in the directory `e:\gnu\include'. `GNUINC' has to be set accordingly.

If you like to write programs for MiNT, apart from the libraries you also need the MiNT specific include files (also from the Atari archive). These are found in the archive `mntincXX.zoo' in the `mint' directory. XX matches the version number of the library. (*Note The C-Compiler Driver::, for more info on compiling programs for MiNT (the `-mint' option)).

If you choose to have both sets of libraries installed you can keep the TOS specific header files since they are compatible with the MiNT ones.

Gulam Notes
===========

The programs, which come with the GCC distribution also understand filenames, which use the slash (`/') as a separator. When Gulam is your favorite CLI you will stick to the backslashes, since you otherwise lose the feature of command line completition.

If you are using Gulam, you can define `aliases' to reach the executables under more common names.

```
alias cc e:\gnu\bin\gcc.ttp
alias ar e:\gnu\bin\gcc-ar.ttp
alias as e:\gnu\bin\gcc-as.ttp
```

```
alias ld e:\gnu\bin\gcc-ld.ttp
...
```

Now you should be able to say `cc foo.c -o foo.ttp' and the obvious thing should happen. If you still have trouble, compare your settings with the ones from the sample file `gulam.g'. That should give you the right idea.

One additional note to Gulam. `crt0.o' is currently set up to understand the MWC/Atari convention of passing long command lines (except it doesn't look into the `_io_vector' part). Gulam users should set `env_style mw', if you want to give long args lines to `gcc.ttp'.

To summarize the above, here are the settings from my `gulam.g' initialization file. The usage of `UNIXMODE' environment variable is explained in the file `unixmode.doc', which is part of the library sources. The `GXXINC' variable is for G++.

```
set env_style mw
setenv TEMP i:
setenv PATH e:\gnu\bin;<your other search paths here>
setenv GCCEXEC e:\gnu\bin\gcc-
setenv GNULIB e:\gnu\lib
setenv GNUINC e:\gnu\include
setenv GXXINC e:\gnu\g++-inc
setenv UNIXMODE 'd/brG'
```

Installing G++
****

For the G++ installation apply the same rules as for the GCC installation. The G++ compiler driver `g++.ttp' and the actual compiler `gcc-cc1+.ttp' belong into the same directory as the GCC executables. The preprocessor is shared between G++ and GCC. The library `g++.olb' goes into the same directory as all the other libraries. Since G++ has a complete set of include files of it's own, they all should be copied into the directory `\gnu\g++-inc'. To let the preprocessor know, where it can find the include files, the variable `GXXINC' is used.

The above is valid for G++ 1.xx. Since GCC and G++ were merge into one large package with version 2.x, there is no longer a special compiler driver for G++. `gcc.ttp' determines from the file extension, whether the C or C++ compiler should be invoked. The file `gcc-cc1plus.ttp' is the actual C++ compiler. This file name is usually truncated to `gcc-cc1p.ttp' in the 8+3 TOS file system. What is said about the include files and the variable `GXXINC' is also true for G++ 2.x.

To actually use G++, some requirements have to be fulfilled. You need the GCC include files and libraries with at least patch level 72. Additionally the linker `gcc-ld.ttp' must have at least patch level 22.

The library `g++.olb' is at the moment not 100% 16bit clean. That means, there is at the moment no version, which is compiled with the `-mshort' option.

Memory Requirements
****

GCC loves memory. A lot. It loves to cons structures. Lots of them. Earlier versions probably won't run at all in less than 1 Meg; the version 1.36 of GCC will probably need 2 Meg. The `gcc-cc1.ttp' had 1/2 meg stack, and needs it for compiling large files with optimization turned on. Happily, it doesn't need all that stack for smaller files, or even big files without the `-O' option, so it should be feasible to make a compiler with a smaller stack (with `fixstk.ttp').

GCC versions 1.37 and later uses another scheme for memory allocation. The programs `gcc-cpp.ttp' and `gcc-cc1.ttp' are setup for `_stksize == -1L'. This means, that an executable will use all available memory, doing mallocs from internal heap (as opposed to the system heap via `Malloc'), with `SP' initially set at the top, and heap starting just above the `BSS'. So if the compiler runs out of memory, you probably need more memory (or get rid of accessories, tsr's etc and try).

During my compilation of TeX 3.1 on my ST, I found that the size of a source file is not main the limiting factor, but the size of a function. At that time my ST was equipped with 2.5 megs of memory. About 512 Kb was used for ramdisk, cache and some auto folder programs. With this configuration the maximum size of a function, which could be compiled, was about 14-20 KB depending on how much code was inlined. Additionally I was able to compile GCC 1.40 and GAS 1.38 on my ST, but for this I had nearly disable every program in the auto folder. So, with GCC 1.40 you're doing fine with at least 2.5 megs.

With GCC 2.2 you definitly need more memory. The compiler executable itself is about 850 Kb in size. The C++ compiler is even larger (about 1.1 Mb). So, with GCC 2.2 you should have 4 Mb.
==========
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: STO SI211
/ /./ Riemeke Str.
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.pad

Email: ridderbusch.pad@sni-usa.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)

4133. Re: HELP! How do I do a batch LHarc with a CLI?

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 12:15:16 UTC
From: sanfrids@e.kth.se
Message-ID: <009622DD.7B660A00@e.kth.se>
Source record: 216291

You don't need a cli to pack in .lzh format. Just issue C *.mod to pack your modfiles if you have LHarc 2.01 by Thomas Quester. You can then put AFX.PRG in your AUTO-folder and have instant access to all packed files.

The filenames will be the same. Very practial, I use it to pack my Calamus fonts and it saves a lot of space on my harddisk.

4134. Degas Fonts or .FED Fonts

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 13:08:31 UTC
From: cs2320ak@utagraph.uta.edu
Message-ID: <1992Oct16.130831.13507@utagraph.uta.edu>
Source record: 216292

I have the file FONTRX2 which reads Degas and Atari 8-bit fonts, and I have a .FED font loader. I have a few fonts for these programs but I would like to have more. If someone could point me in the right direction or if you have some, I'd love to get some more. I have looked on a.a but there isn't much in the was of Degas or .FED fonts there. If there is a program which will convert between font types, that would be good also. Thanks.

--
cs2320ak@decster.uta.edu

4135. Re: FALCON ? READ THIS !!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 13:53:27 UTC
From: chu@acsu.buffalo.edu
Message-ID: <Bw7vx3.Dnw@acsu.buffalo.edu>
Source record: 216294

It seems to me that all this guy proved was that he knew more about the Falcon than the guy he was quizzing. While that's regrettable and somewhat unprofessional of Atari, that says nothing about the quality of the machine.

After reading this article, I just have one question:

Can someone explain to me why the author of the article seems to feel that the Falcon is not a very good machine because it has features that other computers have (to use his words, "The Falcon is an Ape")?

Does this mean the Amiga and the ST are also not very good machines because they followed the Mac's lead in having a graphical user interface? (Of course, to extend this further, Apple "paid homage" to Xerox.) So if the NeXT is considered a good machine, any machine that has DSP and a GUI should automatically be looked on disparagingly?

Were the 2nd generation Amigas bad computers because Commodore decided to give them an "ST-style" (:-)) numeric keypad? :-) :-)

Of course not. Having a numeric keypad is generally considered an improvement.

(My Amiga history isn't that great. But if I remember correctly, the first Amiga keyboards didn't have a numeric keypad, but later ones did, in the "standard" (i.e., VT terminal, PC keyboard) layout.)

Frankly, I don't understand why he characterized the Falcon in the negative manner for having features that people want. It seems to me that the computer industry evolves exactly by this process. First, the expensive machines have some feature and eventually it becomes available on some machine at a lower price point.

So, will some one please explain (if you're going to be inflammatory, please use e-mail) why this is such a bad thing?

john

4136. SEQUENCER SALE**********PRICES REDUCED!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 13:56:08 UTC
From: frankm@ampex.com
Message-ID: <1992Oct16.135608.2876@ampex.com>
Source record: 216296
Cross-posted to: ba.market.misc,ba.music,ba.market.computers,rec.music.marketplace,comp.sys.atari,comp.sys.atari.st

SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE **
******REDUCED PRICES REDUCED PRICES REDUCED PRICES REDUCED PRICES
SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE **

Atari 520 ST System / CUBASE Ver. 2.01

Everything I have for the Atari is included. Some high points of the system
are as follows:

***** 1 Meg RAM
***** 3.5" Floppy Drive
***** 30 Meg HD
***** Atari SM-124 Hi-Res B/W Monitor
***** Clock/Calendar modification
***** All the normal stuff like cables, mouse ......
***** CUBASE Ver. 2.01 High end multi-track sequencing software
***** NEODESK Desk top interface
***** Various pieces of software including other sequencing/MIDI programs

********Everything works great on this system. I have a notice from
Steinberg offering an upgrade of CUBASE to the next revision.
That is also included with the system. I will not piece this
puppy out. One price takes it all! I will only sell this
system to someone in the Bay area to avoid the hassle of
packing and shipping it.

PRICE: $600.00 w/o Printer
$650.00 with Panasonic printer. Sorry, I don't remember the
model number. It is Epson compatible however. Hardly
used.

THE ALESIS HAS BEEN SOLD...THANKS TO ALL THAT INQUIRED......

Alesis MNT-8 Sequencer
THE ALESIS HAS BEEN SOLD...THANKS TO ALL THAT INQUIRED......

Reply to this account for further information. Or call me at:

(415) 367-3087 (before 3PM weekdays)

Frank Martyn, Jr.

4137. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 14:48:47 UTC
From: dddean@bluemoon.rn.com
Message-ID: <1BsqsB1w165w@bluemoon.rn.com>
Source record: 216118

mwtilden@math.uwaterloo.ca (Mark W. Tilden) writes:

> In article <1992Oct12.122024.15321@cs.nott.ac.uk> dpg@cs.nott.ac.uk (`Grave'
> >the files are still in New/chaos.arc, New/chaos1.msa, and
> >New/chaos2.msa. Of course, Jeff Weiner may have moved them into
> >Games!
>
> Got 'em. But what the hells an 'msa'. What do I use to unpack them?
>
> Is all.
>
>
> --
> Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
> -_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G
> |__-_-_-| \/ (519)885-1211 ext. 2454
> "MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!

.MSA files were created using 'Magic Shadow Archiver'. My question is:

What will those three files unMSA to be? Is this a new editor for
Chaos Strikes Back? Is this the GAME Chaos Strikes Back?

If it be the latter, don't bother replying to me, I don't care to get
my Atari taken away...)^;

Later!

David D. Dean, Member (Or, Ex-bigwig)
Explorer Post 891
AT&T Technologies and Bell Labs

These thoughts belong to: dddean@bluemoon.rn.com !!!! No one else!
But if you pay me $1,000,000 they can be yours!

4138. Re: C compiler test (TC 2.0, LC 5.52, GCC 2.1)

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 15:05:52 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719247952@freyr>
Source record: 216101

osoelgaultier+@CMU.EDU (Stefan Monnier) writes:

>You should check out GCC if you have room on your HD: it's becoming
>the de facto standard on ST (and unix) if you use MiNT and other unix-
>like utilities.

I doubt that MultiTOS is really going to make the GCC the most popular
compiler, because it takes a lot of memory and such. Pure C will be far more
convenient, both more convenient than GCC and more convenient than the way it
works now: in the future you will be able to use your own editor without any
problems (as long as you don't mix with the built-in editor).
--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____My opinions are my opinions_____ +31 5700 29396 (weekends)

4139. Re: Amiga

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 15:10:24 UTC
From: boberg@lysator.liu.se
Message-ID: <Bw7zHD.9DE@lysator.liu.se>
Source record: 216297

01mbmccabe@bsu-ucs.uucp writes:

>All these years of hearing the

>>> [AMIGA]

>people trying to make me go oooh and aaaah, and I still haven't gone oooh or
>ahhh to a single thing that is inherent to the Amiga. not surprisingly I have
>gone bleh! a few times......What a user interface!

Well, you must have seen an A500 running KickStart 1.2 then because my A4000
running KickStart 3.0 certainly look and feel ten times better than any Atari
(which I suppose you used as a reference when making the above statement).

Exactly what is it you think that Atari does better than Amiga? (NB: I am
genuinely interested and am not trying to start yet another flamewar).
--
Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg

4140. For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 15:25:51 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <s2TqsB3w165w@ersys.edmonton.ab.ca>
Source record: 216117

As the subject implies ...

FOR SALE: TOS 1.4 6 chip set

Make me an offer. If interested, please leave me e-mail.

```
==========================================================================
| Gregeory C. Granger (GGranger@ersys.edmonton.ab.ca) | "Greed |
| 5516-190 A Street Edmonton, Alberta, Canada T6M-2L3 | is |
| Phone: +1 (403) 483-2049 OR +1 (403) 481-5110 | good!" |
==========================================================================
```

4141. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 15:48:56 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct16.154856.14815@email.tuwien.ac.at>
Source record: 216298

naffara@crc.ac.uk (Dr. N.A. Affara) writes:
: In article <1992Oct14.130210.3842@arizona.edu>, paul@jupiter.ame.arizona.edu (Paul Harris) writes:
:
[about un-MSA-ing chaos[12].msa]
:
: I haven't got the archiver (msa_141.lzh) to work either.
: It loads OK, but when I try to unpack the chaos1 (2).msa it screws up the disk I
: am unpacking to.
: BTW I did *exactly* what the docs said to do and even some guesses!
: Please help us chaos lovers!
:
: Phil
: (E-mail naffara@uk.ac.crc)

I'm not sure, but I think that you will need a disk formatted to
11 sectors per track before you unpack that .MSA archive, since
the MSA program itself seems to be unable to do that itself. So
you will have to use eg. Hypercopy or a similar program to do
that.

-MY

4142. Converting 220v ST to 110v

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 15:56:50 UTC
From: botfield@turtle1.Berkeley.EDU
Message-ID: <1992Oct16.155650.12956@rtsg.mot.com>
Source record: 216120

I am the proud owner of a 220 volt 520 ST. This system includes 2 floppies runing off a separate power supply, and an Atari monotor. (note that the computer itself has an external power supply). The whole lot was bought in the UK a few years back. Now I live in the USA, and would like to use the system, rather than buy a new one.

So I'm interested to know just how easy a power conversion is. Has anyone attempted this sort of thing? An Atari dealer told me that the keyboard is timed off the AC cycle which is 50Hz in Britain. But in the USA, the current frequency is 60Hz. How do I go about handling this subtle problem?

As you might have guessed, I am not exactly fluent in the electrical/ electronics area, but I'm ok with a soldering iron!

Regards,

Derek

Internet: botfield@bronze.rtsg.mot.com

4143. Re: info about VIDEOSTREAMER?

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 16:06:16 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <1992Oct16.160616.22711@nntp.hut.fi>
Source record: 216109

Using a VCR as a tape streamer doesn't seem to be a novel idea. Last
week, I finally threw away some German magazines from 1986. One of the
issues had an ad for this very same thing.

It would appear that an analog videotape is not well suited for storing
digital data. Otherwise, it would surely have caught on.
--

Sakari Aaltonen Helsinki University of Technology
Email: sakaria@vipunen.hut.fi -------- Japs Rule OK ----------

4144. Re: First Falcon030 impressions

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 16:28:47 UTC
From: ekrimen@wet.UUCP
Message-ID: <4381@wet.UUCP>
Source record: 216300

Thanks for the quick review of the Falcon. Looking at the list of programs you tried, you need to get more mainstream ST applications -- other than TEX. :^)

Have you ever used a Mega STE or TT keyboard?

And a comment about the mouse control, perhaps the problem with the strange movement of the mouse is due to the Golden Image mouse itself and not the Falcon. I have one sitting here on my other ST and I've never liked the mouse. Yes, yes, I know how many people out there just love it, but I think it's substandard. I'm one of those people who loves the regular ST mouse. The main reason I don't like the GI is that when you move it quickly, which I seem to do often, it skips, which I find very annoying. Anyway, enough of the mouse rambling.... :^)

Thanks again for the report. BTW, how did you manage to borrow the Falcon?

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

4145. Re: First Falcon030 impressions

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 16:31:43 UTC
From: ekrimen@wet.UUCP
Message-ID: <4382@wet.UUCP>
Source record: 216111

Bill Magro,

Thanks for the quick review of the Falcon. Looking at the list of programs you tried, you need to get more mainstream ST applications -- other than TEX. :^)

Have you ever used a Mega STE or TT keyboard?

And a comment about the mouse control, perhaps the problem with the strange movement of the mouse is due to the Golden Image mouse itself and not the Falcon. I have one sitting here on my other ST and I've never liked the mouse. Yes, yes, I know how many people out there just love it, but I think it's substandard. I'm one of those people who loves the regular ST mouse. The main reason I don't like the GI is that when you move it quickly, which I seem to do often, it skips, which I find very annoying. Anyway, enough of the mouse rambling.... :^)

Thanks again for the report. BTW, how did you manage to borrow the Falcon?

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

4146. Re: learning assembly language

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 17:09:34 UTC
From: neal@NeoSoft.com
Message-ID: <1992Oct16.170934.6281@NeoSoft.com>
Source record: 216108

In article <1992Oct15.035220.10609@bsu-ucs.uucp> 01mbmccabe@bsu-ucs.uucp writes:
>So how do you program assembly? I assume one needs a compiler orf something?
>Where do you find those? Shareware? PD? Where? Are there any really good
>beginners manuals?
>
>
> -Matt

Well, there's an excellent article on assembly language fundamentals in the
current issue of Atari Advantage magazine! It's an excerpt from a new book
by Clayton Walnum. If you can't find a copy of Atari Advantage at your
local :-) atari dealer, then subscribe! Or ask for a single copy ($4
w/postage included).

Atari Advantage
P.O. Box 610121
Houston, TX 77208
(713) 526-6436

Disclaimer: I have everything to do with Atari Advantage. :-)
--
Neal Symms neal@neosoft.com
Atari Advantage Magazine

4147. HELP: Emacs-18.58 not loading lisp files

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 17:10:20 UTC
From: tevans@unislc.uucp
Message-ID: <1992Oct16.171020.18971@unislc.uucp>
Source record: 216299

I just downloaded emacs-18.58 and for some reason it is not finding my lisp files. I am using MiNT.95 and I have my EMACSLIB set to 'd:/usr/bin/emacs/lisp' where all of my lisp files are located. If it is not EMACSLIB that I set to lisp files please let me know. If I load a library and include the above path it will load them just fine. It just errors when it tries to automatically include libraries (ex: from my emacs.rc file). If somebody has any ideas please let me know.

tevans@cs.utah.edu

4148. Re: Falcon Refresh Rates

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 17:38:19 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.687697@cix.compulink.co.uk>
Source record: 216103

In article <1992Oct14.145159.10522@uoft02.utoledo.edu>, jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner) writes:

i only want to pick up on this point [rest deleted]

>doesn't matter. the eye has a limited reaction time. anything faster
>than that time is imperceptible. 60Hz is just over the threshhold.
>sure, you can go more than that, but i'd rather use the extra
>bandwidth and money required to get it for more colours and resolution.
>
>jason

i think it is actually higher at the 'corners' of the eyes. About 70Hz i believe. Try looking side-on to the TV and see if you can see the flicker.

Adam.

4149. Re: STZIP-2 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 17:38:47 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.687698@cix.compulink.co.uk>
Source record: 216104

In article <1big3lINN2d2@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>> Also, does anyone know how the original got corrupted? I recall that
>>two people had posted the zip file...perhaps the second person's file was
>>messed up when they uploaded it, and when the archive person went to delete
>>one of the files, they deleted the wrong file? Pure supposition, but the
>>other alternative is that A.A. is corrupting files <SHUDDER!>.
>>
>>>--
>>>Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
>>>Dept. of Philosophy | | heaven, but what the hell are
>>>University of Utrecht | | you supposed to do when they
>>>The Netherlands | | come true...?
>>
>>-Mike
>
>
>I uploaded the STZIP2.TOS version to A.A and it was working, this came from
>tu-berlin.de from memory..
>
>NOTE: it is a self extracting archive, you must copy it to a blank disk
>and then run it on drive A:\
>
>Unless I forgot to select Binary when I uploaded it to A.A. it should work..
>
>But many of us here in New Zealand have found that it produces corrupted
>archives, gives CRC errors, this was with 50-70k pack ice (ICE2.4) files....
>
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz

Not exactly related, but has anyone had any problems with very large ZIP
files? i think there may be a limit on either the number of files in an archive
, or the size. When i try to compress my message base (probably 1500+ files
in 10+Mb) i _always_ get a corrupt ZIP. i don't have this problem with more
'normal' sized archives.

Adam.

4150. Re: uucp for TOS

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 18:24:33 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <P4Z7WFO@heaven7.in-berlin.de>
Source record: 216122

rjwalsh@maths.tcd.ie (Robert Walsh) writes:
> True, but UUCP also allows you to send and recieve mail and UseNet news
> directly from and to your Atari ST/whatever. A package does exist (in
> fact several do, if I remember rightly). One is called Mercury UUCP (I may
> have the name wrong),

The name is quite correct, but Mercury is no longer supported (it has been
that way for years now). Try Hermes instead. (I wrote that.)
--
___*___ Martin P. Ibert - Westendallee 100 d, D-1000 Berlin 19 - +4930-3056541
======= E-mail to martini@{heaven7.{in-berlin.de|sub.org}|cloud9.in-berlin.de}
||| ||| --
||| ||| ------ Everybody wants to go to heaven, but nobody wants to die ------

4151. Freeze Dried Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 19:21:21 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <ay5qsB1w165w@comtch.spk.wa.us>
Source record: 216116

Anyone who's played with a Falcon030: How well did Freeze Dried Term work? Did it allow other tasks to run in the background all right? Did it take over the screen, or could it run inside a window, or what?

This also applies to ZeST-type software in general, and other programs that don't provide a menu bar (LGF's Arcshell leaps to mind...)

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

4152. for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 19:23:00 UTC
From: v5914ane@ubvmsb.cc.buffalo.edu
Message-ID: <Bw8B6s.Mu9@acsu.buffalo.edu>
Source record: 216107

```
The following items are forsale :

Atari 520st - $75
Atari SS/DD Drive - $35
Epson LX-80 Printer - $75

If you are interested in any of these items respond to this account.
```

4153. Re: uucp for TOS

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 19:34:31 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <N6Z70JP@heaven7.in-berlin.de>
Source record: 216132

```
jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> If you need UUCP because you want news and mail, check atari.archive
> for hermes103, and buy an english-german dictionary.
Don't! Look for Hermes 1.04 anywhere, buy that dictionary and keep my e-mail
address ready!
--
___*___ Martin P. Ibert - Westendallee 100 d, D-1000 Berlin 19 - +4930-3056541
======= E-mail to martini@{heaven7.{in-berlin.de|sub.org}|cloud9.in-berlin.de}
||| ||| ----------------------------------------------------------------------
||| ||| ------ Everybody wants to go to heaven, but nobody wants to die ------
```

4154. Gulam in 50 line mode?

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 19:50:41 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92290.155041JJL101@psuvm.psu.edu>
Source record: 216102

Is it possible to kick Gulam into a 50 line mode somehow? I know I tried
the MASTER shell, and it has a 50 line mode, and if I leave that shell and
go into gulam it retains the 50 lines, however is there a simple prog out there
anywhere that does this same sort of thing, (it even retained it for
displaying text files on the desktop).

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

4155. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 20:08:18 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.pdd1SSjqFBU@fredrik.atari.no>
Source record: 216112
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <kerRQwe00VoqM5L35u@andrew.cmu.edu>, Stefan Monnier writes:
>Excerpts from netnews.comp.sys.atari.st: 15-Oct-92 Re: Falcon and Hard
>Drives Joern Moe@fredrik.atari. (1352)
>
>> The thing is that the IDE interface was originaly developed for the ST-Book.
>> And would you guess it: it is actually the blitterchip that is used as the
>> main part of the IDE interface!!
>> I guess the main reason they used IDE internaly is the lower prices on the
>> IDE drives. And one of the reasons to also implement SCSI II on the Falcon
>> was the large numbers of different devices available for SCSI II. I think of
>> things like scanners, tapedrives etc.
>

>As far as I know, IDE drives are not that cheaper than SCSI ones.

The difference might not be large, but there certainly are a difference.
Another reason to go for IDE just came to my mind: availability! The
2.5" IDE drives are used in most notebook computers, and i do not
know of any using 2.5" SCSI drives.

>I can't believe the difference is significant enough to cover the extra cost
>of developing the IDE internal interface !

Well, the IDE interface was developed for the ST-Book, so it was no extra cost
in the Falcon project i guess. I've not seen the schematics of the Falcon and
the ST-Book, but the IDE interface is probably only a extra PAL working
together with the blitterchip. After all IDE isn't that a complex buss.

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

4156. Files uploaded to atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 20:49:41 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <92290.154941EENG6826@RyeVm.Ryerson.Ca>
Source record: 216060

I've uploaded the following files to a.a.u.e in atari/New:

erotica1.msa 807KB Guess ? If you liked the number 2 you will like number 1.
ger2en21.lzh 235KB Updated version of ger2en19.lzh, 27500+ words, multiple dictionaries, multiple fonts, etc...
spx_v18.lzh 7KB SPX viewer v1.8. Lets you view the new SPX format.
spx01.lzh 239KB 2 SPX files. Both 320x600 in 512 colors. WENDYUK1 & TAN04.

Carlos Varela

4157. Re: Address to ASH

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 20:50:43 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <R8Z7G2P@heaven7.in-berlin.de>
Source record: 216123

stigj@dhhalden.no (STIG JORGENSEN) writes:
> There was someone out there that wanted the address to ASH (the maker of
> Pure C):

They don't MAKE it. They SELL it. The programming outfit that originally
created (then) Turbo C, sold out to Borland and got the rights back was
Pure Software in Munich, NOT Application Systems.
--
___*___ Martin P. Ibert - Westendallee 100 d, D-1000 Berlin 19 - +4930-3056541
======= E-mail to martini@{heaven7.{in-berlin.de|sub.org}|cloud9.in-berlin.de}
||| ||| --
||| ||| ------ Everybody wants to go to heaven, but nobody wants to die ------

4158. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 21:03:26 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct16.210326.7100@zooid.guild.org>
Source record: 216143

01mbmccabe@bsu-ucs.uucp writes:
>What's a Jaguar? i assue something like Genesis or Nintendo? Detail
>please.....Is it worth a hoot? (Hint: It's all in software support.)
>
>
> -Matt

It's a game console. It was first reported in an issue of "EGM" two years ago. It is by Atari but you know what, IT DOESN'T EXIST! Yes, it doesn't unless someone has seen one. It is one of the MANY rumours you hear from Atari camp.

If you want a console, there are two choices: Genesis and Super Nintendo aka Mega Drive and Super Famicom. The two are the leading game consoles on the market.

4159. Re: Jack - from Commodore to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 21:30:07 UTC
From: markjl@acs.bu.edu
Message-ID: <98877@bu.edu>
Source record: 216106

>>How is it that Jack Tramael(?) managed to be so successful with the C-64
>>and Commodore and yet can't repeat that success with Atari?

Well, the entire ST/Macintosh/Amiga platforms were 16-bit computers, and they certainly were superior to the previous 8-bit platforms from Atari/Commodore/Apple and the entire IBM PC platform (an 8086 was an 8-bit processor trying to emulate/work like at 16-bit processor).

The problem was this: most people had finally gotten into computers, the 8-bits. The US market was developing, and the new 16-bit computers had to compete not only amongst themselves, but with the older 8-bits which still existed in a vigorous (and cheaper) portion of the market. You needed a more sophisticated consumer to research the new technology (the 16-bits) and spend more money for it rather than go with a well established 8-bit market that an Atari exec once characterised as so cheap in price as to be an "impulsive" buy! There was no consumer brand loyalty as well as a lot of new consumers in the market.

>My analysis has been that the Tramiels planned on the "demise" of the ST in
>the US. I don't think they planned this from the beginning in 1985, ...

I agree, but for different reasons: the market I described above was the US in the mid to late 80s. Europe was a new and underdeveloped computer market at this time. Atari and Commodore aggessively went into Europe with the 16-bits and succeeded in capturing significant portions of that new market. Their computers were much cheaper and just as powerful (if not moreso) as the Macs and IBMs: they were positioned perfectly. Atari shifted its focus to Europe because it was a profitable and expanding market with less competition than the US market. Production quantities of the ST went to Europe, it had priority over the US market, which had begun to shrink for Atari. In reality, the ST market died in the US. What little attention Atari did have in the US was probably spent on production and development of the STacy/TT/STe/Mega STe/Lynx. The Jaguar/Panther, ST Book, and Falcon R&D are more 90's work than the 80's. Atari supposedly also has done research in pen computing, but we're not seeing any of that now. In short, Atari gave up on the ST in the US only.

The Falcon and Atari now? Why bother to speculate, we'll see very shortly how things develop. I do think Atari is doing things better so far. But I'm going to wait for the next Falcon platform release and observe the software/hardware base develop before I commit money into the computer market again.

-mjl
--
|db| This is a copy of the .signature virus, pass it on.
|qp| If you want something interesting to read, finger me.
|db| Internet: markjl@acs.bu.edu.us (Boston University)
|qp| Compu$erve: 72545,1236

4160. Re: Jack - from Commodore to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 21:35:34 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct16.213534.7513@zooid.guild.org>
Source record: 216144

ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <aZ7msB1w165w@sys6626.bison.mb.ca> cpb@sys6626.bison.mb.ca (Chris Billows) writes:
>>What I want to know is:
>>
>>How is it that Jack Tramael(?) managed to be so successful with the C-64
>>and Commodore and yet can't repeat that success with Atari?
>>
>>Surely the ST line of computers is superior to the C-64. But I remember
>>those "I Adore My 64" commericals.
>>
>>Anybody care to voice their opinion?
>
>My analysis has been that the Tramiels planned on the "demise" of the ST in
>the US. I don't think they planned this from the beginning in 1985, but it
>seems that after the growth period in 1988, everything started to go downhill
>and that's when they decided it wasn't worth their while to push it. Why
>push something that you know isn't going to go anywhere?
>
>Now, a lot of people, myself included, know that the ST is one amazing computer
>that can compete with MS-DOS machines and Macs. Despite that, I think the

Depends what Mac and what PC. It was a superb computer when it came out but
it's getting old and to slow for many serious applications.

>Tramiels saw that the ST technology wasn't going to last too long, and instead
>of giving it a big marketing push in '89, or '90, just let it go by the
>waistside and concentrate on new technologies, like the Falcon I suppose (when

If they would have been serious about developing new technologies, they would
have introduced the Falcon two years earlier and not now (well, it isn't
available anyways).

>was the STE introduced?). Perhaps the big problem with the ST and mass
>marketing it in the US is its screen resolutions. They can't compare with

That's total bull! What, people buy a computer JUST because of the resolution?
Users want support, distributed dealer networks, and much more. Atari didn't
provide it hence users become discouraged and move on.

Mr. Krimen, how do you explain the fact that Atari Canada, when it existed,
was running a Bulletin Board System on a *PC* and PC based software? You
should know, and I know, that their prime objective is to sell Atari
ST/(M)ST(E),TT computers thus they should have shown support by running it
on a ST/(M)ST(E)/TT *WITH* Atari 68000 based code. If the company doesn't
support their own computers, why should a user?

>VGA and SuperVGA, yet that's how people compare machines in our marketplace.>
>I've heard indications that the Falcon is the new beginning. They want to
>start off like they did in 1985, and get the growth period in the US that they
>had in 1987-88. They announced the Falcon at the Boston Computer Society show
>in September, just like they did in 1985. What's different this time is that
>Atari is in better financial shape than they were in 1985 and there's tons and
>tons of excellent software that's already out there.
>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
> / | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

What do you smoke during the day? The Falcon is an enchanced ST but certainly offers some very interesting features to some people. As far as "doing better" goes, may I remind you that Atari's dividends/share in 1985 were $0.00 and the book value/share was $0.60. If you look at the stats, you should notice that the sales declined from 1987 on. According to Forbes, one of the most respected business publications in the world, Atari has only 20 million to present their Falcon, which is obviously not enough. It doesn't help matters that some publications put a D as the grade for Atari Corporation. What does a D mean? To put it very simply, DON'T invest in this company.

I am not surprised to see such a message from you, the contributing Editor for AEO, a biased magazines that tells people *ONLY* what Atari Corp. likes to hear. When are you and your publication going to talk about the real real issues that concern the users and stop practicing mindless cheerleading?

Sincerely,
Mark K.

4161. Re: C compiler test (TC 2.0, LC 5.52, GCC 2.1)

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 21:41:12 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.l6Pk_ldnNXg@jonh.wimsey.bc.ca>
Source record: 216129

In <8erRI7e00VoqM5L2Z8@andrew.cmu.edu> osoelgaultier+@CMU.EDU (Stefan Monnier) writes:

>Excerpts from netnews.comp.sys.atari.st: 15-Oct-92 Re: C compiler test
>(TC 2.0.. Sander Stoks@sci.kun.nl (647)

>> Jeez, I always thought TurboC 2.0 was BY FAR the best C-compiler ever
>> designed. Are you very sure about these figures? I read a review on
>> C-compilers for the ST (a long time ago) which compared Lattice, Turbo
>> C (version 1 back then, I believe), Mark Williams and Laser C (maybe
>> one other too) and Turbo won it by far: Fastest code, shortest code,
>> fastest compilation.

>> To think I was already in the process of buying me a copy of PureC...
>> I reckon I'd better check out GCC, huh?

>Don't forget: Turbo C generates good code from ground up. So that
>it feels it doesn't need an optimiser. But sometimes a good optimiser
>can make you win some time (and some place).

Something else to keep in mind is the style of C written. C programmers who aren't familiar with the assembly code of the target machine are more likely to need a good optimiser than those who do. If you want an example, try writing a function in Pure C, then trace the function through in the debugger in assembly. If you know assembly, you can easily see how the compliler interpreted what you wanted it to do. If it generates clunky code, a little experimentation will show you what methods generate better code. Of course, this is against modern computer science thinking, which says that programmers shouldn't have to worry about this, because there are optimisers now.
However, this means the programmer now must rely on the compiler vendors to write good optimisers, and except for GNU C, micro computer compilers rarely have well written optimisers.
Personally, I use Pure C now, as I have better uses for the 4 megs in my computer than giving it all to the compiler, but if someone ever comes out with a cheap upgrade memory board, I'd go to GNU in a minute.
Also, as I'm still learning C, the Pure debugger is a major asset in it's favor.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4162. Modula2 on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 22:01:21 UTC
From: mrt7455@evtprp0b
Message-ID: <373@evtprp0b.UUCP>
Source record: 216134
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.lang.modula2

What is the status of Modula-2 on the Atari ST platform? It is my impression that Jefferson Software support has died. Ana-systems implementation was mostly just-to-see-if-we-could-do-it. I know that TDI died tho I thought I heard that the source for their libraries was available. FST had an implementation of the language on the ST but after I sent them money for the upgrade that was supposed to coincide with the MS-DOS FST version 2 upgrade, I NEVER heard from them. Modula-2 is a reasonable nice language to work in. Did Jeferson Software ever release the version they were trying to get working on the Atari Minix environment? I remember them saying that it was real close before Jefferson kinda died.

4163. Re: Gulam in 50 line mode?

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 22:26:12 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct16.222612.27235@elroy.jpl.nasa.gov>
Source record: 216115

In article <92290.155041JJL101@psuvm.psu.edu> J.J. Lehett <JJL101@psuvm.psu.edu> writes:
> Is it possible to kick Gulam into a 50 line mode somehow? I know I tried
>the MASTER shell, and it has a 50 line mode, and if I leave that shell and
>go into gulam it retains the 50 lines, however is there a simple prog out there
>anywhere that does this same sort of thing, (it even retained it for
>displaying text files on the desktop).

Ah, this time you can't escape - "RTFM" !!
In Gulam, the command
set nrows 50
will automatically set things correctly for 50 line mode. And on the other
point, I have a simple program that I run in my AUTO folder that sets this
mode. I can post the source and binary if you're interested, it's only
about 100 bytes of object code.

Here's a question for someone - is there any way to make the normal desktop
only use 8 lines per character instead of 16 lines per character, when running
on a monochrome monitor?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4164. Re: FALCON ? READ THIS !!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 22:26:37 UTC
From: boberg@lysator.liu.se
Message-ID: <Bw8JoE.n2r@lysator.liu.se>
Source record: 216105

chu@acsu.buffalo.edu (John C. Chu) writes:

>Were the 2nd generation Amigas bad computers because Commodore decided
>to give them an "ST-style" (:-)) numeric keypad? :-) :-)

>Of course not. Having a numeric keypad is generally considered an
>improvement.

>(My Amiga history isn't that great. But if I remember correctly, the
>first Amiga keyboards didn't have a numeric keypad, but later ones
>did, in the "standard" (i.e., VT terminal, PC keyboard) layout.)

All Amiga models except the A600 has got numeric keyboards. That includes
the very first Amiga 1000.

So there :-)
--
Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg

4165. Re: Comeau C++ 3.0 With Templates (was: Re: ATARI COMPUTER WISH LIST

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 22:55:54 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.JZmdgjXZ2ho@jonh.wimsey.bc.ca>
Source record: 216131

In <Bw630s.Cwr@well.sf.ca.us> comeau@csanta.attmail.com (Greg Comeau) writes:

>Cost of Comeau C++ 3.0 With Template for the ST will be $US250.
>It will initially come with the iostream library.

What sort of interface will it have? CLI or Integrated? Also, will
it have a source level debugger? And yet another question, how much
memory will it eat?

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4166. Re: Gulam in 50 line mode?

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 23:11:18 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92290.191118JJL101@psuvm.psu.edu>
Source record: 216114

In article <1992Oct16.222612.27235@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) says:
>
>In article <92290.155041JJL101@psuvm.psu.edu> J.J. Lehett >
><JJL101@psuvm.psu.edu
>writes:
>> Is it possible to kick Gulam into a 50 line mode somehow? I know I tried
>>the MASTER shell, and it has a 50 line mode, and if I leave that shell and
>>go into gulam it retains the 50 lines, however is there a simple prog out e
>
>Ah, this time you can't escape - "RTFM" !!
>In Gulam, the command
> set nrows 50

Well, I can 'duck' it if I can't escape it... I just looked on my Gulam disk... there is both a gulam.doc file and a gulam.inf file. The inf file is about 2.5K longer than the doc... the .doc file contains no mention of the nrows variable at all! I had incorrectly assumed that the .doc file was simply a ascii only version of the inf file which has control codes in it. Anyone else ever notice this?

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

4167. Re: Chaos and msa

Newsgroup: comp.sys.atari.st
Date: 1992-10-16 23:42:20 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.LYtr8EQQ0Sk@jonh.wimsey.bc.ca>
Source record: 216130

In <1992Oct16.111315.6181@sol.ctr.columbia.edu> richard@star.ic.ac.uk
(Richard Syratt) writes:

>I got choas yesterday, and this msa thing, and farted about getting an
>11 sector disk. Fine.
>I've got a 2 meg ste, so I loaded the chaos?.msa and newmas.prg onto a ramdisk.
>On the first attempt msa wrote 31 or so tracks out of the first file and decided
>it wasn't going to do any more. I just ran it again and it worked though
>(strange ...) If you're having problems with it, just keep on trying and maybe
>it'll decide to work.
>I don't understand why this program was used to archive chaos, as far as I can
>see the only thing in it's favour is that it formats the disks for you as it
>unarchives... but not if they've got eleven sector tracks :-(I think it
>would have been more sensible to use something like zoo which can unpack
>things into the correct subdirectories and includes a decent compression
>algorithm. I would have rearchived chaos myself infact if I wasn't too busy last
>night playing it :-) Wicked game...

Several things of note here. One of the original posters who had
problems, had a Mega STe. As 11 sector formatting is often a problem at
16mhz, the first thing to try would be to step the chip down to 8.
Also, zooing the directory tree is only easier for hard drive users. A
third thing to note is that msa 1.41 is a hacked version, as the
original author stopped at 1.39, I belive.
If chaos is this good, though,, I'll have to grab a copy. Does it run off
the hard drive?

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4168. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 00:20:57 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1bnm99INNiad@golem.wcc.govt.nz>
Source record: 216113

In article <1992Oct15.034421.10607@bsu-ucs.uucp>, 01mbmccabe@bsu-ucs.uucp writes:
>What's a Jaguar? i assue something like Genesis or Nintendo? Detail
>please.....Is it worth a hoot? (Hint: It's all in software support.)
>
> -Matt

Well I thought these were cars made in the U.K....:-)..

Roger..... sheppard_r@kosmos.wcc.govt.nz

4169. Re: Boot from B drive

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 01:14:50 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1bnpealNNioi@golem.wcc.govt.nz>
Source record: 216126

> I am also interested in any software program that will allow me to
> 'boot' from drive B. Any info. on this topic would be most appreciated.
>

Get 'DC-Bootit', that will let you boot from drive B: from memory.
(Unfortunately, only on auto-booting disks though). It'll also let
you boot up in 60Hz or 50Hz depending on what you want!

4170. Info...

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 01:23:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1bnpu1INNion@golem.wcc.govt.nz>
Source record: 216128

Okay, 2 things.

I've heard that TOS 1.2 (Or 1.02 if you want) has a bug concerning the use of hard-drives, if this is true, what is it, and if available, where is patch for it. (I don't want to buy a HD and have it crash every 2-days)

Also, what is the difference between the Atari Lynx, and the new(ish) Lynx 2. Is the new 100% compatible with the old, and what improvements are there!?

Thanks in advance!

4171. Re: HELP! Stuck in some Fantasy games

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 01:48:46 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1bnrduINNrj5@skat.usc.edu>
Source record: 216121

In article <1992Oct15.182730.20885@cs.ruu.nl> kpetouss@cs.ruu.nl (Kos Petoussis) writes:
>
> Those stupid games... Why do I play them ?

Because you have nothing better to do? :) I wish I had your problem.
:)!!

> Please help me if you know any answers to the following riddles:
>
>Legend of Faerghail:

[stuff deleted]

Love? It wounds thousands of hearts but does not draw blood (well, by itself.
Ask Romio and Juliet about whether it draws blood...:)

>Chaos Strikes Back:

Got me. I've been too busy with a million other things to even
finish DM I. I wonder if I'll ever get to CSB...:(

>Phantasie I:
> I have visited the Gods, collected all the runes except WATER.
> I can't find it. Do you know where it is ?

Water is in the castle of the Gods, somewhere. It may be a secret
room, but it definately is in a room similar to where you get the rest of the
runes.

>**
>* Looking around each corner hoping to see, a way home away to *
>* break free and to leave... Alternate Reality *
>* K. O. S. Productions @1992 *
>**

Speaking of which, has anyone ever seen an Alternate Reality Dungeon
disk? Was the City the only one made for the ST?

-Mike

4172. Re: Falcon 040 so soon? (was Re: Tramiel's got the spirit)

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 01:50:21 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1bnrgtINNro2@skat.usc.edu>
Source record: 216124

In article <4378@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:

>There was a post recently stating that someone saw resumes from a couple
>of engineers at Atari and one of their latest accomplishments was the
>completion of the Falcon040.

Hmm. Beware the English language - it holds traps! If you recall from
that post about the resumes, you will remember that is said that they listed
"development of the Falcon '040", not that they did indeed finish it. They
could have been on the project for one day, or one year. Of course, it is
more likely that they were hired to build one subsystem and as soon as it
was finished, they were let go (contract/consulting job).

Or they may have finished the whole Falcon '040. The point is
don't be suckered by the wording. The point of salesmanship is to
talk about a product so that it seems better than it is, without telling an
outright lie (sometimes truth helps, sometimes not). I realize this is a
rather cynical way of looking at things, but it is all too correct at times.

You may think "what does salesmanship have to do with what these
people put on their resume?", but if you have ever written a serious resume,
you know that your resume is a way of selling yourself without actually being
there (because your resume (copies) can be in 1,000 places at once. You can
not).

>--
> ||| Ed Krimen
> ||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
> / | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

-Mike

4173. Re: What kind of monitor is BEST with a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 01:51:13 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1bnrihINNrr2@skat.usc.edu>
Source record: 216125

In article <1992Oct15.212521.27966@bnr.ca> no email writes:

>An unrelated point - There have been a lot of posting to the effect that
>'Gee, I hope the Falcon040 has a 96000 DSP'. I assume that these people think
>these are binary compatible, or that they think Atari is MORE stupid than they
>seem. Why would a non-suicidal company build in incompatibility like that?

Are the 96k binary incompatible with the 56k? What about putting in (I
believe the number is) the 56002? Isn't that an enhanced 56k?

>Now, maybe more 56000 RAM. That would be cool, and transparent to all but the
>OS. SIMMS, too. There is NO WAY Atari can put out memory cheaper than SIMMS
>can be bought for. What was the justification for this?

Remember, atari isn't putting out memory, and from what I have
gathered, the memory card won't even need memory-handling chips on it (refresh,
bank selection, etc.) - all it does is provide an flexible connector for
installing simms. If atari put in simm sockets, someone will complain about
not being able to use their ZIPs, or their DIP memory they have lying around.
Heck, if it could handle the power, you could use 256k chips and a 2-4
multiplexer (or a 16-4) to simulate 1MB (4MB) memory. You can't do that if
all you have are the stock SIMM slots. Oh yeah, I forgot to add SIPPs.
Or any (working) combination of the above, depending on the board.

As it is, I am rather disappointed that the memory-handling isn't done
on the board, as it would allow you to add more than 14MB. Heck, you could
even "move" the unused 2MB above the restricted 14-16MB area so you don't
"lose" it. I certainly hope that the '040 falcon will not have the crippled
memory architecture of the '030. I'm thinking that UNIX will become very
usable on the '040, but not if it is limited to only 14MB (yuck!). Don't
get me wrong, for most purposes 14MB is more than enough (even with multiTOS),
but UNIX is a whole 'nuther order of magnitude (at least in its memory
usage :) .

>--
>**
>Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
> Ottawa, Ontario, Canada No email access.
>.signature USES DISCLAIMER;
>**

-Mike

4174. Re: FALCON ? READ THIS !!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 01:53:22 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1bnrmilNNs1t@skat.usc.edu>
Source record: 216127

In article <nj3zsg#@rpi.edu> oyakea@rpi.edu writes:
> To all Atari users: I would like to adress this problem of mine
[lots o' stuff deleted]

From the sounds of it, the person has read the specs., but is unwilling to like it anyway. From his conversation with the (IMHO clueless, more harmful than useless) reps., he knows that the video hardware is 15/16bit truecolor, 256 color from 18bit palatte. But he is basing his opinions of the machine on a demo that is either a) badly written, or b) is more complex than he gives credit for and expects more than a 16MHz '030 should be expected to give.

However, his reasoning for liking or disliking the machine is assinine. He says that it is a _bad_ thing to be able to have the same capabilities of (many times) more expensive hardware. There is something just basically wrong with that sort of reasoning. He says:

> The colour palettes and resolutions are very much SVGA-like (8/15/16-bit
>colour from an 18-bit palette). The 32K/65K "TrueColor" modes remind one
>of some of the cards you can get to run Windows in.

Yes it does. This would be because the basic chips to support it are cheaper due to the bulk demands of the PC market (just because the chips are made for PC video cards, does not mean they (or the technology they spawn) cannot be incorportated into other machines. Also makes it nice for porting software if the video is set up similarly (bit planes, no palatte, whatever). Not to mention using cheap monitors that support those standard resolutions.

> Overscanning, interlacing, genlocking - wonder where they got those
>from!! Around the time of the launch of the TT, Sam Tramiel was
>interviewed by a magazine, and he criticised the Amiga 3000 for its
>flicker. Now he builds a machine with interlace.

Lets see - Overscanning - Sts have had that since Oscan (earlier?). Interlacing - True, this is the first time Atari has used an interlace mode, but it is also the first time Atari has tried to put (S)VGA graphics on (a ega-like monitor such as) the SC1224. Of course, don't forget that you aren't FORCED to use interlace - if you get a monitor that is appropriate for the resolution you are using (ie, multisynch that will handle the rez in non-interlace), then you don't get flicker. Simple. Genlock - Thats been around for quite a while for the STs too (especially the STEs).

> Mucho NeXT emulation in things like their choice of DSP, the SCSI-2
>port, the black colour of the case. Even things like BLiTTER and MiNT are
>dead giveaways. Again, in the aforementioned interview, Sam was quoted as
>saying that he hoped that the TT would "clobber" the NeXT. Imitation is
>the sincerest form of plagiarism....

Plagiarism? Are the umpteen million clone companies aware that they
are committing plagiarism by making IBM compatibles, or by just having the
same capabilities? Not! You just get the advantages these devices impart.
With SCSI-2 you get THE fastest standard i/o from hard drives, etc., that
is available for machines less than mini- or mainframes. With DSP, you have
more concurrant processing power. Hardly plagiarism, definately an advantage.

BTW, I fail to see why "BLiTTER and MiNT are dead giveaways". In
name and function, the BLiTTER is similar to the graphics BLiTTER found in
the Amiga. But what does MiNT "giveaway"? True, it is a multi-tasking
environment similar to UNIX (although MUCH MUCH smaller :), but the concept
of multi-tasking was around before UNIX (UNIX just applied it better).
Again, since when is taking the best attributes of another system bad?
It may not be innovative, but it _is_ progress. Using this reasoning, I guess
you could call the Amiga multitasking is a plagerism, albeit an imperfect,
crippled one (not pre-emptive, threading, etc.). The point is, _I_ do not.

> That built-in LocalTalk networking port appeared very similar to
>AppleTalk ports you find on any Mac

Yes, and if someone will come up with decent software to utilize it,
we might just be sitting on an AppleTalk network as one its nodes. Again,
why is this a _bad_ thing?

>I don't mean to incubate :) another Falcon flame war here, so any Atari
>fans reading this please note that the above does not include anything
>other than raw facts.
[smiley flame-bait deleted]

This poster's facts are (somewhat) straight. Its the opinions that he
draws from them that are warped around null-space. :)

> NOW WHAT WE NEED IS SOME OBJECTIVE, NOTE OBJECTIVE REPORTING FROM AN
>ATARI EXPERT. WHO CAN THROW SOME LIGHT ON WHAT THIS GUY'S SAYING.

Listen and use your mental facilities to sift the dirt off of what
this person was saying. His rhetoric has almost convinced you that a dime
is better than a diamond (well not quite, but...). Just draw your own
conclusions from "the Facts", and throw out the opinions.

> I STILL HOPE TO BUY A FALCON AS I CAN'T THROW AWAY ALL MY ST SOFTWARE,
>SO RESPOND WITH GLEE AND OBJECTIVITY.

Why would you want to do that? Supposedly, the Falcon will be more
compatible than the TT, and I know that I am VERY happy with my TT. Oh, BTW,
we are all on the same net, so you don't _have_ to scream at us (using all
caps) and the "!"s get repetitive after the first three. :)

>FROM THE GUY WHO BROUGHT YOU THE WISH LIST !!!!!!!!!!!!!!

-Mike

4175. FOR sale -- printer and scanner

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 04:11:51 UTC
From: glennj@wam.umd.edu
Message-ID: <1992Oct17.041151.28904@wam.umd.edu>
Source record: 216138

Star NX2420 Rainbow Printer: 24-pin dot matrix, 222 cps high-speed draft, 167 cps draft, 55 cps NLQ, 7 fonts, color printing. Printer cable included. $200 plus shipping

Golden Image Hand Scanner: B&W scanning, 400 dpi, Touch-Up included, hardly used, Readpic OCR included too. $125 shipping included

--Jim Glenn

Respond to (in order of preference):
glennj@wam.umd.edu (Internet)
(703) 978-3937 (Telephone)
J.GLENN7 (GEnie)
73617,3030 (CompuServe)
8252 The Midway (US Mail)
Annandale VA 22003

4176. Time & Date uploaded to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 04:22:09 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1bo4dhINNjhp@golem.wcc.govt.nz>
Source record: 216139

Okay, a mega-useful (well...) program has just been uploaded to
atari.archive.umich.edu

Filename: TDSS_1_2.LZH
Archived with Questers LHarc version 2.01L (Lh5)

This program performs the usual routine of setting the system's date
and time - BUT - with a difference, most programs require being set
EVERY time you use the machine, so that the date is (for example with TOS
1.2 ROM's) 1992, and not 1987!! This program however, saves the time
and date that you enter into it - and so, when you boot up in future, if
you don't have time, or can't be bothered to set it, the time will only
be as out-of-date as when you last set it!! So, all your file dates will be
more up-to-date!!

Also, it will only ask you to set the time & date if CONTROL is pressed
whilst it is booting! So, if you don't need or want to set it - it doesn't
lock up the machines booting routine if it's in the AUTO folder! (Which is
where it should be!)

It's only 7k, and doesn't install anything into RAM, merely sets the
time & date, then disappears!!

I'm surprised no-one has thought of this before (no-one has that I've seen,
or more accurately, I've never seen any programs that do it).

It's currently in the 'New' directory, but will probably be moved to
'Utilities' shortly!

4177. Re: Comeau C++ 3.0 With Templates (was: Re: ATARI COMPUTER WISH LIST

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 05:07:28 UTC
From: comeau@csanta.attmail.com
Message-ID: <Bw928G.811@well.sf.ca.us>
Source record: 216133

In article <H.ea.JZmdgjXZ2ho@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>In <Bw630s.Cwr@well.sf.ca.us> comeau@csanta.attmail.com (Greg Comeau) writes:
>
>>Cost of Comeau C++ 3.0 With Template for the ST will be $US250.
>>It will initially come with the iostream library.
>
> What sort of interface will it have? CLI or Integrated?

The current version is a command line command.

>Also, will it have a source level debugger?

The initial release will not from what we can see.

> And yet another question, how much
>memory will it eat?

I do not know the absolute minimum machine, however, a 2M machines
seems like a good starting point.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Producers of Comeau C++ 3.0 With Templates
Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

4178. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 07:01:14 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Oct17.070114.5160@terminator.cc.umich.edu>
Source record: 216141

[No readable article body recovered]

4179. Re: Jack - from Commodore to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 07:14:15 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Oct17.071415.4956@msuinfo.cl.msu.edu>
Source record: 216145

cpb@sys6626.bison.mb.ca (Chris Billows) writes:

>How is it that Jack Tramael(?) managed to be so successful with the C-64
>and Commodore and yet can't repeat that success with Atari?
>Surely the ST line of computers is superior to the C-64. But I remember
>those "I Adore My 64" commericals.

>Anybody care to voice their opinion?

It's a "vision thing." They don't have any...
--
molin@crs.cl.msu.edu ||| Sing a happy tune and
Canton, Michigan USA ||| happy dancers will join
==================== / | \ your trip. -T. Golas

4180. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 07:18:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10668@uqcspe.cs.uq.oz.au>
Source record: 216142
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

andrew@minster.york.ac.uk writes:

>If it is then why do Gasteiner(sp?) and ultimately Atari hope to sell the
>Falcon with 64Mb HD for 400 pounds more than the machine without HD.

Check. I think the Falcon with 64Mb HD also has 4M of memory (rather than 1M).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4181. Re: Tramiel's got the spirit (was: New Mac Prices)

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 09:25:53 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <67893@cup.portal.com>
Source record: 216146

Chris Millar writes:

>Once again, Mr. Kovarski has been spouting off about things he doesn't know
>about. The Atari ABC clone line originally started back in 1987 - shortly

Interesting statement from someone who's obviously lost in the
Atari ozone..

Get it right before you attack someone...

Atari introduced their own designs for the Atari PC line in
1987.. they floundered around for a few years and never sold
them in the US. They redesigned the line into the "Atari
Business Computers" and showed them at several CES and Comdex
shows, and never sold them in the US.

The Atari PC line, and the ABC line have been sold in Europe and
Canada, but never got very far. As far as I know, Atari has
finally dropped the idea.

(I guess I missed something.. when did Mark Kovarski become the
Atari Cheerleaders' "bashee"..?)

BobR

4182. Re: Chaos and msa

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 09:55:53 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <67895@cup.portal.com>
Source record: 216147

Umm.. the whole point of the "Magic Shadow Archive" is to
duplicate floppy disks..

Trying to "unMSA" a disk to a RAMdisk is asking for trouble..

MSA takes a floppy, subdirectories and all, and mashes the
whole thing into a single file.. the only useful way to
recover the information is to recreate the original floppy, and
THEN move it to hard disk, or RAMdisk or whatever.

BobR

4183. atari.archive closes connection

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 10:08:26 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Oct17.100826.11867@prime.mdata.fi>
Source record: 216148

```
Every time I try to get the file /Telecomm/Fnordadel/fn132man.zoo,
atari.archive closes the connection at about 30 Kb, does anybody know
a reason for this?
--
------------------------------------------------------------------------
| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
------------------------------------------------------------------------
```

4184. Re: Chaos and msa

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 10:16:37 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2ADFE805.329@news.service.uci.edu>
Source record: 216149

richard@star.ic.ac.uk (Richard Syratt) writes:
> I don't understand why this program was used to archive chaos, as far
> as I can see the only thing in it's favour is that it formats the
> disks for you as it unarchives... but not if they've got eleven
> sector tracks :-(I think it would have been more sensible to use
> something like zoo which can unpack things into the correct
> subdirectories and includes a decent compression algorithm.

The main reason MSA is used for some disks is that is archives the
entire disk including the boot sector. There is no other way that I
know of to save the bootsector to a file along with the program.
That's why most autobooting demos are MSA'd. So I would assume that
chaos is autobooting or else someone just likes MSA.

Did somebody say "wicked" game? :)

--
Joachim Vance (The Underdog)
^~^~^~

4185. Re: STZIP-2 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 11:01:07 UTC
From: wabe@ukc.ac.uk
Message-ID: <1914@eagle.ukc.ac.uk>
Source record: 216150

In article <hjv.718984462@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>sanders@sci.kun.nl (Sander Stoks) writes:
>
>>In <1bbi02INNhnk@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>>HELP !!,
>>> Are any of you having problems with corrupted ZIP files created
>>>with STZIP_2...? (crc errors)
>
>>H*ll, I can't even get the stupid thing extracted. I downloaded
>>STZIP20.TOS twice, tried to run it, but it just returns to the desktop.
>>Renaming it to STZIP20.TTP and running it with "x stzip20.ttp" as
>>commandline doesn't help either.
>
>Huh? I have the thing here - and no problems whatsoever... It's great IMO.
>I got it from AA right after it was uploaded. Maybe it's corrupted in the
>meantime?
>
>
I downloaded the thing from a.a as soon as I saw an announcement
of it in this newsgroup. I support the last opinion (above) i.e. have had
no major problems - and the compression with the "-edb" option is very
impressive & quick too. Unlike ZOO however it does not support
generations of files. For me it was a milestone in that, for the first
time on an ST, I can successfully make self-extracting (.TOS) archives. I
know there purports to be an lharc utility to do this but I could never
get that to work. Anyone have any opinions as to whether THAT maybe
corrupted on Atari.Archive?

The STZIP20 does have a minor fault in that its timestamp "-t"
option simply refuses to work on my TOS 1.2 Mega-4 at work. I should
quickly add that it works fine on my TOS 1.6 STE at home. Maybe the
author should give some thought to making this work on "ALL" TOS versions
- which is evidently possible as ZOO achieves it (though Quester's LHARC
{latest I've seen is version "le" i.e. english version L} also fails in
this respect).

All in all - a very worthy archiver, W. Alan B. Evans
[wabe@ukc.ac.uk]

4186. New xterm-clone for GEM+MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 12:45:41 UTC
From: mfg@gmd.de
Message-ID: <mfg.719325941@gmd.de>
Source record: 216001

I have just completed the work on the first version of Gemterm. I will upload it as "gemterm.zoo" to atari.archive.umich.edu. Try it, if you like!

Gemterm V1.0

Freeware from Martin Gergeleit (1992)

Gemterm is a xterm-clone for GEM plus MiNT. If you know MiNT, you probably know BG.ACC or TOSWIN. Gemterm does the similar things, but it is optimized for the use together with the Gemini desktop replacement. This means:

- Gemterm provides up to four virtual vt52 windows with concurrent TOS-programs running inside.

- Gemterm is an Accessory, that should run concurrently with any "clean" GEM program. (No, it does not run as PRG so far.)

- Gemterm supports the Gemini VA-protocol, so that dragging of objects into Gemterm-windows results in inserting the objects name as text, as known from the Gemini-console.

- Gemterm uses GDOS fonts.

- Gemterm provides a scroll-back buffer and allows for cut-and-paste of text between Gemterm-windows.

- Gemterm-windows may be defined to be persistent. This means a window will resist a change of the main GEM PRG without the need to reopen it by hand.

- Gemterm can save its status into a configuration file and will reboot to the saved configuration. It will also start up again the TOS programs inside its windows.

- Gemterm also serves as a (very) basic terminal program.

- Gemterm claims to be "clean" itself.

- Gemterm comes with sources and it is free.

BUT:

GEMTERM COMES WITH ABSOLUTELY NO WARRANTY, NOR WILL I BE LIABLE FOR ANY DAMAGES INCURRED FROM THE USE OF IT. USE ENTIRELY AT YOUR OWN RISK!!!

Gemterm has not been tested very much so far. I used it myself during the
development and I tested it with some GEM PRGs. It runs on my machine, a
260ST (yes, they still exist even in the age of the falcon) + 2.5 MB, a
monochrome SM124 (I don't know what happens on a color screen), TOS 1.04,
MiNT 0.95, and Gemini 1.21. Gemterm should run on any ST on any TOS,
but I have not tested it on any machine other than mine.
I will try to do any sensible bugfix, but I will not support any fancy speed up
extensions (Hard- or Software) nor any other ST models or TOS version, as I
have no access to any TT, STE or Falcon.

On the other hand: Gemterm comes with the complete sources (even if comments
are rare and the code is not very pretty). It is compiled with gcc 1.40 and
mintlib Patchlevel 20, so if you suggest any enhancements: Try it!

If you have any ideas, bugreports, ... , drop a mail to:

<mfg@gmdzi.gmd.de>

Martin Gergeleit
Am Klostergarten 4a
5300 Bonn 1
Germany

4187. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 13:06:10 UTC
From: afraser@julian.uwo.ca
Message-ID: <1992Oct17.130610.5040@julian.uwo.ca>
Source record: 216002

In article <1992Oct15.113332.7935@cs.nott.ac.uk> pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
>In article <1992Oct15.083809.21951@cs.nott.ac.uk> mjb@cs.nott.ac.uk (M J Brownlow) writes:
>>Compatability: Chaos should work on any machine with 1Mb+ of memory whose disk
>>drive can handle 11 sectors 82 tracks. I don't know about it working on the
>>STe, TT or Falcon; any offers anyone?
>>
>
>Chaos works fine on a 2Mb STe - the only problem I had was that I re-formatted
>an already formatted disk to 11/82 (using FCOPYIII) and couldn't get it to
>work at all - I eventually had to format a completely new disk and it
>worked fine.
>
>Keith

The $25,000 question: What resolution does the game play in?
(I just hate it when I download huge files only to find the words "low res"
or "medium res" in the README file.)

Jan

4188. Re: Time & Date uploaded to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 15:12:42 UTC
From: wmagro@uiuc.edu
Message-ID: <Bw9u97.95o@news.cso.uiuc.edu>
Source record: 216003

In article <1bo4dhINNjhp@golem.wcc.govt.nz> writes:
..

:^) 1.2 ROM's) 1992, and not 1987!! This program however, saves the time
:^) and date that you enter into it - and so, when you boot up in future,
if
:^) you don't have time, or can't be bothered to set it, the time will
only
:^) be as out-of-date as when you last set it!! So, all your file dates
will be
:^) more up-to-date!!
:^)
:^) Also, it will only ask you to set the time & date if CONTROL is
pressed
..

:^) I'm surprised no-one has thought of this before (no-one has that I've
seen,
:^) or more accurately, I've never seen any programs that do it).

Trust me, it's been thought of. I have been thinking about writing such a program for about three years--I've just been too lazy to do it. Thanks for uploading this gem!

Btw, the version I envisioned would somehow hook into a system timer or some other call so that it updated its internal time _off of the clock_ periodically, which would be useful for people who often leave their machines on for days at a time and then off for a while--the time would be set to a time near when they turned the machine off. This would be silly for people who boot off of floppy, but for users of AdSCSI w/ no clock...

--Bill

4189. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 15:36:36 UTC
From: u0h36@seq1.keele.ac.uk
Message-ID: <Bw9vD1.ALr@gabriel.keele.ac.uk>
Source record: 216014

From article <1BsqsB1w165w@bluemoon.rn.com>, by dddean@bluemoon.rn.com (David D. Dean):
> ..MSA files were created using 'Magic Shadow Archiver'. My question is:
>
> What will those three files unMSA to be? Is this a new editor for
> Chaos Strikes Back? Is this the GAME Chaos Strikes Back?
>
> If it be the latter, don't bother replying to me, I don't care to get
> my Atari taken away...)^;
>
It's not a commercial game. It certainly isn't Chaos strikes back. But,
please play it. It's very good.

Adam

4190. Re: C compiler test (TC 2.0, LC 5.52, GCC 2.1)

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 15:43:17 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <oes_IJW00awB57ynF9@andrew.cmu.edu>
Source record: 216021

Excerpts from netnews.comp.sys.atari.st: 16-Oct-92 Re: C compiler test
(TC 2.0.. Annius Groenink@sif.rese (897)

> osoelgaultier+@CMU.EDU (Stefan Monnier) writes:

> >You should check out GCC if you have room on your HD: it's becoming
> >the de facto standard on ST (and unix) if you use MiNT and other unix-
> >like utilities.

> I doubt that MultiTOS is really going to make the GCC the most popular
> compiler, because it takes a lot of memory and such. Pure C will be far more
> convenient, both more convenient than GCC and more convenient than the way it
> works now: in the future you will be able to use your own editor without any
> problems (as long as you don't mix with the built-in editor).
> --
Annius Victor Groenink Universiteit Utrecht PTT Research

But you'll still have to pay more than 100$ to get that PureC.
I hope for this price I'll get a C++ compiler (and a good one)

PureC is great with a very good environment, but GCC is free and is
a very good compiler !

Stefan

-- On the average, people seem to be acting normal --

4191. Fwd: Returned mail: No such destination mail domain

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 16:11:00 UTC
From: osoelgaultier+@CMU.EDU
Message-ID: <kes_iIS00awBB7yoML@andrew.cmu.edu>
Source record: 216025

Excerpts from netnews.comp.sys.atari.st: 16-Oct-92 Modula2 on the Atari ST Michael R Tucker@evtprp0 (715)

> What is the status of Modula-2 on the Atari ST platform? It is my
> impression that Jefferson Software support has died. Ana-systems
> implementation was mostly just-to-see-if-we-could-do-it. I know that
> TDI died tho I thought I heard that the source for their libraries was
> available. FST had an implementation of the language on the ST but
> after I sent them money for the upgrade that was supposed to coincide
> with the MS-DOS FST version 2 upgrade, I NEVER heard from them.
> Modula-2 is a reasonable nice language to work in. Did Jeferson
> Software ever release the version they were trying to get working on
> the Atari Minix environment? I remember them saying that it was real
> close before Jefferson kinda died.

There also exist another PD-modula 2: LPR Modula-2
(LPR stands for 'Lehrstuhl fur Prozessrechner', the university
that ported it from Mac (the ETH-version from Wirth))

It doesn't seem to be supported any more and lacks good libraries
(the ones included are limited and partly bugged)

It is relatively close to the TDI environment (with a link-loader)
and has a pretty good editor (but you can use another one if you wish).

All the compiler, debugger and editor can be kept resident in memory,
which helps to get a fast environment.

All in all: the environment is relatively nice (fast), but the libraries
have to be partly (re)written and the generated code is not excellent.

Stefan

-- On the average, people seem to be acting normal --

-- On the average, people seem to be acting normal --

4192. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 16:45:05 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct17.164505.3939@beaver.cs.washington.edu>
Source record: 216004

In article <1992Oct16.210326.7100@zooid.guild.org> Mark Kovarski
<kovarski@zooid.guild.org> writes:
>01mbmccabe@bsu-ucs.uucp writes:
>>What's a Jaguar? i assue something like Genesis or Nintendo? Detail
>>please.....Is it worth a hoot? (Hint: It's all in software support.)
>>
>>
>> -Matt
>
>
>It's a game console. It was first reported in an issue of "EGM" two years ago.
>It is by Atari but you know what, IT DOESN'T EXIST! Yes, it doesn't unless
>someone has seen one. It is one of the MANY rumours you hear from Atari
>camp.

Ok, now hold on just a moment here, Mark. First you tell us EGM "reported"
the Falcon 2 years ago, then you tell us the rumors are coming from the Atari
camp. Which is it? Also, how do you know the Jaguar doesn't exist? Just
because it isn't released is no reason to believe it's not in development
or such. I've heard of a 686 chip by Intel in the works, but gee, according
to your definition, it doesn't exist, so I better just forget about it.

I'm sure you know by now not to believe everything you read,
right? Especially not from a well-known tabloid like EGM. Unless perhaps
you have some secret way of getting info that Atari corp hasn't released to
the public, perhaps you could stop spreading rumors yourself. No one
really knows anything about the Jaguar officially, ok?

>
>If you want a console, there are two choices: Genesis and Super Nintendo aka
>Mega Drive and Super Famicom. The two are the leading game consoles on the
>market.

Ben Gilbert
bgilbert@cs.washington.edu

4193. Falcon test clarification

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 16:56:32 UTC
From: wmagro@uiuc.edu
Message-ID: <Bw9z2A.ABn@news.cso.uiuc.edu>
Source record: 216005

Thanks to all for the positive e-mail responses I have received regarding my first-hand Falcon030 report. Two clarifications need to be made. First, all the tests were made with _identical_ binaries on both the ST and Falcon. Therefore, no 68030 specific code was used to my knowledge. Some of the commercial demos may have embedded 68030 code which is used when a 68030's presence is detected. Thanks to David Winick of NCSU for pointing out that TeX and MiNT would benefit from a 68030 specific recompilation.

Second, after testing a 14M/65Meg machine, I stated that I felt the $800 would be worth it for the new machine. John Hutchinson reminded me that this price is for the stripped down 1M model with no hard drive. This, however, is the model I would buy, as I already have a substantial investment in hard drive space. The total conversion cost would be <$80 for the new (expensive!) 'Honda' mini 50 pin cable plus ~$250 more for a 4 Meg RAM upgrade. (None of the tests I performed were particularly RAM intensive.)

Finally, Ed Krimen publicly and playfully harassed me about getting some mainstream ST software. I apologize for the poor list of titles tested, but please understand that I primarily use my ST as a terminal and for games. My field of study is Quantum Monte Carlo techniques, so most of my computer requirements are handled by our research machines. I just don't own any real ST productivity software. If anyone would like to know whether a specific (and common) product runs on the Falcon, I can try to have it tested. My user group includes several DTP, MIDI, and OCR/Scanner enthusiasts who own a wide variety of titles. Just ask, and I will try.

--Bill

4194. What happened to 68010,68020?

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 17:01:13 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Oct17.170113.3756@crc.ac.uk>
Source record: 216006

As the subject says, what happened to the 68010,020?
The ST,STE.Mega's are 68000 and the TT and Falcon are 68030's.

Just curious..
Phil
(E-mail naffara@uk.ac.crc)
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

4195. Falcon compatible software

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 17:05:00 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Oct17.170500.3844@crc.ac.uk>
Source record: 216007

Can anyone out there lucky enough to have access to a Falcon please post a list
of software that *does* work and also stuff that *doesn't*.
I am sure lots of people would like to know this.
(maybe it should go in the faq?)

I am hoping the software I have got at the moment *will* work because after
buying the Falcon + hard disk I will be skint :-)

Thanks,
Phil
(E-mail naffara@uk.ac.crc)
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

4196. Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 17:09:42 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Oct17.170942.3905@crc.ac.uk>
Source record: 216008

Can some *very* kind and considerate person please upload a version of chaos to atari.archive in either zoo, lzh or arc as I am just about to give up with this msa thing.
(I will try a 11 sector 82 track disk if I can get a formatter that will do this but I am not getting my hopes up!)

BTW if putting it in a.a will be a waste of space then could you e-mail me a copy?

Thanks again,
Phil
(E-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

4197. Re: TOS 1.4 or 2.06 - Re: STuff for sale/wanted

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 17:53:32 UTC
From: ekrimen@wet.UUCP
Message-ID: <4387@wet.UUCP>
Source record: 216012

In article <Bw8Hxt.Bvv@ra.nrl.navy.mil> weiss@bdcv8 writes:
>I couldn't reach you via e-mail...

I sent you e-mail yesterday or the day before. It hasn't bounced yet, so
hopefully you've received it. If not, let me know.

Another address you can try to reach me at is hoptoad!wet!ekrimen.

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

4198. Re: quest for othello

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 17:59:21 UTC
From: ekrimen@wet.UUCP
Message-ID: <4388@wet.UUCP>
Source record: 216011

In article <3420@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>
>Is there a really good Othello game for the ST? I remember an old one
>called "Flip Side" I think but it plays a crap game. One of the best
>othello programs I've seen is the old Reversal for the 8-bitters.

There is a Reversi desk accessory and CPX that I'm well aware of. They
should both be at atari.archive.

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

4199. For Sale : Processor Accelerator

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 18:09:57 UTC
From: jkrakover@sma2.rain.com
Message-ID: <1992Oct17.180957.2492@sma2.rain.com>
Source record: 216034

FOR SALE------$150 / O.B.O

Processor Accelerator for Atari ST computers.
-Made by C.M.I
-Has slot for 16Mhz 68000
-Has slot for Blitter coprossor
-Has slot for 68881 FPU
-68881 has slot for its own crystal allowing for any speed desired
-Uses 0-wait state FAST ROMS
-Has toggle 8/16 Mhz switch
-Has direct processor expansion slot

NOTE- This board requires some expertise to install, you may need to read the manual two or three times as it is a bit difficult to understand. Also, if you has a version 2 motherboard (as I do) you will need to install a extension cable since it will not fit over the processor (keyboard is in the way)

If your interested, contact me here or at 503-666-8568 I'm on a very same network, so your E-mail may bounce

Thanks,
Jonathan

4200. Re: Background Picture w NEODESK

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 18:31:12 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.GTUL5_D11PM@nasim.sta.sub.org>
Source record: 216033

grillo@flash.ATC.Olivetti.Com (GUEST Savino Grillo) writes:

>Hi there,
>I'm an happy user of NeoDesk (3.0), I bought it used from a friend of mine
>at a very very low price (with some others stuff) and no manual, lost in
>a house-moving, so now I heard that with NeodDesk is possible to replace
>the boring desktop background with a picture, how I can do that ?

I don't know haw to change the dektop under NeoDesk, but it is possible!

>Is it also possible the default font ?

Why don't you use NVDI? It's a *very* good graphic accelerator with GDOS
included. You can change the system font easy and with the
non-commercial program 'backdrop' you can change your desktop background
in every desktop! You just need an IMG as big as (or bigger) your
current desktop!

>Thanks in advance.
> Savino.

Hope that helps,

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

4201. Re: Jack - from Commodore to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 18:31:47 UTC
From: ekrimen@wet.UUCP
Message-ID: <4389@wet.UUCP>
Source record: 216009

In article <1992Oct16.213534.7513@zooid.guild.org> kovarski@zooid.guild.org (Mark Kovarski) writes:
>ekrimen@wet.UUCP (Ed Krimen) writes:
>>Now, a lot of people, myself included, know that the ST is one amazing computer
>>that can compete with MS-DOS machines and Macs. Despite that, I think the
>
>Depends what Mac and what PC. It was a superb computer when it came out but
>it's getting old and to slow for many serious applications.
>

Yes. I was focusing on its hardware capabilities and overall potential.

>>was the STE introduced?). Perhaps the big problem with the ST and mass
>>marketing it in the US is its screen resolutions. They can't compare with
>
>That's total bull! What, people buy a computer JUST because of the resolution?
>Users want support, distributed dealer networks, and much more. Atari didn't
>provide it hence users become discouraged and move on.
>

What's "bull" about it? You, Mark, may want user support,
distributed dealer networks, and much more, but most people who walk into
a computer store are looking for a computer. Usually, one of the first
things they see is the computer screen.

>Mr. Krimen, how do you explain the fact that Atari Canada, when it existed,
>was running a Bulletin Board System on a *PC* and PC based software? You
>should know, and I know, that their prime objective is to sell Atari
>ST/(M)ST(E),TT computers thus they should have shown support by running it
>on a ST/(M)ST(E)/TT *WITH* Atari 68000 based code. If the company doesn't
>support their own computers, why should a user?
>

Oh, are we getting formal now? "Mr. Krimen," is it? :^)

What difference does it make WHAT computer the BBS was running on? The
Atari Lynx is developed on an Amiga. So what? The company should pick
the computer which they feel would best serve their needs. In the case
of a BBS, they wanted to use a clone.

What's wrong, Mr. Kovarski? :^) Running out of things to help run Atari
and its users into the ground? I guess we've discussed everything else
under the sun that's wrong with Atari, so now we've got to pick on them
because they use a PC clone to run their BBS in Canada. Oh boy. Did you
know that Atari Base BBS in Sunnyvale is running on an Atari? Wow, what a
concept. :^/

>What do you smoke during the day?

Oh, I guess we're ending the formalities now? Hmm, you didn't ask me,
"Mr. Krimen, what do you smoke during the day?" Anyway, if I did smoke
anything during the day, I certainly, absolutely, unequivocally wouldn't
inhale.

>I am not surprised to see such a message from you, the contributing Editor
>for AEO, a biased magazines that tells people *ONLY* what Atari Corp. likes
>to hear. When are you and your publication going to talk about the real
>real issues that concern the users and stop practicing mindless cheerleading?

Well, I guess we're even then, 'cause I certainly am not surprised to see
such a message from you. You rank right up there with the Chris Mauritzs,
Roger Sheppards, and Bob Retelles. I know that makes you feel so warm and
fuzzy inside.

What I'd like to know, Mark, is why you continue to badger Atari users.
I suppose that makes you feel good when you can spell doom and gloom on us.
I can't believe you enjoy doing this, and that you can't find something
more constructive and worthwhile to do with your time.

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

4202. Re: HELP! How do I do a batch LHarc with a CLI?

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 18:43:44 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.rsa9yAlYf8A@nasim.sta.sub.org>
Source record: 216032

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> I do not have a CLI, but I am slightly experienced at DOS commands.
> What I want to do is make a batch file using a Command Line Interface to
>do a mass LZHing of my harddrive files. Keeping the filename is important,
>so just LZHing everything into one "volume" is not the goal.
>example:
> I want to LZH (zoo,arc,zip, whatever...) all of my MODs (20+megs) into
>many separate individual LZH files. can I run a batch (like an IBM DOS batch)
>that will do this for me on "auto-pilot"? Doing each file by hand would take
>a real real real long time....
> Feel free to assume that I am ignorant to the ways of CLI, other than your
>basic simple IBM DOS AUTOEXEC.BAT file manipulation.
> Also, what CLI program should I use?
> Thanks for any help!!!!
>Jeoff Hines c556212@mizzou1.missouri.edu

The GX_SHELL for Gemini (or any other Desktop with AV-protocol) does
exactly that what you want. Just pull the files on the icon on the
desktop and wait... ;-)

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

4203. Re: What happened to 68010,68020?

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 19:57:15 UTC
From: michaelb@cse.fau.edu
Message-ID: <1992Oct17.195715.26912@cybernet.cse.fau.edu>
Source record: 216010

In article <1992Oct17.170113.3756@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>As the subject says, what happened to the 68010,020?
>The ST,STE.Mega's are 68000 and the TT and Falcon are 68030's.
>
>Just curious..
>
Well you need to know the differences in the 68K family-

68000- a 16/32 CPU (ie 16-bit data bus w/32 bit internal registers) *
68010- a slightly improved 68000
68020- a true 32bit CPU (ie 32-bit data bus & internal registers)
68030- basically a 68020 with built in Memory Managament Unit.
comparable to Intel '386DX (but not SX)
68040- basically a 68030 with built in Floating Point Unit,
comparable to Intel '486DX (but not SX)

Very few computers were made with the '010. It was not that much of an
improvement. And since so many computers use the '030 & '040, why bother
with the '020- Heck the macs either use the 68000 or the '030 or '040.

*- why a 16 bit data bus?? reason is the chip cases that existed when the
68000 had a max of 64 pins. A chip with a 32-bit data but & 32-bit address
bus would have used them all. Thus the designers were forced to have the
68000 have a 16-bit data bus and a 24-bit address bus. Read the articles
by the designers in the book _68000 Sourcebook_ for these facts.

--
<< >>
<< Michael R. Brown CS Graduate Student-Florida Atlantic Univ >>
<< Internet: michaelb@sol.cse.fau.edu >>
<< BitNet: m_brown@fauvax >>

4204. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 20:20:20 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct17.202020.28098@zooid.guild.org>
Source record: 216028

sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1992Oct15.034421.10607@bsu-ucs.uucp>, 01mbmccabe@bsu-ucs.uucp writes:
>>What's a Jaguar? i assue something like Genesis or Nintendo? Detail
>>please.....Is it worth a hoot? (Hint: It's all in software support.)
>>
>> -Matt
>
>Well I thought these were cars made in the U.K....:-)..
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz

Actually, YOU ARE CORRECT! What, Atari Corp. decided to enter the car
market as well? ;-)

Best Regards,
Mark K.

4205. Re: Info...

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 20:24:34 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.54Gv&1vrFa6@jonh.wimsey.bc.ca>
Source record: 216016

In <1bnpu1INNion@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

>
>I've heard that TOS 1.2 (Or 1.02 if you want) has a bug concerning the
>use of hard-drives, if this is true, what is it, and if available, where is
>patch for it. (I don't want to buy a HD and have it crash every 2-days)
>
I used 1.02 for several years, and it doesn't have any bugs outside
of the carryovers from 1.0, as far as I ever noticed. These are the slow
fat search, and forty folder problems. With Fatspeed and folderxxx in the
auto folder, I never had any trouble with the hard drive.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4206. Re: A question & a comment

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 20:32:32 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1bpt90INNjnu@usenet.INS.CWRU.Edu>
Source record: 216013

In a previous article, wells_s@kosmos.wcc.govt.nz () says:

>Atari are using the older STE-type case for the Falcon, because they still
>had a LOT of them sitting in a ware-house/storage area. (Or so ST-Report
>stated)
>

That was just a joke. Unless the person from ST Report that reported it
was stupid.

You just can't take a casing and paint it a new color. It would look
very very stupid when mass producing it.

Also, They would need to poke some new holes in the case for the DSP
port, microphone, stereo jack, and the other ports.

--

4207. Re: STZIP-2 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 21:47:44 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1bq1m0INNp9m@golem.wcc.govt.nz>
Source record: 216017

```
>> The STZIP20 does have a minor fault in that its timestamp "-t"
>option simply refuses to work on my TOS 1.2 Mega-4 at work. I should
>quickly add that it works fine on my TOS 1.6 STE at home. Maybe the
>author should give some thought to making this work on "ALL" TOS versions
>- which is evidently possible as ZOO achieves it (though Quester's LHARC
>{latest I've seen is version "le" i.e. english version L} also fails in
>this respect).
>
> All in all - a very worthy archiver, W. Alan B. Evans
> [ wabe@ukc.ac.uk ]

The Timestamp that you refer to is a TOS Bug, get TOS 1.4 and you will find the
Bug gone, also you can fix this fault with the Timestamp TSR's that are around..

Its a simple fault, when a file gets moved/copied with TOS 1.0/1.2 its ends
up getting the current date and time..

Roger..... sheppard_r@kosmos.wcc.govt.nz
```

4208. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 22:00:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <67919@cup.portal.com>
Source record: 216018

As someone already mentioned, if the Chaos demo is a bootable disk, it *can't* be archived with ZOO or LZH or anything like that... the MSA format preserves the exact structure of a floppy, including the boot sector.

You shouldn't have to pre-format the disks in any manner. The MSA utility should re-create the disk exactly as it was when the .MSA file was made, and format your target disk appropriately as needed.

That's what the "Auto-Format" button is for...

BobR

4209. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 22:02:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1bq2iaINNp9m@golem.wcc.govt.nz>
Source record: 216020

>Can some *very* kind and considerate person please upload a version of chaos
>to atari.archive in either zoo, lzh or arc as I am just about to give up with
>this msa thing.
>(I will try a 11 sector 82 track disk if I can get a formatter that will do
>this but I am not getting my hopes up!)
>
>BTW if putting it in a.a will be a waste of space then could you e-mail me a
>copy?
>
>Thanks again,
>Phil

You can't post a .msa file disk as a ZOO, it needs the boot sector data..

NOTE: not all disk drive like 11 sector formats, I had a drive that would not
do 11 sector but I found that some one had twiddled with the Index Timing Pot,
I reset this Pot and it the worked 100% OK...!!!

So try to unpack it on another disk drive, you do need 2 drives to unpack MSA
files or a big ram disk...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4210. DM on hard disk? How?

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 22:18:57 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1bq3ghINNi6@usenet.INS.CWRU.Edu>
Source record: 216019

About a year ago, I dimly recall someone making a reference to putting Dungeon Master on a hard disk. At the time, I didn't have a hard disk, so I didn't pay any attention. Does anyone know how this can be done...*if* it can be done? Thanks in advance...

--

****
* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
****
Brian Jepson = iqm229@uriacc.uri.edu || bq035@cleveland.freenet.edu

4211. Re: Jack - from Commodore to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 23:12:19 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1992Oct17.191219.4146@spcvxb.spc.edu>
Source record: 216022

In article <4389@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) writes:
> In article <1992Oct16.213534.7513@zooid.guild.org> kovarski@zooid.guild.org (Mark Kovarski) writes:
>>ekrimen@wet.UUCP (Ed Krimen) writes:
>>>Now, a lot of people, myself included, know that the ST is one amazing computer
>>>that can compete with MS-DOS machines and Macs. Despite that, I think the
>>
>>Depends what Mac and what PC. It was a superb computer when it came out but
>>it's getting old and to slow for many serious applications.
>>
>
> Yes. I was focusing on its hardware capabilities and overall potential.
>
>>>was the STE introduced?). Perhaps the big problem with the ST and mass
>>>marketing it in the US is its screen resolutions. They can't compare with
>>
>>That's total bull! What, people buy a computer JUST because of the resolution?
>>Users want support, distributed dealer networks, and much more. Atari didn't
>>provide it hence users become discouraged and move on.
>>
>
> What's "bull" about it? You, Mark, may want user support,
> distributed dealer networks, and much more, but most people who walk into
> a computer store are looking for a computer. Usually, one of the first
> things they see is the computer screen.

Yes, and more than likely that screen will show a nifty 1024x768
color demo of Windows or Hypercard going through a demonstration
of a CD-ROM encyclopedia. Due to the fact that Atari alienated
so many dealers in the past, the customer probably won't even see an
Atari product as relatively few stores carry them.

> Oh, I guess we're ending the formalities now? Hmm, you didn't ask me,
> "Mr. Krimen, what do you smoke during the day?" Anyway, if I did smoke
> anything during the day, I certainly, absolutely, unequivocally wouldn't
> inhale.

Hehe, I'm not so sure. :)

>>I am not surprised to see such a message from you, the contributing Editor
>>for AEO, a biased magazines that tells people *ONLY* what Atari Corp. likes
>>to hear. When are you and your publication going to talk about the real
>>real issues that concern the users and stop practicing mindless cheerleading?
>
> Well, I guess we're even then, 'cause I certainly am not surprised to see

> such a message from you. You rank right up there with the Chris Mauritzs,
^^^^^^^^^^^^^^
> Roger Sheppards, and Bob Retelles. I know that makes you feel so warm and
> fuzzy inside.

I'm honored. Hehe, I must've really struck a nerve with you when I
forcasted the continued pasting taken by Atari's stock years ago.
I'm glad I'm remembered. :-)

> What I'd like to know, Mark, is why you continue to badger Atari users.
> I suppose that makes you feel good when you can spell doom and gloom on us.
> I can't believe you enjoy doing this, and that you can't find something
> more constructive and worthwhile to do with your time.

I find it amusing to deflate the Atari cheerleading contingent from
time to time.

Happy day to you,

Chris

4212. Re: FALCON ? READ THIS !!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-17 23:54:36 UTC
From: boberg@lysator.liu.se
Message-ID: <BwAIF1.JMs@lysator.liu.se>
Source record: 216023

mbaffoni@skat.usc.edu (Michael Baffoni) writes:

>> Mucho NeXT emulation in things like their choice of DSP, the SCSI-2
>>port, the black colour of the case. Even things like BLiTTER and MiNT are
>>dead giveaways. Again, in the aforementioned interview, Sam was quoted as
>>saying that he hoped that the TT would "clobber" the NeXT. Imitation is
>>the sincerest form of plagiarism....

> <...>

> BTW, I fail to see why "BLiTTER and MiNT are dead giveaways". In
>name and function, the BLiTTER is similar to the graphics BLiTTER found in
>the Amiga. But what does MiNT "giveaway"?

I think the author of the original "Falcon is an ape" posting referred to
the funny capitalization of the words "NeXT", "BLiTTER" and "MiNT".

>Using this reasoning, I guess you could call the Amiga multitasking is a
>plagerism, albeit an imperfect, crippled one (not pre-emptive, threading,
>etc.). The point is, _I_ do not.

AmigaDOS multitasking is pre-emptive, period. Also, since all processes
share the same address space you don't need anything called `threads'. The
only imperfect thing about the AmigaDOS multitasking system is the lack of
memory protection and OS-level resource tracking.
--
Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg

4213. Good multi-line capable BBS software packages?

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 00:14:14 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Oct18.001414.22226@prime.mdata.fi>
Source record: 216024

Is there any other BBS software package for the ST/TT than Michtron
that can handle multiple nodes? If there are, where can I get them
from?

Thanks in advance.
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

4214. How do I do LZH and keep the path names?

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 01:15:52 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1688311CF8.C556212@mizzou1.missouri.edu>
Source record: 216026

I don't feel like I'm stupid, but I can't LZH any of my files and retain the file names. When I try to do an LZH, it only does the files in the current folder and then quits. I can't speak german, so I have no clue what the commands are for LZH_201L. Please help me - thanks!

Jeoff Hines c556212@mizzou1.missouri.edu

4215. Re: C compiler test (TC 2.0, LC 5.52, GCC 2.1)

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 03:04:28 UTC
From: roking@lynx.dac.northeastern.edu
Message-ID: <1992Oct18.030428.9947@lynx.dac.northeastern.edu>
Source record: 216027

In article <8erRI7e00VoqM5L2Z8@andrew.cmu.edu> osoelgaultier+@CMU.EDU (Stefan Monnier) writes:
>
>You should check out GCC if you have room on your HD: it's becoming
>the de facto standard on ST (and unix) if you use MiNT and other unix-
>like utilities. And it's FREE ! (and has a good debugger although not as user
>friendly as PureC's one)
>
From the information I have seen, GCC will not work well on a
system with a puny 1Mb (like mine)... Not to mention (no hard drive :{
). I just downloaded Sozobon 133i from a.a in the hopes that I can use
it effectively, any comments from the netfolk? Any
problems/goodness/whatever that you are aware of?

> Stefan
>

Bob King
roking@lynx.dac.northeastern.edu

4216. Repairing an old 520ST in the New York City area

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 06:43:16 UTC
From: jrl8@cunixa.cc.columbia.edu
Message-ID: <1992Oct18.064316.8703@news.columbia.edu>
Source record: 216031

I've got an Atari 520ST sitting in my closet that has been
there at least three years. I bought it in early '86 (it was
one of the first with TOS on ROM, I know this because I returned
one I bought a week earlier with TOS on disk). I used it extensively
for three and a half years, until it finally croaked - it seems
to think that all of my disks are blank. I put a disk in, and it
says "0 bytes in 0 files." I have the SF354 single-sided drive
it came with, plus a SF314 I bought afterwards. I tried all combinations
of hooking them up, and it only works once in a while.

I haven't the faintest idea what's wrong with it, but I *really*
miss this computer and I'd like to get it fixed. I'd also like to
buy a new mouse for it, since the one it comes with is extremely
annoying.

I was wondering the following things:

1) Where can I get this thing fixed, in New York City, Brooklyn,
or New Jersey? If anyone had this problem before, how much will
it cost?

2) Since I lost touch with the Atari world three years ago, anything
I should know that happened recently? Back when I lost touch,
30 MB Supra drives were in the $800 range, no one knew when
the Blitter chip would be installed, and the Mega ST's hadn't
arrived yet.

3) MY system contains a 520ST, two external drives, and a color
12" monitor. 512k, obviously. Do I need to upgrade anything
to "keep up" so to speak - in the MS-DOS world, one needs a
new system every year. Is this system enough to run stuff
that came out recently? Back when I used the machine, a hard
drive wasn't necessary (I didn't mind long load times).
SHould I get one now? How large? What about RAM? Blitter
chips?

Anyone who is willing to take the time out and fill me in will
be greatly appreciated! If anything, could somewhere tell me
a store I can go to to get it fixed?

Thanks in advance, a million times over,
-JRL

4217. GEnie First, Atari RTC from Hong Kong

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 07:41:43 UTC
From: jonc@status.gen.nz
Message-ID: <9RXssB3w165w@status.gen.nz>
Source record: 216015

Greetings via Sunny Hong Kong Island,

Just a short note to say that GEnie are having and RTC
in the Atari RT on Monday Evening at 10PM EST live from
Hong Kong.

This will a first for GEnie and no doubt many interesting
items will be discussed.

For those of you who have GEnie access I will see you

10 PM EST this Monday Night

Regards,

Jon Clarke
Z*NET International Global News Gateway (In Hong Kong)

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

4218. Help with Neodesk 2 Problem

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 08:35:49 UTC
From: sg47+@andrew.cmu.edu
Message-ID: <gesN9Z600ioXQ3SkMQ@andrew.cmu.edu>
Source record: 216039

I have Neodesk 2 for my computer, and there seems to be a problem with
it recognizing what disk I have in my external drive. The first time I access
the drive I get all the correct information, but if I change the disk
and access
it again, it does 1 of 2 things: either tells me the drive is empty, or
that I have
20-30 folders with strange characters for names, taking up several megabytes
of space. The only solution that I have found so far is to access the
drive when
there is nothing in it, wait for the dialog box that tells me there is a
problem, and
then stick in the new disk and hit OK. This works, but I'm thinking that there
must be an easier solution (auto program of some sort?). I've tried the
program
fmc, and that only seems to make the problem worse (my solution ceases
to work).

I have a 1M 520STfm (TOS 1.0) and a Master 3S external drive.

Thanks in advance for any help.

-Steve

4219. Re: Mint versus Powerdos

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 12:11:09 UTC
From: muts@fys.ruu.nl
Message-ID: <MUTS.92Oct18131107@fysaq.fys.ruu.nl>
Source record: 216035

On Thu, 15 Oct 1992 17:36:59 GMT, davidli@simvax.labmed.umn.edu said:

d> I gave up on the BASH CLI because I could never get it to
d> correctly access the system profile file, and also because there
d> are no built-in shell commands for doing simple things like
d> getting a listing of a directory. Including the GNU File
d> Utilities helped a lot, but at the expense of a massively large
d> amount of disk space taken over by programs which did little or
d> nothing which the much smaller 'all-encompassing' shells can do.

I compiled standard unix bash (for BSD) with Mint + mintlib. No
problems at all which speaks for Mint I think. Of course you should
use minix filesystem so you can use unchanged bash and access .bashrc
and .bash_profile. Gnu utilities do not take so much diskspace. My
'ls' for example is 30 kb. When it is compiled in (like gulam) you
have much less options and functionality and no flexibility if you
don't like the builtin commands. What is more important: you cannot
run them in the background. To do an 'ls &' or whatever you need to
have the utilities as seperate binaries.

d> A side note to those of you who are using UNIXMODE in coding your
d> programs -- don't. It just makes it that much more difficult
d> figure out whether the installation instructions you've given are
d> bombing out because of the UNIXMODE being set up incorrectly, or

I agree; lets only use '/' and not use UNIXMODE. It is a mess and
PD programs, which almost all come from the unix world, need changes.
Now that we have mint and minix.xfs why not use unix conventions?

d> because of program incompatibilities, or because of faulty
d> installation instructions. EMACS 18.58 comes to mind as a
d> perfect example of a UNIXMODE program which proved worthless
d> because of a combination of the above. [Note: read that as
d> 'worthless to me' ... I understand that others have gotten the
d> program to work quite nicely for them after a bit of struggle].

I still cannot make it work (mntemacs.zoo) :-(. After dumping twice
the dumpfix program runs successfully, but the resulting xemacs says
'cannot execute binary file'. Could this have to do something with
UNIXMODE?

d> Any CLI which has to call a 200K+ program to process a TOS
d> directory listing is simply not worth the time or trouble. And,
d> when you add in 200k+ programs to create or remove a directory

Really most of the utilities are about 30 kbyte, not 200.

4220. High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 13:19:06 UTC
From: cs311113@umbc5.umbc.edu
Message-ID: <1992Oct18.131906.12041@umbc3.umbc.edu>
Source record: 216036

Help. Sigh... I have a Supra FaxModem.. but its having lots of trouble connecting at higher speeds, and then getting good CPS ratings. What programs should I load at boot time.. and what programs give me better CPS ratings with Zmodem.. Thanks..

Paul

4221. Uniterm Questions

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 14:07:34 UTC
From: jk@panix.com
Message-ID: <1992Oct18.140734.23992@panix.com>
Source record: 215950

A couple of questions from a novice Uniterm (V2.0e 015) user:

1. I'm having trouble getting the macro command %xmodem to work. Specifically, when the remote system is trying to send me a file by xmodem, I can successfully download it by hitting <Alt>-T, choosing "Receive" at the prompt and entering "filename" and "OK" when the File Selector comes on. But if at the same point in the process use the command %xm('rec','filename') I just get repeated "Bad Chk" error messages.

2. I'm having trouble using the "Run Program" feature. I keep getting error messages when I try to use it ("TOS error 37", for example). Could the problem be lack of free memory? If so, how do I reduce the total amount of space allocated to buffers?

If it's relevant, my machine is an old 520ST upgraded to 1 meg. with
--
Jim Kalb "The trouble with the modern world is that
(jk@panix.com) stupidity has begun to think." (Cocteau)

4222. Re: FALCON ? READ THIS !!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 14:30:05 UTC
From: chu@acsu.buffalo.edu
Message-ID: <BwBMy5.2Jn@acsu.buffalo.edu>
Source record: 216037

In article <BwAIF1.JMs@lysator.liu.se> boberg@lysator.liu.se (Stefan Boberg) writes:
> I think the author of the original "Falcon is an ape" posting referred to
>the funny capitalization of the words "NeXT", "BLiTTER" and "MiNT".

While I suppose the original author has a point, how does this impact
negatively on Falcon's function as a computer? It seems to me that
choosing to complain about how words are capitalized gives the
impression that there is really little legitimate complaint.

john
chu@acsu.buffalo.edu

4223. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 15:14:42 UTC
From: jarleb@medusa.uio.no
Message-ID: <1992Oct18.151442.26468@ulrik.uio.no>
Source record: 216038

In article <67919@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
|>From: Bob_BobR_Retelle@cup.portal.com
|>Newsgroups: comp.sys.atari.st
|>Subject: Re: Chaos!
|>
|>As someone already mentioned, if the Chaos demo is a bootable
|>disk, it *can't* be archived with ZOO or LZH or anything like
|>that... the MSA format preserves the exact structure of a floppy,
|>including the boot sector.
|>
|>You shouldn't have to pre-format the disks in any manner. The
|>MSA utility should re-create the disk exactly as it was when
|>the .MSA file was made, and format your target disk appropriately
|>as needed.
|>
|>That's what the "Auto-Format" button is for...
|>
|>BobR
|>

Very well, but the utility won't format 11 sector discs.
So there you are on your own, and as far as I can remember there
are also some demos on a.a. which are 11 sectors, so you better
get some formatter that handles that :-)

Jarle.

Internet: jarleb@medusa.uio.no
or Jarle.Brinchmann@astro.uio.no

4224. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 16:09:48 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <1992Oct18.160948.13070@ists.ists.ca>
Source record: 216041

I believe the Chaos game files have disappeared from the New directory at atari.archive.umich.edu! I ftp'ed the chaos.arc file two days ago from the New directory and had a look at it. When I went back yesterday to get the files chaos1.msa and chaos2.msa, they were gone. So was the chaos.arc file. They weren't in Newitems or Games. I issued an ls -lR to get a full current directory. There is a chaos1.msa and a chaos2.msa in the Demo directory, but they produce The Pandemonium Demo from a group called Chaos!

Conjecture: The identical filenames and extensions caused a bit of confusion which lead to the game files being deleted because they were thought to be duplicates of the demo files.

Request: Could the Chaos (the game) files be uploaded again - perhaps with a slightly different name AND a note to Jeff telling him what you have sent.

--
Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ...!ists!gkcl.ists.ca!os9paul

4225. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 16:45:28 UTC
From: chuckies@cs.mcgill.ca
Message-ID: <1992Oct18.164528.28622@cs.mcgill.ca>
Source record: 216040

In article <1992Oct18.160948.13070@ists.ists.ca> os9paul@gkcl.ists.ca (Paul Good) writes:
[...]
>
>Request: Could the Chaos (the game) files be uploaded again - perhaps with a
>slightly different name AND a note to Jeff telling him what you have sent.
>
>--
>Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ...!ists!gkcl.ists.ca!os9paul

A minor point, but unless the game disks are already heavily compressed,
the proper way of uploading should be in a .ZOO, .LZH or .ARC file (or
files), with the .msa files contained within the archived files.

Charles

--

,.. . . . . ,.. . . ... ,.. ,.. ====================================
| |--| | | | |< | |- `-. Charles Savoie chuckies@cs.mcgill.ca
`'' ' ' `''' `'' ' ` ''' `'' ''' ====================================

4226. Re: Background Picture w NEODESK

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 16:59:07 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.719427547@groucho.phil.ruu.nl>
Source record: 216044

knarf@nasim.sta.sub.org (Frank Bartels) writes:

>grillo@flash.ATC.Olivetti.Com (GUEST Savino Grillo) writes:

>>Hi there,
>>I'm an happy user of NeoDesk (3.0), I bought it used from a friend of mine
>>at a very very low price (with some others stuff) and no manual, lost in
>>a house-moving, so now I heard that with NeodDesk is possible to replace
>>the boring desktop background with a picture, how I can do that ?

Put a Degas picture in the Neodesk directory and rename it to NEOPIC_H.PI3,
NEOPIC_M.PI2 or NEOPIC_L.PI1, depending on resolution.
You might have three different pictures for the various resolutions.

--
Hendrik Jan Veenstra | hjv@phil.ruu.nl | You look for your dreams in
Dept. of Philosophy | | heaven, but what the hell are
University of Utrecht | | you supposed to do when they
The Netherlands | | come true...?

4227. TT for sale, 2300$

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 17:46:32 UTC
From: ninja@halcyon.com
Message-ID: <1992Oct18.174632.27693@nwnexus.WA.COM>
Source record: 216045

For Sale Atari TT030

Atari TT030 32 Mhz
quantum 105 Hard drive
10 Megs Ram
1.44meg floppy
Tos 3.06

Multi-Sync Monitor

800 X 600 Resolution
.31mm dot pitch
scan rate 15-36 Khz horz. 45-90 Hz vertical
TTL or analog signal
14in. non-glare etched screen
on a swivel base

I paid $3000 for the TT with only 50 meg HD and $450 for monitor
I will sell both together for $2300 or TT by itself for $2000

if you are interested call voice (813)-347-7256 Richard Wardlow

(Please do not email. Posting for a friend.)

--
F F Jonathan Roy, Vice President, Free Access Foundation. GEnie: J.ROY18
A Mail faf@halcyon.com for information, or FTP to halcyon.com: /pub/faf/
F F "A server is a terrible thing to waste." Internet: ninja@halcyon.com
"Everything that has transpired has done so according to my design." - _RotJ_

4228. CHAOS: The definitive answers

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 18:14:28 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct18.181428.8877@cs.nott.ac.uk>
Source record: 216043

Right, there's been a lot of talk about my conversion of CHAOS, problems unMSAing it and questions about the game.

1. CHAOS is a conversion of a Spectrum strategy game, well, strategy ish game. Don't let the fact that the original game was on the Spectrum put you off though, because there are loads of improvements.. Unfortunatly, the game is 1Mbyte only, but I'm about to upload a 1/2 megabyte version, called "CHAOS1_2.MSA", so if you want to download it before Jeff puts it in the archive properly, then goto Incoming and type get CHAOS1_2.MSA

2. MSA
The program was MSAd using the version of MSA in the Archivers directory. It definately unMSAs properly if you follow the instructions in CHAOS.ARC, because I've done it, and the version LAPD has in its library is the result of the unMSAing.

The program was MSAd because its over 900K long, and MSAing provides an easy way to split up the file onto two floppys so I could upload it... Also, I got someone to specially write a bootsector program, and I wanted to preserve that. Another reason was that the files in the AUTO folder need to be run in a specific order, and also from the AUTO folder. Also, there are a lot of versions of ARC and ZOO around, and not all of them do folders.. For instance, some Lharcs will recognise folders when depacking, but will not create them; I speak from experience.

Right, to get an 11 sector, 82 track disk, use Fcopy III, which should be on somewhere, and if its not, then someone upload it!!

Problems unMSAing; You CAN use a RAM disk to unmsa to; you just need to put the .MSA file onto the RAM disk!

Right, now for some replies to small queries;

It WILL run from HD, but I wouldn't try it if you've got a meg, because you can't really have anything else in memory at the same time, and that includes folderxxx.prg
You really need more than a meg to run it from HD.

CHAOS IS LOW RES (that loud enough??)

Right, now the 1/2 meg version of CHAOS I'm about to upload is VERY cut down, with there being less then half the samples of the megabyte version.. but I thought I'd better do it anyway.. TO repeat, the 1/2 meg version's called CHAOS1_2.MSA and should be in Incoming until you hear otherwise...

Martin

4229. Re: CHAOS: The definitive answers :whoops!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 18:21:51 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct18.182151.9032@cs.nott.ac.uk>
Source record: 216042

In article <1992Oct18.181428.8877@cs.nott.ac.uk> mjb@cs.nott.ac.uk (M J Brownlow) writes:

>
>Right, now the 1/2 meg version of CHAOS I'm about to upload is VERY cut down,
>with there being less then half the samples of the megabyte version.. but
>I thought I'd better do it anyway.. TO repeat, the 1/2 meg version's called
>CHAOS1_2.MSA and should be in Incoming until you hear otherwise...
>
You guessed it, Incoming should be pronounced New!!

>Martin

Martin again

4230. Anyone with recent copies of ST Format please read this.

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 19:53:08 UTC
From: lectro@stein.u.washington.edu
Message-ID: <1992Oct18.195308.4519@u.washington.edu>
Source record: 216048

Greetings,

I recently gave some ST Format cover disks away (but stupidly threw
the magazines away instead of giving them with the disks). The cover
disks are #'s 30, 31, 33, and another one with Sequencer One/Canvas.
Would some kind soul here in the Seattle area be willing to fax me the
boot up/start up procedures found in the magazines for the programs on
each of the cover disks. Also, I would be extra thankful if you could
fax me the instruction/documentation for the non-game programs (such as
Sequencer One/Canvas, Write-On (#33), Essential Utilities (#31), etc.).

Email me if you want more specific info, or if you can help out.

Please address the faxes to Marshall Wells. The fax number is 543-3909.

Tremendous thanks,

Jonathan E. Maier # ## # lectro@u.washington.edu
---------- # ## # ----------
Weekend Operator ## ## ## University of Washington
UCS Operations ## ## ## Seattle, Washington

4231. Re: STZIP-2 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 20:15:16 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Oct18.201516.18610@dcs.warwick.ac.uk>
Source record: 216046

In article <1bq1m0INNp9m@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>> The STZIP20 does have a minor fault in that its timestamp "-t"
>>option simply refuses to work on my TOS 1.2 Mega-4 at work. I should
>>quickly add that it works fine on my TOS 1.6 STE at home. Maybe the
>>author should give some thought to making this work on "ALL" TOS versions
>>- which is evidently possible as ZOO achieves it (though Quester's LHARC
>>{latest I've seen is version "1e" i.e. english version L} also fails in
>>this respect).
>>
>> All in all - a very worthy archiver, W. Alan B. Evans
>> [wabe@ukc.ac.uk]
>
>
>The Timestamp that you refer to is a TOS Bug, get TOS 1.4 and you will find the
>Bug gone, also you can fix this fault with the Timestamp TSR's that are around..
>
>Its a simple fault, when a file gets moved/copied with TOS 1.0/1.2 its ends
>up getting the current date and time..
>

The bug that causes files to take on the current date/time when copied on the
desktop is not, contrary to popular belief, a bug in the desktop. In fact the
problem is caused by the GEMDOS Fatime (or similar) call which refuses to change
the time of a newly created file. This bug is fixed in TOS V1.04, but for
compatability programmers should:
Create file
Write file
Close file
Open file
Set date/time
Close file
even if create, set date/time, close works for them.

- Leo Hendry (formally cstdxas)
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz

4232. Re: Chaos and msa

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 20:23:18 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Oct18.172319.8232@ac.dal.ca>
Source record: 216047

In article <H.ea.LYtr8EQQ0Sk@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> In <1992Oct16.111315.6181@sol.ctr.columbia.edu> richard@star.ic.ac.uk
> (Richard Syratt) writes:
>
>>I got choas yesterday, and this msa thing, and farted about getting an
>>11 sector disk. Fine.
>>I've got a 2 meg ste, so I loaded the chaos?.msa and newmas.prg onto a ramdisk.
>>On the first attempt msa wrote 31 or so tracks out of the first file and decided
>>it wasn't going to do any more. I just ran it again and it worked though
>>(strange ...) If you're having problems with it, just keep on trying and maybe
>>it'll decide to work.
>>I don't understand why this program was used to archive chaos, as far as I can
>>see the only thing in it's favour is that it formats the disks for you as it
>>unarchives... but not if they've got eleven sector tracks :-(I think it
>>would have been more sensible to use something like zoo which can unpack
>>things into the correct subdirectories and includes a decent compression
>>algorithm. I would have rearchived chaos myself infact if I wasn't too busy last
>>night playing it :-) Wicked game...
>
> Several things of note here. One of the original posters who had
> problems, had a Mega STe. As 11 sector formatting is often a problem at
> 16mhz, the first thing to try would be to step the chip down to 8.
> Also, zooing the directory tree is only easier for hard drive users. A
> third thing to note is that msa 1.41 is a hacked version, as the
> original author stopped at 1.39, I belive.

I don't know if my MSTE would have trouble doing 11 sector formatting. As
it happens, I prepared the 11 sector, 82 track disk on a (regular) Mega,
then did the unarcing with msa_141.prg on the MSTE; no problem.

> If chaos is this good, though,, I'll have to grab a copy. Does it run off
> the hard drive?

Yes, it runs off the HD on my Mega (Tos 1.2). You just need the one file,
CHAOS.PRG (839,290 bytes).

John Cordes, Dept. of Physics,
Dalhousie University, Halifax, N.S.,
Canada B3H 3J5 Internet: cordes@ac.dal.ca

4233. Re: Falcon 040 so soon? (was Re: Tramiel's got the spirit)

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 21:30:31 UTC
From: Chris_Millar@lppl.mi.org
Message-ID: <Chris_Millar.05ul@lppl.mi.org>
Source record: 215962

This was an old article - The "Falcon", as is refered to in this article, originally meant the Falcon040 - The Falcon030 was refered to as the Sparrow back when it was written. Apparently, Atari was a couple days off of schedule, and couldn't quite get the proto-type Falcon(040) ready for the CeBIT show - in lieu of this, they only showed the Sparrow(Falcon030) to a private group. The Falcon040 rumors (up to this time) are touting an impressive machine - much more so than the A4000 - most people believe that it will be introed in March/April of 1993.....

-- Via DLG Pro v0.995

4234. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 21:40:49 UTC
From: Chris_Millar@lppl.mi.org
Message-ID: <Chris_Millar.05un@lppl.mi.org>
Source record: 215961

From everything I can gather about the Jaguar, there are now several companies developing games for it, and it will be released with over 2 dozen (24+) games available for it. It *SUPPOSEDLY* has *2* 68030's (probably 68EC030's at 16Mhz) and has the same video chip as the Falcon (opr a slightly modified one), a custom DSP, and the same analog joysticks as the Falcon (the newly released three-fire button, 12 key keypad sticks) Atari is pushing the "software" development because of what they did to the Lynx - not many games, not many sales.....I hear that Atari will intro the Jaguar at the January CES.....

-- Via DLG Pro v0.995

4235. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 22:46:29 UTC
From: ekrimen@wet.UUCP
Message-ID: <4394@wet.UUCP>
Source record: 215902

In article <1992Oct18.131906.12041@umbc3.umbc.edu> cs311113@umbc5.umbc.edu (cs311113) writes:
>
>Help. Sigh... I have a Supra FaxModem.. but its having lots of trouble
>connecting at higher speeds, and then getting good CPS ratings. What
>programs should I load at boot time.. and what programs give me better
>CPS ratings with Zmodem.. Thanks..

What Atari system are you using, and how do you have it configured? What terminal program are you using?

Note that it may not be your computer and modem, but it may be the other system's computer and modem. For example, I can call Hayes BBS long distance and get transfer rates that are out of this world (V.32bis) and then call a local board that's also running a V.32bis modem and get really awful transfer rates.

--
||| Ed Krimen
||| ekrimen@wet.uucp Contributing Editor, Atari Explorer Online
/ | \ E.KRIMEN (GEnie) Vice-President, ABACUS User Group

4236. JPEG viewers for ST's???

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 22:47:20 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1bsphoINNj0o@usenet.INS.CWRU.Edu>
Source record: 216049

Are there any conversion utilities to allow ST's to
display JPEG images and anims? What is JPEG anyway, my guess
is that it is an IBM world standard.

George II Lenzer
--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

4237. Re: C compiler test (TC 2.0, LC 5.52, GCC 2.1)

Newsgroup: comp.sys.atari.st
Date: 1992-10-18 22:56:25 UTC
From: vicb@clark.edu
Message-ID: <1992Oct18.225625.11004@clark.edu>
Source record: 216050

I have found the discussion in this thread quite interesting, but I was wondering: could the person who did this test run through it using either Sozobon or Heat-n-Serve? I don't have an extensive enough system to use GCC and can't afford a commercial compiler, but I'd be interested in how HSC compares, and I'm sure I'm not alone.

Thanks,
Victor Bruhn
vicb@clark.edu

4238. SILICA SHOP e-mail address ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 00:07:18 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <th6z+dp@rpi.edu>
Source record: 215901

Do any of you know if SILICA SYSTEMS, Kent, U.K. have an e-mail address ?
As one of the major ST retailers in the U.K. it would be nice to have thier
e-mail address.

Please send responses to my e-mail addr.

Thanks.

4239. Wanted: monochrome monitor

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 01:07:50 UTC
From: ca806@cleveland.Freenet.Edu
Message-ID: <1bt1p6INN368@usenet.INS.CWRU.Edu>
Source record: 215903

I'm looking to buy a used, but fully functioning, monochrome
monitor for an Atari ST. Cheap. Anyone selling?
--
Roger Selby
Selbyrog@max.cc.uregina.ca Selbyr@meena.cc.uregina.ca
ca806@freenet

4240. Re: JPEG viewers for ST's???

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 01:11:51 UTC
From: thomasc@ms.uky.edu
Message-ID: <1992Oct18.211151.14554@ms.uky.edu>
Source record: 215904

In article <1bsphoINNj0o@usenet.INS.CWRU.Edu> an938@cleveland.Freenet.Edu (George II Lenzer) writes:
>
> Are there any conversion utilities to allow ST's to
>display JPEG images and anims? What is JPEG anyway, my guess
>is that it is an IBM world standard.

JPEG is a compression of graphics files (GIFSusually). It is very necessary I've been decomping files that are 90K and they end up 400K when done. I believe that Amiga (shudder) or maybe Mac people are the ones that use it the most. There is a Jpeg <-> Gif convertor on Terminator. It's a TTP file though.. so use a shell to run it.

Alex

p.s.sorry don't remember the exact name of the file

4241. English docs for CS-TeX?

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 03:03:10 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <719463789@bronto.cs.duke.edu>
Source record: 215928

As part of a general reorganization of my hard drive, I decided to upgrade my TeX setup (a rather rag-tag collection built out of bits and pieces from a.a), so I downloaded CS-TeX 4.0 and installed it without a hitch. Then I noticed the bit in the readme file about "(time to learn the german language)". Uh-oh. Quick scan of the directory tree confirms the bad news -- no English docs anywhere.

So I come to the net for advice. Has anyone here successfully set up CS-TeX? It looks like the main part of what needs to be done is:

- run initex to make some .FMT files
- run Metafont to make some more fonts (according to the readme file, only a bare-bones set is provided)
- figure out the environment variables; TEXFONTS looks to be the worst

The ideal, of course, would be English translations of the documentation (there wouldn't happen to be any hidden on a.a anywhere?), but barring that, advice on the above matters (and any others that might not have occurred to me) would be much appreciated. E-mail to me; if/when I get things set up (and if interest is evidenced), I'll write up and post some simple instructions.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1992 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

4242. Re: JPEG viewers for ST's???

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 03:18:53 UTC
From: chuckies@cs.mcgill.ca
Message-ID: <1992Oct19.031853.7221@cs.mcgill.ca>
Source record: 215907

In article <1992Oct18.211151.14554@ms.uky.edu> thomasc@ms.uky.edu (Thomas Campbell) writes:
>In article <1bsphoINNj0o@usenet.INS.CWRU.Edu> an938@cleveland.Freenet.Edu (George II Lenzer) writes:
>>
>> Are there any conversion utilities to allow ST's to
>>display JPEG images and anims? [...]

>[...] There is a Jpeg <-> Gif convertor on Terminator. It's a TTP
>file though.. so use a shell to run it.
>
>Alex
>
>p.s.sorry don't remember the exact name of the file

I don't remember the name either, but I tried it and it didn't work...
It said it didn't have enough memory to GIFiffy a 50K JPEG -- on my
unladen 1 Meg ST! So beware!

Charles.

ps: Besides using programs from a CLI is a dog... (without a HD, anyway)

--

,.. . . . . ,.. . . ... ,.. ,.. ====================================
| |--| | | | |< | |- `-. Charles Savoie chuckies@cs.mcgill.ca
`'' ' ' `''' `'' ' ` ''' `'' ''' ====================================

4243. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 03:49:37 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2AE23051.21869@news.service.uci.edu>
Source record: 215905

chuckies@cs.mcgill.ca (Charles J. Savoie) writes:
>
>A minor point, but unless the game disks are already heavily compressed,
>the proper way of uploading should be in a .ZOO, .LZH or .ARC file (or
>files), with the .msa files contained within the archived files.

This is not a smart idea. First of all, .msa files don't compress
very well. Secondly, try asking a 1meg, 1 or 2 floppy, ST owner to
decompress a large .msa file from a large compressed archive. Not
easy. The best way to deal with msa'd files is making sure that each
.msa file is only half of a disk and maybe providing a separate text
file for information.

Joachim Vance (The Underdog)
^~^~^~

4244. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 03:59:30 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2AE232A2.22023@news.service.uci.edu>
Source record: 215906

afraser@julian.uwo.ca (a. fraser) writes:
>
>The $25,000 question: What resolution does the game play in?
>(I just hate it when I download huge files only to find the words "low res"
>or "medium res" in the README file.)

I haven't come across an .msa file yet that was for a mono demo or
program. But you make an interesting point. There should be an info
file with MSA programs. I know there is a line in the 0index, but
that's not a whole lot of info. Please try to upload a separate text
file describing the demo or program with the msa files.

--
Joachim Vance (The Underdog)
^~^~^~

4245. Re: ATARI COMPUTER WISH LIST

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 05:12:51 UTC
From: brown@dgaust.dg.oz
Message-ID: <1024@dgaust.dg.oz>
Source record: 215908

Re: IBM emulation & Supercharger....This device is OUT OF PRODUCTION, it is not supported, It is only a XT (Yucckkk!!!) emulator, its former owners owe thousands of pounds to customers, the Supercharger 286 emulator never made it to the market....it is dead, it is no more....forget it !!!
And speaking of wish lists .... BETTER GRAPHICS that are actually supported by software (games) manufacturers and I dont mean by some backwaters company in Hoboken or whatever......1024 x 768 or 1024 x 1024 with 256 or more would be fantastic (drool) ... what will Atari do when SVGA 1024 x 768 x 256 colours becomes the norm for IBM games ? I am really incredible amazed that since 1985 to 1991 (STF to MEGA/STE) Atari never improved the ST's graphics modes. They only just had to take note of what Commodore was doing with their Amiga. The St is almost dead here in Australia, the Amiga (and their software pirates) rule here in oz !!!

4246. Re: Mint versus Powerdos

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 07:06:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A50207@MS.maus.de>
Source record: 215955

Peter Mutsaers (muts@fys.ruu.nl) wrote:
>I compiled standard unix bash (for BSD) with Mint + mintlib. No
>problems at all which speaks for Mint I think. Of course you should
>use minix filesystem so you can use unchanged bash and access .bashrc
>and .bash_profile. Gnu utilities do not take so much diskspace. My
>'ls' for example is 30 kb. When it is compiled in (like gulam) you
>have much less options and functionality and no flexibility if you
>don't like the builtin commands. What is more important: you cannot
>run them in the background. To do an 'ls &' or whatever you need to
>have the utilities as seperate binaries.

I see no technical reason, and I am confident that bash indeed will
allow to do 'echo * > file &' with the built in echo command.

4247. Re: FALCON ? READ THIS !!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 08:35:07 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.719483707@freyr>
Source record: 215909

boberg@lysator.liu.se (Stefan Boberg) writes:

> All Amiga models except the A600 has got numeric keyboards. That includes
>the very first Amiga 1000.

Who needs a numeric keyboard to play a good game? must have been the argument
that convinced commodore to remove the ST-style pad on the 600 :)

--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____My opinions are my opinions_____ +31 5700 29396 (weekends)

4248. Re: Converting 220v ST to 110v

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 08:37:07 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <k5uVsB5w165w@dogbox.acme.gen.nz>
Source record: 215916

botfield@turtle1.Berkeley.EDU (Derek A. Botfield) writes:

> So I'm interested to know just how easy a power conversion is. Has anyone
> attempted this sort of thing? An Atari dealer told me that the keyboard is ti
> off the AC cycle which is 50Hz in Britain. But in the USA, the current freque
> is 60Hz. How do I go about handling this subtle problem?

Your dealer was bullshitting you, to put it bluntly.

At worst, you will have to replace the switch-mode power supply inside
the computer, or use an external transformer.

At best, all you will have to do is make a minor mod to the PSU.
Unfortunately, I don't have schematics, so I can't help you there.

> As you might have guessed, I am not exactly fluent in the electrical/
> electronics area, but I'm ok with a soldering iron!

Dig up a service manual and compare the difference between 110V PSUs and
220V ones.

Alan B "Well, we were just laying there
Dogbowl@dogbox.acme.gen.nz And this ghost of your other lover walked in
Dawghaus BBS +64 6 357-9245 And stood there.
Palmerston North, New Zealand Made of thin air. Full of desire..

...Why these mountains? Why this sky? This long road? This empty room?"
- Laurie Anderson

4249. CHAOS location

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 08:38:13 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct19.083813.16807@cs.nott.ac.uk>
Source record: 215913

For those of you who are looking for CHAOS, here is the reply I
received from Jeff regarding its location.

In message <9210181828.AA14535@terminator.cc.umich.edu> you write:
>Concern has been expressed over the newsgroup comp.sys.atari.st
>about the megabyte version of CHAOS (the files chaos.arc, chaos1.msa
>and chaos2.msa), since it has (apparently) disappeared from the New folder
>and not appeared in the Games directory... Any reply? should I upload it
>again with a different filename?
>

Nope, it's still here. We're in the process of moving from terminator.cc
to terminator.rs.itd (for mail and news) and then getting the archives
mounted on an afs capable machine with the rest of the archives.
Most of the new files are immediately transferred over to the new machine
for me to examine, as New is not intended to be publicly readable.

weiner

4250. Re: New xterm-clone for GEM+MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 08:47:22 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.719484442@freyr>
Source record: 215911

Great! That xterm clone for MiNT and Gemini. But: question:

I've got a problem when running Gemini and MiNT together: when I open my drive
C (my one and only 20 Meg partition) I get

Please insert disk s32546^&*$#567
into drive C

[OK]

Anybody had this problem too and/or know what to do about it?
--
Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____My opinions are my opinions_____ +31 5700 29396 (weekends)

4251. Re: Time & Date uploaded to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 09:16:39 UTC
From: richard@star.ic.ac.uk
Message-ID: <1992Oct19.091639.22994@sol.ctr.columbia.edu>
Source record: 215912

Does anyone know of a tsr which will restore the clock on a reset?
I mean like a reset proof ramdisk, hasn't anyone written a program
which remembers the clock, trapping the reset, storing the clock,
and adding the stored value on to the clock value when it's run again?
Or something...

Richard

4252. Re: quest for othello

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 09:25:45 UTC
From: grellier@boole
Message-ID: <BwD3Ix.G3L@ufrima.imag.fr>
Source record: 215917

The two best othello are GTHOR 2 and COMP'OTH, but they are not
in the greatest ftp sites.

Thierry Grellier

--

4253. Re: Atari ST -> Commordore 1084S

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 09:27:32 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992Oct19.092732.11873@rhrk.uni-kl.de>
Source record: 215914

wa1ee200@troi.cc.rochester.edu (Ho Ling Cherd) writes:

>Hi
>I am trying to use my Atari St with the commodeore 1084 monitor.
>Can someone tell how thiscan be done?
>I tried to use CVBS on hte monitor and connect the output
>from my ST to the CVBS in and audion in of the monitor but
>all I can get is a blank screen but I heard the key click.
>Thanks

No ! Not this way !!
You have to connect your ST to the scart-plug of the 1084 (your ST produces
a RGB-Signal, so have to use more than one wire for the picture !)
Scart has also a two inputs for sound (left + right), you don't need an extra
wire to the 'audio in' .
In case you want to solder this cable together for yourself, I could mail you
the pinouts for scart and Atari ST. But you should be able to find quite
cheap ready made ST to scart cables.....
ciao
Gunter Bitz

4254. Re: First Falcon030 impressions

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 09:37:07 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BwD41w.1KA@newcastle.ac.uk>
Source record: 215828

In article <Bw7IIy.Eu3@news.cso.uiuc.edu>, wmagro@uiuc.edu (William Magro) writes:
>The external SCSI-II connector is a standard 50 pin mini 'Honda'
>connector, found on SUN and DEC and NeXT equipment. So, neither your
>current SCSI cable nor a Mac SCSI cable will work. Unfortunately these
>cables cost $250 from Sun and $80 from third party vendors. I happened to
^^^ ^^
Are these numbers for real???? If it's going to cost me this much just to plug my SCSI drive into the Falcon, then I'm going to have to consider my position as regards buying one....I could get a driver board + 120meg HD for a PC for less than that.

(ST owner of 5 years...I can still remember the day I bought a TV modulator for my machine.)

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

4255. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 09:49:41 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7929@laas.laas.fr>
Source record: 215910

```
In article 67919@cup.portal.com, Bob_BobR_Retelle@cup.portal.com () writes:
>As someone already mentioned, if the Chaos demo is a bootable
>disk, it *can't* be archived with ZOO or LZH or anything like
>that... the MSA format preserves the exact structure of a floppy,
>including the boot sector.
>
>You shouldn't have to pre-format the disks in any manner. The
>MSA utility should re-create the disk exactly as it was when
>the .MSA file was made, and format your target disk appropriately
>as needed.
>
>That's what the "Auto-Format" button is for...
>
>BobR

Unfortunately, Chaos requires 82 tracks/11 sectors: MSA doesn't support
this formatting. The floppy must be formatted separately (with Fast Copy III
for example), and when you start MSA you have to turn off the Auto Format option.

I must say the doc (chaos.arc) is very clear and I had no problem desarchiving
Chaos.

One thing is strange however: chaos1.msa contains tracks 1-32 (or so),
and chaos2.msa the other tracks, so don't be surprised when msa stops early
with the first file...

Anyway, for people with color monitors, it's a very funny game.

Cheers.

+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+
| excuse bad english: I'm still learning it |
| (bad english, that is) |
+-------------------------------------------------+
```

4256. 6809 cross-assembler

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 09:53:11 UTC
From: wvleeshh@wg.estec.esa.nl
Message-ID: <1992Oct19.095311.2446@wg.estec.nl>
Source record: 215915

Hello there,
Some time ago I asked where I could geta cross compiler for a 6809.
I got as9.ttp from motasm.zoo, but this seems to eat my source file. I've just gotten asm_6809.prg, but this does not seem to generate S1-S9 output.
What I am looking for is a real 6809 xasm which handles things like SETDP and where I can adjust the number of bytes output by the S1-S9 generator.
Please help!
Thanks a lot, Wim Vleeshhouwer.

4257. Re: quest for othello

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 10:10:51 UTC
From: elendir@helios.enst.fr
Message-ID: <2624@ulysse.enst.fr>
Source record: 215920

ken@isgtec.com (Ken Newman) writes:

-> Is there a really good Othello game for the ST? I remember an old one
-> called "Flip Side" I think but it plays a crap game. One of the best
-> othello programs I've seen is the old Reversal for the 8-bitters.
-> - kn

GTHOR is one of the best available Othello programs. I'm gonna upload
it to atari.archive.

The main problem for you overseas is that the program is French and
therefore has French readmes and interfaces.

And I have no envy to translate it... :-)

Hop.

Vince.

--

In memoria di mori di Furiani.

4258. Re: DM on hard disk? How?

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 10:55:08 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <719492106.23054@minster.york.ac.uk>
Source record: 215934

In article <1bq3ghINNi6@usenet.INS.CWRU.Edu> bq035@cleveland.Freenet.Edu (Brian Jepson) writes:
>
>About a year ago, I dimly recall someone making a reference to putting Dungeon
>Master on a hard disk. At the time, I didn't have a hard disk, so I didn't pay
>any attention. Does anyone know how this can be done...*if* it can be done?

I remember reading an interview with the FLT people where they said that
putting DM on hard disk probably wouldn't speed it up anyway. Apparently,
it takes so long to load because the game data is being decompressed as it
is loaded. It's the decompression that takes the time.

> Thanks in advance...

Hope this helps

>Brian Jepson = iqm229@uriacc.uri.edu || bq035@cleveland.freenet.edu

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Langwith College, Uni of York, UK	-- Blackadder II

4259. Re: JPEG viewers for ST's???

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 11:12:02 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16885AB95.BWWL@ibm.rz.tu-clausthal.de>
Source record: 215918

In article <1bsphoINNj0o@usenet.INS.CWRU.Edu>
an938@cleveland.Freenet.Edu (George II Lenzer) writes:

>
> Are there any conversion utilities to allow ST's to
>display JPEG images and anims? What is JPEG anyway, my guess
>is that it is an IBM world standard.
>
> George II Lenzer

Hi!

You can obtain jpeg via anonymous ftp from
ftp.tu-clausthal.de (139.174.1.3)
/pub/atari/graphics/convert/jpegv3.lzh

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

4260. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 12:42:49 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Oct19.094249.8242@ac.dal.ca>
Source record: 215923

In article <1992Oct18.164528.28622@cs.mcgill.ca>, chuckies@cs.mcgill.ca (Charles J. Savoie) writes:
> In article <1992Oct18.160948.13070@ists.ists.ca> os9paul@gkcl.ists.ca (Paul Good) writes:
> [...]
>>
>>Request: Could the Chaos (the game) files be uploaded again - perhaps with a
>>slightly different name AND a note to Jeff telling him what you have sent.
>>
>>--
>>Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ...!ists!gkcl.ists.ca!os9paul
>
>
> A minor point, but unless the game disks are already heavily compressed,
> the proper way of uploading should be in a .ZOO, .LZH or .ARC file (or
> files), with the .msa files contained within the archived files.
>
> Charles
>
> --
>
> ,.. . . . . ,.. . . ... ,.. ,.. ====================================
> | |--| | | | |< | |- `-. Charles Savoie chuckies@cs.mcgill.ca

For curiosity, I tried the PFX Packer on CHAOS.PRG; the compression achieved (is it supposed to be essentially lh1?) was about 3.23%. i.e. the file reduced from about 839,000 bytes to ~812,000. I haven't bothered to try lh5 compression to see how much better that would be.

John Cordes, Dept. of Physics,
Dalhousie University, Halifax, N.S.,
Canada B3H 3J5 Internet: cordes@ac.dal.ca

4261. Re: atari.archive.umich.edu to move

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 12:44:33 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Oct19.124433.25642@echo.philips.nl>
Source record: 216068
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech,comp.sys.atari.st

johnj@echo.philips.nl (John Janssen) writes:
>Why is it that my emails to atari@atari.archive.umich.edu
>haven't got replies for the last few weeks?
>Not even the "send index" or just simple "index" worked.

Oops, I was just one day to early, as today I got a reply at last.
Well, it was from my last email sent, so I have to suppose that
all the other emails I sent are lost. Anyway, it's working again!

John
--
John Janssen Email: johnj@echo.philips.nl <-- May stop soon(?)
The Netherlands or: johnj@echo.tds.philips.nl <-- same
Work: +31 40 756425 or: John.Janssen@atehv.bso.nl <-- Back in Nov. 92
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, C

4262. WANTED: Atari Portfolio RS interface

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 12:47:57 UTC
From: jmarin@messi.uku.fi
Message-ID: <jmarin.719498877@messi.uku.fi>
Source record: 215921

Hello Atari Users (HAU),

I recently purchased an Atari Portfolio (paid $10 for it ;-) and now I'd like to hook it up to my Real Computers (TM).

Could somebody PLEASE send me information about building my own RS232 interface? I only have a Finnish manual which gives _NO_ technical information about the machine (doesn't even say which CPU it has).

I would also like to add 128K or 256K of RAM to this machine. I have 128K static RAM chips, is there a simple way to connect them to the expansion slot?

And, if you have extra memory cards or an RS232 interface that you'd like to sell, let me know..

Thank you,

Jukka Marin
jmarin@messi.uku.fi

--
Mail: Jukka Marin	E-Mail: jmarin@messi.uku.fi
Metsurintie 17 B 8	FAX/voice: +358 71 232 793
70150 Kuopio	There's God above computers -
FINLAND	Love beyond the hate

4263. GEMterm: where on a.a

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 12:51:05 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.719499065@freyr>
Source record: 215925

WHERE on a.a did you post your tty accessory? I can't find it in the MiNT folder.

--

Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
_____My opinions are my opinions_____ +31 5700 29396 (weekends)

4264. Poor to Awful

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 12:56:59 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <19OCT92.08565967@cc4.crl.aecl.ca>
Source record: 215919

Dealing with Atari Canada was, for the most part OK. They were the worst supplier I had when it came to communication, shipping on time and technical help. Turnaround for service was a couple of months. In their favour, most of the staff was friendly, although I did have some run ins.

Now that Atari Canada has died, I have to deal with Atari USA. The situation has gone from poor to awful. My only impression of Atari USA is that the corporation is, on the whole, suicidal. I thought I had communication problems with Toronto; hell, things look rosy compared with Sunnyvale.

I am close to making a dicision on whether or not I'll give up selling Atari products. Considering I had one of the very first STs ever sold in Canada and that I have championed Atari for years, the decision to quit will be hard. However, if Atari itself does not have what it takes to deal with its customers (dealers), why should I bust my but. They do not appear to care for me or my business (selling their computers) so please tell me why I should have any love for Atari (the company, not the computer).

4265. Re: NeoDesk and MultiDesk problem

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 13:12:33 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Oct19.131233.25688@a.cs.okstate.edu>
Source record: 215926

I found Multidesk to cause problems on my system, one of my editors could not allocate memory with multidesk loaded. I just updated poolfix3 to poolfx92 in my auto folder, and may try again, but Multidesk being removed, along with Maccell (the mouse accellerator from Atari) fixed some annoying problems on my TOS 1.4 system.

jc

4266. Re: learning assembly language

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 13:46:23 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1992Oct19.134623.6647@gdr.bath.ac.uk>
Source record: 215924

In the referenced article, mjl-b@minster.york.ac.uk writes:
>In article <1992Oct14.093610.1083@gdr.bath.ac.uk> I wrote:
>>the only programs I could write then were "hand coded" as I didn't
>>have an assembler - now that was REAL programming.
>
>Eeeeh, you've been spoilt! When I were a lad we didn't even have hex loaders.
Who said anything about hex loaders? Hell it was months before I realised
that you could do that.....(oh those naive days..)
>Please, no more of this "real programming" stuff.
Sorry, couldn't resist it. I once read a huge flame war about what REAL
programming is...and it was so silly that I can't resist using the term
now and then.

Mark

4267. Re: New xterm-clone for GEM+MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 13:52:27 UTC
From: morgado@vxdesy.desy.de
Message-ID: <1992Oct19.135227.1@vxdesy.desy.de>
Source record: 215922

In article <annius.719484442@freyr>, annius@nanna.research.ptt.nl (Annius Groenink) writes:
>
> Great! That xterm clone for MiNT and Gemini. But: question:
>
>
> I've got a problem when running Gemini and MiNT together: when I open my drive
> C (my one and only 20 Meg partition) I get
>
> Please insert disk s32546^&*$#567
> into drive C
>
> [OK]
>
>
> Anybody had this problem too and/or know what to do about it?
> --
> Annius Victor Groenink Universiteit Utrecht PTT Research Leidschendam
> Mathematics/Comp. Sc. avgroeni@cs.ruu.nl +31 70 3325445 (weekdays)
> Atari ST/Music A.V.Groenink@research.ptt.nl +31 70 3464732 (evenings)
> _____________My opinions are my opinions____________ +31 5700 29396 (weekends)

I have also tried to use Gemini and MiNT and came up against this problem. I was trying to overcome the difficulty in using NEODESK with MiNT 0.95 and stumbled on this bug/feature. I found that by clicking on OK the partition would actually open and all the files would be there and accessible. However, its areal pain to have to click on ok every time you open drive C so I gave up and decided to make do with atari desktop and TOSWIN.

If anyone has managed to overcome the problem I'd be very interested in the solution, using Gemini would be a big improvent over the standars desktop.

Carlos

Carlos Jose de Sousa e Morgado	" Three quarks for
	Muster Mark! "
MORGADO@DESYVAX.BITNET	James Joyce

4268. Re: HELP! Stuck in some Fantasy games

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 14:05:14 UTC
From: stevew@teleride.on.ca
Message-ID: <BwDGGr.Ar9@teleride.on.ca>
Source record: 215939

In article <1bnrduINNrj5@skat.usc.edu> mbaffoni@skat.usc.edu (Michael Baffoni) writes:
>>**
>>* Looking around each corner hoping to see, a way home away to *
>>* break free and to leave... Alternate Reality *
>>* K. O. S. Productions @1992 *
>>**
>
> Speaking of which, has anyone ever seen an Alternate Reality Dungeon
>disk? Was the City the only one made for the ST?
>

After much searching, I've come to the conclusion that the dungeon disk
will never be available, but if someone (anyone) has seen one, I'd be
glad to buy it.

--
------- Stephen M. Webb -------

Ack! I've accidentally broken my leg! -- Ed the Happy Clown

4269. How to handle the RS232 under GFA-Basic?

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 15:14:18 UTC
From: nienaber@sonne.zedat.fu-berlin.de
Message-ID: <FA4781N@math.fu-berlin.de>
Source record: 215930

I am writing a pttle rogram wich will read the data from a GOULD 1604-
Oscilloscope. The serial port is with XBIOS(15,1,0,-1,...) for 9600Bps and
XON, XOFF configurated. The scope is also set to this parameters. The problem
is: the serial interface dont stop the incoming data-stream even when i dont
get the byte stream. For example:
a) sending 'trc1a' to oscilloscope will set the scope to send all 1024 points
of channel 1. My program is collecting the bytes in a loop. Ervrythig is ok.
b) sending 'trc1a' to scope. Scope will send al 1024 points. Collecting the
bytes in my loop but interupting the loop for doing other things. As a
result most of the sent bytes are lost. --> a XOFF was not sent!???
If i connect my terminal (CoNnect :-)) to the scope i can pause the incoming
stream of data with ^S and continue with ^Q.
In my program i use the INPAUX$-command to get the incoming data. The GFA-Basic
is a version 3.5(or so) wich was distributed some weeks ago by the german TOS-
magazine.
Is there anyone who has experience with the RS232 und GFA or some tips,
routines, sources?
Many thanks in advance!
Bye Hermann

4270. Re: HELP! Stuck in some Fantasy games

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 15:16:26 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct19.151626.16234@email.tuwien.ac.at>
Source record: 215929

mbaffoni@skat.usc.edu (Michael Baffoni) writes:

```
: >*********************************************************************
: >* Looking around each corner hoping to see, a way home away to *
: >* break free and to leave... Alternate Reality *
: >* K. O. S. Productions @1992 *
: >*********************************************************************
:
: Speaking of which, has anyone ever seen an Alternate Reality Dungeon
: disk? Was the City the only one made for the ST?
:
Yes! I have the Dungeon disk, which is excellent too, but unfortunately
it was the last (as far as I know) of the series...

-MY
```

4271. Falcon or A3/4000 ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 15:22:47 UTC
From: richard@robots.ox.ac.uk
Message-ID: <1992Oct19.152247.6277@lucrece.robots.ox.ac.uk>
Source record: 215931
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.programmer

Quite a simple request really. A friend of mine wants to buy a
new computer and isnt sure whether to go for an Atari Falcon or
an Amiga 3000 or 4000. All I know between the machines is
that the Atari has an Amiga-like hardware blitter and the added
boost of a DSP chip (my friend may want to muck around with music)
for less money than the Commodore machines. Quite simply then, what
do people think of the machines?

Please no flames or 'Atari is best 'cos its Atari'. Can you mail
any replies because I will probably miss them on the newsgroup.
If there is enough interest I will summarise.

richard@robots.ox.ac.uk Richard Lewis

"And" as well as "or" shall be construed either
disjunctively or conjunctively as necessary... USL vs BSDI 1992.

4272. Re: FALCON ? READ THIS !!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 15:31:17 UTC
From: zuschlag@diku.dk
Message-ID: <1992Oct19.153117.5632@odin.diku.dk>
Source record: 215932

boberg@lysator.liu.se (Stefan Boberg) writes:

> AmigaDOS multitasking is pre-emptive, period. Also, since all processes
>share the same address space you don't need anything called `threads'. The
>only imperfect thing about the AmigaDOS multitasking system is the lack of
>memory protection and OS-level resource tracking.
>--

The only imperfect thing !!! But a multitaskting OS without memory
protection is totally useless - I just love when a single process
crashes the machine and sending my work to limbo!

Jesper Zuschlag

Department of Computer Science
University of Copenhagen
(zuschlag@freja.diku.dk)

4273. COM1 using PC-Speed

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 16:07:06 UTC
From: root@brill.lira.lt.su
Message-ID: <ACmmepIq25@brill.lira.lt.su>
Source record: 215927

Hi!
I'm novice in RELCOM. The first problem I met on this way was
that I can't run uupc.bat or uuio.exe on my ATARI 1040ST. I
use PC_SPEED v1.5. That's good, but many communication programs
as well as uuio.exe can't normaly find COM1 and halts. Can
anybody help me to solve this problem? Or maybe I should get
TOS communication program to use RELCOM? Thank You.
Algirdas.

4274. Re: Time & Date uploaded to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 16:16:50 UTC
From: wabe@ukc.ac.uk
Message-ID: <1932@eagle.ukc.ac.uk>
Source record: 215933

In article <1bo4dhINNjhp@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Okay, a mega-useful (well...) program has just been uploaded to
>atari.archive.umich.edu
>
>Filename: TDSS_1_2.LZH
>Archived with Questers LHarc version 2.01L (Lh5)
>
>This program performs the usual routine of setting the system's date
>and time - BUT - with a difference, most programs require being set
>EVERY time you use the machine, so that the date is (for example with TOS
>1.2 ROM's) 1992, and not 1987!! This program however, saves the time
>and date that you enter into it - and so, when you boot up in future, if
>you don't have time, or can't be bothered to set it, the time will only
>be as out-of-date as when you last set it!! So, all your file dates will be
>more up-to-date!!
>
Check out a little PD utility called TIMESET.PRG by Sam Streeper
(SGS softworks) which has been available for donkeys' years. Having set
the time with this program, you can exit by hitting the HELP key in the
which case the time you've just set is written as the timestamp of
TIMESET.PRG in the AUTO folder. Next time TIMESET is executed - it
puts up its own timestamp as the default time. If you don't wish to update
it fully a single keystroke sets it to what you had last time (which
presumably will NOT be 1987!!).

Sorry if this dissappoints you, good ideas are often "reinvented".

Cheers, W. Alan B. Evans
[wabe@ukc.ac.uk]

>
>It's only 7k, and doesn't install anything into RAM, merely sets the
>time & date, then disappears!!
>
TIMESET (when packed) is less than 3 kbytes.

4275. Converting IMG pictures to ANYTHING ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 17:43:55 UTC
From: selick@csa.bu.edu
Message-ID: <98995@bu.edu>
Source record: 215935

Is there a program to convert IMG files to ANY other picture format? I would like to eventually end up with a postscript output.
Thanks,
Steve
selick@csa.bu.edu

4276. Re: Amiga??

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 17:51:55 UTC
From: 01mbmccabe@bsu-ucs.uucp
Message-ID: <1992Oct19.125156.10676@bsu-ucs.uucp>
Source record: 215936

It's not that I've seen a lot on the Atari that's blown away things I've seen on the Amiga. That's not it at all. It's the fact that I've never seen anything on the Amiga that even made me go, "Wow..."

Just a general feeling of non-impression. The only thing I've heard about the Amiga that wass cool, wasn't even about _the Amiga_! It was some guy writing about some piece of hardware that he jerry-rigged to his machine so he could edit his videos (VHS I assumed).

-Matt McCabe

4277. Atari STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 19:22:42 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <71792@hydra.gatech.EDU>
Source record: 215937

```
All prices include shipping.

Hard STuff
----------

SpringZ Keyboard stiffeners for Atari 520/1040 STs. Give your
keyboard the feel of a Mega. Easy to install, w/ instructions . $ 7

TOS 1.4 6 chip set. w/ installation instructions . . . . . $ 45

Atari Mouse, a squeaky old rodent that still works. w/ pad . . . $ 25

AdSpeed ST, 16 MHz accelerator for 520/1040/Mega ST.
w/ installation instructions and utilities disk . . . . . $158

Soft STuff
----------

Arkanoid, classic Breakout type game . . . . . $ 7

Mavis Beacon Teaches Typing, isn't it about time you learned to
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu
```

4278. Re: English docs for CS-TeX?

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 19:48:50 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.RiqPXdI2JvU@jonh.wimsey.bc.ca>
Source record: 216070

In <719463789@bronto.cs.duke.edu> dsb@duke.cs.duke.edu (D. Scott Bigham) writes:

>.... Quick scan of the directory tree
>confirms the bad news -- no English docs anywhere.

>So I come to the net for advice. Has anyone here successfully set up
>CS-TeX? It looks like the main part of what needs to be done is:

>- run initex to make some .FMT files
>- run Metafont to make some more fonts (according to the readme file,
> only a bare-bones set is provided)
>- figure out the environment variables; TEXFONTS looks to be the worst

I found CS Tex quite easy to set up, for TeX. One suggestion for all
who are attempting to set up systems with foriegn, or no docs. Use Sysmon,
which has ENgish docs. This will quickly allow you to see where and what a
program is looking for.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4279. Re: Time & Date uploaded to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 19:56:42 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1992Oct19.195642.15968@u.washington.edu>
Source record: 215938

In article <1992Oct19.091639.22994@sol.ctr.columbia.edu> richard@star.ic.ac.uk (Richard Syratt) writes:
>
>Does anyone know of a tsr which will restore the clock on a reset?
>I mean like a reset proof ramdisk, hasn't anyone written a program
>which remembers the clock, trapping the reset, storing the clock,
>and adding the stored value on to the clock value when it's run again?
>Or something...
>
>Richard

(e-mail bounced)

I have a small program in my AUTO folder that just sets the
system clock from the keyboard clock (which isn't affected
by reset). Is that what you're looking for?

--
Ciao-abunga! +--------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +--------------------------------------+

4280. Re: New xterm-clone for GEM+MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 20:05:40 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.2IIoGqWt&_w@jonh.wimsey.bc.ca>
Source record: 216071

In <1992Oct19.135227.1@vxdesy.desy.de> morgado@vxdesy.desy.de writes:
>In article <annius.719484442@freyr>, annius@nanna.research.ptt.nl (Annius Groenink)
writes:
>>
>> Great! That xterm clone for MiNT and Gemini. But: question:

>> I've got a problem when running Gemini and MiNT together: when I open my drive
>> C (my one and only 20 Meg partition) I get
>
>> Please insert disk s32546^&*$#567
>> into drive C

>I have also tried to use Gemini and MiNT and came up against this problem.

Another problem I've come across running MiNT 0.95, Toswin, and Gemini,
is that after Mintshel runs in Toswin, Gemini no longer launches programs.
My guess is that the shell_p variable is getting trashed. Anyone else have
this problem?

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4281. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 20:10:06 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Oct19.201006.11687@news2.cis.umn.edu>
Source record: 215940

In article <67919@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>You shouldn't have to pre-format the disks in any manner. The
>MSA utility should re-create the disk exactly as it was when
>the .MSA file was made, and format your target disk appropriately
>as needed.
>
>That's what the "Auto-Format" button is for...

Well, actually, the auto-formatter included with the MSA utility doesn't know how to format 11-sector disks, so this isn't true. (There are few demos which rely on 11-sector disks, but they DO crop up once in a while.) The MSA utility will tell you that it doesn't know how to format 11-sector disks and that you should use some other formatter to do the job. I've used the program FastCopy III to format 11-sector/82 track disks ... and then the MSA utility worked quite nicely.

-- David Paschall-Zimbel

4282. Re: NeoDesk and MultiDesk problem

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 21:23:54 UTC
From: ekrimen@wet.UUCP
Message-ID: <4397@wet.UUCP>
Source record: 215947

In article <1992Oct19.131233.25688@a.cs.okstate.edu> cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>I found Multidesk to cause problems on my system, one of my editors could not
>allocate memory with multidesk loaded. I just updated poolfix3 to poolfx92
>in my auto folder, and may try again, but Multidesk being removed, along with
>Maccell (the mouse accellerator from Atari) fixed some annoying problems on my
>TOS 1.4 system.

What version of Multidesk are you using, and what editor? There's also a
second version of TOS14FIX (TOS14FX2) that I think you're supposed to use.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4283. Re: Poor to Awful

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 21:27:18 UTC
From: ekrimen@wet.UUCP
Message-ID: <4399@wet.UUCP>
Source record: 215948

In article <19OCT92.08565967@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>Now that Atari Canada has died, I have to deal with Atari USA. The situation
>has gone from poor to awful. My only impression of Atari USA is that the
>corporation is, on the whole, suicidal. I thought I had communication
>problems with Toronto; hell, things look rosy compared with Sunnyvale.

Care to describe some of your experiences with Atari USA?

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4284. Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 21:44:22 UTC
From: humphrie@wam.umd.edu
Message-ID: <1992Oct19.214422.25044@wam.umd.edu>
Source record: 215943

Yes, I'm going to whine about X again.

Has anyone ported X to Minix?

Jim

--
_____Jim_Humphries_____
| Disclaimer: All opinions expressed in this message are actually the reader's.|
| He or she just may not know it. |
|____humphrie@wam.umd.edu_____NeXTmail_welcomed_____|

4285. How do you use the PBM utilities?

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 21:44:29 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <16885EB6D.C556212@mizzou1.missouri.edu>
Source record: 215944

I have acquired all the Atari ST files relating to the pbm convertors, but when I attempt to do a giftoppm on any gif, it just spits out a bunch of stuff on the screen (the raw data?) and then stops. How do I properly use these utilities? Is a pixmap equivalent to the RAW mode of Photochrome?
Thanks!
Jeoff Hines c556212@mizzou1.missouri.edu

4286. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 21:45:38 UTC
From: u0h36@seq1.keele.ac.uk
Message-ID: <BwE1s3.71E@gabriel.keele.ac.uk>
Source record: 215946

From article <1992Oct18.160948.13070@ists.ists.ca>, by os9paul@gkcl.ists.ca (Paul Good):
> I believe the Chaos game files have disappeared from the New directory at
> atari.archive.umich.edu! I ftp'ed the chaos.arc file two days ago from the
> New directory and had a look at it. When I went back yesterday to get the
> files chaos1.msa and chaos2.msa, they were gone. So was the chaos.arc file.
> They weren't in Newitems or Games. I issued an ls -lR to get a full current
> directory. There is a chaos1.msa and a chaos2.msa in the Demo directory,
> but they produce The Pandemonium Demo from a group called Chaos!
>
> Conjecture: The identical filenames and extensions caused a bit of confusion
> which lead to the game files being deleted because they were thought to be
> duplicates of the demo files.
>
> Request: Could the Chaos (the game) files be uploaded again - perhaps with a
> slightly different name AND a note to Jeff telling him what you have sent.
>
Well, if you're in dire need (and you should be) the game is in
ftp.uni-kl.de in the incoming dircetory. The names are slightly
different there.

Adam

4287. Re: DM on hard disk? How?

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 21:50:52 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct19225052@SunLab44.essex.ac.uk>
Source record: 215945

In article <719492106.23054@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
| I remember reading an interview with the FLT people where they said that
| putting DM on hard disk probably wouldn't speed it up anyway. Apparently,
| it takes so long to load because the game data is being decompressed as it
| is loaded. It's the decompression that takes the time.
But what about storing the data on the disk in uncompressed form? Not much of
an overhead on a big fast drive.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

This line is absolutely no use whatsoever.

4288. Looking for an Atari.

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 22:00:25 UTC
From: jasond@microsoft.com
Message-ID: <1992Oct19.220025.23505@microsoft.com>
Source record: 216052
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

Greetings,

I'm looking for a very basic atari system (either a 520 or a 1040ST) with a monitor. No HD or upgrades necessary. All I require is that the machine and monitor be in good working order. I would prefer a color monitor, but monochrome will be considered as well. So, if you have such a machine and would like a bit of cash for it, email me.

Please send machine specifics and a desired price in email. Thank you.

jasond@microsoft.com

4289. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 22:45:59 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3673@richsun.cpg.trs.reuter.com>
Source record: 216055

In article <4394@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <1992Oct18.131906.12041@umbc3.umbc.edu> cs311113@umbc5.umbc.edu (cs311113) writes:
>>
>>Help. Sigh... I have a Supra FaxModem.. but its having lots of trouble
>>connecting at higher speeds, and then getting good CPS ratings. What
>>programs should I load at boot time.. and what programs give me better
>>CPS ratings with Zmodem.. Thanks..
>
>What Atari system are you using, and how do you have it configured? What
>terminal program are you using?
>
>Note that it may not be your computer and modem, but it may be the other
>system's computer and modem. For example, I can call Hayes BBS long distance
>and get transfer rates that are out of this world (V.32bis) and then call
>a local board that's also running a V.32bis modem and get really awful
>transfer rates.
>

I would also be interested in an answer to this problem as I have just
received my Supra FaxModem. I do know there were connections problems that
have been corrected with ROM upgrades to the modem. I have not been able to
connect to my favorite BBS in this area which is also running the same modem.
It will connect at 14400 baud and then immediately disconnect. A co-worker has
this modem also but on another platform (IBM PC based). Although, I did manage
to connect to one BBS and had downloads in the 1000 chars/sec. range with Zmodem.
My co-worker said to configure the software for the highest speed first before
dialing. He has seen 1300 to 1600 cps rates with Zmodem. My software modem
program was Flash II in this case. Another tip: make sure your modem cable is
RTS/CTS Hardware Handshaking capable - meaning that these pins are wired in the
cable. Also, I'm using the serfx1.prg in my auto folder with a .cpx program
(for the TT) to lock RTS/CTS. I just got the modem the other day with STraight
Fax. So, I haven't used it much - haven't tried the fax software yet either.

4290. Re: uucp for TOS

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 23:19:22 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.7vrixyCghtw@harvee.billerica.ma.us>
Source record: 216057

In <N6Z70JP@heaven7.in-berlin.de>, Martin P. Ibert writes:
>jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>> If you need UUCP because you want news and mail, check atari.archive
>> for hermes103, and buy an english-german dictionary.
>Don't! Look for Hermes 1.04 anywhere, buy that dictionary and keep my e-mail
>address ready!

And this is a reminder to all you slugs :-) that haven't contributed
your shareware fee yet. PAY UP! Hermes is one of the better packages
for UUCP mail and news I have ever seen. It is easier to install than
Unix UUCP, Cnews, or RN. Once setup, it can be used by any mouse
waver with ease.

Even though I frequently rant and rave, rarely do I rave about any software
package but this is one of them. Try it, buy it, and put your machine on
the net!

--- eric (the second north american paid up hermes site)
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

4291. Re: Mint versus Powerdos

Newsgroup: comp.sys.atari.st
Date: 1992-10-19 23:59:13 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct19.235913.28284@elroy.jpl.nasa.gov>
Source record: 215949

In article <MUTS.92Oct18131107@fysaq.fys.ruu.nl> muts@fys.ruu.nl (Peter Mutsaers) writes:
>I compiled standard unix bash (for BSD) with Mint + mintlib. No
>problems at all which speaks for Mint I think. Of course you should
>use minix filesystem so you can use unchanged bash and access .bashrc
>and .bash_profile. Gnu utilities do not take so much diskspace. My
>'ls' for example is 30 kb. When it is compiled in (like gulam) you
>have much less options and functionality and no flexibility if you
>don't like the builtin commands. What is more important: you cannot
>run them in the background. To do an 'ls &' or whatever you need to
>have the utilities as seperate binaries.

I have been tempted to recompile Gulam for MiNT several times now, but
something else has always come up to stop me from getting it done. At
any rate, with the thread support in MiNT it would be possible to have
builtin commands execute in background as well as external commands.
I really want the ability to have all spawned programs run with their
output directed to the ue window... Oh well, with things like tcsh
available now, I think it's time I stopped using an incompatible shell
like Gulam and got back into a real C-shell.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4292. Re: C compiler test (TC 2.0, LC 5.52, GCC 2.1)

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 00:12:06 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct20.001206.28718@elroy.jpl.nasa.gov>
Source record: 216051

In article <H.ea.l6Pk_ldnNXg@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> Something else to keep in mind is the style of C written. C
>programmers who aren't familiar with the assembly code of the target
>machine are more likely to need a good optimiser than those who do.
> If you want an example, try writing a function in Pure C, then trace
>the function through in the debugger in assembly. If you know assembly,
>you can easily see how the compliler interpreted what you wanted it to
>do. If it generates clunky code, a little experimentation will show you
>what methods generate better code. Of course, this is against modern
>computer science thinking, which says that programmers shouldn't have to
>worry about this, because there are optimisers now.

Well, modern computer science can go take a flying leap, then. }-)
I regularly run gcc on my source code with the -S flag (generate assembly source, not assembled object) and read through the code that's produced. When I see something that looks idiotic, I check the C source and rewrite it. Remember, to the original C programmers, the C language was merely a user-friendly front-end to the system's assembler. If you keep that in mind, then the notion of analyzing the resulting assembly code and retuning is really not strange at all, but one to be expected.

In that light, it sounds to me that Pure C is more in the spirit of the original C usage, it does a good job, but you (the programmer) still have to know a fair amount about your target to get the best possible output. Unfortunately, it also means that you get less performance from off-the-shelf (or off-the-net) source code....

> However, this means the programmer now must rely on the compiler
>vendors to write good optimisers, and except for GNU C, micro computer
>compilers rarely have well written optimisers.

True enough. I dunno, if you care enough about the speed of your code, you will (should?) make the effort to learn the relationship between C source and the resulting assembly that your compiler produces. If you don't take this step, then you probably don't care enough and will be happy to leave things in the hands of the compiler writers. There are lots of things that I write that I simply compile and run without any optimization at all, because I'll only use the thing once or twice. Depends on the overall purpose, I guess.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4293. Re: How do I do LZH and keep the path names?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 00:19:04 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1bvj9oINNfol@golem.wcc.govt.nz>
Source record: 216053

In article <1688311CF8.C556212@mizzou1.missouri.edu>, C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
> I don't feel like I'm stupid, but I can't LZH any of my files and retain the
>file names. When I try to do an LZH, it only does the files in the current
>folder and then quits. I can't speak german, so I have no clue what the
>commands are for LZH_201L. Please help me - thanks!
>
>Jeoff Hines c556212@mizzou1.missouri.edu

Well there are a few ways, like a -r a:\test.lzh b:*.*

will do all files and folders in the root directory of B drive..

If you don't need all the files and folders in B drive, you enter a space in front the folders that you wish to exclude..

a -r a:\test.lzh b:\file1\file2\ *.*
^ note the space here..

This will exclude files and folders in \file1\ and \file2\

If you wish to only archive the files in a specific folder, do this

a -r2 a:\test.lzh b:\file1

Roger..... sheppard_r@kosmos.wcc.govt.nz

4294. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 00:39:41 UTC
From: monnier+@CS.CMU.EDU
Message-ID: <BwE9u6.9zu.2@cs.cmu.edu>
Source record: 216054

In article <1992Oct19.214422.25044@wam.umd.edu>, humphrie@wam.umd.edu (James B. Humphries) writes:
> Yes, I'm going to whine about X again.
>
>
> Has anyone ported X to Minix?
>
>
> Jim
>
> --

I believe that Minix is too limited to run X
At least the PC version (with its 64K limit)

Stefan

4295. nroff, RAMdisks, and GCC 2.2.2...

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 01:09:57 UTC
From: anneklin@acs.bu.edu
Message-ID: <99040@bu.edu>
Source record: 216056

Two questions:

I can't seem to find a copy of Bill R's Nroff v. 1.21 for FTPing. Could someone please direct me to a site/directory? I've looked at the comp.binaries.atari.st directory on wuarchive.wustl.edu, and it's not there, and it doesn't seem to be on a.a, but I got a (corrupted) copy from *somewhere* about a month ago.

Also, I would like to find a simple, non-resettable RAMdisk. I only want it for use as a /TMP directory, so, quite honestly, the hassle that a resettable RAMdisk presents, with the regimen of multiple resets and such isn't worth the trouble. I also have no need for print spoolers or sixteen other things. Just a TSR ramdisk. I know they existed at one time...then they seem to have gone out of vogue.

Oh, and now that I think of it--does anyone know of an FTP site that has the original gcc 2.2.2 distribution split into multiple parts? The account I'm working from has a space limitation of 3MB, but I need the original distribution (as a starting point for applying ++jrb's patches), and can't seem to find it in chunks of less than 3MB. Any pointers would be greatly appreciated.

Thanks,

Mike.

4296. Re: Jack - from Commodore to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 02:57:03 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10701@uqcspe.cs.uq.oz.au>
Source record: 216058

kovarski@zooid.guild.org (Mark Kovarski) writes:

>I am not surprised to see such a message from [Ed Kremin], the
>contributing Editor for AEO, a biased magazines that tells people
>*ONLY* what Atari Corp. likes to hear. When are you and your
>publication going to talk about the real real issues that concern the
>users and stop practicing mindless cheerleading?

In case any people new to comp.sys.atari.st see that statement from Kovarski,
I'd like to say that Ed has always been an excellent source of information in
this forum. Kovarski, on the other hand, rolled out from under a rock only
a few weeks ago, and has probably new even read a complete article in c.s.a.s,
let alone one from Ed.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4297. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 03:12:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10702@uqcspe.cs.uq.oz.au>
Source record: 216059

naffara@crc.ac.uk (Dr. N.A. Affara) writes:

>Can some *very* kind and considerate person please upload a version of chaos
>to atari.archive in either zoo, lzh or arc as I am just about to give up with
>this msa thing.
>(I will try a 11 sector 82 track disk if I can get a formatter that will do
>this but I am not getting my hopes up!)

Better still, PLEASE let's not put up MSA files when we don't have to.
It looks to me like Chaos is just a standard TOS disk, so simply using
a file archiver (zoo, lharc, etc) would suffice.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4298. How do I uncompress a .Z file?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 05:06:13 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <16886175.C556212@mizzou1.missouri.edu>
Source record: 216061

I got a directory listing from an FTP site, and I can't look at it because its compressed with this weird .Z mode. I did a binary GET (should I use ASCII?) and I ran a program called compress.ttp on it, but it doesn't do anything. :+(
Do I need to do a TAR on it or something? Thanks for any advice.

Jeoff Hines c556212@mizzou1.missouri.edu

4299. Re: Time & Date uploaded to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 05:11:29 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1c04e1INNhbi@golem.wcc.govt.nz>
Source record: 216062

> Does anyone know of a tsr which will restore the clock on a reset?

The ST's clock usually keeps going during a reset - and doesn't reset unless it's physically turned off. (A Cold-boot). Hitting the reset button only maybe causes it to lose a couple of seconds whilst TOS re-initialises (Which usually takes longer on an STE than on an STFM - but still not long enough to be a problem!)

My program (TDSS_1_2.LZH) does something similar - but the time will only update to whenever you last set the time. I'm working on fixing that! (E.g. it will update the saved time whenever a reset is done, and save the update in it's setup - so, your time will be more accurate!)

4300. Re: How do I do LZH and keep the path names?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 05:44:21 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Oct20.054421.10852@msuinfo.cl.msu.edu>
Source record: 216063

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> I don't feel like I'm stupid, but I can't LZH any of my files and retain the
>file names. When I try to do an LZH, it only does the files in the current
>folder and then quits. I can't speak german, so I have no clue what the
>commands are for LZH_201L. Please help me - thanks!
>
Get your hands on Charles Johnson's ARC Shell, and click on the Include
Directories box... It's that simple!
--
molin@crs.cl.msu.edu ||| Sing a happy tune and
Canton, Michigan USA ||| happy dancers will join
==================== / | \ your trip. -T. Golas

4301. Re: Chaos and msa

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 07:01:25 UTC
From: kllove@wildcat.ecn.uoknor.edu
Message-ID: <1992Oct20.070125.574@constellation.ecn.uoknor.edu>
Source record: 216064

I'm having trouble getting Choas to run on my Mega ST(not E)2 with TOS 1.02.

I've unMSAed everything and the disk works fine on my friend's 1040 STf(not m) w/ TOS 1.0 (I assume). The same disk bombs (3 of them in fact) after it has been loading for a while on my Mega.

I've tried it with a Mega 4 (TOS 1.0/1.04 switchable) and got the same thing with both ROMs (i.e. 3 bombs).

So, I have tried to load Chaos with TOS 1.0, 1.02, and 1.04. It loads on a 1040 w/ TOS 1.0 but not the Mega w/ TOS 1.0 and doesn't load otherwise.

I've tried disconnecting everything except the SC1224 with no luck.

Anybody have any ideas?

Later,
Kenneth Love

4302. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 07:10:44 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <68057@cup.portal.com>
Source record: 216065

Ah... I hadn't realized that Chaos required a disk format that
MSA couldn't provide directly..

I just got the 2 main files from Terminator (although I didn't
see CHAOS.ARC there..), but it might have been in vain, since
I already know my floppy drives won't reliably support 82 tracks.

Too bad, since it did sound interesting.. but I know that a LOT
of ST drives won't go that far out, especially in 11 sector
mode..

BobR

4303. Re: DM on hard disk? How?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 07:16:50 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <68059@cup.portal.com>
Source record: 216066

Question about installing Dungeon Master on a hard drive..

Essentially the answer is No..

I did talk to someone who'd claimed to have hacked the game so
he could load it on his hard drive, but as an earlier message
indicated, the game is highly compressed on the floppy, and most
of the loading time is required to uncompress it into memory.

Originally FTL wanted to make the game available to everyone,
even those ST owners with only a single-sided floppy, so it was
compressed with a proprietary compression method.. this was also
the reason why ST gamers didn't get the sound options the Amiga
verion had.

As an aside, not that it will help in this instance, the new
release of Dungeon Master for the PC is fully installable on a
hard drive, and only takes seconds to boot up... at least
FTL listened...

BobR

4304. Re: New xterm-clone for GEM+Mi

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 07:32:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A50241@MS.maus.de>
Source record: 215855

morgado@vxdesy.desy.de wrote:
>I have also tried to use Gemini and MiNT and came up against this problem. I
>was trying to overcome the difficulty in using NEODESK with MiNT 0.95 and
>stumbled on this bug/feature. I found that by clicking on OK the partition
>would actually open and all the files would be there and accessible. However,
>its areal pain to have to click on ok every time you open drive C so I gave
>up and decided to make do with atari desktop and TOSWIN.

I never heard about that problem, although I'm regularly using MiNT
and (beta versions of) Gemini. I'll ask Stefan Eissing whether he's
aware of this problem.

4305. Re: DM on hard disk? How?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 07:50:32 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct20.075032.10822@elroy.jpl.nasa.gov>
Source record: 216067

In article <68059@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Question about installing Dungeon Master on a hard drive..
>
>Essentially the answer is No..
>
>I did talk to someone who'd claimed to have hacked the game so
>he could load it on his hard drive, but as an earlier message
>indicated, the game is highly compressed on the floppy, and most
>of the loading time is required to uncompress it into memory.

I have in fact uncompressed the game program and loaded it from both double-sided floppy and hard drive. Unfortunately I cannot find any of the floppies at this point, (backed up from hard drive and erased from there long ago) so I can't recover it at the moment. If you have an Alpha Systems SwitchBack and at least 2 MB of RAM, and a debugger that lets you set breakpoints, you can accomplish this yourself.

The first requirement is to read the contents of the boot sector and save it as a normal TOS executable, or simply trace its execution. It loads a program called SWOOSH.PRG (SWISH? whatever, it's been a long time) that loads up the FTL logo with the sound effect. As that is executing, it loads up another loader program, which is the decompresser. This is relatively short, but longer than the swish program. Best bet is to list this out, and let it execute up till it transfers control into the uncompressed program. It's fairly easy to see where this happens. At that point, the uncompressed program is complete in memory, you just need to write it to disk. It is a complete TOS executable image, with program header. The next step is trickier, I think the program loads with no relocation info, i.e., it has to run from a particular address, and I certainly don't remember what that was. At any rate, now that I think of it, you don't need SwitchBack to get thru any of this, I used SwitchBack later on to doctor up my characters. (You know, give them maxed out attributes, etc...)

Please don't send me e-mail asking for further info, that's really all I remember and I don't have time to resurrect the details, since I would rather be hacking on GCC and MiNT right now. Suffice to say, it is not difficult to extract the uncompressed program file if you have a decent debugger and understand a bit about assembly language.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4306. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 08:01:41 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.719568101@mi.el.utwente.nl>
Source record: 216073

In <BwE9u6.9zu.2@cs.cmu.edu> monnier+@CS.CMU.EDU (Stefan Monnier) writes:

>In article <1992Oct19.214422.25044@wam.umd.edu>, humphrie@wam.umd.edu (James B. Humphries) writes:

>> Has anyone ported X to Minix?

>I believe that Minix is too limited to run X
>At least the PC version (with its 64K limit)

The atari ST does not have this limit -- the 68k architecture doesn't impose such idiotic contrains on memory layout.

The major problem of the combination of X and a atari ST is the amount of memory -- since minix does not allow virtual memory (difficult on a ST, doable on a TT, Falcon, or other 68030 machine), you need all to have in real memory. And since a typical X sesson wants about 8-16 Mb, you are out of luck on your 4 Mb (at most) ST.

You might implement VM by swapping -- but that will be a major performance problem. Better wait for a 68030 upgrade, and have enough memory.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

4307. Re: Gulam in 50 line mode?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 08:12:25 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Oct20.081225.21814@cs.hw.ac.uk>
Source record: 216072

Hi JJ! Long time!

In article <92290.155041JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu
(J.J. Lehett) writes:
> Is it possible to kick Gulam into a 50 line mode somehow?

If memory serves me right you can only do this in monochrome. The command
is 'set nrows 50' I believe. I think it's cryptically put in th manual too.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

4308. GIF ->RAW

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 08:21:36 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Oct20.082136.56902@yuma.ACNS.ColoState.EDU>
Source record: 216069

Has anyone had success going from a .GIF to a .RAW? I tried:
giftoppm | ppmscale -xysize 320 200 | ppmtoraw

The .RAW just hoses halveway on the purple line.

I also tried going GIF-JPEG-PPM then like the above. just for the hell of
it I tried doing a spctoppm | ppmtoraw, and it did fine, but did not display.
I could save it, but the size was lie 9K...all it was was a black screen.
neiter worked... If you know a way that has worked for you, please send me
mail on how you did it! also, is 2.01 the latest version of Photochrome?
Or is the registered version later (and support gifs?) thanx!

-KF

4309. Re: Chaos and msa

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 09:48:34 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct20.094834.24096@cs.nott.ac.uk>
Source record: 216077

In article <1992Oct20.070125.574@constellation.ecn.uoknor.edu>
kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:
>
>I'm having trouble getting Choas to run on my Mega ST(not E)2 with TOS 1.02.
>
>I've unMSAed everything and the disk works fine on my friend's 1040
>STf(not m) w/ TOS 1.0 (I assume). The same disk bombs (3 of them in fact)
>after it has been loading for a while on my Mega.
>
>I've tried it with a Mega 4 (TOS 1.0/1.04 switchable) and got the same
>thing with both ROMs (i.e. 3 bombs).
>
>So, I have tried to load Chaos with TOS 1.0, 1.02, and 1.04. It loads on
>a 1040 w/ TOS 1.0 but not the Mega w/ TOS 1.0 and doesn't load otherwise.
>
>I've tried disconnecting everything except the SC1224 with no luck.
>
>Anybody have any ideas?
>
> Later,
> Kenneth Love

Sounds like the disk drive to me.. I knew when I put it on the 11 sector, 82 track disk that some drives wouldn't be able to read it, but I thought it worth doing to get some more samples on (mainly because my drive can handle it, and so can everybody else's who I've ever met...

There was a mail earlier about something to do with surgery on the drive, maybe whoever posted that could repost with specific instructions.. It IS worth it..

4310. Kermit-trouble

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 10:10:00 UTC
From: Markus_Schlegel@bn.maus.de
Message-ID: <A7161@BN.maus.de>
Source record: 215854

Hello everyone,

I am having slight trouble with my CKERMIT on an ATARI 1040STF with TOS 1.02.
Whenever I try to receive or send something, it tries to transmit the same
data-packet over and over again, until timing out.
If someone knows the problem or a solution to it, would you please contact me
by e-mail under
Markus Schlegel@BN.MAUS.DE

Thanks,
Markus

4311. Re: HELP! Stuck in some Fantasy games

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 10:19:20 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct20.101920.14874@email.tuwien.ac.at>
Source record: 216074

```
nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
: mbaffoni@skat.usc.edu (Michael Baffoni) writes:
: : >*********************************************************************
: : >* Looking around each corner hoping to see, a way home away to *
: : >* break free and to leave... Alternate Reality *
: : >* K. O. S. Productions @1992 *
: : >*********************************************************************
: :
: : Speaking of which, has anyone ever seen an Alternate Reality Dungeon
: : disk? Was the City the only one made for the ST?
: :
: Yes! I have the Dungeon disk, which is excellent too, but unfortunately
: it was the last (as far as I know) of the series...
:
: -MY
:
Oh well, it seems like I didn't read the posting thoroughly before I
replied... I have The Dungeon for the 8-bit Ataris, not for the ST...
I don't think it was ever available for 16 bit machines!

-MY
```

4312. Re: How do you use the PBM utilities?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 10:37:36 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct20.103736.15607@email.tuwien.ac.at>
Source record: 216075

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
: I have acquired all the Atari ST files relating to the pbm convertors, but
: when I attempt to do a giftoppm on any gif, it just spits out a bunch of stuff
: on the screen (the raw data?) and then stops. How do I properly use these
: utilities? Is a pixmap equivalent to the RAW mode of Photochrome?
: Thanks!
: Jeoff Hines c556212@mizzou1.missouri.edu
:
The pbm utilities write to stdout, so you need a decent shell which
can redirect it's I/O. Of course any of the MiNT-related shells (tcsh,
minshel, ...) would be fine, but make sure you use binary standard I/O.
To convert eg. a GIF file to RAW for photochrome, you need to do
the following: (more or less, I hope)

```
giftoppm file.gif | ppmscale -width 320 -height 200 | ppmtoraw > file.raw
```

The program "ppmtoraw" is not part of the pbmplus package, but it's on
atari.archive.umich.edu, probably still in the "Newitems" directory
(ppmtoraw.lzh).

-MY

4313. Re: FALCON ? READ THIS !!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 10:54:19 UTC
From: boberg@lysator.liu.se
Message-ID: <BwF2AK.A35@lysator.liu.se>
Source record: 216076

zuschlag@diku.dk (Jesper Zuschlag) writes:

>boberg@lysator.liu.se (Stefan Boberg) writes:

>> AmigaDOS multitasking is pre-emptive, period. Also, since all processes
>>share the same address space you don't need anything called `threads'. The
>>only imperfect thing about the AmigaDOS multitasking system is the lack of
>>memory protection and OS-level resource tracking.

>The only imperfect thing !!! But a multitaskting OS without memory
>protection is totally useless - I just love when a single process
>crashes the machine and sending my work to limbo!

No, a multitasking OS without memory protection is not useless. I do work
with my Amiga 10 hours/day and severe crashes very seldom occur (maybe once
a month). When a process crashes (and it happens a few times / day since I
do software development) the OS just brings up a "Software Failure - Task
Held" requester and if I want to I can choose to ignore it and continue
work like nothing happened.

And there are tools (`Enforcer' for instance) that catches any illegal
memory accesses and tells you about them (and lets the program continue
to run). This is better than just getting the core dumped at you as in
`real' (by your definition) multitasking OS'.

With well-written software there is no need for memory protection. None
of the programs I'm using would work better if AmigaDOS had it. Actually
they would be much slower because of the additional overhead of MP.

This, of course, has nothing to do with Atari, but since the original
post was in this group, I kept it here.
--
Stefan Boberg - AP & EE student at Linkoping Institute of Technology, Sweden
Author of LhA, ArjA and LhArcA. Co-author of Alien Breed, Project X ...
EMail: boberg@lysator.liu.se, lha@augs.se FIDO: 2:204/404.7
UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!cbmswe!team17!boberg

4314. Re: HELP! How do I do a batch LHarc with a CLI?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 11:09:45 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Oct20120543@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 215959

```
>>>>> On 14 Oct 92 15:31:43 GMT, C556212@mizzou1.missouri.edu (Jeoff Hines) said:
> Nntp-Posting-Host: mizzou1.missouri.edu
> I want to LZH (zoo,arc,zip, whatever...) all of my MODs (20+megs) into
> many separate individual LZH files. can I run a batch (like an IBM DOS batch)
> that will do this for me on "auto-pilot"? Doing each file by hand would take
> a real real real long time....
> Feel free to assume that I am ignorant to the ways of CLI, other than your
> basic simple IBM DOS AUTOEXEC.BAT file manipulation.
> Also, what CLI program should I use?

I don't know about DOS type CLIs, but this would be a doddle under any csh (eg
TCSH for MiNT, or Craft). Something like the following would do it. (NB: I can
never remember how to use the basename command without checking the manual, so
it may be wrong below)

------
foreach file (*.mod)
set filename=`basename $file`
lharc a ${filename}.lzh $file
echo Archived $file to archive ${filename}.lzh
end

Kev
```

4315. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 11:52:52 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <suyXsB1w165w@ersys.edmonton.ab.ca>
Source record: 216092

chuck@cpg.trs.reuter.com (Chuck Menard) writes:

- I would also be interested in an answer to this problem as I have just
- received my Supra FaxModem. I do know there were connections problems that
- have been corrected with ROM upgrades to the modem. I have not been able to
- connect to my favorite BBS in this area which is also running the same modem.
- It will connect at 14400 baud and then immediately disconnect. A co-worker h
- this modem also but on another platform (IBM PC based). Although, I did mana
- to connect to one BBS and had downloads in the 1000 chars/sec. range with Zmo
- My co-worker said to configure the software for the highest speed first befor
- dialing. He has seen 1300 to 1600 cps rates with Zmodem. My software modem
- program was Flash II in this case. Another tip: make sure your modem cable i
- RTS/CTS Hardware Handshaking capable - meaning that these pins are wired in t
- cable. Also, I'm using the serfx1.prg in my auto folder with a .cpx program
- (for the TT) to lock RTS/CTS. I just got the modem the other day with STraigh
- Fax. So, I haven't used it much - haven't tried the fax software yet either.

Strange. I have the Supra FAXModem V.32bis (like the rest of the people in
this thread) and I usually get 1650 CPS as an average for every transfer.
Closer to 1670 if I use Ymodem-G. I do have problems disconnecting, though.
Sometimes the modem will just hang there until I hang up on my end. Are some
of these modems unreliable? I had the problem of not being able to connect
with the opposite modem once, but it went away quickly so I am not sure what
caused it. Maybe there is a problem with the new ROMs?

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>

<< The Key: Spirit over mind over matter. >>
<< -- >>

4316. Cross assembler for 6809

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 12:05:57 UTC
From: wvleeshh@wg.estec.esa.nl
Message-ID: <1992Oct20.120557.3806@wg.estec.nl>
Source record: 216079

Does anybody have a clue where I can find Alan R.Baldwin, at Kent State U,
Ohio,who submitted a whole package of cross-assemblers to the archive?
Does anybody know his Email address?

4317. Re: JPEG viewers for ST's???

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 12:31:14 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1139@usdtsg.DaytonOH.NCR.COM>
Source record: 215986

In article <1bsphoINNj0o@usenet.INS.CWRU.Edu> an938@cleveland.Freenet.Edu (George II Lenzer) writes:
>
> Are there any conversion utilities to allow ST's to
>display JPEG images and anims? What is JPEG anyway, my guess
>is that it is an IBM world standard.

JPEG is a compressed graphics format - generally you would say take a GIF file, compress it (lossy - will lose a little of the quality depending on the compression rate which you choose) and create the JPG file. Of course, you can then convert it back to GIF format (which, as I mentioned about being lossy, will not look quite as perfect as the original). It's not too bad if it has been JPEG'd once, but continual compressions don't do it too good.

Anyways, JPEGV3 (should be the filename) should be available at atari.archive.umich.edu in the /atari/graphics directory I believe - this will let you convert to/from GIF to/from JPG. You might also check out GEMVIEW 1.1m (available same place) - it will display JPG files directly, without need of converting it to GIF first...

Hope this helps...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com
R.ANISKO
Fnet 410

"scratch my back with a hacksaw!" - Mike Lange

4318. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 12:38:12 UTC
From: busbyjm@cs.aston.ac.uk
Message-ID: <1992Oct20.123812.26242@aston.ac.uk>
Source record: 215613

To all those net users still struggling to un-MSA this game onto the ridiculously large disk format, don't bother!

The game is booring!! OK, it's got some amusing samples (if rather fuzzy), but it hasn't got much else. I mean, have the authors never heard of cursor keys, or even... a joystick! It might have been a classic game on the Spectrum (I loved the spectrum too) but I think we've advanced a bit since then.

```
************ HAVE A NICE EON! *************
*****************************************
*********** A powerful bass... ************
*********** A smiling face... ************
*********** A happy human race.************
*****************************************
* This mail was from: *
* JAMES M BUSBY *
* *
* InterNet: *
* busbyjm@uk.ac.aston.cs *
*****************************************
```

4319. Re: English docs for CS-TeX?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 12:39:45 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Oct20.123945.7614@olymp.informatik.uni-bonn.de>
Source record: 216088

In article <719463789@bronto.cs.duke.edu> dsb@duke.cs.duke.edu (D. Scott Bigham) writes:
> ... I downloaded CS-TeX 4.0 and installed it without a
>hitch. Then I noticed the bit in the readme file about "(time to learn
>the german language)". Uh-oh. Quick scan of the directory tree
>confirms the bad news -- no English docs anywhere.

Yes, we're working on that but I guess there's still nothing really usable.
I will have to ask Christoph what the current status is (if I remember
correctly, there were two nice net people willing to do a translation).

>- run initex to make some .FMT files

Right. This should be a point-and-click affair. Just select "make format"
(or what it's called) and select the corresponding ini file. Note that you
should first decide if you want to use the "regular" or the "big" TeX, to
avoid having two of each format eating your disk space.

>- run Metafont to make some more fonts (according to the readme file,
> only a bare-bones set is provided)

Yes, but I would do this on a font-by-font basis. If the driver for your
device complains about a font missing, have it produce a font list file, and
feed that to the metafont shell.

>- figure out the environment variables; TEXFONTS looks to be the worst

Not really, just leave it the way it is for your output device. It's all done
for you as long as you use the TeX shell and don't try to use tex.ttp and
friends as standalone programs.

CS was working on other things, but now that he has defected to a MS Windows PC
(for his job) I don't know when you'll see anything new.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

4320. Re: Modula2 on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 12:40:32 UTC
From: protonen@daimi.aau.dk
Message-ID: <1992Oct20.124032.14162@daimi.aau.dk>
Source record: 216089

I have Megamax Modula-2 for the Atari ST. This is a good and well-supported product.
But you seldom get anything for nothing. For one thing, it is quite expensive. I payed 3000 dKr, which corresponds to roughly 400 $ (when the danish 25% tax (MOMS) is subtracted).
Besides all documentation is in German. That is of course good for Germans, but I guess that most people reading this would prefer English.
To use MM2 you must have at least 720 kB disk space (i.e. not only a single-sided drive) and at least 1 MB RAM. But a hard-disk and another MB of RAM is preferable.

Lars J|dal
(protonen@daimi.aau.dk)

4321. Re: quest for othello

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 12:41:07 UTC
From: busbyjm@cs.aston.ac.uk
Message-ID: <1992Oct20.124107.26324@aston.ac.uk>
Source record: 215614

See if you can get your hands on the 'Gateway to Hexenland' demo. One of the screens is a very nice implementation of the game which plays pretty smartly. Unfourtunately this demo isn't on the big archives.

James Busby

4322. DEMOS?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 12:48:35 UTC
From: busbyjm@cs.aston.ac.uk
Message-ID: <1992Oct20.124835.26389@aston.ac.uk>
Source record: 215612

Lets have some more demos uploaded to Atari Archive and ft.uni-kl.de!
Someone out there must have some newer stuff!
Let's get the stuff circulating, and keep the ST thriving.

James Busby

4323. GIF to RAW -- PLEASE!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 12:50:50 UTC
From: busbyjm@cs.aston.ac.uk
Message-ID: <1992Oct20.125050.26466@aston.ac.uk>
Source record: 215615

Calling any programmers/graphics people out there....
Please let's have a GIF-RAW converter for Photochrome that will run under GEM without CLI hassles!

James Busby

4324. Atari USA examples

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 13:02:09 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <20OCT92.09020980@cc4.crl.aecl.ca>
Source record: 216078

>In article <19OCT92.08565967@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>>Now that Atari Canada has died, I have to deal with Atari USA. The situation
>>has gone from poor to awful. My only impression of Atari USA is that the
>>corporation is, on the whole, suicidal. I thought I had communication
>>problems with Toronto; hell, things look rosy compared with Sunnyvale.

>Care to describe some of your experiences with Atari USA?
==========
When Atari Canada closed its office, I called Sunnyvale. It took 5 calls
before someone was named to handle my inquiries; Barbara Benson. I FAXed
her the details of an order that I had placed with Atari Canada just before
it closed its office (TT, Portfolios). Barbara FAXed me that she would
look after my order and that it would take about a week to process. Her
FAX was on August 13th. The TT came in the last week of September, the
Portfolios arrived last week. Incidentally, I spoke with Shirley Taylor
about the order and twice I was told that the Portfolios had been shipped.
On the third call to Sunnyvale re: the Portfolios, the order was FINALLY
shipped.

I ordered a TT030/4/50; a TT/2/50 was shipped. I called Sunnyvale and was
told a 4 meg TT RAM board was also being shipped. It arrived about 4 days
after the TT. The client has a 32 meg TT RAM board and wanted 4 megs of
ST RAM. I have asked for an RA number for the TT RAM and as yet have
not received one.

The invoice came in for the TT and I FAXed Atari USA to ask if the invoice
was in US or CDN dollars. That was last week; still no reply. If it is
in US dollars, the price of the TT030/2/50 will be $CDN 165 higher than the
TT030/4/50 that Atari Canada quoted me. Now that I have had to supply
2 megs of ST RAM out of my inventory, I will end up losing money on the
sale (my cost is now higher than retail and I have dozens of calls and
FAX charges piled up from trying to get the order completed).

This whole interaction with Sunnyvale has been a disaster. I even FAXed
Sam Tramiel and asked him to tell his Canadian market rep to get on the job.
I have asked if I could get ONE FALCON to demo and I have yet to receive
either a yes or a no.

So, have things gone from poor to awful, you bet! I'll repeat what I
FAXed to Sam Tramiel. I jump through hoops for my clients; any one who
wants to market a product that has inherent weaknesses (low visibility
of Atari makes marketing hard) has do work hard to sell. I expect
Atari USA to treat its clients (its dealers) with respect and to do
whatever it takes to keep product flowing to them. If I quit Atari sales,
I still have a good income to live on. If Atari USA folds, you guys
will be looking for work!!

C'mon, get it together and make it tolerable for me to sell Atari products.

Greg Csullog,
Atari Enthusiast
and Ticked-off Reseller

4325. Re: How do I uncompress a .Z file?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 13:29:31 UTC
From: thomasc@ms.uky.edu
Message-ID: <1992Oct20.92931.14785@ms.uky.edu>
Source record: 216080

In article <16886175.C556212@mizzou1.missouri.edu> C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
>ASCII?) and I ran a program called compress.ttp on it, but it doesn't do

There should also be a program called Uncompress. Best way to do downloads is to uncompress it, unzip, unzoo unwhatever. Put it ina format you think will have the best chance of working on your home machine. (uncompress, unzip unwhatever *before* you download)

Alex

4326. Alternate Reality Dungeon Disk

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 14:13:17 UTC
From: stevew@teleride.on.ca
Message-ID: <BwFBI6.1Fu@teleride.on.ca>
Source record: 216094

In article <1992Oct19.151626.16234@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>
>Yes! I have the Dungeon disk, which is excellent too, but unfortunately
>it was the last (as far as I know) of the series...
>

Is that for the ST or the old 8-bits? Is it from Datasoft?

--
------- Stephen M. Webb -------

Ack! I've accidentally broken my leg! -- Ed the Happy Clown

4327. Wargame on a.a.u.e.

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 14:17:44 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7940@laas.laas.fr>
Source record: 216084

Yo atarist netters,

seeing this new game on a.a., I quickly dl'ed it but couldn't
unarchive it because of a "CRC error" on the last file: war_game.scr.
I've tried all lzh desarcers from my huge collection (say 20...)
and all respond the same, even lzh201i...
Has anyone succeeded ? If yes then how ?

Game can however be started: looks great even if most of the backward
screen is totally scrambled; I couldn't manage to finish it though.

BTW, I'm struck by the quality of most of the games that have been
uploaded on a.a. these days: Combat, Escapade, Dogfight (but doesn't
run on STe), GraphGChess (a little older) and some others,
not to mention the *great* Chaos...
Is this some sort of escalade ? [:-)]

Cheers.

+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+

| excuse bad english: I'm still learning it |
| (bad english, that is) |
+---+

4328. PageStream trick

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 14:19:52 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Oct20.141952.16955@magnus.acs.ohio-state.edu>
Source record: 216081

Hello, netters.

Just the other day, I stumbled across a useful trick in PageStream. I'd never heard it mentioned before (and I never thoroughly perused the manual :-), so for all I know this might be common knowledge and I might get flamed for posting such obvious drivel. Still, it's new to me and I though some other people might benefit from it.

If you've used PageStream, you've probably noticed that you can select objects, then move to another page without having those objects DEselected. I'd always wondered exactly why this was. Well, I've found at least one reason. If you move to another page after having selected objects, then tell PageStream to `Duplicate' the objects, the copies of the objects are created on the new page. This provides a handy (if slightly awkward) Copy-to-Page feature akin to the Move-to-Page feature.

Just a little observation for those who are interested. Sorry if this is already known. No flames, please, if it is.

Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | Self-destruct has been initiated. Detonation in 10...
`---- | 9...8...7...6...5...4...3...2...1... PSYCHE!!!

4329. Anyone compiled imgtoppm and ppmtops?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 14:23:34 UTC
From: selick@csa.bu.edu
Message-ID: <99082@bu.edu>
Source record: 216082

Has anybody out there successfully compiled the imgtoppm and ppmtops programs out of the pbm utilities package? If so, could you e-mail me uuencoded executables?

Thanks,

Steve
selick@csa.bu.edu

4330. Re: Converting 220v ST to 110v

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 14:37:22 UTC
From: henk@pdsf.ssc.gov
Message-ID: <1992Oct20.143722.22995@sunova.ssc.gov>
Source record: 216083

Dogbowl@dogbox.acme.gen.nz writes:
+> Derek A. Botfield writes:
+>
+> > So I'm interested to know just how easy a power conversion is. Has anyone
+> > attempted this sort of thing?

I recently moved from the Netherlands to the USA and took my Atari (Mega ST 2, Megafile, B/W monitor) with me. I bought a transformer before I left and just plugged everything in. The whole setup works fine.

Henk.

Henk Uijterwaal Email: henk@pdsf.ssc.gov
SSC-labs, MS 2005. 46082::henk
Building 4, room F-428
2550 Beckleymeade Av.
Dallas, TX 75237 Phone: 1-214-708-6192

4331. Quartet & STOS

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 15:20:19 UTC
From: cdw@dcs.ed.ac.uk
Message-ID: <BwFELx.ACI@dcs.ed.ac.uk>
Source record: 216085

Does anyone have any idea how to run Quartet PLAYBACK.PRG from STOS
I eventually managed to get Noisetracker & TCB Tracker running
but not under interrupt.

Any ideas folks ??

4332. GIF to NEO convertor ??

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 15:22:01 UTC
From: cdw@dcs.ed.ac.uk
Message-ID: <BwFEoq.Avn@dcs.ed.ac.uk>
Source record: 216086

Details of a GIF to NEO convertor would be gratefully received !

Thanks Chris.

4333. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 15:32:24 UTC
From: csg022@cck.coventry.ac.uk
Message-ID: <BwFF61.Mx7@cck.coventry.ac.uk>
Source record: 215972

In article <1992Oct18.151442.26468@ulrik.uio.no> jarleb@medusa.uio.no (Jarle Brinchmann) writes:

>Very well, but the utility won't format 11 sector discs.
>So there you are on your own, and as far as I can remember there
>are also some demos on a.a. which are 11 sectors, so you better
>get some formatter that handles that :-)

Try the ACOPY program. That has a format option of 11 sectors.
It's not a very reliable format though, so don't keep any
valuable data on it.

--
+---+
| CSG022 is MARK B PROCTER | This space for sale | |
| Computer Science HND2 | | |
+---+

4334. MiNT problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 15:45:08 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1992Oct20.164508@cs.bham.ac.uk>
Source record: 216087

Back on the MiNT trail again, I've set it up on my MEGA/STE running with various oddities (Harlekin II, you know the sort) and TOSWIN, and most things work fine.

I've had problems with just two GEM packages - GFABASIC 3.5 and, and this suprised me somewhat, GENST2 in DevPac II.

It's a real pain and it means I don't normally have MiNT set up.

Has anyone else had problems with these two, or is it my set up? I've tried clearing my AUTOs and ACCs but as long as MiNT's there, they don't work!

David Oakley.

```
|\ /|\ /
| | / | \/
| |/--| /\
|// |/ \
```

4335. Re: Wargame on a.a.u.e.

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 16:51:35 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct20.165135.4582@cs.mcgill.ca>
Source record: 216093

In article <7940@laas.laas.fr> doucet@laas.laas.fr writes:
>Yo atarist netters,
>
>seeing this new game on a.a., I quickly dl'ed it but couldn't
>unarchive it because of a "CRC error" on the last file: war_game.scr.
>I've tried all lzh desarcers from my huge collection (say 20...)
>and all respond the same, even lzh201i...
>Has anyone succeeded ? If yes then how ?
>
>Game can however be started: looks great even if most of the backward
>screen is totally scrambled; I couldn't manage to finish it though.
>

Hello, everyone.
Just in case you haven't noticed, I made this one :-)
I'll see about the CRC error. I arced it on unix lharc, not the ST's.
I don't think it makes any difference, but I'll take a look at it.
As to finishing it, well, it's meant for 2-4 human players.
You decide how long it should be, so select a length that suits your need.

Hope you liked it a lot. The map maker is available now.

The .src file is just the screen page. So the game is no different, even if
it happens to be damaged. If you want, I can e-mail you the (uuencoded)
good one, so that you can try it out sooner.

Patrick.

Don't forget, it's shareware ... :-)

4336. Re: Wargame on a.a.u.e.

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 16:56:02 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct20.165602.4655@cs.mcgill.ca>
Source record: 216091

OK, I saw what happened. The whole file got corrupted.
The text file is missing (Documentation), as well as the end of the .src
I don't know what happened, but i'll fix it soon (like now !)

Patrick.

4337. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 16:57:21 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.719600241@freyr>
Source record: 216090

klamer@mi.el.utwente.nl (Klamer Schutte) writes:

>The major problem of the combination of X and a atari ST is the amount of
>memory -- since minix does not allow virtual memory (difficult on a ST,
>doable on a TT, Falcon, or other 68030 machine), you need all to have in
>real memory. And since a typical X sesson wants about 8-16 Mb, you are

Is that still true for 640x400?

>out of luck on your 4 Mb (at most) ST.

<just a question>
--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4338. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 17:29:09 UTC
From: ekrimen@wet.UUCP
Message-ID: <4401@wet.UUCP>
Source record: 216100

In article <3673@richsun.cpg.trs.reuter.com> chuck@cpg.trs.reuter.com (Chuck Menard) writes:
>I would also be interested in an answer to this problem as I have just
>received my Supra FaxModem. I do know there were connections problems that
>have been corrected with ROM upgrades to the modem. I have not been able to
>connect to my favorite BBS in this area which is also running the same modem.
>It will connect at 14400 baud and then immediately disconnect. A co-worker has
^^^^^^^^^^^^^^^^^^^^^^^^^^

This was a problem on another 2-line local board recently. No one could
get on the 14.4K node at 14.4K. So we complained and complained and complained
some more. Now I can get on fine (with my Supra V.32bis) but others are still
having problems (but they don't have Supras). How the modems are configured is
critical. As someone alluded to in comp.dcom.modems, a lot of USR Dual Standard
owners don't know how to configure their modems.
--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4339. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 18:14:38 UTC
From: chuckies@cs.mcgill.ca
Message-ID: <1992Oct20.181438.5913@cs.mcgill.ca>
Source record: 216096

In article <2AE23051.21869@news.service.uci.edu> jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
>chuckies@cs.mcgill.ca (Charles J. Savoie) writes:
>>
>>A minor point, but unless the game disks are already heavily compressed,
>>the proper way of uploading should be in a .ZOO, .LZH or .ARC file (or
>>files), with the .msa files contained within the archived files.
>
> This is not a smart idea. First of all, .msa files don't compress
>very well. Secondly, try asking a 1meg, 1 or 2 floppy, ST owner to
>decompress a large .msa file from a large compressed archive. Not
>easy. The best way to deal with msa'd files is making sure that each
>.msa file is only half of a disk and maybe providing a separate text
>file for information.
>
>Joachim Vance (The Underdog)

Um, I'll agree that most .msa files, especially ones for demos, do not compress very well, but this is not an inherent characteristic of .msa files... The reason for this is that the info on the disk is already compressed (as in those demos) so further compression of the .msa proves useless (and a hassle). A normal .msa file of a normal disk, especially an *uncompressed* MSA file (turn off the compression within msa) of a normal disk, will compress quite nicely especially if the unused sectors are all filled with the same value (as in a newly formatted disk).

Second... I have done what you stated above, with my 1 Meg ST and 1 floppy drive, simply by setting up a 720K RAMdisk. I know, this won't work with bigger disks (>720K), but then again I'm not sure if you can de-msa something on 1 floppy without a RAMdisk anyway.

But I agree that using 2 msa's, each a half of a disk, with an explanation, is the best way to go...

Charles.

--

,.. . . . . ,.. . . ... ,.. ,.. ====================================
| |--| | | | |< | |- `-. Charles Savoie chuckies@cs.mcgill.ca
`'' ' ' `''' `'' ' ` ''' `'' ''' ====================================

4340. CHAOS 1/2 meg version

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 18:31:48 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct20.183148.29591@cs.nott.ac.uk>
Source record: 216095

Right, after a short problemo, CHAOS 1/2 meg version
is on atari.archive.umich.edu in the directory
New (until Jeff posts otherwise) called

CHAOS1_2.ARC

I got pi**ed off with people saying MSA is crap, so
I ARCd this, and let anyone try to complain (grrr).

To get the loading screen up, you'll have to rearrange
the order of files in the auto folder to LOADER.PRG
then HALF.PRG (THAT'S why I MSAd it originally!!!)

Martin

(Gordon Bennett, the things I do for you people...)

4341. Re: Jack - from Commodore to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 19:17:11 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Oct20.191711.8816@exu.ericsson.se>
Source record: 215952

Jeff McWilliams writes
>
>People, in my opinion, have gotten too serious about
>computers. Nobody is happy with what works, it's always gotta be
>bigger, faster, better, when the average joe doesn't really need a
>supercomputer on his desk. He thinks he does, because Intel and
>Bill Gates has told everyone that they do. But they really
>don't.

That's it exactly. The PC philosophy seems to be:

* What you own right now is garbage and something
a million times better will be released Real Soon Now.

* All of the problems involving slow and poorly designed
software can be blamed on technological limitations.
(I think that if the MS-Windows sorted filename display
used a bubble sort, Microsoft would rather wait until
Intel released the next generation of 86 compatible CPUs
than use a faster algorithm.)

* Everyone, including Grandpa Jones who bought his computer
at Sears, yearns to perform the duties of a 1972 mainframe
systems administrator.

* Software should be non-intuitive and needlessly complex
in order to support the millions of people who make a living
by publishing rewrites of the manuals for MS-DOS, Windows,
Harvard Graphics, etc.

Hey, I *own* a PC compatible. I can make snide remarks about
it if I want to :-)

--
James Hague
exuhag@exu.ericsson.se

4342. How to get (Gulam in 50-line mode) to my ST?!?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 19:27:08 UTC
From: 01mbmccabe@bsu-ucs.uucp
Message-ID: <1992Oct20.142708.10729@bsu-ucs.uucp>
Source record: 216099

I am on this NET through my schools VAX system. I am using my Mega ST4 as a terminal (UNITERM). Can someone tell me how I would get this file/message called TABLE (or anyother program on the NET for that matter) onto the VAX then to my computer? Or even from the NET straight to my computer if that's possible.... H E L P ! ! ! !

-Matt

4343. Help with DeskJet 500?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 19:45:34 UTC
From: horsch@cs.ubc.ca
Message-ID: <1c1nkuINNihh@carib.cs.ubc.ca>
Source record: 216097

My Dad purchased a DeskJet 500 for his ST and is having trouble. The ST is 1Meg, about 5 years old, 20Meg hard drive, etc. He uses Page Stream (I think it's a recent version, but I've been out of the Atari world for a while--and across the country too!), and Word Writer (an early version). The DeskJet is brand new.

Any advice on necessary techniques, software, drivers etc, emailed directly to me, would be greatly appreciated. Other advice, particular that which is posted here, will probably go unnoticed :-)

Mike
--
Michael C. Horsch Department of Computer Science
horsch@cs.ubc.ca University of British Columbia

4344. Re: nroff, RAMdisks, and GCC 2.2.2...

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 20:12:10 UTC
From: wabe@ukc.ac.uk
Message-ID: <1949@eagle.ukc.ac.uk>
Source record: 216098

In article <99040@bu.edu> anneklin@acs.bu.edu (Patricia Anne) writes:
>Also, I would like to find a simple, non-resettable RAMdisk. I only want it
>for use as a /TMP directory, so, quite honestly, the hassle that a resettable
>RAMdisk presents, with the regimen of multiple resets and such isn't worth
>the trouble. I also have no need for print spoolers or sixteen other things.
>Just a TSR ramdisk. I know they existed at one time...then they seem to have
>gone out of vogue.
>
Check out the ramdisk that comes with the TURTLE hard disk backup
system called TRAMDISK.PRG. It is an extremely tiny program, can be set up
in all sizes with any volume letter (C:\ -- P:\). Further its default size
& volume letter is easily configurable and it understands command line
invocation from a shell. I've used it a lot for things other than backing
hard disks with a good deal of satisfaction.

Cheers, W. Alan B. Evans
[wabe@ukc.ac.uk]

4345. Re: How do you use the PBM utilities?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 21:35:04 UTC
From: rosenkra@convex.com
Message-ID: <1992Oct20.213504.7456@convex.com>
Source record: 215951

In article <1992Oct20.103736.15607@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
>: [problem with using PBM explained]
>The pbm utilities write to stdout, so you need a decent shell which
>can redirect it's I/O. Of course any of the MiNT-related shells (tcsh,
>minshel, ...) would be fine, but make sure you use binary standard I/O.

it might not hurt to

setenv UNIXMODE b

as well. i seem to recall the PBM codes on a.a were not compiled to force binary std streams....

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

4346. Re: English docs for CS-TeX?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 22:46:17 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <719621176@romeo.cs.duke.edu>
Source record: 215954

Well, it seems my fears were premature. Thanks to:

ee90grb@brunel.ac.uk
atari@cs.ruu.nl
don@cc.gatech.edu
petcher@ebenezer.wustl.edu
h.vandenberg@math.utwente.nl
DAVEW%D.SSS.CO.UK@ib.rl.ac.uk

and anyone else whose mail arrives after I post this :).

As promised, I'm posting the results of my efforts. If this doesn't
interest you, hit `n' now:

As it turned out, the key was the GEM shells provided in the
installation [having been born and raised on a vt100 ;), I was looking
for a command-line method]. The shells of interest for English speakers
are CTEX_E.PRG in the \TEX directory and C_MF_E.PRG in the \METAFONT
directory.

Recall that my concerns were:

>- run initex to make some .FMT files

Cake. Two steps:

Step 1 -- Find the file LATEX.INI in the directory \TEX\INITEX
and load it into your favorite text editor. Find the line
that reads "\dump{latex}" and change it to read
"\dump{lplain}". Save under the name LPLAIN.INI.

Step 2 -- Run CTEX_E. Under the _Find_ menu, choose _IniTeX_ and use
the resulting dialog box to find and select INITEX.TTP (the
program will generally guess it right anyway). Then under
Work choose _Generate_, and select PLAIN.INI in the
resulting dialog box. Repeat with LPLAIN.INI. This creates
the necessary files PLAIN.FMT and LPLAIN.FMT in the directory
\TEX\FORMATS.

>- run Metafont to make some more fonts (according to the readme file,
> only a bare-bones set is provided)

Fortunately it appears I won't have to do this (although I'm sorely
tempted to build that "wasy" font to see some of the neat symbols in
it), though it appears that this would be easy as well. C_MF_E uses
"font list" files with the extension .FTS; you can apparently simply
tell C_MF_E to generate all the fonts on that list (first, of course,
make sure that all the necessary .MF files are where the program can

find them).

>- figure out the environment variables; TEXFONTS looks to be the worst

Double cake. Run CTEX_E and choose _Environment_ from the _File_ menu
(I think that's the name of the menu), and copy down the values shown.
Install them with your favorite environment-variable program [mine's
MiNT ;)].

Finally, for those (like me) who'd rather run TeX from a real shell
rather than the GEM wrapper, the following tcsh aliases should [1]
suffice:

```
alias tex 'e:/tex/bin/tex.ttp \&plain'
alias latex 'e:/tex/bin/tex.ttp \&lplain'
alias preview 'e:/tex/bin/dvi_view.app -p=a4'
```

modulo your directory structure and preferred shell, of course.

The only thing I lack now is documentation for the special graphics
extensions like CSG, but I shouldn't need those for a while. Thanks
again, and I hope this saves someone out there some time and
frustration.

-sbigham

[1] I say "should" since I haven't actually tried the aliases, though
the commands themselves work flawlessly; my tcsh.rc is still sitting on
a backup disk waiting for me to finish my hard drive reorganization.

--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1992 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

4347. Atari OS

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 22:59:45 UTC
From: darren@ICSI.Berkeley.EDU
Message-ID: <1c2311INNlkh@agate.berkeley.edu>
Source record: 215953

We just got a news feed (finally) and in my pokings around the comp.sys groups I discovered the announcement of the new Falcon. I have been following the rumors and discussion with great interest. Though I know a few happy Atari users in the computer music world, most of my experience is with NeXTs and Macs. Compared to the most nearly equivilant Apple or NeXT product, the Falcon seems like a great deal! I haven't owned a machine since my first AppleIIe was sold in 1987 because I've had consistant access to machines at schools. Now that I've graduated (MFA in electronic music) I'm thinking about getting a machine and am very tempted by the Falcon's hardware specs, especially the 56K. Would anyone care to attempt a decently impartial refutation of the consistant rumor that Atari hardware is great and well priced, but the system software is fairly lame?

darren

4348. Opinions of assemblers?

Newsgroup: comp.sys.atari.st
Date: 1992-10-20 23:52:34 UTC
From: tevans@unislc.uucp
Message-ID: <1992Oct20.235234.7505@unislc.uucp>
Source record: 215958

I am presently taking a class at the local university where I am required to write programs in assemble language for the 68000 processor. So far I have been able to obtain to assemblers, gcc-as and turboass. However, gcc-as doesn't follow the common motorola syntax (ex move.w --> movew on gcc-as) and I don't know german so it is a little hard to figure out how to use turboass.

Now my question: Is there an assembler for the atari that follows the normal 68000 syntax? If there is (are), how good is it? From what I could figure out from playing around with the turboass it seems to follow the motorola syntax, however, does anybody know of a version in english? Are there english docs available somewhere for it?

Thanks in advance!!

tevans@cs.utah.edu

4349. Compressing Images - Recommendations?

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 00:08:21 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Oct20.170822.42@mimas.arc.ab.ca>
Source record: 215956

Well I am down to 1 meg free on my hard drive and I am considering trying an image compression program. I would appreciate opinions on what is good out there. I am looking for the compression programs that let you run the executable after compression. Any help would be appreciated.

Bob

4350. For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 00:15:08 UTC
From: sk2n@murdoch.acc.Virginia.EDU
Message-ID: <SK2N.92Oct20191508@ash.murdoch.acc.Virginia.EDU>
Source record: 215957

I'm selling the following:

Hard drive enclosure, with ICD host adapter & fan & power supply:
$110

5 Syquest cartridges (you will probably need to format them):
$50 each

Atari MegaSTe w/ 4megs RAM with:
Some software (mostly public domain)
Monochrome Monitor
Best Offer

Reason for selling: I have no need for the Mega STe anymore, and when
I do use my ST I normally use my 520ST.

```
-----------------------------------------------------------------
|Shuichi Koga | Contact me at: |
|^^^^^^^-->(Shoo eechi)| SKoga@Virginia.Edu |
|Univ. of Virginia | ATARI & SILICON GRAPHICS FOREVER!!! |
|Coll. Arts & Sciences | REDSKINS TOO!!! |
-----------------------------------------------------------------
--
-----------------------------------------------------------------
|Shuichi Koga | Contact me at: |
|^^^^^^^-->(Shoo eechi)| SKoga@Virginia.Edu |
|Univ. of Virginia | ATARI & SILICON GRAPHICS FOREVER!!! |
|Coll. Arts & Sciences | REDSKINS TOO!!! |
-----------------------------------------------------------------
```

4351. Re: HELP! How do I do a batch LHarc with a CLI?

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 03:31:41 UTC
From: rosenkra@convex.com
Message-ID: <1992Oct21.033141.20881@convex.com>
Source record: 215960

```
In article <ABADDON.92Oct20120543@suprenum.uk.ac.liverpool.scm.suprenum>
abaddon@uk.ac.liverpool.scm.suprenum (Kevin o donovan) writes:
>foreach file (*.mod)
> set filename=`basename $file`
> lharc a ${filename}.lzh $file
> echo Archived $file to archive ${filename}.lzh
>end

to avoid starting another process (basename, unless builtin), try:

set filename=${file}:r

or just

lharc a ${file}:r.lzh $file

provided the shell supports this (tcsh does). also note that some
archivers do not need the .lzh suffix.

as an aside, you might want to look into rich salz's shar2 system which
has heuristics for putting files into shar archives and keeping their
size < 50KB or so for mailing. this could be extended to 720KB disks,
perhaps. find it in comp.sources.unix archives...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com
```

4352. Re: Compressing Images - Recommendations?

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 04:07:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1c2l1qINNpjb@golem.wcc.govt.nz>
Source record: 215963

There is a program for compressing .IMG files - which can often reduce their file-size by quite a lot! And, it saves them in a standard IMG format again! Not too sure *how* it works, but it does - however, I'm not too sure as of the name of the program - does anyone know the one I mean?

Apart from that - very few programs support compressed pic's! (Some will view pictures packed with 'ICE-Packer' but they are only usually slide-shows convertors, or viewers!

4353. Will PCDITTO 3.01 run on STFM 1.2 tos?

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 04:46:15 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Oct21.044615.4056@zooid.guild.org>
Source record: 215968

The subject line pretty well sums it up.

I start PCDITTO, it asks for, reads the MSDOS disk and then the drive stops spinning, the drive light goes out and and it goes off to never never land.

The PCDITTO disk is an MSA copy of a system that was running fine on an STF computer..

What's the differenced between an STF and STFM ?

Is anybody running PCDitto on an STFM?

What version?

4354. atari usa examples

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 06:11:47 UTC
From: calvin bruner <calvin.bruner@canrem.com>
Message-ID: <1992Oct21.4514.24868@dosgate>
Source record: 215964

>I ordered a TT030/4/50; a TT/2/50 was shipped. I called Sunnyvale and
was
>told a 4 meg TT RAM board was also being shipped. It arrived about 4
days
>after the TT. The client has a 32 meg TT RAM board and wanted 4 megs of
>ST RAM. I have asked for an RA number for the TT RAM and as yet have
>not received one.

>The invoice came in for the TT and I FAXed Atari USA to ask if the
invoice
>was in US or CDN dollars. That was last week; still no reply. If it is
>in US dollars, the price of the TT030/2/50 will be $CDN 165 higher than
the
>TT030/4/50 that Atari Canada quoted me. Now that I have had to supply
>2 megs of ST RAM out of my inventory, I will end up losing money on the
>sale (my cost is now higher than retail and I have dozens of calls and
>FAX charges piled up from trying to get the order completed).

I've spoken to three of the Toronto dealers and without fail they are
ALL reporting the same problems! I was actually encouraged that
Atari Canada were shutting down, as the type of operation was costing
Atari money; BUT I expected they would leave an intact
sales/marketing force.

Now, this is turning into an UNMITIGATED DISASTER!! Toronto is one
of the top four markets in North America (L.A., Chicago and N.Y.
being the others), there is a strong (for Atari) user base and
dealers can't get stock, or can only get it at prices that are
completely irrational, given the market here. WAKE UP ATARI -
PLEASE!!!!! Don't lose the market share you have, here.
--
Canada Remote Systems - Toronto, Ontario
World's Largest PCBOARD System - 416-629-7000/629-7044

4355. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 07:15:31 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.719651731@gideon>
Source record: 215965

monnier+@CS.CMU.EDU (Stefan Monnier) writes:

>In article <1992Oct19.214422.25044@wam.umd.edu>, humphrie@wam.umd.edu (James B. Humphries) writes:
>> Yes, I'm going to whine about X again.
>> Has anyone ported X to Minix?

>I believe that Minix is too limited to run X
>At least the PC version (with its 64K limit)

I think I have heard that mgr has ported to Minix-st.

Kimmo
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

4356. Access to Genie???

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 08:58:16 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.14.719657896@dhhalden.no>
Source record: 215966

Can someone with access to Genie PLEASE get the new BOOTFIX.PRG from ICD and mail it to me???

I neeeeeeeed it !!!!!!!

Thanks in advance.

R.A.W

rogeraw@dhhalden.no

4357. US Falcons.

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 09:08:09 UTC
From: elendir@inf.enst.fr
Message-ID: <2628@ulysse.enst.fr>
Source record: 215869

Howard Chu writes

-> At the moment I have access to two Falcons, one a pre-production unit
-> with UK keyboard, and another a final unit with German keyboard. The
-> fibnal unit only arrived tonight,...

This is nota real meaningful article, but it is more or less written to be read by Atari People (if they care).

WHEN WILL THE REV.4 FRENCH FALCON ARRIVE ?

This is just to summarize : Atari Corp. twice said "We ll send you Rev 4 Falcons (10 the first time, 100 the second time)", that was one month and half ago. We all still waiting for them.

Thank you Atari Corp, in the name of all French developers.

In memoria di mori di Furiani.

4358. Consbfix and MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 09:08:28 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719658508@freyr>
Source record: 215967

Has anybody got the following combination running correctly:

MiNT
Gemini (Mupfel, especially)
Turbo ST 1.8
Consbfix (or: do I need this one?)

I tried fiddling about with the different versions of CON: which helped for Mupfel itself, but then I get problems with programs that use Bios ouput mixed with Gemdos.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4359. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 10:20:13 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <719662813.28880@minster.york.ac.uk>
Source record: 215977

In article <annius.719600241@freyr> annius@nanna.research.ptt.nl (Annius Groenink) writes:
>klamer@mi.el.utwente.nl (Klamer Schutte) writes:
>
>>The major problem of the combination of X and a atari ST is the amount of
>>memory -- since minix does not allow virtual memory (difficult on a ST,
>>doable on a TT, Falcon, or other 68030 machine), you need all to have in
>>real memory. And since a typical X sesson wants about 8-16 Mb, you are
>
>Is that still true for 640x400?

It's not screen size that's the problem, it's the amount of code you need to implement. You've got to put in TCP/IP and sockets for a start, then the low-level X network protocols, X intrinsics etc. etc. before you've even thought about a window manager such as Motif / Athena / Open Look.

However, given that Quaterdeck seem to have done Desqview/X on the PC, I don't see why it couldn't be done on the ST.

>Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
>annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Langwith College, Uni of York, UK	-- Blackadder II

4360. Space Quest II

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 10:32:02 UTC
From: Dean.Rose@brunel.ac.uk
Message-ID: <BwGvxF.DBx@brunel.ac.uk>
Source record: 215969

I am reasonably new the ST world and have began playing a lot of the
older games. If anyone is familiar with Space Quest II can they tell me
how to cross the swamp without getting eaten by the swamp creature.
Is there an item which you need which I have not picked up.

Any help will be appreciated.

Dean

4361. Re: Chaos

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 10:38:28 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Oct21.103828.8370@crc.ac.uk>
Source record: 215970

I have managed to get fcpy_iii.lzh to allow me to format a 11sector 82
track floppy and this worked!
What I did was to put the chaos*.msa in a ramdisk and send it to the floppy.

There is one problem, this *isn't* the game. It is in fact a demo from
Pandemonium(?), which is quite good but not what I expected :-)

I downloaded this from the demos directory because at the time it was the
only one I could find. I have now downloaded chaos1,2.msa from the Games
directory so hopefully these will be the right ones!

I will get there in the end :-)

Phil
(E-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

4362. Re: Falcon in Sweden

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 11:09:07 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.5.719665747@dhhalden.no>
Source record: 215971

In article <mikhil.719052677@Prag> mikhil@Prag.docs.uu.se (Mikael Hillborg) writes:
>From: mikhil@Prag.docs.uu.se (Mikael Hillborg)
>Subject: Re: Falcon in Sweden
>Date: 14 Oct 92 08:51:17 GMT
>jornmoe@fredrik.atari.no (Joern Moe) writes:
>
>>In <1992Oct11.211022.3122@kth.se>, Johan Sm&#65533;ros writes:
>
>>>>Has anyone heard which company will be the new generalagent
>>>>for Atari here in Sweden ? It seems to take years before they
>>>>have decided. I could buy my Falcon from another country though
>>>>but it is always nice to see the thing with your own eyes before
>>>>you buy it, to be sure that it holds up to its promises.
>
>>>
>>>Unfortunately there will probably be no "generalagent" in Sweden before
>>>christmas :-(
>>>
>>>Johan
>>>
>
>>In Norway, there seems to be at least two general agents. One mainly aming at
>>the games marked and another aiming at the musician marked!
>
>Can you buy a Falcon in the stores in Norway ? Has the marketing
>begun ? Any ads in magazines ? Who are the "generalagents" ? Which business
>are they into, the electrical, electronical or pure computerbusiness ?
>It seems a good idea to have two generalagents, one aiming
>at the games market and one at the more professional side such
>as professional musicmaking.
>_____
>
> Mikael Hillborg, Computer Sciencestudent at
> __ __ _
> | \ / / \
> | | __ | _
> | |/ \ | \
> |__/ __/ __ _/ Department of Computer Systems,
> University of Uppsala, Sweden
>
> email: mikhil@student.docs.uu.se
No , you can't buy a Falcon in Norway yet.

I have heard that an Atari agent in Sweden has been decided, but the name has not ben desclosed yet.

Be patient and things will suddenly drop in your head. Heavily.....

Greets from

Rune H.
>
>

4363. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 11:10:03 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct21.111003.16136@cs.nott.ac.uk>
Source record: 215973

In article <1992Oct20.181438.5913@cs.mcgill.ca> chuckies@cs.mcgill.ca (Charles J. Savoie) writes:
>In article <2AE23051.21869@news.service.uci.edu> jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
>>chuckies@cs.mcgill.ca (Charles J. Savoie) writes:
>>>
>>>A minor point, but unless the game disks are already heavily compressed,
>>>the proper way of uploading should be in a .ZOO, .LZH or .ARC file (or
>>>files), with the .msa files contained within the archived files.
>>
>> This is not a smart idea. First of all, .msa files don't compress
>>very well. Secondly, try asking a 1meg, 1 or 2 floppy, ST owner to
>>decompress a large .msa file from a large compressed archive. Not
>>easy. The best way to deal with msa'd files is making sure that each
>>.msa file is only half of a disk and maybe providing a separate text
>>file for information.
>>
>>Joachim Vance (The Underdog)
>
>Um, I'll agree that most .msa files, especially ones for demos, do not
>compress very well, but this is not an inherent characteristic of
>.msa files... The reason for this is that the info on the disk is
>already compressed (as in those demos) so further compression of the
>.msa proves useless (and a hassle). A normal .msa file of a normal
>disk, especially an *uncompressed* MSA file (turn off the compression
>within msa) of a normal disk, will compress quite nicely especially
>if the unused sectors are all filled with the same value (as in a newly
>formatted disk).
>
>Second... I have done what you stated above, with my 1 Meg ST and 1
>floppy drive, simply by setting up a 720K RAMdisk. I know, this won't
>work with bigger disks (>720K), but then again I'm not sure if you
>can de-msa something on 1 floppy without a RAMdisk anyway.
>
>But I agree that using 2 msa's, each a half of a disk, with an explanation,
>is the best way to go...
>
>Charles.

Thanks, its nice to be backed up once in a while..
Martin

4364. Re: Chaos and msa

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 11:24:35 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Oct21.082435.8288@ac.dal.ca>
Source record: 215976

In article <1992Oct20.070125.574@constellation.ecn.uoknor.edu>,
kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:
>
> I'm having trouble getting Choas to run on my Mega ST(not E)2 with TOS 1.02.
>
> I've unMSAed everything and the disk works fine on my friend's 1040
> STf(not m) w/ TOS 1.0 (I assume). The same disk bombs (3 of them in fact)
> after it has been loading for a while on my Mega.
>
> I've tried it with a Mega 4 (TOS 1.0/1.04 switchable) and got the same
> thing with both ROMs (i.e. 3 bombs).
>
> So, I have tried to load Chaos with TOS 1.0, 1.02, and 1.04. It loads on
> a 1040 w/ TOS 1.0 but not the Mega w/ TOS 1.0 and doesn't load otherwise.
>
> I've tried disconnecting everything except the SC1224 with no luck.
>
> Anybody have any ideas?
>
> Later,
> Kenneth Love

It works fine on my Mega 4 (TOS 1.02).

4365. Re: MiNT problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 11:25:13 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Oct21.112513.17567@cs.nott.ac.uk>
Source record: 215974

In article <1992Oct20.164508@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
>[...]
>I've had problems with just two GEM packages - GFABASIC 3.5 and,
>and this suprised me somewhat, GENST2 in DevPac II.
>[...]

Yeah, I was surprised when GenST bombed out under MiNT. I dunno what
the problem is, but I gave up in the end and used the Sozobon
assembler (since it's format is not too different).

-- Dave.
--
`Grave' Dave Gymer | Hanlon's Razor: "Never attribute to malice that which
42 St Mary's Park | can be adequately explained by stupidity." Finagle's
Louth, Lincs | Law: "The perversity of the universe tends towards a
LN11 0EF, England | maximum." (Quoted from the jargon file. Thanks ESR!)

4366. Looking for several PD programs

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 11:40:14 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <5997@tuegate.tue.nl>
Source record: 215975

Well as the subject says I am looking for some PD software that I could not find on the regular archives like a.a. or sol.cs.ruu.nl.
I hope someone knows where to ftp these or maybe someone can upload these to a.a. or so. If I get e-mail I am also willing to do some uploading myself (that is if someone sends me a uuencoded file)

Here they come:
Public painter, author: Hansjuerg Buergler
program for painting mono .img pictures.

Special paint, author: Alexander Lorenz
program for painting mono .img pictures (yes I would like to have both :)

Laborant ST plus, author: Jens Schulz
generic chemistry program.

Matrix, author: Andreas Krompke
matrix processing program with nice desktop user interface.

Funcalc, author: ???
numerical calculation program with nice desktop user interface.

Klima, author: several people
program that creates climate diagrams of worldregions.

Soundcomputer, author: Thomas Wiedel
program to use the atari soundchip.
Well any program that can make songs usable in my own programs will do.

Wator, author ???
Simulation of sharks and fishes in the sea.

This is it. The programs have been around for at least two years so a lot of people must have them by now, especially in Germany. So please help me with this and I can help a lot of other ST users with this software.

Greetings Erlend.

4367. Bye bye

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 13:02:25 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Oct21.080225.15700@hemlock.cray.com>
Source record: 215979

Hi People,

In a few weeks, I shall be losing my job -- found out last Friday. Of course, the *important* loss is NetNews access! So, as of November 30th I shall no longer have the means to access this (and other) news groups :-(Hopefully, it won't be too long until I'm in another job on the Internet. But until then, au revoir! It's been great these last couple of years reading and contributing to this newsgroup. Thanks to everyone who's helped me from time to time with problems ranging from screwy hard-drives to "should I buy a DeskJet 500"? Hope to be in touch soon!

Cheers,

[M][a][r][c]

Marc CR Bouron
128 Moordale Avenue
Bracknell
Berkshire
RG12 1TH
England

4368. Re: New xterm-clone for GEM+MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 13:07:43 UTC
From: mfg@gmd.de
Message-ID: <mfg.719672863@gmd.de>
Source record: 215978

Hi Gemterm-Useres (if there are any?)

there is a real problem with Gemterm, if there is no GDOS present: It crashes !
It it is my fault, that I have forgotten to check the presence of GDOS before
using the call vst_load_fonts(). If there is no GDOS this call crashes.

So I think there are four possible bug fixes:

1) Install GDOS. This is the most sensible fix, because on an ordinary SM124
it is VERY GOOD to use other fonts in an 80x25 window than the system fonts.

2) Recompile Gemterm with gcc and mintlib with the following change:
File: gemterm.c, Line: 592

```
if (vq_gdos())
vst_load_fonts(handle, 1);
```

instead of simply:

```
vst_load_fonts(handle, 1);
```

3) Wait for the next version of Gemterm with this bug fixed (a bad solution)

4) If nothing else helps ask me for the new binary, I will mail it to you.

PS: A good shareware GDOS called "AMCLIGHT.PRG" and resonable fonts are part
of the Gemini 1.21 distribution.

Keep on Gemterm-ing,

Martin <mfg@gmdzi.gmd.de>

4369. Re: nroff, RAMdisks, and GCC 2.2.2...

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 13:21:30 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Oct21.132130.2552@olymp.informatik.uni-bonn.de>
Source record: 215982

In article <99040@bu.edu> anneklin@acs.bu.edu (Patricia Anne) writes:
>Also, I would like to find a simple, non-resettable RAMdisk.

Check out MDisk. This comes with the CS-TeX package but should also be
available as a stand-alone package on atari.archive.

I of course, use EDisk but it's reset-resident :-)

-- Volker

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

4370. name of mntemcs's resourcefile?

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 14:03:31 UTC
From: kinzel@ibr.cs.tu-bs.de
Message-ID: <1992Oct21.140331.15637@ibr.cs.tu-bs.de>
Source record: 215980

What's the name of mntemacs's resourcefile? emacs.rc doesn't work!

Tahnx for answers!

Jens

4371. Re: Will PCDITTO 3.01 run on STFM 1.2 tos?

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 14:27:09 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct21.142709.24230@newshost.lanl.gov>
Source record: 215287

In article 4056@zooid.guild.org, Mike Stramba <stramba@zooid.guild.org> () writes:
>
>The subject line pretty well sums it up.
>
>I start PCDITTO, it asks for, reads the MSDOS disk and then the drive stops
>spinning, the drive light goes out and and it goes off to never never land.
>
>The PCDITTO disk is an MSA copy of a system that was running fine on an STF
>computer..
>
>What's the differenced between an STF and STFM ?
>
>Is anybody running PCDitto on an STFM?
>
>What version?

Question... why don't you have the original PCDITTO disk? That _is_ copyrighted,
commercial software, you know?

In "STF" and "STFM", the "F" means built-in floppy and the "M" means RF modulator
(for running on a TV set). Other than that, they should be the same. Before I
sold it, my PC Ditto (version 3.0 software) worked fine on my 1040STfm, as did
the ill-fated PC Ditto 2 (hardware version).

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4372. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 14:27:31 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3680@richsun.cpg.trs.reuter.com>
Source record: 215984

In article <suyXsB1w165w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>chuck@cpg.trs.reuter.com (Chuck Menard) writes:
>
>- I would also be interested in an answer to this problem as I have just
>- received my Supra FaxModem. I do know there were connections problems that
>- have been corrected with ROM upgrades to the modem. I have not been able to
>- connect to my favorite BBS in this area which is also running the same modem.
>- It will connect at 14400 baud and then immediately disconnect. A co-worker h
>- this modem also but on another platform (IBM PC based). Although, I did mana
>- to connect to one BBS and had downloads in the 1000 chars/sec. range with Zmo
>- My co-worker said to configure the software for the highest speed first befor
>- dialing. He has seen 1300 to 1600 cps rates with Zmodem. My software modem
>- program was Flash II in this case. Another tip: make sure your modem cable i
>- RTS/CTS Hardware Handshaking capable - meaning that these pins are wired in t
>- cable. Also, I'm using the serfx1.prg in my auto folder with a .cpx program
>- (for the TT) to lock RTS/CTS. I just got the modem the other day with STraigh
>- Fax. So, I haven't used it much - haven't tried the fax software yet either.
>
>Strange. I have the Supra FAXModem V.32bis (like the rest of the people in
>this thread) and I usually get 1650 CPS as an average for every transfer.
>Closer to 1670 if I use Ymodem-G. I do have problems disconnecting, though.
>Sometimes the modem will just hang there until I hang up on my end. Are some
>of these modems unreliable? I had the problem of not being able to connect
>with the opposite modem once, but it went away quickly so I am not sure what
>caused it. Maybe there is a problem with the new ROMs?
>

Well, thanks for all the replies including the one email message from Ann Arbor.
I appreciate it. I did manage to call my favorite BBS with some help. Apparently,
the BBS connection from my place can be pretty noisy. Before I called I sent some
AT commands in terminal mode to set the baud rate to 9600. I connected with no
problem. However, the Zmodem download failed twice. So, I tried a Ymodem down-
load and it worked with slightly less throughput (800 to 900 cps). Now I'm
working on getting STraight Fax to recognize my modem when sending a FAX.
I am now getting 'Modem not responding. Please check modem power and RS-232 cable.'
or 'Modem initialization error. Please check modem power and RS-232 cable.'
Any comments on this. I'll probably give Joppa a call.

CUL,
Chuck

4373. 520ST 1M for sale - make offer

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 16:46:00 UTC
From: buchs@solo
Message-ID: <21OCT199209462127@solo>
Source record: 215981

I have the following system for sale (merging and upgrading my computer resources). Make an offer for the hardware and whatever portion of the software that interests you.

520ST 1MB RAM, SS & DD floppy drives
Color & Monochrome monitors

Mark Williams C 2.1
OSS Pascal
The Final Word (word processor)
PC/Intercom (communications)
Atari Developer's kit
Atari Logo/Basic
Shareware (kids games, source code, etc)
Spiritware Bible Concordance Program (+NIV text)

4374. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 16:57:04 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.719686624@freyr>
Source record: 215987

mjl-b@minster.york.ac.uk writes:

>It's not screen size that's the problem, it's the amount of code you need to
>implement. You've got to put in TCP/IP and sockets for a start, then the
>low-level X network protocols, X intrinsics etc. etc. before you've even
>thought about a window manager such as Motif / Athena / Open Look.

>However, given that Quaterdeck seem to have done Desqview/X on the PC, I
>don't see why it couldn't be done on the ST.

That's it! Do you really need all this TCP/IP shit? I can't imagine you
couldn't fake an Xlib that does the same to programs that use it as on a UNIX
machine. (But I suppose I'm talking nonsense)

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4375. Re: New xterm-clone for GEM+MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 16:59:20 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.719686760@freyr>
Source record: 215988

mfg@gmd.de (Martin Gergeleit) writes:

>Hi Gemterm-Useres (if there are any?)

>there is a real problem with Gemterm, if there is no GDOS present: It crashes !
>It it is my fault, that I have forgotten to check the presence of GDOS before
>using the call vst_load_fonts(). If there is no GDOS this call crashes.

>So I think there are four possible bug fixes:

> 1) Install GDOS. This is the most sensible fix, because on an ordinary SM124
> it is VERY GOOD to use other fonts in an 80x25 window than the system fonts.
>
> 2) Recompile Gemterm with gcc and mintlib with the following change:
> File: gemterm.c, Line: 592
>
> if (vq_gdos())
> vst_load_fonts(handle, 1);
>
> instead of simply:
>
> vst_load_fonts(handle, 1);
>
> 3) Wait for the next version of Gemterm with this bug fixed (a bad solution)
>
> 4) If nothing else helps ask me for the new binary, I will mail it to you.

5) Throw it away and unzip your TOSWIN again. The program is un-useable.
TOSWIN, being *just* useable but a little naughty as far as GEM is
concerned, seems a lot more reliable to me. All GEMterm gave me was a
window, very slowly redrawn, with something in it that periodically
resembled a Mandelbrot set rather than a terminal.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4376. Re: Uniterm Questions

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 17:12:52 UTC
From: herby@danubix.ulm.sub.org
Message-ID: <H.ea.7ARbVvEsk9M@danubix.ulm.sub.org>
Source record: 215865

In <1992Oct18.140734.23992@panix.com>, Jim Kalb writes:
>A couple of questions from a novice Uniterm (V2.0e 015) user:
[...]
>Selector comes on. But if at the same point in the process use the
>command %xm('rec','filename') I just get repeated "Bad Chk" error
>messages.

Try: xmodem('REC','file')
I use kermit('GET',1,'*.*'), works fine.

>2. I'm having trouble using the "Run Program" feature. I keep
>getting error messages when I try to use it ("TOS error 37", for
>example). Could the problem be lack of free memory? If so, how do I
>reduce the total amount of space allocated to buffers?

I use this feature on a 3 Mb ST520+ without any problems.
Tos-Error 37 is EIHNDL, Error wrong Handle-Number. Is the correct path in
your command-line ?

cu l8ter mfG herby@danubix.ulm.sub.org
--
* E-Mail: herby@danubix.ulm.sub.org ccc_damp@rzmain.rz.uni-ulm.de *
* herby@danubix.ul.open.de Fido: 2:241/7902.1 *
* Forchenweg 14 W-7900 Ulm/Donau Voice: 0731-6021657 *
* ULM: Letzte Stadt vor Bayern Don't marry, beer happy *

4377. Re: Chaos and msa

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 17:16:58 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Oct21.171658.4789@prime.mdata.fi>
Source record: 215983

In article <1992Oct20.070125.574@constellation.ecn.uoknor.edu>
kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:
>
>I'm having trouble getting Choas to run on my Mega ST(not E)2 with TOS 1.02.
>
>I've unMSAed everything and the disk works fine on my friend's 1040
>STf(not m) w/ TOS 1.0 (I assume). The same disk bombs (3 of them in fact)
>after it has been loading for a while on my Mega.
>
>I've tried it with a Mega 4 (TOS 1.0/1.04 switchable) and got the same
>thing with both ROMs (i.e. 3 bombs).
>
>So, I have tried to load Chaos with TOS 1.0, 1.02, and 1.04. It loads on
>a 1040 w/ TOS 1.0 but not the Mega w/ TOS 1.0 and doesn't load otherwise.
>
>I've tried disconnecting everything except the SC1224 with no luck.
>
>Anybody have any ideas?
>
> Later,
> Kenneth Love

How much memory do you have on your Mega? I have a 4MB STe, and it
bombs with some programs, but the problem is fixed by running a 2 MB
RAM-disk (reset proof preferably, so you can boot the games/whatever
disk without letting the 2 Megs go). I'm not sure why this helps, it
just does :). 3 bombs means address error, so it has something to do
with the memory I'd think.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

4378. LDW Address or Phone?

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 17:47:31 UTC
From: belaire@bnr.ca
Message-ID: <1992Oct21.174731.9428@bmerh85.bnr.ca>
Source record: 215990

```
Can someone please post LDW's (usa) phone number
or at least their present address?

Thanks
```

4379. wargame, at last

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 17:50:57 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct21.175057.2817@cs.mcgill.ca>
Source record: 215989

Wargame is now on a.a (At least, when weiner puts it in).
To make sure you get the right noe, it's about 57K large.
Hope you like it !!!

Patrick.

4380. Re: DM on hard disk? How?

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 18:15:55 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1c46orlNNkbi@skat.usc.edu>
Source record: 215985

In article <1bq3ghINNi6@usenet.INS.CWRU.Edu> bq035@cleveland.Freenet.Edu (Brian Jepson) writes:
>
>About a year ago, I dimly recall someone making a reference to putting Dungeon
>Master on a hard disk. At the time, I didn't have a hard disk, so I didn't pay
>any attention. Does anyone know how this can be done...*if* it can be done?
> Thanks in advance...

Well, I hope he doesn't mind me pointing fingers, but the man you are looking for is Howard Chu, the Man at JPL. :)

Actually, I've been trying to get him to dig his mod out of the depths of his boxes (he had just moved) for the last several months, but as yet I have been unsuccessful. Perhaps if more people were to show an interest in his modification we could persuade him to post a program to make the modifications, or at least tell us how to do it with a file editor...

>--
>**********
>* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
> **********
>Brian Jepson = iqm229@uriacc.uri.edu || bq035@cleveland.freenet.edu

-Mike

4381. Re: Jaguar, More rumours.....

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 19:11:34 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.XaLSAYKWbr6@fredrik.atari.no>
Source record: 215764

In <Chris_Millar.05un@lppl.mi.org>, Chris Millar writes:
>From everything I can gather about the Jaguar, there are now several
>companies developing games for it, and it will be released with over 2
>dozen (24+) games available for it. It *SUPPOSEDLY* has *2* 68030's
>(probably 68EC030's at 16Mhz) and has the same video chip as the Falcon
>(opr a slightly modified one), a custom DSP, and the same analog joysticks
>as the Falcon (the newly released three-fire button, 12 key keypad sticks)
>Atari is pushing the "software" development because of what they did to the
>Lynx - not many games, not many sales.....I hear that Atari will
>intro the Jaguar at the January CES.....
>

To add more rumours to the jaguar story, I have to tell some of the rumours
I picked up some time ago. The processor would be som 64Bit processor, and
probably a RISC at 20+Mhz (hell, I now this seems unlikly, but this is what
I heard), and the video chip(s) will be the same as on the Falcon, but not
as on the F030, but rather as on the F040!

Remember that the pricy things in electronic & computer devices today is the
caseing, powersuply, keyboards, I/O connections and other mechanical devices.
I guess, if you striped the falcon 030 for all interfaces exept Audio, Video
and joyports, replaced the keyboard with 4-10 buttons, removed floppydrive,
put it in a smaller & cheaper caseing, removed all expansion-slots (e.g.
alowing only a 4MB version) it would probably cost some 300US$ A hell of a
games-consol it would be too!!

Now, if the above rumours about the Jaguar are close to the truth, and it is
put into some cheap caseing with few ports and gadgets, it might be possible
to sell it for < 500 US$
Such a games-consol have power to do VR (Virtual Reality)! Wouldn't that be
something to get 'high' on? :^)

Oh, I just love rumours!
--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

4382. C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 19:28:40 UTC
From: bert@cs.wpi.edu
Message-ID: <1c4b18INNe20@bigboote.WPI.EDU>
Source record: 215991

Hi, i have a PureC Compiler and I would like to program in C++. Can anybody tell me, where I can find the necessary extensions/compilers?

Thanx, Bert.

4383. Re: English docs for CS-TeX?

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 20:55:04 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <BwHort.88M@watserv1.uwaterloo.ca>
Source record: 215992

In article <1992Oct20.123945.7614@olymp.informatik.uni-bonn.de>
volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>>- run initex to make some .FMT files
>Right. This should be a point-and-click affair. Just select "make format"
>(or what it's called) and select the corresponding ini file. Note that you
>should first decide if you want to use the "regular" or the "big" TeX, to
>avoid having two of each format eating your disk space.

What are the enviro vars that initex is looking for? Can you supply
me with a list of all the env vars that are relevant to cs-tex?

brett maraldo

ps. I can't get cs-tex up because I can't get initex to see its files, no
matter where I put them.

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

4384. ** Wanted for a friend..

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 21:50:01 UTC
From: Jeff Campbell <JSC115@psuvm.psu.edu>
Message-ID: <92295.175001JSC115@psuvm.psu.edu>
Source record: 215993

A friend of mine is looking for a hard drive for her st. If anyone out there has one they're looking to unload or knows a good dealer please e-mail me. Thanks, Jeff Campbell {JSC115 at PSUVM (.bitnet or .psu.edu , depending)}

4385. New version of uucico

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 22:43:56 UTC
From: lp@shlink.hanse.de
Message-ID: <AN20372L9702642@shlink.hanse.de>
Source record: 215995

Hi netters,

a new version of the UUCICO for Atari-TOS will be posted later in
comp.binaries.atari.st. People who want it before should send me
mail. There also exists a mailing-list, where updates will be send
immediately. Actual version now is 3.43.2 (21.10.92).

Lutz

--
\\ lutz petersen, 22oo elmshorn, germany, +49 4121-65023 \\
\\ e-mail: lp@shlink.hanse.de oder lp@shlink.zer.sub.org \\

4386. Re: Atari OS

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 23:00:21 UTC
From: ekrimen@wet.UUCP
Message-ID: <4404@wet.UUCP>
Source record: 215856

In article <1c2311INNlkh@agate.berkeley.edu> darren@ICSI.Berkeley.EDU (Darren Gibbs) writes:
>especially the 56K. Would anyone care to attempt a decently impartial
>refutation of the consistant rumor that Atari hardware is great and
>well priced, but the system software is fairly lame?

No, I think the problem is that the hardware and system software are great and priced well, but the computer suffers from lack of support and marketing.

The system software has been upgraded a number of times in the past few years to the point that I think most people can say that it's pretty good and usable.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4387. Re: atari usa examples

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 23:07:07 UTC
From: ekrimen@wet.UUCP
Message-ID: <4405@wet.UUCP>
Source record: 215858

In article <1992Oct21.4514.24868@dosgate> "calvin bruner" <calvin.bruner@canrem.com> writes:
>completely irrational, given the market here. WAKE UP ATARI -
>PLEASE!!!!! Don't lose the market share you have, here.

Unfortunately, Atari doesn't read this group for various reasons. I suggest writing them a brief, one-page letter. They read them, although they may not respond. I know they read mine. :^)

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4388. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 23:11:05 UTC
From: sjg@phwoof.ph.kcl.ac.uk
Message-ID: <1992Oct21.231105.2390@sol.ctr.columbia.edu>
Source record: 215994

In article <annius.719686624@freyr>, annius@nanna.research.ptt.nl (Annius Groenink) writes:
|> mjl-b@minster.york.ac.uk writes:
|>
|> >It's not screen size that's the problem, it's the amount of code you need to
|> >implement. You've got to put in TCP/IP and sockets for a start, then the
|> >low-level X network protocols, X intrinsics etc. etc. before you've even
|> >thought about a window manager such as Motif / Athena / Open Look.
|>
|> >However, given that Quaterdeck seem to have done Desqview/X on the PC, I
|> >don't see why it couldn't be done on the ST.
|>
|> That's it! Do you really need all this TCP/IP shit? I can't imagine you
|> couldn't fake an Xlib that does the same to programs that use it as on a UNIX
|> machine. (But I suppose I'm talking nonsense)

I don't believe you need sockets for X, using a fifo would be just as good. A socket is really nothing more than a network-wide fifo anyway. If you were willing to sacrifice the network-ability of X (which would be fine for most ST users, having no standard network), then fifo's would be fine.

There is also the point that shared memory is available under MiNT for things like colourmaps, RootWindow structures, etc. Since this is the way that most modern X vendors have gone, it seems profitable to me!

As for the X intrinsics, they're written in X (AFAIK), so that once you've written an Xlib, you can do virtually anything. The main stumbling block is memory. What we need is EITHER shared libraries, OR virtual memory/swapping. Of course, both would be preferable. I suggest that shared libraries is much the more feasible alternative, since swapping *really* needs a 030 or above (fine for Falcons but not much use for ST(e)s).

I don't know whose domain this falls under, (either Eric's or Howard's I expect) but it's out of my league. I'm a 'competent' C programmer, but have no experience in doing this sort of thing. All the more power to those who do.

As an aside, I have a friend who has a 486/33 running Linux (a free un*x clone), and he can have up to 18 applications concurrently running in 8Mb *WITHOUT* swapping, because he has shared libraries. I think 4Mb (the Max on most ST's) ought to support a fair amount of processes if we can get proper shared libs.

Is there something I'm missing or is this the next logical step for MiNT ?

Simon.

PS: I reckon MiNT ought to be called MINUTE because it's so ***SMALL*** compared with other Un*x-alike implementations....

MiNUTE Is Now Unix (Tos Extensions) ??????

>>> Religion is the future tense of Fear! <<<

4389. Re: HELP! Stuck in some Fantasy games

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 23:20:50 UTC
From: markjl@acs.bu.edu
Message-ID: <99251@bu.edu>
Source record: 215996

>mbaffoni@skat.usc.edu (Michael Baffoni) writes:
>: Speaking of which, has anyone ever seen an Alternate Reality Dungeon
>: disk? Was the City the only one made for the ST?

Alternate Reality: The City
Was originally developed on the Atari 8-bit computers, ported to the C-64, ST, and Amiga computers (maybe the Apple as well). The ST version of AR: The City was enhanced slightly for better graphics and allowed one to join some guilds.

Alternate Reality: The Dungeon
On the Atari 8-bit and C-64 only, I believe. A new character system was made, and all of the guilds were reproduced on the upper level of the Dungeon and allowed one to join them. But the two orignal authors, Phillip Price and Gary Gilbertson (programming and music/lyrics, repsectively) were hired on the project as consultants only, the software company (DataSoft or DataMost) was reorganized under its parent company, Intellicreations. Supposedly a lot of man hours were dedicated to the AR project so that the basic game system module was developed, which would be the standard core for future installations that would be able to follow quickly due to quicker production.

But Intellicreations folded, I think. AR went down the tubes from that point. The Dungeon was a significant improvement over The City, the Arena was to be the next module. Price/Gilbertson sort of dropped out of the s/w market, I believe.

Compuserve's Atari 8-bit forum found them and got them to release a bunch of musical demos from their career, there was talk of an X-mas release of related holiday music, but that didn't ever happen.

I got my hands on an interview with Phil Price where he detailed an entire overview of the AR series, modules, and ideas. A sort of a retrospective. I have no idea when it was made or its original source. I should probably U/L it to the archive.

-mjl

--
|db| This is a copy of the .signature virus, pass it on.
|qp| If you want something interesting to read, finger me.
|db| Internet: markjl@acs.bu.edu.us (Boston University)
|qp| Compu$erve: 72545,1236

4390. Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 23:30:46 UTC
From: markjl@acs.bu.edu
Message-ID: <99252@bu.edu>
Source record: 216000

Hello everybody,
I just wanted to know if anybody is in touch with FTL (Faster Than Light,
the company that made Dungeon Master, DM) these days. As far as I know their
entire history goes something like this:

Put out a public domain, unplayable demo of DM which has significant background
to the game. (Maybe a little better than reading the novella! haha)
Produced DM for the Atari ST, recieved incredible reviews and success.
Produced Oids for the ST, a simple blast-em up game.
Ported DM to Amiga, Mac, IBM.
Produced Chaos Strikes Back, expansion disk #1 to DM for the ST and ported
it to other platforms.
Produced the Dungeon Master CD, I know nothing more about this. Toad Computers
supposedly can order this.

What is FTL up to now? Have they ever done anything other than what I know of?
I wonder if one can contact FTL, I think they still exist. Can the Atari
series of computers expect more FTL products in the future?

Thanks.
-mjl
--
|db| This is a copy of the .signature virus, pass it on.
|qp| If you want something interesting to read, finger me.
|db| Internet: markjl@acs.bu.edu.us (Boston University)
|qp| Compu$erve: 72545,1236

4391. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 23:48:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10723@uqcspe.cs.uq.oz.au>
Source record: 215997

In <68057@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>I already know my floppy drives won't reliably support 82 tracks.
>Too bad, since it did sound interesting.. but I know that a LOT
>of ST drives won't go that far out, especially in 11 sector
>mode..

Yet *another* reason why it should have been uploaded as a compressed
plain file.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4392. FTL's phone-number wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-10-21 23:59:42 UTC
From: mr2@irz212.inf.tu-dresden.de
Message-ID: <1W67OIM@math.fu-berlin.de>
Source record: 215998

This is my first posting here in comp.sys.atari.st (lame start,i know -
but i dunno another way to start).
So,does anybody know FTL's phone-number or BBS or something like this?
I'll upgrade my old old version of DM and CHAOS and do not know how.
Please reply,i hate this shitty copy-protection and would like to see
the changes in versions >1.2 . Anyway,reply.

Matthias Rauhut

informatics-student (sometimes)

full-time-ftp-person

ATARI-funatic (many times)

IRC: ST-Guru

Internet:mr2@irz212.inf.tu-dresden.de

or rauhut@freia.inf.tu-dresden.de

"Lieber Leberschaden als Lebertran!"

4393. Atari/Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 00:12:19 UTC
From: darren@mills.edu
Message-ID: <1c4rl3INN7s1@agate.berkeley.edu>
Source record: 215999

After getting no responses to my posting of a few days ago regarding Atari system software, I realized that our news poster had included the wrong return address. It's been fixed. Apologies for any bounced mail... and I'd still like to hear people's opinions.

darren gibbs
mills college academic computing
darren@mills.edu

4394. More GCC problems...

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 00:19:28 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Oct22.001928.11614@u.washington.edu>
Source record: 215852

Ok, just when I thought I had all my GCC problems solved, a new one pops up! When I first got GCC installed on my TT about 1 1/2 weeks ago, temp.c compiled fine. Now it won't. It gives me:

```
temp.o: Undefined symbol ___gedf2 referenced from text
```

This is my temp.c:

```
#include <stdio.h>
#include <stdlib.h>

#define LOWER -66
#define UPPER 400
#define STEP 20

main()
{
float fahr;

printf("This is the coversion table for Fahrenheit to Celsius\n\n");
printf("FAHRENHEIT CELSIUS\n");
for(fahr = (float)UPPER; fahr >=(float)LOWER; fahr = fahr -
(float)STEP)
printf ("%f %f\n", fahr, (5.0/9.0)*(fahr-32));
exit(0);
}
```

When I take out the "for" statement, it compiles fine. It compiles hello.c fine, and it compiles this:

```
#include <stdio.h>

#define LOWER 0
#define UPPER 300
#define STEP 20

main()
{
int fahr;

for(fahr = LOWER; fahr <= UPPER; fahr = fahr + STEP)
{
printf("%3d %6.1f\n", fahr, (5.0/9.0)*(fahr-32));
}
exit(0);
}
```

fine. They all compile fine on the UW's unix machines. I don't believe there's anything wrong with the program, as I've had several competent people look at it...

Thanks for any ideas...

Dan Aylward
dud@u.washington.edu

4395. 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 00:34:21 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <2690@devnull.mpd.tandem.com>
Source record: 215857

I see that the Moto 68060 will come in an 040-style package, with a similar external bus. Does that mean we should look for a Falcon060 hard on the heels of the Falcon040?

--
Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

4396. Looking for INDEX-PLUS

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 00:34:52 UTC
From: jartsu@vipu.hut.fi
Message-ID: <JARTSU.92Oct22023452@lk-hp-9.hut.fi>
Source record: 215851
Cross-posted to: comp.sys.atari.st,de.comp.sys.st

Hello all!

I wonder if someone can help me: I am looking for a
dictionary-builder package called INDEX-PLUS. If you have seen it
somewhere or know anything about it's existence, please tell! I know
this software exists, but the only lead so far leads to a
PD-collection of ST-Computer/Heim-Verlag, Germany. Too much trouble...
I'd like to find it online, FTP, mail-server or BBS (with V.32 at
least).

Thank You!

Jartsu

4397. Complete midi studio for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 00:51:00 UTC
From: kslate@MtHolyoke.edu
Message-ID: <BwHzp1.ECs@mtholyoke.edu>
Source record: 215853

For sale: the following equipment.

Casio CZ-5000 - Midi keyboard with built in 8 track Sequencer.
full size keys. excellent condition.
Casio CZ-101 - Midi keyboard, mini keys, four voice monophonic
mode. Makes an excellent sound module.
Roland TR-505 - Drum machine with 16 pcm voices. Stereo. excellent
condition.
Boss KM-600 - Keyboard mixer. 6 in stereo out. headphone jack.
excellent shape.
Yamaha YME-8 - Midi through box. 2 in 8 out.
Yamaha R100 - reverb processor. Stereo out. Midi.
All cables - all midi cables and instrument cables.
All manuals - All original manuals and Extras
Cz Android - Patch program for the keyboards.
Tiger Cub - Dr. T's software sequencer.
Midi Recording Studio - Dr. T's Sequencer.
Keyboard Stand - Custom stand hold both keyboards, drum machine,
and mixer.

All are in excellent shape and I've never had a problem with anything.
The entire set-up for only $1000.00.

Kevin Slate
MHC
Mass
USA

4398. JRI Genlock board for TT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 02:47:17 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Oct22.024717.19461@vpnet.chi.il.us>
Source record: 215870

I'm mostly happy wity my TT, but one type of output 'port' that the TT does not have is NTSC (composite) video output. I've been told that the Video Key RGB-to-NTSC converter for the ST does not work with the TT (or at least, not in TT resolutions). Rio Computers sells an NTSC converter that might work with the TT, but for reasons that I don't want to get into here, I'm loath to purchase anything from them (but the way things are going, may not have much choice).

That leaves only one other "candidate" that I've heard of: JRI (John Russell Innovations?) is supposed to be producing a Genlock (and NTSC converter) board for the TT. I noticed that B&C Computervisions listed this board in their ads in Current Notes and Atari Interface (magazines) in April, but I have seen no mention of it since (even in B&C's catalog). In a conference on Delphi, Bob Brodie said something like "JRI is working on some other board now."

Does anyone know if JRI is going to finish & release their TT Genlock board? Can anyone give me their address (USmail or e-mail if any) or phone number, so I can ask them? Does anyone know of other alternatives? I don't actually need genlock (although that would be nice), but want some way to get NTSC video out of my TT, without buying one of those super-hi-res graphics boards, if possible. Too bad that Atari didn't include NTSC output among all those 'ports' on the TT.

Thanks in advance for any information.

Nick DiMasi nickd@vpnet.chi.il.us Delphi: TURBONICK

4399. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 03:47:30 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2ae625a0@p1.f44.n242.z2.fidonet.org>
Source record: 215811

MJ> Compatability: Chaos should work on any machine with 1Mb+ of memory whose
MJ> disk drive can handle 11 sectors 82 tracks. I don't know about it
MJ> working on the STe, TT or Falcon; any offers anyone?

One note to compatibility... You might get "problems" with national keyboards... As on the old ZX-Spectrum, Chaos uses the keys around the "S" on the keyboard as "cursor" keys... On the English/American Keyboard, there is the following key layout:

q w e

a s d

z x c

On the German keyboard, the Y and Z have changed their positions - so controlling the "cursor" might become a bit strange...

MJ Bronlow, could you perhabs change this and send an "Update" of Chaos to some German ftp-servers, so that we here in Germany get a better working version of Chaos?

yours,

Benedikt

4400. Anyone with recent copies of ST Format please read this.

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 03:57:54 UTC
From: lectro@stein.u.washington.edu
Message-ID: <1992Oct22.035754.25356@u.washington.edu>
Source record: 215859

Greetings,

I recently gave some ST Format cover disks away (but stupidly threw the magazines away instead of giving them with the disks). The cover disks are #'s 30, 31, 33, and another one with Sequencer One/Canvas. Would some kind soul be willing to fax me here in Seattle the boot up/ start up procedures found in the magazines for the programs on each of the cover disks. Also, I would be extra thankful if you could fax me the instruction/documentation for the non-game programs (such as Sequencer One/Canvas, Write-On (#33), Essential Utilities (#31), etc.).

Email me if you want more specific info, or if you can help out.

Please address the faxes to Marshall Wells. The fax number is (206) 543-3909.

Tremendous thanks,

Jonathan E. Maier # ## # lectro@u.washington.edu
---------- # ## # ----------
Weekend Operator ## ## ## University of Washington
UCS Operations ## ## ## Seattle, Washington

4401. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 04:41:30 UTC
From: MJV@brownvm.brown.edu
Message-ID: <1c5bgmlNNa24@stanley.cis.Brown.EDU>
Source record: 215860

In article <99252@bu.edu>, markjl@acs.bu.edu (Mark Lavi) said:
[delete]
>What is FTL up to now? Have they ever done anything other than what I know
of?
>I wonder if one can contact FTL, I think they still exist. Can the Atari
>series of computers expect more FTL products in the future?

Well, the original Dungeon Master will soon be available for the
SuperNintendo and Dungeon Master: Skull Keep is planned for the
Sega Genesis CD system (as mentioned in the Sega Visions house rag.)
The picture from VG&CE of the SNES DM looked rather weak compared to
the ST version. The shot of Skull Keep looked exactly like an ST shot
(the area along the side was identical) so maybe...just maybe...
BTW, no release date was given for DM: SK.

--Marshall
--mjv@brownvm.brown.edu

4402. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 06:16:54 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct22.061654.9547@beaver.cs.washington.edu>
Source record: 215861

Re : Has FTL done anything besides DM, CSB, and Oids?

You forgot to mention Sundog, also produced by FTL. I'm not sure if this was before or after Dungeon Master, I think it was before (this was one of the early Atari games, I think -- someone help me out here). What a great game! I've got DM, CSB, and Sundog, and they're all very well done with excellent gameplay, cool graphics, and a good amount of thought required. Sundog is a space trading/combat/exploring type game, it's really really fun!

Cheers,

Ben Gilbert
bgilbert@cs.washington.edu

4403. Help with my ST..

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 06:54:28 UTC
From: ruffus@tartarus.uwa.edu.au
Message-ID: <1c5j74INNhes@uniwa.uwa.edu.au>
Source record: 215862

Hi guys,
I've got a 1040ST with the atari monitor and no
hard drive.At the moment it is gathering dust because I
use my PC more often(Sorry!).Well the story goes like this
.What Can I get IT to do!!

I'm really interested in Music/Sampling editing (ie like
the mods of the amiga and PC) and I was wonder if you could
steer me in the right path on getting FTP'able software to
do this.

thanks Lots.
ruffus.

4404. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 07:35:25 UTC
From: monnier+@CS.CMU.EDU
Message-ID: <BwIIF2.HsD.2@cs.cmu.edu>
Source record: 215863

In article <1992Oct22.061654.9547@beaver.cs.washington.edu>, bgilbert@cs.washington.edu (Ben Gilbert) writes:

>
>
> Re : Has FTL done anything besides DM, CSB, and Oids?
>
>
> You forgot to mention Sundog, also produced by FTL. I'm not sure
> if this was before or after Dungeon Master, I think it was before
> (this was one of the early Atari games, I think -- someone help me out
> here). What a great game! I've got DM, CSB, and Sundog, and they're
> all very well done with excellent gameplay, cool graphics, and a good
> amount of thought required. Sundog is a space trading/combat/exploring
> type game, it's really really fun!
>
> Cheers,
>
>
> Ben Gilbert
> bgilbert@cs.washington.edu

It was before: Sundog ran on Apple II before any atari ST had been sold !

Stefan

4405. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 07:40:23 UTC
From: monnier+@CS.CMU.EDU
Message-ID: <BwIInB.I2q.2@cs.cmu.edu>
Source record: 215864

In article <2690@devnull.mpd.tandem.com>, dunham@devnull.mpd.tandem.com (Jerry Dunham) writes:
>
> I see that the Moto 68060 will come in an 040-style package, with a similar
> external bus. Does that mean we should look for a Falcon060 hard on the
> heels of the Falcon040?
>
> --
> Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
> Tandem Computers, Inc. dunham@mpd.tandem.com
> Austin, TX (512)244-8598
> This opinion intentionally left blank.

Where did you get the info about the '040-style package' and
'similar external bus' ?
I don't know anything about those two things, but it would be a
big surprise if it was true !!!
The 68060 is supposed to compete against the 'pentium' (P5)
which has a 64bits wide external bus.

Stefan

4406. Re: LDW Address or Phone?

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 08:19:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1c5o7aINN6fi@golem.wcc.govt.nz>
Source record: 215866

In article <1992Oct21.174731.9428@bmerh85.bnr.ca>, belaire@bnr.ca (Ron Belaire) writes:
>Can someone please post LDW's (usa) phone number
>or at least their present address?
>
>Thanks

Yes contact Atari, they are sitting on it and don't know what to do with it,
thats the last thing I heared...

Roger..... sheppard_r@kosmos.wcc.govt.nz

4407. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 08:24:41 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1c5og9INN6fi@golem.wcc.govt.nz>
Source record: 215867

```
>>Yet *another* reason why it should have been uploaded as a compressed
>plain file.
>
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> \_.-._/ University of Queensland, / C references are NULL && void*
> v Brisbane, Australia. /

Tell how can a uncompressed file still fit onto a 80 track disk, when it was on
a 82 track disk to start with..??..??

If people are not upto/downto MSA or ULTRA disks then they should leave
well alone..

Stick to Ultra its far better...

Roger.......... sheppard_r@kosmos.wcc.govt.nz
```

4408. Real FALCON refresh rate!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 09:01:57 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.15.719744517@dhhalden.no>
Source record: 215868

In VGA 640 x 480 x 256 colors, 61Hz

If you buy ScreenBlaster from OverScan in Germany, DM 149, then you get the same rez in 80Hz. Or you can increase the rez to 880 x 608 x 256 colors, 61Hz

It is being avalible soon.

R.A.W

4409. Re: Kermit-trouble

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 09:15:29 UTC
From: Geoffrey Spear <gs32+@andrew.cmu.edu>
Message-ID: <wetb4lW00WAy472Vc8@andrew.cmu.edu>
Source record: 215807

Try the solution I used last month when I was having trouble with
Kermit: Use a REAL protocol. I had LOTS of problems sending with
Kermit (and having to set BINARY every time you want to use it is
annoying too...), and I found Z-modem carefully hidden on the system
here, and starting using that with no problems.
Even X-modem is an improvement over Kermit.

Geoff Spear
Freshman, ECE, Carnegie-Mellon University

The following sentence is false.
The preceding sentence is true.

4410. Re: Atari ST -> Commordore 1084S

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 10:14:15 UTC
From: ptucker@elli.une.edu.au
Message-ID: <360@elli.une.edu.au>
Source record: 215526

In "comp.sys.atari.st", wa1ee200@troi wrote:-
>Hi
>I am trying to use my Atari St with the commodeore 1084 monitor.
>Can someone tell how thiscan be done?
>I tried to use CVBS on hte monitor and connect the output
>from my ST to the CVBS in and audion in of the monitor but
>all I can get is a blank screen but I heard the key click.
>Thanks
>...
>Ling Cherd
>.
--- End of notice ---

You should use RGB input and control button setting
^^^
Pin (socket) for 1084S monitor Pin 1 -Green Pin 2 -H Sync
in 3 -Ground 4 -Red
5 -Blue 6 -V Sync

Atari monitor plug (13 pin DIN type) Pin 1 -Audio pin 6 -Green
7 -Red 9 -H Sync
10 -Blue 12 -V Sync
13 -Ground
You will need to bring out Atari pin 1 and ground to phono plug for
1084 audio input (either channel)
(With my monitor the blue and red lines were reversed as to what is shown
in the 1084 manual)
Has worked well -for a sea going product- :-) I also use the composite input
(CVBS) with video tuner for TV

Peter Tucker + Still to come to mind
UNENR LISMORE + A witty line
NSW AUS + Hence watch this space

4411. Re: HELP! How do I do a batch LHarc with a CLI?

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 10:44:28 UTC
From: ue@nathan.do.open.de
Message-ID: <H.ea.x26WdXC&pMk@nathan.do.open.de>
Source record: 215873

In <16880940F.C556212@mizzou1.missouri.edu>, Jeoff Hines writes:
Hi,
[Lots of MODS->Lots of LHarc Archives]
I simply assume all your mods are in one dir, it would get a little bit tricky
otherwise. Just take Mupfel 1.21 and the external commands "for" and "basename"
(they're quite short, I can mail them to you if neccessary).
Now just type this:

```
---- cut here ----
cd <dir with your mods>
for i in *.mod do 'basename \$i; lharc m $BASENAME $i'
---- cut here ----
```

Explanation:
The syntax of for is "for <variable> in <files> do <command>"; i.e command
will be executed once for each file processed with <variable> set to the
name of the processed file.

Now for the command: Suppose $i is "FOOBAR.MOD". basename will strip all
dir names and extensions from its argument. Unfortunately, basename needs
at least one backslash to work, so we add one. The first command executed
will be basename \FOOBAR.MOD. As a result, FOOBAR will be printed on the
screen and the environment variable BASENAME (<-note that capital letters!)
will be set to FOOBAR, too. The next step is that lharc is called. Just
replace the variables with the values and you get: lharc m FOOBAR FOOBAR.MOD.
Since LHarc automatically adds .lzh to an archive name without an extension,
you'll end up with an archive FOOBAR.LZH containing FOOBAR.MOD.

This should work with all archivers except strange ones like compress and
freeze. If you want to use one of these, just type compress *.mod and
that's all.
/s/
PS: Sorry for my bad english....
PPS: Yes, I do earn my money on a unix machine ;-)
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

4412. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 11:53:23 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Oct22.115323.25864@cs.nott.ac.uk>
Source record: 215875

In article <annius.719686624@freyr> annius@nanna.research.ptt.nl (Annius Groenink) writes:
>mjl-b@minster.york.ac.uk writes:
>>[...]
>>You've got to put in TCP/IP and sockets for a start
>>[...]
>
>That's it! Do you really need all this TCP/IP shit?
>[...]

Actually, X will run on top of any suitable network; for instance, the
first ports of X to Linux used UNIX domain, rather than TCP, sockets
(these are much simpler, and constituted relatively little code in the
Linux kernel, about 20k of source, I think).

It might be possible to write enough socket emulation on MiNT's FIFOs
to get the job done, although kernel-level sockets would be much
nicer. :-)

BTW, here at Nottingham we run X servers on 3MB Amigas. Slow, and not
very colorful, but they work...

-- Dave.
--
`Grave' Dave Gymer | Hanlon's Razor: "Never attribute to malice that which
42 St Mary's Park | can be adequately explained by stupidity." Finagle's
Louth, Lincs | Law: "The perversity of the universe tends towards a
LN11 0EF, England | maximum." (Quoted from the jargon file. Thanks ESR!)

4413. Alwin Stumpf left Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 11:57:15 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Oct22.115715.20943@rhrk.uni-kl.de>
Source record: 215872

Alwin Stumpf (Atari Germany) has lost his job on 10/20/92. This is no
rumour.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4414. Re: Compressing Images - Recommendations?

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 12:05:10 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.18.719755510@dhhalden.no>
Source record: 215871

In article <1c2l1qINNpjb@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Subject: Re: Compressing Images - Recommendations?
>From: wells_s@kosmos.wcc.govt.nz
>Date: 21 Oct 1992 04:07:22 GMT
>There is a program for compressing .IMG files - which can often reduce their
>file-size by quite a lot! And, it saves them in a standard IMG format again!
>Not too sure *how* it works, but it does - however, I'm not too sure as of
>the name of the program - does anyone know the one I mean?
>
>Apart from that - very few programs support compressed pic's! (Some will
>view pictures packed with 'ICE-Packer' but they are only usually slide-shows
>convertors, or viewers!

The packer is named SQUEZIMG or something like that. The .IMG format has an inbuilt packer methode, but just some programs use it. The only thing SQUEZIMG does, is to pack the picture with the .IMG format methode and save it again. The routine you use to load .IMG files takes care of the uppacking.

Stig

4415. Re: Consbfix and MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 12:29:59 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BwIw20.3oE@newcastle.ac.uk>
Source record: 215831

I haven't managed to get Gemmini to work (I only have TOS 1.0) but KaosDesk works a dream....

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

4416. Net bridge to Fnet?

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 13:09:57 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Oct22.130957.1989@a.cs.okstate.edu>
Source record: 215880

I run a BBS, and would like to make comp.sys.atari.st available to most users on the BBS. Is there a bridge into the Fnet? Is comp.sys.atari.st available as a crossnet?

Thanks!
jc

4417. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 13:12:59 UTC
From: grier@bnr.ca
Message-ID: <1992Oct22.131259.6816@bnr.ca>
Source record: 215874

>It's not screen size that's the problem, it's the amount of code you need to
>implement. You've got to put in TCP/IP and sockets for a start, then the
>low-level X network protocols, X intrinsics etc. etc. before you've even
>thought about a window manager such as Motif / Athena / Open Look.

You are confusing current implementations of systems running X-Windows
with X-windows itself. TCP/IP is irrelevant to X-Windows, and sockets
are just one method used in the current implementation.

X-Windows does have a set of commands but they can transported to the
server any way you want.

In my distant past, 4 years ago, I worked on a project that used X-windows
before it had really taken off. Guess what the X server was an 1040ST with
2.5meg of memory. I have called the company I used to work at they still have
the ST with the executable, but they are not sure where the source code is.
The company is Lockheed Sanders, the group is the Military Display Group,
and the project is YF-22a. Even if they can find the code I doubt
Lockheed will make it public domain.

Brian, WS1S
Bell Northern Research
Research Triangle Park

4418. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 13:49:58 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719761798@freyr>
Source record: 215877

dunham@devnull.mpd.tandem.com (Jerry Dunham) writes:

>I see that the Moto 68060 will come in an 040-style package, with a similar
>external bus. Does that mean we should look for a Falcon060 hard on the
>heels of the Falcon040?

Since the Falcon040 is expected to be horribly expensive anyway why not skip
the 040 like we skipped the 010 and 020? That would be SOME market strategy?
Or would Atari come out with the 040 for the same price as the 030 and drop the
latter, which would be very nice as well.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4419. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 13:51:44 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719761904@freyr>
Source record: 215878

monnier+@CS.CMU.EDU (Stefan Monnier) writes:

>In article <2690@devnull.mpd.tandem.com>, dunham@devnull.mpd.tandem.com (Jerry Dunham)
writes:
>>
>> I see that the Moto 68060 will come in an 040-style package, with a similar
>> external bus. Does that mean we should look for a Falcon060 hard on the
>> heels of the Falcon040?
>>
>> --
>> Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
>> Tandem Computers, Inc. dunham@mpd.tandem.com
>> Austin, TX (512)244-8598
>> This opinion intentionally left blank.

>Where did you get the info about the '040-style package' and
>'similar external bus' ?
>I don't know anything about those two things, but it would be a
>big surprise if it was true !!!
>The 68060 is supposed to compete against the 'pentium' (P5)
>which has a 64bits wide external bus.

`Wasn't' the 68000 a processor that had 32 bits inside and 16 on the outside?
That was a good move, for programmers in the 16 bit stage could already get
used to using longword operations. (Look at the average 486 program!).

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4420. Educational Games for children

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 13:52:22 UTC
From: bill@praxis.co.uk
Message-ID: <1992Oct22.135222.7091@praxis.co.uk>
Source record: 215894

Does anyone know of any Public Domain games/educational software which would be suitable for my 2 year old daughter.

Ie. matching colours/shapes or anything musical

She loves playing with the keyboard/mouse, but Tetris really is too advanced !

Any small programs can be mailed to my Email address below.

Thank in advance.

Bill Walker

Bill Walker, Praxis plc, 20 Manvers Street, Bath BA1 1PX UK.
Tel: +44-225-444700. Email: bill@praxis.co.uk

4421. Re: Real FALCON refresh rate!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 13:54:05 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719762045@freyr>
Source record: 215879

rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:

>In VGA 640 x 480 x 256 colors, 61Hz

>If you buy ScreenBlaster from OverScan in Germany, DM 149, then you get the
>same rez in 80Hz. Or you can increase the rez to 880 x 608 x 256 colors, 61Hz

Funny there should be extensions already when the computer gets introduced.
Isn't this really a sign that the Falcon030 is not what it could have been,
just like the TT with its ridiculous 320x480x256 resolution?

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4422. Elvis and TOSWIN

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 14:02:50 UTC
From: malay@sae.com
Message-ID: <1992Oct22.140250.16117@sae.com>
Source record: 215876

A while ago there were a few postings about how to get Elvis to work with TOSWIN. I believe the problem is TERMCAP related. What was the solution?

Bob Malay

4423. Re: Real FALCON refresh rate!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 16:17:40 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct22.161740.19464@email.tuwien.ac.at>
Source record: 215881

annius@sif.research.ptt.nl (Annius Groenink) writes:
: rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:
:
:
: >In VGA 640 x 480 x 256 colors, 61Hz
:
: >If you buy ScreenBlaster from OverScan in Germany, DM 149, then you get the
: >same rez in 80Hz. Or you can increase the rez to 880 x 608 x 256 colors, 61Hz
:
: Funny there should be extensions already when the computer gets introduced.
: Isn't this really a sign that the Falcon030 is not what it could have been,
: just like the TT with its ridiculous 320x480x256 resolution?
:

Hmmm... considering the little hardware necessary for such an expansion
I'd rather say it's an indication that the falcon is a very flexible
machine which can be improved easily!

Besides, for its price-range and purpose I think the Falcon 030 has
VERY good graphics, or have you seen another consumer machine with
true-colour as a standard? If you really need 24bit true colour or
resolutions such as 1280x1024 or so, you'll have to pay the additional
cost - and wait a little longer! ;-)

-MY

4424. Re: Alwin Stumpf left Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 16:23:08 UTC
From: g16m@alf.zfn.uni-bremen.de
Message-ID: <g16m.719770863@alf>
Source record: 215882

seimet@rhrk.uni-kl.de (Uwe Seimet) writes:

>Alwin Stumpf (Atari Germany) has lost his job on 10/20/92. This is no
>rumour.

Lost? You mean he got fired?

The next sentence might sound a bit sarcastic, but anyway :

More Details? (Or "no details")

G'Day Mick
--
Mick Schmidt / Kopenhagener Str. 145 / 2820 Bremen 77 / Tel. 0421/ 635270
Home: ms@hb.maus.de (No Binaries/UUEs!!!) / Uni: g16m@alf.zfn.uni-bremen.de
// Fuer Risiken und Nebenwirkungen essen Sie die Packungsbeilage
und schlagen Sie Ihren Arzt mit dem Apotheker! //

4425. Wanted: Files.

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 16:40:35 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <92296.114035EENG6826@RyeVm.Ryerson.Ca>
Source record: 215777

```
Noistracker v2.1
Teradesk v1.21
Multi Depacker v2.0
Revenge Document Displayer v2.30
Sentry Packer v?.??
Spell & Makedict v3.20 (Murray Langton & David Tilley)
Versdirectory (D W Binnion)
Text Viewer v1.10 (Timothy A Roeder)

Are the above files available on FTP ? I couldn't find them using Archie.
Thanx.

Carlos Varela.
```

4426. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 16:43:58 UTC
From: dunham@mpd.tandem.com
Message-ID: <2693@devnull.mpd.tandem.com>
Source record: 215884

In article <BwIInB.I2q.2@cs.cmu.edu] monnier+@CS.CMU.EDU (Stefan Monnier) writes:
]In article <2690@devnull.mpd.tandem.com>, dunham@devnull.mpd.tandem.com (Jerry Dunham) writes:
]>
]> I see that the Moto 68060 will come in an 040-style package, with a similar
]> external bus. Does that mean we should look for a Falcon060 hard on the
]> heels of the Falcon040?
]>
]
]Where did you get the info about the '040-style package' and
]'similar external bus' ?
]I don't know anything about those two things, but it would be a
]big surprise if it was true !!!
]The 68060 is supposed to compete against the 'pentium' (P5)
]which has a 64bits wide external bus.

To quote from the 19 Oct 92 issue of Electronic News:

Motorola's 060 is a 32-bit processor with a superscalar, pipelined architec-
ture. It has more than 2 million transistors, using a 0.5-micron, triple-
layer metal, 3.3 volt process in a static design. Performance will be 3.5
times the 25MHz 68040, or about 46 Specmarks, according to Joe Circello,
68000 advanced microprocessor architect for Motorola.

Separated in the 060 are instruction caches and data caches; instruction
fetch pipelines (with four-stage instruction processor, a physically-mapped
8KB instruction cache with four-way self associative, a virtually-mapped,
256-entry branch cache and a FIFO instruction buffer), and operand execu-
tion pipelines (with four-stage operand processor, a physically-mapped 8KB
data cache with 4-way interleaving and a 4-entry, 32-bit write buffer).

The floating point unit--implemented in the execution stage of the operand
execution pipeline--is compatible with the 040 FPU programming model.
Floating point execution times range from 1-24 cycles. The 060 superscalar
dispatch algorithm can execute 50 to 60 percent of integer code instruc-
tions as pairs with existing compilers.

The 060 will come in 040-style packaging, with a similar external bus. The
first versions will sample in the second half of 1993, go into production
in Q1 1994, and run at 50MHz and 66MHz.

--
Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

4427. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 16:51:28 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719772688@freyr>
Source record: 215890

grier@bnr.ca (Brian Grier) writes:

>>It's not screen size that's the problem, it's the amount of code you need to
>>implement. You've got to put in TCP/IP and sockets for a start, then the
>>low-level X network protocols, X intrinsics etc. etc. before you've even
>>thought about a window manager such as Motif / Athena / Open Look.

>You are confusing current implementations of systems running X-Windows
>with X-windows itself. TCP/IP is irrelevant to X-Windows, and sockets
>are just one method used in the current implementation.

>X-Windows does have a set of commands but they can transported to the
>server any way you want.

>In my distant past, 4 years ago, I worked on a project that used X-windows
>before it had really taken off. Guess what the X server was an 1040ST with
>2.5meg of memory. I have called the company I used to work at they still have
>the ST with the executable, but they are not sure where the source code is.
>The company is Lockheed Sanders, the group is the Military Display Group,
>and the project is YF-22a. Even if they can find the code I doubt
>Lockheed will make it public domain.

So it will be the `Lockheed Falcon' once X they've found the sources and hacked
them onto the new machine? (Will the desktop info dialog with all those
copyrights and licences still fit in the ST Low Rez? A fun form of
incompatibility.)

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4428. TeX

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 16:53:14 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1992Oct22.165314.29972@unix.brighton.ac.uk>
Source record: 215885

Can anyone give me a review of this before I go for buying it. What is it like?
What does it do, etc, etc.

Thanks

--
+---+
|On the end of every wizards staff is a knob! - T.Pratchett |
| |
|Michael May, Brighton University, Sussex, England |
+---+

4429. Re: How to get (Gulam in 50-line mode) to my ST?!?

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 16:57:57 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1992Oct22.165757.204@unix.brighton.ac.uk>
Source record: 215886

Erm cannot be of much help, but no one else has offered any help...you need to use a program like Kermit or XYZ(?) or such that allows ascii download.

I used a PC linked into a Xenix Network that linked into a Unix network and I downloaded stuff from Unix to Xenix using a Students prog and then from Xenix onto the PC disk using a comms program called Procomm.

Not much help, I know. But its a start. Look in the public domain I know alot of programs have ascii download and come with on disk manual. Uniterm may have such a facility.

Pads

--
+---+
|On the end of every wizards staff is a knob! - T.Pratchett |
| |
|Michael May, Brighton University, Sussex, England |
+---+

4430. MiNT & Ramdisks

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 17:01:29 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1992Oct22.170129.345@unix.brighton.ac.uk>
Source record: 215887

When I run MiNT I canot install my ramdisk...anyone know of a ramdisk which
will run with MiNT installed?

Thanks

--
+---+
|On the end of every wizards staff is a knob! - T.Pratchett |
| |
|Michael May, Brighton University, Sussex, England |
+---+

4431. c++

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 17:02:01 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1992Oct22.170201.405@unix.brighton.ac.uk>
Source record: 215888

Anyone know of a C++ compiler for the ST. PD or Commercial.

Pads

--
+---+
|On the end of every wizards staff is a knob! - T.Pratchett |
| |
|Michael May, Brighton University, Sussex, England |
+---+

4432. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 17:09:53 UTC
From: michaelb@cse.fau.edu
Message-ID: <1992Oct22.170953.18039@cybernet.cse.fau.edu>
Source record: 215883

In article <annius.719761904@freyr> annius@sif.research.ptt.nl (Annius Groenink) writes:
>monnier+@CS.CMU.EDU (Stefan Monnier) writes:
>
>
>`Wasn't' the 68000 a processor that had 32 bits inside and 16 on the outside?
>That was a good move, for programmers in the 16 bit stage could already get
>used to using longword operations. (Look at the average 486 program!).
>
>Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
>
Well I know some people who thought that have the 68000 being a 16/32-bit CPU
was stupid. "Why not go 32-bit all the way?" was their question.
Actually the designers had no choice but to have the 68000 be 16/32. Chip
packages had only 64 pins back then. Thus they had to give it a 16-bit data
bus and a 24-bit address bus to allow them pin for stuff like POWER etc.

This information comes from a MASSIVE volume entitled _The 68000 Sourcebook_
which included articles by the designers which explains the various decisions
they made.

--
<< >>
<< Michael R. Brown CS Graduate Student-Florida Atlantic Univ >>
<< Internet: michaelb@sol.cse.fau.edu >>
<< BitNet: m_brown@fauvax >>

4433. Jack Tramiel in Germany this Friday

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 17:17:50 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Oct22.171750.6421@rhrk.uni-kl.de>
Source record: 215889

Jack Tramiel will be visiting Atari Germany tomorrow. Maybe he wants to look what is left after Alwin Stumpf has left. In my opinion the best thing he could do is to fire his sons because they are totally uncapable of leading a company.

```
************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*----------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
************************************
```

4434. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 17:33:08 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <92296.133308JOKHC@CUNYVM.BITNET>
Source record: 215897

In article <1c5og9INN6fi@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz says:
>
>>>Yet *another* reason why it should have been uploaded as a compressed
>>plain file.
>>
>>Warwick
>
>Tell how can a uncompressed file still fit onto a 80 track disk, when it was on
>a 82 track disk to start with..??..??
>
Try "Hard drive"

4435. Re: LDW Address or Phone?

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 18:38:08 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Oct22.153808.8340@ac.dal.ca>
Source record: 215891

In article <1992Oct21.174731.9428@bmerh85.bnr.ca>, belaire@bnr.ca (Ron Belaire) writes:
> Can someone please post LDW's (usa) phone number
> or at least their present address?
>
> Thanks

If it's LDW Power you're interested in, I believe they've sold the rights
to Atari. Don't know what Atari plans to do with it.

John Cordes, Dept. of Physics,
Dalhousie University, Halifax, N.S.,
Canada B3H 3J5 Internet: cordes@ac.dal.ca

4436. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 20:36:01 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Oct22.203601.29228@crc.ac.uk>
Source record: 215896

Yes at last, I have got chaos (the game!) to work!!!

It's *MUCH* better than I thought it would be! (this is a compliment :-))

Those samples make the world of difference! It took me 20 mins to stop
laughing :-)

I think this is good enough to be released commercially!
(It's probably too late now though...)

Two quick questions....

Are you going to do any more games?

How did you do the samples? (I would *love* to be able to do that)

Thanks,
Phil
(E-mail naffara@uk.ac.crc)
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

4437. Where on atari.archive is Hermes UUCP? And GER2EN21.LZH?

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 20:40:50 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <Rmc3sB2w165w@ersys.edmonton.ab.ca>
Source record: 215802

I feel like pulling out my hair.

I have been trying to set up Mercury UUCP and have not been having much luck.
Everything looks right but nothing really happens. Anyway, to the point!

I have heard that Hermes UUCP is on atari.archive.umich.edu!

Could someone tell me where it is located? I'd really like to get it and try
it out.

Since it is in German, could someone also tell me where the new version of the
german-to-english translator is?

I looked for both, but could find neither.
Any help would be greatly appreciated.

Regards,

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>

<< The Key: Spirit over mind over matter. >>
<< -- >>

4438. Falcon vs TT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 20:49:27 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Oct22.204927.29400@crc.ac.uk>
Source record: 215893

Having heard some comments about why have a Falcon *and* a TT, I thought I would have a go myself...

Seeing as most people think the ST,STE are crap (compared to hardware available now) I think Atari are replacing the ST,STE with the Falcon 030 (ie games and other *home* uses) and using the Falcon 040(?) and the TT as high power work stations.
Of course I may be wrong, but that sounds sensible to me.
eg 1meg Falcon 030 (no hard drive) for 499(?)pounds.
this is still reasonable for the average home user and has very good capabilities for it's price. It is also easily upgradable with hard drives etc.

I also think that the people who say "I'm waiting for the 040" are falling into the "PC trap". ie "I must get the most powerful/fastest processor I possibly can", when there will always be something better (and more expensive!).
I think this is one of the *only* reasons why people still buy PC's.
Because they think they are getting the fastest processor while forgetting the rest of the machine is crap.

This isn't mean't as a flame, it's just my opinion!

BTW I will get a Falcon 030 as soon as I can. It will do everything I want it
^
to do at a reasonable speed and cheap price.

Phil
(E-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

4439. HELP needed installing MiNT!

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 21:11:49 UTC
From: jartsu@vipu.hut.fi
Message-ID: <JARTSU.92Oct22231149@lk-hp-16.hut.fi>
Source record: 215895

Hi there...

Some says ago I finally got myself to begin installing MiNT. I dragged _ewerything_ from the Mint/ directory of a.a.u.e to my harddisk and unpacked them to a number of folders.
Then I tried the quick thing I found from the README etc. files. It did nothing sensible. I have all the files needed, and I know that you can make a very Unix-like system with MiNT and all the other stuff available, and so I wish to do (since I have used many Unix-systems on past few years and can't stop now :-) BUT:

I have major problems with the installing. All those README etc. files over there, everything about features, tech-stuff etc. but _nothing_ really helpful about installing. Of course, there are MAKEFILEs to do some of the installing, but 1) I don't have any C-compiler and don't want to install one now 2) the binaries are already there.

So, is there a good documentation about _installing_ complete system based on MiNT and all the various utilities and stuff available for it? I _hate_ browsing through millions of READMEs and MAKEFILES to just to find out what folders do I need to create and what goes where and what do I need to change on various *.CNF-files...

Even a good tree-like description of the folder hierarchy on a "loaded" MiNT-based system would help a lot.

What files does INIT.PRG look for and where?

Can MiNT be booted up from any other drive than C??? I SuperBoot to configure my system.

General help, pointers to any documentation, directory listings, all you can think of, are most welcome!

Thank You!

Jartsu

4440. Re: Alwin Stumpf left Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 21:33:07 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct22.213307.15464@newshost.lanl.gov>
Source record: 215288

In article 719770863@alf, g16m@alf.zfn.uni-bremen.de (Michael Schmidt) writes:
>seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>
>>Alwin Stumpf (Atari Germany) has lost his job on 10/20/92. This is no
>>rumour.
>
>Lost? You mean he got fired?

Ah yes... the infamous "Atari revolving door" strikes again! Alwin must have
been doing a good job as it seems those are the ones who get canned first!
Those and the unfortunates who publicly disagree with _any_ Tramiel policy.

<sigh>

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4441. Re: MiNT & Ramdisks

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 21:38:33 UTC
From: tevans@unislc.uucp
Message-ID: <1992Oct22.213833.27374@unislc.uucp>
Source record: 215892

Lost Boy (mm68@unix.brighton.ac.uk) wrote:
> When I run MiNT I canot install my ramdisk...anyone know of a ramdisk which
> will run with MiNT installed?

I use maxidisk which is available from a.a.u.e. It is reset proof and confugurable.
I have it load up common MiNT commands (ie ls, mv, cp, cat, pipe) in the ramdisk and
then have my path look there before where they normally are stored at. Thus
speeding up MiNT also.

tevans@cs.utah.edu

4442. Re: Educational Games for children

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 23:31:45 UTC
From: healy@nosc.mil
Message-ID: <1992Oct22.233145.17116@nosc.mil>
Source record: 215809

DM Brumleave (sp?) has a number of games at terminator. My two year old daughter's favorite is Aiken Drum, whose file is named kidsong. There is also a Potato Head game.

There are also some other children's games there - I think they have KV in their names.

Mike Healy

healy@nosc.mil

4443. The Rise and Fall of Atari ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 23:34:45 UTC
From: "Galactic Spaceboy"
Message-ID: <gg0zlf=@rpi.edu>
Source record: 215898

Has anyone read the following book:
THE RISE AND FALL OF ATARI
****

BY: Cohen, Scott.
TITLE: Zap! : the rise and fall of Atari
TITLE-NOTE: Scott Cohen.
PUBLISHED: New York : McGraw-Hill, c1984.
SUBJECT: Atari, Inc. -- History.
Electronic games industry -- United States -- History.
ISBN: 0070115435
DESCRIPTION: xii, 177 p. ; 22 cm.
NOTES: Includes index.
Bibliography: p. 164-168.

Does anyone know what it is about.

MAY ALL ATARI USERS RAMPAGE ON SUNNYVALE AND RESTORE LAW AND ORDER.

SEPERATE SEMI FLAME:
SHOULD ROSS PEROT BUY ATARI !!!???

4444. Re: Looking for several PD programs

Newsgroup: comp.sys.atari.st
Date: 1992-10-22 23:51:28 UTC
From: bernardo@erevax.bitnet
Message-ID: <bernardo-221092200137@esemac.erenj.com>
Source record: 215899

In article <5997@tuegate.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel)
wrote:
>
> Well as the subject says I am looking for some PD software that I could
> not find on the regular archives like a.a. or sol.cs.ruu.nl.
> I hope someone knows where to ftp these or maybe someone can upload
> these to a.a. or so. If I get e-mail I am also willing to do some
> uploading myself (that is if someone sends me a uuencoded file)
>
> Here they come:
> Public painter, author: Hansjuerg Buergler
> program for painting mono .img pictures.
>
> Special paint, author: Alexander Lorenz
> program for painting mono .img pictures (yes I would like to have both
> :)
>
> Laborant ST plus, author: Jens Schulz
> generic chemistry program.
>
> Matrix, author: Andreas Krompke
> matrix processing program with nice desktop user interface.
>
> Funcalc, author: ???
> numerical calculation program with nice desktop user interface.
>
> Klima, author: several people
> program that creates climate diagrams of worldregions.
>
> Soundcomputer, author: Thomas Wiedel
> program to use the atari soundchip.
> Well any program that can make songs usable in my own programs will do.
>
> Wator, author ???
> Simulation of sharks and fishes in the sea.
>
> This is it. The programs have been around for at least two years so a
> lot of people must have them by now, especially in Germany. So please
> help me with this and I can help a lot of other ST users with this
> software.
>

I guess you haven't tried using an ARCHIE server. This list sounds
interesting enough to me that I'll give it a shot and report back here and

to the poster.

Marcelino Bernardo
bernardo@erevax.bitnet

4445. Re: Alwin Stumpf left Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 00:04:19 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Oct23.000419.31542@news.th-darmstadt.de>
Source record: 215900

In article <1992Oct22.115715.20943@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>Alwin Stumpf (Atari Germany) has lost his job on 10/20/92. This is no
>rumour.
>
Wooow, any reasons given ? (Rumors accepted (har))

Nat!

--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "The plague that.." Infectious Grooves (an oldie)

4446. Are all roms the same?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 00:11:20 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Oct23.001120.20356@zooid.guild.org>
Source record: 215806

Very puzzling.

I've received mail from people who have the same model of computer as myself (1040 STFM) who ARE running PCDitto 3.01.

My PCDitto 3.01 refuses to run, it starts up, asks for DOS disk, reads the dos disk and then dies.

Is it possible that my 1.2 tos roms are not the same as other 1.2 roms?

Or are there other hardware components that vary slightly depending on where my machine was assembled?

Mike

4447. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 01:27:52 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2ae7558b@p1.f44.n242.z2.fidonet.org>
Source record: 215771

>> The major problem of the combination of X and a atari ST is the amount
>> of memory -- since minix does not allow virtual memory (difficult on a ST,
>> doable on a TT, Falcon, or other 68030 machine), you need all to have
>> in real memory. And since a typical X sesson wants about 8-16 Mb, you
>> are
>> out of luck on your 4 Mb (at most) ST.
AG> Is that still true for 640x400?
I think the resolution won't cause much of the memory problems...

But, what get's me interested is - why does X-Windows run on a standard ATW
with 4 MB RAM? Helios doesn't support Virtual Memory (at least the old version
didn't support it).

yours,
Benedikt

4448. Re: CHAOS 1/2 meg version

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 01:32:28 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2ae756ac@p1.f44.n242.z2.fidonet.org>
Source record: 215770

```
MJ> I got pi**ed off with people saying MSA is crap, so
MJ> I ARCd this, and let anyone try to complain (grrr).
MJ>
MJ> To get the loading screen up, you'll have to rearrange
MJ> the order of files in the auto folder to LOADER.PRG
MJ> then HALF.PRG (THAT'S why I MSAd it originally!!!)

You could get around this order-problem with a simple "trick". Simply rename
LOADER.PRG to YYLOADER.PRG and HALF.PRG to ZZHALF.PRG - then you get the right
order. Even in archives with alphabetically sorted entries - and who cares
about the names of the auto-folder programs?

bye,

Benedikt
```

4449. Re: Compressing Images - Recommendations?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 01:35:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10746@uqcspe.cs.uq.oz.au>
Source record: 215805

In <1c2l1qINNpjb@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

>There is a program for compressing .IMG files - which can often reduce their
>file-size by quite a lot! And, it saves them in a standard IMG format again!
>Not too sure *how* it works, but it does

Well, of course it can't compress ALL .img files to produce new .img files :-),
but what it probably does is implement a more effective img compression
algorithm. IMG files can be written in quite a few ways - the simplest being
just writing literal bytes all the time. But the format allows for more
complex algorithms that account for repeated lines, and strings of black
or white space. Even strings of patterns of a fixed length.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4450. Re: The Rise and Fall of Atari ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 02:03:22 UTC
From: anamr@cats.ucsc.edu
Message-ID: <1c7mhaINNpv1@darkstar.UCSC.EDU>
Source record: 215804

Galactic Spaceboy writes:
> Has anyone read the following book:
> THE RISE AND FALL OF ATARI
> **********

> Does anyone know what it is about.

> MAY ALL ATARI USERS RAMPAGE ON SUNNYVALE AND RESTORE LAW AND ORDER.

> SEPERATE SEMI FLAME:
> SHOULD ROSS PEROT BUY ATARI !!!???

You should find this book at you local public library. I have it in my
personal collection. The book is great and tells you about the origins
of Atari. This is the official Atari Bible, the Genesis.

Find it, read it, and be at one with your Atari...

All bow before the FUJI symbol :)

4451. Atari Explorer On-line: WHERE IS IT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 02:18:37 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <qHP3sB1w165w@sys6626.bison.mb.ca>
Source record: 215801

Has anyone seen an issue of Atari Explorer On-line recently? I haven't
seen one for at least three weeks!

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

4452. Re: Atari Explorer On-line: WHERE IS IT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 03:37:54 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <VXV3sB2w164w@oneb.almanac.bc.ca>
Source record: 215803

marco@sys6626.bison.mb.ca (John Perry) writes:

> Has anyone seen an issue of Atari Explorer On-line recently? I haven't
> seen one for at least three weeks!
>
> **
> * John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
> * INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
> **

Same here. I thought something had happened to the email feed at my
site. Does anyone know what is going on at AEO??

bhawker@oneb.almanac.bc.ca (Bruce Hawker)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

4453. Re: FTL's phone-number wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 05:48:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <68233@cup.portal.com>
Source record: 215785

FTL's phone number is: (619) 453-5711

You can order upgrades, programs, hintbooks (I recommend the CSB hintbook :), and the Dungeon Master CD (highly recommended background music for playing Dungeon Master and Chaos Strikes Back).

However.. while there were a few bug fixes between versions, and a few minor changes (the Champions "sleep" a lot faster in the newer versions), there was NO change in the copy protection for later versions...

BobR

(Anti-disclaimer... I wrote their CSB hintbook.. :)

4454. Re: Atari/Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 05:51:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <68234@cup.portal.com>
Source record: 215787

The system software in the Falcon is still "Atari TOS", but the Falcon version is MUCH improved over earlier versions, both functionally and graphically.

The first Falcons are expected to come only with TOS in ROM, but Multi-TOS (multi-tasking OS) is expected to ship on disk "soon".

BobR

4455. Re: Alwin Stumpf left Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 05:58:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <68235@cup.portal.com>
Source record: 215786

>>Alwin Stumpf (Atari Germany) has lost his job on 10/20/92. This is no
>>rumour.

>Lost? You mean he got fired?

My understanding is that he "left".. ie, it was his move.

Incidentally, he's one of the ones with outstanding interest free
loans from Atari.. in his case, $700,000

That sure would have bought a lot of Falcon advertising...

BobR

4456. Re: Spectre and the Mac Comm Toolbox

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 07:22:12 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <aebabcef@Kralizec.fido.zeta.org.au>
Source record: 215455

Original to: ggreenbe@rodan.acs.syr.edu
In a message of <10 Oct 92 18:34:10>, ggreenbe@rodan.acs.syr.edu (3:713/602) writes:

g> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg), via Kralizec 3:713/602
g>
g> I don't know about the technicalities of this, but I was
g> wondering if Spectre reliably access the Mac Communications
g> Toolbox? Alternatively, does anybody know if "point" software
g> on the Mac to access Fido-net BBSs will work under Spectre?

Whilst I assume that it probably would, the available Fido point software for the Macintrash is, to put it simply, pathetic.

You will have _far_ less trouble using a setup similar to:

Binkleyterm 3.02a + IOSmail 0.9 + LED 1.0
(Mailer) (mailprocessor) (message editor)

running directly on your ST.

LED is one of the most powerful fido-style message editors I have ever seen, whilst IOSmail is close to the state-of-the-art in mailprocessors, and Bink is a solid, reliable package that has benefitted from considerable improvement of late.

Why should you believe me? Look at the info at the bottom of this message -Yup, I run a Fido system, and use just this combination, as do most of the 'serious' fido ST systems.

My flatmate runs a small mail hub, with a number of Muck users - and they are the bane of his life - unreliable, buggy, noncompatible software that makes them _very_ unpopular on the network.

g> Thanks,
g> Gerry
g> ggreenbe@rodan.acs.syr.edu

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4457. Re: Falcon vs TT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 07:59:48 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Oct23.025949.10917@bsu-ucs>
Source record: 215808

In article <1992Oct22.204927.29400@crc.ac.uk>, naffara@crc.ac.uk (Dr. N.A. Affara) writes:
> Seeing as most people think the ST,STE are crap (compared to hardware available
> now) I think Atari are replacing the ST,STE with the Falcon 030 (ie games and
> other *home* uses) and using the Falcon 040(?) and the TT as high power
> work stations.
> Of course I may be wrong, but that sounds sensible to me.
> eg 1meg Falcon 030 (no hard drive) for 499(?)pounds.
> this is still reasonable for the average home user and has very good
> capabilities for it's price. It is also easily upgradable with hard drives
> etc.

So what exactly _is_ the heirarchy of Atari computers now that (let's assume) both Falcon's are out? I mean price-wise _and_ performance-wise.

-Matt

4458. Re: How do I uncompress a .Z file?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 08:46:39 UTC
From: u289818@uebung3.rz.fh-reutlingen.de
Message-ID: <1992Oct23.084639.23365@softserv.zdv.uni-tuebingen.de>
Source record: 215810

In article <16886175.C556212@mizzou1.missouri.edu> C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
> I got a directory listing from an FTP site, and I can't look at it because
>its compressed with this weird .Z mode. I did a binary GET (should I use

Binary GET is correct.

>ASCII?) and I ran a program called compress.ttp on it, but it doesn't do
>anything. :+(
> Do I need to do a TAR on it or something? Thanks for any advice.
>
>Jeoff Hines c556212@mizzou1.missouri.edu
>
>

Try 'compress.ttp -d <FileName>'

Klaus Rein

4459. What's the Falcon 030 speed?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 09:46:26 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <BwKJ5F.G5q@hermes.hrz.uni-bielefeld.de>
Source record: 215813

Buenos Dias!

I've read lots of news about the new Falcon's speed, but I'm not quite sure if I've got any real information yet. Everything that's said goes like "16Mhz" or "fast enough". Since I've never seen any computer with the 68030 I can only guess:

- 16Mhz driven "mainboard" must enable the computer to be two times faster than a normal ST, or a bit faster than the MSTE with 8MHz mainboard, but cache
- 32 bit wide data bus should enable it to be two times faster than a MSTE with 16 bit data bus, or (including part 1) 4 times faster than a ST

(very rough calculations)

So it should be at least 4 times faster than an ST (I'm very well concerned about this being a difficult and dangerous calculation depending on too many things). OF COURSE, there's some change in the processors architecture done, enabling him to do same programs in less cycles, but cause I've never seen one, I don't know exactly.

Since I'm often doing an awful lot of mathematic calculations (for which any existing computer is to slow), I'd like to know in terms of guessed percentage rates, which performance I can really expect?

Any ideas?

TeSche
--
Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
==> Technische Fakultaet, Universitaet Bielefeld, Germany
Internet E-Mail : itschere@techfak.uni-bielefeld.de

4460. Re: MiNT & Ramdisks

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 09:48:17 UTC
From: wabe@ukc.ac.uk
Message-ID: <1995@eagle.ukc.ac.uk>
Source record: 215812

In article <1992Oct22.170129.345@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Lost Boy) writes:
>When I run MiNT I canot install my ramdisk...anyone know of a ramdisk which
>will run with MiNT installed?
>
Yes! - a "booting" RDY or RDE ramdisk. Just put MINT (last) in the
AUTO folder of the booting ramdisk. Get RDE_V2 from a.a

Cheers, W. Alan B. Evans
[wabe@ukc.ac.uk]

4461. Re: c++

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 10:15:21 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BwKKHM.I4A@newcastle.ac.uk>
Source record: 215832

In article <1992Oct22.170201.405@unix.brighton.ac.uk>, mm68@unix.brighton.ac.uk (Lost Boy) writes:
>Anyone know of a C++ compiler for the ST. PD or Commercial.

As far as I know there is only one of each, the PD one is G++ from the FSF.
This is a pig to run on small systems though (4Meg ram required + a Hard disc).

The comercial one was announced on the net as:

>Cost of Comeau C++ 3.0 With Template for the ST will be $US250.
>It will initially come with the iostream library.
> Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
> Producers of Comeau C++ 3.0 With Templates
> Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421>
> Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

I can't run G++, and can't afford Comeau C++, so I can't comment on their relative merits.

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

4462. Re: MiNT & Ramdisks

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 10:54:35 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.719837675@freyr>
Source record: 215819

mm68@unix.brighton.ac.uk (Lost Boy) writes:

>When I run MiNT I canot install my ramdisk...anyone know of a ramdisk which
>will run with MiNT installed?

Eric should know one (there's an indication in the default mint.cnf file).

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4463. Re: Falcon vs TT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 10:58:05 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.719837885@freyr>
Source record: 215820

naffara@crc.ac.uk (Dr. N.A. Affara) writes:

>Having heard some comments about why have a Falcon *and* a TT, I thought I
>would have a go myself...

>I also think that the people who say "I'm waiting for the 040" are falling into
>the "PC trap". ie "I must get the most powerful/fastest processor I possibly
>can", when there will always be something better (and more expensive!).

I think the `040 trap' is even more serious than the PC one. (Ataris are and always will be relatively more expensive than PCs). But MiNT and MultiTOS getting official is the right time to decide to buy a TT, which can hardly be considered as a trap anymore (in fact, the TT is beginning to be the unique Atari machine that represents the slogan `Power without the price', i.e. the Falcon has no power and no price, and the 040 will have power but also lots of price).

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4464. Re: Alwin Stumpf left Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 11:23:53 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Oct23.112353.21080@rhrk.uni-kl.de>
Source record: 215816

g16m@alf.zfn.uni-bremen.de (Michael Schmidt) writes:

>seimet@rhrk.uni-kl.de (Uwe Seimet) writes:

>>Alwin Stumpf (Atari Germany) has lost his job on 10/20/92. This is no
>>rumour.

>Lost? You mean he got fired?
There is no official information on this yet. So let's wait for this. Jack
Tramiel is in Germany today and a press note is to be released.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

4465. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 11:23:56 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <719839434.16199@minster.york.ac.uk>
Source record: 215817

In article <annius.719686624@freyr> annius@nanna.research.ptt.nl (Annius Groenink) writes:
>mjl-b@minster.york.ac.uk writes:
>
>>It's not screen size that's the problem, it's the amount of code you need to
>>implement. You've got to put in TCP/IP and sockets for a start, then the
>>low-level X network protocols, X intrinsics etc. etc. before you've even
>>thought about a window manager such as Motif / Athena / Open Look.
>
>>However, given that Quaterdeck seem to have done Desqview/X on the PC, I
>>don't see why it couldn't be done on the ST.
>
>That's it! Do you really need all this TCP/IP shit? I can't imagine you
>couldn't fake an Xlib that does the same to programs that use it as on a UNIX
>machine. (But I suppose I'm talking nonsense)

Er.. it depends on what we're trying to do here. I was talking about
implementing an X *SERVER* on the ST, in which case TCP/IP is most
definitely required to connect to any machine that runs the *CLIENT* X
application. Quaterdeck have implemented BSD sockets and streams in
Desqview/X.

If you're going to run both client and server, you need Unix anyway... end
of story. So, I'm afraid that you really do need "all that shit".

>Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
>annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Langwith College, Uni of York, UK	-- Blackadder II

4466. Re: HELP needed installing MiNT!

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 11:34:36 UTC
From: sjg@phwoof.ph.kcl.ac.uk
Message-ID: <1992Oct23.113436.18886@sol.ctr.columbia.edu>
Source record: 215814

In article <JARTSU.92Oct22231149@lk-hp-16.hut.fi>, jartsu@vipu.hut.fi (Jartsu) writes:
|>
|> Hi there...
|>
|> Some days ago I finally got myself to begin installing MiNT. I dragged
|> _ewerything_ from the Mint/ directory of a.a.u.e to my harddisk and
|> unpacked them to a number of folders.
|> Then I tried the quick thing I found from the README etc. files. It
|> did nothing sensible. I have all the files needed, and I know that
|> you can make a very Unix-like system with MiNT and all the other stuff
|> available, and so I wish to do (since I have used many Unix-systems on
|> past few years and can't stop now :-) BUT:
|>
|> I have major problems with the installing. All those README etc. files
|> over there, everything about features, tech-stuff etc. but _nothing_
|> really helpful about installing. Of course, there are MAKEFILEs to do
|> some of the installing, but 1) I don't have any C-compiler and don't
|> want to install one now 2) the binaries are already there.

Well, I might just be able to save your life <grin>. I've put together a set of disks that install MiNT onto a hard disk. I did it almost a month ago, but we've had network problems, which are now almost resolved, so I'm announcing the distribution.

What it is is a set of 6 disks (boot, 1,2,3,4,5), which install MiNT onto a partition of your choice on your Hard Disk. Note that the partition must be clean. The installation doesn't do that for you.

It installs gcc 2.1 (yes I know it's not the most up-to-date version), Mgr, MiNT 0.95, and lots of utility programs onto either a TOS or a Minixfs partition. It is done with a series of scripts that copy/unzoo/change permissions/etc.

This is very much a beta-release. In fact I'd welcome feedback from anyone who tries to do it (whether it works on your system, what its shortcomings are, or even how wonderful it is - all comments welcome).

I intend to keep the distribution up to date. Since I know what the base system is, I can easily install newer stuff over it. I guarantee that /usr/users/* will remain free of interference from me, but that's about all. When you install a patch, it will always tell you what it is about to do anyweay, so there oughtn't be too many problems (crossed fingers).

A patch to make gcc 2.2.2 the compiler (binaries & libraries) will be available soon. The current gcc is gcc/g++. The newer version is gcc only (according to Howard), and indeed it is substantially smaller than the older version.

The distribution is available by anonymous ftp from phlim.ph.kcl.ac.uk in the pub/MiNT/0.95 directory.

I have told Eric about this and he seems quite happy. The source code for the distribution is available elsewhere in the public domain. I keep only the binaries on my system. Keeping up to date with the binaries will be enough of a load without worrying about source as well. If anyone sees any of their programs that have been distributed into the public domain with 'source must be included etc.', and they want me to remove their program from my disk sets, I will gladly do so. Please email me if you wish me to do this.

Enjoy.

Simon.

4467. Re: Educational Games for children

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 11:40:14 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Oct23.114014.28351@echo.philips.nl>
Source record: 215841

bill@praxis.co.uk (William Walker) writes:

>Does anyone know of any Public Domain games/educational software which
>would be suitable for my 2 year old daughter.

>Ie. matching colours/shapes or anything musical

>She loves playing with the keyboard/mouse, but Tetris really is too
>advanced !

There is a directory called Kids-games in the games directory
at atari.archive. You need low resolution for them.

John
--
John Janssen Email: johnj@echo.philips.nl <-- Few weeks OutOfOrder
The Netherlands same: johnj@echo.tds.philips.nl from Nov.1st on.
Work: +31 40 756425 or use:John.Janssen@atehv.bso.nl <-- Currently OutOfOrder
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, C until end Nov.

4468. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 11:43:46 UTC
From: richard@star.ic.ac.uk
Message-ID: <1992Oct23.114346.19071@sol.ctr.columbia.edu>
Source record: 215815

In article <1992Oct22.203601.29228@crc.ac.uk>, naffara@crc.ac.uk (Dr. N.A. Affara) writes:
|> Yes at last, I have got chaos (the game!) to work!!!
|>
|> It's *MUCH* better than I thought it would be! (this is a compliment :-))
|>
|> Those samples make the world of difference! It took me 20 mins to stop
|> laughing :-)
|>
|> I think this is good enough to be released commercially!
|> (It's probably too late now though...)

It's also probably illegal...

4469. Re: Consbfix and MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 12:13:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A50471@MS.maus.de>
Source record: 215707

annius@sif.research.ptt.nl wrote:

a>Has anybody got the following combination running correctly:
a>
a> MiNT Gemini (Mupfel, especially) Turbo ST 1.8 Consbfix (or: do I need
a>this one?)
a>

My advice: Throw Turbo ST away and get NVDI 2.1, which is very useful and reliable. BTW: With NVDI, you won't need CONSFIX anymore.

Regards,
Patrick

****
Abolish the death penalty!

4470. wargame and TT

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 12:29:43 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Oct23.122943.2346@cs.mcgill.ca>
Source record: 215818

Here it is now! Wargame is available at a.a. in it's entirety.
It's programmed using GEM and GEMDOS only, so it should work on any Atari. Is there anyone out there who could see if it works on a STe, TT, or MEGA STe?
For the TT, just make sure it's in ST low rez. Cache, or a faster clock speed should make no difference (Except speed up the zoom options, which isn't a bad thing :-) as waiting times are controled with AES's EVNT_TIMER().
Thanks for those who can help.

Patrick.

4471. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 14:06:35 UTC
From: csg022@cck.coventry.ac.uk
Message-ID: <BwKv71.165@cck.coventry.ac.uk>
Source record: 215826

>In article <1992Oct22.061654.9547@beaver.cs.washington.edu>, bgilbert@cs.washington.edu
(Ben Gilbert) writes:

>> You forgot to mention Sundog, also produced by FTL. I'm not sure
>> if this was before or after Dungeon Master, I think it was before
>> (this was one of the early Atari games, I think -- someone help me out

I've never heard of this one? Is it still available?

And while we're on the subject. I've played ye olde Elite many times
but I haven't had a mission yet. How long does it take?
--
+---+
| CSG022 is MARK B PROCTER | This space for sale | |
| Computer Science HND2 | | |
+---+

4472. ICD - The Link

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 14:08:17 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <13706@texsun.Central.Sun.COM>
Source record: 215821

I have just purchased one of these devices her in the UK, but the manual was in German and the suppliers don't seem to know anything about it. I have been given the ICD adSCSI ST series software with it and the suppliers told me they were compatible. Anyone used one of these or shed some light on how to drive it.

I believe I need +5v on pin 26 to power it, but what about the software. Do I have the correct software or is there a proper ICD - The Link diskette. When I power up my computer I get an error message of No Host adaptor found.

Rgds

Craig

4473. Re: Educational Games for children

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 14:11:35 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct23.141135.16809@newshost.lanl.gov>
Source record: 215291

In article 17116@nosc.mil, healy@nosc.mil (Mike Healy) writes:
>DM Brumleave (sp?) has a number of games at terminator. My two year
^^^^^^^^^^^^
>old daughter's favorite is Aiken Drum, whose file is named kidsong.
>There is also a Potato Head game.

That's "D.A.Brumleve"... but you can call her "Debbie". ;-)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4474. Re: atari usa examples

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 14:14:41 UTC
From: csg022@cck.coventry.ac.uk
Message-ID: <BwKvKK.44D@cck.coventry.ac.uk>
Source record: 215827

>In article <1992Oct21.4514.24868@dosgate> "calvin bruner" <calvin.bruner@canrem.com>
writes:
>>completely irrational, given the market here. WAKE UP ATARI -
>>PLEASE!!!!! Don't lose the market share you have, here.

Is it true that most software developers are abandoning the Atari?
Are they just going to concentrate on the PC dinosaur?
I've noticed less and less quality games are being ported to the ST.

--
+---+
| CSG022 is MARK B PROCTER | This space for sale | |
| Computer Science HND2 | | |
+---+

4475. Re: Falcon vs TT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 14:17:55 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct23.141755.16884@newshost.lanl.gov>
Source record: 215293

In article 10917@bsu-ucs, 01mbmccabe@leo.bsuvc.bsu.edu () writes:
So what exactly _is_ the heirarchy of Atari computers now that (let's assume)
>both Falcon's are out? I mean price-wise _and_ performance-wise.

In order of increasing price _and_ performance, they are:

520STe
1040STe
MegaSTe
Falcon 030 <<< available RSN >>>
TT 030
Falcon 040 <<< as yet unannounced >>>

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4476. elvis in a RAM disk (help!)

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 14:26:07 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <rasas.719850367@minyos.xx.rmit.OZ.AU>
Source record: 215833

I recently aquired elvis (vi clone) and since I have no hard drive I install it along with my C compiler (Sozo) into a (900k)RAM disk. I also (used to) di my vi-ing in the RAM disk. Unfortunately when I try to edit a file over about two pages long the editor bombs (x3) and trashes the end of the file. This does not happen if I open, edit and close the file on a floppy.

I thought I may be running out of room for TEMP stuff on the RAM disk but I still have ~177k free and the file I'm editing is only 7k long! Is this aproblem with my RAM disk (I'm using flashdisk), my setup, or what (my brain?) ?

Many thanks for reading,

Greg.

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

4477. Re: MiNT & Ramdisks

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 14:30:37 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct23.103037.1@uwovax.uwo.ca>
Source record: 215822

In article <annius.719837675@freyr>, annius@nanna.research.ptt.nl (Annius Groenink) writes:
> mm68@unix.brighton.ac.uk (Lost Boy) writes:
>
>>When I run MiNT I canot install my ramdisk...anyone know of a ramdisk which
>>will run with MiNT installed?
>
> Eric should know one (there's an indication in the default mint.cnf file).

I wrote my own (it's not particularly good, but the one I used to use
(fastram) didn't work on my TT).

Frankly, I haven't seen any ramdisks that *don't* work with MiNT, although
evidently there are a few. I admit to some mystification; there's absolutely
no reason for a ramdisk not to work with MiNT, unless it's doing something
a bit odd. Just grab another ramdisk from atari.archive.
"fastram" works (except on a TT, but that's true under TOS as well).
If you have trouble installing the ramdisk after MiNT boots, try installing
it before MiNT, or vice versa.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

4478. The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 14:34:40 UTC
From: marks@castle.ed.ac.uk
Message-ID: <27237@castle.ed.ac.uk>
Source record: 215824

I really do not understand how Atari can claim the Falcon has true colour. He is my reasoning:

1) To me, and to many PC, Mac, NeXT, and even Amiga users, True Colour is associated with 24bit graphics, that is 16777216 colours. The Falcons palette is 18 bit (262144 colours). Not to detract from the Falcon (which is after all a very nice machine) this is but a fraction of the number of colours required for True Colour.

2) What I suspect Atari mean by "True colour" is that every pixel on the screen is capable of being defined independantly of all other pixels. Even this though is not quite true. Thus far all reports of the Falcon have indicated 65536 colours as the limit for the "True colour" modes. For a low-res (320x200) screen this holds true - there are only 64000 pixels on such a screen. However, for any mode above this - 320x480 for example - there considerably more than 65536 pixels on screen, yet still Atari claim true colour.

I realise that Atari want to sell as many Falcons as possible, but they seem to have gone overboard with hype, giving the consumer an inaccurate view of a machine which, from all reports, ought to be able to sell on it's own virtues. As an example, many people seem to believe, from the material supplied by Atari, that the Falcon has an internal genlock, when in terms of genlocking ability it has little more than the Amiga (such as external synching) in that area. Whilst I hope the Falcon sells, I do not ultimately believe that Atari are being entirely fair to the consumers who will in the end purchase the machines.

Mark

--
? As long as the youngest child is free to dream ? Mark Steyn : ?
? In the forest that we call imagination ? marks@castle.ed.ac.uk ?
? There shall always be a Unicorn ? mpjs@dcs.ed.ac.uk ?
? Knowledge is no virtue and innocence no vice ?

4479. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 14:35:11 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct23.103511.1@uwovax.uwo.ca>
Source record: 215823

In article <719839434.16199@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
> Er.. it depends on what we're trying to do here. I was talking about
> implementing an X *SERVER* on the ST, in which case TCP/IP is most
> definitely required to connect to any machine that runs the *CLIENT* X
> application. Quaterdeck have implemented BSD sockets and streams in
> Desqview/X.

> If you're going to run both client and server, you need Unix anyway... end
> of story. So, I'm afraid that you really do need "all that shit".

Not really. For example, if you don't care about connecting to machines
over a network (i.e. all clients will be running on the same machine as
the server) you could make do with shared memory (and probably get
better performance, to boot). Even if you do want a network,
you could implement TCP/IP on an OS other than Unix; DEC does
it under VMS, and I think Desqview/X allows clients and servers on
the same machine under Desqview.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

4480. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 15:04:56 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992Oct23.150456.9343@rdg.dec.com>
Source record: 215825

In article <719839434.16199@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
>Er.. it depends on what we're trying to do here. I was talking about
>implementing an X *SERVER* on the ST, in which case TCP/IP is most
>definitely required to connect to any machine that runs the *CLIENT* X
>application. Quaterdeck have implemented BSD sockets and streams in
>Desqview/X.
>
>If you're going to run both client and server, you need Unix anyway...end
>of story. So, I'm afraid that you really do need "all that shit".

I'm sorry Mat, I can't let you get away with that. There's nothing that says that the X-transport has to be implemented over TCP/IP. Local sockets will be good enough to allow you to run with both client and server on the same box, while if you're connecting to a remote X client there are other protocols other than TCP/IP supported.
I'll agree that it's probably the most useful (after a local connection) but some of us have to support X over other protocols...

Gwyn
--
+===+
| Gwyn Evans | evansg@uproar.enet.dec.com | Uxbridge, Middlesex, UK |
| DESISCo - Digital Equipment Service Industries Solutions Company Ltd |
| Views expressed and statements made are mine and not those of DEC |
+===+

4481. MiNT: Can one stop and restart GEM?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 15:20:12 UTC
From: djs@jet.uk
Message-ID: <1992Oct23.152012.14552@jet.uk>
Source record: 215762

ST User magazine have finally put something useful on their cover disk
(MiNT 0.95), and I'm up and running with it. The problem is that running
something like BaSH under MiNT suits my development activities well, but,
in order to test the programs I am working on, I need GEM started.

The first approach I took was to let GEM start up, then run the compiler etc
from a TOSWIN window. This works, but GEM gets most of the CPU as it is
busy (polling the mouse?).

What's the best solution? Does anyone have any feeling for how the following
might work?

1) Use renice(1) to reduce GEM's priority when running shell programs.
2) Stop GEM via kill(1) when recompiling etc then restart it using gem(1).
3) Er,
4) That's it.

Thanks in advance for any help...
--
+---+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4482. Was Compressing Images. I meant compressing Executables

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 15:36:50 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Oct23.093651.46@mimas.arc.ab.ca>
Source record: 215830

I am looking for recommendations for programs that will compress .PRG files and/or .TOS & .TTP files and still keep them executable. So far the only program that I have found is 'Pack_Ice V2.4' is there anything better?

Bob

4483. Re: TeX

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 16:25:53 UTC
From: sanders@sci.kun.nl
Message-ID: <BwL1n5.2Co@sci.kun.nl>
Source record: 215844

In <1992Oct22.165314.29972@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Lost Boy) writes:

>Can anyone give me a review of this before I go for buying it. What is it like?
>What does it do, etc, etc.

>Thanks

Don't buy it -- it's PD. Just download it and check it out; there ARE some commercial versions around but you don't NEED them. The TeX program itself is free, you can only be charged for the drivers. I don't have the tame to tell you what it does exactly, and I'm sure someone else will. If not, drop me a line and I'll tell you more about it

>--
>+---+
>|On the end of every wizards staff is a knob! - T.Pratchett |
>| |
>|Michael May, Brighton University, Sussex, England |
>+---+

Sander SToks
sanders@sci.kun.nl

4484. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 16:44:36 UTC
From: sjg@phwoof.ph.kcl.ac.uk
Message-ID: <1992Oct23.164436.24141@sol.ctr.columbia.edu>
Source record: 215829

In article <27237@castle.ed.ac.uk>, marks@castle.ed.ac.uk (Mark Steyn) writes:
|> I really do not understand how Atari can claim the Falcon has true
|> colour. He is my reasoning:
|>
|> 1) To me, and to many PC, Mac, NeXT, and even Amiga users, True Colour is
|> associated with 24bit graphics, that is 16777216 colours. The
|> Falcons palette is 18 bit (262144 colours). Not to detract from the
|> Falcon (which is after all a very nice machine) this is but a
|> fraction of the number of colours required for True Colour.
|>
|> 2) What I suspect Atari mean by "True colour" is that every pixel on the
|> screen is capable of being defined independantly of all other pixels.
|> Even this though is not quite true. Thus far all reports of the Falcon
|> have indicated 65536 colours as the limit for the "True colour" modes.
|> For a low-res (320x200) screen this holds true - there are only 64000
|> pixels on such a screen. However, for any mode above this - 320x480
|> for example - there considerably more than 65536 pixels on screen,
|> yet still Atari claim true colour.

Hmmm. I'm not so sure that this isn't just nitpicking. To be able to display 65k colours on screen is more than enough for most people. Sure, running at 320x480 will give you more pixels (over 2x) than colours, but be honest about this, on a 153k pixel screen, aren't you going to want a particular colour to be displayed more than once ? I wish our workstations had that sort of capability.

What true-colour means to me (and I expect to most people) is that I can have lots and lots of colours on screen. Not that I can have 16 Million (24 bit), or indeed 65k (16 bit), just lots. I'm not sure I can think of that many applications that use 65k colours let alone 2^24.

As an aside, I have a gif picture (Lush.gif), which is a photo-realistic picture of lots of lush vegetation. It takes 253 colours out of my 256 on the Workstation. When I quantise that down to 64, the effect is still stunning. In fact taking it down to 32 colours makes it merely fantastic. Obviously it does look better in 253 colours, but I think the law of diminishing returns starts to apply. You need a disproportionate amount of colours to make a difference over 65k. What I'm trying to say is that I'm not sure anyone can tell the difference between a 24 bit image and a 16 bit image.

Simon.

4485. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 16:49:09 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.719858949@freyr>
Source record: 215847

Benedikt_Heinen@firemark.fido.de (Benedikt Heinen) writes:

> MJ> Compatability: Chaos should work on any machine with 1Mb+ of memory whose
> MJ> disk drive can handle 11 sectors 82 tracks. I don't know about it
> MJ> working on the STe, TT or Falcon; any offers anyone?

>One note to compatibility... You might get "problems" with national
>keyboards... As on the old ZX-Spectrum, Chaos uses the keys around the "S" on
>the keyboard as "cursor" keys... On the English/American Keyboard, there is the
>following key layout:

> q w e

> a s d

> z x c

>On the German keyboard, the Y and Z have changed their positions - so
>controlling the "cursor" might become a bit strange...

>MJ Bronlow, could you perhabs change this and send an "Update" of Chaos to some
>German ftp-servers, so that we here in Germany get a better working version of
>Chaos?

If you want to rely on the position of the keys you should use the key code,
with the ascii value (bits 0..7) anded out. This would be a kind gesture to
the french chaos-users (whatever chaos is, I didn't follow this thread).

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4486. Re: First Falcon030 impressions

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 16:56:08 UTC
From: wmagro@uiuc.edu
Message-ID: <BwL31M.41s@news.cso.uiuc.edu>
Source record: 215835

In article <BwD41w.1KA@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk
(Craig Graham) writes:
:^)
:^) In article <Bw7IIy.Eu3@news.cso.uiuc.edu>, wmagro@uiuc.edu (William
Magro) writes:
:^) >The external SCSI-II connector is a standard 50 pin mini 'Honda'
:^) >connector, found on SUN and DEC and NeXT equipment. So, neither your
:^) >current SCSI cable nor a Mac SCSI cable will work. Unfortunately
these
:^) >cables cost $250 from Sun and $80 from third party vendors. I
happened to
:^) ^^^ ^^
:^) Are these numbers for real???? If it's going to cost me this much just
to plug
:^) my SCSI drive into the Falcon, then I'm going to have to consider my
position as
:^) regards buying one....I could get a driver board + 120meg HD for a PC
for less
:^) than that.
..
Good news in this area: although these cables have been outrageous in the
past (as I said above), now that they are becoming standard the prices are
dropping. I saw an ad in this month's/season's Atari Interface that was
offering these cables for $18--quite an improvement!

William Magro
NeXTMail welcome
wmagro@uiuc.edu

4487. Re: Poor to Awful

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 17:07:34 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct23.170734.2457@zooid.guild.org>
Source record: 215842

ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <19OCT92.08565967@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>>Now that Atari Canada has died, I have to deal with Atari USA. The situation
>>has gone from poor to awful. My only impression of Atari USA is that the
>>corporation is, on the whole, suicidal. I thought I had communication
>>problems with Toronto; hell, things look rosy compared with Sunnyvale.
>
>Care to describe some of your experiences with Atari USA?
>
>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.uucp
> / | \ E.KRIMEN (GEnie)

Atari Canada was a *complete* joke. I have to agree *totally* with this dealer they have not done anything and Atari US is not much better. Why? I will tell you why. A year ago I brought my ST to Atari Canada, after 1 week of investigation they gave me the ST back with a new power cord (wow!!!). I asked them several times if the computer worked now. They told me that they have checked it and they believe it was the cord. I come home, connect the ST and immediately I get the same problem. I asked a friend, who is a technitian to look at it. He did, and after 1 day gave me it back - FIXED. It took about 1 hour to identify the problem spot because the problem would appear and disappear. This showed me that Atari was not serious and that they had horrible technitians.

Atari US is exactly the same way. It doesn't help matters that Atari officials are biased towards anybody that will criticize them. It doesn't help matter that Mr. Bordie, Atari Director of misinformation, is calling other people kiwis, idiots and drunks. What kind of official is this? Where did Atari find him? He is so childish that he put me on his twit list and he confirmed that there are several people on USENET that are on those twit lists as well. I know for a fact that Atari officials were NOT laughing when the Forbes article appeared. Well, they won't be laughing much longer since it is just a matter of time until Atari closes its doors.

I find it also very amusing that the publication "Atari Explorer," is one of the worse publications I have ever seen. You have some Atari officials on the editors list who have access to all the material and yet you produce a publication that is not very informative. People like to read Atari news from around the world, hardware projects, software projects etc. How about writing some interesting articles and not the usual Atari cheerleading?

After I pointed out to you that Atari Canada was running their BBS on a PC with PC software, you responded, "Atari US runs on an Atari machine." You still haven't explained to me why and you are avoiding the entire issue. Mr. Krimen, one of the main ZNet gateways (your publication) is run by a person in New Zealand, and he runs a)a 386/40DX b)PC software. While there is nothing wrong with doing so, it is very ironic.

Mr. Krimen, it is obvious that you have never dealt with a company that is serious about establishing good relationships with their customers and their dealers. You are simply providing excuses for Atari Corporation and nothing else. Maybe if you purchase some day the so-called "garbage PC" equipment and run state of the art operating systems, develop for those companies, you will grasp what good service is all about. Until that happens you will remain in your little world along with the cheerleading Atari fans.

PS: Please don't tell me to go to another confernce since I own Atari equipment, thus I am an Atari user as well.

Sincerely,
Mark Kovarski

E-Mail: kovarski@zooid.guild.org
Motorola SPCan: Mark Kovarski@Toronto.Motorola
IBMNet: kovarski@40:649/313
FNet: Mark Kovarski@Node 66
AtariNet: Mark Kovarski@Node 66
UUCP: uunet.ca!zooid!kovarski

4488. Re: Atari Explorer On-line: WHERE IS IT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 17:22:43 UTC
From: ekrimen@wet.UUCP
Message-ID: <4412@wet.UUCP>
Source record: 215753

In article <VXV3sB2w164w@oneb.almanac.bc.ca> bhawker@oneb.almanac.bc.ca writes:
>marco@sys6626.bison.mb.ca (John Perry) writes:
>
>> Has anyone seen an issue of Atari Explorer On-line recently? I haven't
>> seen one for at least three weeks!
>>
>Same here. I thought something had happened to the email feed at my
>site. Does anyone know what is going on at AEO??

We're all on vacation. :^) Actually, Issue 16 and 17 were released this past
weekend I believe. AEO is restructuring/"right-sizing"/whatever again; I think
I read that the Z*Net Online Magazine may return as well.

Otherwise, "don't ask me. I just work here." :^)

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4489. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 17:27:56 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct23.172756.3014@zooid.guild.org>
Source record: 215843

annius@sif.research.ptt.nl (Annius Groenink) writes:
>monnier+@CS.CMU.EDU (Stefan Monnier) writes:
>
>>In article <2690@devnull.mpd.tandem.com>, dunham@devnull.mpd.tandem.com (Jerry Dunham)
writes:
>>>
>>> I see that the Moto 68060 will come in an 040-style package, with a similar
>>> external bus. Does that mean we should look for a Falcon060 hard on the
>>> heels of the Falcon040?
>>>
>>> --
>>> Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
>>> Tandem Computers, Inc. dunham@mpd.tandem.com
>>> Austin, TX (512)244-8598
>>> This opinion intentionally left blank.
>
>>Where did you get the info about the '040-style package' and
>>'similar external bus' ?
>>I don't know anything about those two things, but it would be a
>>big surprise if it was true !!!
>>The 68060 is supposed to compete against the 'pentium' (P5)
>>which has a 64bits wide external bus.
>
>`Wasn't' the 68000 a processor that had 32 bits inside and 16 on the outside?
>That was a good move, for programmers in the 16 bit stage could already get
>used to using longword operations. (Look at the average 486 program!).
>
>--
>Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
>annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
> Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
> -- Herman Finkers

Annius,
first of all, comment ot other user, the Falcon030 is not out and people are

already talking about a 040 version and even 060.

There is very little known about the 68060 but it will be either 64/64 or
128/128 if Motorola will ever release it. Currently IBM, Motorola, and
Apple are developing the next generation PC and processors. They will be
the 601, 603, 604, and the 620. Motorola and IBM have a joint research
center in Austin, Texas where this is occuring under the code name "
Kaleida." IBM provides the technology while Motorola will be manufacturing
then. Les Crudele, vice president and general manager of Motorola's RISC

Microprocessor Division sayd that Motorola will continue producing 680*0 series of CISC processors as well as the 88000 line.

As far as the P5 (586) goes, it is ready and it could be shipped as early as

next month but Intel will wait until early 1993. Part of the reason being the recent DXII 66 MHz. Works on Intel's P6 is progressing well, Intel Executive Vice President Craig Barett pointed out at the Montgomery Security conference. It will appear in 1994. The development of the P7 has started in early 1992.

I talked to one official at Motorola Canada and he pointed out that the PowerPc processors will be revealed shortly. Early benchmarks of the 601 indicated at 40 SPECmarks (50 MHz) at integer performance and 60 SPECmarks and for floating-point performance. The 66 Mhz version is 50 and 80 SPECmarks respectively. Those results are based on 1989 tests. The price of the processor will be in the $50 range, according to some sources.

Best Regards,
Mark Kovarski
E-Mail: kovarski@zooid.guild.org
IBMNet: kovarski@40:649/313
Motorola SpCan: mark Kovarski@Motorola.Toronto

4490. Chaos, that happenin' game.

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 17:51:30 UTC
From: darling@cellar.org
Message-ID: <JgZ4sB3w164w@cellar.org>
Source record: 215727

OK, we've all been hearing raves about this superb game, and I'm intrigued. But like many others, I don't have FTP and using the mail-server is somewhat kludgy. So has anybody considered uploading this masterpiece to GEnie?

I think that would be swell.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

4491. Re: Atari Explorer On-line: WHERE IS IT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 18:11:32 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1c9f8kINNi3t@usenet.INS.CWRU.Edu>
Source record: 215838

In a previous article, bhawker@oneb.almanac.bc.ca () says:

>marco@sys6626.bison.mb.ca (John Perry) writes:
>
>> Has anyone seen an issue of Atari Explorer On-line recently? I haven't
>> seen one for at least three weeks!
>>
>> **
>> * John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
>> * INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
>> **
>
>Same here. I thought something had happened to the email feed at my
>site. Does anyone know what is going on at AEO??

Well, if you have "telnet" access, you can get the latest issues of Atari
Explorer Online from the Cleveland Free-Net Atari SIG.

Len
>

--

4492. Re: Real FALCON refresh rate!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 18:18:54 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct23.181854.21981@beaver.cs.washington.edu>
Source record: 215834

In article <annius.719762045@freyr> annius@sif.research.ptt.nl (Annius Groenink) writes:
>rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:
>
>
>>In VGA 640 x 480 x 256 colors, 61Hz
>
>>If you buy ScreenBlaster from OverScan in Germany, DM 149, then you get the
>>same rez in 80Hz. Or you can increase the rez to 880 x 608 x 256 colors, 61Hz
>
>Funny there should be extensions already when the computer gets introduced.
>Isn't this really a sign that the Falcon030 is not what it could have been,
>just like the TT with its ridiculous 320x480x256 resolution?

Once again, the Falcon is an entry-level computer, meant to be bought
by the general public, who doesn't necessarily know anything about
computers. Sure, it doesn't have 24-bit 1280x960 color, but what
reason would Atari have for doing this? The extension will be available
for people who think they need higher resolutions for whatever reason
(and there are good reasons for that, of course), while the majority of
the people will be satisfied with the 640x480 or 768x480 it comes
equipped to do. If you want the best and ultimate graphics, you're
going to have to pay for it. Although I do agree the 320x480 is a bit
weird.... :-)

Anyway, I think the fact there are extensions in the works or available
already speaks highly of the market for the Falcon. Do you remember any
such devices for the ST coming out? This is a good sign for Atari,
especially since the upgrades are not as much of a "hack" as they often
were for the ST.

>
>--
>Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
>annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
> Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
> -- Herman Finkers

Ben Gilbert
bgilbert@cs.washington.edu

4493. Re: Atari Explorer On-line: WHERE IS IT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 18:29:59 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92297.143000JJL101@psuvm.psu.edu>
Source record: 215845

In article <VXV3sB2w164w@oneb.almanac.bc.ca>, bhawker@oneb.almanac.bc.ca says:
>
>marco@sys6626.bison.mb.ca (John Perry) writes:
>
>> Has anyone seen an issue of Atari Explorer On-line recently? I haven't
>> seen one for at least three weeks!
>>
>> **
>> * John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
>> * INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
>
>Same here. I thought something had happened to the email feed at my
>site. Does anyone know what is going on at AEO??
>

AEO just release a combined issue 16 and 16 file. It should be
making its way through the net soon.
Also stated, AEO is going bi-weekly for a couple months at least, and
there is a possibility that Z-Net will be returning for the in-between
weeks.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

4494. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 19:34:52 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <T944sB1w165w@comtch.spk.wa.us>
Source record: 215850

sjg@phwoof.ph.kcl.ac.uk (Simon Gornall) writes:
>
> Hmmm. I'm not so sure that this isn't just nitpicking. To be able to display
> colours on screen is more than enough for most people. Sure, running at 320x4
> will give you more pixels (over 2x) than colours, but be honest about this, o
> 153k pixel screen, aren't you going to want a particular colour to be
> displayed more than once ? I wish our workstations had that sort of capabilit
>
> What true-colour means to me (and I expect to most people) is that I can have
> lots and lots of colours on screen. Not that I can have 16 Million (24 bit),
> indeed 65k (16 bit), just lots. I'm not sure I can think of that many
> applications that use 65k colours let alone 2^24.

That's missing the point, Simon. I do think Atari is being misleading
on this one. The Falcon has VGA graphics. That's all. That's not bad,
it's what's made the PC the #1 game machine in the world, but it's not
True Color. True Color means that you have at least 8 bits each for red,
green, and blue (heck, the VDI defines 10 bits each, even tho' no color
board exists that goes that high!), with each pixel on the screen being
able to take on any color at any time.

Color registers are useful, but a fast color-specific bitblit can do
the same effects. It's not whether or not your app uses 64K colors or
16.7M colors. It's the ability to select from that massive palette for
the precise color you need (and when doing rendering and digitizing,
24-bit is just barely sufficient sometimes. 30-bit would have been
better. (and we could have had 2 bits for alpha-channel then)).

I do intend to buy an F030, but I'm doing it with the understanding
that it's VGA. That's fine with me for now, but eventually I'll be
giving it a REAL color board. The sound, the OS, and the SCSI-2 are my
main reasons for buying it.

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us
"Hey, does anyone with an advance model know how hard it is to install in
an AT-style case? And if DEKA or Z-Keys works with it, so I can hook up
my real keyboard?"

4495. TOS 1.4 info?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 19:49:01 UTC
From: dumgrunt@ccwf.cc.utexas.edu
Message-ID: <82242@ut-emx.uucp>
Source record: 215840

Okay, folks, I finally made the upgrade from TOS 1.00 to 1.04, but I've got some questions about the new version. The only documentation I received with the chips was Atari's one-sheet announcement of the new version. It only gives a brief list of some of the enhancements over TOS 1.00, including RAnd much more!S I tried writing to Atari to get complete documentation on the newer version, including a full list of the enhancements, but got an essentially useless letter back telling me to contact a dealer. Oh, well, I didn't really expect anything different. I looked in the FAQ files, but they didn't say anything about the differences between different TOS versions. (Maybe this would be a good addition to the FAQ file.)

Of particular interest are changes in operating procedures and system configuration information. Is the keyboard reset a cold or warm reboot, or can both be done? Will existing DESKTOP.INF files be fully compatible, or do they need to be rebuilt? Which operating system bugs (40-folder limit, install application, RTS/CTS, etc.) were _really_ corrected in 1.04 and which ones remain? What AUTO folder patch programs have been released to correct the remaining bugs?

Any detailed information you can post will be very helpful and most appreciated.

Joel Banks
dumgrunt@ccwf.cc.utexas.edu

4496. Chaos to binaries group?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 20:10:03 UTC
From: maxn@intermec.com
Message-ID: <1964@intermec.UUCP>
Source record: 215665

Could the Chaos game and unpack util be posted to
comp.sys.atari.st.binaries please?
My site doesn't support FTP.

Max Newman
maxn@intermec.com

--
uucp address: maxn@intermec.com or uunet!pilchuck!intermec!maxn
Trust in your calling, make sure your calling is true

4497. AEO

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 20:20:17 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Oct23.202017.21616@csi.uottawa.ca>
Source record: 215839

They just released 2 issues at once, and said that it would be going
bi-weekly. There really wasn't enough REAL material for even 1 issue,
so this is probably a good move.
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca | <-- Finger this account
University of Ottawa |
Master of System Science Program |

4498. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 21:22:38 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.J0yqAX_FvJY@fredrik.atari.no>
Source record: 215775

In <BwIInB.I2q.2@cs.cmu.edu>, Stefan Monnier writes:
>In article <2690@devnull.mpd.tandem.com>, dunham@devnull.mpd.tandem.com (Jerry Dunham)
writes:
>>
>> I see that the Moto 68060 will come in an 040-style package, with a similar
>> external bus. Does that mean we should look for a Falcon060 hard on the
>> heels of the Falcon040?
>>
>> --
>> Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
>> Tandem Computers, Inc. dunham@mpd.tandem.com
>> Austin, TX (512)244-8598
>> This opinion intentionally left blank.
>
>Where did you get the info about the '040-style package' and
>'similar external bus' ?
>I don't know anything about those two things, but it would be a
>big surprise if it was true !!!
>The 68060 is supposed to compete against the 'pentium' (P5)
>which has a 64bits wide external bus.
>
According to my information, the 68040 has a Harward architecture, i.e.
seperat data and instruction bus. That is two 32bit wide adress- and
data-buses, giving a total of 64bit wide external bus. I don't know
anything about the P5, but I guess it too has Harward architecture! So in this
respect, Motorola was first!

--

```
-----------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------------
```

4499. Re: Alwin Stumpf left Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 21:29:54 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.T9MmdKchw8I@fredrik.atari.no>
Source record: 215776

In <1992Oct22.115715.20943@rhrk.uni-kl.de>, Uwe Seimet writes:
>Alwin Stumpf (Atari Germany) has lost his job on 10/20/92. This is no
>rumour.
>
I'm NOT suprised! Already at C-Bit, early this year, there were several things
pointing in this direction.

****
Anyway, do this mean that I maybe can get his job?
If anyone in Germany should happen to see some of the Tramiel's, just tell'm
I'm willing to consider an offer ;^)

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

4500. Re: Was Compressing Images. I meant compressing Executables

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 21:42:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1c9rkvINNjfu@golem.wcc.govt.nz>
Source record: 215846

In article <1992Oct23.093651.46@mimas.arc.ab.ca>, erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:
>I am looking for recommendations for programs that will compress .PRG files
>and/or .TOS & .TTP files and still keep them executable. So far the only
>program that I have found is 'Pack_Ice V2.4' is there anything better?
>
>Bob

I think you can find many more than that, I do have a collection of programs like Pack_Ice and some of them do pack them as executables...

But the best so far is PFX/AFX this is included with LZH201L.LZH
but you need to extract it, read the help info at the bottom
when you run the LZH201L.TTP...

Roger..... sheppard_r@kosmos.wcc.govt.nz

4501. 520 STFM for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 21:45:56 UTC
From: jbraatz@astro.umd.edu
Message-ID: <16300@umd5.umd.edu>
Source record: 215752

I have a 520STFM for sale. The system includes:

SC1224 color monitor
internal SSFD
about 100 disks, most filled with PD games & music, plus a couple of
commercial games
Abacus books: ST internals, and GEM programmer's reference
1200 baud modem (Kyocera brand)
All the orig. docs, boxes, mouse

$275

Jim
jbraatz@astro.umd.edu

4502. FOR SALE: Atari 520 ST System w/ desk

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 21:51:22 UTC
From: mcalear@diag.amdahl.com
Message-ID: <10GT02mL28.b01@JUTS.ccc.amdahl.com>
Source record: 215747
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
Atari 520 ST System: $600
- FREE COMPUTER DESK
- 1 Meg RAM
- Atari SS-354 3.5" Floppy Drive - SS :(
- Atari SH-204 20 Meg HD
- Atari SM-124 Hi-Res B/W Monitor
- Atari SC-1224 Color Monitor
- Avatex 1200 baud modem
- Panasonic KX-P1080 dot matrix printer
- Logikhron clock card
- monitor master
- lots of software/games
- all cables, mouse, joysticks, box of manuals

All reasonable offers will be considered, but I want to sell the
system as a whole unit (I don't want any spare parts sitting around
my apartment). Also, since there is so much stuff, I would prefer
not to have to ship it anywhere. I will transport it anywhere within a
couple of hours San Jose/San Francisco. Please contact me via
e-mail (which is preferred) or by phone.

e-mail: mcalear@diag.amdahl.com
work: (408) 992-3181
```

4503. Re: Falcon vs TT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 22:29:53 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct23.222953.823@beaver.cs.washington.edu>
Source record: 215848

In article <1992Oct23.025949.10917@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>
>So what exactly _is_ the heirarchy of Atari computers now that (let's assume)
>both Falcon's are out? I mean price-wise _and_ performance-wise.
>
>

From what I can figure, this would give you a hierarchy of the current Atari models, like you said, assuming the Falcon030 and Falcon040 are to be included. This is not official or anything, nor does it take into account the various strengths and weaknesses of each model -- for example, the Falcon may have better graphics than the TT, but in terms of speed it's not quite as much of a workhorse. Also, we don't really know anything about the Falcon040, so that's a _complete_ guess. :)

Price hierarchy	Performance (speed) hierarchy
Falcon040	Falcon040
TT030	TT030
Falcon030	Falcon030
Mega STe	Mega STe
1040 STe	1040 STe

I guess you get what you pay for. :) If you really wanted to you could throw in the SST and Turbo030 too, those I believe come in somewhere near or above the TT in terms of speed, and in price they're probably reasonable, assuming you have an older Atari to plug them into, and you realize you'll miss out on some of the new features like DMA sound, SCSI ports, and better graphics as on the TT or Falcons.

> -Matt

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4504. Re: ICD - The Link

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 22:38:57 UTC
From: ekrimen@wet.UUCP
Message-ID: <4414@wet.UUCP>
Source record: 215769

In article <13706@texsun.Central.Sun.COM> craig@hadrian.uk.sun.com writes:
>I have just purchased one of these devices her in the UK, but the manual was in German and the suppliers don't seem to know anything about it. I have been given the ICD adSCSI ST series software with it and the suppliers told me they were compatible. Anyone used one of these or shed some light on how to drive it.
>
>I believe I need +5v on pin 26 to power it, but what about the software. Do I have the correct software or is there a proper ICD - The Link diskette. When I power up my computer I get an error message of No Host adaptor found.

First, I believe the Link requires version 6.x of ICDBOOT. If you don't have that, then I don't think it's going to work. ICD may be on CompuServe, so if anyone here knows their address there, you could probably send them mail to tell them about your problem. I'm sure they'd love to hear about what's going on in Europe too (re: their products). :^/ Also, the other ICD software on the disk, like ICDFMT, DESKTOP, and HDUTIL, should work properly once it thinks that it's properly connected.

Finally, the Link must be connected to a SCSI device in order to work. The SCSI port, perhaps Pin 26 as you suggested (I can't remember), is where the Link gets its power. Once this is done, it will hopefully work.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4505. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 22:54:21 UTC
From: sjg@phwoof.ph.kcl.ac.uk
Message-ID: <1992Oct23.225421.810@sol.ctr.columbia.edu>
Source record: 215849

In article <T944sB1w165w@comtch.spk.wa.us>, mhughes@comtch.spk.wa.us (Mark Hughes) writes:

|> That's missing the point, Simon. I do think Atari is being misleading
|> on this one. The Falcon has VGA graphics. That's all. That's not bad,
|> it's what's made the PC the #1 game machine in the world, but it's not
|> True Color. True Color means that you have at least 8 bits each for red,
|> green, and blue (heck, the VDI defines 10 bits each, even tho' no color
|> board exists that goes that high!), with each pixel on the screen being
|> able to take on any color at any time.
|>
|> Color registers are useful, but a fast color-specific bitblit can do
|> the same effects. It's not whether or not your app uses 64K colors or
|> 16.7M colors. It's the ability to select from that massive palette for
|> the precise color you need (and when doing rendering and digitizing,
|> 24-bit is just barely sufficient sometimes. 30-bit would have been
|> better. (and we could have had 2 bits for alpha-channel then)).

Fair enough. I guess we have different requirements. I must admit that I'd not thought of raytracing when I wrote what I did. I guess you can raytrace that many colours. I was more interested in what I would use it for, day to day, (which, you'll be surprised to learn, doesn't include raytracing :-)

|> I do intend to buy an F030, but I'm doing it with the understanding
|> that it's VGA. That's fine with me for now, but eventually I'll be
|> giving it a REAL color board. The sound, the OS, and the SCSI-2 are my
|> main reasons for buying it.

It is slightly better than VGA isn't it ? I didn't think VGA could put 65k colours on the screen at a time ? I agree that if you define true colour as 8-8-8 R-G-B then the F030 isn't adequate. The thing is that it will be enough for most people, which is *my* point. We're talking (if you believe Atari) about the bottom-of-the-range machine here. Presumably (a BIG presumption) the 040/060? will have better graphics modes.

I agree that the system seems to have a lot going for it. In fact I consider this to be the reason why the cacophony that normally surrounds Atari machines has been directed solely at the graphics. Most Atari computers take a *lot* more flak than the Falcon has. It's the first interesting machine for a long time...

I would add the DSP chip to the reasons for buying it, though, I've been reading about them, and talking to people who use them, and they're wicked chips. If I buy an F030, it'll probably end up being a DSP-based computer that (occaisonally :-) lets the 030 have a lookin :-)

Simon.

```
|> - Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us
|> "Hey, does anyone with an advance model know how hard it is to install in
|> an AT-style case? And if DEKA or Z-Keys works with it, so I can hook up
|> my real keyboard?"
```

4506. Hard Drive Wanted for 1040ST ($250 or less)

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 23:11:02 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <BwLKEG.Jo0@mentor.cc.purdue.edu>
Source record: 215755

As the subject implies, I am looking for a used hard drive for my 1040STf.

I would prefer it to be at least 30 or 40 megabytes, but all responses will
be considered.

I want a unit that is complete and ready to plug in and go.

Thanks,
Jody Lenn

All responese will be greatly appreciated.
Also, the $250 is not an absolute limit. If somebody has a great deal
for $260 or $270, I will consider it.

email to lenn@mentor.cc.purdue.edu

4507. screen flicker from TT ram

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 23:14:31 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Oct23.231431.28069@ccu.umanitoba.ca>
Source record: 215768
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I get a very irritating screen flicker (or interference of some kind) whenever the TT ram is accessed. Some programs (like Stalker) are difficult to look at because the interference is present all the time. During bootup, the screen only flickers when tt ram is being tested.

I have a TT with tos 3.06 and 32 Meg TT ram on a GE Soft Mighty Mic expansion board. The inside of the tt is mostly free of the usual shielding found on ST's and an earlier TT that I saw, although the plastic moulding appears to be painted with some kind of conductive paint. There is a metal box around the power supply and a half-cover over what i assume is the source of the rf monitor signal.

Has anyone else had similar trouble and if so is there a way to stop it with strategically placed foil? I tried just covering the memory with foil but that didn't help.

Suggestions welcome.

Werner Ens
ens@ccu.umanitoba.ca

4508. Re: What's the Falcon 030 speed?

Newsgroup: comp.sys.atari.st
Date: 1992-10-23 23:37:41 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct23.233741.15164@elroy.jpl.nasa.gov>
Source record: 215756

In article <BwKJ5F.G5q@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>Buenos Dias!

Guten Tag!
>
>I've read lots of news about the new Falcon's speed, but I'm not quite sure
>if I've got any real information yet. Everything that's said goes like
>"16Mhz" or "fast enough". Since I've never seen any computer with the 68030
>I can only guess:

Good guess. QuickIndex generally reports 5 times faster than ST performance.
For a nice small loop running in the cache, you could see even more, but you
can reliably count on 4-5 times greater speed overall.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4509. Re: Real FALCON refresh rate!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 00:01:31 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct24.000131.505@elroy.jpl.nasa.gov>
Source record: 215754

In article <1992Oct23.181854.21981@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>equipped to do. If you want the best and ultimate graphics, you're
>going to have to pay for it. Although I do agree the 320x480 is a bit
>weird.... :-)

Yeah, that does seem a bit odd. But here's some food for thought - in 384x240 (lo-rez w/overscan) mode, 8 bits per pixel, you can do full motion video (30 frames per second) direct from disk. (Assuming a SCSI-2 disk supporting fast synchronous transfers, and a sustained throughput of around 2.7MB/sec.) Can't do a whole lot more than that; if you take the 5 cycles per access of the DMA controller at 16 MHz, then you have a top speed of 3.2MB/sec for DMAs. I suppose you could use the remaining .5MB/sec of bandwidth for prefetching the next 5 frames, in which case you could run full-bore and *still* have bus time left over for the CPU to manage the rest of the system, for the SDMA engine to play some samples, etc...

Geeze. If I had some video digitizing hardware I'd try it myself, could make for some really cool movie sequences.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4510. Degas font editor/convertor

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 00:16:19 UTC
From: cs2320ak@utagraph.uta.edu
Message-ID: <1992Oct24.001619.17800@utagraph.uta.edu>
Source record: 215751

I am looking for a Degas font editor or a program that will convert either .FED or GDOS fonts to Degas format. OR, a program that will change the system font to a GDOS font would be nice... My .FED font loader (BW_FONT.TTP) doesn't do a good enough job for Flash, because they aren't on the terminal screen. I'm trying to find more Degas fonts because I'm using FONTTRX2 from the Codehead Utilities disk.
--
cs2320ak@decster.uta.edu

4511. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 01:20:58 UTC
From: monnier+@CS.CMU.EDU
Message-ID: <BwLqEz.E7z.2@cs.cmu.edu>
Source record: 215759

In article <27237@castle.ed.ac.uk>, marks@castle.ed.ac.uk (Mark Steyn) writes:
> I really do not understand how Atari can claim the Falcon has true
> colour. He is my reasoning:
>
> 1) To me, and to many PC, Mac, NeXT, and even Amiga users, True Colour is
> associated with 24bit graphics, that is 16777216 colours. The
> Falcons palette is 18 bit (262144 colours). Not to detract from the
> Falcon (which is after all a very nice machine) this is but a
> fraction of the number of colours required for True Colour.
>
> 2) What I suspect Atari mean by "True colour" is that every pixel on the
> screen is capable of being defined independantly of all other pixels.
> Even this though is not quite true. Thus far all reports of the Falcon
> have indicated 65536 colours as the limit for the "True colour" modes.
> For a low-res (320x200) screen this holds true - there are only 64000
> pixels on such a screen. However, for any mode above this - 320x480
> for example - there considerably more than 65536 pixels on screen,
> yet still Atari claim true colour.
>
>
> Mark
>

I can't see how the total number of pixels can influence the ability to
"[define the color of each pixel] independently of all other pixels:
you have 64K colors, and each pixel can be set to any of these colors
independently of the other pixels (even if the number of pixels is bigger)

OK for the 1st point, but the second is just 'brain-damaged' !

Stefan

4512. Re: Was Compressing Images. I meant compressing Executables

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 01:24:11 UTC
From: monnier+@CS.CMU.EDU
Message-ID: <BwLqKD.EDL.2@cs.cmu.edu>
Source record: 215761

In article <1992Oct23.093651.46@mimas.arc.ab.ca>, erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:
> I am looking for recommendations for programs that will compress .PRG files
> and/or .TOS & .TTP files and still keep them executable. So far the only
> program that I have found is 'Pack_Ice V2.4' is there anything better?
>
> Bob

Use Lharc. It has an accessory (PFX) that permits it (although it doesn't use the new lh5 algorithm, as far as I know)
It also has SFX (self-extracting archives) and AFX (automatic extracting archives: on-the-fly decompacter)

Stefan

4513. 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 01:57:37 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <2713@devnull.mpd.tandem.com>
Source record: 215757

I have gathered from the continuing character of this thread that somehow my original post of this never made it to the rest of the net. Therefore, I'm reposting. If I'm wrong, and everyone ignored this because they didn't wish to see it to begin with, please accept my apology. This SHOULD have cleared up some of the questions regarding the 68060 that keep showing up.

--Jerry Dunham

-=-=-=

tion pipelines (with four-stage operand processor, a physically-mapped 8KB data cache with 4-way interleaving and a 4-entry, 32-bit write buffer).

The floating point unit--implemented in the execution stage of the operand execution pipeline--is compatible with the 040 FPU programming model. Floating point execution times range from 1-24 cycles. The 060 superscalar dispatch algorithm can execute 50 to 60 percent of integer code instructions as pairs with existing compilers.

The 060 will come in 040-style packaging, with a similar external bus. The first versions will sample in the second half of 1993, go into production in Q1 1994, and run at 50MHz and 66MHz.

--
Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

4514. Is there a new version of fractint?

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 02:10:20 UTC
From: sourada@iastate.edu
Message-ID: <sourada.719892620@vincent1.iastate.edu>
Source record: 215758

This looks like an intriguing program from the look I had at the
'pre-alpha' version from atari.archive, but I'd rather have a more
complete version. The readme says it would be a few weeks until that
was finished, but that was over two years ago.

Just wondering,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

4515. Big Brother picture

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 02:26:09 UTC
From: f90-jos@nada.kth.se
Message-ID: <1992Oct24.022609.13680@kth.se>
Source record: 215763

A few days ago I saw the movie 1984.
It is a good movie, but what I liked most was the picture of Big Brother
that was shown everywhere. I thought it would be THE picture to have as
desktop background (or why not as screen saver). Does anyone know where
I could put my hands on a .SPC, .GIF, .JPG or whatever file format, with
my idol, Big Brother?

Johan
--

+------------------+--------------------+--------------+--------------------+
Johan Sm}ros	f90-jos@nada.kth.se	Boyscout	If we don't succeed
Ryttarv{gen 12	skrep-f@nada.kth.se	Atari freak	then we run the
186 51 Vallentuna	STORSKREP-92	Mad scientist	risk of failure
+------------------+--------------------+--------------+--------------------+

4516. Re: Atari Explorer On-line: WHERE IS IT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 02:35:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <68288@cup.portal.com>
Source record: 215760

Atari Explorer Online is going through some changes..

As an example of the kinds of things going on, Z*Net is going to be re-starte
soon, as an independant entity again.

BobR

4517. UW

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 03:41:15 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1992Oct24.034115.12895@galileo.cc.rochester.edu>
Source record: 215765

I am using a 520ST (1 Meg) and have fail to run UW which
I got from atari.archive. I got a version (uwbin.arc) from
a ftp site in germany but when I run it, i see no text
on screen although I can call using my modem.
Can some one send me a working copy or direct me to
a ftp site to get a working one (for 520ST tos 1.0)
Thanks
...
Ling Cherd

4518. Re: MiNT: Can one stop and restart GEM?

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 04:51:26 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct24.005126.1@uwovax.uwo.ca>
Source record: 215766

> What's the best solution? Does anyone have any feeling for how the following
> might work?

> 1) Use renice(1) to reduce GEM's priority when running shell programs.

That may help some.

> 2) Stop GEM via kill(1) when recompiling etc then restart it using gem(1).

Problem: GEM can't be restarted :-(. This is pretty silly, but for some
reason GEM won't start properly if it has already been running and has
exited.

> 3) Er,

How about:
Start GEM, run your shell (gulam, bash, or whatever) from the desktop,
and run your application from the shell. Then you can do all sorts of
neat things (^Z to suspend the gem program, or whatever).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

4519. Lattice C 5.0 help!

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 05:34:28 UTC
From: wilsont@rahul.net
Message-ID: <BwM25G.42u@rahul.net>
Source record: 215767

LAttice C came with my computer (bought from a friend).
I can't get it to compile in "normal C" mode
(flat memory model, absolute data, 16 bit ints)
it simply can't find the library i want..
i've done a complete installation onto my hard disk. but it always
wants a library i don't have.
so right now. i've gone back to sozobon. It compiles fine!

whats the dael with lattice!? it wants to be a IBM when it compiles
(eg. near and far types.. i hate the ibm for this reason)
why the PC look alike.. its a 68000 in the hood, not a intel piece of junk.

i'd like to get at the lattice optimizer, (the reason for the post in genreal)
will it work ok with a sozobon object file?

thanks alot!

--
Timothy Wilson <wilsont@rahul.net>

4520. Re: Poor to Awful

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 06:06:33 UTC
From: garth@splunge.uucp
Message-ID: <1992Oct24.060633.20073@splunge.uucp>
Source record: 215772

Dear Mark Kovarski (and all others who slam Atari service/support):

TAKE A PILL.

Look, I'd be the first to say that Atari's got its problems. I live in Edmonton, Alberta, Canada, where Atari support & service is virtually non-existent. Almost everything I buy I have to buy via mail order, because the only local dealer's got stock so old it remembers when Trudeau was the Prime Minister.

My point is simple. I've heard enough grumbling and doom-'n-gloom from people who own and operate Ataris to make me violently ill. Diagnose your own problems. Fix them. Pull yourselves up by your own bootstraps, and while you're at it, share your experiences with others. And keep your sense of humour. I haven't met a computer company or software outfit yet that hasn't had its share of problems and then some. And if you don't believe me, I'll ask my lovely wife to sign on and regale you with horror stories about how her department at work has been trying to get non-flaky upgrades from Microsoft for their Macs. Or how, at *my* place of work, we've been trying to get the damn LAN to work properly for two months now, and we end up falling back to the good old "sneakernet" solution day in and day out.

Life presents you with problems. You can whine about them, or you can fix them. It's your choice.

Garth

--
Garth Wood | "A witty saying of some kind."
garth@splunge.uucp |

4521. Re: ICD - The Link

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 06:24:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1caq60INNlut@golem.wcc.govt.nz>
Source record: 215774

In article <4414@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) writes:
>
>Finally, the Link must be connected to a SCSI device in order to work. The
>SCSI port, perhaps Pin 26 as you suggested (I can't remember), is where the
>Link gets its power. Once this is done, it will hopefully work.
>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.uucp
> / | \ E.KRIMEN (GEnie)

Well the new ICD booter version 6.0.4. is on GEnie in the ICD RTC, Page 1220,
in the files section..

ICD do run there own BBS and you can dnload any of there software, updates etc,
but only if you are registered there...

Roger.......... sheppard_r@kosmos.wcc.govt.nz

4522. Re: Is there a new version of fractint?

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 08:16:51 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct24.081651.15397@elroy.jpl.nasa.gov>
Source record: 215773

In article <sourada.719892620@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>This looks like an intriguing program from the look I had at the
>'pre-alpha' version from atari.archive, but I'd rather have a more
>complete version. The readme says it would be a few weeks until that
>was finished, but that was over two years ago.

How time flies (when you're having fun?) ... Well, in the intervening two years, fractint for the PC has marched on to ever bigger and bulkier versions (supporting MS-Windows and OS/2 and such now) and what with moving to California and getting other stuff done, it was just too much to keep up with. I also cancelled my Compuserve account somewhere along the way, so I no longer have access to the most current version of the program source. I've been tempted to resurrect the program and add support for the STe palette, and TT and Falcon graphics modes, but haven't had any time.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4523. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 11:27:22 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.719926042@groucho.phil.ruu.nl>
Source record: 215778

monnier+@CS.CMU.EDU (Stefan Monnier) writes:

>In article <27237@castle.ed.ac.uk>, marks@castle.ed.ac.uk (Mark Steyn) writes:
>>
>> 2) What I suspect Atari mean by "True colour" is that every pixel on the
>> screen is capable of being defined independantly of all other pixels.
>> Even this though is not quite true. Thus far all reports of the Falcon
>> have indicated 65536 colours as the limit for the "True colour" modes.
>> For a low-res (320x200) screen this holds true - there are only 64000
>> pixels on such a screen. However, for any mode above this - 320x480
>> for example - there considerably more than 65536 pixels on screen,
>> yet still Atari claim true colour.

>I can't see how the total number of pixels can influence the ability to
>"[define the color of each pixel] independently of all other pixels:
>you have 64K colors, and each pixel can be set to any of these colors
>independently of the other pixels (even if the number of pixels is bigger)

>OK for the 1st point, but the second is just 'brain-damaged' !

When there are more pixels than available colours, it's not true that
the colour of each pixel is independant of the colours of all other
pixels. And I think it's obvius that this is what the original poster
intended to say (and _did_ say in fact, when one reads the first quoted
line).
The colour of a pixel is independant of the colours of all other pixels
if and only if there are more colours available than there are pixels.

BTW, how about this Falcon newsgroup that was proposed some weeks ago?
Still a good idea IMO - these threads start getting a bit long-winding
and nit-picking (OK, I admit, in this case I contribute myself, so I'm
guilty... no flames :)

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

4524. Falcon 030 & Photo CD System

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 12:20:22 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Oct24.122022.20226@irscscm.UUCP>
Source record: 215701

My understanding is that the Macintosh has OS level support for
Kodak's new Photo CD System. I don't understand exactly what this
means and I don't have a technical understanding of Kodak's new system
but I'm sure it will be very useful in the near future for multimedia.

Does anyone know if the the new Falcon will have OS level support for
the Photo CD System?

--
Marshall Lake
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

4525. Re: STZIP-2 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 13:33:54 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <aebb00d1@Kralizec.fido.zeta.org.au>
Source record: 215456

Original to: sheppard_r@kosmos.wcc.govt.nz
In a message of <15 Oct 92 01:04:53>, sheppard_r@kosmos.wcc.govt.nz
(3:713/602) writes:

sr> I uploaded the STZIP2.TOS version to A.A and it was working, this came
sr> from tu-berlin.de from memory..

The copy I received from a.a (STZIP20.TOS) worked fine...

sr> NOTE: it is a self extracting archive, you must copy it to a blank disk
sr> and then run it on drive A:\

Actually, anywhere there is room for it to unpack.

sr> But many of us here in New Zealand have found that it produces
sr> corrupted archives, gives CRC errors, this was with 50-70k pack ice
sr> (ICE2.4) files....

That's what you get for using such a bogus packer...

Seriosuly, we converted almost all (ie not MiNT/GNU) our filebase (>60+MB)
across to Zip20 format with _no_ problems (saved us ~2-3 MB)

ICE packer, on the other hand, is crap.

sr> Roger.............. sheppard_r@kosmos.wcc.govt.nz

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4526. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 13:35:16 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <719933716.25707@minster.york.ac.uk>
Source record: 215718

OK folks, it's time we sorted this one out. I'm going to reply to two separate relies in one message, so bear with me. Anyone who doesn't give a hoot about X, MiNT, sockets etc. can press N now:

sjg@phwoof.ph.kcl.ac.uk (Simon Gornall) writes:
>I don't believe you need sockets for X, using a fifo would be just as good. A
>socket is really nothing more than a network-wide fifo anyway. If you were
>willing to sacrifice the network-ability of X (which would be fine for most
>ST users, having no standard network), then fifo's would be fine.

First of all, X doesn't have network ability. It just requires a network to communicate between client and server.

If you "sacrifice the network ability of X" (meaning not having an standard protocol such as TCP/IP), then having X on your ST is pretty damn useless. Why? Because you can't connect to a Unix machine running the X client! If we had both client and server running on the same machine, then we could do a minimal communications library, as done on Linux. But we can't.

>As an aside, I have a friend who has a 486/33 running Linux (free un*x clone),
>and he can have up to 18 applications concurrently running in 8Mb *WITHOUT*
>swapping, because he has shared libraries. I think 4Mb (the Max on most ST's)
>ought to support a fair amount of processes if we can get proper shared libs.
>
>Is there something I'm missing or is this the next logical step for MiNT ?

Probably. Eric?

>Simon.

>PS: I reckon MiNT ought to be called MINUTE because it's so ***SMALL***
>compared with other Un*x-alike implementations....

You should check out Plan 9, from Ken Thompson et al. -- a full working 386 system fits on a 1.4MB floppy.

grier@bnr.ca (Brian Grier) writes:
>You are confusing current implementations of systems running X-Windows
>with X-windows itself. TCP/IP is irrelevant to X-Windows, and sockets
>are just one method used in the current implementation.
>
>X-Windows does have a set of commands but they can transported to the
>server any way you want.

Yes yes yes! However, at the current time, almost everyone is using TCP/IP to transport stuff between their X servers and clients. And if the ST cannot do this, then it cannot be connected to anybody else's Unix box, meaning there

is no point porting the server. I believe that this was the original point
of getting the X server to work on the ST.

>Brian, WS1S
>Bell Northern Research
>Research Triangle Park

I'm not trying to throw a damper on the idea, just trying to point out the
hurdles that will have to be overcome.

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Langwith College, Uni of York, UK	-- Blackadder II

Article 46153 of comp.sys.atari.st:
Path:
minster!yorkohm!uknet!mcsun!uunet!destroyer!sol.ctr.columbia.edu!phwoof.ph.kcl.ac.uk!sjg
Sender: nobody@ctr.columbia.edu
Newsgroups: comp.sys.atari.st
Subject: Re: Xwindows/Minx
Message-ID: <1992Oct21.231105.2390@sol.ctr.columbia.edu>
Date: 21 Oct 92 23:11:05 GMT
References: <ade40e1a@Kralizec.fido.zeta.org.au> <1992Oct19.214422.25044@wam.umd.edu>
<BwE9u6.9zu.2@cs.cmu.edu> <klamer.719568101@mi.el.utwente.nl> <annius.719600241@freyr>
<719662813.28880@minster.york.ac.uk> <annius.719686624@freyr>
Organization: J. Random Misconfigured Site
Lines: 51
NNTP-Posting-Host: sol.ctr.columbia.edu

In article <annius.719686624@freyr>, annius@nanna.research.ptt.nl (Annius Groenink)
writes:
|> mjl-b@minster.york.ac.uk writes:
|>
|> >It's not screen size that's the problem, it's the amount of code you need to
|> >implement. You've got to put in TCP/IP and sockets for a start, then the
|> >low-level X network protocols, X intrinsics etc. etc. before you've even
|> >thought about a window manager such as Motif / Athena / Open Look.
|>
|> >However, given that Quaterdeck seem to have done Desqview/X on the PC, I
|> >don't see why it couldn't be done on the ST.
|>
|> That's it! Do you really need all this TCP/IP shit? I can't imagine you
|> couldn't fake an Xlib that does the same to programs that use it as on a UNIX
|> machine. (But I suppose I'm talking nonsense)

I don't believe you need sockets for X, using a fifo would be just as good. A
socket is really nothing more than a network-wide fifo anyway. If you were
willing to sacrifice the network-ability of X (which would be fine for most
ST users, having no standard network), then fifo's would be fine.

There is also the point that shared memory is available under MiNT for things like colourmaps, RootWindow structures, etc. Since this is the way that most modern X vendors have gone, it seems profitable to me!

As for the X intrinsics, they're written in X (AFAIK), so that once you've written an Xlib, you can do virtually anything. The main stumbling block is memory. What we need is EITHER shared libraries, OR virtual memory/swapping. Of course, both would be preferable. I suggest that shared libraries is much the more feasible alternative, since swapping *really* needs a 030 or above (fine for Falcons but not much use for ST(e)s).

I don't know whose domain this falls under, (either Eric's or Howard's I expect) but it's out of my league. I'm a 'competent' C programmer, but have no experience in doing this sort of thing. All the more power to those who do.

As an aside, I have a friend who has a 486/33 running Linux (a free un*x clone), and he can have up to 18 applications concurrently running in 8Mb *WITHOUT* swapping, because he has shared libraries. I think 4Mb (the Max on most ST's) ought to support a fair amount of processes if we can get proper shared libs.

Is there something I'm missing or is this the next logical step for MiNT ?

Simon.

PS: I reckon MiNT ought to be called MINUTE because it's so ***SMALL*** compared with other Un*x-alike implementations....

MiNUTE Is Now Unix (Tos Extensions) ??????

>>> Religion is the future tense of Fear! <<<

Article 46191 of comp.sys.atari.st:
Path: minster!yorkohm!uknet!doc.ic.ac.uk!aixssc.uk.ibm.com!yktnews!admin!newsgate.watson.ibm.com!uunet!sun-barr!cs.utexas.edu!hermes.chpc.utexas.edu!news.utdallas.edu!corpgate!crchh327!bnr.ca!grier
From: grier@bnr.ca (Brian Grier)
Sender: news@bnr.ca (News on crchh327)
Newsgroups: comp.sys.atari.st
Subject: Re: Xwindows/Minx
Message-ID: <1992Oct22.131259.6816@bnr.ca>
Date: 22 Oct 92 13:12:59 GMT
Organization: Bell Northern Research
Lines: 23
Nntp-Posting-Host: 131.253.206.80

>It's not screen size that's the problem, it's the amount of code you need to
>implement. You've got to put in TCP/IP and sockets for a start, then the
>low-level X network protocols, X intrinsics etc. etc. before you've even
>thought about a window manager such as Motif / Athena / Open Look.

You are confusing current implementations of systems running X-Windows with X-windows itself. TCP/IP is irrelevant to X-Windows, and sockets are just one method used in the current implementation.

X-Windows does have a set of commands but they can transported to the server any way you want.

In my distant past, 4 years ago, I worked on a project that used X-windows before it had really taken off. Guess what the X server was an 1040ST with 2.5meg of memory. I have called the company I used to work at they still have the ST with the executable, but they are not sure where the source code is. The company is Lockheed Sanders, the group is the Military Display Group, and the project is YF-22a. Even if they can find the code I doubt Lockheed will make it public domain.

Brian, WS1S
Bell Northern Research
Research Triangle Park

4527. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 14:06:34 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <aebb00d2@Kralizec.fido.zeta.org.au>
Source record: 215454

Original to: paul@jupiter.ame.arizona.edu
In a message of <14 Oct 92 20:02:02>, paul@jupiter.ame.arizona.edu
(3:713/602) writes:

p> I got msa_141.lzh (I think) from the Archivers directory, but I can't
get
p> it to work...could it just not work on a TT?

This is correct... (pissed me off too)

p> -Paul Harris
p> paul@jupiter.ame.arizona.edu

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4528. Re: Falcon and Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 14:07:42 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <aebb00d3@Kralizec.fido.zeta.org.au>
Source record: 215457

Original to: hyc@hanauma.jpl.nasa.gov
In a message of <14 Oct 92 18:49:29>, hyc@hanauma.jpl.nasa.gov (3:713/602) writes:

h> Oddly enough, it doesn't appear that the SCSI connector is accessible
h> from inside the case, so you can only use IDE for the internal drive.
Also,
h> I don't think you can easily find a 100+ MB IDE drive that is a 2.5"
h> form factor for the price you're expecting. 3.5", yes, 2.5", not for
that
h> price. I'm still quite perplexed as to why there is an IDE port at all,
it
h> would have been more consistent to jus tuse the SCSI bus both internally
h> and externally. So it goes.

Hmm. Would have made sense I guess if there were many 2.5" SCSI drives around -I don't know of any at all.

IDE is also child's play to implement (a couple of 8-bit adressable latches will do, or if you are feeling daring, a braindead DMA port)

And, incidentally, seagate have just released their 200MB 2.5" IDE drive -pricing is, as yet, a little vague. The 120MB ones have been available for >6 months, and compare similarly with other 120MB drives in price, maybe 10% more.

h> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4529. Re: Falcon Refresh Rates

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 14:14:34 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <aebb00d4@Kralizec.fido.zeta.org.au>
Source record: 215452

Original to: jsteiner@anwsun.phya.utoledo.edu
In a message of <14 Oct 92 19:43:32>, jsteiner@anwsun.phya.utoledo.edu
(3:713/602) writes:

j> jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner), via Kralizec
j> 3:713/602
j>
j> martini@heaven7.in-berlin.de (Martin P. Ibert) writes:
>> jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner) writes:
>> wrong. TVs operate at 60Hz period. what makes them flicker is that
>>
>> Nonsense. TVs operate at 50 Hz. Only in some (very few) countries
>> do they use 60 Hz TVs.
j>
j> TVs *in europe* work at 50Hz. did you see what i said about PAL?
j> here in the US we use the NTSC standard, which is 60Hz but sacrifices
j> a few lines of vertical resolution for the stability.

Unless I am very muchly mistaken, PAL is 50Hz non-interlaced... and most of
the world _does_ use it.

It's just technological backwaters like the US of A that stick with NTSC.

Having used both PAL and NTSC video equipment, I would rate NTSC as a close
second to politics in a top-ten list of reasons for leaving america.

j> jsteiner@anwsun.phya.utoledo.edu

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4530. Re: Poor to Awful

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 14:42:54 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Oct24.144254.28051@news.th-darmstadt.de>
Source record: 215779

In article <1992Oct24.060633.20073@splunge.uucp> garth@splunge.uucp (Garth Wood) writes:
>Dear Mark Kovarski (and all others who slam Atari service/support):

>Garth

Garth, please for the benefit of those who have Kovarski in their kill files
put "Kovarski" in the Keywords like this, whenever you feel the need to
respond to him.

Keywords: Kovarski

Thanks

Nat!

--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang" (Unix sux)
Album of the month: "The plague that.." Infectious Grooves (an oldie)

4531. Re: Is there a new version of fractint?

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 14:54:11 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Oct24.145411.24856@news.th-darmstadt.de>
Source record: 215780

In article <1992Oct24.081651.15397@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>so I no longer have access to the most current version of the program source.
>I've been tempted to resurrect the program and add support for the STe
>palette, and TT and Falcon graphics modes, but haven't had any time.
How about a DSP version ? With the 48/56 bits internal rez, one should be able to get a precision a little better than float (32bit on this HP) and a little worse than double (64 bit on this HP). The 030 would poke the output stream of pixel values (possibly truecolor pixels ?) into memory. I wonder how fast this would be... Maybe a frame a second ? (*wish*)

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang" (Unix sux)
Album of the month: "The plague that.." Infectious Grooves (an oldie)

4532. Falcon or A4000

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 15:44:09 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <92298.104409EENG6826@RyeVm.Ryerson.Ca>
Source record: 215795

```
Amiga 4000 Falcon
============================================================
Processor 68040 @ 25MHz 68030 @ 16 Mhz
Graphics 256000 @ 16Million 65536 @ 65536
Sound 8-bit coprocessor DSP - No software
Co-Processors Lots Blitter
PD software About 3x the ST About 1/3 of Amiga
Graphics/Video Lots of software None ???
Midi Not much A lot
Harddrive 120Mb 65Mb
Memory 6Mb 4Mb
Disk Drive 1.76Mb 1.44Mb (IBM compatible)
Multitasking Yes (For the past 5 years) No (Maybe next year)
MSRP CDN$4595 (No monitor) CDN$1499 (No monitor)

My advice: Get a 486/50MHz, 16Mb RAM, 200Mb hard disk and OS/2 v2.1.
Pro Audio 16, ATI ULTRA PLUS (16Million colors, 2MB RAM)
CDN$3000 (No monitor)

Carlos Varela.
```

4533. Re: The Rise and Fall of Atari ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 16:02:36 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92298.110236JJMCWILL@MTUS5.BITNET>
Source record: 215781

In article <gg0zlf=@rpi.edu>, Galactic Spaceboy says:
>
> SEPERATE SEMI FLAME:
> SHOULD ROSS PEROT BUY ATARI !!!???

Ross has been on the board of NeXT for quite some time... he
resigned this position earlier this year.. but still owns a good
amount of stock in NeXT.

I read this in a NeXT magazine at school.. seeing as the math dept.
just invested in NeXT cubes for a lab..
Is there anything like Mathematica or Maple for the Atari?

Jeff

4534. Re: Falcon Refresh Rates

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 17:33:51 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Oct24.173351.25311@gumby.cc.wmich.edu>
Source record: 215782

In article <1992Oct14.145159.10522@uoft02.utoledo.edu> jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner) writes:
>
> doesn't matter. the eye has a limited reaction time. anything faster
> than that time is imperceptible. 60Hz is just over the threshhold.
> sure, you can go more than that, but i'd rather use the extra
> bandwidth and money required to get it for more colours and resolution.

My experience has been that even non-interlaced monitors running at 60 Hz can be very fatiguing over a period of time. You don't actually notice any flicker if you're looking directly at them, but can sense a bit of it out of the corner of your eye.

On the other hand, I've been able to use my SM124 monitor refreshed at ~72 Hz for 10 hour+ sessions with no eye fatigue (of course, my back is another problem ;-).

If this wasn't true for at least some other people as well, you wouldn't be seeing monitors for the PC and the Mac being touted with 70, 72 and 75 Hz refresh rates.

Another factor is that higher refresh rates also allow the use of shorter persistence phosphors, which results in reduced image lag and smearing on moving objects.

So, it's not an irrelevant issue.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4535. Re: How do I uncompress a .Z file?

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 17:40:56 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.Y2YAtmPqQWc@nasim.sta.sub.org>
Source record: 215792

u289818@uebung3.rz.fh-reutlingen.de (Klaus Rein) writes:

>Try 'compress.ttp -d <FileName>'

Remember decompressing is *very* slow and nothing will happen on the
screen until it is finished. 800KByte needs 15 Minutes on my 8MHz ST!

>Klaus Rein

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

4536. Re: Falcon Refresh Rates

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 20:13:47 UTC
From: jsteiner@anwsun.phya.utoledo.edu
Message-ID: <1992Oct24.151347.10741@uoft02.utoledo.edu>
Source record: 215783

obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
> jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner) writes:
> >
> > doesn't matter. the eye has a limited reaction time. anything
> > faster than that time is imperceptible. 60Hz is just over the
> > threshhold. sure, you can go more than that, but i'd rather use
> > the extra bandwidth and money required to get it for more colours
> > and resolution.
>
> My experience has been that even non-interlaced monitors running at
> 60 Hz can be very fatiguing over a period of time. You don't
> actually notice any flicker if you're looking directly at them, but
> can sense a bit of it out of the corner of your eye.
>
> Another factor is that higher refresh rates also allow the use of
> shorter persistence phosphors, which results in reduced image lag
> and smearing on moving objects.
>
> So, it's not an irrelevant issue.

ok, it's not irrelevant. i just hate to see 60Hz non-interlaced
monitors judged by the performance of interlaced 60 or 50Hz displays.
even tho' 60Hz isn't quite perfect it's quite a bit better.

--
`,`,`,

4537. Proper use of vr_trnfm()? (long)

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 20:18:57 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <82291@ut-emx.uucp>
Source record: 215784

Hi,

I am trying to use a call to vr_trnfm() to help me figure out the correspondence between color registers and vdi color indices. It seems that the only way get this information (from within the program, using only the vdi, so that it works on any machine, including Falcon and TT where I do not know the layout of screen memory) is to do the following:

1) Use the vdi to draw a pixel with some color index,
2) Transform the screen memory that contains that pixel to standard GEM color plane format,
3) Look at the transformed screen memory to see which color register it refers to.

I have tried to implement this, without success. In particular, the vr_trnfm() function does not appear to be working as I expect. I have checked the screen memory after writing the pixel, and it is correct, but after I transform the image, I get an image full of 0's. I tried doing an intermediate copy from the screen with vro_cpyfm(), which worked fine, but when I transform the copied image, I get garbage (but not all 0's). The MFDB structure member which says that the image is in standard format (.fd_stand in GCC) was set to 0 in the MFDB holding the intermediate image.

I am using a 4M 520ST with TOS 1.0. Given the layout of screen memory on the ST, and the size of the image that I am transforming, I think the the vr_trnfm() function should have absolutely no effect on the image (the ST uses color planes interleaved every 16 pixels, and I am transforming 16 pixels). This may not be true on the Falcon and TT though, so I need to do the transformation.

Here are some code fragments to show what I am doing when I try to transform the screen image directly (using GCC 2.2.2 and mintlibs PL 24). Can anyone see what is wrong?

```
--------------------------- edited code fragment -----------------------

#include <aesbind.h>
#include <vdibind.h>

main()
{
. [some declarations omitted]
.
```

```
int xy[2], pxy[8];
long plane[2], map[32];

MFDB screen, planes;

. [standard initialization, appl_init() and v_opnvwrk()]
. [also get palette_size and color_bits]

screen.fd_addr = (long)NULL;

planes.fd_addr = (long)plane;
planes.fd_w = 16; /* min width to get 1 4-bit pixel */
planes.fd_h = 1; /* only need one line */
planes.fd_wdwidth = color_bits; /* number of bits-per-pixel */
planes.fd_stand = 0;
planes.fd_nplanes = color_bits;

xy[0] = 0; /* write pixel at 0,0 position in screen */
xy[1] = 0;

pxy[0] = 0; /* transform a portion of the screen */
pxy[1] = 0; /* the size of the planes MFDB */
pxy[2] = planes.fd_w-1;
pxy[3] = planes.fd_h-1;
pxy[4] = pxy[0];
pxy[5] = pxy[1];
pxy[6] = pxy[2];
pxy[7] = pxy[3];

vsm_type(vdi_handle, 1); /* set marker to a 'dot' */

for(color_index=0, i=0; palette_size--; color_index++, i+=2) {
vsm_color(vdi_handle, color_index); /* set color */
v_pmarker(vdi_handle, 1, xy); /* draw dot */
vr_trnfm(vdi_handle, &screen, &planes); /* transform */
map[i] = plane[0]; /* save */
map[i+1] = plane[1];
}

. [stuff to print out the map array]
.

v_clsvwk(vdi_handle);
appl_exit();

}

--------------------------- end code fragment -------------------------

Thanks for any help.

-Tim Gallivan
timg@landau.ph.utexas.edu
```

4538. Re: UUCP with TOS possible?

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 22:00:00 UTC
From: Markus_Schlegel@bn.maus.de
Message-ID: <A7813@BN.maus.de>
Source record: 215708

Hi fellow Atarians!

I'd be enormously interested in how to become a UUCP-site without the bother
of installing an *IX - operating system on my machine. So here's the question:
Is it possible to get to the same effects by using a machine under TOS?
And by the way: Who'd be able to name me polling sites close to me in Bonn
(Germany)?

Please E-mail me, cause I don't read this group so regularly.

Markus Schlegel @ BN.MAUS.DE

Thanks-a-lot!

4539. ** C-LAB address **

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 22:28:13 UTC
From: antony@milton.u.washington.edu
Message-ID: <antony.719965693@milton>
Source record: 215788

Does anyone know an electronic address for C-LAB?
Either a Compuserve or an Internet address would do.

Anyone wishing to answer this please drop me an answer in the
mail.

THanks,

TOny

antony@u.washington.edu
Seattle, WA

I'M NOT GOING BALD, i'M JUST GROWING TALLER THAN MY HAIR...

4540. XYZ202B.LZH

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 22:30:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ccipdINNs6q@golem.wcc.govt.nz>
Source record: 215791

Well chaps I have just posted a later Beta version of XYZ202B.LZH
onto A.A. its now in the atari/New directory...

This version now supports Y-Modem G...plus some other additions...

I wish it woulds support ARCG then I would use it...

Have fun....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4541. Re: Kermit-trouble

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 22:38:48 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1992Oct24.183848.4212@spcvxb.spc.edu>
Source record: 215790

In article <wetb4lW00WAy472Vc8@andrew.cmu.edu>, gs32+@andrew.cmu.edu (Geoffrey Spear) writes:
>
> Try the solution I used last month when I was having trouble with
> Kermit: Use a REAL protocol. I had LOTS of problems sending with
> Kermit (and having to set BINARY every time you want to use it is
> annoying too...), and I found Z-modem carefully hidden on the system
> here, and starting using that with no problems.
> Even X-modem is an improvement over Kermit.
> ----------

Generally speaking, as it is commonly configured, Kermit is a pig. However, more recent versions support large packets and sliding windows which improves throughput tremendously.

If you issue the following commands on both ends of the kermit connection, you should see a dramatic improvement:

```
set window-size 3
set send packet-length 512
set receive packet-length 512
```

This tells kermit to use 512byte packets and allow 3 sliding windows. Of course, on a clean line you can increase these values and get a larger boost in throughput, but these values seem to get the job done for me on a reasonably clean line.

Regards,

Chris

4542. Re: atari usa examples

Newsgroup: comp.sys.atari.st
Date: 1992-10-24 22:42:19 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1992Oct24.184219.4213@spcvxb.spc.edu>
Source record: 215789

In article <BwKvKK.44D@cck.coventry.ac.uk>, csg022@cck.coventry.ac.uk (PROC) writes:
>>In article <1992Oct21.4514.24868@dosgate> "calvin bruner" <calvin.bruner@canrem.com>
writes:
>>>completely irrational, given the market here. WAKE UP ATARI -
>>>PLEASE!!!!! Don't lose the market share you have, here.
>
> Is it true that most software developers are abandoning the Atari?
> Are they just going to concentrate on the PC dinosaur?
> I've noticed less and less quality games are being ported to the ST.

I don't know if it is true about developers dumping Atari support,
but the phenomenon you are witnessing has been steadily getting
worse over the last 2-3 years. Frankly, I'm amazed at the quality
of some of the MS-DOS games these days.

Skoal,

Chris

4543. Re: Jack Tramiel in Germany this Friday

Newsgroup: comp.sys.atari.st
Date: 1992-10-25 02:06:27 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct25.020627.20149@zooid.guild.org>
Source record: 215797

seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>Jack Tramiel will be visiting Atari Germany tomorrow. Maybe he wants to look
>what is left after Alwin Stumpf has left. In my opinion the best thing he
>could do is to fire his sons because they are totally uncapable of leading a
>company.
>
>**************************************
>* Uwe Seimet *
>* seimet@rhrk.uni-kl.de *
>* seimet@chemie.uni-kl.de *
>*------------------------------------*
>* I really hate this damned machine, *
>* I wish that they would sell it. *
>* It never does that what I mean *
>* but only what I tell it. *
>**************************************

Uwe,
that's exactly what I said on the official Atari conference and guess what...
They removed my write access and to amuse me even further Bob Brodie called me
a jerk. Over 20 top level officials left Atari US over the last year, this
should give you an idea how well the company is doing and where it is heading.

Mark K.

4544. Re: Poor to Awful

Newsgroup: comp.sys.atari.st
Date: 1992-10-25 03:21:49 UTC
From: ekrimen@wet.UUCP
Message-ID: <4420@wet.UUCP>
Source record: 215794

In article <1992Oct23.170734.2457@zooid.guild.org> kovarski@zooid.guild.org (Mark Kovarski) writes:
>
>Mr. Krimen, it is obvious that you have never dealt with a company that is
>serious about establishing good relationships with their customers and their
>dealers. You are simply providing excuses for Atari Corporation and nothing

Wow. After reading 93 lines of your drivel, Mark, I can see why Bob put you in his twit list. I would have too!

Actually, Mark, the last time I replied to your message, I said that you compare with Bob Retelle and Chris Mauritz. I'll take that back and say that you're worse. Does that make you feel better? :^) I'm glad that it does.

Have fun!

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4545. Re: Alwin Stumpf left Atari

Newsgroup: comp.sys.atari.st
Date: 1992-10-25 03:35:26 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1cd4luINN5l@usenet.INS.CWRU.Edu>
Source record: 215793

In a previous article, Bob_BobR_Retelle@cup.portal.com () says:

>>>Alwin Stumpf (Atari Germany) has lost his job on 10/20/92. This is no
>>>rumour.
>
>>Lost? You mean he got fired?
>
>
>My understanding is that he "left".. ie, it was his move.
>
>Incidentally, he's one of the ones with outstanding interest free
>loans from Atari.. in his case, $700,000
>
>That sure would have bought a lot of Falcon advertising...
>
>BobR
>

Everyone seems to be getting loans from Atari. I hope they are paying them back... if not, maybe I can get a loan from Atari. :)

I read in ST Report that he left shortly after the cost of building the Atari facility in Germany was announced of $10 million.

That $10 million price tag sure doesn't go along with the rest of the "right sizing" being done all over the world.

I don't know what's the deal and I'm anxious to hear what happened.

The only good thing that I've been noticing is that more and more people that seem to know what they are doing are being hired at Atari while "old friends" seem to be leaving.

Len

--

4546. Re: Atari Explorer On-line: WHERE IS IT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-25 04:03:54 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2aea1d02@p1.f44.n242.z2.fidonet.org>
Source record: 215717

JP> Has anyone seen an issue of Atari Explorer On-line recently? I haven't
JP> seen one for at least three weeks!
I've got Volumes 16 and 17 just a few days ago... If they do not show up on
a.a. within the next 4-5 days, I'll send them over to weiner@umich...

bye,

Benedikt

4547. ULTRA11R.LZH

Newsgroup: comp.sys.atari.st
Date: 1992-10-25 09:39:09 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1cdpvtINN2dg@golem.wcc.govt.nz>
Source record: 215796

I have just uploaded this file ultra11r.lzh to atari/New on A.A.

This is a patched version of Ultra 1.1 done by me, there is no author
mentioned on the disks, so I have called it version 1.1R ..

This is a whole disk archiver like MSA but is better in some ways will work
with one disk drive and no ram disk, but with disk swaping..

The fault with the program was it would only work in the Auto mode,
the manual settings did not work...

Note: will work with 11 sector disks...

Its a LH5 archive (LZH202x)...

Roger..... sheppard_r@kosmos.wcc.govt.nz

4548. FirstWordPlus to Latex converter?

Newsgroup: comp.sys.atari.st
Date: 1992-10-25 11:33:53 UTC
From: leonp@cs.kun.nl
Message-ID: <BwoDGH.FxE@sci.kun.nl>
Source record: 215798

Does anybody know if there's a good and easy to use
firstwordplus to latex converted?

Thnx for any help,

Leon Pillich
University of Nijmegen, Holland
email: leonp@cs.kun.nl

Life is what's happening when you're making other plans ...
John Lennon

4549. Gemini/MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-10-25 12:09:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A50624@MS.maus.de>
Source record: 215672

In article <annius.719484442@freyr>, annius@nanna.research.ptt.nl (Annius Groenink) writes:
>
> Great! That xterm clone for MiNT and Gemini. But: question:
>
>
> I've got a problem when running Gemini and MiNT together: when I open my drive
> C (my one and only 20 Meg partition) I get
>
> Please insert disk s32546^&*$#567
> into drive C
>
> [OK]
>
>
> Anybody had this problem too and/or know what to do about it?

I asked Stefan Eissing. He says:

There are two possible reasons:

- Fsfirst() returns a damaged file system label.
- GEMINI.INF contains a line with an invalid label.

In both cases, Gemini will ask for the correct medium (because it thinks that the wrong one is inserted). Try:

- to set a new label for that partition (Mupfel command 'label'), or
- try to start with a fresh GEMINI.INF (move it to a safe place and start Gemini without .INF file).

4550. Falcon video/speed (was Re: 68020 facts)

Newsgroup: comp.sys.atari.st
Date: 1992-10-25 13:00:16 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Oct25.130016.10812@elroy.jpl.nasa.gov>
Source record: 215799
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <u894776.719890768@bruny> u894776@bruny.cc.utas.edu.au (James McCoull) writes:
>Try comparing the speed of a falcon in 640x480x256 [31kHz] mode versus the
>A1200 in the same mode.

Well, since I had an extra hour tonight (Daylight savings and all that junk...)
I decided to try a simple test. I timed the execution of my ARC program in
extracting a 95K file on a RAMdisk. This test yielded 100% repeatable results
since using the RAMdisk eliminated disk timing issues. After running the
640x480x256 mode, I got a little more curious. So, here's the results for
various "interesting" screen modes:

Monitor Freq Rez Colors Clock % diff
ticks from best (1228)
SM124 35khz 640x400 2 1265 3.0130

SC1224 15khz 640x400 2 1231 0.2443 (interlaced)
640x200 4 1249 1.7101
320x200 16 1253 2.0358

640x240 2 1228 0
4 1250 1.7915
16 1296 5.5375
256 1398 13.8436
64K 1699 38.3550

640x480 2 1231 0.2443 (these 5 interlaced)
4 1255 2.1987
16 1306 6.3518
256 1447 17.8339
64K 1716 39.7394

320x240 64K 1424 15.9609
320x480 64K 1416 15.3094 (interlaced)

VGA 31khz 640x400 2 1247 1.5472
640x200 4 1288 4.8860 (doubled lines)
320x200 16 1321 7.5733 (doubled lines)

640x240 2 1255 2.1987 (these 4 doubled lines)
4 1306 6.3518
16 1468 19.5440
256 1786 45.4397

640x480 2 1257 2.3616
4 1312 6.8404
16 1453 18.3225

256 1820 48.2085

320x240 64K 1780 44.9511 (doubled lines)
320x480 64K 1814 47.7199

For comparison, here are the numbers for a Mega ST with 16 MHz 68000:

SM124 35khz 640x400 2 2066 68.2410
SC1224 15khz 640x200 4 2061 67.8339
320x200 16 2061 67.8339

As expected, there's no difference between medium and low resolution on the Mega ST. Taking the naive assumption that all else is equal, you can also see that the 16 MHz 68030 is about 1.7 times faster than the 16 MHz 68000. Looking over the rest of the numbers, you can see that in the worst case (VGA 640x480x256) the CPU is getting only 2/3s of the best case performance.

Unfortunately, to get the real answer to the question (compare Falcon to A1200 hardware performance) using this data set is pretty much impossible since you can't factor out the difference in software performance.

PS: fyi, a clock tick is 5 milliseconds.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4551. Re: atari usa examples

Newsgroup: comp.sys.atari.st
Date: 1992-10-25 15:28:58 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct25.152858.665@zooid.guild.org>
Source record: 215702

csg022@cck.coventry.ac.uk (PROC) writes:
>>In article <1992Oct21.4514.24868@dosgate> "calvin bruner" <calvin.bruner@canrem.com>
writes:
>>>completely irrational, given the market here. WAKE UP ATARI -
>>>PLEASE!!!!! Don't lose the market share you have, here.
>
>Is it true that most software developers are abandoning the Atari?
>Are they just going to concentrate on the PC dinosaur?
>I've noticed less and less quality games are being ported to the ST.
>
>--
>+---+
>| CSG022 is MARK B PROCTER | This space for sale | |
>| Computer Science HND2 | | |
>+---+

Calvin,
this is very true. The fact of the matter is, the PC userbase is so big that
if you write a program you have chance of making money. If you write a _very_
nice program you will make lots of money. Companies know that this is the case
and this is also why the games are usually first released for the PC before
any other platforms. Companies, programmers go where the money is...

Mark K.

4552. Re: The Rise and Fall of Atari ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-25 17:39:09 UTC
From: scruggs@zeus.franklin.edu
Message-ID: <1992Oct25.173909.24630@zeus.franklin.edu>
Source record: 215713

That book is just about the early video game market. It has nothing to do with microcomputer development...

=NOTORIOUS+JEDI=

4553. How to contact Freeze Dried Software?

Newsgroup: comp.sys.atari.st
Date: 1992-10-25 18:38:11 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Oct25.183811.25132@prime.mdata.fi>
Source record: 215800

Does anybody know an e-mail address by which I could contact somebody
from FreeZe Dried Software? I've heard that Freeze dried termial 3.0
would be released as commercial software, can anybody confirm this? I
sure hope it isn't true..

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

4554. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 00:11:00 UTC
From: drb@kepler.unh.edu
Message-ID: <1992Oct26.001100.5076@newshost.unh.edu>
Source record: 215703

In article <hjv.719926042@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>monnier+@CS.CMU.EDU (Stefan Monnier) writes:
>
>>In article <27237@castle.ed.ac.uk>, marks@castle.ed.ac.uk (Mark Steyn) writes:
>>>
>>> 2) What I suspect Atari mean by "True colour" is that every pixel on the
>>> screen is capable of being defined independantly of all other pixels.
>>> Even this though is not quite true. Thus far all reports of the Falcon
>>> have indicated 65536 colours as the limit for the "True colour" modes.
>>> For a low-res (320x200) screen this holds true - there are only 64000
>>> pixels on such a screen. However, for any mode above this - 320x480
>>> for example - there considerably more than 65536 pixels on screen,
>>> yet still Atari claim true colour.
>
>>I can't see how the total number of pixels can influence the ability to
>>"[define the color of each pixel] independently of all other pixels:
>>you have 64K colors, and each pixel can be set to any of these colors
>>independently of the other pixels (even if the number of pixels is bigger)

>When there are more pixels than available colours, it's not true that
>the colour of each pixel is independant of the colours of all other
>pixels. And I think it's obvius that this is what the original poster
>intended to say (and _did_ say in fact, when one reads the first quoted
>line).
>The colour of a pixel is independant of the colours of all other pixels
>if and only if there are more colours available than there are pixels.

I have to say that this argument is a bit silly. TrueColor as it were is merely a label that some marketing person decided to apply to something. In PC world, they call 24-bit color with sixteen-million or so colors true color. The human eye is only capable of distiguishing approximately six million, so ten million of these 'colors' are wasted. To my mind, true color would mean that any color from the original image could be reproduced exactly. It has nothing at all to do with the ability to display a unique color on each pixel. It is a case of how close does the tone of a particular pixel come to the real thing. Atari clearly feels, and I am iclinded to agree, that 64k colors is close enough. With the color blending effects that each pixel has on nearby pixels the eye would be fooled into seeing more 'tones' than are actually there. 'nough said.

--
Dean R Biron drb@escher.unh.edu -><-
University of New Hampshire Research Computing Center -><-
Prefector of the order of St Gulik, Legion of Dynamic Discord -><-

4555. Falcon - Faulty SCSI 2 port?

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 00:24:45 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1cfdsdINN7pc@golem.wcc.govt.nz>
Source record: 215704

I was talking to someone on the phone today,
and they told me that someone had posted a message on another network
about the Falcon's SCSI2 port, saying that looking at the pinouts
in Atari's specs for the machine, that if you plugged a SCSI drive
in it, it would either kill the Falcon or the drive. I think he
said that pins 5 & 11 were around the wrong way, but I may have those
numbers wrong. One is ground, and the other is +5v.

Can anyone confirm this?... Is the guy that posted the original message
wrong, are the specs that Atari released wrong, or is it wired wrong
in the Flacon?

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

4556. HD backup program

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 00:32:47 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1cfebfINN7pp@golem.wcc.govt.nz>
Source record: 215705

Over the last year i've seen heaps of requests from time to time
for a program to backup your HD.
Someone told me of one today that i've had all along, but didn't
realise that it could, and I think a few others are probably in the same
situation.

The program is FCOPY III , you select what format you want your
destination disc to have, turn verify on if you want to be extra safe,
choose get used sectors only, unless you want to back up all the
unused HD as well!, then select the main option "Streamer".
FCOPY III then gets you to select the partition to back up, then
asks for discs as it needs them!

I guess I should read manuals sometimes!!!

Craig.
* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

4557. ANTIC Software and CAD-3D 2.02

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 03:29:33 UTC
From: rvenable@helix.nih.gov
Message-ID: <1992Oct26.032933.26714@alw.nih.gov>
Source record: 215709

I have the Cyber Control program from Antic Software, and there's a note about needing CAD-3D 2.02 in the introduction. I have CAD-3D 2.0, and the manual says the upgrade is free. Does anyone know if Antic Software still exists, or how I can upgrade my copy of CAD-3D from 2.0 to 2.02?

Also does anyone know if the whole Cyber suite is still actively supported, and does it work on newer machines, especially TT030 and Falcon? In particular, have there been any post 1988 releases of:

CAD-3D
Cybermate
Cyber Control

One final question: Is there any facility for stereo viewing on the either the TT030 or the Falcon? I am considering acquiring a newer machine, but would hate to lose my investment in software, and my geeky StereoTek glasses.

```
<--------------------------------------------------------------------->
< Rick Venable (O O) | "Back off, I'm a scientist." >
< FDA/CBER Biophysics Lab )|( | -- Bill Murray in >
< rvenable@helix.nih.gov (=) | 'Ghostbusters' >
<--------------------------------------------------------------------->
```

4558. Kristal

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 03:57:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1cfqc4INN8rg@golem.wcc.govt.nz>
Source record: 215710

I have a friend that is after the game called The Kristal, I have also been told that there was a Kristal II..

Can any one help me on this, if if it stall can be brought, or some one is selling a used copy...

Plus was there a Kristal II and what is the difference..??

Thanks.....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4559. PC-Speed

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 04:03:43 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1cfqmvlNN8rg@golem.wcc.govt.nz>
Source record: 215711

Can some one help me on this..

Can PC-Speed be fitted to a STFM that has the 68000 in the front
of the machine,i.e, under the keyboard, is there enough room,
or do you have to cut the metal shield..?...

Thanks...........

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4560. Public UK Usenet Sites

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 04:08:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1cfr0aINN8rg@golem.wcc.govt.nz>
Source record: 215712

Hi I have 2 sister living in the UK, one is in Dulverton Somerset,
and the other in Dereham Norfolk...

I would like to be able to contact them via the net..

Is there any Public Usenet sites they can use there..??

Thanks...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4561. Re: elvis in a RAM disk (help!)

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 05:46:15 UTC
From: roking@lynx.dac.northeastern.edu
Message-ID: <1992Oct26.054615.20363@lynx.dac.northeastern.edu>
Source record: 215714

In article <rasas.719850367@minyos.xx.rmit.OZ.AU> rasas@minyos.xx.rmit.oz.au (Greg Patten) writes:
[Comments on setup deleted]
>
>I thought I may be running out of room for TEMP stuff on the RAM disk but I
>still have ~177k free and the file I'm editing is only 7k long! Is this
>aproblem with my RAM disk (I'm using flashdisk), my setup, or what (my
>brain?) ?
>

I have also noticed that I cannot run LZH in any form if I have
Flashdisk installed. It runs fine without the ram disk, so there may be
something odd about Flashdisk. Shame that, I liked the flexibility and
autoloading features of the rdisk.

>Many thanks for reading,
>
>Greg.
>
>--
> _-_|\ Greg Patten.
> / \
> _.-.*/ <-- Melbourne, Australia.
> v email: rasas@minyos.xx.rmit.oz.au

Bob King
roking@lynx.dac.northeastern.edu

4562. Re: Consbfix and MiNT(and what about HardDrives?)

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 06:39:39 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Oct26.013939.11002@bsu-ucs>
Source record: 215725

Q: What is NVDI? Why have it? Who should have it?

-Matt

P.S. What do I have to do to install an internal hard-drive in my (old) Mega ST4? I know it can be done 'cause the guy I bought it from had one installed at one point.......Anyone?

4563. Znet-AEO

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 07:08:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1cg5hfINN9m2@golem.wcc.govt.nz>
Source record: 215715

Did I not read some were here that Znet and the Aeo feed was
on the alt Usenet feed..??

I can't see it here, does it not come to New Zealand..

Roger..... sheppard_r@kosmos.wcc.govt.nz

4564. ST Etikett

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 07:10:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1cg5kdINN9m2@golem.wcc.govt.nz>
Source record: 215716

Does any one know were (FTP site) this German PD program can be found..

ST Etikett...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4565. Re: Falcon - Faulty SCSI 2 port?

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 08:17:36 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720087456@freyr>
Source record: 215719

shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:

>I was talking to someone on the phone today,
>and they told me that someone had posted a message on another network
>about the Falcon's SCSI2 port, saying that looking at the pinouts
>in Atari's specs for the machine, that if you plugged a SCSI drive
>in it, it would either kill the Falcon or the drive. I think he
>said that pins 5 & 11 were around the wrong way, but I may have those
>numbers wrong. One is ground, and the other is +5v.

Nothing would surprise me after my adventures with an STE of the first series
and my SH204. Atari don't seem to test their new computers with hard disks.
It seems they prefer to use early computer buyers for beta testers.

(sorry)
--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
Telefoon telefoon telefoon telefoon telefoon telefoon telefoon
-- Herman Finkers

4566. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 08:54:59 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <rasas.720089699@minyos.xx.rmit.OZ.AU>
Source record: 215721

naffara@crc.ac.uk (Dr. N.A. Affara) writes:

>Yes at last, I have got chaos (the game!) to work!!!

Lucky you!....

I tried following the text in CHAOS.ARC and I still can't get it to unpack.
I formatted a disk with fastcopyIII to 11 sectors 82 tracks (ie. start 00,
end 81), put the two .msa files in a large ram-disk (I have 2meg, no HD),
fired up the program and it crashed after writing the first two tracks
(I think, might have been sectors)..3 bombs and back to the desktop. I
tried a few combinations..Even running the MSA program from the ram disk.

I have a 1040STE w/ 2meg and TOS 1.6...Any hints/tips/suggestions? Also I
was/am using flashdisk as my ram disk..

Thanks for reading as I know this subject is being thrashed to death...I
just want to see this game you're all raving about...

Greg.

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

4567. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 09:19:46 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <NRV9sB2w165w@sys6626.bison.mb.ca>
Source record: 215722

True colour was always a subjective term as far as I knew. It meant having sufficient numbers of different colours on the screen that the eye couldn't pick them out seperately.

If there aren't 16 million pixils on the screen then 16 million colours is useless. The human eye can't tell even a fraction of the reds apart from each other.

The falcon has the necessary number of colours needed to fool the eye into believing what's on the screen is a life-like or photo-quality image. That's true colour. More colours than that is just techno-overkill.

It's like saying your machine is a gadzillion Mhz and better for it, when all it can do is wordprocess at 60 words a minute.

If you don't need it or can't use it, it's just extra junk.
Extra junk you end up paying big bucks for.

4568. How to make ACC with Gfa Basic

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 09:25:48 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <56659@olivea.atc.olivetti.com>
Source record: 215653

Hi There,
It's possible with the GFA Basic to create an accessory program ?
How ? Are there any programming rules to follow ?
I have the Gfa 3.5 E and the 3.6 German version with the compiler.

Thank you in advance.
Savino

4569. Re: Toaster for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 09:51:07 UTC
From: c60b-1fo@web-1a.berkeley.edu
Message-ID: <1cgf2bINN20f@agate.berkeley.edu>
Source record: 215720

Well I couldn't resist this one. The Toaster is an impressive accomplishment but Atari users may not know the Toaster only works in the Amiga 2000. An independant company produced a kludge for the 3000 and there seems to be no chance for the Amiga 4000 to house a toaster. New Tek can't even keep up own their native platform let alone port to a new computer.

George Hepker
Amiga 2000 Fusion Forty '040 4 meg 52 meg small HD
Possible Future Falcon owner
Physics UC Berkeley

4570. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 10:39:15 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Oct26.103915.8183@daimi.aau.dk>
Source record: 215723

As one of the anciouxsly (all bets on the correct spelling of that word is off) waiting-for-some-sort-of-X kind of people, I would like to make a few comments on the networking/non-networking issue.

It should have been established by now, that an X system (servers and clients) can be brought up on 1 machine, without TCP/IP or like network facilities. The discussion therefore boils down to the question of whether X without networking is *usefull*.

I can see the many advantegs of having networking X, but I will argue that (for me at least) even a non-networking X would hold many benefits.

The primary reason for this is that there are many X based programs of great interest, the most interesting for me being LucidEmacs (or Epoch). While they do not strictly need a fullblown X (one could in PRINCIPLE implement Xlib on top of GEM), it should greatly simplify porting stuff like LucidEmacs.

Secondly, it would provide a platform for developing programs that is not either text/curses based or confined to atari/GEM. The atari has almost all of the bells and whistles that I use in my everyday life at campus, except fancy graphics.

Usability is a religious a matter as editors and languages, but in my personal opinion, a non-networking X *would* interesting, and I *guess* that there is others thinking the same.

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

4571. Re: Falcon - Faulty SCSI 2 port?

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 10:50:24 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct26.105024.166772@rrz.uni-koeln.de>
Source record: 215724

In <1cfdsdINN7pc@golem.wcc.govt.nz> shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:

>I was talking to someone on the phone today,
>and they told me that someone had posted a message on another network
>about the Falcon's SCSI2 port, saying that looking at the pinouts
>in Atari's specs for the machine, that if you plugged a SCSI drive
>in it, it would either kill the Falcon or the drive. I think he
>said that pins 5 & 11 were around the wrong way, but I may have those
>numbers wrong. One is ground, and the other is +5v.

>Can anyone confirm this?... Is the guy that posted the original message
>wrong, are the specs that Atari released wrong, or is it wired wrong
>in the Flacon?

I'd be very surprised if that was true. At the CSS, I saw some
Falcons which had SCSI equipment hooked up to them, and they
seemed to work flawlessly. I know one of the guys who were
demonstrating stuff there, he had a drive for removeable 44MB
media connected to the Falcon via SCSI. I'll ask him about this
one next time I'll meet him.
As I just seem to remember, in one of the Falcon experience
reports that were posted recently, someone said he had tested a
Falcon with an SCSI HD, and there were no pinout problems
mentioned. I suspect there is a printing mistake in the specs
rather than a fault in the real pinouts.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4572. Chaos! : some replies

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 10:56:35 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct26.105635.19237@cs.nott.ac.uk>
Source record: 215729

In article <1992Oct22.203601.29228@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>Yes at last, I have got chaos (the game!) to work!!!
>
>It's *MUCH* better than I thought it would be! (this is a compliment :-))

Thankyou, but can you make your compliments a bit easier to spot in future?

>Those samples make the world of difference! It took me 20 mins to stop
>laughing :-)

Good job I put that disclaimer in ;-)

>I think this is good enough to be released commercially!
>(It's probably too late now though...)

Hmm, the author of the original Spectrum version may have something to say
about that!

>Two quick questions....
>
>Are you going to do any more games?

Definitely. You might like to try out:
GEMS
TANX
GRAV
GRAV 2

all on a.a

>How did you do the samples? (I would *love* to be able to do that)

STOS Maestro plus sampler, from the amplified audio plug of my
stereo video.

>Thanks,
>Phil
>(E-mail naffara@uk.ac.crc)

Right, now for some xtra bits;

To the person who wanted a german keyboard layout;
I COULD easily do it, but its already been released and distributed,
so I'm sorry, you could write a remap program that remaps the keyboard
then resets the machine after prompting you to change disk.

TO the person that suggested using key values;

Good idea; there must be a reason that I chose to use the ASCII values,
but right now I can't quite remember it...

Thankyou for your co-operation,
Martin

4573. Wanted: a Mono Monitor

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 10:56:45 UTC
From: singlejf@cs.aston.ac.uk
Message-ID: <1992Oct26.105645.7672@aston.ac.uk>
Source record: 215611

A friend of mine is looking for a second hand mono monitor for his ST. If anyone has one they wish to sell (preferably in the West Midlands area) then can they e-mail me.

Thanks,

John.

Final Year Comp Sci at Aston University

4574. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 11:18:02 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct26.111802.22135@cs.nott.ac.uk>
Source record: 215730

In article <rasas.720089699@minyos.xx.rmit.OZ.AU> rasas@minyos.xx.rmit.oz.au (Greg Patten) writes:
>naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>
>>Yes at last, I have got chaos (the game!) to work!!!
>
>Lucky you!....
>
>I tried following the text in CHAOS.ARC and I still can't get it to unpack.
>I formatted a disk with fastcopyIII to 11 sectors 82 tracks (ie. start 00,
>end 81), put the two .msa files in a large ram-disk (I have 2meg, no HD),
>fired up the program and it crashed after writing the first two tracks
>(I think, might have been sectors)..3 bombs and back to the desktop. I
>tried a few combinations..Even running the MSA program from the ram disk.
>
>I have a 1040STE w/ 2meg and TOS 1.6...Any hints/tips/suggestions? Also I
>was/am using flashdisk as my ram disk..
>
>Thanks for reading as I know this subject is being thrashed to death...I
>just want to see this game you're all raving about...
>
>Greg.

If you write back to me via email and ask for it, I'll send you the version of MSA that I used to pack and depack it. (I know it works because I have actually done it.)

The version I have is from a.a, but I think there are two of them there, and I can't remember which one I have.

Martin

4575. Sozobon C compiler info wanted.

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 11:25:25 UTC
From: bcballi@cs.vu.nl
Message-ID: <Bwq7qF.4M8@cs.vu.nl>
Source record: 215732

Hallo,

I'm looking for the most recent version of the sozobon C compiler.
The current version I have is 2.0 but it doesn't iclude any
documentation. And beside that, it also doesn`t work properly.
The code to clean up the stack is add.w in stead of add.l this
goes almost always right, but still it is wrong. Also there is a
bug in dstart.o when you use de Supexec binding/call.

Groeten,

Gerco Ballintijn (bcballi@cs.vu.nl)

4576. Theme Park Mystery

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 11:37:02 UTC
From: Dean.Rose@brunel.ac.uk
Message-ID: <Bwq89s.JrM@brunel.ac.uk>
Source record: 215731

Has anyone out there ever heard of or played the Imageworks adventure game called "Theme Park Mystery"?

I have had the game for some time now but cannot get very far with it. The main problem is that there is not a save game facility on it. Is there a way around this? (cheats, hints).

I have obtained a lot of the hints inside the game but cannot find any dragon and also cannot seem to get anywhere in the dreamland section. Any help at all with this game would be greatly appreciated.

Cheers,
Dean (Dean.Rose@brunel.ac.uk)

4577. Re: Atari Explorer On-line: WHERE IS IT?

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 11:54:39 UTC
From: jonc@status.gen.nz
Message-ID: <sL68sB1w165w@status.gen.nz>
Source record: 215706

ekrimen@wet.UUCP (Ed Krimen) writes:

> I read that the Z*Net Online Magazine may return as well.
>
> Otherwise, "don't ask me. I just work here." :^)
>

Ed, Ditto ..... :)

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

4578. Tape backups - ARCHIVE VIPER 150s

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 12:01:33 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <13708@texsun.Central.Sun.COM>
Source record: 215726

I have got an ARCHIVE VIPER 150S working with an ICD - The Link, interface using Alan Hourihane's software. But the program mt.ttp doesn't seem to work. I try to issue a REWIND to the drive and the program just returns to GEM. In fact any command issued from mt.ttp doesn't seem to work. I have the timeout for the drive set at 32000 at the moment. Should I reduce this or increase it maybe. Also do I have to back up the whole disk partition everytime, can't the program just backup used sectors.

The dump.ttp works fine for single partitions, but I can't seem to get the dump.ttp to dump multiple partitions using the command as follows....

-a CDEF Master Midifiles Data Publishing

Is this the correct format for the command. Again the program just returns to GEM after issuing this command. This makes it impossible for me to do unattended backups.

Any help on this would be appreciated.

Craig

PS: My machine is a very early 1040STF with TOS 1.0, should I upgrade this TOS and what version should I upgrade to. Also what is the internet address of GENie, so I can get the ICD boot prog version 6.0.4.

4579. Re: c++

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 12:13:50 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Oct26.121350.15714@dcs.warwick.ac.uk>
Source record: 215728

In article <BwKKHM.I4A@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>In article <1992Oct22.170201.405@unix.brighton.ac.uk>, mm68@unix.brighton.ac.uk (Lost Boy) writes:
>>Anyone know of a C++ compiler for the ST. PD or Commercial.
>
>As far as I know there is only one of each, the PD one is G++ from the FSF.
>This is a pig to run on small systems though (4Meg ram required + a Hard disc).
>
>The comercial one was announced on the net as:
>
>>Cost of Comeau C++ 3.0 With Template for the ST will be $US250.
>>It will initially come with the iostream library.
>> Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
>> Producers of Comeau C++ 3.0 With Templates
>> Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421>
>> Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a
>
>I can't run G++, and can't afford Comeau C++, so I can't comment on their relative
>merits.
>
>Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
>BAe Space Systems | Phone : (UK) 091 2737650
>Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

Lattice C5 for the ST has an option to suppress warning messages when the C++ front end is used
so (Assuming a Lattice C++ front end really exists) all Hisoft would have to do to produce a good
C++ compiler for the ST would be to recompile the front end. I don't know how much Lattice Inc
would charge for the licence though.

- Leo

4580. Atari 520ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 12:32:14 UTC
From: get@coax.Central.Sun.COM
Message-ID: <lenpaeINNbl@cronkite>
Source record: 215656

```
Atari 520ST with 1 meg memory
1224 Color Monitor
20 meg Hard Drive
3.5' double density floppy drive
application and game software

$500

Please respond to gary@emunix.emich.edu

Thanks
Gary T
```

4581. Info wanted on Vidi ST and others

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 13:10:36 UTC
From: ortega@cactus.org
Message-ID: <1992Oct26.131036.15567@cactus.org>
Source record: 215735

I'm interested in a video digitizer and noticed an ad which included
Vidi ST.

The ad also featured Vidi-Chrome ST, Vidi RGB, and Vidi Color
Kit, and I have no idea what they are.

Has anyone ever used the above?

--
Paul Ortega | "Would you believe two cops
2015 Cedar Bend Dr., #1105 | in a rowboat?" - Maxwell Smart
Austin, TX 78758 |_____________________________
(512) 832-9197 ortega@cactus.org

4582. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 13:10:51 UTC
From: sjg@phwoof.ph.kcl.ac.uk
Message-ID: <1992Oct26.131051.18094@sol.ctr.columbia.edu>
Source record: 215733

> If you "sacrifice the network ability of X" (meaning not having an standard
> protocol such as TCP/IP), then having X on your ST is pretty damn useless.
> Why? Because you can't connect to a Unix machine running the X client! If we
> had both client and server running on the same machine, then we could do a
> minimal communications library, as done on Linux. But we can't.

Why not ?

I would say that it *ought* to be possible to run an X server / clients on an ST(e/FM) given (say) 4Mb of memory and shared libraries. The shared texts that are supposed to be in MiNT 0.96 are the first stop along the way to shared libs, but on their own don't really go far enough. I'm not belittling them - they'll be very handy for running more than 1 shell at a tiem for example, but X libraries are *VERY* big (ask anyone using Ultrix :-), and they need to be shared unless you have oodles of cpu and disk bandwidth to spare.

I wasn't aware that you wanted to serve clients to your ST. I would have thought that was a smaller demand than those who want to take the X source home and compile it then run it on their ST. I would certaily fall into that category...

Simon.

4583. Mathematical Software

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 13:22:00 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Oct26.132200.19315@csi.uottawa.ca>
Source record: 215738

In article <92298.110236JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:
>Is there anything like Mathematica or Maple for the Atari?

Yes.

(1) Maple version 4.2 is available for the Atari. I have a copy right here beside me. :-).

It's now distributed by Waterloo Maple Systems - for more information on availability, I suggest you frequent sci.math.symbolic. Keith Geddes, of the Symbolic Computational Group at the University of Waterloo, frequents the group and is more in the know than I; I picked up my copy when I was a student there (nice price - about $90 - make sure they know you're a student!)

(2) Form - Yet Another Algebraic system. Available on Atari.Archive.umich.edu. This one's free; it's supposed to be particularly good at working with large polynomial expressions. I could never get it working, but then I didn't try very hard.

(3) Pari - One of the other "free" math systems. I think it's at a.a.um.e... I stand to be corrected on this...

If you're intending to do something more specific in terms of math, suggest your favorite application. I've collected some "math stuff" that runs on the Atari, and might have some pointers. My interests tend to lie in the mathematical programming/linear programming area, and NOT in sadistics^H^H^H^H^H^H^H^H^Hstatistics.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca | <-- Finger this account
University of Ottawa |
Master of System Science Program |

4584. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 13:34:40 UTC
From: tony@microware.co.uk
Message-ID: <1276@mwuk.UUCP>
Source record: 215658

In article <hjv.719926042@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
> When there are more pixels than available colours, it's not true that
> the colour of each pixel is independant of the colours of all other
> pixels. And I think it's obvius that this is what the original poster
> intended to say (and _did_ say in fact, when one reads the first quoted
> line).
> The colour of a pixel is independant of the colours of all other pixels
> if and only if there are more colours available than there are pixels.

You (and the original poster) are getting confused between the meanings of "independent of" and "different from".

You only need more colours than pixels if you want the colour of each pixel to be "different from" that of every other pixel.

If the colour of a pixel is "independent of" all the other pixels, it just means that you can change the colour of a pixel without changing any other pixels at the same time. It doesn't matter if two pixels are the same colour, so long as you can change them both separately. You don't need more colours than pixels to achieve this.

Or to put it another way, if you are digitizing a picture, True Colour means that for each pixel you can select the nearest colour out of your 32768, 65535, 16M or whatever, without having to consider what colours you have/will set other pixels to (i.e. independently), and without being concerned with the management of a Colour Look-Up Table or Pallette.

> BTW, how about this Falcon newsgroup that was proposed some weeks ago?
> Still a good idea IMO - these threads start getting a bit long-winding
> and nit-picking (OK, I admit, in this case I contribute myself, so I'm
> guilty... no flames :)

I would like to see a Falcon group, too.

Tony.
--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

4585. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 13:36:46 UTC
From: glens@natinst.com
Message-ID: <1cgs9eINNgcq@falcon.natinst.com>
Source record: 215734

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

> The colour of a pixel is independant of the colours of all other pixels
> if and only if there are more colours available than there are pixels.

O.K. already, the Falcon DOES have true-color according to your
definition (in 320x200 :-).

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com

4586. The Falcon DOES have true colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 14:05:05 UTC
From: s.smith01@ic.ac.uk
Message-ID: <9210261405.AA22016@cscmgb.cc.ic.ac.uk>
Source record: 215736

What Atari call true colour is the same as that on some souped up VGA
boards (ET4000 i think?) which is 32768 colours. Falcon can do 65536 in
one of the modes (at least).
This is pretty healthy for most graphics appliactions. It's pretty good
for raytracing etc. (5/6 bits per red/green/blue) I know a 64-shade
greyscale on VGA monitors looks ok. Besides, any inability to
reproduce a specific colour is far more likey to be caused by the
colour gamut of the monitor that those extra 2 bits per colour plane.
(i think?) however many bits you have, you are still limited by the
phosphors in the monitor to a certain range of colours. You are just
dividing that range up finer and finer...

BTW, has *anyone* actually *seen* a Falcon in the UK? Silica, Gasteiner, and
someone else (don't remember) are advertising them, but ....

howie

Howard Jones, Dept of Physics, Imperial College, London SW7
EMail c/o scs@cc.ic.ac.uk
My Opinions, not yours or IC's!

4587. SPEECH.TOS -- help needed

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 14:09:23 UTC
From: jansteen@cwi.nl
Message-ID: <7755@charon.cwi.nl>
Source record: 215737

I would love to integrate the SPEECH.TOS program in a program I'm currently working on. This could either be done the way MOUTHIII did it (not documented unfortunately), or by obtaining the source of SPEECH.TOS (more preferable).

Could someone provide me with pointers in either direction?

Notes:

1. The program I'm writing is fully in the public domain.
2. The author of SPEECH.TOS is Fred Brooks.
3. The author of MOUTHIII.PRG is Gregg Hungerford.

Jan van der Steen

--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

4588. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 14:23:58 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct26.102358.1@uwovax.uwo.ca>
Source record: 215739

In article <719933716.25707@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
> If you "sacrifice the network ability of X" (meaning not having an standard
> protocol such as TCP/IP), then having X on your ST is pretty damn useless.
> Why? Because you can't connect to a Unix machine running the X client!

There's where the misunderstanding comes in, I think. The people to whom
you were responding were talking about running the server and client on
the same machine.

> If we
> had both client and server running on the same machine, then we could do a
> minimal communications library, as done on Linux. But we can't.

We can't run both client and server under TOS, but we certainly could
under MiNT or MultiTOS (both of which provide pre-emptive multitasking,
with the number of active processes limited only by the amount of
memory present).

For that matter, even under TOS you could use SLIP or PPP to connect to
a client on another machine, e.g. via the RS232 port or via the LAN
serial port on TT's or Mega STe's.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

4589. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 14:27:06 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BwqG58.7t3@newcastle.ac.uk>
Source record: 215532

>In my distant past, 4 years ago, I worked on a project that used X-windows
>before it had really taken off. Guess what the X server was an 1040ST with
>2.5meg of memory. I have called the company I used to work at they still have
>the ST with the executable, but they are not sure where the source code is.
>The company is Lockheed Sanders, the group is the Military Display Group,
>and the project is YF-22a. Even if they can find the code I doubt
>Lockheed will make it public domain.
>
>Brian, WS1S
>Bell Northern Research
>Research Triangle Park

If it can be done once, it can be done again. This post should have silenced the sceptics, and prompted someone to do the port.

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

4590. Abacus books: ST Internals and GEM programmer's reference

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 14:43:57 UTC
From: jbraatz@astro.umd.edu
Message-ID: <16345@umd5.umd.edu>
Source record: 215740

If you want these two books, they're yours for $8 plus shipping. They are very helpful if you're interested in programming the ST, learning about the hardware, and learning about the innards of the operating system.

Jim

jbraatz@astro.umd.edu

4591. LEGEND (the recent mindscape game) help!

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 15:00:26 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <rasas.720111626@minyos.xx.rmit.OZ.AU>
Source record: 215746

I'm stuck in Legend on level two..I've found 3 'ornate' keys and I need one more (it seems) any hints?

BTW, not a bad game, a little samey but nevertheless entertaining.

Greg.

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

4592. Wanted Sundog

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 15:31:11 UTC
From: maxn@intermec.com
Message-ID: <1966@intermec.UUCP>
Source record: 215663

I am looking for a copy of the FTL game Sundog.
I know this is an old one but if anyone would like
to sell me their copy, please send me some e-mail.
I will pay whatever you think is reasonable for this
game.
Thanks in advance

Max Newman
maxn@intermec.com

--
uucp address: maxn@intermec.com or uunet!pilchuck!intermec!maxn
Trust in your calling, make sure your calling is true

4593. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 15:31:13 UTC
From: g.coulter@daresbury.ac.uk
Message-ID: <1992Oct26.153113.7435@gserv1.dl.ac.uk>
Source record: 215742

I am not sure what of the amount of colors that the Falcon can display but in order for machine to be true color you need 16.7 million colors in the palette. True color means what it says ie the number of colors needed to define an image as the eye would see it in real life. The number of shades of Red Green & Blue in TC is 255 this is enough to convince the human eye.

Now the size of the screen does not matter most workstation screens are 1024 * 1024 or bigger if the hardware supports true color the max number of pixels on screen is only 1048576. To have all 16.7 mil colors on the screen at once would need a screen resolution of 4096 * 4096. For most purposes today the use of psuedo color systems ie a limited number of colors from 16.7 million colors is quite adiqute as in most cases now the limited number of colors is still larger than the display can handle.

ie 320x200 colors can be true color if the under lying palett is 16.7 million colors.

TRUE COLOR := Could you have 16.7 million colors on the screen were the screen resolution large enough.

YES = True Color.
NO = Psuedo Color if limited color range ie 256,000 colors max from 16.7 palette.

Gary.

4594. SPEECH.TOS -- help needed (2)

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 15:34:32 UTC
From: jansteen@cwi.nl
Message-ID: <7758@charon.cwi.nl>
Source record: 215745

jansteen@cwi.nl (Jan van der Steen) writes:

>I would love to integrate the SPEECH.TOS program in a program I'm
>currently working on. This could either be done the way MOUTHIII
>did it (not documented unfortunately), or by obtaining the source
>of SPEECH.TOS (more preferable).

I forgot to mention the programing language of the program I'm
working on. It's C.

Sorry about this omission!

Jan van der Steen

--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

4595. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 15:34:42 UTC
From: annius@loki.research.ptt.nl
Message-ID: <annius.720113682@freyr>
Source record: 215744

boris@sys6626.bison.mb.ca (boris) writes:

> If there aren't 16 million pixils on the screen then 16 million colours
>is useless. The human eye can't tell even a fraction of the reds apart
>from each other.

If that's so and there were 16 million pixels, it would still be useless.
Besides, Falcon images in the 32000 color mode are still typical computer
images (just consider that if you only use grey you'll only have 32 scales!)

>The falcon has the necessary number of colours needed to fool the eye
>into believing what's on the screen is a life-like or photo-quality
>image. That's true colour. More colours than that is just
>techno-overkill.

Here, you're talking about the palette screen modes; but -if I'm right- the
Falcon has only 256 different colours to offer in the 200.000 colour mode which
is again definitely not sufficient for all pictures. (Or am I incorrect and is
there a resolution that does 32.000 palette indexed colours? No, because that
would make the 32.000 5+5+5 mode redundant.)

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

10 GOSUB 10000: REM DISCLAIMER

4596. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 15:49:52 UTC
From: gerrymon@eng.umd.edu
Message-ID: <1992Oct26.154952.24910@eng.umd.edu>
Source record: 215741

```
In article <27237@castle.ed.ac.uk> marks@castle.ed.ac.uk (Mark Steyn) writes:
>I really do not understand how Atari can claim the Falcon has true
>colour. He is my reasoning:
>
>1) To me, and to many PC, Mac, NeXT, and even Amiga users, True Colour is
> associated with 24bit graphics, that is 16777216 colours. The
> Falcons palette is 18 bit (262144 colours). Not to detract from the
> Falcon (which is after all a very nice machine) this is but a
> fraction of the number of colours required for True Colour.
>
>2) What I suspect Atari mean by "True colour" is that every pixel on the
> screen is capable of being defined independantly of all other pixels.
> Even this though is not quite true. Thus far all reports of the Falcon
> have indicated 65536 colours as the limit for the "True colour" modes.
> For a low-res (320x200) screen this holds true - there are only 64000
> pixels on such a screen. However, for any mode above this - 320x480
> for example - there considerably more than 65536 pixels on screen,
> yet still Atari claim true colour.
>
>I realise that Atari want to sell as many Falcons as possible, but they
>seem to have gone overboard with hype, giving the consumer an inaccurate
>view of a machine which, from all reports, ought to be able to sell on
>it's own virtues. As an example, many people seem to believe, from the
>material supplied by Atari, that the Falcon has an internal genlock, when in
>terms of genlocking ability it has little more than the Amiga (such as
>external synching) in that area. Whilst I hope the Falcon sells, I do
>not ultimately believe that Atari are being entirely fair to the consumers
>who will in the end purchase the machines.
>
> Mark
>
>--
>? As long as the youngest child is free to dream ? Mark Steyn : ?
>? In the forest that we call imagination ? marks@castle.ed.ac.uk ?
>? There shall always be a Unicorn ? mpjs@dcs.ed.ac.uk ?
>? Knowledge is no virtue and innocence no vice ?

According to Atari's definition, True Color means no Color Look-Up
Table (CLUT). To get a better understanding of this, let's examine
two video modes of the Falcon: The VGA Mode (640x480 resolution with
256 colors out of 262,144) and the True Color Mode (640x400 resolution
with 65,536 colors).

In the VGA mode, each pixel is represented by 8-bits. These 8-bits
are an index to a CLUT. The entries in the CLUT are 18-bits long. To
```

determine the color of a pixel, you first must use the 8-bit value as an index to a table (CLUT). The color of that pixel is the corresponding value in the table.

Hence, you can specify a total of 256 (2^8) colors out of 262,144 (2^18). In other words, the 8-bits of a pixel _indirectly_ specify the color of the pixel.

By contrast, the True Color Mode does not use a CLUT. Instead, each pixel is represented by 16-bits which _directly_ specify the color of that pixel. In other words, instead of being an index to a table, the bits represent the _true color_ of that pixel. With 16-bits, you can have a total of 65,536 (2^16) colors.

That's why Atari uses the term True Color. The bits of a pixel represent the true color of that pixel instead of being an index to a color table.

I personally like this definition. It's very logical and consistent.

The Falcon can therefore be said to have 16-bit True Color as opposed to 24-bit True Color. By the way, I think some NeXT workstations have a 12-bit True Color mode (and they actually used the term True Color to describe this mode in their literature).

--Gerry

4597. Program

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 15:57:31 UTC
From: pinelr@aix.rpi.edu
Message-ID: <59_1n=m@rpi.edu>
Source record: 215743

Hi there! Is anyone aware of a program called "Viz" for the ST? Another Atari user here at school asked me about it and I don't know what it is really, nor where to get it if it exists. Anyone know? It is a game methinks...

--
||| | Rob Pinelli |5\ "The future is not set. There is no fate but what
/ | \ | pinelr@rpi.edu |18\ we make for ourselves..." -Terminator 2
Atari ST| 203 North Hall |276\ "I don't patronize bunny rabbits!" "What's
Mega 2 | Troy, NY 12180 |7080\ your damage?" "It'll be very!" -Heathers

4598. Software for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 16:20:44 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Oct26.162044.20909@irscscm.UUCP>
Source record: 215616

ST Software for sale (all items come with original disks and docs):

Daily Double Horseracing 5
Vampire's Empire 5
C.O.L.R. Object Editor 3
Chuck Rock 12
RBI Baseball 2 11
Steve McQueen Westphaser 13
Knight Force (*NOT* STe) 5
Targhan 10
California Games 13

Please add $1 per order to help cover shipping.

Marshall Lake
POB 7332
Washington, DC 20044-7332
Tel 703-533-2132 (evenings)
202-927-2928 (daytime)
Fax 703-538-4598
uucp ...!uunet!{media,mimsy!bogart}!irscscm!mlake
Internet mlake@irscscm.UUCP
CIS 73717,3174
GEnie MLAKE

--
Marshall Lake
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

4599. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 16:24:34 UTC
From: grier@bnr.ca
Message-ID: <1992Oct26.162434.13705@bnr.ca>
Source record: 215748

I agree that it is not practical to run XWindows as a server only on an ST. No one has put the work into the driver. The system that Lockheed had developed communicated over the RS-232 port, and it was not a very fast system, but it did do what we needed at the time.

The version of X actually ran as a program and desk-accessories could be run as clients on the same box, but we did not do it since TOS is not pre-emptive. The important thing is it can be done!

If Xwindows was ported to the ST/TT/Falcon then once TCP/IP was made available a "simple" change could be made to allow the communication over that port. For that matter why not communicate over an X.25 network. You can purchase a PAD to take care of the X.25 protocol, and then you only need to worry about the data stream. This would allow an ST/TT to be price competitive, not really feature competitive with the low end X terminals.

Brian, WS1S
Bell Northern Research
Research Trianlge Park, NC

4600. Re: SPEECH.TOS -- help needed

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 17:07:47 UTC
From: healy@nosc.mil
Message-ID: <1992Oct26.170747.18203@nosc.mil>
Source record: 215750

I have a c function that you pass a string to and it speaks it using speech.tos . I think someone just uploaded a similiar function to terminator. If you can't find anything there, let me know.

Mike Healy

healy@nosc.mil

4601. Re: Chaos, that happenin' game.

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 17:21:35 UTC
From: u0h36@seq1.keele.ac.uk
Message-ID: <Bwqo7z.74y@gabriel.keele.ac.uk>
Source record: 215749

From article <JgZ4sB3w164w@cellar.org>, by darling@cellar.org (Thomas Darling):
> OK, we've all been hearing raves about this superb game, and I'm intrigued.
> But like many others, I don't have FTP and using the mail-server is somewhat
> kludgy. So has anybody considered uploading this masterpiece to GEnie?
>
> I think that would be swell.

I heard that GEnie claims copyright on all programs uploaded to it; I
don't know if this is true (if so, don't do it!).

btw, is there any way of downloading from GEnie?

Adam

4602. Re: Program

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 17:56:50 UTC
From: csg022@cck.coventry.ac.uk
Message-ID: <Bwqpur.G89@cck.coventry.ac.uk>
Source record: 215666

In article <59_1n=m@rpi.edu> pinelr@aix.rpi.edu (Rob Pinelli) writes:
> Hi there! Is anyone aware of a program called "Viz" for the ST? Another

It's a game based on the adult comic 'VIZ'.
I've never played it but if it's anything like
the comic it will be about sex, farting and violence.
It helps if you can understand Geordie.

--
+---+
| CSG022 is MARK B PROCTER | "Look at the size of that thing!" | |
| Computer Science HND2 | - Luke Skywalker...et al | |
+---+

4603. Soft Logic's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 18:58:02 UTC
From: coffey@ucselx.sdsu.edu
Message-ID: <1992Oct26.185802.16191@ucselx.sdsu.edu>
Source record: 215652

```
Does anyone know soft-logic's e-mail address? Please just reply
by e-mail to

coffey@sdsu.edu

Thanks,

--
_ _ Ms. Pat Coffey
|_) (_ San Diego State University
| coffey@ucselx.sdsu.edu
```

4604. Suggestions for inclusion in my new game

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 19:10:53 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct26.191053.13439@cs.nott.ac.uk>
Source record: 215651

Hi, I am about to start writing a new game, which will properly exploit (possible wrong choice of word there) the shareware principal. You may have played one of my other games, I wrote the following;

CHAOS (the one that clogs up this group)
GRAV 2
GRAV
TANX
GEMS

and those are just the ones on a.a

The game is basically going to be a futuristic RPG, with a viewpoint like Ulitma VI's and a multi-planet playing area. The program you would get from the PD library would be an incomplete version, with registration bringing you the full game.. Once registered, you would get the opportunity to buy extra missions/planets for use in the game, which you would be able to go to at any time, once the relevant bits had been installed on your save disk. Obviously, it would be better run from a HD, but I'm going to try to limit the disk swaps for single disk users, unlike in Ultima VI !!

What I want to know is, how many of you would be interested in this game? and if you have any ideas to implement in it.. Any ideas used would gain you a credit in the title screen...

Please make any replies fast. I don't mind if you post directly to me or to the newsgroup, just please post, even if its only to say, I want you to write this game, because if I don't get enough replies, it simply won't get written...

Martin

4605. * A new demo from Omega *

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 19:13:54 UTC
From: d1matte@dtek.chalmers.se
Message-ID: <d1matte.720126834@dtek.chalmers.se>
Source record: 215661

Hi everybody!

Omega has finally released a new demo. It is called Grotesque.
It can be found at ftp atari.archive.umich.edu (141.211.164.8) and
ftp.uni-kl.de (131.246.9.95). The filename is omega_92.prg.
It was released yesterday (25 Oct 1992).

Dont expect any wiz-coding here. But all people that are bored of
just-another-scroll-demos will hopefully like this anyway.

And all the peolpe that this thinks this demo is lame with just some
pictures, flashing colors and sampled music, I can tell you that this
demo consist of ca 100 1-bitplane pictures and 400KB sampled music.
To squeeze this into a 1-meg machine all pictures are packed in memory
and realtime depacked in the demo. The depacker uses half a vbl.
I am also pretty sure that we got the fastest polygon routine on
both STE and TT (two different routines). The demo is coded in 3 weeks.

Important
The demo will only run a 1-meg (or more) STE/MSTE or a TT. It is
harddrive installable but on a 1-meg STE it must be run from the
AUTO folder due to the memory usage of TOS. Another problem is
coldbooting the demo on a machine with TOS 2.0x, because you have
to press space to get running. This will cause the demo to exit when
loaded. To tackle this just press reset after coldbooting.
It takes long time loading and depacking the demo if run from diskette,
have patience!
You MUST connect a 500W stereo at full volume when watching this demo :-)

If you have any troubles running this demo, contact me, I WANT TO KNOW!
Hopefully we can work it out.

Since it is almost 4 years since we last realeased an own demo and almost
3 years since we last released anything we would like you take the next
paragraph very seriously. It is also pretty different, something like
the acid demos around.

When you have watched the demo, I would be very pleased if you would
mail me any opinions you might have. Mail me anything, a 10K textfile with
ingoing discussion on the demo or just a sentence about why you didnt like
the colors in the middle of the demo. Mail me positive AND negative
critsism. Just mail me! If we dont get response why should we work our buts
off? (ok there is a reason: win competitions (we have for ex. won a TT
and 3000 SEK)).

Hope you like it!

Mattias Karlgren (Haq of Omega) Email: d1matte@dtek.chalmers.se

4606. sources from LAPD

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 19:14:09 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct26.191409.13534@cs.nott.ac.uk>
Source record: 215659

For those of you interested in source codes, I'm just about to send three
disks to LAPD as Licenceware (5 quid each).. On the disks there are:

Disk 1: Grav 2 source
Disk 2: Chaos source (although not fully assemblable (is that a word?))
Disk 3: Gems, Tanx and Grav Battles source and games + 2 fractal thingy sources
NB This Tanx is slightly better than the a.a version.

They should be there by Friday, so don't order til then...

Martin
(the money grabbing student!)

4607. 2.5M 1040ST w/tos1.4 and ADSpeed for sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 19:24:19 UTC
From: crubel@encore.com
Message-ID: <BwqtwK.H4C@encore.com>
Source record: 215655

```
FOR SALE
1040st -- 2.5meg -- tos1.4 -- adspeed
sf314 floppy -- 20mb harddrive w/icd host adapter

Will also sell my sc1224 monitor if I have to to sell the
computer.
I have a 1040ste 4mb I am using now. Computer is in excellent
condition.

Make offer:

Curtis Rubel
910 Ithaca AVE SE
Palm Bay, FL 32909

or
crubel encore.com
```

4608. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 19:44:14 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct26194414@SunLab42.essex.ac.uk>
Source record: 215657

In article <H.J0yqAX_FvJY@fredrik.atari.no> jornmoe@fredrik.atari.no (Joern Moe) writes:
| According to my information, the 68040 has a Harward architecture, i.e.
| seperat data and instruction bus. That is two 32bit wide adress- and
| data-buses, giving a total of 64bit wide external bus. I don't know
| anything about the P5, but I guess it too has Harward architecture! So in this
| respect, Motorola was first!
|
'Harvard architecture', referring to separate buses, is a term applied to the
internals of a processor. I can't think of a single processor with the
extermal data and address bus going out on the same lines (but if I say there
isn't one I will probably get flamed!)

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

Reincarnation: life sucks, then you die. Then life sucks again.

4609. Re: LEGEND (the recent mindscape game) help!

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 19:44:21 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct26.194421.14038@cs.nott.ac.uk>
Source record: 215660

In article <rasas.720111626@minyos.xx.rmit.OZ.AU> rasas@minyos.xx.rmit.oz.au (Greg Patten) writes:
>I'm stuck in Legend on level two..I've found 3 'ornate' keys and I need one
>more (it seems) any hints?
>
>BTW, not a bad game, a little samey but nevertheless entertaining.
>
>Greg.

So they've actually got it working on the standard ST? when I bought it, it was bugged so I took it back, I might buy it now if it does run on a standard ST.

Martin

4610. Can PowerDOS be put on atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 21:03:16 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <72549@hydra.gatech.EDU>
Source record: 215654

While at the WAACE Atarifest I saw a Mega STE boot up so fast at first I thought it was a TT. I commented about how fast that machine booted and the person in that booth told me it was due to PowerDOS. When I got home I my Current Notes had arrived. I read in CN that PowerDOS was freeware. Does anyone have PowerDOS? What are your impressions? Can you put it on atari.archive?

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

4611. Re: harward/harvard/dual busses (was 68060)

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 21:14:51 UTC
From: bcc@lanai.Eyring.COM
Message-ID: <1992Oct26.211451.4538@fcom.cc.utah.edu>
Source record: 215664

In article <OKES.92Oct26194414@SunLab42.essex.ac.uk> okes@essex.ac.uk (Simon Oke) writes:

>'Harvard architecture', referring to separate buses, is a term applied to the
>_internals_ of a processor. I can't think of a single processor with the
>extermal data and address bus going out on the same lines (but if I say there
>isn't one I will probably get flamed!)
>

Let me try -- how about the Q-bus used by the LSI-11 processors? Didn't it
multiplex the address and data lines? 'Course, we're only talking 16 bits
here...

(followups to alt.folklore.computers)
--
Brian Cooper bcc@Eyring.COM
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

4612. Re: Real FALCON refresh rate!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 21:23:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.710959@cix.compulink.co.uk>
Source record: 215668

In article <1992Oct23.181854.21981@beaver.cs.washington.edu>, bgilbert@cs.washington.edu (Ben Gilbert) writes:
>Anyway, I think the fact there are extensions in the works or available
>already speaks highly of the market for the Falcon. Do you remember any

Anything from Jim FAST Allen yet ?

Adam.

4613. Re: Kermit-trouble

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 21:23:23 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Oct26.142325.3899@arizona.edu>
Source record: 215662

In article 4212@spcvxb.spc.edu, mauritz_c@spcvxb.spc.edu () writes:
> In article <wetb4lW00WAy472Vc8@andrew.cmu.edu>, gs32+@andrew.cmu.edu (Geoffrey Spear) writes:
> >
> > Try the solution I used last month when I was having trouble with
> > Kermit: Use a REAL protocol. I had LOTS of problems sending with
> > Kermit (and having to set BINARY every time you want to use it is
> > annoying too...), and I found Z-modem carefully hidden on the system
> > here, and starting using that with no problems.
> > Even X-modem is an improvement over Kermit.
> > ----------
>
> Generally speaking, as it is commonly configured, Kermit is
> a pig. However, more recent versions support large packets and
> sliding windows which improves throughput tremendously.
>
> If you issue the following commands on both ends of the kermit
> connection, you should see a dramatic improvement:
>
> set window-size 3
> set send packet-length 512
> set receive packet-length 512
>
> This tells kermit to use 512byte packets and allow 3 sliding
> windows. Of course, on a clean line you can increase these
> values and get a larger boost in throughput, but these values
> seem to get the job done for me on a reasonably clean line.
>
> Regards,
>
> Chris

Okay, what do I do when the kermit on the machine I'm connected to won't let me set a packet-length longer than 94 and doesn't know what 'window-size' is. I get the same message on both a Convex and a Sun 4 (both unix).

And Kermit is the only protocol loaded on either machine!!

-Paul Harris
paul@jupiter.ame.arizona.edu

4614. Re: Chaos, that happenin' game.

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 21:53:36 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct26.215336.29054@newshost.lanl.gov>
Source record: 215284

In article 74y@gabriel.keele.ac.uk, u0h36@seq1.keele.ac.uk (Adam Turnbull) writes:
>From article <JgZ4sB3w164w@cellar.org>, by darling@cellar.org (Thomas Darling):
>> OK, we've all been hearing raves about this superb game, and I'm intrigued.
>> But like many others, I don't have FTP and using the mail-server is somewhat
>> kludgy. So has anybody considered uploading this masterpiece to GEnie?
>>
>> I think that would be swell.

Me too! Somebody PLEASE upload Chaos to GEnie.

>I heard that GEnie claims copyright on all programs uploaded to it; I
>don't know if this is true (if so, don't do it!).

This is not true. Only those files marked as copyright General Electric (or
GEnie) are not freely distributable. This usually applies only to conferences
held on GEnie and the like. I think there was some hassle about this earlier
but it has been cleared up now.

>btw, is there any way of downloading from GEnie?

Sure. What good would an on-line service be if you couldn't download files?
Uploads are free but downloads cost you $4.95 (or is $5.95) per hour at 300,
1200 or 2400 baud evenings, weekends or holidays. Day rates are much higher.
There are more Atari files on GEnie than PC, Mac or Amiga.

BTW, GEnie's Atari RoundTable areas are the most active of all on the network
and represent a considerable value over the exorbitant (IMHO) cost of Compuserve.
The $5.95 per month flat fee for GEnie Star Services gives you unlimited access
to email and a host of online services.

I'm not affiliated with GEnie, just a happy user for many, many years.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4615. Re: How to make ACC with Gfa Basic

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 22:28:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct26.222842.5588@newshost.lanl.gov>
Source record: 215292

In article 56659@olivea.atc.olivetti.com, grillo@flash.ATC.Olivetti.Com (GUEST Savino Grillo) writes:

>It's possible with the GFA Basic to create an accessory program ?
>How ? Are there any programming rules to follow ?
>I have the Gfa 3.5 E and the 3.6 German version with the compiler.

Yes, you can create ACC files with GFA 3.5 and 3.6. There are example ACC files that come with the compiler which demonstrate how easy it is to do.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4616. Re: Lattice C 5.0 help!

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 23:25:05 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <1459@tekgen.bv.tek.com>
Source record: 215669

In article <BwM25G.42u@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>LAttice C came with my computer (bought from a friend).
>I can't get it to compile in "normal C" mode
>(flat memory model, absolute data, 16 bit ints)
>it simply can't find the library i want..

We are now handling sales and user support for Lattice C and all of HiSoft's products in North America. To register your copy with us so we can provide support, please send us a photocopy of your master disk #1 with the serial number on it. In the mean time, you might try reinstalling Lattice C from your original disks to make sure that all teh files are in the correct locations.

Best regards,

---- ----
/\/\/\ Bob Luneski Diamond Back II, Diamond Edge, and UVK Support: /\/\/\
\/\/\/ Oregon Research Associates boblu@tekgen.bv.tek.com \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Genie: ORA.TECH \/\/
\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 639-6182 \/

Newsgroups: comp.sys.atari.st
Subject: Re: Lattice C 5.0 help!
Summary:
Expires:
References: <BwM25G.42u@rahul.net>
Sender:
Followup-To:
Distribution:
Organization: Tektronix, Inc.
Keywords:

In article <BwM25G.42u@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>LAttice C came with my computer (bought from a friend).
>I can't get it to compile in "normal C" mode
>(flat memory model, absolute data, 16 bit ints)
>it simply can't find the library i want..
>i've done a complete installation onto my hard disk. but it always
>wants a library i don't have.
>so right now. i've gone back to sozobon. It compiles fine!
>
>whats the dael with lattice!? it wants to be a IBM when it compiles
>(eg. near and far types.. i hate the ibm for this reason)
>why the PC look alike.. its a 68000 in the hood, not a intel piece of junk.
>
>i'd like to get at the lattice optimizer, (the reason for the post in genreal)

>will it work ok with a sozobon object file?
>
>thanks alot!
>
>--
>Timothy Wilson <wilsont@rahul.net>

4617. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 23:28:18 UTC
From: michaelb@cse.fau.edu
Message-ID: <1992Oct26.232818.1742@cybernet.cse.fau.edu>
Source record: 215558

In article <OKES.92Oct26194414@SunLab42.essex.ac.uk> okes@essex.ac.uk (Simon Oke) writes:
>|
>'Harvard architecture', referring to separate buses, is a term applied to the
>_internals_ of a processor. I can't think of a single processor with the
>extermal data and address bus going out on the same lines (but if I say there
>isn't one I will probably get flamed!)
>
Several of the earlier Intel chips (8080?, 8086?) multiplexed the data and
address buses. When Motorola designed the 68000 they didn't want to do that.

--
<< >>
<< Michael R. Brown CS Graduate Student-Florida Atlantic Univ >>
<< Internet: michaelb@sol.cse.fau.edu >>
<< BitNet: m_brown@fauvax >>

4618. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 23:37:43 UTC
From: bernardo@erevax.bitnet
Message-ID: <bernardo-261092183431@esemac.erenj.com>
Source record: 215673

In article <2ae625a0@p1.f44.n242.z2.fidonet.org>,
Benedikt_Heinen@firemark.fido.de (Benedikt Heinen) wrote:
>
> One note to compatibility... You might get "problems" with national
> keyboards... As on the old ZX-Spectrum, Chaos uses the keys around the "S" on
> the keyboard as "cursor" keys... On the English/American Keyboard, there is the
> following key layout:
>
> q w e
>
> a s d
>
> z x c
>
> On the German keyboard, the Y and Z have changed their positions - so
> controlling the "cursor" might become a bit strange...
>
> MJ Bronlow, could you perhabs change this and send an "Update" of Chaos to some

Why not use the keypad keys (7,8,9,4,5,6,1,2,3) or a joystick to contol
the cursor. Since all ST's have a keypad and most have a joystick handy,
this would be a great improvement.

Just a suggestion to improve this already very entertaining game.

Marcelino Bernardo
bernardo@erenj.bitnet

4619. Re: Educational Games for children

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 23:42:09 UTC
From: bernardo@erevax.bitnet
Message-ID: <bernardo-261092183950@esemac.erenj.com>
Source record: 215674

In article <1992Oct22.233145.17116@nosc.mil>, healy@nosc.mil (Mike Healy) wrote:
>
> DM Brumleave (sp?) has a number of games at terminator. My two year
> old daughter's favorite is Aiken Drum, whose file is named kidsong.
> There is also a Potato Head game.
>
> There are also some other children's games there - I think they
> have KV in their names.
>

The other games: KV_Me1st, KV_House, KV_Fonics, KV_Geo, etc. I think are much better. Potato, KidMixup and Aiken Drum by DM Blumleave seem primitive by comparison. The 2 year old would probably find KV_House entertaining and KV_Me1st challenging.

Marcelino Bernardo
bernardo@erevax.bitnet

4620. Re: atari usa examples

Newsgroup: comp.sys.atari.st
Date: 1992-10-26 23:55:20 UTC
From: kllove@bearcat.ecn.uoknor.edu
Message-ID: <1992Oct26.235520.11519@constellation.ecn.uoknor.edu>
Source record: 215677

csg022@cck.coventry.ac.uk (PROC) writes:

>>In article <1992Oct21.4514.24868@dosgate> "calvin bruner" <calvin.bruner@canrem.com>
writes:
>>>completely irrational, given the market here. WAKE UP ATARI -
>>>PLEASE!!!!! Don't lose the market share you have, here.

>Is it true that most software developers are abandoning the Atari?
>Are they just going to concentrate on the PC dinosaur?
>I've noticed less and less quality games are being ported to the ST.

According to Dragon Magazine #185, SSI will no longer produce any AD&D games
for the ST. I have no idea what quality the games were, but this can't be
good.

Later,
Kenneth Love

4621. Re: How to make ACC with Gfa Basic

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 00:02:54 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct27.000254.154546@rrz.uni-koeln.de>
Source record: 215671

In <56659@olivea.atc.olivetti.com> grillo@flash.ATC.Olivetti.Com (GUEST Savino Grillo) writes:

>Hi There,
>It's possible with the GFA Basic to create an accessory program ?

Yes, that's perfectly possible.

>How ? Are there any programming rules to follow ?

Well, I've played around with accessory programming years ago and never really got serious about it... my understanding is that, first of all, you have to do a MENU_REGISTER call to register your accessory into the "DESK" menu. Next, you basically have to do an endless loop (DO ... LOOP), waiting for a message event to occur (~EVNT_MESAG(V:mbuf&(0))). If you receive the AC_OPEN event (read: IF mbuf&(0)=40), you execute your accessory program code. But you have to watch for the AC_CLOSE event (mbuf&(0)=41), which will be triggered upon exiting of the current main application. Well, that's an incomplete list of things to remember... if you need more, email me, I may be able to dig out the stuff I did back then...

>I have the Gfa 3.5 E and the 3.6 German version with the compiler.

Check out the compiler manual and the disks. I think there was some sample code on accessory programming.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4622. Re: Program

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 00:04:31 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct27000431@SunLab42.essex.ac.uk>
Source record: 215670

In article <59_1n=m@rpi.edu> pinelr@aix.rpi.edu (Rob Pinelli) writes:
| Hi there! Is anyone aware of a program called "Viz" for the ST? Another
| Atari user here at school asked me about it and I don't know what it is really,
| nor where to get it if it exists. Anyone know? It is a game methinks...
|
It's a commercial game, written here in the UK, published by Virgin.
It features the characters from an adult comic called Viz, and is basically
a silly obstacle race with cartoon characters and crudities. I don't know
where you can get it; I would reccommend (sp?) that you spend your money on
something better (not hard).

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

In the beginning, the universe was created. This made a lot of people very
angry and has been widely regarded as a bad move.

4623. Re: elvis in a RAM disk (help!)

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 00:33:12 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Oct27.003312.23024@a.cs.okstate.edu>
Source record: 215678

In article <1992Oct26.054615.20363@lynx.dac.northeastern.edu>
roking@lynx.dac.northeastern.edu (robert king) writes:
>
>I have also noticed that I cannot run LZH in any form if I have
>Flashdisk installed. It runs fine without the ram disk, so there may be
>something odd about Flashdisk. Shame that, I liked the flexibility and
>autoloading features of the rdisk.

Hummm.... I just ran into problems (2 or 3 bombs generally) using LZH
(Questor?) and DeskCart's ramdisk.

Tried poolfx92 and it didn't help. Maybe a new ramdisk will help!

Odd that!
jc

4624. Re: Suggestions for inclusion in my new game

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 00:58:00 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10792@uqcspe.cs.uq.oz.au>
Source record: 215501

mjb@cs.nott.ac.uk (M J Brownlow) writes:

>Hi, I am about to start writing a new game, which will properly exploit
>(possible wrong choice of word there) the shareware principal.

>The game is basically going to be a futuristic RPG, with a viewpoint
>like Ulitma VI's and a multi-planet playing area. The program you would get
>from the PD library would be an incomplete version, with registration bringing
>you the full game..

Sounds like a cool idea, Martin! Coincidentally, I'm working on a VERY
similar game (except I expect it to be Freeware), so if anyone has ideas,
I'd appreciate them too.

So far, all is going well - I have a nice object oriented heirachy, and
a simple, flexible user interface. Just a dude running around picking
up potions at the moment, but expanding FAST... thanks to object oriented
design.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4625. Re: Kermit-trouble

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 02:34:04 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1ci9qsINN5fq@usenet.INS.CWRU.Edu>
Source record: 215675

In a previous article, paul@jupiter.ame.arizona.edu (Paul Harris) says:

>Okay, what do I do when the kermit on the machine I'm connected to won't
>let me set a packet-length longer than 94 and doesn't know what 'window-
>size' is. I get the same message on both a Convex and a Sun 4 (both unix).
>
>And Kermit is the only protocol loaded on either machine!!

Then it means that the Kermit on those two machines is obsolete and should
be updated. If that isn't done, then you are doomed to either amazingly
slow file transfers or, if your are downloading text files and your
terminal program supports it, downloading using ASCII capture.

>
>-Paul Harris
>paul@jupiter.ame.arizona.edu
>
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rbixler@nyx.cs.du.edu
"Annoyed? Swat a buzz-word today ..."

4626. Re: Falcon - Faulty SCSI 2 port?

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 03:30:25 UTC
From: wmagro@uiuc.edu
Message-ID: <BwrGEq.L5L@news.cso.uiuc.edu>
Source record: 215676

In article <1cfdsdINN7pc@golem.wcc.govt.nz> shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:
:^) I was talking to someone on the phone today,
:^) and they told me that someone had posted a message on another network
:^) about the Falcon's SCSI2 port, saying that looking at the pinouts
:^) in Atari's specs for the machine, that if you plugged a SCSI drive
:^) in it, it would either kill the Falcon or the drive. I think he
:^) said that pins 5 & 11 were around the wrong way, but I may have those
:^) numbers wrong. One is ground, and the other is +5v.
:^)
:^) Can anyone confirm this?... Is the guy that posted the original message
:^) wrong, are the specs that Atari released wrong, or is it wired wrong
:^) in the Flacon?

I took a standard 50 pin 'Honda' connector cable from a DECstation and plugged one end into the Falcon, the other into my Seagate drive. The drive was ICD formatted and operated flawlessly on the falcon. Data traveled fine in and out of the SCSI2 port, with neither the computer or the drive damaged. At least on the Falcon I tested, there is no apparent problem with the port.

William Magro NeXTMail
welcome
wmagro@uiuc.edu

4627. Re: Falcon 030 & Photo CD System

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 03:47:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2316947@overmind.citadel>
Source record: 215626

Well, Kodak is discussing Photo CD stuff with Atari right now concerning Photo CD and the Falcon. I don't know WHAT they're talking about exactly, but they ARE trying to strike a deal on SOMETHING.

4628. Re: Falcon - Faulty SCSI 2 port?

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 03:50:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2316950@overmind.citadel>
Source record: 215628

Since Atari's been demoing
the Falcon030 with 1 gigabyte external SCSI hard drives, I'd say the
Falcon030's SCSI port is wired CORRECTLY and that the error lies elsewhere.

4629. Re: ANTIC Software and CAD-3D 2.02

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 03:53:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2316953@overmind.citadel>
Source record: 215627

I
believe the last version of CAD-3D was v2.03. Antic Software no longer
exists, but some people have taken over dev/support of some of the programs
sold through Antic. I don't know if CAD-3D was taken over by anyone, but I
know Cyberpaint has (though I don't know who).

4630. Re: DM on hard disk? How?

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 04:22:37 UTC
From: anneklin@acs.bu.edu
Message-ID: <99618@bu.edu>
Source record: 215679

I'll second Michael Boffoni's (sp?) desire to get Howard to cough up the goods on the DM mod. Of course, he's already said that he doesn't remember, so it's probably pretty pointless. Any brave souls want to try to follow Howard's (actually pretty detailed) procedure?

Mike.

4631. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 04:50:16 UTC
From: wmagro@uiuc.edu
Message-ID: <BwrK3u.Mow@news.cso.uiuc.edu>
Source record: 215680

The X Server for the mac is functional with 1.5 meg of ram allocated. I usually use 3.5 meg, which is enough for several clients on my 19" color monitor. I can even zoom some one window at a time to full screen size if the other windows are modest in size. This is all without virtual memory turned on. Of course, the TCP/IP stuff is in the apple OS, so that would add a little. I think a simple x server would be quite feasible. One trick the mac (and NeXT) server uses is 'rootless' displays. Because these displays don't need to allocate memory for a root background, their memory requirements are lower. The mac server has four displays, for the various combinations of color/mono rooted/rootless.

William Magro NeXTMail
welcome
wmagro@uiuc.edu

4632. 1 Meg version of Populous wanted

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 05:07:39 UTC
From: wmagro@uiuc.edu
Message-ID: <BwrKwt.Myp@news.cso.uiuc.edu>
Source record: 215681

I have a copy of PopulousII in the 512K version. The copy protection is in the manual (I have to match a god's face to one on screen). I assume there is no legal problem with someone sending me the 1Meg version of the executable, since I already own/licence the program. If anyone has the 1Meg version, could you please (zoo|arc|msa|tar)->uuencode->mail the file to me. Feel free to comment on whether you think this is legal or not--I am not entirely certain.

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

4633. FZDS-Term - a solution!

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 06:47:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ciomcINNi9h@golem.wcc.govt.nz>
Source record: 215688

To silence (maybe) the cretin/s who were complaining about not being able
To silence (maybe) the cretin/s who were complaining about not being able
to do batch uploads with FZDSterm - I've discovered how to bypass the
'Upload file list' that FZDSterm creates, and then sends to XYZ201.TTP!

For the 'Uploads' list - try this for Z_Modem....

-Z -U -S -A -I #9

the #9 can be any number from 1 to 9, which gives the maximum number of
batch files that can be sent at once!! So, instead of using FZDSterms
built in batch-file selector - you are, (when selecting Z-Modem upload) given
a file-selector with which to select the 1 to 9 files you wish to upload!

(The usual maximum is 10, this method only gives you 9, but that's enough
for most purposes).

By 'usual' I mean using FZDSterm, you can using a word-processor/text-
editor etc. Edit the TEMPSEND.BQL to select up to an X amount of files -
but this is too manual for most people!

You can do the same with Y-Modem G Batch if you are using XYZ v2.02B
(or probably, another protocol!!)

This works okay!! And, it gives you more than the standard 30 (or whatever
the dialog box usually lets you enter) character Parameter listing too!

Confused? No - good!

BTW - does anyone know what the

-A

Switch is? FZDSterm sends it to XYZ.TTP - and no complaints arise - so
what does it do??

XYZ 2.02B now supports 32-bit CRC's and Y-Modem G!! (Y-Modem G often
gives me 240cps on a 2400 baud modem - not bad at all!! max' speed!)

4634. Wanted: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 07:30:30 UTC
From: wa1ee200@troi.cc.rochester.edu
Message-ID: <1992Oct27.073030.808@galileo.cc.rochester.edu>
Source record: 215682

I am looking for a Mega Ste w/ or without internal hard disk.
Please e-mail me if you want to sell yours.
Thanks
...
Ling Cherd

4635. UW

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 07:32:46 UTC
From: wa1ee200@troi.cc.rochester.edu
Message-ID: <1992Oct27.073246.901@galileo.cc.rochester.edu>
Source record: 215683

I received a lot of reply regarding my problem with UW.
And actuallu most of you guest correctly that I wasn't
using a monocrome monitor. Now it run with a
mono emulator.
Thanks a lot!

by the way, is there any other progarm out there that work
like UW?
...
Ling Cherd

4636. Re: Chaos, that happenin' game.

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 07:48:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1cis92INNij7@golem.wcc.govt.nz>
Source record: 215684

In article <Bwqo7z.74y@gabriel.keele.ac.uk>, u0h36@seq1.keele.ac.uk (Adam Turnbull) writes:
>
>I heard that GEnie claims copyright on all programs uploaded to it; I
>don't know if this is true (if so, don't do it!).

Thats a load of rubish....

>btw, is there any way of downloading from GEnie?
>
>Adam

The only problem with posting it on GEnie is the cost of getting it down..

I have found that it does not need to be MSAed but should be LZH201x and posted to comp.binaries.atari.st

Also if you don't have a 1 meg machine forget it, also you need a good Ram disk that can take the archive and the depacker what ever all in a one meg machine or larger...

Roger..... sheppard_r@kosmos.wcc.govt.nz

4637. Re: Znet-AEO

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 07:57:12 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1cisooINNij7@golem.wcc.govt.nz>
Source record: 215685

In article <Jwq0sB1w165w@status.gen.nz>, jonc@status.gen.nz (Jon Clarke) writes:
>sheppard_r@kosmos.wcc.govt.nz writes:
> try ....
> alt.znet.fnet
> alt.znet.pc _
> Jon Clarke o( )
> jonc@status.gen.nz / /\ GE: J.CLARKE6
> The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD
>

I did try, it stated no such groups..???

Are these only local USA or Auckland Jon..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

4638. Re: 1 Meg version of Populous wanted

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 07:59:22 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Oct27.025922.11061@bsu-ucs>
Source record: 215686

In article <BwrKwt.Myp@news.cso.uiuc.edu>, wmagro@uiuc.edu (William Magro) writes:
> I have a copy of PopulousII in the 512K version. The copy protection is
> in the manual (I have to match a god's face to one on screen). I assume
> there is no legal problem with someone sending me the 1Meg version of the
> executable, since I already own/licence the program. If anyone has the
> 1Meg version, could you please (zoo|arc|msa|tar)->uuencode->mail the file
> to me. Feel free to comment on whether you think this is legal or not--I
> am not entirely certain.

I wasn't aware there were different versions out there! How do I find out
which versions I have??? What arre the diffferences?

-Matt

4639. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 08:05:37 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Oct27.080537.19176@bas-a.bcc.ac.uk>
Source record: 215687

In article <1992Oct26.153113.7435@gserv1.dl.ac.uk> g.coulter@daresbury.ac.uk writes:
>I am not sure what of the amount of colors that the Falcon can display
>but in order for machine to be true color you need 16.7 million colors
>in the palette. True color means what it says ie the number of colors
>needed to define an image as the eye would see it in real life. The
>number of shades of Red Green & Blue in TC is 255 this is enough to
>convince the human eye.

24 bit true colour systems are only that cos computers can handle them
better, ie 8 bits (one byte) per colour value per pixel, it has nothing to
do with what the eye can resolve!

All that True Colour means is that there is no colour lookup table. The
Sinclair QL had true colour, ok, so it was 4 bit true colour.. so what!

>
>Now the size of the screen does not matter most workstation screens
>are 1024 * 1024 or bigger if the hardware supports true color the
>max number of pixels on screen is only 1048576. To have all 16.7 mil
>colors on the screen at once would need a screen resolution of 4096 *
>4096. For most purposes today the use of psuedo color systems ie
>a limited number of colors from 16.7 million colors is quite adiqute
>as in most cases now the limited number of colors is still larger than
>the display can handle.
>
>ie 320x200 colors can be true color if the under lying palett is 16.7
>million colors.
>
>TRUE COLOR := Could you have 16.7 million colors on the screen were
> the screen resolution large enough.
>
> YES = True Color.
> NO = Psuedo Color if limited color range ie 256,000 colors max
> from 16.7 palette.
>
>Gary.
>

I am getting sick to death of all this drivel about true colour being
something to do with the size of the display.. you'll be telling me next
that the human eye is a pseudo clour device cos it can resolve more pixels
than it can colours!

Now, on the point of "is 16 bit colour any good?", yes it is.. it is close
to the colour resolution of the human eye. The only problem I see is with
grey-scale images, but two bits of brightness resolution should not make

much difference at all.

I'm sorry if this seems like a flame.. it isn't really.. I'm just a bit fed up with the way this discussion is just bouncing between a couple of people and getting nowhere!

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

4640. Re: Znet-AEO

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 08:32:18 UTC
From: jonc@status.gen.nz
Message-ID: <Jwq0sB1w165w@status.gen.nz>
Source record: 215667

sheppard_r@kosmos.wcc.govt.nz writes:

> Did I not read some were here that Znet and the Aeo feed was
> on the alt Usenet feed..??
>
> I can't see it here, does it not come to New Zealand..
>
> Roger..... sheppard_r@kosmos.wcc.govt.nz
>

try ....
alt.znet.fnet
alt.znet.pc

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

4641. Uniterm users....please read

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 08:32:29 UTC
From: alx@ceti.csustan.edu
Message-ID: <1992Oct27.083229.11243@koko.csustan.edu>
Source record: 215689

Is there any way you can change the color on uniterm??
The screen color that I get is black and white...way to harsh
for my eyes....So if anyone knows away please email...
--
Thanks. L L L L
8-()-8 L L L L
L L L____L L

4642. Re: Mathematical Software

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 08:45:05 UTC
From: gaertner@rz-berlin.mpg.de
Message-ID: <1992Oct27.094505.7808@rz-berlin.mpg.de>
Source record: 215623

In article <1992Oct26.132200.19315@csi.uottawa.ca>, cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
> In article <92298.110236JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:
>>Is there anything like Mathematica or Maple for the Atari?
>
> Yes.
>
> (1) Maple version 4.2 is available for the Atari. I have a copy right
> here beside me. :-).
>
[PD system stuff deleted
>
> --
> Christopher Browne | PGP 2.0 key available
> cbbrowne@csi.uottawa.ca | <-- Finger this account
> University of Ottawa |
> Master of System Science Program |

There is another commercial system available here in Germany, it's called
RIEMANN II.
The price is appr. DM 400.- ; I never tried it (but thought about byuing).
For further information I have to scan my library at home.

Ralf

Ralf Gaertner gaertner@rz-berlin.mpg.de

4643. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 08:59:33 UTC
From: sanders@sci.kun.nl
Message-ID: <BwrvnA.Ays@sci.kun.nl>
Source record: 215692

Strange. Why does everybody call 2^24 16.7 million when it really is 16,777,215 and should thus be rounded to 16.8 million? Is this just because one man made a mistake and everybody else took it over without recalculating or is there a deeper meaning (like the darkest colours look the same anyway)? It's not just this newsgroup, even in ads and articles in mags you see 16.7 million.

Just wondering,

Sander STOks
sanders@sci.kun.nl

4644. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 09:20:20 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720177620@freyr>
Source record: 215693

sjg@phwoof.ph.kcl.ac.uk (Simon Gornall) writes:

>X libraries are *VERY* big (ask anyone using Ultrix :-), and they need to be
>shared unless you have oodles of cpu and disk bandwidth to spare.

But ST compilers only link routines that are reachable, don't they?

>I wasn't aware that you wanted to serve clients to your ST. I would have thought
>that was a smaller demand than those who want to take the X source home and
>compile it then run it on their ST. I would certaily fall into that category...

Yes, so would most of us, definitely.
--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

10 GOSUB 10000: REM DISCLAIMER

4645. Re: JPEG viewers for ST's???

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 09:29:17 UTC
From: jvance@leakey.oac.uci.edu
Message-ID: <2AED0BED.12188@news.service.uci.edu>
Source record: 215690

an938@cleveland.Freenet.Edu (George II Lenzer) writes:
>
> Are there any conversion utilities to allow ST's to
>display JPEG images and anims? What is JPEG anyway, my guess
>is that it is an IBM world standard.

Well, I certainly wouldn't call it an IBM world standard. It probably most popular amongst color workstations and people with 24 bit color boards.
What hasn't been mentioned yet is that one of the best values of JPEG is that it handles full 24 bit pictures as opposed to GIF which can only hadle up to 256 colors. The compression can be quite good even at 95% quality setting, and pictures are virtually indistinguishible even down to 60-70% settings (which give higher compression ratios). But JPEG is for real world images with lots of colors. JPEGing simple pictures tends to produce artifacting. So the GIF format is still useful for simple pictures with fewer colors.

The format most people use to view JPEGs is to convert them to GIF then convert the GIF to SPC. DJPEG.TTP (decompress JPEG) can need a *lot* of memory, and I haven't been able to get the memory limiting option to work. So some large pixmaps can't be converted yet with DJPEG on an ST.

If you have the PbmPlus utilities (and a good shell), you can use DJPEG to convert a JPEG to a PPM (retaining the 24bit color), scale it down to 320x200, and convert it to a RAW for use with PhotoChrome which makes better pictures than Spectrum. But PPMs can reach 1meg very fast so this conversion is not easy (or sometimes possible depending on your setup).

There is not a decent or useful JPEG viewer for ST/STEs that I know of. Sombody said that Gemview or Viewgif may support the JPEG format.

--
Joachim Vance (The Underdog)
^~^~^~

4646. Re: Abacus books: ST Internals and GEM programmer's reference

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 09:37:34 UTC
From: andrew@minster.york.ac.uk
Message-ID: <720178654.7160@minster.york.ac.uk>
Source record: 215606

I also have a copy of ST internals for sale at 7 pounds plus postage for
any lucky applicant.

-Andrew

--
Andrew Hague -- Research Student -- Computer Aided Learning & On-Line Lectures
Dept. of Computer Science, University of York, York, Y01 5DD (+44/0)904 432762
EMAIL: andrew@minster.york.ac.uk
"And... why not?"

4647. GNU C

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 09:37:41 UTC
From: ae24@iamk4516.mathematik.uni-karlsruhe.de
Message-ID: <1992Oct27.093741.677@rz.uni-karlsruhe.de>
Source record: 215691

Hi.

I tried to post this message yesterday, but it has obviously
disappeared somewhere in space. Maybe the inhabitants of Mars
are enjoying it right now ...

Ok, I got some questions concerning GNU C. I tried to install
it on my TT, but it wouldn't work right. Maybe someone out there
will be able to help me in the following points :

1) The header files I got are obviously in UNIX text format.
That is surely no problem because I can convert them to Atari
format easily.
But the cpp preprocessor generates UNIX format files too and
the cc1 compiler wouldn't process them.
So if you want to compile a program you have to run the preprocessor
then convert the .i files and then run the cc1 compiler. This
is surely not too comfortable. One would rather like to type
'gcc myfiles.c -other_options' and then watch the show...
Can someone tell me how to accomplish that ?
Note : I use the Gulam shell as my CLI.

2) When running cc1, it will search for a file named 'crt0.o' which
wasn't in the package. Can someone tell me where to get it ?
Maybe someone could mail me an uuencoded version if the file is
not too large...

Please send your answers via e-mail to :

ae24@iamk4516.mathematik.uni-karlsruhe.de

Thanks a lot in advance.

Peter Januschke
University of Karlsruhe, Germany

4648. Re: Chaos! : some replies

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 09:54:22 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct27.095422.23663@cs.nott.ac.uk>
Source record: 215695

In article <heinenb.720145212@messua> heinenb@messua.informatik.rwth-aachen.de (Benedikt Eric Heinen) writes:
>mjb@cs.nott.ac.uk (M J Brownlow) writes:
>>Right, now for some xtra bits;
>
>>To the person who wanted a german keyboard layout;
>>I COULD easily do it, but its already been released and distributed,
>>so I'm sorry, you could write a remap program that remaps the keyboard
>>then resets the machine after prompting you to change disk.
>
>ahem... Then, what about making two versions of this program?
>The first, as you stated above...
>The second (for people with >=2MB RAM + Harddisc), remaps the keyboard, starts
>Chaos (which will be located in the same directory) and after leaving Chaos
>will remap the Keyboard to the original layout and then go back to the
>desktop...

I could do this, but if I did, lots of other people would want me to improve it, and I'd never get anything else done...So there.
Martin

I'll write a keyboard remap routine that reboots the machine and post it to a.a and comp.binaries soon, look out for it tomorrow..

The things I do for you guys...

4649. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 10:04:55 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Oct27.100455.8654@quando.quantum.de>
Source record: 215694

Annius Groenink (annius@loki.research.ptt.nl) wrote:
: boris@sys6626.bison.mb.ca (boris) writes:
: > If there aren't 16 million pixils on the screen then 16 million colours
: >is useless. The human eye can't tell even a fraction of the reds apart
: >from each other.
:
: If that's so and there were 16 million pixels, it would still be useless.
: Besides, Falcon images in the 32000 color mode are still typical computer
: images (just consider that if you only use grey you'll only have 32 scales!)

If you pick up a book about computer graphics you will find that 32 is
quite sufficient. There isn't much difference between 32 and 64 and almost
no visible difference between 64 and 256.
Besides why anyone would use the 32K/64K colour mode for grey scales is
beyond me. If you limit yourself to a fraction of the palette anyway you
might as well use a LUT-mode.

Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

4650. Re: English docs for CS-TeX?

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 10:13:27 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Oct27.101327.8361@olymp.informatik.uni-bonn.de>
Source record: 215698

In article <BwHort.88M@watserv1.uwaterloo.ca> bmaraldo@watserv1.uwaterloo.ca (Commander Brett Maraldo) writes:
> What are the enviro vars that initex is looking for? Can you supply
>me with a list of all the env vars that are relevant to cs-tex?

OK. I will ask CS. You should be able to find most of them by using the strings command (or any "disk editor" type of program) and looking at the shell binary and resource files. Also, some of the names should be obvious from the setup dialogs within the shell. One day I'll run a CLI from the TeX shell and execute printenv :-)

>ps. I can't get cs-tex up because I can't get initex to see its files, no
>matter where I put them.

From the TeX shell or from a CLI? Do you mean tex.poo[l] or the .ini files?

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

4651. SPEECH.TOS -- Solved!

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 10:36:38 UTC
From: jansteen@cwi.nl
Message-ID: <7761@charon.cwi.nl>
Source record: 215610

I wrote:

> I would love to integrate the SPEECH.TOS program in a program I'm
> currently working on. This could either be done the way MOUTHIII
> did it (not documented unfortunately), or by obtaining the source
> of SPEECH.TOS (more preferable).

healy@nosc.mil (Mike Healy) writes:

I have a c function that you pass a string to and it speaks
it using speech.tos. I think someone just uploaded a similiar
function to terminator.

And I found it! It's:

ftp : atari.archive.umich.edu
dir : Applications/Other
file: talkspk.arc
size: 57813 bytes

The program sample shows how to execute SPEECH.TOS in "staying
resident" mode. It then sends strings of text to the program by
filling its stdin buffer.

So I guess my problem has been solved.
I want to thank the following people for helping me out:

hutch@ilmen.lanl.gov (John Hutchinson)
healy@nosc.mil (Mike Healy)
entropy@gnu.ai.mit.edu

Jan van der Steen

--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

4652. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 10:36:52 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1992Oct27.103652.440@gdr.bath.ac.uk>
Source record: 215601

In the referenced article, annius@sif.research.ptt.nl (Annius Groenink) writes:
>dunham@devnull.mpd.tandem.com (Jerry Dunham) writes:

>Since the Falcon040 is expected to be horribly expensive anyway why not skip
>the 040 like we skipped the 010 and 020? That would be SOME market strategy?
>Or would Atari come out with the 040 for the same price as the 030 and drop the
>latter, which would be very nice as well.
>
By 'we' do you mean Atari users or Motorola chip users? 'Cause I thought
that the 68010 or 20 (can't remember which) was used in the Sun3's? (Of course
I could be wrong (so whats new?), so all flames to /dev/null)

Mark

Dammit, where is that Falcon?

4653. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 10:51:53 UTC
From: djs@jet.uk
Message-ID: <1992Oct27.105153.11347@jet.uk>
Source record: 215697

In <1276@mwuk.UUCP> tony@microware.co.uk (Tony Mountifield) writes:

> [Much deleted]
>Or to put it another way, if you are digitizing a picture, True Colour
>means that for each pixel you can select the nearest colour out of your
>32768, 65535, 16M or whatever, without having to consider what colours
>you have/will set other pixels to (i.e. independently), and without
>being concerned with the management of a Colour Look-Up Table or
>Pallette.
> [More deleted]
By your definition, the hi-res ST mode (640x400x2) is True Colour! Eg I can
digitise a picture, choose the nearest colour (black or white), then
can change each pixel directly. And there is no CLUT. :-)

True Colour, to me, is meaningless marketing term.

--
+--+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+--+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4654. Re: Mathematical Software

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 11:01:39 UTC
From: pal@regent.e-technik.tu-muenchen.dbp.de
Message-ID: <pal.720183699@regent.e-technik.tu-muenchen.de>
Source record: 215696

cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>In article <92298.110236JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
>>Is there anything like Mathematica or Maple for the Atari?

>Yes.

>(1) Maple version 4.2 is available for the Atari. I have a copy right
>here beside me. :-).

[stuff deleted]

There is also a very good program around called RIEMANN. It's pretty
good and has some freeware libs with it. There are also free updates.

Peter Loibl
pal@regent.e-technik.tu-muenchen.de

4655. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 11:05:26 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <720183925.9503@minster.york.ac.uk>
Source record: 215607

In article <1992Oct26.102358.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>In article <719933716.25707@minster.york.ac.uk>, mjl-b@minster.york.ac.uk(me) writes:
>> If you "sacrifice the network ability of X" (meaning not having an standard
>> protocol such as TCP/IP), then having X on your ST is pretty damn useless.
>> Why? Because you can't connect to a Unix machine running the X client!
>
>There's where the misunderstanding comes in, I think. The people to whom
>you were responding were talking about running the server and client on
>the same machine.

Yes -- I misunderstood. Apologies to anyone offended. I had assumed that
people wanted the X server so they could connect to some other machine
running the client. This would indeed be a useful product.

However, I'd be interested in seeing X client and server stuff compiled on
the ST under MultiTOS -- I have so little stuff that actually works under
MultiTOS (that's not a dig at you Eric -- it's a dig at the writers of
non-standard applications)

>Eric R. Smith email:
>Dept. of Mathematics eric.smith@uwo.ca
>University of Western Ontario

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Langwith College, Uni of York, UK	-- Blackadder II

4656. HELP! In desperate need of a HD Controller

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 11:18:50 UTC
From: kisaacso@nyx.cs.du.edu
Message-ID: <1992Oct27.111850.16329@mnemosyne.cs.du.edu>
Source record: 215699
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.wanted,comp.sys.ibm.pc

Ok, mistakes were made. While putting my HD into a case and other
modifications I managed to hook the power up backwards to the controller
card. I won't say that smoke came out, but it was hot to the touch.
Anyway, I now desperately need a new controller card. If anybody has
an Adaptec SCSI to RLL controller card you could part with, let me know.
I've got 50meg just wasting away until I can replace it.

--
+---+
| kisaacso@nyx.cs.du.edu (Kevin Isaacson) |
| (C) Copyright 1992, All Rights Reserved, Void Where Prohibited |
| Substantial Penalty for Early Withdrawl, Check Your Dealer for Details |

4657. Re: Chaos! (and also avoid using Flashdisk)

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 11:30:50 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <rasas.720185450@minyos.xx.rmit.OZ.AU>
Source record: 215602

rasas@minyos.xx.rmit.oz.au (Greg Patten) writes:

>naffara@crc.ac.uk (Dr. N.A. Affara) writes:

>>Yes at last, I have got chaos (the game!) to work!!!

>Lucky you!....

[...stuff about my setup...]

>Thanks for reading as I know this subject is being thrashed to death...I
>just want to see this game you're all raving about...

>Greg.

OK, the problem was Flashdisk, the reset proof ram disk, elvis hates it
too. I suggest avoiding this program. A good reset proof ramdisk is ramplus
It works with MiNT, elvis and you can even safely un-MSA from it!

Greg.

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

4658. GEMULATOR?

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 12:25:24 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <1cjcfkINNq4h@oak25.doc.ic.ac.uk>
Source record: 215700

Hello,

I remember hearing rumours a month or two ago, of a product called
GEMULATOR which was a ST emulator for PCs.

Does such a product exist?

And if so, can someone please email me some details?

Thanks in advance,

Alan.

--
Alan Messer. | Janet: adm2@doc.ic.ac.uk
Dept. of Computing, | Internet: adm2%doc.ic.ac.uk@nsfnet-relay.ac.uk
Imperial College, | BITNET: adm2%doc.ic.ac.uk@ukacrl
London, England | UUCP: adm2%doc.ic.ac.uk@ukc.uucp

4659. RAM II - The Upgrading.

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 12:46:44 UTC
From: csg022@cch.coventry.ac.uk
Message-ID: <Bws65x.GxK@cck.coventry.ac.uk>
Source record: 215621

I recently bought a Frontier Xtra-Ram self fit upgrade to take
my 512 STfm to 1 Meg. The PCB with the ram chips on it fits
on top of the shielding and has two sets of 8 chips on it, either
side of the main connector. (About 9 inches in length.)
Now I want to go to 2.5M. Do I need to buy these 8/9 SIMMS?
(Is that what I need?) And do I just swap the chips over?

Thanks in advance.

..Mark

--
+---+
| CSG022 is MARK B PROCTER | "Look at the size of that thing!" | |
| Computer Science HND2 | - Luke Skywalker...et al | |
+---+

4660. Archiving

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 13:31:48 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1992Oct27.133148@cs.bham.ac.uk>
Source record: 215603

I'm trying to write a harddisk backup program for myself, and i could do with the source code to some sort of compactor program. i've heard you can get lharc as a library on the amiga - I could do with the source though.

Does anyone know where I could find one?

Thanks

David

4661. Re: c++

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 13:45:26 UTC
From: comeau@csanta.attmail.com
Message-ID: <Bws8vq.6qK@well.sf.ca.us>
Source record: 215604

In article <1992Oct26.121350.15714@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <BwKKHM.I4A@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>>
>>In article <1992Oct22.170201.405@unix.brighton.ac.uk>, mm68@unix.brighton.ac.uk (Lost Boy) writes:
>>>Anyone know of a C++ compiler for the ST. PD or Commercial.
>>
>>As far as I know there is only one of each, the PD one is G++ from the FSF.
>>This is a pig to run on small systems though (4Meg ram required + a Hard disc).
>>
>>The comercial one was announced on the net as:
>>
>>>Cost of Comeau C++ 3.0 With Template for the ST will be $US250.
>>>It will initially come with the iostream library.
>>> Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
>>> Producers of Comeau C++ 3.0 With Templates
>>> Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421>
>>> Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a
>>
>>I can't run G++, and can't afford Comeau C++, so I can't comment on their relative
>>merits.
>>
> Lattice C5 for the ST has an option to suppress warning messages when the C++ front end is used
>so (Assuming a Lattice C++ front end really exists) all Hisoft would have to do to produce a good
>C++ compiler for the ST would be to recompile the front end. I don't know how much Lattice Inc
>would charge for the licence though.

Er, that is *exactly* what the initial version of Comeau C++ 3.0 With Templates
does! (And there is no Lattice C++ front end).

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Producers of Comeau C++ 3.0 With Templates
Here:attmail.com!csanta!comeau / BIX:comeau / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a

4662. Re: TOS 1.4 info?

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 13:47:40 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct27.134740.107093@rrz.uni-koeln.de>
Source record: 215515

In <82242@ut-emx.uucp> dumgrunt@ccwf.cc.utexas.edu (Joel Banks) writes:

>Of particular interest are changes in operating procedures and system
>configuration information.

You can use TOS 1.04 pretty much the same as previous versions.
The differences between TOS 1.04 and previous TOSes are mostly of
internal nature, i.e. The ways TOS does things have changed, but
the things it does are mostly the same.

>Is the keyboard reset a cold or warm reboot, or
>can both be done?

You can do both. If you press Control-Alt-Delete, you do a
warmboot, if you press the right shift key additionally, you do a
coldboot.

>Will existing DESKTOP.INF files be fully compatible, or do
>they need to be rebuilt?

I think the DESKTOP.INF files will be compatible. At least, I
just kept the files I had leftover from the TOS 1.02 times.

>Which operating system bugs (40-folder limit,
>install application, RTS/CTS, etc.) were _really_ corrected in 1.04 and which
>ones remain? What AUTO folder patch programs have been released to correct
>the remaining bugs?

There is a TOS14FIX.PRG for the AUTO folder floating around, I
think it's at a.a. I don't know what it exactly does, though.
Another thing is the POOLFIX.PRG, which removes some weird bug
in the management of the GEMDOS memory pool. Supposedly, this
weird bug has been introduced in the process of removing the 40
folder problem.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4663. Re: Chaos! : some replies

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 14:16:15 UTC
From: u0h36@seq1.keele.ac.uk
Message-ID: <BwsAB4.2zw@gabriel.keele.ac.uk>
Source record: 215609

From article <heinenb.720145212@messua>, by heinenb@messua.informatik.rwth-aachen.de (Benedikt Eric Heinen):
> mjb@cs.nott.ac.uk (M J Brownlow) writes:
>>Right, now for some xtra bits;
>
>>To the person who wanted a german keyboard layout;
>>I COULD easily do it, but its already been released and distributed,
>>so I'm sorry, you could write a remap program that remaps the keyboard
>>then resets the machine after prompting you to change disk.
>
> ahem... Then, what about making two versions of this program?
> The first, as you stated above...
> The second (for people with >=2MB RAM + Harddisc), remaps the keyboard, starts
> Chaos (which will be located in the same directory) and after leaving Chaos
> will remap the Keyboard to the original layout and then go back to the
> desktop...

One problem is that Martin doesn't have more than 1meg. I've offered to do a version for 2.5 meg and he's sort of said yes, but I'll have to wait until I see him in a few weeks so I can borrow his sampler. As for the keyboard remaps, I'll certainly consider it. The reason for keeping the qweadzxc keymaps was to be faithful to the original... taht's the one we were used to and we didn't want to learn a different set of bindings ;-)

Problem (1) I don;t have a hard disk, so it'll take apprx 3 mins to load from floppy. There should be no problem just loading from a hd. though.

Adam

4664. Re: GEMULATOR?

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 14:16:23 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <BwsABB.CC7@mach1.wlu.ca>
Source record: 215605

In article <1cjcfkINNq4h@oak25.doc.ic.ac.uk> adm2@doc.ic.ac.uk (Alan David Messer) writes:
>Hello,
>
> I remember hearing rumours a month or two ago, of a product called
>GEMULATOR which was a ST emulator for PCs.
>
>Does such a product exist?
>
>And if so, can someone please email me some details?
>
>Thanks in advance,
>
>Alan.
>
>--
>Alan Messer. | Janet: adm2@doc.ic.ac.uk
>Dept. of Computing, | Internet: adm2%doc.ic.ac.uk@nsfnet-relay.ac.uk
>Imperial College, | BITNET: adm2%doc.ic.ac.uk@ukacrl
>London, England | UUCP: adm2%doc.ic.ac.uk@ukc.uucp

I don't want to give the product a bad view but i was using one at a
computer show for about 15 seconds, I can't tell you anything comprehensive
about it because it was after 15 seconds that it crashed.....

Not a good sign in general....

;)

4665. Re: GEMULATOR?

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 14:16:52 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <BwsAC5.8uK@hermes.hrz.uni-bielefeld.de>
Source record: 215608

```
In article <..., adm2@doc.ic.ac.uk (Alan David Messer) writes:
|>
|> I remember hearing rumours a month or two ago, of a product called
|> GEMULATOR which was a ST emulator for PCs.
|> Does such a product exist?

Oh no, please not THIS old joke again!

TeSche
--
Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
==> Technische Fakultaet, Universitaet Bielefeld, Germany
Internet E-Mail : itschere@techfak.uni-bielefeld.de
```

4666. Hermes UUCP Installation -- Help...!

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 14:47:17 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <iL6aTB1w165w@ersys.edmonton.ab.ca>
Source record: 215617

Hello,

This morning I downloaded Hermes UUCP from a BBS in Canada and now I am trying to install it. For a little while, it looked as if things would go well.

I created the directories mentioned in the INSTALL.TXT file, and moved all of the .TTP and .PRG files to the E:\BIN\ directory. I moved all of the .1 files to the E:\USR\MAN\MAN1\ directory. Then I moved the CONFIG.SYS, ENVINIT, MAILMODE, MODEM.INF, MYDOMAIN, PASSWD, XHOSTS, and ENVINIT files into the E:\ETC\ directory. So far so good. I then moved HUSH.TTP to the E:\USR\BIN\ directory, and put DOQUEUE.HSH in the E:\ETC\ directory.

Now that I had everything where I thought it should be, I started editing the files. First, I did CONFIG.SYS. Here it is:

```
# everything after a hashmark is a comment
"0002" "elfhaven" # SITENAME
"0003" "Electric Storm" # ORGA
"0004" ".ersys.edmonton.ab.ca" # DOMAIN
"0005" "E:\usr\adm" # LOGDIR
"0006" "postmaster" # POSTMASTER
# "0009" "E:\etc\passwd" # PASSWD - this line is redundant
"9999" "1" # REDIAL
"0012" "E:\usr\lib\news\active" # ACTIVE
"0013" "E:\usr\lib\news\sys" # SYSFILE
"0014" "e:\usr\spool\mqueue" # MAILQ
# don't use line #15 unless you need HOSTS for non-HERMES software ...
"0017" "ersys" # RELAY
"0018" "E:\usr\spool\news" # NEWSDIR
"0019" "E:\etc\mydomain" # DOMAINFILE
"0020" "E:\bin\gnome.ttp" # EDITOR
"0021" "E:\tmp" # TEMP
"0022" "E:\usr\lib\mail\paths" # PATHSFILE
"0027" "server" # SERVER
"0028" "E:\usr\public" # SERVDIR
"0102" "F:\usr\lib\mail\alias" # STDALIAS
# "0103" "E:\etc\xhosts" # XHOSTS - this line is redundant
"0107" "E:\usr\bin\hush.ttp e:\etc\doqueue.hsh" # DOQUEUE
"0108" "E:\bin;e:\usr\bin;c:\bin" # PATH
"0109" "E:\bin\login.ttp -a" # LOGIN
# "0110" "E:\etc\envinit" # ENVINIT - this line is redundant
"0111" "MDT" # TZ
"0112" "E:\usr\lib\mail\spaths" # SPATHS
"0113" "E:\usr\lib\mail\mdbs" # MDBS
"0114" "E:\usr\spool\uupublic" # UUCPPUBLIC
```

```
# "0115" "E:\etc\mailmode" # MAILMODE - this line is redundant
"0117" "E:\usr\man" # MANPATH
"0118" "E:\bin\login.ttp -abMIDI" # MIDILOGIN
```

I included this file so that people could tell me if I did something wrong in it. (Later this will become important.)

Then, I edited the MYDOMAIN file:

```
.ersys.edmonton.ab.ca
```

Next up, came PASSWD (the docs were in German for this one, so I am pretty sure I got something wrong here):

```
root::0:0:System Administration:e:/usr/users/root:hush
mforget::100:1:Michel Forget:e:/usr/users/mforget:hush
postmaster::101:1:Postmaster:e:/usr/users/postmstr:hush
server::200:2:File Server:e:/usr/users/server:hush
ersys:password_deleted:600:6:UUCP ersys:e:/usr/spool/uucp/ersys:uucico
```

This file was very confusing (mentioned already) so I am sure something is not quite right. I never got this far, though. (More on that in a moment!)

```
ersys|||19200/r|4546093%4523254%4541808|ogin: |elfhaven|word: |\
password_deleted|\
e:\usr\spool\uucp\ersys|0|0
# last attempt: never
# last success: never
```

Okay! These are the "key" files. The system I am trying to set up is not lavish. I would like to receive mail and a few newsgroups and I will not be serving other sites. Everything comes in and goes out from the same machine to the same machine. I did not edit the PATHS file, since I am completely in the dark about that. Anyway, moving on.

I thought I was ready to test it out. This has been set up for days on the other end (ersys). I executed HUSH.TTP and it gave me a CLI. This is where the problems REALLY started. I CD'd to E:\ETC\ and typed:

```
doqueue.hsh
```

I was immediately rewarded with something along the lines of:

```
can't find batch
can't find batchmai
```

I thought this could be a problem with the PATH variable but I had no luck trying to get HUSH to tell me what it thought the PATH variable was set to. So, since the only CLI I know how to use somewhat effectively is Mupfel, I executed MUPFEL.APP and edited the DOQUEUE.HSH file like so:

```
rsmtp
rmail
rnews
fileserv
```

rmail
batch ersys
batchmai ersys

I had hoped that this would work as a bare-bones setup. I hoped wrong, it seems. I moved to the root of E:\ which is where both Mupfel and the DOQUEUE.MUP file resided. I typed:

DOQUEUE

The first program (rsmtp) ran. As soon as it started, it spat out a bunch of lines that looked something like (not exact):

getconfi.c (340): CONFIG.SYS ; SITENAME missing.

It went on down the list for almost every field in the CONFIG.SYS file (which is why I included that file in this message) and then it bombed! I thinkit was two bombs, but it may have been three.

This process was repeated for each program in the batch file (or it would have if I had not pressed reset after the third program bombed out; there was no real point in going on after that).

Can anyone help me out? This is a really strange problem. What should I do to fix my problem? If it matters, the version of TOS is 1.4, the version of Hermes is 1.00B, the version of Gemini is 1.2, and I ran HUSH.TTP as an overlay. I think that about covers anything I can think of.

I just hope someone can help me out with this...

Regards,

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>

<< The Key: Spirit over mind over matter. >>
<< -- >>

4667. SEQUENCER SALE*******UPDATE*******REDUCED PRICES!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 14:56:05 UTC
From: frankm@ampex.com
Message-ID: <1992Oct27.145605.25970@ampex.com>
Source record: 215620
Cross-posted to:
ba.market.misc,ba.music,ba.market.computers,rec.music.marketplace,comp.sys.atari,comp.sys.atari.st,comp.music

SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE **
SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE **

Atari 520 ST System / CUBASE Ver. 2.01

Everything I have for the Atari is included. Some high points of the system
are as follows:

***** 1 Meg RAM
***** 3.5" Floppy Drive
***** 30 Meg HD
***** Atari SM-124 Hi-Res B/W Monitor
***** Clock/Calendar modification
***** All the normal stuff like cables, mouse ......
***** CUBASE Ver. 2.01 High end multi-track sequencing software
***** NEODESK Desk top interface
***** Various pieces of software including other sequencing/MIDI programs

********Everything works great on this system. I have a notice from
Steinberg offering an upgrade of CUBASE to the next revision.
That is also included with the system. I will not piece this
puppy out. One price takes it all! I will only sell this
system to someone in the Bay area to avoid the hassle of
packing and shipping it.

PRICE: REDUCED REDUCED REDUCED
$600.00 w/o Printer
$650.00 with Panasonic printer. Sorry, I don't remember the
model number. It is Epson compatible however. Hardly
used.

Reply to this account for further information. Or call me at:

(415) 367-3087 (before 3PM weekdays)

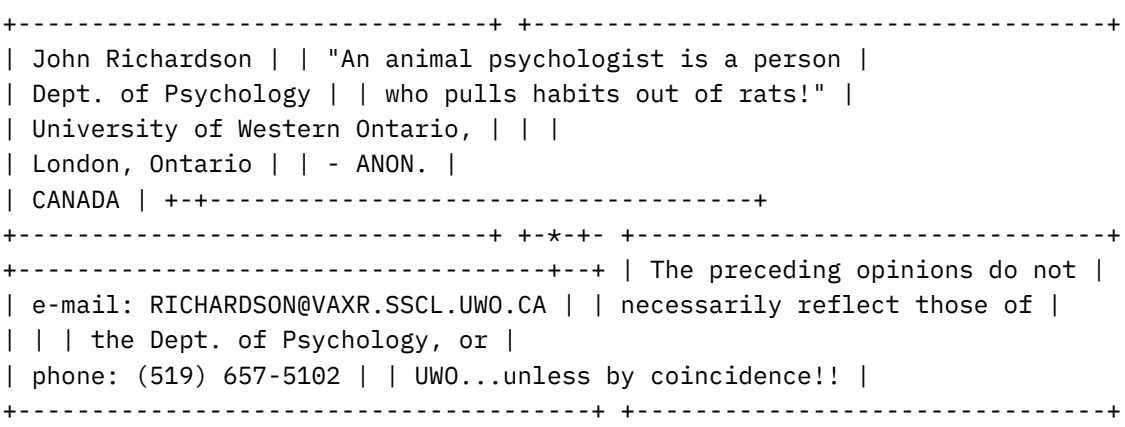
Frank Martyn, Jr.

4668. ORCS resource kit english docs???

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 15:38:02 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Oct27.113802.1@sscl.uwo.ca>
Source record: 215619

Yet again I have the need for the english docs. for a program! After successfully acquiring the crackart english docs (and being disappointed it doesn't describe the disk-crack picture feature) I would like to geta hold of the english docs for "ORCS" (a seemingly excellent resource construction kit). Many features are simple to figure out, but I am not familiar with the usage of some of the box-types etc.! It's fun customizing program .RSC files for yourself, but I would like to be able to create some of my own! If anyone knows the whereabouts of the english docs for ORCS I would appreciate a hint! Thanks in advance,

T.T.F.N.
JR.



4669. Re: Wanted: Files.

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 15:57:09 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct27.155709.119281@rrz.uni-koeln.de>
Source record: 215517

In <92296.114035EENG6826@RyeVm.Ryerson.Ca> <EENG6826@RyeVm.Ryerson.Ca> writes:

>Noistracker v2.1

I'd be interested in this one too. My current version is 1.5 (by
Dr. Satan)

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4670. Re: Mathematical Software

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 16:34:21 UTC
From: scruggs@zeus.franklin.edu
Message-ID: <1992Oct27.163421.19747@zeus.franklin.edu>
Source record: 215618

Are there any ST programs (preferably PD/Sharerware) that will generate a polynomial given a certain set of roots. Also, is there anything that will plot imaginary coordinates...

=NOTORIOUS+JEDI=

4671. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 17:00:27 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.720205227@freyr>
Source record: 215625

`TRUE COLOR' means that for any pixel on your display you can pick such a color that the human eye cannot distinguish between that color and the one you wanted to display.

The consensus is that you need 24 bits to get a number of colors larger than the human eye can distinguish.

So, you need at least 24 bits per pixel on your display to be able to get true `True Color'.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4672. Re: Uniterm users....please read

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 17:01:14 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Oct27.110114.55@janus.arc.ab.ca>
Source record: 215631

In article <1992Oct27.083229.11243@koko.csustan.edu>, alx@ceti.csustan.edu (Johovan Boof Rasta) writes:
>
> Is there any way you can change the color on uniterm??
>The screen color that I get is black and white...way to harsh
>for my eyes....So if anyone knows away please email...

I believe if you change the colors with the control panel and save your configuration in Uniterm then those are the colors you will get.

Bob

4673. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 17:11:11 UTC
From: wmagro@uiuc.edu
Message-ID: <BwsIEo.LGD@news.cso.uiuc.edu>
Source record: 215624

In article <1992Oct27.105153.11347@jet.uk> djs@jet.uk (David J Stevenson) writes:
:^) In <1276@mwuk.UUCP> tony@microware.co.uk (Tony Mountifield) writes:
:^)
:^) > [Much deleted]
:^) >Or to put it another way, if you are digitizing a picture, True Colour
:^) >means that for each pixel you can select the nearest colour out of your
:^) >32768, 65535, 16M or whatever, without having to consider what colours
:^) >you have/will set other pixels to (i.e. independently), and without
:^) >being concerned with the management of a Colour Look-Up Table or
:^) >Pallette.
:^) > [More deleted]
:^) By your definition, the hi-res ST mode (640x400x2) is True Colour! Eg I can
:^) digitise a picture, choose the nearest colour (black or white), then
:^) can change each pixel directly. And there is no CLUT. :-)
:^)
:^) True Colour, to me, is meaningless marketing term.
:^)

ST Mono actually _does_ have a lookup table as far as I can tell. I think you can set the foreground and background to either of the colors in the palette--black or white. Black on black is useless, as is white on white. The programs that invert the screen should show that the bit value in memory is _not_ a representation of the color on screen. I.e., it goes through a (nearly trivial) lookup table.

When I got my hands on that falcon and ran ST mono mode on an SC1224 color monitor, guess what? I was able to select the foreground and background colors from a _much_ bigger palette, something like 260,000 colors. So it seems to me that the ST mono mode is _not_ true color by his definition.

Just to cast my vote, I agree with the 'no lookup table' definition of True Color.

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

4674. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 17:15:25 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct27.171525.24741@newshost.lanl.gov>
Source record: 215289

In article Ays@sci.kun.nl, sanders@sci.kun.nl (Sander Stoks) writes:
>Strange. Why does everybody call 2^24 16.7 million when it really is
>16,777,215 and should thus be rounded to 16.8 million? Is this just
>because one man made a mistake and everybody else took it over without
>recalculating or is there a deeper meaning (like the darkest colours
>look the same anyway)? It's not just this newsgroup, even in ads and
>articles in mags you see 16.7 million.

Hmmm... that's interesting because in all the articles that I have read, it is referred to as 16.8 million, not 16.7. But a much more important question is:

WHO BLOODY WELL CARES???

The continued drivel about what is and what is not true-color is banal. All that matters is Company X state how many colors can be shown on screen at one time out of a palette of how many colors. I don't care WHAT you call it, as long as I know what it can do. Sheesh... give it a rest, guys.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4675. Re: GEMULATOR?

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 17:20:53 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Oct27.172053.25363@newshost.lanl.gov>
Source record: 215290

In article 8uK@hermes.hrz.uni-bielefeld.de, itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>In article <..., adm2@doc.ic.ac.uk (Alan David Messer) writes:
>|>
>|> I remember hearing rumours a month or two ago, of a product called
>|> GEMULATOR which was a ST emulator for PCs.
>|> Does such a product exist?
>
>Oh no, please not THIS old joke again!

Joke? It's no joke as Gemulator does exist... I have one in my 486-33 right now. Of course, some folks might consider it a "joke" (albeit an expensive one) if they thought they were getting a _completely_ functional ST on a card! It may come true someday but in it's current state it's hardly usable, IMHO.

Anybody want to make me an offer for a like-new Gemulator w/TOS 2.06? Please? :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4676. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 17:27:47 UTC
From: ken@isgtec.com
Message-ID: <3547@isgtec.isgtec.com>
Source record: 215640

In article <1992Oct23.164436.24141@sol.ctr.columbia.edu> sjg@phwoof.ph.kcl.ac.uk (Simon Gornall) writes:
> In article <27237@castle.ed.ac.uk>, marks@castle.ed.ac.uk (Mark Steyn) writes:
> |> I really do not understand how Atari can claim the Falcon has true
> |> colour. He is my reasoning:
> |> 1) To me, and to many PC, Mac, NeXT, and even Amiga users, True Colour is
> |> associated with 24bit graphics, that is 16777216 colours. The

Here we go again with the debate on what true colour means. Funny how this stuff just keeps cycling round and round. Sam Tramiel has stated publicly (the transcripts of his talk are widely available) that to them (Atari), all they meant by "true colour" was "no colour lookup table". Furthermore, what true colour "really" means is irrelevant and undecidable, since it is not a precise engineering term but a bulls**t marketing term. The name at the very least is incredibly bad, in what sense is it "truer" than something else?

> As an aside, I have a gif picture (Lush.gif), which is a photo-realistic picture
> of lots of lush vegetation. It takes 253 colours out of my 256 on the Workstation.

This poster doesn't understand a different term, "photo-realistic":

photo-realistic != GIF

Photo-realism is also a fuzzy term but is more precise than "true colour". GIF images are limited to 256 colours, period. A photo-realistic picture is indistinguishable from a real photograph, which is not even close to possible with 256 colours max.
- kn
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4677. Re: DM on hard disk? How?

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 17:42:54 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <af0417a7@Kralizec.fido.zeta.org.au>
Source record: 215458

Original to: mjl-b@minster.york.ac.uk
In a message of <19 Oct 92 10:55:08>, mjl-b@minster.york.ac.uk (3:713/602) writes:

m> mjl-b@minster.york.ac.uk (?), via Kralizec 3:713/602
m>
m> In article <1bq3ghINNi6@usenet.INS.CWRU.Edu> bq035@cleveland.Freenet.Edu
m> (Brian Jepson) writes:
>>
>> About a year ago, I dimly recall someone making a reference to putting
>> Dungeon Master on a hard disk. At the time, I didn't have a hard disk, so
>> I didn't pay any attention. Does anyone know how this can be done...*if*
>> it can be done?
m>
m> I remember reading an interview with the FLT people where they said that
m> putting DM on hard disk probably wouldn't speed it up anyway. Apparently,
m> it takes so long to load because the game data is being decompressed as
m> it is loaded. It's the decompression that takes the time.

Bollocks. Cheap cop-out. Why? It runs just as yawnsomely on a TT.

(but it works! yeah!)

m> Mat

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4678. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 17:49:21 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct27.174921.13420@email.tuwien.ac.at>
Source record: 215622

busbyjm@cs.aston.ac.uk (James M Busby) writes:
: To all those net users still struggling to un-MSA this game onto the ridiculously large disk format, don't bother!
:
: The game is booring!! OK, it's got some amusing samples (if rather fuzzy), but it hasn't got much else. I mean, have the authors never heard of cursor keys, or even... a joystick! It might have been a classic game on the Spectrum (I loved the spectrum too) but I think we've advanced a bit since then.
:

I think the game is great - at least for a game that's been written in
2 weeks. It's much more fun to play than quite a few commercial games,
which only have good graphics, but no playability...

-MY

4679. Re: Compressing Images - Recommendations?

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 17:53:14 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <af0417a8@Kralizec.fido.zeta.org.au>
Source record: 215453

Original to: wells_s@kosmos.wcc.govt.nz
In a message of <21 Oct 92 04:07:22>, wells_s@kosmos.wcc.govt.nz (3:713/602) writes:

ws> There is a program for compressing .IMG files - which can often reduce
ws> their file-size by quite a lot! And, it saves them in a standard IMG
ws> format again! Not too sure *how* it works, but it does - however, I'm
not
ws> too sure as of the name of the program - does anyone know the one I
ws> mean?

Yeah... Sqeezimg - but be warned, calamus, among other programs, cannot read these IMGs.

ws> Apart from that - very few programs support compressed pic's! (Some
ws> will view pictures packed with 'ICE-Packer' but they are only usually
ws> slide-shows convertors, or viewers!

Bleagh. ICE packer. Fooey.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4680. Re: Chaos! : some replies

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 18:17:02 UTC
From: jvance@leakey.oac.uci.edu
Message-ID: <2AED879E.21666@news.service.uci.edu>
Source record: 215629

u0h36@seq1.keele.ac.uk (Adam Turnbull) writes:
>
>Problem (1) I don;t have a hard disk, so it'll take apprx 3 mins to load
>from floppy. There should be no problem just loading from a hd. though.

Speaking of the original 1meg version, I started to play with it
when so many people were complaining about the 82/11 format. It had
been awhile since I used that format myself since it slows down disk
reads and writes a lot.
But what I found is that it's definately runable from a ram disk (so
I assume a hard disk as well), and also that after ICEing it (PFXpack
didn't seeem to like it), it fit on a standard 80/10 disk with room to
spare. In fact, so much room, that the loader and doc and desktop.inf
fit on there too. It takes about 10-15seconds for ICE to decompress
it when running, but at least it fits on a format that most people can
use.
Would it be worthwile to have Chaos in this form? The compressed
game without the loader is about 735k.

The 2.5meg version sounds interesting.
--
Joachim Vance (The Underdog)
^~^~^~

4681. Help: ACC telling application to scroll its window

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 18:19:10 UTC
From: kremser@igd.fhg.de
Message-ID: <1673@igd.fhg.de>
Source record: 215500

```
i've written an ACC that dumps top-window's contents to disk.
straightforward :
- wind_get( WF_TOP, ... ) --> window handle
- wind_get( WF_WORKXYWH, ... ) --> work area
(with calls to wind_update() and graf_mouse() before and after dumping)

THIS WORKS OK, BUT... What to do with scrollable windows ?
a) scroll by hand, paste the dumps together
after finding the correspondent lines.... 8(

b) tell the application to scroll the window 8)

After some try & error (=reboot) 8-( the scolling part seems to work.

evnt_multi( MU_MESAG|MU_TIMER ... )

- MU_MESG && ACC_open
- host = appl_find() (names of a few prospective applications)
- wind_get( WF_TOP, ... ) --> window handle
- in_progress = TRUE

- MU_TIMER && in_progress
- wind_get( WF_VSLIDER, &pos ) --> slider pos
- wind_get( WF_VSLSIZE, &width) --> slider width
- construct a WM_VSLID-message : pos += width
- appl_write( host, ... )
- in_progress = (pos<1000)

with a form_alert here&there to show what happens.
This *seems* to work (the window scrolls), *BUT*
after quitting the main application, GEM locks up
(no Ctrl-Alt-Del).

Any clues why this happens ???
(I suspected the old appl_find()-after-termination bug, but
the appl_write() using the suspicious id is not called here..)

Thanx,

--
//// ----> Steffen Kremser <---------
c-OO ----> kremser@igd.fhg.de <------
| -~
```

4682. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 18:44:48 UTC
From: grier@bnr.ca
Message-ID: <1992Oct27.184448.29387@bnr.ca>
Source record: 215638

The original meaning of true color was 5 bits each of R-G-B AND no look-up table. For most purposes this is still adequate, particulary if you are attempting to view the result on a TV. With the advent of better monitors it became possible to support 8 bit each R-G-B. HOWEVER these monitors are VERY EXPENSIVE. The typical monitor that you have attached to a PC will only be able to support 5 bits of any color, and yes if you draw a horizontal line of all the intensities of a color you will see 6 maybe 7 bits worth.

The video amplifiers for current PC monitors are not capable of transitioning fast enough. There are notable exceptions, the Zenith Flat Tension Mask (FTM) monitor is one. The monitors that I seen recently connected to systems that support 8 bits each of R-G-B cost in the $1000+ range for 15" monitors.

If 8 bits each R-G-B is your requirement then the Falcon will not be for you. If however your desired output device is a TV/VCR then 5 bits each R-G-B will more than suffice.

So the Falcon DOES and DOES NOT have TRUE color capabilities. It just depends on what your requirements are.

I saw for %25 more than an A500 the extra colors alone make it worth the price. Ignore the 68030, 56001, FPU socket...

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

4683. Re: SPEECH.TOS -- Solved!

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 18:55:38 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ck3baINNmm2@golem.wcc.govt.nz>
Source record: 215630

```
And I've got the routines to use SPEECH.TOS from GFA-Basic, simple enough,
just loads SPEECH.TOS into a reserved area - and executes it from that
area with the desired parameters for the speech when it's needed!
```

4684. Will Chip Dumping hurt Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 19:11:56 UTC
From: SML108@psuvm.psu.edu
Message-ID: <92301.141156SML108@psuvm.psu.edu>
Source record: 215636

I just heard that new tariffs are being imposed on RAM chips coming out of Korea due to some reports of chip dumping... There were estimates that RAM prices would rise 19-40% in the short term due to this...

Any comment on how this will affect Falcon prices/sales?

Scott

4685. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 19:56:08 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Oct27.125611.3904@arizona.edu>
Source record: 215633

In article 440@gdr.bath.ac.uk, mapmh@gdr.bath.ac.uk (M Hagger) writes:
> In the referenced article, annius@sif.research.ptt.nl (Annius Groenink) writes:
> >dunham@devnull.mpd.tandem.com (Jerry Dunham) writes:
>
> >Since the Falcon040 is expected to be horribly expensive anyway why not skip
> >the 040 like we skipped the 010 and 020? That would be SOME market strategy?
> >Or would Atari come out with the 040 for the same price as the 030 and drop the
> >latter, which would be very nice as well.
> >
> By 'we' do you mean Atari users or Motorola chip users? 'Cause I thought
> that the 68010 or 20 (can't remember which) was used in the Sun3's? (Of course
> I could be wrong (so whats new?), so all flames to /dev/null)
>
> Mark
>
> Dammit, where is that Falcon?

Sun 3's have 020's (I'm sitting at one this very moment) as did the original
Mac II's (I think--there's some of those around here, too).

-Paul Harris
paul@jupiter.ame.arizona.edu

4686. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 20:00:41 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Oct27.130042.3905@arizona.edu>
Source record: 215634

```
In article LGD@news.cso.uiuc.edu, wmagro@uiuc.edu (William Magro) writes:
> In article <1992Oct27.105153.11347@jet.uk> djs@jet.uk (David J Stevenson)
> writes:
> :^) In <1276@mwuk.UUCP> tony@microware.co.uk (Tony Mountifield) writes:
> :^)
[a bunch deleted]
>
> ST Mono actually _does_ have a lookup table as far as I can tell. I think
> you can set the foreground and background to either of the colors in the
> palette--black or white. Black on black is useless, as is white on white.
> The programs that invert the screen should show that the bit value in
> memory is _not_ a representation of the color on screen. I.e., it goes
> through a (nearly trivial) lookup table.
>
> When I got my hands on that falcon and ran ST mono mode on an SC1224 color
> monitor, guess what? I was able to select the foreground and background
> colors from a _much_ bigger palette, something like 260,000 colors. So it
> seems to me that the ST mono mode is _not_ true color by his definition.
>
> Just to cast my vote, I agree with the 'no lookup table' definition of
> True Color.
>
> --
> William Magro NeXTMail welcome
> wmagro@uiuc.edu

On a TT with a color monitor, you can set the 2 ST-mono colors to anything in
the palette--I have mine a little blue--easier on my eyes. And they stay set
that way when running Spectre (ever seen a Mac with a orange/green screen--
looks pretty wierd!).

-Paul Harris
paul@juipter.ame.arizona.edu
```

4687. Megamax Laser C and TOS 1.04 (Rainbow)

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 20:06:16 UTC
From: gregk@cpd.Tandem.COM
Message-ID: <1992Oct27.200616.29784@tandem.com>
Source record: 215632

I just upgraded my system to TOS version 1.04 (also known as Rainbow TOS). When I started Megamax Laser C (v2.0), it reported that the configuration file needs to be updated using the PATCH program. I ran the PATCH program and it needs some numbers to be associated with each TOS version (the version I have doesn't have numbers for TOS 1.04).

These numbers are only distributed by Megamax, so I tried to ring them and the number is no longer valid.

Does anyone have the current telephone number for Megamax? Or, does anyone have the patch numbers for TOS version 1.04? (To display the numbers, run PATCH and select TOS version 1.04).

Many thanks, Greg.

4688. Help me with ST & hamm radio, please!

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 20:07:46 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1688DC6B2.C556212@mizzou1.missouri.edu>
Source record: 215635

I am doing a favor for a friend. He wants to do hamm radio with his ST, but
can't find any software to do a YAPP transfer. He can do it with IBM, but
he would rather use the better computer (his ST). Also, he has ADSPEED the PC
emmulator, but he said he can't get it to use his RS232 port.
Any help you could offer me in the way of cool frequencies to tune in and
also any programs that could help my friend would be appreciated.
Thank you in advance.
Jeoff Hines c556212@mizzou1.missouri.edu

4689. Riemann was Re: Mathematical Software

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 20:13:36 UTC
From: jarleb@medusa.uio.no
Message-ID: <1992Oct27.201336.14134@ulrik.uio.no>
Source record: 215639

```
In article <pal.720183699@regent.e-technik.tu-muenchen.de>,
pal@regent.e-technik.tu-muenchen.dbp.de (Peter Loibl) writes:
|>Newsgroups: comp.sys.atari.st
|>From: pal@regent.e-technik.tu-muenchen.dbp.de (Peter Loibl)
|>Subject: Re: Mathematical Software
|>
|> [stuff deleted]
|>
|>There is also a very good program around called RIEMANN. It's pretty
|>good and has some freeware libs with it. There are also free updates.
|>
|>Peter Loibl
|>pal@regent.e-technik.tu-muenchen.de
|>

Have you or anyone else any adresses or anything more ?
What can it do and so on ?

Jarle.

--
---------------------------------------
Internet: jarleb@medusa.uio.no
or Jarle.Brinchmann@astro.uio.no
---------------------------------------
```

4690. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 21:19:51 UTC
From: ken@isgtec.com
Message-ID: <3560@isgtec.isgtec.com>
Source record: 215642

In article <NRV9sB2w165w@sys6626.bison.mb.ca> boris@sys6626.bison.mb.ca (boris) writes:
> If there aren't 16 million pixils on the screen then 16 million colours
> is useless.

Sorry, this is a completely stupid statement. The number of pixels on
the screen is totally irrelevant here. It could be a 320x200 screen even.
The point of having a large number of colours available is so that you
can choose a pixel value as close to any possible real-world colour
as possible. IT IS NOT SO YOU CAN HAVE THEM ALL ON THE SCREEN AT ONCE!
True, 16 million is a bit high, but it is certainly sufficient, and
the hardware works out nicely with a byte per primary colour.
- kn
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4691. pcditto .... colour only?

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 21:29:23 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Oct27.212923.10460@zooid.guild.org>
Source record: 215646

Is anyone running PCDITTO 3.01 with a MONO monitor?

I get the copyright screen coming up on my mono, monitor, it asks for the dos disk, and then dies.

If I run it on a colour monitor (a t.v. actually) it does work.

Seems strange to me that the main screen will come up on a mono monitor but then not run.

How about 720k disks with PCDITTO 3.01?

Does it not support them?

I use the proper dos syntax and it gives me 'parameter not supported'.

Is this a dos message or coming from PCDitto (I'd vote for PCDitto).

4692. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 21:41:25 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct27.214125.15529@beaver.cs.washington.edu>
Source record: 215637

In article <BwsIEo.LGD@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>ST Mono actually _does_ have a lookup table as far as I can tell. I think
>you can set the foreground and background to either of the colors in the
>palette--black or white. Black on black is useless, as is white on white.
>The programs that invert the screen should show that the bit value in
>memory is _not_ a representation of the color on screen. I.e., it goes
>through a (nearly trivial) lookup table.

This is indeed correct, as you can flip the colors in ST High mode. If
there were no CLUT, that would require you to go through the entire screen
memory and flip all the bits, which isn't done in the blink of an eye.
Look at the color CPX in monochrome and I believe it should let you
change the orientation.

>
>When I got my hands on that falcon and ran ST mono mode on an SC1224 color
>monitor, guess what? I was able to select the foreground and background
>colors from a _much_ bigger palette, something like 260,000 colors. So it
>seems to me that the ST mono mode is _not_ true color by his definition.

This sounds just like the TT's emulation of ST High mode, called
"duochrome." This is still 640x400x2 colors, but you can pick the 2
colors out of the 4096 color palette, enabling you to do green-on-cyan
or something if you'd like... :)

>
>Just to cast my vote, I agree with the 'no lookup table' definition of
>True Color.

So do I, this sounds like a well-defined definition which avoids
confusion. This meaning that the value for each pixel _actually_ and
truly represents the color of that pixel, whereas in non-true color
mode, the value for a certain pixel, to an outsider, really has nothing
to do with the pixel's color at all (just some arbitrary placement in
the CLUT).

>
>--
>William Magro NeXTMail welcome
>wmagro@uiuc.edu

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4693. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 21:44:17 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Oct27214417@SunLab42.essex.ac.uk>
Source record: 215641

In article <1992Oct27.103652.440@gdr.bath.ac.uk> mapmh@gdr.bath.ac.uk (M Hagger) writes:
| In the referenced article, annius@sif.research.ptt.nl (Annius Groenink) writes:
| >dunham@devnull.mpd.tandem.com (Jerry Dunham) writes:
|
| >Since the Falcon040 is expected to be horribly expensive anyway why not skip
| >the 040 like we skipped the 010 and 020? That would be SOME market strategy?
| >Or would Atari come out with the 040 for the same price as the 030 and drop the
| >latter, which would be very nice as well.
| >
| By 'we' do you mean Atari users or Motorola chip users? 'Cause I thought
| that the 68010 or 20 (can't remember which) was used in the Sun3's? (Of course
| I could be wrong (so whats new?), so all flames to /dev/null)
|
Yes, the 68020 was used in the Sun 3s. I believe that the 68010 may have
been used in Sun 2s, although I am not sure of this as we don't have
any of those around here.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

Reincarnation: life sucks, then you die. Then life sucks again.

4694. Re: atari usa examples

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 22:38:10 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.BAnhcM9Xtho@jonh.wimsey.bc.ca>
Source record: 215571

In <1992Oct26.235520.11519@constellation.ecn.uoknor.edu> kllove@bearcat.ecn.uoknor.edu (Kenneth L Love) writes:

>According to Dragon Magazine #185, SSI will no longer produce any AD&D games
>for the ST. I have no idea what quality the games were, but this can't be
>good.

Every SSI game I ever bought for the ST wasn't worth a darn. I
didn't buy the Phantasie series, but they looked like Ultima clones
with worse graphics. Their war games had the worst, bar none, user
interfaces I've ever seen. I bought Red Lightning, and it was
unplayable. Wizards Crown appearantly looked better on the 8 bit. SSI is
unfortuantely no loss to the ST world, except perhaps their Eye of the
Beholder series, which they bacicaly copied from Dungeon Master, even
more than Captive and Knightmare.
I for one have no sympathy for companies who release substandard
product and the whine when no one buys it.I guess in the DOS world, where
ever if .01% of the userbase gets suckersed into buying your product,
you've made money, you can get away with this.
Even Microprose, whose Railway Tycoon I bought abnd love, does
bad ports to the ST. Put any of their flight simulators up against Falcon,
and they pale by comparison. IMHO. However, I'll miss Microprose, especially
Civilisation, though if it was a straight port, the graphics would have been
terrible, at least Sid Meyer's games have playability.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4695. Re: Znet-AEO

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 22:46:34 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.4VNbXybE_lU@jonh.wimsey.bc.ca>
Source record: 215575

In <1cisooINNij7@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>In article <Jwq0sB1w165w@status.gen.nz>, jonc@status.gen.nz (Jon Clarke) writes:
>>sheppard_r@kosmos.wcc.govt.nz writes:
>> try ....
>> alt.znet.fnet
>> alt.znet.pc _

>I did try, it stated no such groups..???

>Are these only local USA or Auckland Jon..??

Due to problems Jon had in alt.config, as far as I know, no North
American gateway site honoured the newggroup on these groups. As to why
you're not getting them in New Zealand, probably NZ admins probably read
alt.config as well.

They don't exist here either, and my feed honours _any_ newgroup.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4696. Re: Znet-AEO

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 23:40:06 UTC
From: jonc@status.gen.nz
Message-ID: <JXwaTB1w165w@status.gen.nz>
Source record: 215644

sheppard_r@kosmos.wcc.govt.nz writes:

> In article <Jwq0sB1w165w@status.gen.nz>, jonc@status.gen.nz (Jon Clarke) writ
> >sheppard_r@kosmos.wcc.govt.nz writes:
> > > try ....
> > > alt.znet.fnet
> > > alt.znet.pc
> >
> > I did try, it stated no such groups..???
> >
> >

Roger I have sent out the control messages 6 times already so I am
not sure why your site does not have them. Please ask your
sysadmin to check his "control" message group to see if they
have reached him and please revert.

regards..

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

4697. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 23:54:40 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10811@uqcspe.cs.uq.oz.au>
Source record: 215504

ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>Now, on the point of "is 16 bit colour any good?", yes it is.. it is close
>to the colour resolution of the human eye. The only problem I see is with
>grey-scale images, but two bits of brightness resolution should not make
>much difference at all.

For grey scale images, your two real choices are:

16 shades, using a 4-bit mode (0 wastage (all 4 bits used))
64 shades, using an 8-bit mode (25% wastage (6 bits used))

Obviously this is useless:

32 shades, using a True colour mode (69% wastage (5 bits of 16))

If you're REALLY into greyscale images, buy a TT and use the 256-shade
Grey mode. I doubt you'll see much difference: 64 shades is a LOT.
It's 8 TIMES the accuracy of the ST's 8 shades, and I've seen some
excellent 8-shade images. I really doubt anyone could tell the shades
apart, except on a contrived example (eg. a shade 40 square on a
shade 39 bachground).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4698. Re: Uniterm users....please read

Newsgroup: comp.sys.atari.st
Date: 1992-10-27 23:58:25 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10812@uqcspe.cs.uq.oz.au>
Source record: 215505

alx@ceti.csustan.edu (Johovan Boof Rasta) writes:

> Is there any way you can change the color on uniterm??
>The screen color that I get is black and white...way to harsh
>for my eyes...

Just use your Control Panel (or Colour CPX), then save the Uniterm
settings (under "File").

WARNING: If you have a monochrome monitor, be careful about saving colours,
because if you're not careful, you'll save it with all black colours (which
is still black-&-white in monocrhome), and have a HELL of a time getting
the colours back to normal if you switch over to colour!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4699. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 00:00:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10813@uqcspe.cs.uq.oz.au>
Source record: 215506

ae24@iamk4516.mathematik.uni-karlsruhe.de (Peter Januschke) writes:

> But the cpp preprocessor generates UNIX format files too and
> the cc1 compiler wouldn't process them.

By "UNIX format" I assume you mean no CR's with the LF's.

I would suggets that you're using inconsistent versions of the preprocessor
and compiler. Have a look at the version numbers (with -V).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4700. Re: The Rise and Fall of Atari ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 01:15:40 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.eC9ci7hqCi_@marsu.tynet.sub.org>
Source record: 215591

In <92298.110236JJMCWILL@MTUS5.BITNET>, Jeff McWilliams writes:
> I read this in a NeXT magazine at school.. seeing as the math dept.
> just invested in NeXT cubes for a lab..
> Is there anything like Mathematica or Maple for the Atari?

Maple is available for the Atari, but please don't ask me where you can
get it - I don't know. The Mac version of Mathematica can be run under
Spectre.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
/etc/motd >> Any kind of work is a little death. << -- ALF

4701. DB-19 Connectors Needed

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 01:29:28 UTC
From: galanter@nyu.edu
Message-ID: <1992Oct28.012928.17337@cmcl2.nyu.edu>
Source record: 215643
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone know where I can buy crimp-on (or soldered) DB-19 connectors
and 19 line ribbon cable? Please e-mail response...

Thanks, Phil

=-=-=-

4702. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 02:18:36 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2aedf96f@p1.f44.n242.z2.fidonet.org>
Source record: 215520

>> On the German keyboard, the Y and Z have changed their positions - so
>> controlling the "cursor" might become a bit strange...
>> MJ Bronlow, could you perhabs change this and send an "Update" of Chaos to
MB> Why not use the keypad keys (7,8,9,4,5,6,1,2,3) or a joystick to
MB> contol the cursor. Since all ST's have a keypad and most have a joystick
MB> handy, this would be a great improvement.
As to the numbers... The numbers are used for displaying, what things belong to
which wizard... The Joystick would be an idea, but if you only have an old
joystick, you might perhabs get problems with diagonal movements...

BUT concerning the German keyboard problem... A friend of mine write a small
program, that will patch the 1 Meg version of Chaos in all needed locations, so
that you can enter the Names with the normal German layout, but - during the
game, the y & z keys get exchanged... Very handy.... ;)

If MJ Bronlow has nothing to say against it, I'll upload the patch programm to
a.a and other ftp-sites...

bye,

Benedikt

4703. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 02:44:10 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ckupqlNNpic@golem.wcc.govt.nz>
Source record: 215650

The game may be simple - but it's very enjoyable!

It would still be playable even with sound-chip 'bings' and 'beeps'.
I have great difficulty getting the young-kids off the computer here, as
they are playing it almost non-stop if they get the chance. (They're
13 & 10).

Myself - I think it's brilliant!

4704. XYZ202B

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 02:48:18 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ckv1iINNpic@golem.wcc.govt.nz>
Source record: 215649

I just used XYZ v2.02B (Newer version of XYZ201) in 'verbose' mode and it told me:

B0100000027fed4

TOS version 1.2, 9MHz 68000

9Mhz 68000? Surely not right!? Methinks the author has made a 'minor' programming error!

(The TOS version is correct, as is the processor chip ID, but the speed should only be 8Mhz - so.....)

4705. Omega source

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 02:56:39 UTC
From: cs2320ak@utagraph.uta.edu
Message-ID: <1992Oct28.025639.10932@utagraph.uta.edu>
Source record: 215648

I am interested in finding the source for the game Omega. I've found the source for other platforms, but not the ST. I'm interested in the ST code.
--
cs2320ak@decster.uta.edu

4706. Very general uucp question

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 03:26:56 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1cl1a0INN4vb@usenet.INS.CWRU.Edu>
Source record: 215647

I think the subject says it all. Can someone provide or direct to answers to
these questions:

* what reasonable machine requirements are
* what you need to have access to (modem types, host machines, etc.)
* basic outline of what is involved with uucp (the actual process)
* finally, what does one need to know to be able to set one up.

Ich glaube, daB es gluecklich ist, daB ich ein bischen Deutsch lesen kann!

I imagine that I'm not speaking for myself when I say that, due to the questions
I've been seeing lately, that the process seems very intimidating.

All I've been able to suss out is that I will need to read German, understand a
little about the Internet infrastructure, and have access to a machine which I
can send my data through. Otherwise, it seems about as clear as mud.

If I *ever* figure this out, I'll post a lucid summary (auf Deutsch :)
--
****
* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
****
Brian Jepson = iqm229@uriacc.uri.edu || bq035@cleveland.freenet.edu

4707. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 03:34:37 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1992Oct28.033437.4587@u.washington.edu>
Source record: 215645

In article <1992Oct27.100455.8654@quando.quantum.de> vombruch@quando.quantum.de (Stefan vom Bruch) writes:
...
>If you pick up a book about computer graphics you will find that 32 is
>quite sufficient. There isn't much difference between 32 and 64 and almost
>no visible difference between 64 and 256.

On page 566 of _Computer Graphics Principles and Practice 2nd Ed_
by Foley et al, there is a table giving the required number of intensities
for various media. For CRTs, they list 400-530 intensities. There
are several B&W examples with varying numbers of intensities, and
in discussing them the authors state:

"This suggests that 64 intensity levels is the absolute minimum
needed for contour-free printing of continuous-tone black-and-white
images on paper... For a well-adjusted CRT in a perfectly black
room, however, the higher dynamic range means that many more levels
are demanded." [p567]

Note that when they state 400-530 intensities, they are referring
to equal-ratio (i.e. logarithmic) intensities, rather than the
typical linear scale (which would require even more levels).

Another point to keep in mind is that RGB color space does not
encompass all the colors that the eye can perceive.

>Besides why anyone would use the 32K/64K colour mode for grey scales is
>beyond me. If you limit yourself to a fraction of the palette anyway you
>might as well use a LUT-mode.
>

I don't think anyone is seriously advocating using a "true color"
mode to display gray scale pictures. The point is that if 24-bit
color can represent all perceivable colors (as some people contend)
then people should not be able to perceive more than 256 levels of
gray (which after all is a perfectly valid color).

>Stefan

--m

4708. MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 04:14:44 UTC
From: chan@pyramid.unr.edu
Message-ID: <4731@equinox.unr.edu>
Source record: 215551

Just curious, what can I get for my MegaSTE4?
Any offers???????????

Any inquiries will be answered to (w/detailed list of hardware/software)!!!

Thank you.

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

4709. 520ST w/drive for SALE - $70 ********

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 04:36:00 UTC
From: v115lue3@ubvmsb.cc.buffalo.edu
Message-ID: <BwtE43.JDF@acsu.buffalo.edu>
Source record: 215552

Having sold off the other extraneous systems I had, the above is still remaining. To restate:

520ST - 1/2 meg, RF modulator built-in
SS drive - external
mouse, power supplies & all cables (except a tv switchbox, one of which everyone has laying about anyway) included
10-15 blank disks

Total price = $70 + 1/2 shipping (figure $7.50)

All of the equipment is in virtually new condition, the computer itself may have never seen use, same goes for the drive. On the off chance you're tempted but not sure, I'll consider bids if I get them..

.Philip

4710. For Sale: (1040ST, software, ...)

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 05:03:27 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Oct27.220327.1@violet.ccit.arizona.edu>
Source record: 215553

For Sale:

--> 1040 ST
Standard machine with 1 meg and double sided drive. Good cond. $125

--> Quick ST 3.1
I think that is the correct version. It is the most recent version
prior to Warp 9. $12.

--> Script
This is a nice, flexible, easy to use word processor. It includes graphics
capabilities, multiple fonts, built in spell-checker etc. $20.

--> DynaCADD
This is the most powerful CAD package available for Atari computers.
This is version 1.4, but it is registered, and can be upgraded to the
latest version (even the TT version) for $99. Last time I checked
mail order prices, this package still cost > $600. I'd like $175.

--> Astra Systems HD host adaptor
Old and possibly non-functional. I don't know much about it. But hey,
it's FREE to anybody who might have some use for it.

Prices don't include shipping. Please send me some mail if you are interested,
or if you have any questions, comments, ect. Thanks.

Doug Tarico
dtarico@ccit.arizona.edu
doug@sie.arizona.edu

4711. Ferrous paint inside TT???

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 05:26:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10819@uqcspe.cs.uq.oz.au>
Source record: 215507

Looking inside my friend's TT, the inside of the casing is painted with
some kind of ferrous paint. Was this a common FCC-compliance scheme
used in early TTs? What is the stuff? (Sort of rust-brown matt paint).

Mystified,
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4712. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 05:38:11 UTC
From: monnier+@CS.CMU.EDU
Message-ID: <BwtGzp.4sq.2@cs.cmu.edu>
Source record: 215554

In article <2ae7558b@p1.f44.n242.z2.fidonet.org>, Benedikt_Heinen@firemark.fido.de (Benedikt Heinen) writes:
>
> But, what get's me interested is - why does X-Windows run on a standard ATW
> with 4 MB RAM? Helios doesn't support Virtual Memory (at least the old version
> didn't support it).
>
> yours,
> Benedikt
>

Just a little precision: the T800 (processor used in the ATW) doesn't have an MMU, so that virtual memory is not trivial to get (you need costly external hardware). Since the next transputer (called T9000) is not out yet, any current Helios version is unlikely to provide vitual memory !

So the question is always the same: how did they do ?
I think it's possible thanks to an old version of X (maybe X11R3 or even X11R2, who knows) or to a special rewritten X server !
(don't forget X worked on 68010 based stations)

Anyone has precisions ?

Stefan

4713. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 05:48:51 UTC
From: monnier+@CS.CMU.EDU
Message-ID: <BwtHHF.5A5.2@cs.cmu.edu>
Source record: 215555

In article <OKES.92Oct26194414@SunLab42.essex.ac.uk>, okes@essex.ac.uk (Simon Oke) writes:
> In article <H.J0yqAX_FvJY@fredrik.atari.no> jornmoe@fredrik.atari.no (Joern Moe) writes:
> | According to my information, the 68040 has a Harward architecture, i.e.
> | seperat data and instruction bus. That is two 32bit wide adress- and
> | data-buses, giving a total of 64bit wide external bus. I don't know
> | anything about the P5, but I guess it too has Harward architecture! So in this
> | respect, Motorola was first!
> |
> 'Harvard architecture', referring to separate buses, is a term applied to the
> _internals_ of a processor. I can't think of a single processor with the
> extermal data and address bus going out on the same lines (but if I say there
> isn't one I will probably get flamed!)
>

Harvard architecture means just that data bus and instruction bus are
separated. This can be internally or(and) externally.
the 68030 had (and still has) an internal Harvard architecture (this holds
of course for the 040 and without a doubt for 060). The 88000 line
of RISC processors from Motorola has an internal and external Harvard
architecture.
Some other processors use a 'mix': the data part of both buses (data and
instructions) is separate but the address lines are shared (I believe it
is the case for the AMD29000, used in some graphics cards (from Apple,
for example) and some laser printers).

Note that on the other side, the 8086 used a common data and instruction
bus whose data and address lines were externally shared (that's why it's
a 40pin chip whereas the 68000 needs 64pins)

Anyway, the 040 is a 32bit processor (two 32bit buses != 64bit)

Stefan

4714. Re: Sozobon C compiler info wanted.

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 05:53:09 UTC
From: monnier+@CS.CMU.EDU
Message-ID: <BwtHoM.5Lt.2@cs.cmu.edu>
Source record: 215556

In article <Bwq7qF.4M8@cs.vu.nl>, bcballi@cs.vu.nl (Ballintijn GC) writes:
> Hallo,
>
> I'm looking for the most recent version of the sozobon C compiler.
> The current version I have is 2.0 but it doesn't iclude any
> documentation. And beside that, it also doesn`t work properly.
> The code to clean up the stack is add.w in stead of add.l this
> goes almost always right, but still it is wrong. Also there is a
> bug in dstart.o when you use de Supexec binding/call.
>
> Groeten,
>
> Gerco Ballintijn (bcballi@cs.vu.nl)

This may seem surprising but: get version 1.33 (HSC)
The reason of the different numbers is that these are two separately
developped compilers, both deriving from version 1.2 I believe.

The only problem I can see with 1.33 is the limitation on 7 chars
for external identifiers (you can use bigger identifiers, but only the 7
first chars will be taken into account)

This 1.33 is easy to install easy to use and quite stable !

Stefan

4715. Re: Falcon or A4000

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 06:28:25 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1clbu9INNknj@aludra.usc.edu>
Source record: 215557

Guess what - I have some problems with this. :)

In article <92298.104409EENG6826@RyeVm.Ryerson.Ca> <EENG6826@RyeVm.Ryerson.Ca> writes:
> Amiga 4000 Falcon
> ==========
>Processor 68040 @ 25MHz 68030 @ 16 Mhz
>Graphics 256000 @ 16Million 65536 @ 65536
(this is HAM mode - normal operation
is limited to 256 color palette)

>Sound 8-bit coprocessor DSP - No software

Ok, I realize that you don't consider the D2D that comes with the falcon
as software (or the other utilities), but all of the major midi software
companies have DSP-ware in development, some closer to production than others.
The point I am trying to make is that the DSP is a totally new device for the
Atari - if you give the developers a decent chance to write software, they will
(and are) do so. If the Amiga had a DSP on board, I am sure that there would
not be much out for it (right now) either. The "No software" is not relevant
and is only being used to make the Falcon look worse (than the entry-level
computer that it is, and not the high-end station it is being compared with -
the fact that it stands _any_ comparison is a compliment to its design).

>Co-Processors Lots Blitter
Technically, the DSP is also a Co-processor, as well as the video chips (which
I believe incorporate the Blitter). BTW, when you say "Lots", do you mean that
there are more co-processors than for just video,audio,and I/O? What are they
for?
>PD software About 3x the ST About 1/3 of Amiga

This is your opinion. I happen to disagree with you. This might be
an accurate ratio of BBS's, but I don't believe that it accurately reflects the
variety of software that is available out there.

>Graphics/Video Lots of software None ???
For this, it would depend on the type/quality of software you are looking to
compare. For video editing/studio work, the Amiga does have more professional
titles (I do not know the status of quality PD video software). For DTP, the
professional titles available for the Atari rival or surpass those for the
Amiga. If you are talking about PD image display/manipulation, I am sure that
both platforms have a plethora of relevent software.

>Midi Not much A lot
>Harddrive 120Mb 65Mb
>Memory 6Mb 4Mb
>Disk Drive 1.76Mb 1.44Mb (IBM compatible)

According to the Adds I have seen for the A4000, they have software that makes the Amiga floppy "IBM compatible" but that doesn't mean that it is limited to 1.44MB. As it so happens, the Atari floppy does write 1.76MB (or so) floppies. In fact, you can just plop in a 2.88MB floppy and it will work fine (or so the specs say, but since I haven't personally seen this yet, I can't verify this).

>Multitasking Yes (For the past 5 years) No (Maybe next year)

Built-in? Then yes, this is accurate. But MiNT has been available for years, and it has been a more than satisfactory multitasking environment for many people. Just as OS/2 gives multitasking to the IBM (but MiNT takes up MUCH less space :)
>MSRP CDN$4595 (No monitor) CDN$1499 (No monitor)
Just to put in US$: $3700 $1399

Now, just so you don't get the idea that I am being blinded to the deficiencies of the Falcon - think again. A4000 went the right way when they put in a completely removeable CPU design - the CPU is on a card, you just rip out and put the new 68060 when it comes out, or maybe just a 60MHz '040...whereas the Falcons CPU expansion is limited to a crippled (68k) PDS slot - rediculous that they would think they could save enough money doing this to ofset the fact that fewer people will buy it when they find they can't upgrade to a faster '030, or '040, or '060, or put that '386DX board in.
Luckily you will be able to get expandibility from the DSP and SCSI-II slots, but they won't help in the CPU area.

>My advice: Get a 486/50MHz, 16Mb RAM, 200Mb hard disk and OS/2 v2.1.
> Pro Audio 16, ATI ULTRA PLUS (16Million colors, 2MB RAM)
> CDN$3000 (No monitor)

Yuck. You forgot to add the %200 increase to software price, as well as the fact that you will have to often buy 2 or 3 software packages in order to run the one you want, or to run it half-way decently. This is IMHO as I personally consider a computer without access to a GUI to be usable, but hardly efficient. Putting Windows (NT) or OS/2 means that the IBM is usable. I do network support so I spend plenty of time in DOS, its just that I don't do it for the fun of it, and stay in Windows whenever possible. Oh yeah, don't forget that BIGGER is BETTER mentality that has made the average size of new software somewhere between 10-15MBs - it will eat small capacity drives for breakfast.

>Carlos Varela.

BTW, I haven't seen any of the software you put up on A.A. a few weeks back. Anyone know what happened to it? You know, the SPX viewer/pics, etx.

-Mike

4716. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 08:19:37 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720260377@freyr>
Source record: 215561

djs@jet.uk (David J Stevenson) writes:

>True Colour, to me, is meaningless marketing term.

The way Atari uses it, yes.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4717. Re: SPEECH.TOS -- Solved!

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 08:20:51 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720260451@freyr>
Source record: 215562

wells_s@kosmos.wcc.govt.nz writes:

>And I've got the routines to use SPEECH.TOS from GFA-Basic, simple enough,
>just loads SPEECH.TOS into a reserved area - and executes it from that
^^^^^^^^
GFA-Basic/reserved areas! I wouldn't trust this.

>area with the desired parameters for the speech when it's needed!
--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4718. Re: Znet-AEO

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 08:31:58 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1clj5uINNr46@golem.wcc.govt.nz>
Source record: 215559

In article <1cisooINNij7@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

>I did try, it stated no such groups..???
>
>
>Are these only local USA or Auckland Jon..??

I've tried it on 2 sites,
and neither of them had it :-(

I guess it's not going far?

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

4719. Re: Chaos! (and also avoid using Flashdisk)

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 08:58:03 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1clkmrlNNrf2@golem.wcc.govt.nz>
Source record: 215560

In article <rasas.720185450@minyos.xx.rmit.OZ.AU>, rasas@minyos.xx.rmit.oz.au (Greg Patten) writes:
>
>OK, the problem was Flashdisk, the reset proof ram disk, elvis hates it
>too. I suggest avoiding this program. A good reset proof ramdisk is ramplus
>It works with MiNT, elvis and you can even safely un-MSA from it!

> _-_|\ Greg Patten.
> / \
> _.-.*/ <-- Melbourne, Australia.
> v email: rasas@minyos.xx.rmit.oz.au

Were are you getting all these Ram Disks from, I can't find them on my normal FTP sites..??

Are they PD one or commercial..???

Roger..... sheppard_r@kosmos.wcc.govt.nz

4720. Re: Znet-AEO

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 09:09:29 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1cllc9INNrf2@golem.wcc.govt.nz>
Source record: 215563

In article <JXwaTB1w165w@status.gen.nz>, jonc@status.gen.nz (Jon Clarke) writes:
>sheppard_r@kosmos.wcc.govt.nz writes:
>
> Roger I have sent out the control messages 6 times already so I am
> not sure why your site does not have them. Please ask your
> sysadmin to check his "control" message group to see if they
> have reached him and please revert.
> _
> Jon Clarke o( )
> jonc@status.gen.nz / /\ GE: J.CLARKE6
> The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

Jon you can't talk to people at W.C.C. they talk to you, also we only get what
we pay for and that is a BIG 0000000000000000....

You try talking to them, I asked why they diabled there MNP4 on there modems
and I am lucky to be alive after that..??

Roger.......... sheppard_r@kosmos.wcc.govt.nz

4721. Archiving

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 09:26:33 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1992Oct28.092633@cs.bham.ac.uk>
Source record: 215564

A couple of postings for me if anyone's interested...

```
=========================================================
Hi David

The new METAFONT by Lutz Birkhan uses .lzs source files which could be created by
lharc2.01 because they seem to be quiet fast.
You may obtain lharc source code (assembler) or even a library through Thomas
Quester (Germany). His network address is:

Thos Quester
the.fawn@mcshh.hanse.de

I hope he's able to give you some help

Axel Kielhorn
TU-Braunschweig
z1011009@rz.tu-bs.de

=========================================================
Source to lharc is (at least) on atari.archive.umich.edu.
--
-------------------------------------------------------------------------------
Sakari Aaltonen Helsinki University of Technology
Email: sakaria@vipunen.hut.fi -------- Japs Rule OK ----------
=========================================================

I've found the source for ARC and ZOO on terminator, but although LHArc's
source is in the index, it's not actually there (I think).

No matter, I'll see what I can do with these when I unarc them!

Thanks for the help!!

David

David Oakley *
Software Engineering **_**
University of Birmingham */ \*
*\_/*
***
** ** ***
****** ** **** ***
********************
```

4722. Re: Riemann was Re: Mathematical Software

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 09:52:38 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92302.095238HAC041@DJUKFA11.BITNET>
Source record: 215572

In article <1992Oct27.201336.14134@ulrik.uio.no>, jarleb@medusa.uio.no (Jarle Brinchmann) says:
>
>Have you or anyone else any adresses or anything more ?
>What can it do and so on ?
>
RIEMANN started as a 'port' of the well-known muMATH-83, which
was available for CP/M and DOS. The first version of RIEMANN
was mostly compatible with muMATH programs, but added many features,
most notably numerical processing and elementary graphics. And, of
course, memory beyond 320 KBytes...
The next major release, RIEMANN 2, got a much improved user interface
and very powerful graphics functions. And in the course of time
the number of additional packages for various applications grew.

One of the handy (and to my knowledge unique) features is
'formula modelling', which is an easy way of specifying
changes to parts of a formula. Normally with computer-algebra
systems it is quite tedious for example to expand a cosine
somewhere inside a complicated expression without expanding
anything else. With Riemann, this is a trivial operation.

When compared to its main competitor, Maple 4.2, Riemann has a
much better user interface, much better graphics, and easier
programmability. The number of application packages is also much
higher. On the other hand, Maple is better at performing more
complicated operations like integration and summation.

I have both Riemann and Maple installed on my system, and use both
of them regularly.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

4723. Re: Riemann was Re: Mathematical Software

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 10:17:15 UTC
From: pal@regent.e-technik.tu-muenchen.dbp.de
Message-ID: <pal.720267435@regent.e-technik.tu-muenchen.de>
Source record: 215565

jarleb@medusa.uio.no (Jarle Brinchmann) writes:

>In article <pal.720183699@regent.e-technik.tu-muenchen.de>,
pal@regent.e-technik.tu-muenchen.dbp.de (Peter Loibl) writes:
>|>Newsgroups: comp.sys.atari.st
>|>From: pal@regent.e-technik.tu-muenchen.dbp.de (Peter Loibl)
>|>Subject: Re: Mathematical Software

>Have you or anyone else any adresses or anything more ?
>What can it do and so on ?

RIEMANN has been written by Begemann & Niemayer in Karlsruhe.

It can do, whatever you want. I don't have the handbookt right now
here and I didn't work with it in the last three months, so I do
have to tell you all that by heart:

- lots of functions: besides the standart functions (sin, exp, ...),
functions for root findings, complex functions (PD-Lib),
functions for working with polynomials, etc, etc, etc ...

- you have the possibility to extract results, or to prevent it.
Well I mean, that you can tell it, that it shall work with, e.g.
sin(.5) as sin(.5) (accurat, but slower), or with sin(.5) as
.47942.... (less accurate, but quicker)

- lots more

Peter Loibl
pal@regent.e-technik.tu-muenchen.de

P.S. I hope, that I will post the adress of Begemann & Niemayer
tomorrow.

4724. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 10:53:15 UTC
From: g.coulter@daresbury.ac.uk
Message-ID: <1992Oct28.105315.10588@gserv1.dl.ac.uk>
Source record: 215566

Steve writes:

-->All that True Colour means is that there is no colour lookup table. The
-->Sinclair QL had true colour, ok, so it was 4 bit true colour.. so what!

Sorry the origins of true color may have started out as you say, but now throughout the computer graphics world true color has come to mean 24Bit color ie 8bits RGB. The human eye can,t tell the difference between 256 shades of RED GREEN or BLUE so there is no point having more color than this.

-->I am getting sick to death of all this drivel about true colour being
-->something to do with the size of the display.. you'll be telling me next
-->that the human eye is a pseudo clour device cos it can resolve more pixels
-->than it can colours!

Yes your right again the screen size has nothing to do with true color, what I was saying was the hardware must be capable of displaying all the colors at one time. If the Falcon has 16 bit color then it is not true color in the true sense.

GARY.

4725. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 11:41:52 UTC
From: tiemann@iis.ethz.ch
Message-ID: <tiemann.720272512@tardis45>
Source record: 215567

michaelb@cse.fau.edu (Michael Rogero Brown) writes:

>In article <OKES.92Oct26194414@SunLab42.essex.ac.uk> okes@essex.ac.uk (Simon Oke) writes:
>>|
>>'Harvard architecture', referring to separate buses, is a term applied to the
>>_internals_ of a processor. I can't think of a single processor with the
>>extermal data and address bus going out on the same lines (but if I say there
>>isn't one I will probably get flamed!)
>>
>Several of the earlier Intel chips (8080?, 8086?) multiplexed the data and
>address buses. When Motorola designed the 68000 they didn't want to do that.

When we speak of 'harvard architecture' and 'seperate buses', don't we
mean seperate busses for program code and data? So in fact there would be
two data busses, one for the instructions and one for the data.

Correct me, if I'm wrong ...

Bjoern

4726. Re: GIF to RAW -- PLEASE!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 12:03:25 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Oct28.120325.101@solace.hsh.se>
Source record: 215568

In <1992Oct20.125050.26466@aston.ac.uk> busbyjm@cs.aston.ac.uk (James M Busby) writes:

>Calling any programmers/graphics people out there....
>Please let's have a GIF-RAW converter for Photochrome that will run under GEM without CLI hassles!

>James Busby

I have one.. Going to upload it as soon as I can...

--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

4727. Re: SPEECH.TOS -- Solved!

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 12:33:26 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct28.123326.117281@rrz.uni-koeln.de>
Source record: 215569

In <annius.720260451@freyr> annius@sif.research.ptt.nl (Annius Groenink) writes:

>wells_s@kosmos.wcc.govt.nz writes:

>>And I've got the routines to use SPEECH.TOS from GFA-Basic, simple enough,
>>just loads SPEECH.TOS into a reserved area - and executes it from that
> ^^^^^^^^
> GFA-Basic/reserved areas! I wouldn't trust this.

Sorry, Annius, but I can't understand what makes you post such a
thing. GFA GEMDOS calls are just as good and trustworthy as those
you do with your favorite C.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4728. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 12:39:47 UTC
From: sdmw91tw@ap09.cip3a.tu-harburg.de
Message-ID: <2018@rztsun.rz.tu-harburg.de>
Source record: 215518

In Article 21464 James M Busby writes:
> To all those net users still struggling to un-MSA this game onto the ridiculously
> large disk format, don't bother!

Well, first of all, I agree! The game is not worth it!

But:
Why is that a 'ridiculously large disk format'? Why is it so ridiculous to have
an extra 200 kByte on your DD-Disk?

There are a lot of people who do not own a HD-drive. So this is the best alternative
to gain more storage space - about 30 %!!!

I use the HYPERFORMAT, which it is called in Germany, all the time, except for data
transfer to MS-DOOF, since those machines cannot cope with any neat disk-format.

____
| |
| So long and Thanks for all the Fish, |
| |
| wollweber@tu-harburg.dbp.de |
|_____________________________________|

4729. Has the falcon TRUE color?

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 13:07:23 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Bwu1sB.MC1@hermes.hrz.uni-bielefeld.de>
Source record: 215570

Go 'n watch out for some philosopher to ask him about the TRUE meaning
of TRUTH & stuff like this and stop chatting shit or useless flames.

TeSche
--
Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
==> Technische Fakultaet, Universitaet Bielefeld, Germany
Internet E-Mail : itschere@techfak.uni-bielefeld.de

4730. Problems with compiling tcsh

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 14:31:59 UTC
From: zryx0376@awssg5.rus.uni-stuttgart.de
Message-ID: <1992Oct28.143159.12493@news.uni-stuttgart.de>
Source record: 215576
Cross-posted to: de.comp.sys.st,comp.sys.atari.st

Hi folks!

Yesterday, I tried to compile a tcsh 6.00 out of Eric's sources with
the new -mbaserel option and appropriate libs. All went fine, but:

Each keystroke is printed twice in the command line, however the
command is executed correctly. Control characters are treated even worse.

I used the curses lib from the /atari/gnu distribution and compiled it
with -mbaserel. (BTW: The shared memory effect works very well!)
Can anybody help me what is wrong with it?

Thanxalot,
Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /etc/motd >> Party time! Excellent!! << *
* ~/.ircrc/nick _Marsu_ *

4731. Problem with compiling a -mbaserel tcsh

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 14:39:18 UTC
From: zryx0376@awssg5.rus.uni-stuttgart.de
Message-ID: <1992Oct28.143918.13208@news.uni-stuttgart.de>
Source record: 215574
Cross-posted to: comp.sys.atari.st,de.comp.sys.st

Hi folks!

Yesterday, I tried to compile a tcsh 6.00 out of Eric's sources with
the new -mbaserel option and appropriate libs. All went fine, but:

Each keystroke is printed twice in the command line, however the
command is executed correctly. Control characters are treated even worse.

I used the curses lib from the /atari/gnu distribution and compiled it
with -mbaserel. (BTW: The shared memory effect works very well!)
Can anybody help me what is wrong with it?

Thanxalot,
Markus.

* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /etc/motd >> Party time! Excellent!! << *
* ~/.ircrc/nick _Marsu_ *
--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /etc/motd >> Party time! Excellent!! << *
* ~/.ircrc/nick _Marsu_ *

4732. Re: pcditto .... colour only?

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 14:48:09 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Oct28.144809.2641@digi.lonestar.org>
Source record: 215580

Most of these questions were answered in comp.sys.atari.st.tech. This should have been cross-posted instead of posted twice. (Unless, my newsreader screwed up. :-)

R.C.G

--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

4733. GEM based GREP?

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 15:15:38 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Oct28.091539.57@janus.arc.ab.ca>
Source record: 215594

Is there such a thing available? If so what is it called?

Thanks...Bob

4734. Uniterm macro question

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 15:32:59 UTC
From: selick@csa.bu.edu
Message-ID: <99839@bu.edu>
Source record: 215573

Is it possible in a Uniterm macro to say something to the effect of:

If the other computer says "sorry, no more users" go to 1
else
if the other computer says "great...you're in!" go to 4

rather than picking one, and assuming that after 30 seconds if you don't
get it then you choose the other one?

Thanks,
Steve
selick@csa.bu.edu

4735. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 15:33:27 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.720286407@freyr>
Source record: 215578

g.coulter@daresbury.ac.uk (G. Coulter) writes:

>Yes your right again the screen size has nothing to do with true color, what
>I was saying was the hardware must be capable of displaying all the colors at
>one time.

People get confused if you use this definition: you would actually need 24
million pixels for that. Of course this is not what you mean. What one means
is that the hardware must be capable of giving each pixel any possible color
value out of 16 million.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4736. Re: SPEECH.TOS -- Solved!

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 15:36:17 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.720286577@freyr>
Source record: 215579

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>In <annius.720260451@freyr> annius@sif.research.ptt.nl (Annius Groenink) writes:

>>wells_s@kosmos.wcc.govt.nz writes:

>>>And I've got the routines to use SPEECH.TOS from GFA-Basic, simple enough,
>>>just loads SPEECH.TOS into a reserved area - and executes it from that
>> ^^^^^^^^
>> GFA-Basic/reserved areas! I wouldn't trust this.

>Sorry, Annius, but I can't understand what makes you post such a
>thing. GFA GEMDOS calls are just as good and trustworthy as those
>you do with your favorite C.

All right, I should have written: `apparently this is an exception for GFA
programs (the reason of which is the actual programming for the Gemdos calls
was not done by GFA) for they normally don't reserve their memory at all.'

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4737. Re: Program

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 15:44:19 UTC
From: censjg@caledonias3.caledonia.hw.ac.uk
Message-ID: <1992Oct28.154419.3976@cs.hw.ac.uk>
Source record: 215577

In article <59_1n=m@rpi.edu>, pinelr@aix.rpi.edu (Rob Pinelli) writes:
|>
|> Hi there! Is anyone aware of a program called "Viz" for the ST? Another
|> Atari user here at school asked me about it and I don't know what it is really,
|> nor where to get it if it exists. Anyone know? It is a game methinks...
|>
|> --
|> ||| | Rob Pinelli |5\ "The future is not set. There is no fate but what
|> / | \ | pinelr@rpi.edu |18\ we make for ourselves..." -Terminator 2
|> Atari ST| 203 North Hall |276\ "I don't patronize bunny rabbits!" "What's
|> Mega 2 | Troy, NY 12180 |7080\ your damage?" "It'll be very!" -Heathers

Yes, it's the game based on the UK adult(?) comic of the same name, you 'd probably need to read the comic....

Simon

Simon Greaves | Janet: censjg@uk.ac.hw.clust
Systems & Comms programmer | Internet: simong@festival.ed.ac.uk
Computer Centre | Fax: +44 31 451 3261
Heriot-Watt University | Voice: +44 31 451 3265
Edinburgh EH14 4AS |
Uk | "Pretty with hairy legs" --A.Belew

4738. About Riemann

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 15:52:06 UTC
From: ebeling@physik.uni-bremen.de
Message-ID: <ebeling.2@physik.uni-bremen.de>
Source record: 215588

Well,
I used Riemann for some time it is really not bad and can do nearly
all the stuff that Mathematica can do. It also supports TEX output
and color graphics. In connection with a Deskjet 500C it should be
able to do color prints, because it relies on GDOS for the output.
RIEMANN started a mu-math form the PC, I believe. But it was rewritten
completely. I can not tell you the address of the guys n Germany who
wrote it and distribute it. I'll look it up.
It is not a comfortable as Mathematica, but it does a really good job.
Only flaw, it has s german user interface....

Walter

4739. Re: Xwindows/Minx

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 16:00:03 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <1992Oct28.160003.29947@ncsu.edu>
Source record: 215581

```
In article <BwtGzp.4sq.2@cs.cmu.edu>, monnier+@CS.CMU.EDU (Stefan Monnier) writes:
|>
|>In article <2ae7558b@p1.f44.n242.z2.fidonet.org>, Benedikt_Heinen@firemark.fido.de
(Benedikt Heinen) writes:
|>>
|>> But, what get's me interested is - why does X-Windows run on a standard ATW
|>> with 4 MB RAM? Helios doesn't support Virtual Memory (at least the old version
|>> didn't support it).
|>>
|>> yours,
|>> Benedikt
|>>
|>
|>Just a little precision: the T800 (processor used in the ATW) doesn't have
|>an MMU, so that virtual memory is not trivial to get (you need costly external
|>hardware). Since the next transputer (called T9000) is not out yet, any
|>current Helios version is unlikely to provide vitual memory !
|>
|>So the question is always the same: how did they do ?
|>I think it's possible thanks to an old version of X (maybe X11R3 or
|>even X11R2, who knows) or to a special rewritten X server !
|>(don't forget X worked on 68010 based stations)
|>
|>Anyone has precisions ?
|>
|> Stefan
|>

I thought the ATW had the equivalent of a Mega4 ST (ie: 68000) motherboard to
control the user interface (as well as the transputer network interface).
--

++++++++++++++++++++++++++++++++++++++++@++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@=======---'-----\| Yo, save the humans. +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_trouble +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

4740. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 16:39:52 UTC
From: plate@cdsmn.mn.org
Message-ID: <BwuBMG.9nG@cdsmn.mn.org>
Source record: 215494

```
In article <27237@castle.ed.ac.uk> marks@castle.ed.ac.uk (Mark Steyn) writes:
>I really do not understand how Atari can claim the Falcon has true
>colour. He is my reasoning:
>
>1) To me, and to many PC, Mac, NeXT, and even Amiga users, True Colour is
> associated with 24bit graphics, that is 16777216 colours. The
> Falcons palette is 18 bit (262144 colours). Not to detract from the
> Falcon (which is after all a very nice machine) this is but a
> fraction of the number of colours required for True Colour.
[...]
> Mark
>

This topic came up earlier this year and was beat to death! I certainly
don't want to exhume it :-), so here's what I saw as the outcome.

"True Color", as a buzzword, has two valid definitions:

1. 16 million + colors (24 bits).

2. A color system in which the pixel data represents the "true color"
of the pixel rather than pointing to an entry in a color map (pseudo
color). GIF is a "pseudo color" system: The pixel data is an
8 bit value that points into a color table of 24 bit values.
The 16 million + colors are there, but you can only use 256 of
them per image. The ST is "pseudo color": pixel data points to a
color map value. The Falcon by this definition can display
"true color" meaning that the pixel data represents the actual
mix of red, green, and blue and NOT a color map indice.
This is implicit also to definition 1, since 24 bit systems don't
need to employ color maps (although they sometimes do have a LUT
for color correction, special effects, etc).

Regards,
Doug
--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)
```

4741. Re: Hermes UUCP Installation -- Help...!

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 17:12:22 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.tVYghHzrwkU@nasim.sta.sub.org>
Source record: 215358

Hya!

I think it's not a good idea to start with HERMES 1.00B. Try to get the newest version 1.04. As I remember the archive is packed with folders so you only have to edit the config-files. I've heard it's not as easy to upgrade from 1.00 to 1.03 than from 1.03 to 1.04. (I started using HERMES with 1.03).

If I want to call my (one and only) site, I always use the program 'uuwork'. It starts the doqueue.hsh if needed and calls the uucico (newest version: 3.43.2) by reading (and writing) the xhosts-file.

Here some help with the paths-file: My SITENAME is 'nasim', the site I call is 'stasys' and my DOMAIN is '.sta.sub.org'.

```
---------------paths-----------cut here-------
nasim %s
stasys stasys!%s
stasys.sta.sub.org stasys!%s
---------------paths-----------end of file----
```

You do not need the third line but I recommend to use it.

If you don't want to serve files, you do not need 'fileserv' and 'server' in your 'doqueue.hsh'.

Hope that helps. Ask if it does not!

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

4742. Oberon for the Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 17:14:16 UTC
From: ib09@rz.uni-karlsruhe.de
Message-ID: <1992Oct28.171416.12131@rz.uni-karlsruhe.de>
Source record: 215582
Cross-posted to: comp.lang.modula2,comp.sys.atari.st

Is there such a thing as an Oberon (-2) for the Atari ST/TT line of computers?

Tnx a lot in advance
--
Thomas Koenig, ib09@rz.uni-karlsruhe.de, ui0t@dkauni2.bitnet
The joy of engineering is to find a straight line on a double logarithmic diagram.

4743. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 17:25:23 UTC
From: ekrimen@wet.UUCP
Message-ID: <4429@wet.UUCP>
Source record: 215592

In article <1992Oct27.105153.11347@jet.uk> djs@jet.uk (David J Stevenson) writes:
>True Colour, to me, is meaningless marketing term.

Many marketing terms are meaningless. They try to fool the consumer into thinking that their product is superior. And no, Atari is not the only one that does this. :^) Isn't MIPS, or even the speed of the CPU, a meaningless marketing term? Especially when Apple uses them?

One of my favorites: "The Heartbeat of America ... Chevrolet." <gag>

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4744. FZT vt100 ready?

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 17:26:56 UTC
From: SELBYR@Meena.CC.URegina.CA
Message-ID: <1992Oct28.172656.623901@sue.cc.uregina.ca>
Source record: 215589

Would anyone know if there is a fully functioning vt100 terminal emulation working on the latest version of FZT? What is the most recently released version?

4745. Re: Chaos! (and also avoid using Flashdisk)

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 17:30:20 UTC
From: SELBYR@Meena.CC.URegina.CA
Message-ID: <1992Oct28.173020.628845@sue.cc.uregina.ca>
Source record: 215590

In <1clkmrINNrf2@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

> In article <rasas.720185450@minyos.xx.rmit.OZ.AU>, rasas@minyos.xx.rmit.oz.au (Greg Patten) writes:
> >
> >OK, the problem was Flashdisk, the reset proof ram disk, elvis hates it
> >too. I suggest avoiding this program. A good reset proof ramdisk is ramplus
> >It works with MiNT, elvis and you can even safely un-MSA from it!
>
> > _-_|\ Greg Patten.
> > / \
> > _.-.*/ <-- Melbourne, Australia.
> > v email: rasas@minyos.xx.rmit.oz.au
>
> Were are you getting all these Ram Disks from, I can't find them on my normal
> FTP sites..??
>
> Are they PD one or commercial..???
>
>
> Roger..... sheppard_r@kosmos.wcc.govt.nz
>

Is it possible to put the 1 meg version onto a hardrive? I can't seem to format 82 tracks/11 sectors on my floppy. Is there an archived hard drive version somewhere?

4746. Re: Will Chip Dumping hurt Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 17:33:57 UTC
From: ekrimen@wet.UUCP
Message-ID: <4430@wet.UUCP>
Source record: 215595

In article <92301.141156SML108@psuvm.psu.edu> SML108@psuvm.psu.edu writes:
>I just heard that new tariffs are being imposed on RAM chips coming out
>of Korea due to some reports of chip dumping... There were estimates
>that RAM prices would rise 19-40% in the short term due to this...
>
>Any comment on how this will affect Falcon prices/sales?

It won't. Jim Allen on GEnie said that because Atari's RAM boards are
manufactured in Taiwan and sent over here as an assembly, they won't
be subject to the tariff. He also said that the only reason DRAM prices
of European and Japanese chips might increase is from people switching
over from Korean chips, but that the increase shouldn't be as significant
and would only be there to gouge uneducated buyers. He said he spoke to
his distributor who deals in Japanese chips and he reported no price
increase.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4747. Re: Uniterm users....please read

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 17:46:07 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Oct28.174607.16694@news2.cis.umn.edu>
Source record: 215585

In article <1992Oct27.083229.11243@koko.csustan.edu>, alx@ceti.csustan.edu (Johovan Boof Rasta) writes:
> Is there any way you can change the color on uniterm??
>The screen color that I get is black and white...way to harsh
>for my eyes....So if anyone knows away please email...

I'll send an e-mail copy of this, but there are probably other readers of this forum to whom the answer might be of interest also...

To change the screen colors in Uniterm, you will need to have the Control Panel accessory (or the XCONTROL panel and it's associated CPXs) running at boot time.

OK, so you've got the Control Panel available as a desk accessory. Now, run UNITERM. Press the HELP key to get the help-page/menu-bar. Select the Control Panel from the Desk Accessory menu and change the foreground - background - text - whatever colors to your content. I personally have a deep blue background with yellowish letters set up. You actually only need to change the "white" and "black" colors to what you'd like them to be. After you've done all of this, go to the menu-bar and select the SAVE SETUP option from the FILE menu. Your color selections will be saved with the rest of the regular setup information (you know, buffer sizes, RS-232 parameters, etc).

The next time you run UNITERM - with or without the Control Panel - your screen will come up in the colors you previously selected. This is one of the many features which Simon Poole incorporated into Uniterm which weren't really necessary, but which make the program that much nicer to use.

-- David Paschall-Zimbel

4748. Re: GIF to RAW -- PLEASE!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 17:54:13 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Oct28.175413.16809@news2.cis.umn.edu>
Source record: 215583

In article <1992Oct20.125050.26466@aston.ac.uk>, busbyjm@cs.aston.ac.uk (James M Busby) writes:
>Calling any programmers/graphics people out there....
>Please let's have a GIF-RAW converter for Photochrome that will run under GEM without CLI hassles!

Since Photochrome takes RAW output and converts it into SPECTRUM-512/-4096 format, why not eliminate the GIF->RAW->SPECTRUM conversions and settle for something like DMJ GIF->SPECTRUM conversion program in the first place? If it isn't available on one of the archive servers, let me know and I'll see about getting the latest version in our club DOM library up onto atari.archive.

-- David Paschall-Zimbel

4749. Re: ORCS resource kit english docs???

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 17:56:11 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Oct28.175611.16886@news2.cis.umn.edu>
Source record: 215584

In article <1992Oct27.113802.1@sscl.uwo.ca>, richardson@sscl.uwo.ca (John Richardson) writes:
>Yet again I have the need for the english docs. for a program!

As an aside, has anyone been able to open one of the ICON resource files from programs such as TeraDesk or Gemini and edited the ICONs in them?

-- David Paschall-Zimbel

4750. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 17:58:34 UTC
From: grier@bnr.ca
Message-ID: <1992Oct28.175834.24291@bnr.ca>
Source record: 215593

> On page 566 of _Computer Graphics Principles and Practice 2nd Ed_
> by Foley et al, there is a table giving the required number of intensities
> for various media. For CRTs, they list 400-530 intensities. There
> are several B&W examples with varying numbers of intensities, and
> in discussing them the authors state:

> "This suggests that 64 intensity levels is the absolute minimum
> needed for contour-free printing of continuous-tone black-and-white
> images on paper... For a well-adjusted CRT in a perfectly black
> room, however, the higher dynamic range means that many more levels
> are demanded." [p567]

This is absolutely correct. Since 64 intensity levels can be represented
with 6 bits of resolution, and provides contour-free PRINTING. A 256 shade,
8 bit gray-scale screen image should be indistinguishable from a B&W photograph,
assuming enough X-Y resolution. This can be extrapolated that you would require
8 bits of red, green, and blue information to reproduce a 256 shade gray-scale
image. So a colour system will require 24 bits of information to produce a
256 shade gray-scale picture, (R=B=G) regardless of where or not the 24 bits
resides in the frame buffer or in a look-up-table.

> I don't think anyone is seriously advocating using a "true color"
> mode to display gray scale pictures. The point is that if 24-bit
> color can represent all perceivable colors (as some people contend)
> then people should not be able to perceive more than 256 levels of
> gray (which after all is a perfectly valid color).

I think we agree here also. Extrapolating this to mean that you need
24 bits of information to produce TRUE colour is not accurate. This
assumes that everyone can see 256 shades of Red, 256 shades of Green, and
256 shades of blue produced on a CRT.

Becasue the eye has a very hard time distinguishing shades of blue early
eight bit colour system used 3 bits for red and green and two bits for blue.
The first 64K colour system I worked with had 7 bits for green, 5 bits for
red and 4 bits for blue. The number of bits for each colour was determined
by the eyes ability to perceive that colour.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

4751. Re: Will Chip Dumping hurt Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 18:08:13 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1cmkudINNmcd@usenet.INS.CWRU.Edu>
Source record: 215586

In a previous article, SML108@psuvm.psu.edu () says:

>I just heard that new tariffs are being imposed on RAM chips coming out
>of Korea due to some reports of chip dumping... There were estimates
>that RAM prices would rise 19-40% in the short term due to this...
>
>Any comment on how this will affect Falcon prices/sales?
>
>Scott
>

You are correct, they have already effected the price of Drams.

1 Meg simms are up in price 40%.

It will probably effect the Falcon.

--

4752. Re: Falcon 030 & Photo CD System

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 18:09:16 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Oct28.180916.16381@sactoh0.sac.ca.us>
Source record: 215598

In <1992Oct24.122022.20226@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) writes:

>My understanding is that the Macintosh has OS level support for
>Kodak's new Photo CD System. I don't understand exactly what this
>means and I don't have a technical understanding of Kodak's new system
>but I'm sure it will be very useful in the near future for multimedia.

>Does anyone know if the the new Falcon will have OS level support for
>the Photo CD System?

Hmmm. well, I sell Photo-CD, and the information that I have
received from the manufacturer does not mention "OS support" in
Macintoshes.

Here is the poop about computer accessability with Photo-CDs.
Phot-CDs can be read in CD-ROM XA readers with "approrpiate
extensions". I read it as if you have a CD-ROM XA with the
appropriate software to read the disk, then you can view Photo-CDs.
Now manipulating the images is something I do not have infrmation.

I am assuming to manipulate the images, you nees theor workstation
($50,000) or perhaps a software package like Photostop.

--
##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

4753. GFA and memory (was: SPEECH.TOS -- Solved!)

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 18:10:45 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Oct28.181045.141949@rrz.uni-koeln.de>
Source record: 215587

In <annius.720286577@freyr> annius@eri.research.ptt.nl (Annius Groenink) writes:

>aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>>In <annius.720260451@freyr> annius@sif.research.ptt.nl (Annius Groenink) writes:

>>>wells_s@kosmos.wcc.govt.nz writes:

>>>>And I've got the routines to use SPEECH.TOS from GFA-Basic, simple enough,
>>>>just loads SPEECH.TOS into a reserved area - and executes it from that
>>> ^^^^^^^^
>>> GFA-Basic/reserved areas! I wouldn't trust this.

>>Sorry, Annius, but I can't understand what makes you post such a
>>thing. GFA GEMDOS calls are just as good and trustworthy as those
>>you do with your favorite C.

>All right, I should have written: `apparently this is an exception for GFA
>programs (the reason of which is the actual programming for the Gemdos calls
>was not done by GFA) for they normally don't reserve their memory at all.'

What do you mean by "GFA programs don't reserve their memory at
all"? Of course they don't, because they don't have to. When a
program is started, the whole TPA is reserved for that program,
and it neither has to reserve it nor can it do so. It's the
programmers responsibility to release memory that is not needed,
and there's a problem that many GFA programmers often forget
about this.
However, it is perfectly possible to reserve and release memory
in GFA using the MALLOC() and MFREE() functions. GFA programs
doing this are no more exceptional than any other programs doing
this.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4754. Searching a high level prog. lib

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 20:41:32 UTC
From: leonp@cs.kun.nl
Message-ID: <BwuMt8.5H6@sci.kun.nl>
Source record: 215511

Hello everybody,
As I intend to do a lot of programming in the near future on my atari
I'm looking for some libraries that support gem programming.
I would say like to have a function that dispatches my events and one
that installsredrawfunctions on windows etc.
You get the drift?
Such a lib could save me a lot of time (otherwise I would have to write it
myself...).
I've heard of one such lib called MAGIC or such for modula-2.
Does anybody have anymore info on this one. Is it PD /ShareWare/Commercial
and how can I get it?
Are there equivalent libs?
I prefer PD or Shareware.
The language should be either modula-2 (I really like it) or c.

Can anybody help me with my search?
I will summarize any answers I get...

Thnx

Leon Pillich
University of Nijmegen, Holland
email: leonp@cs.kun.nl

Life is what's happening when you're making other plans ...
John Lennon

4755. A bubble-jet printer driver for Pagestream 1.8?

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 22:51:03 UTC
From: jmw@tasman.cc.utas.edu.au
Message-ID: <jmw.720312663@tasman>
Source record: 215600

Hi Folks,

Requested on behalf of a friend - is there a driver for the Canon bubble-jet printer for Pagestream 1.8?

Many thanks,
--
John M Williams,
School of Health Sciences, University of Tasmania
J.M.Williams@med.utas.edu.au

4756. Re: Will Chip Dumping hurt Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 23:03:12 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1cn67gINNfsi@phakt.usc.edu>
Source record: 215596

In article <1cmkudINNmcd@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:

>In a previous article, SML108@psuvm.psu.edu () says:

>>I just heard that new tariffs are being imposed on RAM chips coming out
>>of Korea due to some reports of chip dumping... There were estimates
>>that RAM prices would rise 19-40% in the short term due to this...

>>Any comment on how this will affect Falcon prices/sales?

>>Scott

>You are correct, they have already effected the price of Drams.

>1 Meg simms are up in price 40%.

>It will probably effect the Falcon.

I don't understand - why should prices go up so high - the tariffs
are imposed so that the Koreans sell their chips at the same price as what
the Japanese were selling their chips for, but if the dumping was recent,
why don't the chip prices go to the price they were at a couple of weeks
ago (about 5-10% more than right now), rather than sailing past that and
going back to what they were priced at about 2-3 years ago?

Sounds like the chip manufactureres/distributers are taking advantage
of the fact that there will be a slight supply shortage (as less shipments of
Korean drams take place with the tariffs) and will be artificially raising
prices beyond the effect of the Koreans. Am I missing something here?

>--
>

-Mike

4757. Dr. T's Phone # or Address Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 23:14:56 UTC
From: cmedley@wam.umd.edu
Message-ID: <1992Oct28.231456.10090@wam.umd.edu>
Source record: 215597
Cross-posted to: comp.sys.atari.st,rec.music.synth

I am looking for the phone number (or even the address of) Dr. T's software.
I'm interested in upgrading from KCS Level 2 3.0 to OMEGA. The old number,
1-617-244-1542 is no longer Dr. T's. Can anyone help out?

--
---- --- /| /| |\
/-- /| / o / _ / |/ | |_\ Software
/ / |/ / /__/ / | | \
-------------------------------->

4758. Re: GEMULATOR?

Newsgroup: comp.sys.atari.st
Date: 1992-10-28 23:39:36 UTC
From: roking@lynx.dac.northeastern.edu
Message-ID: <1992Oct28.233936.10581@lynx.dac.northeastern.edu>
Source record: 215513

In article <1cjcfkINNq4h@oak25.doc.ic.ac.uk> adm2@doc.ic.ac.uk (Alan David Messer) writes:
>Hello,
>
> I remember hearing rumours a month or two ago, of a product called
>GEMULATOR which was a ST emulator for PCs.
>
>Does such a product exist?

I will throw in a me too on this also. I would be *very* interested in
any news of this product.

>
>Alan.
>
>--
>Alan Messer. | Janet: adm2@doc.ic.ac.uk
>Dept. of Computing, | Internet: adm2%doc.ic.ac.uk@nsfnet-relay.ac.uk
>Imperial College, | BITNET: adm2%doc.ic.ac.uk@ukacrl
>London, England | UUCP: adm2%doc.ic.ac.uk@ukc.uucp

Bob King
roking@lynx.dac.northeastern.edu

What do you mean - Oops?!?

4759. Re: GIF to RAW -- PLEASE!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 00:03:31 UTC
From: jvance@leakey.oac.uci.edu
Message-ID: <2AEF2A53.11945@news.service.uci.edu>
Source record: 215599

davidli@simvax.labmed.umn.edu writes:

>Since Photochrome takes RAW output and converts it into SPECTRUM-512/-4096
>format, why not eliminate the GIF->RAW->SPECTRUM conversions and settle for
>something like DMJ GIF->SPECTRUM conversion program in the first place?

Well DMJ does much better GIF to SPC conversions than Photochrome.
But the value of Photochrome lies in its new picture format that can
do 96 colors per scanline out of 4096 on a standard ST with a color
monitor (Super HAM ST Pictures are at least twice as good as SPC)!
And on an STE it does 19K colors out of 32K!!! He rightfully calls it
a color board emulator.
Unfortunately the only kludge is that GIF isn't supported which is
why everyone wants to convert to RAW format.

--
Joachim Vance (The Underdog)
^~^~^~

4760. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 00:46:34 UTC
From: mbernar@erenj.com
Message-ID: <mbernar-281092194540@esemac.erenj.com>
Source record: 215508

In article <1ckupqINNpic@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz wrote:

>
> The game may be simple - but it's very enjoyable!
>
> It would still be playable even with sound-chip 'bings' and 'beeps'.
> I have great difficulty getting the young-kids off the computer here, as
> they are playing it almost non-stop if they get the chance. (They're
> 13 & 10).
>
> Myself - I think it's brilliant!

Same here. Lately, I've been having trouble trying to get my son (5 yrs old) off my ST so I can do some work. The last time this happened was when we first got Hackman II.

Marcelino Bernardo
mbernar@erenj.com

4761. UPLOAD: GNU BC (Unix calculator) binaries

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 01:15:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10825@uqcspe.cs.uq.oz.au>
Source record: 215510

I have uploaded bc.zoo to atari.archive.umich.edu. I have only uploaded the binaries since I don't have Bison/Flex installed, so the one small hack I had to do was done on the generated scanner, no the flex source.

Anyway, for those that don't know, here's the man entry:

bc(1) USER COMMANDS bc(1)

NAME
bc - An arbitrary precision calculator language

SYNTAX
bc [-lws] [file ...]

VERSION
This man page documents GNU bc version 1.02.

DESCRIPTION
bc is a language that supports arbitrary precision numbers with interactive execution of statements. There are some similarities in the syntax to the C programming language. A standard math library is available by command line option. If requested, the math library is defined before processing any files. bc starts by processing code from all the files listed on the command line in the order listed. After all files have been processed, bc reads from the standard input. All code is executed as it is read. (If a file contains a command to halt the processor, bc will never read from the standard input.)

This version of bc contains several extensions beyond tradi-
tional bc implementations and the POSIX draft standard. Command line options can cause these extensions to print a warning or to be rejected. This document describes the language accepted by this processor. Extensions will be identified as such.

OPTIONS
-l Define the standard math library.

-w Give warnings for extensions to POSIX bc.

-s Process exactly the POSIX bc language.

NUMBERS
The most basic element in bc is the number. Numbers are arbitrary precision numbers. This precision is both in the integer part and the fractional part. All numbers are

represented internally in decimal and all computation is done in decimal. (This version truncates results from divide and multiply operations.) There are two attributes of numbers, the length and the scale. The length is the total number of significant decimal digits in a number and the scale is the total number of decimal digits after the decimal point. For example:
.000001 has a length of 6 and scale of 6.
1935.000 has a length of 7 and a scale of 3.

VARIABLES
Numbers are stored in two types of variables, simple

variables and arrays. Both simple variables and array variables are named. Names begin with a letter followed by any number of letters, digits and underscores. All letters must be lower case. (Full alpha-numeric names are an extension. In POSIX bc all names are a single lower case letter.) The type of variable is clear by the context because all array variable names will be followed by brackets ([]).

There are four special variables, scale, ibase, obase, and last. scale defines how some operations use digits after the decimal point. The default value of scale is 0. ibase and obase define the conversion base for input and output numbers. The default for both input and output is base 10. last (an extension) is a variable that has the value of the last printed number. These will be discussed in further detail where appropriate. All of these variables may have values assigned to them as well as used in expressions.

COMMENTS
Comments in bc start with the characters /* and end with the characters */. Comments may start anywhere and appear as a single space in the input. (This causes comments to delimit other input items. For example, a comment can not be found in the middle of a variable name.) Comments include any newlines (end of line) between the start and the end of the comment.

EXPRESSIONS
The numbers are manipulated by expressions and statements. Since the language was designed to be interactive, statements and expressions are executed as soon as possible. There is no "main" program. Instead, code is executed as it is encountered. (Functions, discussed in detail later, are defined when encountered.)

A simple expression is just a constant. bc converts constants into internal decimal numbers using the current input base, specified by the variable ibase. (There is an exception in functions.) The legal values of ibase are 2 through 16 (F). Assigning a value outside this range to ibase will result in a value of 2 or 16. Input numbers may contain the characters 0-9 and A-F. (Note: They must be capitals. Lower case letters are variable names.) Single digit numbers always have the value of the digit regardless of the value of ibase. (i.e. A = 10.) For multi-digit numbers, bc changes all input digits greater or equal to ibase to the value of ibase-1. This makes the number FFF always be the largest 3 digit number of the input base.

Full expressions are similar to many other high level languages. Since there is only one kind of number, there are no rules for mixing types. Instead, there are rules on

the scale of expressions. Every expression has a scale. This is derived from the scale of original numbers, the operation performed and in many cases, the value of the variable scale. Legal values of the variable scale are 0 to the maximum number representable by a C integer.

In the following descriptions of legal expressions, "expr" refers to a complete expression and "var" refers to a simple or an array variable. A simple variable is just a
name
and an array variable is specified as
name[expr]
Unless specifically mentioned the scale of the result is the maximum scale of the expressions involved.

- expr
The result is the negation of the expression.

++ var
The variable is incremented by one and the new value is the result of the expression.

-- var
The variable is decremented by one and the new value is the result of the expression.

var ++
The result of the expression is the value of the variable and then the variable is incremented by one.

var --
The result of the expression is the value of the vari-

able and then the variable is decremented by one.

expr + expr
The result of the expression is the sum of the two expressions.

expr - expr
The result of the expression is the difference of the two expressions.

expr * expr
The result of the expression is the product of the two expressions.

expr / expr
The result of the expression is the quotient of the two expressions. The scale of the result is the value of the variable scale.

expr % expr

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The result of the expression is the "remainder" and it is computed in the following way. To compute a%b, first a/b is computed to scale digits. That result is used to compute a-(a/b)*b to the scale of the maximum of scale+scale(b) and scale(a). If scale is set to zero and both expressions are integers this expression is the integer remainder function.

expr ^ expr
The result of the expression is the value of the first raised to the second. The second expression must be an integer. (If the second expression is not an integer, a warning is generated and the expression is truncated to get an integer value.) The scale of the result is scale if the exponent is negative. If the exponent is positive the scale of the result is the minimum of the scale of the first expression times the value of the exponent and the maximum of scale and the scale of the first expression. (e.g. scale(a^b) = min(scale(a)*b, max(scale, scale(a))).) It should be noted that expr^0 will always return the value of 1.

(expr)
This alters the standard precedence to force the evaluation of the expression.

var = expr
The variable is assigned the value of the expression.

var <op>= expr
This is equivalent to "var = var <op> expr" with the
exception that the "var" part is evaluated only once.
This can make a difference if "var" is an array.

Relational expressions are a special kind of expression
that always evaluate to 0 or 1, 0 if the relation is false
and 1 if the relation is true. These may appear in any
legal expression. (POSIX bc requires that relational
expressions are used only in if, while, and for statements
and that only one relational test may be done in them.) The
relational operators are

expr1 < expr2
The result is 1 if expr1 is strictly less than expr2.

expr1 <= expr2
The result is 1 if expr1 is less than or equal to
expr2.

expr1 > expr2
The result is 1 if expr1 is strictly greater than
expr2.

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expr1 >= expr2
The result is 1 if expr1 is greater than or equal to
expr2.

expr1 == expr2
The result is 1 if expr1 is equal to expr2.

expr1 != expr2
The result is 1 if expr1 is not equal to expr2.

Boolean operations are also legal. (POSIX bc does NOT have
boolean operations). The result of all boolean operations
are 0 and 1 (for false and true) as in relational expres-
sions. The boolean operators are:

!expr
The result is 1 if expr is 0.

expr && expr
The result is 1 if both expressions are non-zero.

expr || expr
The result is 1 if either expression is non-zero.

The expression precedence is as follows: (lowest to highest)
|| operator, left associative
&& operator, left associative
! operator, nonassociative

Relational operators, left associative
Assignment operator, right associative
+ and - operators, left associative
*, / and % operators, left associative
^ operator, right associative
unary - operator, nonassociative
++ and -- operators, nonassociative

This precedence was chosen so that POSIX compliant bc programs will run correctly. This will cause the use of the relational and logical operators to have some unusual behavior when used with assignment expressions. Consider the expression:
a = 3 < 5

Most C programmers would assume this would assign the result of "3 < 5" (the value 1) to the variable "a". What this does in bc is assign the value 3 to the variable "a" and then compare 3 to 5. It is best to use parenthesis when using relational and logical operators with the assignment operators.

There are a few more special expressions that are provided in bc. These have to do with user defined functions and

standard functions. They all appear as "name(parameters)". See the section on functions for user defined functions. The standard functions are:

length (expression)
The value of the length function is the number of significant digits in the expression.

read ( )
The read function (an extension) will read a number from the standard input, regardless of where the function occurs. Beware, this can cause problems with the mixing of data and program in the standard input. The best use for this function is in a previously written program that needs input from the user, but never allows program code to be input from the user. The value of the read function is the number read from the standard input using the current value of the variable ibase for the conversion base.

scale (expression)
The value of the scale function is the number of digits after the decimal point in the expression.

sqrt (expression)
The value of the sqrt function is the square root of the expression. If the expression is negative, a run time error is generated.

STATEMENTS
Statements (as in most algebraic languages) provide the sequencing of expression evaluation. In bc statements are executed "as soon as possible." Execution happens when a newline in encountered and there is one or more complete statements. Due to this immediate execution, newlines are very important in bc. In fact, both a semicolon and a newline are used as statement separators. An improperly placed newline will cause a syntax error. Because newlines are statement separators, it is possible to hide a newline by using the backslash character. The sequence "\<nl>", where <nl> is the newline appears to bc as whitespace instead of a newline. A statement list is a series of statements separated by semicolons and newlines. The following is a list of bc statements and what they do: (Things enclosed in brackets ([]) are optional parts of the statement.)

expression
This statement does one of two things. If the expression starts with "<variable> <assignment> ...", it is considered to be an assignment statement. If the expression is not an assignment statement, the expression is evaluated and printed to the output. After the

number is printed, a newline is printed. For example, "a=1" is an assignment statement and "(a=1)" is an expression that has an embedded assignment. All numbers that are printed are printed in the base specified by the variable obase. The legal values for obase are 2 through BC_BASE_MAX. (See the section LIMITS.) For bases 2 through 16, the usual method of writing numbers is used. For bases greater than 16, bc uses a multi-character digit method of printing the numbers where each higher base digit is printed as a base 10 number. The multi-character digits are separated by spaces. Each digit contains the number of characters required to represent the base ten value of "obase-1". Since numbers are of arbitrary precision, some numbers may not be printable on a single output line. These long numbers will be split across lines using the "\" as the last character on a line. The maximum number of characters printed per line is 70. Due to the interactive nature of bc printing a number cause the side effect of assigning the printed value the the special

variable last. This allows the user to recover the last value printed without having to retype the expression that printed the number. Assigning to last is legal and will overwrite the last printed value with the assigned value. The newly assigned value will remain until the next number is printed or another value is assigned to last.

string
The string is printed to the output. Strings start with a double quote character and contain all characters until the next double quote character. All characters are take literally, including any newline. No newline character is printed after the string.

print list
The print statement (an extension) provides another method of output. The "list" is a list of strings and expressions separated by commas. Each string or expression is printed in the order of the list. No terminating newline is printed. Expressions are evaluated and their value is printed and assigned the the variable last. Strings in the print statement are printed to the output and may contain special characters. Special characters start with the backslash character (\). The special characters recognized by bc are "b" (bell), "f" (form feed), "n" (newline), "r" (carriage return), "t" (tab), and "\" (backslash). Any other character following the backslash will be ignored. This still does not allow the double quote character to be part of any string.

{ statement_list }
This is the compound statement. It allows multiple statements to be grouped together for execution.

if (expression) then statement1 [else statement2]
The if statement evaluates the expression and executes statement1 or statement2 depending on the value of the expression. If the expression is non-zero, statement1 is executed. If statement2 is present and the value of the expression is 0, then statement2 is executed. (The else clause is an extension.)

while (expression) statement
The while statement will execute the statement while the expression is non-zero. It evaluates the expression before each execution of the statement. Termina-

tion of the loop is caused by a zero expression value
or the execution of a break statement.

for ([expression1] ; [expression2] ; [expression3]) statement
The for statement controls repeated execution of the
statement. Expression1 is evaluated before the loop.
Expression2 is evaluated before each execution of the
statement. If it is non-zero, the statement is
evaluated. If it is zero, the loop is terminated.
After each execution of the statement, expression3 is
evaluated before the reevaluation of expression2. If
expression1 or expression3 are missing, nothing is
evaluated at the point they would be evaluated. If
expression2 is missing, it is the same as substituting
the value 1 for expression2. (The optional expressions
are an extension. POSIX bc requires all three expres-
sions.) The following is equivalent code for the for
statement:
expression1;
while (expression2) {
statement;
expression3;
}

break
This statement causes a forced exit of the most recent
enclosing while statement or for statement.

continue
The continue statement (an extension) causes the most
recent enclosing for statement to start the next itera-
tion.

halt The halt statement (an extension) is an executed state-
ment that causes the bc processor to quit only when it
is executed. For example, "if (0 == 1) halt" will not

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cause bc to terminate because the halt is not executed.

return
Return the value 0 from a function. (See the section
on functions.)

return (expression)
Return the value of the expression from a function.
(See the section on functions.)

PSEUDO STATEMENTS
These statements are not statements in the traditional

sense. They are not executed statements. Their function is performed at "compile" time.

limits
Print the local limits enforced by the local version of bc. This is an extension.

quit When the quit statement is read, the bc processor is terminated, regardless of where the quit statement is found. For example, "if (0 == 1) quit" will cause bc to terminate.

warranty
Print a longer warranty notice. This is an extension.

FUNCTIONS
Functions provide a method of defining a computation that can be executed later. Functions in bc always compute a value and return it to the caller. Function definitions are "dynamic" in the sense that a function is undefined until a definition is encountered in the input. That definition is then used until another definition function for the same name is encountered. The new definition then replaces the older definition. A function is defined as follows:
define name (parameters) { newline
auto_list statement_list }
A function call is just an expression of the form "name(parameters)".

Parameters are numbers or arrays (an extension). In the function definition, zero or more parameters are defined by listing their names separated by commas. Numbers are only call by value parameters. Arrays are only call by variable. Arrays are specified in the parameter definition by the notation "name[]". In the function call, actual parameters are full expressions for number parameters. The same notation is used for passing arrays as for defining array parameters. The named array is passed by variable to the function. Since function definitions are dynamic, parameter numbers and types are checked when a function is called.

Any mismatch in number or types of parameters will cause a runtime error. A runtime error will also occur for the call to an undefined function.

The auto_list is an optional list of variables that are for "local" use. The syntax of the auto list (if present) is "auto name, ... ;". (The semicolon is optional.) Each name is the name of an auto variable. Arrays may be specified by

using the same notation as used in parameters. These variables have their values pushed onto a stack at the start of the function. The variables are then initialized to zero and used throughout the execution of the function. At function exit, these variables are popped so that the original value (at the time of the function call) of these variables are restored. The parameters are really auto variables that are initialized to a value provided in the function call. Auto variables are different than traditional local variables in the fact that if function A calls function B, B may access function A's auto variables by just using the same name, unless function B has called them auto variables. Due to the fact that auto variables and parameters are pushed onto a stack, bc supports recursive functions.

The function body is a list of bc statements. Again, statements are separated by semicolons or newlines. Return statements cause the termination of a function and the return of a value. There are two versions of the return statement. The first form, "return", returns the value 0 to the calling expression. The second form, "return (expression)", computes the value of the expression and returns that value to the calling expression. There is an implied "return (0)" at the end of every function. This allows a function to terminate and return 0 without an explicit return statement.

Functions also change the usage of the variable ibase. All constants in the function body will be converted using the value of ibase at the time of the function call. Changes of ibase will be ignored during the execution of the function except for the standard function read, which will always use the current value of ibase for conversion of numbers.

MATH LIBRARY
If bc is invoked with the -l option, a math library is preloaded and the default scale is set to 20. The math functions will calculate their results to the scale set at the time of their call. The math library defines the following functions:

s (x)
The sine of x in radians.

c (x)
The cosine of x in radians.

a (x)
The arctangent of x.

```
l (x)
The natural logarithm of x.

e (x)
The exponential function of raising e to the value x.

j (n,x)
The bessel function of integer order n of x.

EXAMPLES
In /bin/sh, the following will assign the value of "pi" to
the shell variable pi.

pi=$(echo "scale=10; 4*a(1)" | bc -l)

The following is the definition of the exponential function
used in the math library. This function is written in POSIX
bc.

scale = 20

/* Uses the fact that e^x = (e^(x/2))^2
When x is small enough, we use the series:
e^x = 1 + x + x^2/2! + x^3/3! + ...
*/

define e(x) {
auto a, d, e, f, i, m, v, z

/* Check the sign of x. */
if (x<0) {
m = 1
x = -x
}

/* Precondition x. */
z = scale;
scale = 4 + z + .44*x;
while (x > 1) {
f += 1;
x /= 2;
}

/* Initialize the variables. */
v = 1+x

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bc(1) USER COMMANDS bc(1)

a = x
d = 1

for (i=2; 1; i++) {
e = (a *= x) / (d *= i)
if (e == 0) {
```

```
if (f>0) while (f--) v = v*v;
scale = z
if (m) return (1/v);
return (v/1);
}
v += e
}
}
```

The following is code that uses the extended features of bc to implement a simple program for calculating checkbook balances. This program is best kept in a file so that it can be used many times without having to retype it at every use.

```
scale=2
print "\nCheck book program!\n"
print " Remember, deposits are negative transactions.\n"
print " Exit by a 0 transaction.\n\n"

print "Initial balance? "; bal = read()
bal /= 1
print "\n"
while (1) {
"current balance = "; bal
"transaction? "; trans = read()
if (trans == 0) break;
bal -= trans
bal /= 1
}
quit
```

The following is the definition of the recursive factorial function.

```
define f (x) {
if (x <= 1) return (1);
return (f(x-1) * x);
}
```

DIFFERENCES
This version of bc was implemented from the POSIX P1003.2/D11 draft and contains several differences and extensions relative to the draft and traditional

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bc(1) USER COMMANDS bc(1)

implementations. It is not implemented in the traditional way using dc(1). This version is a single process which parses and runs a byte code translation of the program. There is an "undocumented" option (-c) that causes the program to output the byte code to the standard output instead

of running it. It was mainly used for debugging the parser and preparing the math library.

A major source of differences is extensions, where a feature is extended to add more functionality and additions, where new features are added. The following is the list of differences and extensions.

LANG This version does not conform to the POSIX standard in the processing of the LANG environment variable and all environment variables starting with LC_.

names
Traditional and POSIX bc have single letter names for functions, variables and arrays. They have been extended to be multi-character names that start with a letter and may contain letters, numbers and the underscore character.

Strings
Strings are not allowed to contain NUL characters. POSIX says all characters must be included in strings.

last POSIX bc does not have a last variable. Some implementations of bc use the period (.) in a similar way.

comparisons
POSIX bc allows comparisons only in the if statement, the while statement, and the second expression of the for statement. Also, only one relational operation is allowed in each of those statements.

if statement, else clause
POSIX bc does not have an else clause.

for statement
POSIX bc requires all expressions to be present in the for statement.

&&, ||, !
POSIX bc does not have the logical operators.

read function
POSIX bc does not have a read function.

print statement
POSIX bc does not have a print statement .

continue statement
POSIX bc does not have a continue statement.

array parameters
POSIX bc does not have array parameters. Other implementations of bc may have call by value array parameters.

=+, =-, =*, =/, =%, =^
POSIX bc does not require these "old style" assignment operators to be defined. This version may allow these "old style" assignments. Use the limits statement to see if the installed version supports them. If it does support the "old style" assignment operators, the statement "a =- 1" will decrement a by 1 instead of setting a to the value -1.

spaces in numbers
Other implementations of bc allow spaces in numbers. For example, "x=1 3" would assign the value 13 to the variable x. The same statement would cause a syntax error in this version of bc.

errors and execution
This implementation varies from other implementations in terms of what code will be executed when syntax and other errors are found in the program. If a syntax error is found in a function definition, error recovery tries to find the beginning of a statement and continue to parse the function. Once a syntax error is found in the function, the function will not be callable and becomes undefined. Syntax errors in the interactive execution code will invalidate the current execution block. The execution block is terminated by an end of line that appears after a complete sequence of statements. For example,
a = 1
b = 2
has two execution blocks and
{ a = 1
b = 2 }
has one execution block. Any runtime error will terminate the execution of the current execution block. A runtime warning will not terminate the current execution block.

Interrupts
During an interactive session, the SIGINT signal (usually generated by the control-C character from the terminal) will cause execution of the current execution block to be interrupted. It will display a "runtime" error indicating which function was interrupted. After all runtime structures have been cleaned up, a message

will be printed to notify the user that bc is ready for more input. All previously defined functions remain defined and the value of all non-auto variables are the value at the point of interruption. All auto variables and function parameters are removed during the clean up process. During a non-interactive session, the SIGINT signal will terminate the entire run of bc.

LIMITS
The following are the limits currently in place for this bc processor. Some of them may have been changed by an installation. Use the limits statement to see the actual values.

BC_BASE_MAX
The maximum output base is currently set at 999. The maximum input base is 16.

BC_DIM_MAX
This is currently an arbitrary limit of 65535 as distributed. Your installation may be different.

BC_SCALE_MAX
The number of digits after the decimal point is limited to INT_MAX digits. Also, the number of digits before the decimal point is limited to INT_MAX digits.

BC_STRING_MAX
The limit on the number of characters in a string is INT_MAX characters.

exponent
The value of the exponent in the raise operation (^) is limited to LONG_MAX.

multiply
The multiply routine may yield incorrect results if a number has more than LONG_MAX / 90 total digits. For 32 bit longs, this number is 23,860,929 digits.

code size
Each function and the "main" program are limited to 10240 bytes of compiled byte code each. This limit (BC_MAX_SEGS) can be easily changed to have more than 10 segments of 1024 bytes.

variable names
The current limit on the number of unique names is 32767 for each of simple variables, arrays and functions.

FILES
In most installations, bc is completely self-contained.

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Where executable size is of importance or the C compiler
does not deal with very long strings, bc will read the stan-
dard math library from the file /usr/local/lib/libmath.b.
(The actual location may vary. It may be /lib/libmath.b.)

DIAGNOSTICS
If any file on the command line can not be opened, bc will
report that the file is unavailable and terminate. Also,
there are compile and run time diagnostics that should be
self-explanatory.

BUGS
Error recovery is not very good yet.

AUTHOR
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ACKNOWLEDGEMENTS
The author would like to thank Steve Sommars
(sesv@iwtsf.att.com) for his extensive help in testing the
implementation. Many great suggestions were given. This is
a much better product due to his involvement.

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--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4762. Re: atari usa examples

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 01:29:58 UTC
From: mr2@irz203.inf.tu-dresden.de
Message-ID: <JRD82WP@math.fu-berlin.de>
Source record: 215502

```
In article <H.ea.BAnhcM9Xtho@jonh.wimsey.bc.ca>,
jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>Path:
>math.fu-berlin.de!Sirius.dfn.de!news.belwue.de!ira.uka.de!ira.uka.de!ya
>ale.edu!spool.mu.edu!uunet!zaphod.mps.ohio-state.edu!van-bc!jonh.wimsey
>y.bc.ca!jhenders
>From: jhenders@jonh.wimsey.bc.ca (John Henders)
>Newsgroups: comp.sys.atari.st
>Distribution: comp
>Message-ID: <H.ea.BAnhcM9Xtho@jonh.wimsey.bc.ca>
>Organization: One of these days for sure
>X-News: HERMES MMAIL 1.04 Rev. Sep 5 1992
>Subject: Re: atari usa examples
>References: <1992Oct21.4514.24868@dosgate> <4405@wet.UUCP>
> <BwKvKK.44D@cck.coventry.ac.uk>
> <1992Oct26.235520.11519@constellation.ecn.uoknor.edu>
>Date: Tue, 27 Oct 1992 15:38:10 -0700
>Lines: 30
>
>In <1992Oct26.235520.11519@constellation.ecn.uoknor.edu>
>kllove@bearcat.ecn.uoknor.edu (Kenneth L Love) writes:
>
>>According to Dragon Magazine #185, SSI will no longer produce any AD&D
>games
>>for the ST. I have no idea what quality the games were, but this
>can't be

> Every SSI game I ever bought for the ST wasn't worth a darn. I
>didn't buy the Phantasie series, but they looked like Ultima clones
>with worse graphics. Their war games had the worst, bar none, user
>interfaces I've ever seen. I bought Red Lightning, and it was
>unplayable. Wizards Crown appearantly looked better on the 8 bit. SSI is
>unfortuantely no loss to the ST world, except perhaps their Eye of the
>Beholder series, which they bacicaly copied from Dungeon Master, even
>more than Captive and Knightmare.

Upss,EYE OF BEHOLDER for ST?? Where and when had SSI released it?
I never heard anything about an conversion for ST here in europe.
Please give me an address or info where i can order it,coz i REALLLYYY
love their AD&D games.
I have only Curse of the Azure Bonds and Hillsfar and WANT more of this
stuff.
Besides,i have no idea why you hate the conversions by SSI for ST.They are
highly playable and much funny for me (NOTE:I'm definitly NOT a masochist!)
Anyway,give me information about this
```

st-guru

...and CU in IRC

4763. Re: Will Chip Dumping hurt Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 01:38:18 UTC
From: monnier+@CS.CMU.EDU
Message-ID: <Bwv0Jx.32s.2@cs.cmu.edu>
Source record: 215514

In article <4430@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) writes:
> It won't. Jim Allen on GEnie said that because Atari's RAM boards are
> manufactured in Taiwan and sent over here as an assembly, they won't
> be subject to the tariff. He also said that the only reason DRAM prices
> of European and Japanese chips might increase is from people switching
> over from Korean chips, but that the increase shouldn't be as significant
> and would only be there to gouge uneducated buyers. He said he spoke to
> his distributor who deals in Japanese chips and he reported no price
> increase.
>
> --
> ||| Ed Krimen
> ||| ekrimen@wet.uucp
> / | \ E.KRIMEN (GEnie)

I just heard that Texas and Micron (the only two american dram suppliers)
have stopped selling there chips: they wait for the prices to go up !!!

Anyway, the prices are going up and whether subject to taxes or not is
irrelevant (as was shown back in 88)

Stefan

4764. GIF->SPC YES! was Re: GIF to RAW -- PLEASE!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 01:39:24 UTC
From: mr2@irz203.inf.tu-dresden.de
Message-ID: <SRD8V8P@math.fu-berlin.de>
Source record: 215503

>Since Photochrome takes RAW output and converts it into SPECTRUM-512/-4096
>format, why not eliminate the GIF->RAW->SPECTRUM conversions and settle
>for
>something like DMJ GIF->SPECTRUM conversion program in the first place?
>If it
>isn't available on one of the archive servers, let me know and I'll see
>about
>getting the latest version in our club DOM library up onto
>atari.archive.
>
>-- David Paschall-Zimbel
>
Nice idea.Do so,i don't know the current version (of DMJ?) and i'm very
interested in converting pix from one format to another...

&&&

4765. Re: VT 220

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 01:41:37 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1cnfghINNec5@usenet.INS.CWRU.Edu>
Source record: 215509

In a previous article, klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) says:

>I need a VT 220 emulator. Does anyone know were I can find a
>Shareware/PD emulator for the ST? (ie site).

You might want to try Uniterm (at least, there is a VT200 selection among
possible terminal emulations.)

>
>Thanks...Kevin
>klasmekj@ucunix.san.uc.edu
>
>
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rbixler@nyx.cs.du.edu
"Annoyed? Swat a buzz-word today ..."

4766. Re: Megamax Laser C and TOS 1.04 (Rainbow)

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 02:21:40 UTC
From: thomasc@ms.uky.edu
Message-ID: <1992Oct28.212140.1006@ms.uky.edu>
Source record: 215512

In article <1992Oct27.200616.29784@tandem.com> gregk@cpd.Tandem.COM (Greg Kilfoyle) writes:
>Does anyone have the current telephone number for Megamax? Or, does

AS a matter of fact.. I do.. :) It's 714-699-7400. And believe it or not they are helpful.. ;)

Alex

4767. Re: ORCS resource kit english docs???

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 02:30:48 UTC
From: Joshua Kronengold <JOKHC@CUNYVM.BITNET>
Message-ID: <92302.213048JOKHC@CUNYVM.BITNET>
Source record: 215516

In article <1992Oct28.175611.16886@news2.cis.umn.edu>,
davidli@simvax.labmed.umn.edu says:
>
>As an aside, has anyone been able to open one of the ICON resource files from
>programs such as TeraDesk or Gemini and edited the ICONs in them?
Yes. For gemini, put the icons in the proper places, then sort (as it says in
the docs). (the sort is only needed if you are adding new icons)

Does TeraDesk have any advantages over Gemini?

4768. Re: Very general uucp question

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 02:45:58 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.ea.pYLF7Kokoqs@harvee.billerica.ma.us>
Source record: 215533

I am assuming you are wondering about UUCP mail and news on an ST. if
you want to know about dos or mac, the modem speed and disk size
discussion is still relative. send me mail for a dos/mac uucp
program suppliers FAQ.

In <1cl1a0INN4vb@usenet.INS.CWRU.Edu>, Brian Jepson writes:
>
>I think the subject says it all. Can someone provide or direct to answers to
>these questions:
>
> * what reasonable machine requirements are

assuming you want to be a leaf site with a small news feed, you need:

0) an st(e) with 2 meg of ram (some folks claim you can run in 1 meg
but I've had problems.)

1) a modem that can handle your load. use nothing slower than 2400 baud.
try to get a modem that will keep your connect time to under 30 min/day
unless you have a *real* friendly feed site. the faster the better is
my motto.

2) Lots 'o disk. Figure on 2 meg of disk for hermes executables,
2x daily feed volume for a uucp spool area and 2Nx daily feed volume
for a news spool area. where N=number of days you keep news.
For example, if you get 100k of compressed news batches per day and
expire news every 5 days, you need 200k of uucp spool area and 1mb of
news spool area. note that this volume caluclation is SWAG (scientific
wild ass guess) based on my experiences with harvee. I get 800k of
compressed news/day and on a 4 day expire period, my news spool
disk holds between 5-9 meg of news at any time.

3) cts/rts flow control patches. use serial fix 1.1 (serfx11??). it
works great for me at 19.2k

> * what you need to have access to (modem tyes, host machines, etc.)

for modems, I would suggest sticking to something no faster than V.32.
There are enough problems with "cheap" V.32bis modems to make me
cautious about recomending them to anyone. If you insist on going
with V.32bis, I suggest bying a modem locally, trying to connect with
your feed site and keep returning modems until you get one that works
with *your* phone line. Then you *pray* that the telco does not find
out and come and "fix" your line. 1/2 :-)

Feed site: All you need is some machine running uucp and a
sysadmin willing to let you conect. I hope you have friends with

access to UUCP maps because this is the only way I have been able to
find a site that will let me connect for mail and news.

> * basic outline of what is involved with uucp (the actual process)

at a very gross level, you copy files from one machine to another.
The files are command and data files. the receiving machine looks at
the command files and uses the instructions in them to figure out what
to do with the data files. need more detail?

> * finally, what does one need to know to be able to set one up.

how to: read german :-), edit files, send mail to me, martin, or john.

>
>I imagine that I'm not speaking for myself when I say that, due to the
> questions
>I've been seeing lately, that the process seems very intimidating.

It can be. I helped a fellow in oklohoma set up his ST to be a
usenet node and he vanished from the face of the earth. >poof<
totally gone. (yes terry, I mean you :-)

>All I've been able to suss out is that I will need to read German,
>understand a little about the Internet infrastructure, and have access to
>a machine which I can send my data through. Otherwise, it seems about
>as clear as mud.

Hey, you had it figured out already... :-)

>
> If I *ever* figure this out, I'll post a lucid summary (auf Deutsch :)

just translate the docs and I'll be happy.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

4769. Re: ORCS resource kit english docs???

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 03:36:18 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.QUIMWn_tSTI@jonh.wimsey.bc.ca>
Source record: 215542

In <1992Oct28.175611.16886@news2.cis.umn.edu>
davidli@simvax.labmed.umn.edu writes:

>As an aside, has anyone been able to open one of the ICON resource files from
>programs such as TeraDesk or Gemini and edited the ICONs in them?

Yes. It's quite trivial. What's your problem? Just make sure you
set the protedtion to locked so you don't change the tree order. Orcs
is so easy to use, I don't see what the big need for english docs is.
It has an english resource file, the menu are pretty self explanatory.
Just watch out for selecting c output option 2. It outputs the resource
file only as C source, so you can't re-edit it.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4770. Re: The Rise and Fall of Atari ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 04:50:36 UTC
From: cpb@sys6626.bison.mb.ca
Message-ID: <2a4DTB2w165w@sys6626.bison.mb.ca>
Source record: 215519

scruggs@zeus.franklin.edu (Kevin Scruggs) writes:

> That book is just about the early video game market. It has nothing to do wi
>
> =NOTORIOUS+JEDI=
>
>

where do you get the book?

4771. Re: atari usa examples

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 06:53:12 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.TEVv2GMXAkQ@jonh.wimsey.bc.ca>
Source record: 215366

In <JRD82WP@math.fu-berlin.de> mr2@irz203.inf.tu-dresden.de (Matthias Rauhut) writes:

>In article <H.ea.BAnhcM9Xtho@jonh.wimsey.bc.ca>,
>jhenders@jonh.wimsey.bc.ca (John Henders) writes:

>> Every SSI game I ever bought for the ST wasn't worth a darn. I
>>didn't buy the Phantasie series, but they looked like Ultima clones
>>with worse graphics.

>Upss,EYE OF BEHOLDER for ST?? Where and when had SSI released it?
>I never heard anything about an conversion for ST here in europe.

My point was that EOB was the only SSI game I'd seen that looked playable.
I must admit I haven't seen Curse of the Azure Bonds. Is it any good. I have
found most other SSI games to be bad ports with very cheesy graphics, and
no playability, but I guess tastes vary.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4772. where is gdbm so I can compile perl?

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 07:36:09 UTC
From: pdel@ADS.COM
Message-ID: <1992Oct29.073609.13206@ads.com>
Source record: 215522

I just got Mint installed on my STe w/Simon Gornall's distribution,
so now I want to see if I can get perl running on it too.

while I'm asking where gdbm is, has anyone gotten perl installed?

thanks, pd

--

login name: L1-A
In real life: Peter Delevoryas
In any other life: a cheap imitation

4773. Uniterm & Kermit

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 08:18:04 UTC
From: kuritzky@oreo.berkeley.edu
Message-ID: <1co6nsINNdah@agate.berkeley.edu>
Source record: 215521

I've been trying to transfer binary files from a Sun (using C-Kermit) to an ST (using Uniterm V2.0e). I've tried various settings on both the Sun and ST sides, but when the files get to the ST, they are garbled (and considerably longer than they were on the Sun). Any suggestions?

Please send email to kuritzky@math.berkeley.edu

Thank you.

4774. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 08:22:36 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Oct29.082236.4525@quando.quantum.de>
Source record: 215523

Michael Park (mpark@stein.u.washington.edu) wrote:
: In article <1992Oct27.100455.8654@quando.quantum.de> vombruch@quando.quantum.de (Stefan vom Bruch) writes:
: ...
: >If you pick up a book about computer graphics you will find that 32 is
: >quite sufficient. There isn't much difference between 32 and 64 and almost
: >no visible difference between 64 and 256.
:
: On page 566 of _Computer Graphics Principles and Practice 2nd Ed_
: by Foley et al, there is a table giving the required number of intensities
: for various media. For CRTs, they list 400-530 intensities. There
: are several B&W examples with varying numbers of intensities, and
: in discussing them the authors state:
:
: "This suggests that 64 intensity levels is the absolute minimum
: needed for contour-free printing of continuous-tone black-and-white
: images on paper... For a well-adjusted CRT in a perfectly black
: room, however, the higher dynamic range means that many more levels
: are demanded." [p567]

In a perfect world, where everybody uses a "well-adjusted CRT in a perfectly black room" 64 intensity levels (or 32 for that matter) certainly won't be enough. I wasn't stating that 64 intensities are perfect but that you won't miss that much when you have 64 instead of 256. Besides we will have to live with it or buy ourselves some colour boards because the Falcon doesn't have more.
But since you've quoted from Foley et al you will also have seen the pictures on the same page with 32 and 64 intensity levels. And the caption under the 64 level picture reads something like: differences from the other picture [the one with 32 levels] are quite subtle.
My English is far from perfect and correct me if I'm wrong but that doesn't that mean "not much of a difference".

: >Besides why anyone would use the 32K/64K colour mode for grey scales is
: >beyond me. If you limit yourself to a fraction of the palette anyway you
: >might as well use a LUT-mode.
: I don't think anyone is seriously advocating using a "true color"
: mode to display gray scale pictures. The point is that if 24-bit
: color can represent all perceivable colors (as some people contend)
: then people should not be able to perceive more than 256 levels of
: gray (which after all is a perfectly valid color).

The point of the original poster was that 32 intensity levels are ridiculous. I've seen the Falcon and I don't think so.

Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

4775. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 09:06:41 UTC
From: annius@loki.research.ptt.nl
Message-ID: <annius.720349601@freyr>
Source record: 215525

>ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>>Now, on the point of "is 16 bit colour any good?", yes it is.. it is close
>>to the colour resolution of the human eye. The only problem I see is with
>>grey-scale images, but two bits of brightness resolution should not make
>>much difference at all.

So there's no difference between the greyscale capabilities of my STE and the
C64 I had years ago??? That's a difference of two bits of brightness
resolution as well.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4776. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 09:11:24 UTC
From: annius@loki.research.ptt.nl
Message-ID: <annius.720349884@freyr>
Source record: 215524

grier@bnr.ca (Brian Grier) writes:

>This is absolutely correct. Since 64 intensity levels can be represented
>with 6 bits of resolution, and provides contour-free PRINTING. A 256 shade,
>8 bit gray-scale screen image should be indistinguishable from a B&W photograph,
>assuming enough X-Y resolution.
^^^^^^^^^^^^^^^^^^^

Assuming sufficient X-Y resolution, 2 shades could even be enough to make an
image indistinguishable from a B&W photograph.

>Becasue the eye has a very hard time distinguishing shades of blue early
>eight bit colour system used 3 bits for red and green and two bits for blue.
>The first 64K colour system I worked with had 7 bits for green, 5 bits for
>red and 4 bits for blue.

Which must have made it quite incapable of producing levels of grey (i.e. all
the greys would look either green, blue or red.)

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4777. Trojan Lightphaser

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 09:29:06 UTC
From: hank@longus.north.de
Message-ID: <H.HgxHdiDMiWA@longus.north.de>
Source record: 215450

Hi!

A friend of mine will get the Trojan Lightphaser with software for his
C-64.

Can someone tell me, if it will work with my Mega ST2? I'm searching
for a driver or a documentation how to write a driver.

Thanx HANK

--
hank@longus.north.de
Derk Haendel, Ostpreussenstrasse 17, 2887 Elsfleth, Tel. 04404 - 3294

4778. MOD-Play for STE

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 10:24:25 UTC
From: goehlerl@Mathematik.TU-Chemnitz.DE
Message-ID: <goehlerl.1@Mathematik.TU-Chemnitz.DE>
Source record: 215527

Hallo !

I'm looking for a mod-play routine for Atari STE. If possible with source code. Thanks a lot.
Bye bye

Lars
lars.goehler@mathematik.tu-chemnitz.de

4779. Re: Chaos! (and also avoid using Flashdisk)

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 11:05:01 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <rasas.720356701@minyos.xx.rmit.OZ.AU>
Source record: 215530

SELBYR@Meena.CC.URegina.CA (186902744) writes:

>In <1clkmrINNrf2@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>> In article <rasas.720185450@minyos.xx.rmit.OZ.AU>, rasas@minyos.xx.rmit.oz.au (Greg Patten (me)) found out:
>> >
>> >OK, the problem was Flashdisk, the reset proof ram disk, elvis hates it
[...blah, blah...]

>Is it possible to put the 1 meg version onto a hardrive? I can't seem to format
>82 tracks/11 sectors on my floppy. Is there an archived hard drive version
>somewhere?

Try getting a hold of DCMXTRX or something like that (it should be on a.a,
if it's not I can send it to you [look in the Dc dir]), it'll tell you how
many tracks your drive can format. As far as I know there isn't an arc'd
version. You could install it on your HD if you could un-MSA it.

BTW, make sure you have the CHAOS from the Games dir. not the Demo dir.

Greg.

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

4780. Re: ORCS resource kit english docs???

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 11:14:51 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <rasas.720357291@minyos.xx.rmit.OZ.AU>
Source record: 215531

davidli@simvax.labmed.umn.edu writes:

>In article <1992Oct27.113802.1@sscl.uwo.ca>, richardson@sscl.uwo.ca (John Richardson)
writes:
>>Yet again I have the need for the english docs. for a program!

>As an aside, has anyone been able to open one of the ICON resource files from
>programs such as TeraDesk or Gemini and edited the ICONs in them?

>-- David Paschall-Zimbel

Another aside...It appears that when you save an ICON with both mask and
data active in the save you can not reload it...It give an error. Any
clues?

Greg.

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

4781. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 12:09:14 UTC
From: stigvi@solan.unit.no
Message-ID: <1992Oct29.120914.6990@ugle.unit.no>
Source record: 215528

I read in the german ST Magazin that they are going to start an article
next month on how to build yourselves a 60MHz 68040 accellerator
card for the good old ST. Maybe I should buy my old ST back...

Stig Vidar Hovland - stigvi@solan.unit.no

4782. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 12:37:20 UTC
From: Tom@unix.brighton.ac.uk
Message-ID: <1992Oct29.123720.18801@unix.brighton.ac.uk>
Source record: 215529

Ref: The FALCON is said to have true colour modes because it does not use a CLUT.

My question is this:

If the Falcon has a palette of approx 1 quart of a million, and the true colour modes use approx 65000 colours, how can the Falcon avoid the use of a CLUT?

--When the great computer stork went delivering Falcons under moulberry bushes it did sneeze and the SNESS was born, the world was plunged into darkness and crap advets from that day forth.

4783. Re: pcditto .... colour only?

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 13:02:36 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1992Oct29.130236.21168@unix.brighton.ac.uk>
Source record: 215534

You need to install PC-Ditto to run under a mono monitor using the configuration program. The reason the initiall screen works is because the ST auto detects the mono monitor, but once PC-Ditto has installed its self and dos it goes by the set up file. The reason nothing appears on the screen is because PC's use different video memory addresses for mono and colour, namely B000 and B800 resp.

Hope this helps
Tom.

What no signature!

4784. Modem usage/ modems thru JOYSTICK????

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 13:05:43 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Oct29.090543.1@sscl.uwo.ca>
Source record: 215537

A quick question regarding a particular modem...specifically an ATARI 1000E modem. I have the opportunity to buy such a modem but the seller has said that it works through the JOYSTICK port????? Can this be right? If so how reliable is this set-up? Also, if anyone has used such a modem advice on quality etc. would be appreciated.

As an aside, has anyone ever been successful dialing in
to a site with VT200 terminals. I have never used a modem before and am wondering if I can dial in and successfully use the VAX terminals at school. I assume there would be no problem with the mainframe DOS environment, but even the mainframe sometimes has problems emulating the VAX...any ideas? Can I use the VAX okay? Thanks in advance for any help and/or advice :^)

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

4785. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 13:42:20 UTC
From: grier@bnr.ca
Message-ID: <1992Oct29.134220.24629@bnr.ca>
Source record: 215544

> >Becasue the eye has a very hard time distinguishing shades of blue early
> >eight bit colour system used 3 bits for red and green and two bits for blue.
> >The first 64K colour system I worked with had 7 bits for green, 5 bits for
> >red and 4 bits for blue.

> Which must have made it quite incapable of producing levels of grey (i.e. all
> the greys would look either green, blue or red.)

Actually you can get 16 shades of grey from that system, and you can fudge
it to get 128 pseudo grays, using the same technique that the TT uses. This
system was developed for NASA by Sanders Associates.

If people do not believe that pseudo grays are of no value please view
some of Ringo Monforts (Lexicor) efforts on a TT before you pronounce
this method as of no redeaming value.

While I have yet to see a Falcon, I can appreciate it for what it is. It
is an entry level computer that will outperform most computers available
on the market today. It will not out perform a 80486, but most computers
on the market are not based upon the 80486. Here at BNR many people are
buying computers, and they are buying computers based on the 80386sx and
the 80386dx. Why? Cost. They want a system with a hard-drive and monitor
around $1200, that they can add a soundblaster card, a CD-ROM, and some
stereo speakers to.

Again as I stated earlier the Falcon both DOES and DOES NOT have TRUE COLOR.
It all depends on your needs, and your perceived needs.

Brian, WS1S
Bell Northen Research
Research Triangle Park, NC

4786. Re: GIF to RAW -- PLEASE!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 13:42:55 UTC
From: busbyjm@cs.aston.ac.uk
Message-ID: <1992Oct29.134255.7283@aston.ac.uk>
Source record: 215536

Concerning the question - "Why not DMJ GIF->SPC?"
Because Photochrome can display 32768 colours on-screen (simulated) which looks gorgeous on an STE, compared to only 512 with SPC format.

James Busby

4787. Chaos! What's all the fuss?

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 13:49:24 UTC
From: busbyjm@cs.aston.ac.uk
Message-ID: <1992Oct29.134924.7347@aston.ac.uk>
Source record: 215535

Excuse me, but am I the only person on the Earth who was singularly unimpressed by Chaos? It seems to me that it's a case of 'nice samples, shame about the game'. The controls are awful, the game is slow, and after five minutes I got very bored.

Don't get me wrong, I'm all for shareware and I have great respect for the authors (I am one!), but wouldn't it be better to concentrate on more original ideas? I mean, shareware is the ideal place for new ideas to come from, as shareware authors aren't bound by deadlines etc. like in the 'real world'?

James Busby

4788. A Mausnet rumor about MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 13:56:27 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct29.095627.1@uwovax.uwo.ca>
Source record: 215539

It has come to my attention that someone posted a rumor on the Maus network to the effect that Atari has had to delay release of MultiTOS because of a copyright dispute with me.

This is ABSOLUTELY FALSE. Atari has a valid, legal license for the use of MiNT in MultiTOS, and they have fulfilled all of their contractual obligations with respect to that license (as have I). My relations with Atari and with the TOS development group in particular have always been excellent. In fact, I will soon be moving to Sunnyvale to go to work for Atari.

The same Mausnet message had some other reports about the Falcon and FSM-GDOS. My understanding is that these reports are just as false as the MultiTOS rumor.

The above are my opinions only; Atari is hiring me to work on TOS and other systems software, not to issue official statements :-).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

4789. Compressing Executables.

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 13:56:43 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <92303.085643EENG6826@RyeVm.Ryerson.Ca>
Source record: 215441

The only ones I know are:

ICE Packer v2.40
Jampacker v4
PFXPack v2.1
Automation Packer v2.51r/5.01
Dragon Packer IV v2
Pompey Packer v3.0
Sentry Packer v???? (I don't have this one!)
Atomik Packer v3.3
DC Squish v1.4 (Comercial, I don't have it!)
Jek Packer v2.2

I think thats all. Lots of choices. Trouble is finding them.

Carlos Varela

4790. Re: C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 14:00:20 UTC
From: intd@sun.rz.tu-clausthal.de
Message-ID: <1992Oct29.140020.7937@solaris.rz.tu-clausthal.de>
Source record: 215352

Bertram V. Dunskus (bert@cs.wpi.edu) wrote:
: Hi, i have a PureC Compiler and I would like to program in C++. Can anybody tell me,
: where I can find the necessary extensions/compilers?
:
: Thanx, Bert.
:
:
Hi Bert,
I think, the only C++ Compiler for the Atari ST is the GNU-C++ (GPP).
It is an Public-Domain-Compiler which is available on many
anonymous-ftp servers.
On the 'ATARI-MESSE' in Duesseldorf in August 92 I asked one of the Pure-C
develloppers, if they were planing a Pure-C++ version for the Atari-ST
and he told me that they would probably develop a not complete C++
Version, which could be ready in 1993.

MfG Torsten Dix (intd@sun.rz.tu-clausthal.de)
==========

4791. Re: Falcon 030 & Photo CD System

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 14:08:10 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1992Oct29.140810.12057@pcnntp.apple.com>
Source record: 215540

In article <1992Oct28.180916.16381@sactoh0.sac.ca.us>
mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
> Hmmm. well, I sell Photo-CD, and the information that I have
> received from the manufacturer does not mention "OS support" in
> Macintoshes.
>
> Here is the poop about computer accessability with Photo-CDs.
> Phot-CDs can be read in CD-ROM XA readers with "approrpiate
> extensions". I read it as if you have a CD-ROM XA with the
> appropriate software to read the disk, then you can view Photo-CDs.
> Now manipulating the images is something I do not have infrmation.
>
> I am assuming to manipulate the images, you nees theor workstation
> ($50,000) or perhaps a software package like Photostop.

Apple's current CD-ROM drive, the CD300 (which is a double-speed, 300 KB/sec. transfer rate drive, by the way), is capable of reading multi-session Photo-CDs. It comes with system software extensions which provide transparent OS-level support for the Photo-CD format. The newest Macs which include built-in CD-ROM drives have this software pre-installed on disk. You can open and manipulate the Photo-CD files in pretty much any Mac program that does image editing on PICT files (which is Apple's standard graphics file format). This pretty much means that _any_ Mac graphics program can transparently access Photo-CD files.

- Dale Adams

4792. Re: The Rise and Fall of Atari ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 14:42:31 UTC
From: scruggs@zeus.franklin.edu
Message-ID: <1992Oct29.144231.10770@zeus.franklin.edu>
Source record: 215538

I just happened to find a copy at school (previous one that is...)...

=n+j=

4793. Games good/bad

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 14:47:27 UTC
From: csg022@cck.coventry.ac.uk
Message-ID: <Bww134.30s@cck.coventry.ac.uk>
Source record: 215362

In article <1992Oct29.134924.7347@aston.ac.uk> busbyjm@cs.aston.ac.uk writes:

>Excuse me, but am I the only person on the Earth who was singularly
>unimpressed by Chaos?

I still haven't got Chaos working yet. Even with help (Cheers Martin).
I hope it's worth the wait. I've got as far as hearing the first
sample (cover me with eggs etc...). Then it loads some more and bombs out.
I'll keep trying.
PS. Don't bother with Omega or Nethack, you can't get anywhere without
being killed, they're crap.

--
CSG022 is MARK B PROCTER | "*You* want to complain, look at these shoes, I've
only had them three weeks and the heels have worn right through, and if you
complain nothing happens so you might as well not bother, and my back hurts and
we never get a fine day and I'm sick and tired of this office."

4794. Re: Uniterm users....please read

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 14:58:22 UTC
From: censjg@caledonias3.caledonia.hw.ac.uk
Message-ID: <1992Oct29.145822.8368@cs.hw.ac.uk>
Source record: 215545

In article <1992Oct27.083229.11243@koko.csustan.edu>, alx@ceti.csustan.edu (Johovan Boof Rasta) writes:
|>
|> Is there any way you can change the color on uniterm??
|> The screen color that I get is black and white...way to harsh
|> for my eyes....So if anyone knows away please email...
|> --
|> Thanks. L L L L
|> 8-()-8 L L L L
|> L L L____L L

Yeah, theres a menu item to do it, I can't remeber what it is offhand, but a quick look should find it. mail me if you really can't find it.

Simon

Simon Greaves | Janet: censjg@uk.ac.hw.clust
Systems & Comms programmer | Internet: simong@festival.ed.ac.uk
Computer Centre | Fax: +44 31 451 3261
Heriot-Watt University | Voice: +44 31 451 3265
Edinburgh EH14 4AS |
Uk | "Pretty with hairy legs" --A.Belew

4795. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 15:00:28 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct29.150028.758@email.tuwien.ac.at>
Source record: 215541

Tom@unix.brighton.ac.uk writes:
: Ref: The FALCON is said to have true colour modes because it does not use
: a CLUT.
:
: My question is this:
:
: If the Falcon has a palette of approx 1 quart of a million, and the true
: colour modes use approx 65000 colours, how can the Falcon avoid the use
: of a CLUT?
:
:
Well... The Falcon has ca. 40 or 50 different screen modes, some are TC
modes (without CLUT) and some like SVGA with CLUT and 262144 colour palette
(eg. 640x480x256).

-MY

4796. Re: VT 220

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 15:07:37 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1992Oct29.150737.12056@dxcern.cern.ch>
Source record: 215543

In article <BwuwGu.Bw8@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
>I need a VT 220 emulator. Does anyone know were I can find a
>Shearware/PD emulator for the ST? (ie site).

If you want to have a GEM-Based Terminal, you should try CoNnect in it's latest version. 1.71.

It has a completly working vt 52/vt100/vt102/vt220 emulator and also supports TEK 4014.

It is available on ftp.uni-kl.de /pub/atari/telecom/conn171.lzh

(english resource is included)

Wolfgang

4797. Re: Znet-AEO

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 15:47:42 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.720373662@rw8.urc.tue.nl>
Source record: 215550

>>sheppard_r@kosmos.wcc.govt.nz writes:
>>
>> Roger I have sent out the control messages 6 times already so I am
>> not sure why your site does not have them. Please ask your
>> sysadmin to check his "control" message group to see if they
>> have reached him and please revert.
>> _
>> Jon Clarke o( )
Hmmm, just to add some more fuel to the fire. We aren't getting
alt.znet newsgroups either, and we get every newsgroup (except for
newsgroups that are local to some other place). Are there any
atari-enthusiasts in Holland that do get alt.znet newsgroups?
I checked our control group but no newgroup messages for alt.znet.
And we even have alt.sex newsgroups so it can't be that alt.znet is too
offending :-)

Erlend.

4798. Re: GIF to RAW -- PLEASE!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 16:14:55 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Oct29.161455.1046@news2.cis.umn.edu>
Source record: 215547

In article <2AEF2A53.11945@news.service.uci.edu>, jvance@leakey.oac.uci.edu (Joachim Vance) writes:
>But the value of Photochrome lies in its new picture format that can
>do 96 colors per scanline out of 4096 on a standard ST with a color
>monitor (Super HAM ST Pictures are at least twice as good as SPC)!
>And on an STE it does 19K colors out of 32K!!! He rightfully calls it
>a color board emulator.
> Unfortunately the only kludge is that GIF isn't supported which is
>why everyone wants to convert to RAW format.

The increase in colors which the Photochrome format allows is useless when converting a GIF-format picture to be viewed on an ST. The primary reason for this is that a standard GIF-format picture is limited to 256 colors. Period. Conversion to SPECTRUMf-format pictures is actually a bit of overkill.

However, there are GIF-format pictures which cover an area greater than 320 x 200 pixels, and a 'travelling mat' SPECTRUM viewer, where one could move horizontally as well as vertically (the SPX-format only goes vertically as far as I have been able to ascertain), would be most welcome.

I have been greatly impressed with the results of Photochrome on ray-traced pictures which are output originally in RAW format, where one is not limited to a small color palette.

-- David Paschall-zimbel

4799. Re: How to make ACC with Gfa Basic

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 16:19:00 UTC
From: schaerer@isi.ethz.ch
Message-ID: <1992Oct29.161900.8735@bernina.ethz.ch>
Source record: 215548

```
GUEST Savino Grillo (grillo@flash.ATC.Olivetti.Com) wrote:
: Hi There,
: It's possible with the GFA Basic to create an accessory program ?
: How ? Are there any programming rules to follow ?
: I have the Gfa 3.5 E and the 3.6 German version with the compiler.
:
: Thank you in advance.
: Savino
##############################################################################

The very easy start with an accessory-project in GFA-3.x-BASIC
from Thomas Schaerer
============================================================================
'
'
$m1000 ! Attention, perhaps more memory needed for greater program
'
ap_id&=APPL_INIT()
IF ap_id&=0
ALERT 1," Now, I am not | an accessory. ",1,"Return",a&
ELSE
me_id&=MENU_REGISTER(ap_id&," color-switch ")
DO
~EVNT_MESAG(0)
IF MENU(1)=40
ALERT 1,"Black-/White-Switch|sw = Black Letters",1,"bl|wt",a&
SETCOLOR 0,a&
ENDIF
LOOP
ENDIF
'
'
' ######################## That's all folks ! ########################
```

4800. Re: The Falcon Does NOT have True Colour - stop it

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 16:28:07 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <Bww5qv.8sy@immd4.informatik.uni-erlangen.de>
Source record: 215354

djs@jet.uk (David J Stevenson) writes:

>True Colour, to me, is meaningless marketing term.
You got the point.
--
---------------------------- cut here ----------------------------
---------------------------- cut here ----------------------------
Larry

4801. Re: ORCS resource kit english docs???

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 16:31:04 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Oct29.163104.1287@news2.cis.umn.edu>
Source record: 215549

In article <H.ea.QUIMWn_tSTI@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> Yes. It's quite trivial. What's your problem? Just make sure you
>set the protedtion to locked so you don't change the tree order. Orcs
>is so easy to use, I don't see what the big need for english docs is.
>It has an english resource file, the menu are pretty self explanatory.

The problem I had with using ORCS was that, although I could see the ICONS.RSC file by clicking on the appropriate drive icon (on the ORCS desktop), nothing I tried would open the ICONS.RSC file so that I could access the resource objects within.

I didn't try to interpret the German documentation; having had access to other Resource Editors in the past, I assumed ORCS would work in a similar manner. I put the program (and the attempt to modify the ICONS.RSC file) on hold for the time being.

-- David Paschall-Zimbel

4802. Re: GIF to RAW -- PLEASE!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 16:31:53 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Oct29.163153.6508@email.tuwien.ac.at>
Source record: 215546

davidli@simvax.labmed.umn.edu writes:
: [...]
: The increase in colors which the Photochrome format allows is useless when
: converting a GIF-format picture to be viewed on an ST. The primary reason
: for this is that a standard GIF-format picture is limited to 256 colors.
: Period. Conversion to SPECTRUMf-format pictures is actually a bit of overkill.
:[...]

Wrong... Spectrum format is limited to 46 colours per line (something like
that), so you loose quite a few colours on complicated pictures...

-MY

4803. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 17:07:36 UTC
From: ken@isgtec.com
Message-ID: <3589@isgtec.isgtec.com>
Source record: 215373

In article <annius.720205227@freyr> annius@nanna.research.ptt.nl (Annius Groenink) writes:
> `TRUE COLOR' means that for any pixel on your display you can pick such a color
> that the human eye cannot distinguish between that color and the one you
> wanted to display.
> The consensus is that you need 24 bits to get a number of colors larger than
> the human eye can distinguish.
> So, you need at least 24 bits per pixel on your display to be able to get true
> `True Color'.

This is a good definition. If we were to establish a new industry standard
for what the marketing term "true colour" really means, this would be a
good way to put it. However, until there is such a standard, "true colour"
is still a nebulous marketing term as far as I know, and Atari is more
or less free to call the Falcon true colour if they want. The best thing
is to just stop using the term, call it 16-bit RGB on the Falcon. IMO.
- kn
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4804. Re: Uniterm & Kermit

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 17:38:43 UTC
From: healy@nosc.mil
Message-ID: <1992Oct29.173843.2043@nosc.mil>
Source record: 215353

Are you setting binary mode on both machines? On the sun, run
kermit -i

On uniterm, after you hit alt-t, click on binary before you click on
receive.

I kermit to my suns all the time using Uniterm.

Mike Healy

healy@nosc.mil

4805. Dr. T's Phone # & Address Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 17:55:12 UTC
From: cmedley@wam.umd.edu
Message-ID: <1992Oct29.175512.23898@wam.umd.edu>
Source record: 215351

Could someone please email me the phone number (for purchases) and/or the address of Dr. T's Music Software?

`

--
---- --- /| /| |\
/-- /| / o / _ / |/ | |_\ Software
/ / |/ / /__/ / | | \
-------------------------------->

4806. Re: Uniterm macro question

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 18:06:36 UTC
From: herby@danubix.ulm.sub.org
Message-ID: <H.ea.ZXYi9z3bRTM@danubix.ulm.sub.org>
Source record: 215375

```
In <99839@bu.edu>, Steven Selick writes:
>Is it possible in a Uniterm macro to say something to the effect of:
>If the other computer says "sorry, no more users" go to 1
>else
>if the other computer says "great...you're in!" go to 4
>rather than picking one, and assuming that after 30 seconds if you don't
>get it then you choose the other one?

:1 ......
#
if(!get('more users',15)) jump(2)
jump(1)
#
:2
if(!get('you're in!',30)) jump(1)
jump (4)
#
:4
#do what you want :-)

cu l8ter mfG herby@danubix.ulm.sub.org
--
* E-Mail: herby@danubix.ulm.sub.org ccc_damp@rzmain.rz.uni-ulm.de *
* herby@danubix.ul.open.de Fido: 2:241/7902.1 *
* Forchenweg 14 W-7900 Ulm/Donau Voice: 0731-6021657 *
* ULM: Letzte Stadt vor Bayern Don't marry, beer happy *
```

4807. Re: GEMULATOR?

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 18:49:22 UTC
From: darekm@microsoft.com
Message-ID: <1992Oct29.184922.1787@microsoft.com>
Source record: 215371

In article <1992Oct28.233936.10581@lynx.dac.northeastern.edu>
roking@lynx.dac.northeastern.edu (robert king) writes:
>In article <1cjcfkINNq4h@oak25.doc.ic.ac.uk> adm2@doc.ic.ac.uk (Alan David Messer)
writes:
>> I remember hearing rumours a month or two ago, of a product called
>>GEMULATOR which was a ST emulator for PCs.
>>Does such a product exist?
>
>I will throw in a me too on this also. I would be *very* interested in
>any news of this product.

Yes it does! It has been shipping for almost two months and is available
from ST and PC dealers in Canada and the U.S. See ads in Atari User, ST
Informer, Atari Advantage, Current Notes, and other Atari magazines for
ordering information.

The Gemulator package comes with a plug-in board for your PC, a set of TOS
2.06 ROMs (and the board has room for 6 more TOS chips, either TOS 1.0 or
TOS 1.4), and emulation software that you run on your PC.

It emulates 4 graphics modes:
- ST Low (320x200 16 colors)
- ST Medium (640x200 4 colors)
- ST High (640x400 mono)
- TT medium (640x480 16 colors)

out of a palette of 4096 colors (same as the STE), and allows you to toggle
between color and monochrome with one keystroke (since a VGA monitor can do
all resolutions, you do not need two separate monitors on your PC), it
reads and writes to 360K, 400K, 720K, 800K, and 1.44 meg MS-DOS disks, even
disks formatted on the Atari ST using TOS 1.0, reads and writes to the
hard disk (but there is a 32 megabyte per partition limit imposed by GEMDOS),
supports the mouse and printer, and sound joystick and modem support will be
added shortly.

Programs such as Calamus SL, Pagestream, Prism Paint, Word Writer, etc, all
run fine on Gemulator.

Hardware requirements are: a 386 or 486 PC running DOS or Windows, at least
4 megabytes of RAM, a hard disk, and a VGA monitor. The amount of ST RAM
emulated is limited by your PC's RAM. On a 4 megabyte PC you can emulate a
512K ST, on an 8 megabyte PC you can emulate between 512K and 5 meg of ST
RAM, and with 12 meg or more you can emulate up to an 8 megabyte ST. Of
course with virtual memory (such as under Windows) you require less RAM but
it runs slower.

The product was recently shown at the Glendale and WAACE shows and it is definitely not vaporware as some people seem to think. It's already in use by over 250 users.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are my own, I think. |
\--------------------------------------/

4808. Re: Uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 18:54:14 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Oct29.135414.11191@bsu-ucs>
Source record: 215356

What version is Uniterm up to now? Is terminal emulation beyon vt200 yet?

-Matt

4809. Re: Chaos! What's all the fuss?

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 19:40:36 UTC
From: hjwulfso@unix.amherst.edu
Message-ID: <BwwEno.3J6@unix.amherst.edu>
Source record: 215355

I'm also a bit underwhelmed. It just isn't that fun. My all time
favorite shareware game is Laserchess. Now that's quality!

-Harris Wulfson
hjwulfson@amherst.edu

4810. Re: Dr. T's Phone # or Address Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 19:43:12 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <61397@aurs01.UUCP>
Source record: 215378
Cross-posted to: comp.sys.atari.st,rec.music.synth

In article <1992Oct28.231456.10090@wam.umd.edu> cmedley@wam.umd.edu (FLiP) writes:
>I am looking for the phone number (or even the address of) Dr. T's software.
>I'm interested in upgrading from KCS Level 2 3.0 to OMEGA. The old number,
>1-617-244-1542 is no longer Dr. T's. Can anyone help out?

Dr.T's Software (617)455-1454 (General Office)
124 Crescent Road (617)455-1458 (Tech Reference)
Suite 3
Needham, MA 02194

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

4811. Re: Ferrous paint inside TT???

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 20:31:41 UTC
From: ekrimen@wet.UUCP
Message-ID: <4434@wet.UUCP>
Source record: 215367

In article <10819@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Looking inside my friend's TT, the inside of the casing is painted with
>some kind of ferrous paint. Was this a common FCC-compliance scheme
>used in early TTs? What is the stuff? (Sort of rust-brown matt paint).

No, it is a common FCC-compliance scheme used in later TTs and MegaSTEs. ;^)

I've read that recent versions of the Falcon will have the same instead
of some or all of the metal shielding. I don't know how true this is however.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4812. Re: Falcon 030 & Photo CD System

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 20:33:13 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <3XaFTB2w165w@comtch.spk.wa.us>
Source record: 215369

mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
> Hmmm. well, I sell Photo-CD, and the information that I have
> received from the manufacturer does not mention "OS support" in
> Macintoshes.
> Here is the poop about computer accessability with Photo-CDs.
> Phot-CDs can be read in CD-ROM XA readers with "approrpiate
> extensions". I read it as if you have a CD-ROM XA with the
> appropriate software to read the disk, then you can view Photo-CDs.
> Now manipulating the images is something I do not have infrmation.
> I am assuming to manipulate the images, you nees theor workstation
> ($50,000) or perhaps a software package like Photostop.

I was at the winter CES in Vegas, and saw and played with the Photo CD system quite a bit (`cheap photo digitizing' was my first thought). It's stored as a normal JPEG (I think) picture file on the CD-ROM, and any computer that can handle an XA CD-ROM can read it. Any program that can handle JPEG pics can handle photo-CD pics.

The Mac people want you to think that they have some special advantage here, but they don't. You can have the same capabilities with any computer (PC, Mac, ST, Amiga, NeXT, etc. etc.) given the basic software.

I hope that clears up a few things... (btw, Photostop did work nicely for playing with photo-CD images... Splicing a giant parrot onto a city like a Japanese monster movie was amusing...)

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

4813. Re: GEM based GREP?

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 20:34:42 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.VeIdW6DOKOg@jonh.wimsey.bc.ca>
Source record: 215364

In <1992Oct28.091539.57@janus.arc.ab.ca> erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:

>Is there such a thing available? If so what is it called?

I haven't seen a Gem based grep, but the QED text editor has a neat
grep feature built in where, if you hightlight the disk icon, then hit
cntrl f for find, you can search (recursively) a directory of files
using regularar expressions and the results are stored in a project
file, which you can then choose file to load. I have an almost completed
english version of the resource that I'll put up on a.a.
This is a great text editor. Is the author on the net?
--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4814. Re: ANTIC Software and CAD-3D 2.02

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 20:52:52 UTC
From: gwmeyer@iastate.edu
Message-ID: <gwmeyer.720391972@vincent2.iastate.edu>
Source record: 215368

In <2316953@overmind.citadel> undermind!Steve_Johnson@overmind.mind.org writes:

>I
> believe the last version of CAD-3D was v2.03. Antic Software no longer
>exists, but some people have taken over dev/support of some of the programs
>sold through Antic. I don't know if CAD-3D was taken over by anyone, but I
>know Cyberpaint has (though I don't know who).

Jim Kent, the author of Cyberpaint, and others, is working with Missionware
on a revised version of Cyberpaint. They showed an early beta version at
WAACE, and according to John Trautschold at Missionware, it is progressing
nicely. If you have questions about it, you can send e-mail to John T. at
his DELPHI address. (missionware@delphi.com)

--Gordie Meyer
Assistant Area Manager
DELPHI's ST Advantage SIG
biblinski@delphi.com
>> Ask me about DELPHI's $1 an hour trial offer. Accessible via telnet! <<

4815. Falcon screen modes.

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 21:19:13 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Oct29.211913.28143@crc.ac.uk>
Source record: 215359

Seeing as the Falcon has so many different screen modes, I have a question.

Will software still be resolution dependant?
Or will it run in any of the (~20?) modes?

Just curious,
Phil
(E-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

4816. Re: Poor to Awful

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 21:29:38 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct29.212938.17681@zooid.guild.org>
Source record: 215398

garth@splunge.uucp (Garth Wood) writes:
>Dear Mark Kovarski (and all others who slam Atari service/support):
>
> TAKE A PILL.
>
>Look, I'd be the first to say that Atari's got its problems. I live in
>Edmonton, Alberta, Canada, where Atari support & service is virtually
>non-existent. Almost everything I buy I have to buy via mail order,
>because the only local dealer's got stock so old it remembers when
>Trudeau was the Prime Minister.
>
>My point is simple. I've heard enough grumbling and doom-'n-gloom from
>people who own and operate Ataris to make me violently ill. Diagnose
>your own problems. Fix them. Pull yourselves up by your own
>bootstraps, and while you're at it, share your experiences with others.
>And keep your sense of humour. I haven't met a computer company or
>software outfit yet that hasn't had its share of problems and then
>some. And if you don't believe me, I'll ask my lovely wife to sign
>on and regale you with horror stories about how her department at work
>has been trying to get non-flaky upgrades from Microsoft for their
>Macs. Or how, at *my* place of work, we've been trying to get the
>damn LAN to work properly for two months now, and we end up falling
>back to the good old "sneakernet" solution day in and day out.
>
>Life presents you with problems. You can whine about them, or you
>can fix them. It's your choice.
>
>Garth
>
>
>--
>Garth Wood | "A witty saying of some kind."
>garth@splunge.uucp |

None of the companies are perfect but Atari hasn't done anything to improve
their customer relationships. As far as fixing, I don't understand what you
mean by "Fixing." I have fixed many things, including the Atari machine I
own (And yes, Atari was not capable of doing it). On the other hand, I fixed
those problems. How? I went and purchased another computer system. This is
a very simple solution....

Mark K.

4817. Re: Poor to Awful

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 21:38:41 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct29.213841.18133@zooid.guild.org>
Source record: 215399

ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <1992Oct23.170734.2457@zooid.guild.org> kovarski@zooid.guild.org (Mark Kovarski) writes:
>>
>>Mr. Krimen, it is obvious that you have never dealt with a company that is
>>serious about establishing good relationships with their customers and their
>>dealers. You are simply providing excuses for Atari Corporation and nothing
>
>Wow. After reading 93 lines of your drivel, Mark, I can see why Bob put you
>in his twit list. I would have too!
>
>Actually, Mark, the last time I replied to your message, I said that you compare
>with Bob Retelle and Chris Mauritz. I'll take that back and say that you're
>worse. Does that make you feel better? :^) I'm glad that it does.
>
>Have fun!
>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.uucp
> / | \ E.KRIMEN (GEnie)

You are still avoiding the issue! You include part of my message and you still have _NOTHING_ to say about my point. Why? Because it's the truth and you don't know what to say. Is "After reading 93 lines of your drivel..." the best you can come up with? For a contributing editor you wouldn't get a job to write for Walt Disney Corp.

Mr. Brodie put me in his twit list because he can't listen to the facts. Well, tell him to start looking for another job. What he has done and what he has posted in the last year is unreal and you seem to take his advice. You publish a magazine, AE, and you have access to all the information. Nevertheless, it is the worse magazine I have seen. How about quality writing and not the general rehashed Atari cheering?

Have a nice day,
Mark K.

4818. Re: The Rise and Fall of Atari ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 21:42:22 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Oct29.214222.18266@zooid.guild.org>
Source record: 215397

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:
>In article <gg0zlf=@rpi.edu>, Galactic Spaceboy says:
>>
>> SEPERATE SEMI FLAME:
>> SHOULD ROSS PEROT BUY ATARI !!!???
>
>Ross has been on the board of NeXT for quite some time... he
>resigned this position earlier this year.. but still owns a good
>amount of stock in NeXT.
>
>I read this in a NeXT magazine at school.. seeing as the math dept.
>just invested in NeXT cubes for a lab..
>Is there anything like Mathematica or Maple for the Atari?
>
>Jeff

I believe there isn't anything as powerful as Mathematica for the Atari
but Maple is available for the Atari. Contact the University of
Waterloo for more information, or somebody from Waterloo can give you
some more information.

Mark K.

4819. Re: Falcon - Faulty SCSI 2 port?

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 22:14:09 UTC
From: gfrajkor@alfred.carleton.ca
Message-ID: <1992Oct29.221409.19989@cunews.carleton.ca>
Source record: 215357

Is the scsi-II port backwards compatible? That is, I have some
syquest drives connected to a 1040st. If I get as falcon, will I have
to junk the drives or buy a new interface?

4820. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 22:43:45 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct29.224345.27898@beaver.cs.washington.edu>
Source record: 215361

In article <1992Oct29.150028.758@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>Tom@unix.brighton.ac.uk writes:
>: Ref: The FALCON is said to have true colour modes because it does not use
>: a CLUT.
>:
>: My question is this:
>:
>: If the Falcon has a palette of approx 1 quart of a million, and the true
>: colour modes use approx 65000 colours, how can the Falcon avoid the use
>: of a CLUT?
>:
>:
>Well... The Falcon has ca. 40 or 50 different screen modes, some are TC
>modes (without CLUT) and some like SVGA with CLUT and 262144 colour palette
>(eg. 640x480x256).
>
>-MY
>

I think what he's asking is how the 65536 colors are chosen in the true color modes. The Falcon has an 18-bit palette for non TC modes, allowing 64 levels of Red, Green, and Blue. Now, the TC mode, you get 32 levels each of Red and Blue, and 64 levels of Green. The question is, does this mean it's impossible in TC to select a color which might be available if you had the full palette in the non TC modes? Put a different way, can you somehow have different techniques in TC modes to get different sets of 65536 colors or is it always exactly the same 65536 colors to choose from for each pixel? You get the idea... It's kind of an insignificant detail, but an interesting one... :-)

And yes, I think we've decided that True Color is not a specific term in any way -- let's just admit that the Falcon has _plenty_ of colors for almost any conceivable application and leave it at that... :)

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4821. Re: Falcon screen modes.

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 22:50:57 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct29.225057.28173@beaver.cs.washington.edu>
Source record: 215365

In article <1992Oct29.211913.28143@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>Seeing as the Falcon has so many different screen modes, I have a question.
>
>Will software still be resolution dependant?
>Or will it run in any of the (~20?) modes?
>

Well, it seems this is more an issue for developers than for Atari itself.
Any program can be resolution independent if it's programmed that way.
(Note how programs like Calamus and GemView and Lexicor software will
detect a new graphics card or resolution and work in it.

So, programs which are written well to conform to the mode they're in
will run fine... programs which don't check which mode they're in
may look really funky or even unreadable in different modes. For
these kind of programs, you'll have to switch the Falcon into the
ST mode the program was meant to run in.

>Just curious,
>Phil
>(E-mail naffara@uk.ac.crc)
>
>--
>Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
>suggestion sir,with only two drawbacks: one,we don't have any defensive shields
>and two,we don't have any defensive shields.I know that,technically,that's only
>one drawback,but it was such a big one I thought I'd mention it twice".

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4822. Re: Falcon 030 & Photo CD System

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 22:59:01 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1cpqblINNrpo@phakt.usc.edu>
Source record: 215360

In article <1992Oct29.140810.12057@pcnntp.apple.com> Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
>Apple's current CD-ROM drive, the CD300 (which is a double-speed, 300
>KB/sec. transfer rate drive, by the way), is capable of reading
>multi-session Photo-CDs. It comes with system software extensions which
>provide transparent OS-level support for the Photo-CD format.

Well, according to MacWeek, the new drives do NOT support multi-
session photo-cds...only single session cds (this is for the CD300).
Apparently they will release a newer version that will support multi-session
photoCDs in the future (I don't remember any dates tho.).

> The newest
>Macs which include built-in CD-ROM drives have this software pre-installed
>on disk. You can open and manipulate the Photo-CD files in pretty much
>any Mac program that does image editing on PICT files (which is Apple's
>standard graphics file format). This pretty much means that _any_ Mac
>graphics program can transparently access Photo-CD files.

Yes and no. The cd-ROM drivers will be supportd by the new System7.1
so any new machines that get the new system will be able to support the
Apple CD-roms (and probably most 3rd party ones as well, but that is just
speculation on my part). You will only be able to manipulate Photo-CD files
by software that understands the format - it is not Pict or any of the common
formats for Mac, so you will probably have to get a software update to
manipulate Photo-CD files.

>- Dale Adams

4823. Re: VT 220

Newsgroup: comp.sys.atari.st
Date: 1992-10-29 23:09:21 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1cpqv1INNsd2@phakt.usc.edu>
Source record: 215363

In article <BwuwGu.Bw8@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
>I need a VT 220 emulator. Does anyone know were I can find a
>Shearware/PD emulator for the ST? (ie site).

Hi,

I highly recommend Connect! It has VT220 emulation and is shareware.
You can get the latest greatest version up on Atari.archive.

If you have any questions with it, either contact me or the author
(you can look his address up in the docs, and he is sometimes here on c.s.a.st)
- you won't be dissappointed.

>Thanks...Kevin
>klasmekj@ucunix.san.uc.edu

-Mike

4824. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 00:46:52 UTC
From: jorngh@dhhalden.no
Message-ID: <jorngh.97.720406012@dhhalden.no>
Source record: 215374

In article <1992Oct29.120914.6990@ugle.unit.no> stigvi@solan.unit.no (Stig Vidar Hovland) writes:
>I read in the german ST Magazin that they are going to start an article
>next month on how to build yourselves a 60MHz 68040 accellerator
>card for the good old ST. Maybe I should buy my old ST back...

Sounds like a *very* serious magazine ... how can you possibly
push a 33 Mhz (40 Mzh soon) '040 to 60 Mhz ??? Answer : you can't !!!

True, you can push a processor beyond it's specs but within
reasonable limits.

>
>Stig Vidar Hovland - stigvi@solan.unit.no
>

| Jorn Halonen | "dinga ding dang my danga long ling long" |
| jorngh@sofus.dhhalden.no | - Ministry |

4825. TT grey mode (was Re: The Falcon Does NOT have True Colour)

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 01:45:59 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Oct30.014559.12842@sfu.ca>
Source record: 215370

In article <10811@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>
>If you're REALLY into greyscale images, buy a TT and use the 256-shade
>Grey mode. I doubt you'll see much difference: 64 shades is a LOT.
>

Perhaps I'm showing my Atari programming ignorance, but does anyone know how
to select a particular shade of grey in this mode? In other words, which
RGB values correspond to which grey values?

>--
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> _.-._/ University of Queensland, / C references are NULL && void*
> v Brisbane, Australia. /

Gordon Farrell |e-mail:gfarrell@sfu.ca |"Shee, you guys are so unhip
| gfarrell@cs.sfu.ca | it's a wonder your bums
Simon Fraser University | gordonf@sfu.ca | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

4826. Student discounts?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 02:11:23 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Oct30.021123.13429@sfu.ca>
Source record: 215372

I showed a friend of mine and article about the Falcon that appeared in the Canadian magazine "The Computer Paper" this month, and he was impressed. In fact he was impressed enough to consider buying one. What he wants to know first, though, is whether or not there is student pricing available from Atari. I told him I had no idea, but I'd ask here.

So, how 'bout it? Anyone know, or should I tell him to bite the bullet and call Atari and ask them?

Please e-mail, as I've been having trouble keeping up with this group, lately.

_____
Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

4827. Re: Chaos! What's all the fuss?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 02:42:32 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92303.214232JJL101@psuvm.psu.edu>
Source record: 215385

Laserchess indeed! Awesome game, now if only I could find my Compute
disk that had it on it... havent seen it in a while!

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

4828. Re: pcditto .... colour only?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 02:58:23 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1cq8cfINNet2@golem.wcc.govt.nz>
Source record: 215379

My PC-Ditto worked 100% with mono'! (Better than in colour as far as
I'm concerned)

4829. Re: Has the falcon TRUE color?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 03:04:16 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1cq8ngINNet2@golem.wcc.govt.nz>
Source record: 215380

Who cares if it's true colour! IBM's VGA mode (640*480*256 or whatever it is) looks GREAT! 256-colours at once, with a pretty high resolution - the pictures I've seen look INCREDIBLE!!

19200 colours on a 320*200 screen (e.g. Photochrome) is POINTLESS - the resolution is too low for there to be any point - lots of colours don't (always) make up for few pixels!

Instead of inventing higher-graphics modes, programmers just need to work a little harder on some of the not-as-fancy ones!!

4830. Re: Falcon 030 & Photo CD System

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 03:11:42 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1cs1delNNi6t@aludra.usc.edu>
Source record: 215419

In article <1992Oct30.141440.14935@pcnntp.apple.com> Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
<stuff about apple CD mechs. deleted>
>If MacWeek said this, they're wrong. (This happens a lot with MacWeek,
>MacWorld, etc.... Why do publications have so much trouble getting the
>facts straight?) The CD300 absolutely supports multi-session Photo-CDs.
>Now. It's the older CD150 drive that only supports a single session.

It very possible that they stated it correctly and I paraphrased it incorrectly. Consider my memory to be a lossy compression. :) Since I have already disposed of the MacWeek in question, perhaps you can answer this: Will the Performa600CDs ship with the CD150 or the CD300? I assume it will be available (for a price!) as a standalone too...

<erronious garbage littered by me erased>

>Sorry, but this is simply not the case. All you need is QuickTime 1.5 and
>the new CD-ROM driver software (version 4.01, I believe). System 7.1 is
>not required. (And these are all shipping now, by the way. There's no
>"will be" involved.) QuickTime makes Photo-CD files appear as PICT files
>to any Mac program in much the same way as it does with JPEG files. I.e.,
>_any_ program which can access a PICT file can transparently access a
>Photo-CD or JPEG file. Most people concentrate on QuickTime's video
>playback capability, but this foreign file access transparency is one of
>the real advantages of QuickTime.

Now this I know - the article never mentioned QuickTime so I had assumed (yes you guessed what that did) the Photo-CD abilities stemmed from the System7.1 as they had termed it "system support" rather than QuickTime support. This is a very cool feature of QuickTime that I was not aware of, but then again, I haven't been all that up-to-date with QuickTime software as I rarely need it. BTW, which (if not all) of the Photo-CD images are available through QTime (base/16, base/4, base, base4, base16, or all)?

Now all we need is an Atari version of QuickTime and we'd be set! :)

>Next time, check your facts before you post. There's enough mis-
>information being circulated already.

Just trying to deal with the information I _do_ get. At a time like this, though, I like that old saying about "we learn more by our mistakes ..."

:)

>- Dale Adams
> Apple Computer, Inc.

BTW, Thanks for the clarification.

-Mike

4831. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 03:16:53 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10844@uqcspe.cs.uq.oz.au>
Source record: 215376

This is an academic argument. Whatever you CALL the Falcon's graphic capabilities does not change those capabilities.

The "Does NOT" side's only point could be "They are lying to sell more computers". Which is silly. People will never be happy with the statement "True Colour" anyway, they'll always want to know what the ACTUAL features of the machine are, not which marketing terms have been attached to it.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4832. Re: Uniterm macro question

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 03:29:40 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10845@uqcspe.cs.uq.oz.au>
Source record: 215377

selick@csa.bu.edu (Steven Selick) writes:

>Is it possible in a Uniterm macro to say something to the effect of:

>If the other computer says "sorry, no more users" go to 1
>else
>if the other computer says "great...you're in!" go to 4

I don't think so, but you could write a simple program to do that,
then call it with the "RUN" macros, and check it's return code.

Pity Uniterm doesn't have a READSTRING macro - then you could read a string
and compare it against other strings with IF.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4833. Re: Will Chip Dumping hurt Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 03:30:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10846@uqcspe.cs.uq.oz.au>
Source record: 215381

In <4430@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:

>It won't. Jim Allen on GEnie said that because Atari's RAM boards are
>manufactured in Taiwan and sent over here as an assembly, they won't
>be subject to the tariff.

Ah! Wow, Atari wins out there then - the populated boards might end up
cheaper than the chips themselves perhaps!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4834. Phantasie (was Re: atari usa examples)

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 03:56:59 UTC
From: kllove@bearcat.ecn.uoknor.edu
Message-ID: <1992Oct30.035659.7612@constellation.ecn.uoknor.edu>
Source record: 215383

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

>>> Every SSI game I ever bought for the ST wasn't worth a darn. I
>>>didn't buy the Phantasie series, but they looked like Ultima clones
>>>with worse graphics.

I enjoyed Phantasie I. Phantasie II was improved in the graphics department and even the playability department. I haven't gotten to P. III as I'm just starting #2.

I actually prefer the Phantasie series to Ultima. They are good for hack and slash fun and have some interesting (if somewhat simplistic) puzzles to solve.

A game doesn't have to have tremendous graphics and sound to be a highly enjoyable game. Look at Chaos, the graphics aren't anything to write home about (sounds are GREAT), but the game is still fun to play.

I do agree that most SSI ports have been poorly integrated with the ST, though. A prime example of this is "Rings of Zilfin" -- the game sounded interesting and it even looked fairly decent, but the interface was LOUSY!!!

I guess my point is that you shouldn't condemn a game just because it has poor graphics and/or sound. Infocom produced some of the best games ever made (highly subjective opinion I freely admit) and they have no graphics or sound whatsoever (not counting some of the more recent attempts of course). Judge a game/application on its ability to do what you want and not the pretty package it comes in.

I'll get off of my soapbox now. [and much cheering and hollering at this last announcement was witnessed in the background. 8^P]

Later,
Kenneth Love

4835. contacting 'Mlake@irscm.UUCP'

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 04:44:06 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1cqeimINNfdn@golem.wcc.govt.nz>
Source record: 215382

Can the above user please contact me! (esp' if I've got the user-address wrong!

4836. zmodem uploading to a unix machine

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 06:17:11 UTC
From: selick@csa.bu.edu
Message-ID: <100042@bu.edu>
Source record: 215384

I've been up/downloading to/from Boston University's Unix machine (sun running sunos 4.1) for several years now, and I am still unable to get the atari->unix transfer to resume an old transfer. Is it me, the atari program (I've tried every atari program that was pd or shareware, none worked) or the unix program? What command lines should I use on each machine using xyz202b.ttp? It seems that this should be a simple thing to accomplish. Also, does zmodem compression actually help?

-Steve <selick@csa.bu.edu>

4837. Re: Student discounts?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 07:01:47 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Oct30.020147.11234@bsu-ucs>
Source record: 215390

<About the Falcon< What he wants to
> know first, though, is whether or not there is student pricing available
> from Atari. I told him I had no idea, but I'd ask here.
Please respond in the base here E-mail me also....I am interested in the same.

B.S.U.!

-Matt

4838. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 08:13:13 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.91.720432793@dhhalden.no>
Source record: 215386

In article <jorngh.97.720406012@dhhalden.no> jorngh@dhhalden.no (JORN GUNNAR HALONEN) writes:
>Newsgroups: comp.sys.atari.st
>Path: dhhalden.no!pc109.dhhalden.no!jorngh
>From: jorngh@dhhalden.no (JORN GUNNAR HALONEN)
>Subject: Re: 68060
>Message-ID: <jorngh.97.720406012@dhhalden.no>
>Lines: 19
>Sender: news@dhhalden.no (Network News User)
>Nntp-Posting-Host: pc109
>Organization: Ostfold College
>References: <2690@devnull.mpd.tandem.com> <annius.719761798@freyr>
<1992Oct27.103652.440@gdr.bath.ac.uk> <1992Oct29.120914.6990@ugle.unit.no>
>Date: Fri, 30 Oct 1992 00:46:52 GMT
>In article <1992Oct29.120914.6990@ugle.unit.no> stigvi@solan.unit.no (Stig Vidar Hovland) writes:
>>I read in the german ST Magazin that they are going to start an article
>>next month on how to build yourselves a 60MHz 68040 accellerator
>>card for the good old ST. Maybe I should buy my old ST back...
>
>Sounds like a *very* serious magazine ... how can you possibly
>push a 33 Mhz (40 Mzh soon) '040 to 60 Mhz ??? Answer : you can't !!!
>
>True, you can push a processor beyond it's specs but within
>reasonable limits.
>
The '040 is running at 66Mhz internally. They are reffering to this speed.
Not really applicable, but if Intel can do it...

>>Stig Vidar Hovland - stigvi@solan.unit.no
>>
>
>____
>| Jorn Halonen | "dinga ding dang my danga long ling long" |
>| jorngh@sofus.dhhalden.no | - Ministry |
>

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 18 49 38 |

4839. re: GEM based GREP?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 08:22:00 UTC
From: marcus_olk@cl-hh.comlink.de
Message-ID: <20433362235@OLK.zer.sub.org>
Source record: 215410

ERKAMP%JANUS.ARC.AB.CA@UUCP.ZER fragt in einer Message vom 28.10.92 15:15 Uhr:

> Is there such a thing available? If so what is it called?

Yes. It's called FSEARCH and it should be available on any atari archive.

Marcus

--
Marcus Olk # Internet: olk@informatik.uni-hamburg.de
Schwalbenweg 9a # marcus_olk@cl-hh.comlink.de
D-2000 Hamburg 61 # Zerberus: MARCUS_OLK@CL-HH.ZER

net_sh v1.5 (sb)

4840. Re: Falcon 030 & Photo CD System

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 08:29:42 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.92.720433782@dhhalden.no>
Source record: 215387

In article <3XaFTB2w165w@comtch.spk.wa.us> mhughes@comtch.spk.wa.us (Mark Hughes) writes:
>mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>> Hmmm. well, I sell Photo-CD, and the information that I have
>> received from the manufacturer does not mention "OS support" in
>> Macintoshes.
>> Here is the poop about computer accessability with Photo-CDs.
>> Phot-CDs can be read in CD-ROM XA readers with "approrpiate
>> extensions". I read it as if you have a CD-ROM XA with the
>> appropriate software to read the disk, then you can view Photo-CDs.
>> Now manipulating the images is something I do not have infrmation.
>> I am assuming to manipulate the images, you nees theor workstation
>> ($50,000) or perhaps a software package like Photostop.
>
> I was at the winter CES in Vegas, and saw and played with the Photo CD
>system quite a bit (`cheap photo digitizing' was my first thought). It's
>stored as a normal JPEG (I think) picture file on the CD-ROM, and any
>computer that can handle an XA CD-ROM can read it. Any program that can
>handle JPEG pics can handle photo-CD pics.

This is not correct. PhotoCD is a proprietary format from Kodak. There has
been much discussion over this at alt.cdrom. I'll include a very good
overview from a guy at Kodak concerning this...

Newsgroups: alt.cd-rom
Path: dhhalden.no!nuug!ugle.unit.no!sunic!mcsun!uunet!think.com!spdcc!dirtydog.ima.isc.com
!newsserver.pixel.kodak.com!jay
From: jay@ssd.kodak.com (Jay Jungalwala)
Subject: Apology and Information about PHOTO-CD
Message-ID: <1992Oct28.045140.8324@pixel.kodak.com>
Originator: jay@crestone
Sender: news@pixel.kodak.com
Organization: Eastman Kodak
Date: Wed, 28 Oct 92 04:51:40 GMT
Lines: 186

*** The following is my opinion and not that of Eastman Kodak ***

First, I would like to take this opportunity to apologize for my previous
posting. (And no, no one is twisting my arm.) It was unprofessional and
unwarranted. Please understand that my colleagues and I have worked very
long and very hard on this project, and seeing the project slammed by
some people, whether informed or uninformed, has taken something of a toll.
Once again, my apologies.

Now, after discussing some other peoples' concerns regarding Photo CD, I would like to add as much information (and personal opinion) as I can. I hope that I can clear up as many issues as possible.

HOW DOES PHOTO CD WORK?

In a nut shell, 35mm film (negative, slide, B&W, internegative) is scanned by an image scanner and transfered to XA-formatted CD-ROM discs. These discs are manufactured by burning (writing) -- not by pressing.

Each scanned image on the disc is kept in five resolutions. These five resolutions are called: Base/16, Base/4, Base, 4Base, and 16Base. As examples, Base/16 is one sixteenth the resolution of the "Base" image, and 16Base is sixteen times the resolution of "Base". (These are not simply larger picture elements. There are in increased number of scan lines.)

The 4Base and 16Base images are are compressed using Huffman encoding. You need the decompression software to pull the higher resolutions out of the image. You would typically need these higher resolutions if you want enlargements or if you intend to use an HDTV as a display device.

WHY HAVE THE PHOTO CD FORMAT?

Some people have asked why Kodak would supply the community with another imaging standard. The two formats that people seem interested in are GIF and JPEG. Neither format can supply the kind of high-resolution imaging that is necessary for desktop publishing and other commercial uses. Those are important areas. Keep in mind that Kodak is not limiting its view to the home consumer market. There are other important market segments that can use this technology to their advantage.

One important distinction, besides sheer resolution, is depth of color. Photo CD support 24-bit images. My understanding is that GIF does not support that level. JPEG supports 24-bit, but it is lossy. The image must be lossless for it to be a viable format in some segments.

This project's prime purpose was to produce images that are superior to current standards and physical limitations. Kodak has achieved that goal with its Photo CD format.

I think that converting an image from Photo CD to an inferior format is counterproductive, and I think Kodak would agree. Kodak is looking at major market segments, and not the home hobbyist. If converting an image to GIF or JPEG is important, it may be more cost-effective to purchase a scanner (or have your images scanned by an imaging house). The whole reason for Photo CD was for a superior format -- converting an image to GIF, for example, would be like buying a $2000 stereo amplifier but using $50 home-shopping-network speakers.

Now, yes, an argument can be made because there is the capability of viewing Photo CDs on convention NTSC-based televisions. I think some of the reason for that is to have something in place until HDTV arrives. (Whenever that happens!)

--
*** The following is my opinion and not that of Eastman Kodak ***

However, once the image is permanently "downgraded" to GIF format, for example, it may be misrepresented as "Photo CD". If unauthorized third parties claim to have Photo CD to GIF utilities, they may very well be performing an inaccurate conversion because of lack of knowledge about the format. Users of those products may, however unlikely, label it a fault of the Photo CD format, when in fact it is not. Kodak must defend its Photo CD trademark.

In order to do this better, Kodak has chosen to implement a three-tiered scheme: a $39 viewer, a $695 development toolkit (for a currently limited number of platforms), or a source kit for $100,000. By defending their patent and trademark rights, a Photo CD consumer can be assured that something stamped with "Photo CD" will meet particular criteria. This is much the same as VHS -- when a consumer purchases a product with the "VHS" label, they know they are purchasing a piece of equipment that will be compatible with an other piece of VHS equipment. (Be it tape, recorder, or whatever.) If Kodak did not defend its claims, the consumer would be the loser. Cheap or shoddy products, while perhaps being weeded out of the market, would remain in the unfortuate consumer's mind before purchasing another Photo CD product. If you had purchased a 3-pack of VHS tapes -- only to find they did not work on your "VHS" deck, wouldn't you be upset? While educated computer hobbyists may understand that it was a poorly-written conversion utility caused the creation of a poor image, there are many others who can not or will not see that distinction. TIFF may be a good example of a format that was not kept in check.

Please remember, the whole premise of the Photo CD format is quality -- high quality. Kodak is not interested in seeing Photo CDs that do not have that high quality. Consumers will be interested in seeing that stamp of approval.

However, I do understand that it is great to see pictures of you and your family on your monitor, and to be able to edit them, and so forth. When I looked at the converted images (I admit, yes, that I used the posted PPM conversion tool), they were nowhere close to the original image's quality. Of course, I know what the original image should look like, so it may not be as striking to those who can not correctly view the Photo CD images.

I find it hard to believe that there is such a large demand to view Photo CD images in another format. Why bother? You gain none of the benefits that Photo CD has to offer; you just end up with disc and transfer costs. You are probably better off just scanning the images with a regular scanner.

THE TARGETED CUSTOMERS

I can't speak as well to this; I work on the PIW (photo-imaging workstation) -- this is the package that scans and burns the images to disc. I am guessing that Kodak's first aim is for desktop publishers. They tend to spend money for superior products, and there is very little competition in the price range that we are offering. Thus, the release of Photo Cd on the Mac and Windows platforms -- the two most common DTP interfaces. The

everyday consumer will probably have to slowly warm to the product, as people did with CDs and laser discs. Kodak does not apparently see the UNIX platform as achievable at this time -- it has other priorities and all companies have budgets. To affect a change in this, please register yourselves with the marketing group. If the marketing people do not see a need, they won't know to do it. Unfortunately, I don't know how to forward all of you to the marketing people. The 800 number?

*** The following is my opinion and not that of Eastman Kodak ***

SUPPORTED PLATFORMS

Currently, Photo CDs can be viewed on a Photo CD player, a CD-I player, and from CD-ROM on Macintosh and Windows platforms. Sun SPARC will also be a supported platform, but I don't know the timetable on that. The whole Photo CD project was developed on Sun workstations, in case you didn't know, which should facilitate making the toolkit (!). However, because of the greater commercial market in the Mac and Windows arenas, those were done first.

SUPPORTING SMALL BUSINESS

Judging by the response, there is a large segment of small businesses that would like to import Photo CD into their products. $695 is not an outrageous toolkit fee; in fact, I think it is very reasonable. This means, however, that we can only support two major platforms right now. I'm sure that Kodak would like to support all platforms, but it is as limited as the next company with budgets. I feel that we are going to fully support ever more platforms as Photo CD gorws and matures -- but we need time.

As far as SAS is concerned: personally, I think Kodak should be responding to your needs. It was mentioned by Jef Poskanzer that SAS distributes hundreds of thousands of copies of software -- I assume that SAS charges for this software? Spending the $100,000 to get the source kit to implement it on different platforms sounds like it would be in your interest as well as Kodak's. I don't understand what else you might like Kodak to do. Provide free source code? Many companies have already paid for licensing, including Polaroid, Sony, Philips, Pioneer, Apple, and Microsoft.

I don't think consumers should be asking Kodak to develop software for the dozens of platforms out there. Instead, they should contact their vendors and request that Photo CD be implemented into the operating system software, much like Apple has integrated Photo CD into QuickTime, etc. This would make a decent number of platforms available to users, have the vendors eating the major costs of development and support, instead of the small businesses or home users. By doing this, the companies can also hype their ability to read Photo CDs.

IN SUMMARY

Photo CD is a great product, and its time has come. With any revolutionary product, there are skeptics -- but if the product is good, it will outlive the skeptics (or better yet, convert them!). I think Kodak is doing the right thing. If you don't, please attempt to make your arguments clearly

and concisely to marketing.

-Jay

(thanks Kevin for reviewing this posting)

BTW *** The following is my opinion and not that of Eastman Kodak ***

--
---- | | ____ ----- _____ _____ |\ Jay Jungalwala
|__| |___| | | | | |_____ | | \ jay@ssd.kodak.com
| | | |__| | |___| |____ |/ Rochester, NY
Disclaimer: My posting are my own opinion, not Kodaks.

> The Mac people want you to think that they have some special advantage
>here, but they don't. You can have the same capabilities with any
>computer (PC, Mac, ST, Amiga, NeXT, etc. etc.) given the basic software.

Yep, the question is just _WHEN_ we get to see it on our machine...

> I hope that clears up a few things... (btw, Photostop did work nicely
>for playing with photo-CD images... Splicing a giant parrot onto a city
>like a Japanese monster movie was amusing...)
>
> - Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 18 49 38 |

4841. My SM124 has 16 million greyscales

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 08:31:47 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720433907@freyr>
Source record: 215391

Or: it's getting worse and worse :)

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4842. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 09:25:35 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <BwxGuo.2Gs@hermes.hrz.uni-bielefeld.de>
Source record: 215388

darekm@microsoft.com (Darek Mihocka) told me

> Well, you definitely got Gemulator confused with something else. Gemulator
> is shipping in the U.S., Canada, Germany, and England, and unlike PC emulators
> on the ST, it has no problems with graphics. It emulates ST Low, ST medium,
> ST mono, and TT medium resolution on any 386 or 486 PC with VGA graphics.
> It supports the hard disk, mouse, floppy disk, 4096 colors, etc. No
> sound or MIDI yet but that is being added.
>
> It costs $299.95 U.S. and includes a set of TOS 2.06 ROMs and there are
> 6 additional sockets to let you plug in TOS 1.04 or TOS 1.00 ROMs.
>
> Gemulator has been shown at American Atari shows such as Glendale and WAACE
> and it has been reviewed in some American Atari magazines and even made the
> front page of an issue of "ST Niews" in the Netherlands.
>
> IT IS NOT VAPORWARE, IT IS NOT A JOKE. So please, I would appreciate if you
> posted another message telling people that you made a mistake so that other
> people don't also begin to believe that is vaporware.

because I seem to have mixed this up with a news I once read in which somebody confessed he'd invented the whole thing to watch out for the reaction. Here I stand, getting more & more curious about what you can believe of the stuff that's posted here, but the above quoted seems to be true.

TeSche
--
Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
==> Technische Fakultaet, Universitaet Bielefeld, Germany
Internet E-Mail : itschere@techfak.uni-bielefeld.de

4843. msa files to hard disk

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 09:56:01 UTC
From: SELBYR@Meena.CC.URegina.CA
Message-ID: <1992Oct30.095601.782378@sue.cc.uregina.ca>
Source record: 215393

How does one put msa archived disks onto a hard drive?

4844. Re: Has the falcon TRUE color?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 10:02:40 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <6ecgTB1w165w@comtch.spk.wa.us>
Source record: 215396

wells_s@kosmos.wcc.govt.nz writes:
> Who cares if it's true colour! IBM's VGA mode (640*480*256 or whatever it
> is) looks GREAT! 256-colours at once, with a pretty high resolution - the
> pictures I've seen look INCREDIBLE!!

Frankly, I care if it's 24-bit color, which is what the industry refers to as "true-color". VGA is acceptable, but Atari shouldn't be making misleading claims. The 16-bit-color mode is the similar to the modes found on many VGA cards. The pictures may look incredible to you, but when digitizing pictures, it's going to make a difference.

> 19200 colours on a 320*200 screen (e.g. Photochrome) is POINTLESS - the
> resolution is too low for there to be any point - lots of colours don't
> (always) make up for few pixels!
> Instead of inventing higher-graphics modes, programmers just need to work
> a little harder on some of the not-as-fancy ones!!

As for it being pointless, it's only so to you - you seem to have missed the point, in fact. When digitizing pictures and working with rendering programs, you need every possible shade...

Programmers don't invent resolutions, we just use the tools the engineers build. But I refuse to work on those not-so-fancy resolutions that you seem to enjoy so much (perhaps you should purchase an old Atari 8-bit, if you like not-so-fancy res's).

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us
<sigh> "You can lead a user to manuals, but you can't make him think."

4845. problems with mintemacs

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 10:03:36 UTC
From: kinzel@ibr.cs.tu-bs.de
Message-ID: <1992Oct30.100336.13867@ibr.cs.tu-bs.de>
Source record: 215413

Hello!

1) I've got some problems with mintemacs I loaded down from a.a.u.e!
Every time it begins garbage collecting, it crashes. What's the
reason, and how to avoid it?

2) How can I use the cursorkeys?

Thanks in advance, Jens.

4846. Re: A Mausnet rumor about MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 10:09:36 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <BwxIw0.31q@hermes.hrz.uni-bielefeld.de>
Source record: 215389

In article <...>, Eric R. Smith writes:

|> (...)
|> In fact, I will soon be moving to Sunnyvale to go to work for Atari.
|> (...)
|> Atari is hiring me to work on TOS and other systems software,
|> (...)
|> Eric R. Smith email:
|> Dept. of Mathematics eric.smith@uwo.ca
|> University of Western Ontario

This clearly seems to be one of Atari's good moves, but I'm scared about the future support for "non-Atari" versions of MiNT, i.e. its existence.

TeSche

--
Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
==> Technische Fakultaet, Universitaet Bielefeld, Germany
Internet E-Mail : itschere@techfak.uni-bielefeld.de

4847. Re: Mathematical Software

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 10:13:06 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.19.720439986@dhhalden.no>
Source record: 215392

In article <1992Oct27.094505.7808@rz-berlin.mpg.de> gaertner@rz-berlin.mpg.de writes:
>From: gaertner@rz-berlin.mpg.de
>Subject: Re: Mathematical Software
>Date: 27 Oct 92 09:45:05 +0100
>In article <1992Oct26.132200.19315@csi.uottawa.ca>, cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>> In article <92298.110236JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:
>>>Is there anything like Mathematica or Maple for the Atari?
>>
>> Yes.
>>
>> (1) Maple version 4.2 is available for the Atari. I have a copy right
>> here beside me. :-).
>>
> [PD system stuff deleted
>>
>> --
>> Christopher Browne | PGP 2.0 key available
>> cbbrowne@csi.uottawa.ca | <-- Finger this account
>> University of Ottawa |
>> Master of System Science Program |
>
>There is another commercial system available here in Germany, it's called
>RIEMANN II.
>The price is appr. DM 400.- ; I never tried it (but thought about byuing).
>For further information I have to scan my library at home.
>
>Ralf
>
>----------------------
> Ralf Gaertner gaertner@rz-berlin.mpg.de
>
>

I don't think the price is right. I've bought it myself for around DM 2-300.. It is surely a very good program, and you can make new funktions to it very easily. It is a GEM program and the frontend is programmed in Riemann itself!!

4848. art packages for a ST?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 11:07:32 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Oct30.110732.5134@crc.ac.uk>
Source record: 215394

Can anyone recommend a decent art package for the ST?
I have tried Neochrome and it is basically crap...
Is there anything better?

I have seen a quick glimpse of Deluxe Paint III on a "friend's" Amiga, and
that looked quite good. Is there an equivalent for the good ole ST?

(I would like to print them from the program or save them in a format that
Timeworks 2 can handle.)

BTW Does anyone know about art packages being developed for the Falcon?
These should really kick some ass. (256 or even 65000 colours at once! Makes
the ST's 16 max look pretty useless, although I must say I have seen some
awesome pictures even in this mode)

Thanks for any help,
Phil
(E-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

4849. Re: ORCS resource kit english docs???

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 11:18:02 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.ctEFU7JHdr_@jonh.wimsey.bc.ca>
Source record: 215405

In <1992Oct29.163104.1287@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:

>The problem I had with using ORCS was that, although I could see the
>ICONS.RSC file by clicking on the appropriate drive icon (on the ORCS desktop),
>nothing I tried would open the ICONS.RSC file so that I could access the
>resource objects within.

Yqou can just use the dropdown menu, and load a resource like normal,
or, use ORCS system, which, when you open a drive icon, means you single click
on a resource file. This makes it "stick" to the m,mouse pointer, and you must
drop it on the desktop, like KResource. This is also how you add new parts
to a resource from the toolbox.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

4850. What's wrong with atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 11:20:35 UTC
From: boender@dutiws.tudelft.nl
Message-ID: <2270@dutiws.tudelft.nl>
Source record: 215402

Hi all,
I can't find the Newitems and Mint directories at atari.archive any more.
Have they moved or is something wrong?
Thanx, Hildo

4851. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 11:30:23 UTC
From: pricew@rcscl1.dnet.bp.com
Message-ID: <9210301131.AA26577@rcwgwy.bp.com>
Source record: 215395

HELP

4852. oscli10x.zoo u/loaded

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 11:31:12 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <BwxMo1.3A3@immd4.informatik.uni-erlangen.de>
Source record: 215401

Hi folx!

I've uploaded a more up to date version of oscli to ftp.uni-kl.de
in incoming and to atari.archive.umich.edu in New.

The archive is named oscli10x.zoo. It includes the binaries, english
and german docs, man pages and some addtional files.

oscli is a neat command line interpreter with lots of features, e.g.
history, alias, XARG, mint support, batch files, remote control via
serial port, etc. See the docs and man pages for detail.

Have fun,
Larry

+---+------------------------+
| lsmichae@immd4.informatik.uni-erlangen.de | IRC: Pit (Mr. GIF) |
| pit@tequila.ni.sub.org | HAM: DB3BW |
| Lars "Larry" Michael +------------------------+
| Graduate Student of Computer Science | Death's just a special |
| at Univ. of Erlangen/Nuremberg Germany | kind of timeout. |
+---+------------------------+
--
------------------------------ cut here ------------------------------
------------------------------ cut here ------------------------------
Larry

4853. gcc as an ST cross compiler

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 11:47:18 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.ea.Y_nfTfBpXhc@harvee.billerica.ma.us>
Source record: 215406

Would some kind net.soul please tell me what files I need to make an
ST cross development environment with GCC. I am using a sparcstation and
I want to generate mint compatable executables.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

4854. multi-line bbs

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 11:51:48 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.ea.S8fwXAviMBU@harvee.billerica.ma.us>
Source record: 215407

The BCS atari group is running a michtron 2 line bbs. they want to upgrade the modems to V32bis. The problem lies in that this BBS program does not understand the new modem result codes. Any clues, fixes, suggestions welcome.

I would also like to know if there are any other ST multi-line BBSs that use the double click multi-line board.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

4855. Re: Will Chip Dumping hurt Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 12:12:50 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720447170@freyr>
Source record: 215403

warwick@cs.uq.oz.au (Warwick Allison) writes:

>Ah! Wow, Atari wins out there then - the populated boards might end up
>cheaper than the chips themselves perhaps!

This reminds me of the way the 2CV was imported to the US for some time. It wasn't allowed to be imported as a whole so they imported it as a do-it-yourself kit.

This is the exact opposite. If you need components a,b,c and d you simply order a custom board from Taiwan that contains the units, get a cheap price and knock the units off again to use them for your own projects...

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4856. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 12:14:22 UTC
From: stigvi@solan.unit.no
Message-ID: <1992Oct30.121422.26862@ugle.unit.no>
Source record: 215400

In article <jorngh.97.720406012@dhhalden.no>, jorngh@dhhalden.no (JORN GUNNAR HALONEN) writes:
> In article <1992Oct29.120914.6990@ugle.unit.no> stigvi@solan.unit.no (Stig Vidar Hovland) writes:
> >I read in the german ST Magazin that they are going to start an article
> >next month on how to build yourselves a 60MHz 68040 accellerator
> >card for the good old ST. Maybe I should buy my old ST back...
>
> Sounds like a *very* serious magazine ... how can you possibly
> push a 33 Mhz (40 Mzh soon) '040 to 60 Mhz ??? Answer : you can't !!!
>
> True, you can push a processor beyond it's specs but within
> reasonable limits.
>
Yes, I was wondering aboat that myself, but you know how
advertising is like. Maybe they ment that the accellerator card
can be upgraded if or when a 60MHz processor is available.

Stig Vidar Hovland - stigvi@solan.unit.no

4857. Re: GEM based GREP?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 13:19:19 UTC
From: quelle@fzi.de
Message-ID: <1992Oct30.131919.11244@fzi.de>
Source record: 215404

In article <H.ea.VeIdW6DOKOg@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:

|> I haven't seen a Gem based grep, but the QED text editor has a neat
|> grep feature built in where, if you hightlight the disk icon, then hit
|> cntrl f for find, you can search (recursively) a directory of files
|> using regularar expressions and the results are stored in a project
|> file, which you can then choose file to load. I have an almost completed
|> english version of the resource that I'll put up on a.a.
|> This is a great text editor. Is the author on the net?

Yes, I am.
I'm interested in the english version of the resource. I'll add it to a (not yet finnished) new version of QED.

--
Tom Quellenberg
Forschungszentrum Informatik e-mail: quelle@fzi.de
Haid-und-Neu-Str. 10-14 phone: (+49) 721 9654 723
7500 Karlsruhe 1 (FRG) fax: (+49) 721 9654 709

4858. Re: C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 14:10:10 UTC
From: csg022@cck.coventry.ac.uk
Message-ID: <Bwxu0z.EIy@cck.coventry.ac.uk>
Source record: 215422

In article <1992Oct29.140020.7937@solaris.rz.tu-clausthal.de> intd@sun.rz.tu-clausthal.de (Torsten Dix) writes:
>Bertram V. Dunskus (bert@cs.wpi.edu) wrote:
>: Hi, i have a PureC Compiler and I would like to program in C++. Can anybody tell me,
>: where I can find the necessary extensions/compilers?

>I think, the only C++ Compiler for the Atari ST is the GNU-C++ (GPP).
>It is an Public-Domain-Compiler which is available on many
>anonymous-ftp servers.

If you're going for gnu C make sure you have a hard drive and at least
2.5 or 4M of RAM. It's enormous.

--
CSG022 is MARK B PROCTER | "*You* want to complain, look at these shoes, I've
only had them three weeks and the heels have worn right through, and if you
complain nothing happens so you might as well not bother, and my back hurts and
we never get a fine day and I'm sick and tired of this office."

4859. Re: Falcon 030 & Photo CD System

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 14:14:40 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1992Oct30.141440.14935@pcnntp.apple.com>
Source record: 215417

In article <1cpqblINNrpo@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
> Well, according to MacWeek, the new drives do NOT support multi-
> session photo-cds...only single session cds (this is for the CD300).
> Apparently they will release a newer version that will support multi-session
> photoCDs in the future (I don't remember any dates tho.).

If MacWeek said this, they're wrong. (This happens a lot with MacWeek, MacWorld, etc.... Why do publications have so much trouble getting the facts straight?) The CD300 absolutely supports multi-session Photo-CDs. Now. It's the older CD150 drive that only supports a single session.

> Yes and no. The cd-ROM drivers will be supportd by the new System7.1
> so any new machines that get the new system will be able to support the
> Apple CD-roms (and probably most 3rd party ones as well, but that is just
> speculation on my part). You will only be able to manipulate Photo-CD files
> by software that understands the format - it is not Pict or any of the common
> formats for Mac, so you will probably have to get a software update to
> manipulate Photo-CD files.

Sorry, but this is simply not the case. All you need is QuickTime 1.5 and the new CD-ROM driver software (version 4.01, I believe). System 7.1 is not required. (And these are all shipping now, by the way. There's no "will be" involved.) QuickTime makes Photo-CD files appear as PICT files to any Mac program in much the same way as it does with JPEG files. I.e., _any_ program which can access a PICT file can transparently access a Photo-CD or JPEG file. Most people concentrate on QuickTime's video playback capability, but this foreign file access transparency is one of the real advantages of QuickTime.

Next time, check your facts before you post. There's enough mis-information being circulated already.

- Dale Adams
Apple Computer, Inc.

4860. Atari archive is moving

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 15:06:21 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1crj1dINNgdj@terminator.rs.itd.umich.edu>
Source record: 215409

Well folks, as I foreshadowed a few weeks ago, atari.archive.umich.edu
has changed host machines. It is no longer located at terminator.cc.umich.edu.
Please continue to use the atari.archive.umich.edu alias for ftp and
you should experience no problem
Please inform me if you do though :).

[NOTE: AS of the time this was posted, the a.a alias had not been changed!
I hope to have that corrected this morning]

Here's an update about any changes/questions you might notice/have:

1. What about BART?
We're looking for a host to run bart from. The people who take
care of the new machine tell me that there won't be any problem.
This might take a day or two to switch over, so be patient.

2. The atari.archive.umich.edu alias never worked for me. What is the
new hosts address/ip#?
Actually, there are two hosts running for the archive now. The first
is carpediem.ccs.itd.umich.edu; it's ip# is 141.211.182.23. The other
machine is shavenyak.css.itd.umich.edu and it's ip# is 141.211.165.41.

3. The other archives at umich are on afs. What about atari?
Yep, atari is now also. You can get to it by

cd /afs/umich.edu/group/itd/archive/atari

Please do this in one cd, as some of the directories are
protected in between.

4. Jeff, you've been slacking on archive work since you started grad school.
Can't you try to find someone to help?
Funny you should ask...I'd like to welcome the newest members of
the umich atari posse, David Paschell-Zimbel, entropy, Mike Mast,
and Michel Forget. May you four go forth with as much sarcasm as
your archiving forefathers. It is with great hope that their
involvement will speed the upload to newitems time.

Also:

There was probably a lot of stuff that got nuked in the move, either
intentionally or not. Please let me know if you come across anything.

It is a well know fact that symbloic links don't ftp well. If you
come across some that should be there and aren't, please let me know.

Cheers,
--

- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Pose -

4861. For sale: Mark Williams C V2.1

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 15:12:00 UTC
From: buchs@solo
Message-ID: <30OCT199208120646@solo>
Source record: 215408

This is the Mark Williams C compiler, shell, editor, and unix-like commands.
I have Floppies and manual (also V1.1 manual): $30.

Evening phone: 507-280-8669.

4862. Re: Falcon - Faulty SCSI 2 port?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 15:24:29 UTC
From: wmagro@uiuc.edu
Message-ID: <BwxxGv.F7H@news.cso.uiuc.edu>
Source record: 215411

```
In article <1992Oct29.221409.19989@cunews.carleton.ca>
gfrajkor@alfred.carleton.ca (George Frajkor) writes:
:^)
:^) Is the scsi-II port backwards compatible? That is, I have some
:^) syquest drives connected to a 1040st. If I get as falcon, will I have
:^) to junk the drives or buy a new interface?
:^)
Yes, I believe SCSI2 is backwards compatible. Your old drives will work,
but you'll need a new cable (50 pin Honda -> 50 pin Centronics).

--
William Magro NeXTMail welcome
wmagro@uiuc.edu
```

4863. Re: Elvis and TOSWIN

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 15:26:13 UTC
From: hpulgar@dcc.uchile.cl
Message-ID: <1992Oct30.152613.20847@dcc.uchile.cl>
Source record: 215412

[No readable article body recovered]

4864. Floptical experiences (75 lines)

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 15:30:51 UTC
From: DKoppen@air31.larc.nasa.gov
Message-ID: <DKoppen.19@air31.larc.nasa.gov>
Source record: 215414

I have gotten _lots_ of good information from Usenet, and now perhaps, I can contribute some back. :) I certainlly hope this topic is of interest to _some_ Atarians, it was to me. Anyway...

At the last WAACE show (October 10-11), the Joppa booth was demostrating a floptical disk drive for the Atari series of computers. A floptical drive reads, writes, and formats both double density and high density 3.5 inch floppy disks resulting in 730 Kbytes and 1.44 Mbytes respectively. In addition, if you buy a _special_ 21 Mbyte floptical disk for about 25 dollars, you can read, write, and format a 3.5 inch disk that has a 21 Mbyte capacity. The setup shown had a cable running from the back of the Atari STe to a ICD Link. The other end of the Link plugged into the back of the floptical drive. During the show I watched while one of the technical staff (I believe it was the store owner himself) booted the machine, formated a double density 3.5 floppy, wrote a file to it from the internal floppy, popped both floppies out, exchanged them, and read and wrote files both ways. This demostrated to me that the formats were interchangable and that floppies formated in the floptical were 'Atari compatible'. He then popped a _special_ floppy into the floptical, formatted it, and wrote several Mbytes of data to it. I WAS IMPRESSED. I also bought one. However, since I already owned a FaST drive which has a ICD AdSCSI interface inside, I did _not_ buy the ICD Link (an additional 100 dollars). As a condition of the sale however, I did require that Joppa provide me with the current ICD device drivers. I had been using 5.4.x with my FaST drive, and I noticed that Joppa was using 6.0.2. I assumed the newer version included the information needed to run the floptical. This was not altogether true.

I brought it home, hooked it all up, and just for kicks, tried the 5.4.x drivers that were already installed. Not suprisingly, the new floptical drive was not even seen. I loaded in the 6.0.2 version of ICDBOOT.SYS and the new drive was recognized. I thought I was home free. I created a new drive icon, but each time I double clicked on it, I got a 'drive nonexistent' message. ARGH. I called PLI, the manufacturer of the drive. They said the drive sounded OK to them, but the drivers I had may be defective. This sounded like a run around to me, but I called ICD to check. After describing the situation to them, I was much surprised to find out that ICD was due to release the new device drivers within the week and they would cost 50 dollars. At that point, I wondered what Joppa had sold me, unreleased drivers?? However, Joppa has been very good to me and rather than pursue that subject and risk getting Joppa into trouble, I pre-ordered the new drivers.

Just for grins, I brought the floptical into work and attached it to every IBM PC compatible with a SCSI interface I could find. This included such brand name cards as Always Technology and Adaptec. None of them worked. They all saw the drive, but could do nothing with it. Once again, I called PLI and once again they insisted there was nothing wrong with the drive. Double

ARGH. Then I tried it on a MacIntosh IIcx...
It worked perfectly! In fact, the 21 Mbyte disk that came with the drive, had MacIntosh system files on it. This was _really_ weird because all the documentation that came with the drive refered to connecting it to an IBM PC. I took the drive back home, and tried everything, including downloading ICD's version 6.0.4 driver from Genie (Thank-you Usenet for telling me where to find it :)). Even with the 6.0.4 driver, the drive could be seen but not used.
Then it occured to me, if the format of the drive was MacIntosh, I needed to reformat the disk before it could be used. Happy again, and convinced my head was made of wood, sometimes, I tried to format with version 6.0.1 of ICDFMT.PRG. I got an error $04. What the heck did that mean?? I was resolved that my drive was defective and that I had to wait until ICD released it's new drivers before I could call PLI once again. The following night, the ICD drivers showed up on my doorstep.
ICDBOOT.SYS was version 6.0.4, which I had already (via Genie), so with out much hope I tried ICDFMT.PRG. With some interest I noticed this had been upgraded to version 6.0.2. SURPRISE AND JOY OVERWELLING.. It worked. The drive formatted and partitioned with no problems. For the rest of the evening I formatted, wrote and read disks to my hearts content.
It cost me 50 dollars and a bit of trouble, but such is the way with new technologies. I also should apologize to PLI, they were right, the drive was fine. The moral to this story:
The floptical disk drives work with ICD's AdSCSI, but only if you have the most recently released drivers. Version 6.0.4 of ICDBOOT.SYS and version 6.0.2 of ICDFMT.PRG. :) :) :) :) :) :) :) :)
Thanks for reading this, I hope it was of interest to you.
Daniel Koppen
dmk@air31.larc.nasa.gov

Daniel Koppen
dmk@air31.larc.nasa.gov

4865. how recieve Mint by Bart mailserver ?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 15:56:47 UTC
From: grellier@ufrima.imag.fr
Message-ID: <Bwxyyo.A1y@ufrima.imag.fr>
Source record: 215437

I'm looking for Mint binaries and sources, but I can't
ftp them. But I've read that we can get files from
atari.archive with the bart mailserver. But I don't
know how use it and what are Mint files names.

--

4866. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 15:58:53 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Oct30.155853.6960@cs.ruu.nl>
Source record: 215415

>>>>> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) (SRU) writes:

SRU> Now, on the point of "is 16 bit colour any good?", yes it is.. it is close
SRU> to the colour resolution of the human eye. The only problem I see is with
SRU> grey-scale images, but two bits of brightness resolution should not make
SRU> much difference at all.

Most people agree that you don't need more than 24 bits, because the human
eye cannot see more differences in color. 16 bit might be enough for a lot
of purposes (even 8 bit is enough for many applications), but if you
compare a 24 bit picture with the same picture in 16 bit you can clearly
see the difference if the picture contains continuous changes in color
shades (unless you are more or less color-blind). The 16 bit image will
reveal color change edges.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

4867. Chaos and c.s.a.binaries

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 16:18:10 UTC
From: ant@mks.com
Message-ID: <1992Oct30.161810.22953@mks.com>
Source record: 215416

Everyone is talking about Chaos this, Chaos that. How are some people to get hold of the silly thing to check it out if THEY DON'T HAVE FTP ACCESS AND BART WON'T TALK TO THEM!!!!!! I thought the idea of comp.sys.atari.{binaries, sources} groups was to facilitate the wide dissemination of free ST software. But no one FRIGGING uses it any more!!! People just upload to BART and ASSUME that the everyone else can get a copy easily. Grrrrrrrrr.

DIE EARTH SCUM

-ant

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Nice legs. For a human that is." - Worf (Q-pid)

4868. Re: Falcon - Faulty SCSI 2 port?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 16:27:45 UTC
From: snoret@egon.unx.sas.com
Message-ID: <Bwy0E9.CJI@unx.sas.com>
Source record: 215418

In article <1992Oct29.221409.19989@cunews.carleton.ca> gfrajkor@alfred.carleton.ca (George Frajkor) writes:
>
> Is the scsi-II port backwards compatible? That is, I have some
>syquest drives connected to a 1040st. If I get as falcon, will I have
>to junk the drives or buy a new interface?
>
Yes, SCSI-II is backwards compatible. The only thing you'll need to do to your existing drive setup in order to be able to use it with a Falcon030 is to change your connections and get a SCSI cable. With the Falcon's built in SCSI, you won't need your ACSI-to-SCSI host adapter. So probably the only things necessary to do are:

Get a SCSI cable (mini-50 on one end, standard SCSI on other).
Replace the host adapter with just a 50 ribbon cable between the drive and the drive case, and get a SCSI connector to mount on your drive case.
Attach SCSI cable to SCSI port on Falcon and SCSI connector on drive.
Power up!

I will probably get a new case for my hard drive. Since all you now need is a case, power supply, and SCSI connections, the case will be relatively cheap, since you could get one of the thousands already available for Macintosh, NeXT, etc.

Rick
--

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

4869. Re: A Mausnet rumor about MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 16:53:32 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720464012@freyr>
Source record: 215426

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

>In article <...>, Eric R. Smith writes:

>|> (...)
>|> In fact, I will soon be moving to Sunnyvale to go to work for Atari.
>|> (...)
>|> Atari is hiring me to work on TOS and other systems software,
^^^^^^^^^^^^^

(just curious)

>|> (...)
>|> Eric R. Smith email:
>|> Dept. of Mathematics eric.smith@uwo.ca
>|> University of Western Ontario

>This clearly seems to be one of Atari's good moves, but I'm scared about the
>future support for "non-Atari" versions of MiNT, i.e. its existence.

What do you mean? MiNT changes gradually but that doesn't really have to do
with the fact that it is now part of MultiTOS. E.g. the fact that drives V and
X are going to be abandoned was to be expected, etc.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4870. Elvis 1.6Beta2 & Mint & Minix & Gemini

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 16:56:22 UTC
From: malay@sae.com
Message-ID: <1992Oct30.165622.10045@sae.com>
Source record: 215423

Something strange has been happening - I'm running Gemini/Mint 0.95/MINIX_XFS - if I open up the console window and "cd" to a TOS directory and "elvis" some file then elvis runs normally - if I "cd" to a MINIX partition and "elvis" some file then "elvis" spits out the message "Unknown Terminal Type" and closes down.

If I just run MINIT/MINIX_XFS/TOSWIN and "cd" to a MINIX partition and "elvis" some file then "elvis" runs normally.

It appears that Gemini has a problem with MINIX partitions and Elvis 1.6Beta2 - I didn't have this problem with "elvis 1.4" but "elvis 1.4" doesn't work with Mint/Toswin.

Bob Malay

4871. SCSI 2

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 17:36:06 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Oct30.123606.11265@bsu-ucs>
Source record: 215430

> Yes, I believe SCSI2 is backwards compatible. Your old drives will work,
> but you'll need a new cable (50 pin Honda -> 50 pin Centronics).

Is this the same cable I've heard (on here) costs ~$50? Or something crazy
like that?

-Matt

4872. Re: Floptical experiences (75 lines)

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 17:41:32 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Oct30.124132.11267@bsu-ucs>
Source record: 215428

How much for the drive itself?

4873. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 18:34:31 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <ZNF8VCC@heaven7.in-berlin.de>
Source record: 215427

ken@isgtec.com (Ken Newman) writes:
> GIF images are limited to 256 colours, period. A photo-realistic picture
> is indistinguishable from a real photograph, which is not even close to
> possible with 256 colours max.

That, of course, depends on the picture. If the pictures displays a lot of
widely different colours, okay. But for a tone-in-tone (translated from German)
picture of say, a _nature_ scene *blush* with lots of different pinks & such,
256 colours can go a long way.
--
___*___ Martin P. Ibert - Westendallee 100 d, D-1000 Berlin 19 - +4930-3056541
======= E-mail to martini@{heaven7.{in-berlin.de|sub.org}|cloud9.in-berlin.de}
||| ||| --
||| ||| ------ Everybody wants to go to heaven, but nobody wants to die ------

4874. Re: Sozobon C compiler info wanted.

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 19:10:51 UTC
From: eker@loria.crin.fr
Message-ID: <551@muller.loria.fr>
Source record: 215445

In article <Bwq7qF.4M8@cs.vu.nl>, bcballi@cs.vu.nl (Ballintijn GC) writes:

|> The code to clean up the stack is add.w in stead of add.l this
|> goes almost always right, but still it is wrong. Also there is a

Well Sozobon may have more bugs than a termite mound but this ain't one of them. Word & long word adds (adda or addq) to an index register both do 32 bit arithmatic on the destination. The only difference is the size of the source; and nobody in their right mind should push >32k of arguments on the stack (stack frames on the 68000 are limited to 32k and anyway max stack size is fixed at compile time and is usually considerably less).

Steven

4875. Re: Falcon Refresh Rates

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 19:44:40 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <XPF813C@heaven7.in-berlin.de>
Source record: 215435

The question if a 60 Hz monitor is a strain on the eyes or not is irrelevant.
It makes a BIG difference if you are looking at a color monitor or at a
B&W one. B&W can be quite easy on the eyes if you use long-persistence screens
and a sufficient number of pixels at a Hz rate where you would ran screaming
from a color monitor after 15 minutes.
--
___*___ Martin P. Ibert - Westendallee 100 d, D-1000 Berlin 19 - +4930-3056541
======= E-mail to martini@{heaven7.{in-berlin.de|sub.org}|cloud9.in-berlin.de}
||| ||| --
||| ||| ------ Everybody wants to go to heaven, but nobody wants to die ------

4876. Atari ST System For Sale (great for MIDI)

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 20:01:01 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <BwyA9r.5Jx@watserv1.uwaterloo.ca>
Source record: 215420
Cross-posted to: misc.forsale,kw.forsale,uw.forsale,comp.sys.atari.st,rec.music.synth

I have the following for sale:

SM124 mono monitor
SM125 mono monitor
SM1224 colour monitor

1040ST w/ DS drive, mouse, etc.
1040ST w/ DS drive, mouse, etc.
520STfm w/ SS drive, 1Meg upgrade, external DS drive, mouse, etc.

Atari 20M hard drive

I want to sell systems out of this lot. So, pick a computer and a monitor
and its yours for $450 CDN, with a colour monitor a system will be $500CDN.
Add $225CDN for the hard disk. These system will come with a bundle of useful
software including a reasonably good MIDI sequencer.

Brett Maraldo
519 742 0370

ps. $1US = $1.20CDN
--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

4877. Mega Case...

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 21:27:17 UTC
From: jared@midiline.la.ca.us
Message-ID: <748gTB3w165w@midiline.la.ca.us>
Source record: 215421

Can someone "in the know" tell me why Atari didn't keep the MEGA ST case design and use it for all their other computers (STe/TT/Falcon)? It's more professional looking than the 1040ST case, and it allows a exact case (MEGAFILE) duplicate to ride beneath it. Why o why did they loose such a good thing?

Reply in Email please to: jared@midiline.la.ca.us

---

jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

4878. Is there any Atari support..!!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 22:20:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1cscg0INNl2q@golem.wcc.govt.nz>
Source record: 215424

This refers to some phone contacts with PARAGON Computer's
in Perth Western Australia...

This is the bigest distributer of Atari Computers in OZZ..

I contacted them back in May/June about getting TOS 2.06,
they informed me that they were getting some from Atari OZZ soon.

I contacted them again on Monday the 26th Oct 92...

A friend would like his Mega STE upgraded to TOS 2.06 and a 1.4 meg drive..

I have heared that there are kits for this in the USA...

Well Paragon stated that there was a 2 year waiting list for 1.4 meg drives,
or some thing to that effect, I then asked about TOS 2.06, he stated that
Atari OZZ had let them down and they were hoping to get some from Compo U.K.

I also asked about the replacment GAL chip, and the chap stated what GAL chip !,
never heared any thing about a new GAL..??

I also aked if it was true that we were getting a Demo Falcon here in NZ. in
November, he stated that this was very unlikely and it would be
about February 93, before we saw Falcons out here, OZZ/NZ...

NOTE: Bob Brodie the Communication Director for Atari USA, stated to me
that If I needed Atari support here in New Zealand that I should go
to Atari OZZ or PARAGON Computer's...

I have allready delt with Atari OZZ and it took 12 Toll calls to get
replacment DMA chips, also there Service manager did not know what TOS 2.06
Roms were...???

Tell me is this Support..???

So tell me chaps do you think that people should stick to Atari, if you do you
must nead your head seeing to...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4879. Terminator..A.A.

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 22:44:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1csdrnINNlc7@golem.wcc.govt.nz>
Source record: 215425

Well I just had a look on A.A. and found some 99% of the files missing
what gives..??

Is there still a games section..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4880. Re: art packages for a ST?

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 23:19:15 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Oct30.231915.27026@cs.nott.ac.uk>
Source record: 215434

In article <1992Oct30.110732.5134@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>Can anyone recommend a decent art package for the ST?
>I have tried Neochrome and it is basically crap...
>Is there anything better
Try Crackart, its PD

>I have seen a quick glimpse of Deluxe Paint III on a "friend's" Amiga, and
>that looked quite good. Is there an equivalent for the good ole ST?
Only good ole DP I for ST so far..

Martin

4881. Re: Uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 23:22:22 UTC
From: s19184@seb.se
Message-ID: <1992Oct31.002222.1@seb.se>
Source record: 215439

In article <1992Oct29.135414.11191@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> What version is Uniterm up to now? Is terminal emulation beyon vt200 yet?

1. I recently downloaded 2.0e015 from the machine in Switzerland where
Simon Poole put it.

2. No, VT200 is the limit.
--
Michael Evans Telephone: +46-8-639 33 70
SEB Data R Fax: +46-8-639 37 62
S-106 40 Stockholm Internet: mike@seb.se
Sweden

4882. Re: Chaos and c.s.a.binaries

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 23:45:44 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <1cshf8INN9v0@spud.Hyperion.COM>
Source record: 215440

(Re: nobody posting to comp.binaries.atari.st)

For the record, when I got back from vacation a couple days ago, there were three things in my incoming queue, two binaries and one source posting. They should go out tonight. But yeah, the traffic has been pretty underwhelming.

-Steve

4883. Re: Mathematical Software

Newsgroup: comp.sys.atari.st
Date: 1992-10-30 23:59:13 UTC
From: rvenable@helix.nih.gov
Message-ID: <1992Oct30.185913@helix.nih.gov>
Source record: 215429

```
|> >> In article <92298.110236JJMCWILL@MTUS5.BITNET> Jeff McWilliams
<JJMCWILL@MTUS5.BITNET> writes:
|> >>>Is there anything like Mathematica or Maple for the Atari?

Another software package I have used for mathematical modeling,
plotting,
etc. is a language called APL; it is very powerful and concise. It
does
NOT do symbolic manipulation, but it does have primitive operations for
matrix inverse, fitting a general polynomial to data, etc.

The Atari ST version is APL.68000, and is marketed by MicroAPL in the
UK,
with US distribution by the Spencer Organization. There are several
version;
I think the entry level is about $100 - $200.

It was invaluable to me when I recently took a graduate course in
physical chemistry.

<------------------------------------------------------------------------>
>
< Rick Venable (O O) | "Back off, I'm a scientist."
>
< FDA/CBER Biophysics Lab )|( | -- Bill Murray in
>
< rvenable@helix.nih.gov (=) | 'Ghostbusters'
>
<------------------------------------------------------------------------>
>
```

4884. Chaos & msa

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 00:19:59 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Oct31.001959.25506@irscscm.UUCP>
Source record: 215468

Sometime ago someone posted saying they couldn't un-msa chaos getting bombs during the process. I'm having the same problem using msa 1.41. I don't recall any follow-up to the original problem post. Was there a solution?

--
Marshall Lake
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

4885. Re: art packages for a ST?

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 01:16:52 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct31.011652.13175@beaver.cs.washington.edu>
Source record: 215431

In article <1992Oct30.110732.5134@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>Can anyone recommend a decent art package for the ST?
>I have tried Neochrome and it is basically crap...
>Is there anything better?

If you want a serious and well-supported graphics package, I'd suggest
looking into the "Phase-4" series offered by Lexicor. This includes
Prism Paint, a full-featured drawing (and bits of animation, too I think),
Chronos 3D, a really really cool 3-d animation program, Prism Render, and
some other stuff I don't remember offhand...

Anyway, the best thing about the Lexicor software is that it takes
advantage of whatever hardware you happen to have. For example, you
just bought a $800 Crazy Dots adapter but were disappointed because you
didn't have any 256 color software. Well, Prism Paint will detect the
graphics card/TT/Falcon/whatever and use the best possible resolution and
#colors it can get (like I said in a previous message, any GEM program
is capable of this).

>
>I have seen a quick glimpse of Deluxe Paint III on a "friend's" Amiga, and
>that looked quite good. Is there an equivalent for the good ole ST?
>
>(I would like to print them from the program or save them in a format that
>Timeworks 2 can handle.)

I don't think this should be a problem, I believe Prism Paint supports a
wide variety of graphics formats.

>
>BTW Does anyone know about art packages being developed for the Falcon?
>These should really kick some ass. (256 or even 65000 colours at once! Makes
>the ST's 16 max look pretty useless, although I must say I have seen some
>*awesome* pictures even in this mode)

See the discussion above. Lexicor Software currently should run on a
Falcon(and use the new video modes), although it is also the case that
Lexicor is working on lots of new Falcon-specific software which will
be even better yet... :)

>
>Thanks for any help,
>Phil
>(E-mail naffara@uk.ac.crc)
>
>--

>Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
>suggestion sir,with only two drawbacks: one,we don't have any defensive shields
>and two,we don't have any defensive shields.I know that,technically,that's only
>one drawback,but it was such a big one I thought I'd mention it twice".

BTW, Prism Paint sells for around $60 or so last time I checked.

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4886. Re: Is there any Atari support..!!!

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 01:39:00 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct31.013900.13912@beaver.cs.washington.edu>
Source record: 215432

In article <1cscg0INNl2q@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>This refers to some phone contacts with PARAGON Computer's
>in Perth Western Australia...
>

[Miscellaneous gripes with Atari service deleted]

>
>Tell me is this Support..???
>
>So tell me chaps do you think that people should stick to Atari, if you do you
>must nead your head seeing to...
>

Roger, I'm sorry the situation is so bad over there, but you really can't generalize this for the entire world. Support in Europe is still good and in the U.S. there are a lot of really good people working to support Atari users everywhere. Sure, we don't have nearly as many Atari dealers as we used to in the U.S., and it does seem like MS-DOS is destined to take over the world, but don't forget that just because few people have Ataris doesn't mean they are a bad computer to have. Some might argue the contrary, as a matter of fact. At any rate, there are numerous large mail order companies and dealers who are *growing* selling Atari products. Now, I know you're going to say "well, that's because all the dealers are gone," and you may be right. The fact is that the Atari is an excellent platform for all sorts of things, and those of us who know that can live with the small amount of shove-it-down-your-throat MS-DOS type support.

Personally, I've gotten a lot of support and good ideas from this group and the internet, and I've dealt with a lot of friendly and smart people working with Atari computers. It's too bad more people can't have access to it, although more and more people are using telecommunications on their computer nowadays. Of course there's Genie and CompuServe too, excellent places to go if you're having problems or just want some more information. I guess my point is that it's not as bad as you make it out to be, especially not in Europe or the U.S. I'm looking at the Falcon030 as my next computer for quite some time, unless I win the lottery and can afford that Cray II to do my word-processing on... :-)

>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz
>

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science

University of Washington

4887. "Art & Film Director" Animation Problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 01:46:58 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1992Oct31.014658.23033@news.arc.nasa.gov>
Source record: 215433

My brother is having trouble getting his newly-purchased "Art & Film Director" animation software to get past the title page on his STe (TOS 1.6, I think). The indications seem to be that this old program has not been upgraded to newer (> 1.0 ?) TOS versions, except for the fact that when trying the same copy of the program out in all the Ataris in the retail store he bought it from, it works fine. Does anyone have experience with this package, and know if it has problems with TOS versions > 1.0? Incid

entally, he's running with no accessories or auto-boot programs. Any recommendations for other commercial or public domain animation programs?

Thanks.

- Glenn

4888. Re: Student discounts?

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 02:24:42 UTC
From: ekrimen@wet.UUCP
Message-ID: <4436@wet.UUCP>
Source record: 215443

In article <1992Oct30.020147.11234@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>
><About the Falcon< What he wants to
>> know first, though, is whether or not there is student pricing available
>> from Atari. I told him I had no idea, but I'd ask here.
>Please respond in the base here E-mail me also....I am interested in the same.

Well, I replied to the original poster, but it bounced. Since others are
interested, here's what I wrote:

The definitive answer is that Atari doesn't give individual student discounts.
If you want to buy several for a classroom or a group of students, they can
arrange a discount I think.

But they don't give discounts like Apple and IBM give discounts.

If you want to wait a year after the Falcon comes out, I'm sure it'll be down
to $399 for the one-meg version.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4889. AEO 9216-9217

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 03:59:59 UTC
From: c60a-cr@danube.Berkeley.EDU
Message-ID: <1992Oct31.035959.15706@pasteur.Berkeley.EDU>
Source record: 215436

Hi, about 1-2 weeks ago, people have mentioned that they have received
issue 9216 and 9217 of AEO. I would be very interested in reading these
magazines, but have not found an anonymous FTP site with these files. I see
that atari.archive.umich.edu has most of them up to 9215. Can someone please
send these files to an anonymous FTP (preferably atari.archive)??? Thanks
and sorry about wasting your bandwidth/time.
Bryan
c60a-cr@danube.berkeley.edu

4890. SF_II

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 04:13:50 UTC
From: c60a-cr@danube.Berkeley.EDU
Message-ID: <1992Oct31.041350.16208@pasteur.Berkeley.EDU>
Source record: 215438

I was interested to know if anyone has seen the demo of SF_II for the Atari. I've heard that Capcom has licensed U.S. Gold to do a conversion for the IBM, Atari, and Amiga. Someone on another newsgroup said that the IBM version was well done with SVGA, while the Atari and Amiga version had only 16 colors so that the port between the two would be easy. He said that he had all the demos, but I could not contact him for anymore info. The IBM and Amiga demos are floating around, but where is the Atari ST demo? I'd really like to see this, and also know how the controls will be. I've heard that it'll have a joystick and keyboard combination, is this so? Can you just imagine if this thing was created for the Falcon030? The graphics would be spectacular and with the analog joystick ports that support joysticks with up to 10 fire buttons, gameplay could be reproduced amazingly well. This would draw lots of attention to the new line of Atari Computers. I can dream, can't I? Later.
Bryan
c60a-cr@danube.berkeley.edu

4891. Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 06:09:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ct7veINNnim@golem.wcc.govt.nz>
Source record: 215442

> STUMPF SPEAKS UP! STR Spotlight Alwin Stumpf speaks up....
""""""""""""""""""""""""""""""""

Below we present a Fidonet post from Alwin Stumpf

Msg #91 / 1-93 Time: 25 Oct 92 20:00:00
From: Alwin Stumpf @ ST
To : All
Subj: ATARI's Zukunft
---------[ATARI_EXPERT.GER]-----------
* Originally from Area 'Atari.Soft'
* Originally to
* Forwarded by Thorsten Bella on 2:245/8.35, 27 Oct 92 00:30:02

From: Alwin Stumpf @ ST
To : All
Subj: ATARI's future

Dear ATARI users,

I am sure you are aware that I am no longer working at ATARI Corp.
Different personal and inner company reasons made me do this, not so easy
a step.

I understand the current German ATARI market is categorized as one of
the strongest markets anywhere, and I am sure that makes it hard to
understand why I left. I appreciate your feelings deeply. My decision to
leave ATARI was strengthened as a result of it being decided to stop
FALCON production because people noticed that the planned customers
weren't ready to invest between 2300 and 3500 German Marks ($1300 and
$2000). These persons would most likely buy a MS DOS compatible computer
or even a Macintosh instead of putting a low end machine with very limited
uses in their house. At this time however, a few FALCONS are being
delivered to a few select, handpicked German dealers, these belong to the
first production run and are without, as announced, MultiTOS. Instead,
they are being delivered with the single tasking TOS 4.0x. The number of
machines are limited and will be the only ones available for the time
being. You most likely will not understand this unusual strategy, but why
should we produce thousands upon thousands of FALCONS that can't be sold?

The FSM-GDOS and MultiTOS production had to be stopped in the last
minute because 1) a renegotiation with Mr. Eric Smith (copywrite) and 2)
differences between ATARI and Bitstream. Naturally ATARI knows that
MultiTOS, for the entire semiprofessional area, shouldn't be
underestimated and that the MT project will be taken up again.

The SUTRA project is still under high pressure development and should come out around the first of April 1993.

The entire ATARI product line is still going to be 'fully supported' as much as possible, although the 68030 class of computers will have to be held back until it is believed they have a fairly good chance in the market. At this time, the need for powerful machines seems to be satisfied by the TT and ATARI is having it hard enough as it is. I hope I was able to give you a small picture into ATARI's future and I beg of you not to doubt in ATARI's credibility. Think positive!

I wish you all much luck

With friendly grusses

Alwin Stumpf
(former General Manager, ATARI Germany)

Can some one back this up..???

This was cut from STR843.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

4892. Re: Uniterm & Kermit

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 06:48:35 UTC
From: kuritzky@oreo.berkeley.edu
Message-ID: <1cta83INNe0i@agate.berkeley.edu>
Source record: 215444

In article <1co6nsINNdah@agate.berkeley.edu> I, kuritzky@oreo.berkeley.edu (Eric Kuritzky) wrote:
>I've been trying to transfer binary files from a Sun (using C-Kermit) to an
>ST (using Uniterm V2.0e). I've tried various settings on both the Sun and ST
>sides, but when the files get to the ST, they are garbled (and considerably
>longer than they were on the Sun). Any suggestions?
>
>Please send email to kuritzky@math.berkeley.edu
>
>Thank you.

Clarence Chang figured it out: I am using a network that won't
pass eight-bit words. I didn't know that Kermit couldn't handle this.

Thank you all for the e-mailled responses.

4893. Looking for an Editor for K5 (Kawai)

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 07:17:32 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Oct31.071732.31515@yuma.ACNS.ColoState.EDU>
Source record: 215446

I am looking for an Editor/Librian for Kawai's K5 synthesizer module. Does any one knows a source or have one for sale?
Thank you
Tang
sytang@lamar.colostate.edu

4894. atari going bust

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 08:01:35 UTC
From: stingray <stingray@halcyon.com>
Message-ID: <cH2HTB2w165w@halcyon.com>
Source record: 215448

I think that stuff about atari going bust and stopping the production of faclons has got to be crap I think this guy (alwin stumpf) is making up stuff just because he really got fired and he wan't to descourge futures falcon buyers into not buying one!! from developer sources I know none of this stuff he said was true!

4895. ST for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 08:05:07 UTC
From: stingray <stingray@halcyon.com>
Message-ID: <9m2HTB3w165w@halcyon.com>
Source record: 215449

a friend of mine is selling an ST so he get some money together for a
falcon here is his setup
For sale, CHEAP!

Hardware:
Atari 520ST with 4 Megabytes (includes RF to connect to TV)
Atari Mouse, of course
NEC double sided floppy drive (cable and power supply)
Avatex 2400 modem, with RS-232 Cable
OkiMate 20 (24 pin) color printer, with plug 'n' print and cable.
(with extra print-head, 100,000 character life)

Software:
WordUp 3.0
1st-Word
Tons of PD and Shareware programs on double sided floppy
ANSITerm 1.5b, DigiPlay Plus 1.5, ACC Manager
(pre-registered in your name; be sure to mention this)
STOS
Language Disk
Games Disk
Accessories Disk
Compiler
DEGAS (No manual)

Games (with manual and maybe box):
Star Trek The Rebel Universe (Both manuals)
Star Gchael Jackson Moonwalker (2 disks)
Millennium 2.2 (2 disks)
Deep Space (2 disks)
Eight Ball
Airball Construction Set
Time Bandit
Pinball Factory
Chaos Strikes Back

Books:
Atari ST Tricks & Tips
Atari ST Peeks & Pokes
Atari ST Graphics & Sound
Atari ST Machine Language

All for $690.00 (shipping not included)

GE mail to T.MILLER23
or by phone: (813)-886-1374

4896. Re: Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 08:25:28 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Oct31.082528.24057@beaver.cs.washington.edu>
Source record: 215447

In article <1ct7veINNnim@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
> > STUMPF SPEAKS UP! STR Spotlight Alwin Stumpf speaks up....
> """""""""""""""""""""""""""""""""
>
>
> Below we present a Fidonet post from Alwin Stumpf
>

[some of post deleted]
> The FSM-GDOS and MultiTOS production had to be stopped in the last
> minute because 1) a renegotiation with Mr. Eric Smith (copywrite) and 2)
> differences between ATARI and Bitstream. Naturally ATARI knows that
> MultiTOS, for the entire semiprofessional area, shouldn't be
> underestimated and that the MT project will be taken up again.
>
>
>Can some one back this up..???

Well, a few days ago Eric Smith came on and said that the rumours floating
around about MultiTOS were false, and I would be inclined to believe him,
since he's the one supposedly embroiled in the "renegotiation." :-) He
said that Atari had the complete rights to using MiNT for MultiTOS and
that any hold up or problems were not between him and Atari (remember,
the same post where he said he was going to work for Atari... :)

I hope this isn't true about Falcon production being stopped, as I
sure want to buy one! :/

>
>This was cut from STR843.....
>
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz
>
>

Cheers,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4897. UNITERM - Ymodem - three bombs

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 08:38:58 UTC
From: wrnewman@muug.mb.ca
Message-ID: <1992Oct31.083858.20125@muug.mb.ca>
Source record: 215460

Help. When I run Ymodem (or Xmodem) from a macro or from an F-key definition I get three bombs. When I select ymodem from the menu bar with the mouse it works fine.

Anybody else have a problem like this?
--
. . . . . .
Bill Newman wrnewman@mona.muug.mb.ca
Winnipeg, Manitoba as236@cleveland.Freenet.Edu

4898. Re: Games good/bad

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 10:57:00 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <rasas.720529020@minyos.xx.rmit.OZ.AU>
Source record: 215451

csg022@cck.coventry.ac.uk (PROC) writes:

>In article <1992Oct29.134924.7347@aston.ac.uk> busbyjm@cs.aston.ac.uk writes:

>>Excuse me, but am I the only person on the Earth who was singularly
>>unimpressed by Chaos?

>I still haven't got Chaos working yet. Even with help (Cheers Martin).

>PS. Don't bother with Omega or Nethack, you can't get anywhere without
>being killed, they're crap.

OK I know this is a bit of a waste of bandwidth but *I* reckon Nethack is
probably the best computer game *I've* played (and I've played a few).

BTW, thanks to Eric (I think it was him) who did the ST ports.

>--
> CSG022 is MARK B PROCTER | "*You* want to complain, look at these shoes, I've
> only had them three weeks and the heels have worn right through, and if you
>complain nothing happens so you might as well not bother, and my back hurts and
> we never get a fine day and I'm sick and tired of this office."
--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

4899. Crack Art V1.34 TT+ now available via FTP

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 12:06:36 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16891B85D.BWWL@ibm.rz.tu-clausthal.de>
Source record: 215459

Hello!

The best color-painting program Crack Art is now up to 1.34 TT+
(the main doc is still in german, but an english translation of the manual
to V1.0 is included in the archive).
Crack Art can be obtained via anonymous FTP from "ftp.tu-clausthal.de"
(139.174.1.3) /pub/atari/graphics/painter/crackart.lzh

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

4900. Re: Falcon 030 & Photo CD System

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 12:32:58 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <N2DiTB1w165w@comtch.spk.wa.us>
Source record: 215461

jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
> This is not correct. PhotoCD is a proprietary format from Kodak. There
> been much discussion over this at alt.cdrom. I'll include a very good
> overview from a guy at Kodak concerning this...

Thanks... I couldn't recall what format they stored it in (it's been since January, after all). However, a couple of friends with NeXTs have PhotoCD->NeXT picture format converters already, and assuming no one else bothers, I'll probably do the conversion for the Falcon when I get one... I don't see much reason to make an ST/STe viewer (but I'll make it work on it, I guess - why not?)

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

4901. re: Re: GEM based GREP?

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 16:06:00 UTC
From: marcus_olk@cl-hh.comlink.de
Message-ID: <20547572543@OLK.zer.sub.org>
Source record: 215469

JHENDERS%JONH.WIMSEY.BC.CA@UUCP.ZER fragt in einer Message vom 29.10.92 13:34 Uhr:

> This is a great text editor. Is the author on the net?

At least, you should grep the doc-file for the @-sign :-)

Author: Tom Quellenberg
Mausnet: Tom Quellenberg @ HB
InterEunet: Tom_Quellenberg @ hb.maus.de
Fido: Tom Quellenberg @ MAUS HB (242/2.6)

Docs: Mick Schmidt
Mausnet: Mick Schmidt @ HB
InterEunet: ms@hb.maus.de

Marcus

--
Marcus Olk # Internet: olk@informatik.uni-hamburg.de
Schwalbenweg 9a # marcus_olk@cl-hh.comlink.de
D-2000 Hamburg 61 # Zerberus: MARCUS_OLK@CL-HH.ZER
Networks, like parachutes, only function when open.

net_sh v1.5 (sb)

4902. Re: About Riemann

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 16:46:00 UTC
From: Gerhard_Oppenhorst@bn.maus.de
Message-ID: <A8644@BN.maus.de>
Source record: 215309

```
WE> Well,
WE> I used Riemann for some time it is really not bad and can do nearly
WE> all the stuff that Mathematica can do. It also supports TEX output
WE> and color graphics. In connection with a Deskjet 500C it should be
WE> able to do color prints, because it relies on GDOS for the output.
WE> RIEMANN started a mu-math form the PC, I believe. But it was rewritten
WE> completely. I can not tell you the address of the guys n Germany who
WE> wrote it and distribute it. I'll look it up.
WE> It is not a comfortable as Mathematica, but it does a really good job.
WE> Only flaw, it has s german user interface....
WE>
WE> Walter

Riemann is the best "symbolic algebra- and programmingsystem" I know!

The adress is: Begemann & Niemeyer
Softwareentwicklungs GbR
Schwarzenbrinker Str. 91
D-W-4930 Detmold 1

Gerhard
```

4903. Re: Uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 17:03:09 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Oct31.120309.11305@bsu-ucs>
Source record: 215462

> 1. I recently downloaded 2.0e015 from the machine in Switzerland where
> Simon Poole put it.
>
> 2. No, VT200 is the limit.

I have 2.0d 010...What are the significant additions/corrections?

-Matt

4904. Falcon seen on French Televison

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 17:52:19 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Oct31185219@orion.laas.fr>
Source record: 215463

About a week ago, on the French Televison FR3 (or France3), they had a spot on Multi-Media (I believe there was a show in Paris) and the news journalists wanted to demonstrate what multi-media means. So they showed off and did some tricks on a real Falcon in action!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

4905. Atari Archive

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 17:55:16 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Oct31185516@orion.laas.fr>
Source record: 215464

It seems like Atari Archive has gone through a disk reorganization!
Unfortunately, when files were copied around they forgot to keep the
original dates! So it looks like *all* the files are dated 'Oct 30'!

Oh well! I guess it was a Happy Haloween for some.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

4906. FOR SALE: Atari 1040STf, Megafile 30, SC1224, and Modem

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 18:10:02 UTC
From: tad@ritcsh.csh.rit.edu
Message-ID: <1992Oct31.181002.29235@ultb.isc.rit.edu>
Source record: 215465
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,ny.forsale

```
FOR SALE
--------

Atari 1040STf - With homebrew detached keyboard
the case is painted flat black, and looks nice (spray paint
with "plasticoat" plastic spray coating.)
( will put keyboard back in case if you so desire )

Megafile 30 HD - Loaded with PD software including sozobon C 2.0 and
ana-modula-2 (both from atari.archive.umich.edu) so you
don't have to install em. Also, HDX 3.01 installed,
5.01 on the drive (never got around to installing it)
will ship as is, or will reformat to whatever partitioning
you want.

SC1224 Color Monitor - Great condition, its one of the original JVC ones with
the push on switch on the front (much better
quality than the goldstar ones, they pretty
much suck) Nice bright screen, no burn, etc)

Everex EverCom 24E - 2400 BPS modem, MNP 4-1 Error Correction (MNP 5
is the compression one) Works great, never gave
me any problems, built in speaker phone with
mute button, "online help (at&h)". I'll throw
in my approx 10ft rs-232 cable for it.

Homebrew Joystick - You gotta see it to believe it. Free to whoever
purchases something and wants it.

Minix - V1 - upgradable to the current version by grabbing
the patches from the ftp sites. I never bothered,
bought it from someone on the net then never installed it.

All the cables and whatnot needed to plug and go are included.
I have some docs, like the book for the hard drive, and maybe the
books for the computer. I have the original padded box for the hard drive,
but no real boxes for the rest.

I'm looking for BEST OFFER on any of this stuff. Its cluttering up
my dorm room now that I have a real networked workstation on my
desk. Buyer pays shipping

If you have any questions, feel free to email, or call:
(716) 475-3995 - Ask for Tad, or leave a message on the
machine and I'll return your call.
```

Tad Hunt - tad@nick.csh.rit.edu

4907. Re: atari going bust

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 20:04:05 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Oct31.200405.9704@u.washington.edu>
Source record: 215466

stingray <stingray@halcyon.com> writes:

>I think that stuff about atari going bust and stopping the production of
>faclons has got to be crap I think this guy (alwin stumpf) is making up
>stuff just because he really got fired and he wan't to descourge futures
>falcon buyers into not buying one!! from developer sources I know none of
>this stuff he said was true!

Typical STR...

4908. Re: Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 20:38:17 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Oct31.163817.1@uwovax.uwo.ca>
Source record: 215467

In article <1ct7veINNnim@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> > STUMPF SPEAKS UP! STR Spotlight Alwin Stumpf speaks up....
> The FSM-GDOS and MultiTOS production had to be stopped in the last
> minute because 1) a renegotiation with Mr. Eric Smith (copywrite) and 2)
> differences between ATARI and Bitstream.

This is precisely the rumor that I was trying to squelch earlier. I'll say it again: I have been party to no renegotiations with Atari. Nor are any renegotiations necessary; Atari has for some time had a proper license to use MiNT.

I don't know if the message purporting to be from Mr. Stumpf is a forgery or not, but it's entirely possible that it was. At any rate, I'm rather suspicious of the other information presented, since I know that the part involving me is incorrect.

The above are my opinions only, and do not (necessarily) reflect the views of Atari.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

4909. Re: "Art & Film Director" Animation Problems

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 20:58:32 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.lDGXL_buYsk@jonh.wimsey.bc.ca>
Source record: 215471

In <1992Oct31.014658.23033@news.arc.nasa.gov> glennd@pioneer.arc.nasa.gov (Glen Deardorff) writes:

>My brother is having trouble getting his newly-purchased "Art & Film Director" animation software to get past the title page on his STe (TOS 1.6, I think). The indications seem to be that this old program has not been upgraded to newer (> 1.0 ?) TOS versions, except for the fact that when trying the same copy of the program out in all the Ataris in the retail store he bought it from, it works fine. Does anyone have experience with this package, and know if it has problems with TOS versions > 1.0?

Firsrt, you might want to ask whoever administers your site to supply an editor that puts in hard carriage returns when osting as not all newsreaders rewrap the words.

I remember in the dim past hearing that Art and Film director needed to have nothing below them in memory, and that Topdown worked to fix this.
However, with a tos 2.n machine, with Tos itself taking up extra low memory you may be beat running these programs. Also, if they do any direct memory calls, you're alos beat because the memory map was moved up after tos 1.4.

--
there are a lot of intelligent people on the net that will go ballistic when they are subjected to something stupid.

4910. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-10-31 22:54:32 UTC
From: ekrimen@wet.UUCP
Message-ID: <4437@wet.UUCP>
Source record: 215470

In article <aebb00d2@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>Original to: paul@jupiter.ame.arizona.edu
>In a message of <14 Oct 92 20:02:02>, paul@jupiter.ame.arizona.edu
>(3:713/602) writes:
>
> p> I got msa_141.lzh (I think) from the Archivers directory, but I can't
>get
> p> it to work...could it just not work on a TT?
>
>This is correct... (pissed me off too)

Wait a second. I've been able to get it working on my TT (TOS 3.06).
Load it into high resolution (TT med may work) and be sure that the cache
is off. I know I got it to work 'cause I did it just a few days ago.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

4911. Re: The Rise and Fall of Atari ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 00:00:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Nov1.000011.12632@csi.uottawa.ca>
Source record: 215472

In article <1992Oct29.214222.18266@zooid.guild.org> Mark Kovarski
<kovarski@zooid.guild.org> writes:
>I believe there isn't anything as powerful as Mathematica for the Atari
>but Maple is available for the Atari. Contact the University of
>Waterloo for more information, or somebody from Waterloo can give you
>some more information.

(1) {Flame on} Maple has had a few more years of development under its
belt, and is mathematically more stable. People have had an easier time
crashing Mathematica than Maple. There have been two reviews of "Math
Software" in that bastion of Journalistic Integrity, PC Magazine. Both
reviews have found Maple to be better. (I'm UW alumni, and thus may
have an axe to grind. PC Mag, on the other hand, doesn't care from THAT
perspective.)

Mathematica definitely has more "flash", and gets thrown in "free" with
every NeXT computer. However, it doesn't have the maturity of Maple.

{Flame off}

(2) Without exiting rn, you can get in touch with the "relevant people."
Subscribe to "sci.math.symbolic". People from Maple Systems Software,
notably Keith Geddes, one of the primary authors of Maple, frequents
the group, and can direct you to the appropriate e-mail address at which
you can get ordering information.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca | <-- Finger this account
University of Ottawa |
Master of System Science Program |

4912. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 00:28:04 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <68686@cup.portal.com>
Source record: 215474

This sure has been an interesting discussion..

It appears that democracy has finally reached the hallowed halls
of science..

Now we get to VOTE on what the terms mean..!

I vote we call the Falcon a "Supercomputer" like the CRAY-1.. after
all, if we can "vote" that it has True Color, why not..?

Also, it's interesting that computing terms now depend on personal
need, ie, the Falcon both DOES and DOES NOT have TRUE COLOR, depending
on your needs. OK.. I *need* a 1.2 Gigabyte hard drive.. does that
mean my 20 Meg drive is suddenly measured in Gigs..?

Anyway.. yer ALL wrong...

It doesn't matter that True Color is defined by most of the industry
in one way, or what graphics users in most of th computing industry
understand the term to mean..

The Falcon has "True Color" because Leonard Tramiel SAYS it does..!

End of discussion...

BobR

4913. Re: Modem usage/ modems thru JOYSTICK????

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 00:34:55 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <68687@cup.portal.com>
Source record: 215475

John Richardson asked about modems connected to joystick ports..

The MPP (*not* Atari) 1000E modem was for the *8-bit* Atari computers which did not come with a serial port. The software used the joystick ports to communicate with the modem at 300 baud.

You **DO NOT** want this modem..!

BobR

4914. Re: Trojan Lightphaser

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 01:19:59 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1cvbbvINN2a5@golem.wcc.govt.nz>
Source record: 215473

I had the Trojan Phaser for my ST, and it will work on either the
ST or Amiga - the C64 version will not work on the ST without modifying
it. (or maybe not at all - but it should be an easy conversion)

4915. Re: Chaos & msa

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 01:33:07 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1cvc4jlNN2a5@golem.wcc.govt.nz>
Source record: 215476

Myy Chaos is running fine without the boot-sector. (I used 'Chasseur II' and converted the boot into a file). I also renamed the 2 AUTO files, so even after packing, they will extract and execute in the correct order!

My boot-sector of Chaose now has an Immunised-Boot sector on it! (I got hit by a virus the other day from smeg knows where).

works 100% - and when LZH'd, knocks over 100k of the total of the 2 MSA'd files!!

How to UN-MSA chaos:]

Get Magic Shadow v1.41, or if you have an ST (not E) you can also use 'Chaos Disk Compactor' (CDC is available in the arc directory on atari.archive.umich.edu) and will allow disk-swapping when un-MSAing a file.

Create a 650k RAM-DIsk. (or more if yuo can afford the RAM.)

Copy the MSA program, and one of the CHAOS*.MSA files into the ram-disk.

run MSA from the RAM-Disk. Select the Chaos file FROM the RAM-Disk.

Select the destination disk, and insert a blank formatted 11-sector per track, 82-track, 2-sides disk. (Must be pre-formatted with F-Copy or some such program that'll format 11-sectors).

With the source file being in the RAM-Disk, and the blank dest' disk in drive A (or B if you have one, in which case use that). hit GO, and wait!

Once finished, exit to desktop, delete the CHAOS*.MSA file from the RAM-DISK and copy the other one, then repeat the procedure for the other half of the disk!

If you have a Hard-Drive, use that instead of the RAM-DIsk.

If you have more than 1meg of ram - you can create a 1-meg RAM-Disk, and copy BOTH CHAOS*.MSA files and the Magic-Shadow program into it!

4916. Rawfiles.zip

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 02:20:18 UTC
From: muocj@uxa.ecn.bgu.edu
Message-ID: <Bx0MHu.MJK@uxa.ecn.bgu.edu>
Source record: 215477

Which version of the zip program was used to make the rawfiles.zip
that's on atari.archive. I've tried using Unzip 4.1 and DCXtract on my ST
and Unzip 4.1 on the Unix mainframe at school to uncompress it.
I get "unknown compression
method" message or something like that. Please e-mail any replies.

Thanks,

Olivo Contreras
muocj@uxa.ecn.bgu.edu
muocj@ecnuxa.bitnet

4917. who to contact for dealership info?

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 02:36:05 UTC
From: SELBYR@Meena.CC.URegina.CA
Message-ID: <1992Nov01.023605.776404@sue.cc.uregina.ca>
Source record: 215480

Who should I be contacting to get information on starting up an Atari dealership? Is there still someone in Canada that will respond to either email, regular mail, or even pick up the phone? Should I be directing such inquiries toward Sunnyvale itself? What would the addresses/phone numbers/email addresses be for such people? Thanks very much.

selbyr@meena.cc.uregina.ca
selbyrog@max.cc.uregina.ca

p.s. does someone have an address for Bob Brodie?

4918. Re: GEM based GREP?

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 04:29:18 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.SJsVjq48Zdc@jonh.wimsey.bc.ca>
Source record: 215481

In <20547572543@OLK.zer.sub.org> marcus_olk@cl-hh.comlink.de writes:

>JHENDERS%JONH.WIMSEY.BC.CA@UUCP.ZER fragt in einer Message vom 29.10.92
13:34 Uhr:

>> This is a great text editor. Is the author on the net?
>At least, you should grep the doc-file for the @-sign :-)

>Author: Tom Quellenberg
> Mausnet: Tom Quellenberg @ HB

>Docs: Mick Schmidt
> Mausnet: Mick Schmidt @ HB

Sorry, I don't tend to read very far into docs when I can't read the
language. I sent Tom the resource file though, and now I've got the
new ger2en21.prg, I'll see if I can read a bit of the docs.

--
there are a lot of intelligent people on the net that will go
ballistic when they are subjected to something stupid.

4919. word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 06:13:37 UTC
From: wilsont@rahul.net
Message-ID: <Bx0xAp.J73@rahul.net>
Source record: 215478

I went into my dealer today... (the one about 15 miles from ATari USA)
and asked "any falcons yet"
the guys said: they haven't been released.
i blinked a few times, and replied: but i its the end of october.. thats the
realses dat isn't it?
dealer: well maybe next year.

This is not a gripe or flame. i'm an atari loyalist.
but whats going on?? Was there *really* an official report sayuing
"we at arti will release the US falcons at the begiinning of november"

i tought there was.. ah well... whats the new word then? (was there a
first word?)

i was hoping that since there are 4 dealers in the bay area here, i was
hoping to see something. :(

oh yah... Bob Brodie said on Atari Base USA. (fnet i think) that atari
and kodak are 'still talking' regarding photoCD.
about alt.fnet.znet.. i got messages from it once. but nothing new has
shown up.

Timothy "almost a developer" Wilson

--
Timothy Wilson <wilsont@rahul.net>

4920. Eternal dilema....:-|

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 06:20:45 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov1.012045.11322@bsu-ucs>
Source record: 215479

> Ralph P. Sobek Disclaimer: The above ruminations are my own.
> Ralph.Sobek@laas.fr Addresses are ordered by importance.
> ralph@laas.fr If all else fails, try:
> ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
> Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
> ==========
> Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?
^^^^^^^^^^^^^^^^^^^

I have the same dilema.....What do you generally use your MegaST4 for? What have you thought about updating? I still need a hard drive, and am thinking of adding an inrternal....any experience with this?

-Matt

4921. Re: Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 11:04:35 UTC
From: "Julian F. Reschke" <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92306.110435RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 215483

In article <1992Oct31.163817.1@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric Smith) says:
>This is precisely the rumor that I was trying to squelch earlier. I'll
>say it again: I have been party to no renegotiations with Atari. Nor
>are any renegotiations necessary; Atari has for some time had a proper
>license to use MiNT.
>
>I don't know if the message purporting to be from Mr. Stumpf is a forgery
>or not, but it's entirely possible that it was. At any rate, I'm rather
>suspicious of the other information presented, since I know that the
>part involving me is incorrect.

Of course, this was a faked mail. Practically everything in this mail was complete nonsense, obviously written to annoy Atari users and to damage Atari corporation. In the meantime, Normen Kowalewski (who's still working for Atari Germany) has posted an official statement regarding this mail. I would recommend not to discuss the contents of this mail, the writer already has achieved what he wanted :-(

As sysop of an other node of 'MausNet', I apologize for this mail. Of course wel'll try to identify the writer.

4922. <None>

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 11:05:44 UTC
From: tuori@cc.helsinki.fi
Message-ID: <1992Nov1.130544.1@cc.helsinki.fi>
Source record: 215482

```
sel
select
exit
```

4923. GIF to RAW!

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 14:42:48 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Nov1.144248.9253@solace.hsh.se>
Source record: 215484

All those who wanted a GIF to RAW converter can get it from ftp.uni-kl.de
under the directory /pub/atari/graphics, and the file is view132d.lzh.

Those who can't get it from ftp.uni-kl.de can send me an e-mail, and I will
mail you a copy of the program.

Hasse

--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

4924. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 16:42:22 UTC
From: oracle@iastate.edu
Message-ID: <oracle.720636142@vincent2.iastate.edu>
Source record: 215485

In <Bx0xAp.J73@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:

>I went into my dealer today... (the one about 15 miles from ATari USA)
>and asked "any falcons yet"
>the guys said: they haven't been released.
>i blinked a few times, and replied: but i its the end of october.. thats the
>realses dat isn't it?
>dealer: well maybe next year.

>This is not a gripe or flame. i'm an atari loyalist.
>but whats going on?? Was there *really* an official report sayuing
>"we at arti will release the US falcons at the begiinning of november"

>i tought there was.. ah well... whats the new word then? (was there a
>first word?)

>i was hoping that since there are 4 dealers in the bay area here, i was
>hoping to see something. :(

>oh yah... Bob Brodie said on Atari Base USA. (fnet i think) that atari
>and kodak are 'still talking' regarding photoCD.
>about alt.fnet.znet.. i got messages from it once. but nothing new has
>shown up.

>Timothy "almost a developer" Wilson

I talked to Atari on the phone a week or so ago, I asked when the Falcons
would be available in the US. The reply I got was "This is just a Guestimate
but I would say three months from now".

I got the impression that a) They wanted to wait until they had a
semi-respectable number or falcon specific software available, and
b) they wanted to wait until they had a larger quantity produced.

If this is really the case, I can't say I blame them, even though It
makes us wait a few more months, it will greatly improve falcon sales.

Remember when the ST first came out and you COULD NOT find a double
sided external drive for sale anywhere? Lynx sales were poor at first
because of lack of software, even though it's vastly superiour to the
other portable game systems. That really pissed off some users
and dealers, and I would hate to see that happen to the falcon.

>--
>Timothy Wilson <wilsont@rahul.net>
--

||| | >>> oracle@iastate.edu <<<

/ | \ | "Friends don't let friends use MS-DOS"

4925. Re: Chaos!

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 18:34:03 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Nov1183403@SunLab40.essex.ac.uk>
Source record: 215486

In article <2018@rztsun.rz.tu-harburg.de> sdmw91tw@ap09.cip3a.tu-harburg.de (Thorsten Wollweber - 04105/53359) writes:

> In Article 21464 James M Busby writes:
> > To all those net users still struggling to un-MSA this game onto the ridiculously
> > large disk format, don't bother!
>
> Well, first of all, I agree! The game is not worth it!
>
> But:
> Why is that a 'ridiculously large disk format'? Why is it so ridiculous to have
> an extra 200 kByte on your DD-Disk?
>
> There are a lot of people who do not own a HD-drive. So this is the best alternative
> to gain more storage space - about 30 %!!!
>

But I know for a fact that my floppy drive WILL NOT format more than 10 sectors. That is the only reason why I have not downloaded Chaos. If there was a version out there split into 2 separate archives, suitable for HD use, I would get it.
So, can anyone oblige?

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

This line is absolutely no use whatsoever.

4926. Wanted: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 19:34:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <6650.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 215311

I am selling my Mega STe (4 megs), along with my SC1435 monitor, a 2400 baud modem, and over 1000 files (mostly LD downloads), for only $1200.00 Canadian. The system itself with only 2 megs of ram cost more than that.

4927. Re: Eternal dilema....:-|

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 20:23:18 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.fiTz6Ku7YS_@jonh.wimsey.bc.ca>
Source record: 215493

In <1992Nov1.012045.11322@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>> ==========
>> Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?
>^^^^^^^^^^^^^^^^^^^
>I have the same dilema.....What do you generally use your MegaST4 for? What
>have you thought about updating? I still need a hard drive, and am thinking of
>adding an inrternal....any experience with this?

The only problem with putting an internal hard drive in a mega is
that it's tricky to get am external wotrking with it. Or it used to be
when the Supra's came out. I've also heard the same thing about the
ICD mini host adaapter. I think you'd have to shoehorn in a full host
adapter and rewire the dma out to be a scsi out.

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

4928. Chaos

Newsgroup: comp.sys.atari.st
Date: 1992-11-01 22:33:30 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Nov1.223330.25907@cs.nott.ac.uk>
Source record: 215487

I have no objections to someone uploading a German keyboard patch for Chaos, after all, it is PD!

I have also seen some mails to this newsgroup suggesting that CHaos is shareware; this is not so, Chaos is PD, since it is simply an unauthorised conversion of a very old Spectrum game.
As for people who don't like it; Where's your taste??

If anybody wants an arc of the main game file so they can stick it on the HD, then just email me and I'll send you one ASAP.. The file will also work from floppy (got to be in AUTO for 1meg peeps, tho). Beware; it'll be about 700K and I'll send it in two files... Make sure you have the quota, or ask me to mail it on two different days.....

Martin

4929. Re: A Mausnet rumor about MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 00:10:59 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10863@uqcspe.cs.uq.oz.au>
Source record: 215488

7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>I will soon be moving to Sunnyvale to go to work for Atari.

Congratulations Eric, and WELL DONE to Atari! Looks like they are bringing
in some good people now!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4930. Any recommendations for a good starting MIDI Sound module?

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 00:11:49 UTC
From: Ryan Collins <RC1DSANU@MIAMIU.BITNET>
Message-ID: <92306.191149RC1DSANU@MIAMIU.BITNET>
Source record: 215319

I would like to start with some simple MIDI stuff. I do have a cheap little keyboard to start with, but it only has MIDI out, so I need a good synthizizing module. I was thinking about the Roland MT-32, but I found out it was discontinued. So any recommendations in the <$150?

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ rcollins@apsvax.aps.muohio.edu
/(____/__(_) o)_/ R.COLLINS1 (On GEnie)
/)
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~~

4931. Re: A Mausnet rumor about MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 00:16:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10864@uqcspe.cs.uq.oz.au>
Source record: 215489

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

> [re. EricSmith@atari.com :-)]
>This clearly seems to be one of Atari's good moves, but I'm scared about the
>future support for "non-Atari" versions of MiNT, i.e. its existence.

What's the problem? I'm GLAD - now we might see MiNT 2.0 soon - even if
it is called MultiTOS and costs money. Wouldn't YOU pay for a cleaner
version of MiNT? I would. Besides, whatever work Eric does at Atari
will benefit us all one way or another, AND the 99% of owners that are
non-netters too!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4932. Re: Poor to Awful

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 00:34:35 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Nov02.003435.175665@rrz.uni-koeln.de>
Source record: 215490

In <1992Oct29.212938.17681@zooid.guild.org> Mark Kovarski <kovarski@zooid.guild.org> writes:

>None of the companies are perfect but Atari hasn't done anything to improve
>their customer relationships. As far as fixing, I don't understand what you
>mean by "Fixing." I have fixed many things, including the Atari machine I
>own (And yes, Atari was not capable of doing it). On the other hand, I fixed
>those problems. How? I went and purchased another computer system. This is
>a very simple solution....

You mean, Atari is especially bad at fixing your problems because
they refused to buy that other computer system for you, which
fixed your problems? Well then... if the company that made this
other computer is better than Atari, maybe they'll buy a Falcon
for you...

:-)

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4933. Re: Eternal dilema....:-|

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 00:40:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <6659.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 215310

Nah, I have a Mega STe, and connecting an external drive was a snap.
All I had to do was make sure the device numbers were different, which
usually only involves moving or adding a jumper to the drive.

4934. GFA Basic 4: coming sometime

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 01:17:26 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Nov1.211726.8558@ac.dal.ca>
Source record: 215491

The following message should be of interest to GFA Basic enthusiasts. It was posted to my local club BBS a couple of days ago.

****

Technical/Programing / NeST GFA BASIC, #39 of 47
Date: 10 Oct 92 21:59:08
From: Peter Kocourek of 90:4001/0.17
To: All
Subj: News from Richter; GFA 4.0

Hi everybody!

On Saturday, the third of October, a meeting of GFA-programmers was held with experienced users in Germany, where the future development of GFA Basic was thrashed out. It was specifically intended that the views of "real world" GFA programmers be taken into account. The following information I take from a message in the German GFABASIC.GER echo, by Lars-Thorsten Sudmann, who is connected to the firm Richter, which has taken over the development of the ST version of GFA Basic. The "real" GFA company will no longer be involved with the ST.

The new reprogrammed GFA Basic, currently under the name "4.0", will have a small compiler, which can create stand-alone applications quickly. For more experienced programmers, there will be a GFA to C converter, the code of which can then be used by many C compilers, on many computer systems. Named were MS-DOS, Windows and Unix.

The management of variables will be changed, so that the problems caused by garbage collections moving variables around will be obviated. All commands in the new version will be based on "clean" OS calls, and the dirty low-level stuff that plagues GFA Basic now will be abolished. Downward compatibility will be maintained, including the Line A calls; however, these will be redirected to the proper VDI routines. The new documentation will contain programming advice and guidelines for GEM.

Old versions of GFA Basic used to gobble up all available memory. This will be changed, so that programs will only allocate the minimum necessary. Requests for more memory will in some cases be made by GFA transparantly, while the OS Malloc-functions will be available too.

The new version will also support modular programming; you can split up your source code into smaller parts, just like in C or Modula-2, greatly enhancing the readability and maintainance of the code. C-like structures are also planned, but may not be included in the first new version. Function libraries will be available too, and useable from the interpreter.

The file functions will now allow the usage of real GEMDOS filehandles, and errorcodes, removing the cumbersome old way of doing things.

The editor will be rewritten completely. The new editor will at last be fully GEM, and it allows multiple source codes to be edited simultaneously. It will also feature on-line help, and a multitude of options, so that its behavior can be fine-tuned to the wishes of the programmer. Keyboard shortcuts will in large part be the same as in older versions; shift F10 will still be "Run."

The programming team intends to work as quickly as possible; while obviously no firm date can be given at this time, Richter hopes to be able to make further announcements about the progress before the end of the year.

Suggestions, bug reports and ideas can be sent to Ulf Dunkel % MAUS OS, Fido 2:242/2.6. He is also in charge of writing the documentation for GFA 4.0.

All that remains for me is to mention the address of Richter:

Richter Distributor,
Hagenerstrasse 65,
5820 Gevelsberg,
Germany.

Phone: + 49 2332 2706
Fax: +49 2332 2703

4935. Re: What's wrong with atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 01:20:44 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <kexEwAO00WAy49MEVj@andrew.cmu.edu>
Source record: 215304

And, FINALLY, the Atari archive is on AFS!! I love it!

Geoff Spear
Freshman, ECE, Carnegie-Mellon University

The following sentence is false.
The preceding sentence is true.

4936. Re: What's wrong with atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 01:46:41 UTC
From: winfrvk@dutiws.tudelft.nl
Message-ID: <2272@dutiws.tudelft.nl>
Source record: 215499

In article <2270@dutiws.tudelft.nl> boender@dutiws.tudelft.nl (Hildo Biersma)
writes:
>Hi all,
>I can't find the Newitems and Mint directories at atari.archive any more.
>Have they moved or is something wrong?
>Thanx, Hildo
>

It looks like the directories are back at atari.archive, but atari.archive
is not where it used to be, it's a different server.

One thing I noticed: The files didn't retain their date and time, so you'll
have difficulty in identifying new files.

bye, Bart (CU ;-)

4937. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 01:50:12 UTC
From: charlie@mudhoney.micro.umn.edu
Message-ID: <1992Nov2.015012.13332@news2.cis.umn.edu>
Source record: 215492

In <Bx0xAp.J73@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:

>I went into my dealer today... (the one about 15 miles from ATari USA)
>and asked "any falcons yet"
>the guys said: they haven't been released.
>i blinked a few times, and replied: but i its the end of october.. thats the
>realses dat isn't it?
>dealer: well maybe next year.

>This is not a gripe or flame. i'm an atari loyalist.
>but whats going on?? Was there *really* an official report sayuing
>"we at arti will release the US falcons at the begiinning of november"

(Stuff deleted)

>--
>Timothy Wilson <wilsont@rahul.net>

A good friend of mine who happens to work for the local atari dealer said
that the last word he had from atari, about a week ago, was that there will
be Falcons in the US in "the first part of november". I'm assuming this
means within the next two weeks. I'm still hopefull that they will be out
then. The dealership is supposed to be getting two, yes only two falcons, in
the first batch, and both are labeled as 'demonstration units'. One of those
is probably mine(grin). If I don't have a falcon in two weeks, THEN I'll
start to bitch.

-Chuck

4938. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 04:23:23 UTC
From: saj@chinet.chi.il.us
Message-ID: <Bx2Mv0.Ku9@chinet.chi.il.us>
Source record: 215496

The announcement that there would be Falcons in the US as soon as FCC approval could be obtained, and probably in mid-October came directly from Sam Tramiel. One of the more important things to learn in dealing with US corporations is that the president is never an official spokesman for the company. Basically, anything the president says is a wish, not a commitment. To the best of my knowledge, the only official spokesman for Atari in public discussions is Bob Brodie. I believe Bill Rehbock also speaks for Atari in developer relations. It doesn't count that Bob Brodie appears to have done the typing when S. Tramiel made the announcement.

Still, it would sure be nice if SOMEBODY got a Falcon retail pretty soon.

Steve saj@chinet.chi.il.us

4939. Re: The Falcon Does NOT have True Colour

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 05:03:39 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1d2crbINN438@golem.wcc.govt.nz>
Source record: 215495

No computer can possible show 'true' colour any-way, so the term is stupid.

Real colour has an infinite 'palette'. Albeit the human eye cannot distinguish them all. But, some people cannot see the lighter colours, some cannot see the darker colours - and many in between. TV-screens/monitors are completely incapable of displaying 'true' colour anyway - due to the distortion of distant magnetic waves (coming from the computer or the monitor itself) - the picture just *cannot* be 'true' colour displaying!

Besides - as with sound, there are 'sub-conscious' colours, with sound, the sounds that cannot really be 'heard' (the ones above CD's cut-out range of 41.7Khz or whatever it is was causing some controversy because of complaints that it wasn't as 'soothing' etc.). Subtle shades of colours which is not the colour itself, but rather the 'coloured feel' in produces, cannot possible be re-produced by any means, and certainly not by 32-bit computer systems!!

Someone get a 24-bit photo, and then have a look at the original scene or some such thing - it's just not the same!

4940. Overscan address in German?

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 05:26:58 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992Nov2.052658.7859@noose.ecn.purdue.edu>
Source record: 215498

Dear Netters,
Someone one in Germany mentioned a device called Screenblaster from Overscan
Gmbh which makes possible 800x600x256 video on the Falcon. Does anyone
know the address of a distributor and if its available? Please respond
by EMAIL to j.yegerlehne@genie.geis.com since the account I'm using is
about to expire.
Thanks!
Jim
p.s. I realize that any distributor is probably in Germany. This is no problem.

4941. Re: Abacus books: ST Internals and GEM programmer's reference

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 05:49:17 UTC
From: skershaw@alsvid.une.edu.au
Message-ID: <Bx2qu5.CKA@alsvid.une.edu.au>
Source record: 215497

From article <720178654.7160@minster.york.ac.uk>, by andrew@minster.york.ac.uk:
> I also have a copy of ST internals for sale at 7 pounds plus postage for
> any lucky applicant.
>
Come on. At the current exchange rates, you're asking us to pay $21
(Australian, about US$16) for a book the guy in the US was asking US$8 for.

Don't come the raw prawn with me mate (Aussie for "that smells a bit!" :-)

Shane.
--
Shane Kershaw, Business and Computing, |"Life! Don't talk to me about life!"
UNE - Northern Rivers +61-66-20-3060 |Douglas Adams via Marvin
Lismore NSW Australia fax +61-66-22-1724 |Internet: skershaw@loki.une.edu.au
You call me a professional? No way! If I was a professional I'd have to take it seriously.
Now where's the fun in that, I ask you?

4942. Re: A Mausnet rumor about MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 08:26:48 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720692808@freyr>
Source record: 215301

warwick@cs.uq.oz.au (Warwick Allison) writes:

>What's the problem? I'm GLAD - now we might see MiNT 2.0 soon - even if
>it is called MultiTOS and costs money. Wouldn't YOU pay for a cleaner
>version of MiNT? I would. Besides, whatever work Eric does at Atari
>will benefit us all one way or another, AND the 99% of owners that are
>non-netters too!

I do hope Eric will remain as active and supportive on the news when he's moved
to Atari (I remember the good old times with Ken Badertscher and Allan Pratt
on the news denying all-to-wild assertions about the ST line).

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

4943. Re:ATARI going bust

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 09:06:00 UTC
From: Dirk_Theisen@bn.maus.de
Message-ID: <A8928@BN.maus.de>
Source record: 215297

Hello!

> From: Alwin Stumpf @ ST
> To : All
> Subj: ATARI's Zukunft
> ---------[ATARI_EXPERT.GER]-----------
> * Originally from Area 'Atari.Soft'

This is definitly NOT from Alwin Stumpf(ATARI). It is a hack. Ignore it.

>This was cut from STR843.....

Ohh no... :-(

Also...
7103_2622@uwovax.uwo.ca (Eric Smith) wrote Do, 29.10.92 14:56 in CS.ATARI:
>It has come to my attention that someone posted a rumor on the Maus network

(the above mentioned Mail)

>to the effect that Atari has had to delay release of MultiTOS because of
>a copyright dispute with me.
>
>This is ABSOLUTELY FALSE. Atari has a valid, legal license for the use of
>[...]

Ciao,
DIRK
~~~~~~
~~~~~~

4944. Re: Games good/bad

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 10:28:55 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.720700135@rw8.urc.tue.nl>
Source record: 215305

csg022@cck.coventry.ac.uk (PROC) writes:

>PS. Don't bother with Omega or Nethack, you can't get anywhere without
>being killed, they're crap.
Is this intended to start a flame war?? I hope not, but I can tell you
that playing OMega or Nethack needs a dedicated player that makes use
of spooler guides, own hint notes etc. etc. It just is difficult not
impossible, and once you get going Omega and Nethack (and moria also)
are games that will take months of your free time. Believe me, they are
so much fun they practically ruined my life :)

Erlend.

4945. Re: Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 10:30:55 UTC
From: g16m@alf.zfn.uni-bremen.de
Message-ID: <g16m.720699937@alf>
Source record: 215302

sheppard_r@kosmos.wcc.govt.nz writes:

> > STUMPF SPEAKS UP! STR Spotlight Alwin Stumpf speaks up....
> """""""""""""""""""""""""""""""""

> Below we present a Fidonet post from Alwin Stumpf

[Lots of RUBBISH deleted]

>Can some one back this up..???

Forget that stuff, it'a load of rubbish, faked by some very funny net-user.
Eric Smith already said here that the Msg wasn't true, also did Normen
Kowalewski in the group where the article was originally posted.

>This was cut from STR843.....

Great. :-(
I wonder how such stuff could be `printed` that fast without even waiting
for any backup information.

G'Day Mick
--
Mick Schmidt / Kopenhagener Str. 145 / 2820 Bremen 77 / Tel. 0421/ 635270
Home: ms@hb.maus.de (No Binaries/UUEs!!!) / Uni: g16m@alf.zfn.uni-bremen.de
// Fuer Risiken und Nebenwirkungen essen Sie die Packungsbeilage
und schlagen Sie Ihren Arzt mit dem Apotheker! //

4946. Has anybody actually purchased a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 10:35:42 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Nov2.103542.10458@aber.ac.uk>
Source record: 215308

Subject says it all: Has anybody *actually* bought a non-developers
edition of the Faclon?

It's claimed to be available in the UK, well there are loads of adverts
anyway.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

4947. Re: GEM based GREP?

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 10:41:40 UTC
From: g16m@alf.zfn.uni-bremen.de
Message-ID: <g16m.720700405@alf>
Source record: 215303

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

>In <20547572543@OLK.zer.sub.org> marcus_olk@cl-hh.comlink.de writes:

>>JHENDERS%JONH.WIMSEY.BC.CA@UUCP.ZER fragt in einer Message vom 29.10.92
>13:34 Uhr:

>>> This is a great text editor. Is the author on the net?
>>At least, you should grep the doc-file for the @-sign :-)

;-)

>>Author: Tom Quellenberg
>> Mausnet: Tom Quellenberg @ HB

This one is not valid anymore.
Tom moved to another city, but is still reachable via e-mail (as he wrote
here a few days ago). His new adresses are:

quelle@fzi.de
or Tom_Quellenberg@ka.maus.de

>>Docs: Mick Schmidt
>> Mausnet: Mick Schmidt @ HB

that Adress is still the same. ;-)
Mails from Inter/Usenet Sites have to be adressed (as above) to:

Mick_Schmidt@hb.maus.de

> Sorry, I don't tend to read very far into docs when I can't read the
>language. I sent Tom the resource file though, and now I've got the
>new ger2en21.prg, I'll see if I can read a bit of the docs.

Yea, that's the problem why we didn't put the program to a.a ourselves.
We thought it wouldn't be very useful without any english docs and we had
no time to do an english documentation, the german manual already took more
time than we thought. But it's seems that it would have been enough to make
an english .rsc and a readme.txt, i guess. ;-)

Well, the next version will probably have both of that and if there are
questions they can still be asked by mail.

G'Day Mick
--
Mick Schmidt / Kopenhagener Str. 145 / 2820 Bremen 77 / Tel. 0421/ 635270
Home: ms@hb.maus.de (No Binaries/UUEs!!!) / Uni: g16m@alf.zfn.uni-bremen.de
// Fuer Risiken und Nebenwirkungen essen Sie die Packungsbeilage
und schlagen Sie Ihren Arzt mit dem Apotheker! //

4948. True Color Cards

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 10:47:44 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720701264@freyr>
Source record: 215307

ST Magazin 11 of this year reviewed the true color card SPECTRUM 1TC. For 1400 DM this is an excellent true color card (from 640x480x16million up to 1152x900x256 if I'm right). But I thought they were going to review the Mega Vision 300 which is 200DM cheaper but has similar technical specification (both up to 16 million colours and 1 meg of screen memory.)

The Mega Vision 300 claims to have a `fast and compatible' VDI screen driver. The TC1 has very reasonable software, but GEMDOS output will not be visible; does this make boot selectors unuseable? Is there anybody on the net who has one of these cards? How's the software of the MV300?

Does anybody have experiences with high resolutions and the standard TT VGA monitor?

(I plan to buy a used TT030/8/48/PCT1426 and add a true color card.)

Thanks,
--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

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4949. Btx/Minitel/Videotex software?

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 11:23:16 UTC
From: afm@trillian
Message-ID: <1992Nov2.112316.3169@sun0.urz.uni-heidelberg.de>
Source record: 215306

Where can I ftp Btx/Videotex/Minitel software for Atari ST?

Andreas Mueller afm@vogon.mathi.uni-heidelberg.de
Mathematisches Institut
Im Neuenheimer Feld 288
W - 6900 Heidelberg 1

4950. Colour Monitor Emulators and TOS, HELP!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 11:23:21 UTC
From: danny@nessie.mcc.ac.uk
Message-ID: <1992Nov2.112321.16275@nessie.mcc.ac.uk>
Source record: 215344

I've just purchased a MEGA ST 2 (expanded to 4 meg) second hand.
I've been trying to run a colour monitor emulator to enable my high res
Mono monitor to display medium res programs. I know that the software works
as I previously tested it on a friends 520 ST, however, on my machine,
running the program just causes it to reboot. (I've tried several emulators
infact - all have the same effect).

Any ideas ? I have TOS Version 01.04 which sounds pretty old to me, is this
the cause ? If so, where can I get an upgrade from ?

Thanks in advance, for your help,

Danny

4951. Help: ICD with Miniscribe

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 11:34:13 UTC
From: ari@fwi.uva.nl
Message-ID: <1992Nov2.113413.9123@fwi.uva.nl>
Source record: 215264
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello fellow-Atarians,

Has somebody tried to connect a Miniscribe 8425S to a ST1040stfm ?
I tried it and used on old ICD host adapter (with built in Clock).
The partnumber of the adapter is 9010 (year 1987).

First i tried the diskdrive with an Apple Macintosh+ computer, it worked
ok.
But when i try it with my Atari and hostadapter, it doesn't see the
diskdrive (No disc connected), when i use the format-program that
belongs to the host-adapter. One can even select the 8425S diskdrive,
it is one of the standard formats. It keeps saying "No disc connected".
The terminating of the SCSI and the power-supplies are ok, they are
tested with the Macintosh. I can even read the onboard clock with
an ICD utility.

The hostadapter has also been tried with a (Macintosh formatted)
Quantum 52 LPS diskdrive, it didn't see that diskdrive too.

The next i tried, was to use the hostadapter with somebody else's
ST1040 and diskdrive (I am not sure what diskdrive it was, SH204, i
thought it was a Seagate). The system booted, but of course with
an already formatted diskdrive but not with the Miniscribe. It showed
that the hostadapter was ok (?).

On the Miniscribe diskdrive one can intall 6 jumpers, the SCSCI-id
jumpers (the three nearest to the connector) are empty. So it
should be on ID = 0 (the Macintosh says so too).
The fifth post is jumpered (auto-parc ?).

What do i forget? Is there somebody, who can help me with this problem ?

Thanks in advance,

Arie Maaskant.
ari@fwi.uva.nl

4952. Re: Mathematical Software

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 12:27:29 UTC
From: strgh@csv.warwick.ac.uk
Message-ID: <1d36rhINNd5k@violet.csv.warwick.ac.uk>
Source record: 215312

In article <1992Oct30.185913@helix.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:
>
>|> >> In article <92298.110236JJMCWILL@MTUS5.BITNET> Jeff McWilliams
><JJMCWILL@MTUS5.BITNET> writes:
>|> >>>Is there anything like Mathematica or Maple for the Atari?
>
... plug for APL deleted ...
>
>The Atari ST version is APL.68000, and is marketed by MicroAPL in the UK,
>with US distribution by the Spencer Organization. There are several
>versions; I think the entry level is about $100 - $200.
>
I also use APL.68000 a lot and also find it invaluable.
Note that Ken Iverson (APL's creator) has made `J' (APL - the sequel)
shareware. It extends APL notions, is totally ASCII rather
than using the special APL symbols, and is available
for many machines - Suns, Macs, Vaxen, STs, 80x86's etc. The source
is in C (with extensive use of macros!) and I compiled version 5.1
with little bother under Lattice C and sent the executables back to
the Waterloo watserv archives. I've just seen (on comp.lang.apl)
that J version 6 is now out, and I'll compile it when time allows.

I'm not yet proficient in J, but it seems an amazing language/catalyst
for `thinking aloud'. See comp.lang.apl if you're interested.

-- Ewart Shaw
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick.cu
University of Warwick, | BITNET: strgh%uk.ac.warwick.cu@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
Sarah (20 months) on first seeing juggling: `Balls skipping in the sky'.

4953. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 12:37:09 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.720707829@gideon>
Source record: 215314

stigvi@solan.unit.no (Stig Vidar Hovland) writes:

>In article <jorngh.97.720406012@dhhalden.no>, jorngh@dhhalden.no (JORN GUNNAR HALONEN) writes:
> > In article <1992Oct29.120914.6990@ugle.unit.no> stigvi@solan.unit.no (Stig Vidar Hovland) writes:
> > >I read in the german ST Magazin that they are going to start an article
> > >next month on how to build yourselves a 60MHz 68040 accellerator
> > >card for the good old ST. Maybe I should buy my old ST back...
> >
> > Sounds like a *very* serious magazine ... how can you possibly
> > push a 33 Mhz (40 Mzh soon) '040 to 60 Mhz ??? Answer : you can't !!!
> >
> > True, you can push a processor beyond it's specs but within
> > reasonable limits.
> >
>Yes, I was wondering aboat that myself, but you know how
>advertising is like. Maybe they ment that the accellerator card
>can be upgraded if or when a 60MHz processor is available.

>Stig Vidar Hovland - stigvi@solan.unit.no
I think you have been missing something, that 66 MHz is just a
joke a la intel. It is actually a 33 MHz processor that
runs internally 66 MHz like dx2...

--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

4954. Re: GFA Basic 4: coming sometime

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 12:53:33 UTC
From: schaerer@isi.ethz.ch
Message-ID: <1992Nov2.125333.6066@bernina.ethz.ch>
Source record: 215313

```
For germain reader: Have a look in ST-COMPUTER 11/92.
You will read about GFA-4.0-BASIC
and the two new Shells 'ergo' and
'Delite'.

* *
Greeting from Thomas * *
* *
* *
* *
* *
* *
```

4955. Re: Falcon Refresh Rates

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 12:59:34 UTC
From: tony@microware.co.uk
Message-ID: <1279@mwuk.UUCP>
Source record: 215326

In article <aebb00d4@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>
> Unless I am very muchly mistaken, PAL is 50Hz non-interlaced... and most of
> the world _does_ use it.

PAL is actually interlaced. If memory serves correctly, line rate is
15.625kHz and frame rate is 50Hz, with 312.5 actual lines per frame.
Interlaced this gives 625 lines total. Of course only about 550 of these
are displayed on the screen.
--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

4956. Re: Help me with ST & hamm radio, please!

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 13:18:56 UTC
From: miked@syscon.rn.com
Message-ID: <1992Nov02.131856.1380@syscon.rn.com>
Source record: 215325

There is or was a Atari net in the southwest, Texas or Arizonia I think. They have some SSTV stuff for the ST. There is also a PD packet program.

4957. Assci Table Accessory

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 13:43:39 UTC
From: grillo@firenze.ATC.Olivetti.Com
Message-ID: <56756@olivea.atc.olivetti.com>
Source record: 215315

Hi there,

I need an ascii table displayer utility, that could run as accessory.

Could some kind soul point me to one in the atari archive ?
(I did find anyone).

Thank you very much!

Savino

4958. Re: Compressing Images - Recommendations?

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 13:50:29 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1992Nov2.135816.217@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 215317

michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>Original to: wells_s@kosmos.wcc.govt.nz
>In a message of <21 Oct 92 04:07:22>, wells_s@kosmos.wcc.govt.nz (3:713/602)
>writes:

>Yeah... Sqeezimg - but be warned, calamus, among other programs, cannot read
>these IMGs.

> ws> Apart from that - very few programs support compressed pic's! (Some
> ws> will view pictures packed with 'ICE-Packer' but they are only usually
> ws> slide-shows convertors, or viewers!

>Bleagh. ICE packer. Fooey.

Did You ever try "afx" which comes with T.Questors LZH ??

If You don't need to write your images back to disk (e.g. a grafix library)
afx is a very good chice. You once compress your "read-only" data,
and as your favorite application tries to read this data,
it is uncompressed "on-line".

Hope this helps,

Frank.

Frank.Moehle@arbi.informatik.uni-oldenburg.de

4959. Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 15:33:22 UTC
From: Erik.Williams@p0.f169.n363.z1.fidonet.org
Message-ID: <54.2AF5ACB9@business.fidonet.org>
Source record: 215257

I tend to discount STR as a reliable source of information, but that is mainly because I have dealt with the Editor in Chief on a few occasions and my opinion of his veracity is not very complimentary.

I have a hard time believing that they have shut down Falcon030 production because of all of the interest I have heard about here in the United States (believe it or not). If this is true, then all I ask that they do is create a VME DSP board for the MegaSTE and TT030 owners out there.

EMW

--
Erik Williams - via FidoNet Node: 1:363/42
UUCP: - ...tarpit!tous!business!169.0!Erik.Williams
ARPA: - Erik.Williams@p0.f169.n363.z1.fidonet.org

4960. Re: Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 15:38:20 UTC
From: Erik.Williams@p0.f169.n363.z1.fidonet.org
Message-ID: <55.2AF5ACBB@business.fidonet.org>
Source record: 215258

In a message of 01 Nov 92 16:04:11, Eric Smith wrote:

ES> I don't know if the message purporting to be from Mr. Stumpf is a forgery
ES> or not, but it's entirely possible that it was. At any rate, I'm rather
ES> suspicious of the other information presented, since I know that the
ES> part involving me is incorrect.

I wouldn't be surprised to find out it was Ralphie Baby up to his old tricks again...it's happened too many times in the past to be ignored. I really wish he would get a life, though...or get an IBM.

EMW

--
Erik Williams - via FidoNet Node: 1:363/42
UUCP: - ...tarpit!tous!business!169.0!Erik.Williams
ARPA: - Erik.Williams@p0.f169.n363.z1.fidonet.org

4961. Re: Rawfiles.zip

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 15:52:41 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <Bx3Iru.G7x@mach1.wlu.ca>
Source record: 215318

In article <Bx0MHu.MJK@uxa.ecn.bgu.edu> muocj@uxa.ecn.bgu.edu (Olivo Contreras) writes:
>Which version of the zip program was used to make the rawfiles.zip
>that's on atari.archive. I've tried using Unzip 4.1 and DCXtract on my ST
>and Unzip 4.1 on the Unix mainframe at school to uncompress it.
>I get "unknown compression
>method" message or something like that. Please e-mail any replies.
>
>Thanks,
>
>Olivo Contreras
>muocj@uxa.ecn.bgu.edu
>muocj@ecnuxa.bitnet
>

Although DC makes some great products i think that DCXract could have been
alot better. It is good but i have found it to not be able to do all
archives all the time.... LZH can be a big problem.... mabey the ZIP un-arc
is not so great either

Keith

4962. Re: Help: ACC telling application to scroll its window

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 15:59:53 UTC
From: annius@sif.research.ptt.nl
Message-ID: <annius.720719993@freyr>
Source record: 215322

kremser@igd.fhg.de (Steffen Kremser) writes:

He should have written on st.tech...

>i've written an ACC that dumps top-window's contents to disk.
>straightforward :
> - wind_get(WF_TOP, ...) --> window handle
> - wind_get(WF_WORKXYWH, ...) --> work area
>(with calls to wind_update() and graf_mouse() before and after dumping)

>THIS WORKS OK, BUT... What to do with scrollable windows ?
>a) scroll by hand, paste the dumps together
> after finding the correspondent lines.... 8(

>b) tell the application to scroll the window 8)

Wow! I thought my AutoRaise was illegal by wind_getting the WF_TOP and
simulating some left button clicks!

>After some try & error (=reboot) 8-(the scolling part seems to work.

So suppose you get this to work, how are you going to know how far to scroll
the windows? How do you know how much of the window is visible? By scanning
pixels on the scroll bars :) :) ?

>evnt_multi(MU_MESAG|MU_TIMER ...)

> - MU_MESG && ACC_open
> - host = appl_find() (names of a few prospective applications)
^^
I agree that it's a real pity you can't do
more than this...

> - wind_get(WF_TOP, ...) --> window handle
> - in_progress = TRUE
>
> - MU_TIMER && in_progress
> - wind_get(WF_VSLIDER, &pos) --> slider pos
> - wind_get(WF_VSLSIZE, &width) --> slider width
> - construct a WM_VSLID-message : pos += width
> - appl_write(host, ...)

Wait an undefined while for things to be redrawn...

> - in_progress = (pos<1000)

>with a form_alert here&there to show what happens.
>This *seems* to work (the window scrolls), *BUT*

>after quitting the main application, GEM locks up
>(no Ctrl-Alt-Del).

With a row of bombs here or there to show what you're actually doing!

>Any clues why this happens ???

Nope. But I don't WANT to know what is happening either.

>(I suspected the old appl_find()-after-termination bug, but
>the appl_write() using the suspicious id is not called here..)

The `user definitely wants too much' bug is always there.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

4963. DSP56001 assembler available on ftp.cs.ruu.nl

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 16:12:18 UTC
From: ate@cs.ruu.nl
Message-ID: <1992Nov2.161218.18036@cs.ruu.nl>
Source record: 215321

Hello,

Last week I compiled the DSP56001 cross assembler on my Atari ST.
This assembler was posted to a sources newsgroup (alt.sources ??) a few
months ago. I've put the program in our Atari archive (ftp.cs.ruu.nl).

We, Computer Science department, Utrecht University, are running an
anonymous FTP server on one of our systems. In addition to the FTP
service we're also running a mail server, for those of you without
direct Internet access.

--> How to get 'DSP56001' via anonymous FTP:

Site: ftp.cs.ruu.nl [131.211.80.17]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
file: /pub/ATARI-ST/lang/a56.zoo
Don't forget to set binary mode!!

--> How to get 'DSP56001' via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is
"fred_flintstone@stone.age.edu"; of course you must substitute
your own address for this.

| Please use a VALID DOMAIN ADDRESS.
| Use 'hip!hop!user' if you must.
| Never use an address which has both '!' and '@' in it.
| Bitnetters use user@host.bitnet

Send the following message to
mail-server@cs.ruu.nl
or the old-fashioned path alternative
uunet!mcsun!sun4nl!ruuinf!mail-server

begin
path fred_flintstone@stone.age.edu (SUBSTITUTE _YOUR_ ADDRESS)
send ATARI-ST/lang/a56.zoo
end

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:

send HELP

A complete "ls-lR" listing of the archive is kept in the top-level
directory, it will be updated every night. To get it, issue the command:

send ls-lR.Z

That's all for now. If you encounter problems using the FTP service
and/or the mail-server, feel free to drop me a line (by e-mail, please).

- Ate -
--
Ate Brink
Moderator of the Atari archive at the Utrecht University (ftp.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive
--
Ate Brink, Systems Administrator, Dept. of Computer Science, Utrecht University
P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-534408 Email: ate@cs.ruu.nl

4964. Re: Mathematical Software

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 16:59:49 UTC
From: pal@regent.e-technik.tu-muenchen.dbp.de
Message-ID: <pal.720723589@regent.e-technik.tu-muenchen.de>
Source record: 215323

stigj@dhhalden.no (STIG JORGENSEN) writes:

>In article <1992Oct27.094505.7808@rz-berlin.mpg.de> gaertner@rz-berlin.mpg.de writes:
>I don't think the price is right. I've bought it myself for around DM
>2-300.. It is surely a very good program, and you can make new
>funktions to it very easily. It is a GEM program and the frontend is
>programmed in Riemann itself!!

Ok! Here is the address, as promised:

Begemann & Niemeyer
Softwareentwicklung GbR
Schwarzenbriker Str. 91
4930 Detmold
Germany

and for updates, etc:
Begemann & Niemeyer
Goellnitzer Strasse 12
7500 Karlsruhe 41
Germany

Peter Loibl
pal@regent.e-technik.tu-muenchen.de

4965. Re: Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 16:59:57 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1d3mqdINNkdu@usenet.INS.CWRU.Edu>
Source record: 215320

In a previous article, RESCHKE@DMSWWU1A.UNI-MUENSTER.DE (Julian F. Reschke) says:

>Of course, this was a faked mail. Practically everything in this mail
>was complete nonsense, obviously written to annoy Atari users and to
>damage Atari corporation. In the meantime, Normen Kowalewski (who's still
>working for Atari Germany) has posted an official statement regarding
>this mail. I would recommend not to discuss the contents of this mail,
>the writer already has achieved what he wanted :-(

Well, post the official statement!

I'm interested in knowing what Normen Kowalewski has to say!!!

Len
>
>As sysop of an other node of 'MausNet', I apologize for this mail. Of
>course wel'll try to identify the writer.
>

--

4966. Re: Any recommendations for a good starting MIDI Sound module?

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 18:10:43 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <Bx3p5w.JKK@mach1.wlu.ca>
Source record: 215324

In article <92306.191149RC1DSANU@MIAMIU.BITNET> RC1DSANU@MIAMIU.BITNET (Ryan Collins) writes:
>I would like to start with some simple MIDI stuff. I do have a cheap little
>keyboard to start with, but it only has MIDI out, so I need a good synthizizing
>module. I was thinking about the Roland MT-32, but I found out it was
>discontinued. So any recommendations in the <$150?
>~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> o__)\ rlcollins@miavx1.BITNET
> /) RC1DSANU@miamiu.acs.muohio.edu
> / / ____ rcollins@apsvax.aps.muohio.edu
> /(____/__(_) o)_/ R.COLLINS1 (On GEnie)
> /)
>~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

Well first off you could have troubles finding anything in the less then
150$ bracket..... A second hand MT-32 would run you 250 or so CANADIAN from
what i see around here......

A very good starter one that is quite powerful is the ROLAND SOUND CANVAS..
it will cost you though

4967. Re: A Mausnet rumor about MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 18:20:16 UTC
From: jonc@status.gen.nz
Message-ID: <H5LLTB1w165w@status.gen.nz>
Source record: 215316

warwick@cs.uq.oz.au (Warwick Allison) writes:

> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>
> >I will soon be moving to Sunnyvale to go to work for Atari.
>
>
> # # ######## ######## ######## # # # ###
> # # # # # # # # # # # # ####
> # # # # # # # # # # # # ####
> ######## # # # # ####### # # # #
> # # # # # # # # ######## #
> # # # # # # # # # # # # ###
> # # ######## ######## # # # # # ###
>
>
> Congratulations Eric, and WELL DONE to Atari! Looks like they are bringing
> in some good people now!
>
>
> --
> Warwick

Ditto Eric,

See you in the GEnie Atari RTC's real soon. :)

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

4968. Re: Help: ICD with Miniscribe

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 18:52:40 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.P8v_mQ6CqzE@jonh.wimsey.bc.ca>
Source record: 215327
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Nov2.113413.9123@fwi.uva.nl> ari@fwi.uva.nl (Arie Maaskant) writes:

> Hello fellow-Atarians,

> Has somebody tried to connect a Miniscribe 8425S to a ST1040stfm ?
>I tried it and used on old ICD host adapter (with built in Clock).
>The partnumber of the adapter is 9010 (year 1987).

I've used one of the 84xx Miniscribes on the ST, and it worked fine.
My first suspician would be that the drive is set up with parity enabled
for a dos clone. I'm not sure, but that might be what the other jumper
does. Try removing it.

>The hostadapter has also been tried with a (Macintosh formatted)
>Quantum 52 LPS diskdrive, it didn't see that diskdrive too.

Old ICD host adapters can't talk to Quantum drives. They don't
recognise the extended command set. You have to get an adscsii pro

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

4969. Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 19:48:18 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Nov2.154818.1@sscl.uwo.ca>
Source record: 215328

Hi, yet more questions!!! I have recently got my modem up and running and would like to know which comms. package to use! I have uniterm...which seems okay but I can't get the set-up to save properly :^(When I save the set-up shouldn't the numbers in the dialer also be saved? Do I have to load these in EACH time? Seems a pain! I got the STalker3 demo and it seemed excellent...but I couldn't get a session window!!! I have TOS 1.0 (I know!) but should this be a problem? I saw a package called Flash2 at my local Atari store and it looked very nice...GEM interface etc., my question is...has anyone used Flash? Is it easy to use? I also tried the CoNnect package (from aaue) but it wouldn't run period...it was a bad weekend for trying out stuff :^(Any help concerning a good package (and especially reviews of Flash) wuold be appreciated.

p.s. Thanks muchly to those who helped me in choosing the modem itself...I went for a used (6 mos. old) Supra 2400.

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

4970. Re: Mathematical Software

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 19:57:34 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Nov2.195734.346@csi.uottawa.ca>
Source record: 215329

In article <1992Oct30.185913@helix.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:
>Another software package I have used for mathematical modeling,
>plotting, etc. is a language called APL; it is very powerful and
>concise. It does NOT do symbolic manipulation, but it does have
>primitive operations for matrix inverse, fitting a general polynomial
>to data, etc.
>The Atari ST version is APL.68000, and is marketed by MicroAPL in the
>UK, with US distribution by the Spencer Organization. There are
>several version; I think the entry level is about $100 - $200.

I'm not sure if I'll beat L. J. Dickey to this, but since I think he's in England for a while, I may get a BIT of a lead...

I) A demo version of APL.68000 is available on Atari.archive.umich.edu. Check in the /atari/Languages directory for apl*.

It's somewhat crippled; you can't save workspaces. But it does work, and there's enough to perhaps whet some appetites for the "real thing."

II) Iverson Software (Ken Iverson was the creator of APL) has lately been working on a new language called "J". It's fairly similar to APL; has the same sorts of operations, works with matrices using surprisingly similar commands. The BIG difference is that it uses ASCII (I don't think it's EBCDIC compatible - but I'm liable to be wrong about that), and thus you get to use the regular keyboard, and combinations of the "standard" punctuation marks.

It's probably a LITTLE less readable than APL; but it's now much more machine independent.

In fact, obfusticated source code (in C) is publicly available. Even better, some people have been involved in making sure that the latest editions are available on the Atari.

To wit, I know of TWO places where it is available:

1) watserv1.waterloo.edu, on /languages/apl/j/exec/atari/j51.zoo (look at the subdirectory - there's a version with an Emacs style command line editor built in. Something like j51_atariemacs.zoo).
Bunches of J scripts and other stuff is available within the rest of the /languages/apl/j directory structure.

This seems to be the best place to get the latest edition.

2) atari.archive.umich.edu, currently on /atari/New/j51.zoo. It'll probably be moving to /atari/Languages Real Soon Now.

It includes information on how to get a real manual ($25 - pretty reasonable, I think) which is probably quite necessary for any non-trivial work with the system. If you do a phone-in order, you may even get to talk with Ken Iverson.

For further information on "J" and "APL" stuff, hang out in Comp.lang.apl.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca | <-- Finger this account
University of Ottawa |
Master of System Science Program |

4971. Atari ST FTP sites?

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 20:44:12 UTC
From: 2ftqwormy@kuhub.cc.ukans.edu
Message-ID: <1992Nov2.144412.44330@kuhub.cc.ukans.edu>
Source record: 215330

I recently purchase a 1040 ST. Could someone please direct me to some
ftp sites that have St software. Thanks

Tom cole
KU

4972. Re: A Mausnet rumor about MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 22:24:08 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <720743047@lear.cs.duke.edu>
Source record: 215331

From the Holy Book of <10864@uqcspe.cs.uq.oz.au>
as spake by warwick@cs.uq.oz.au :
>What's the problem? I'm GLAD - now we might see MiNT 2.0 soon - even if
>it is called MultiTOS and costs money. Wouldn't YOU pay for a cleaner
>version of MiNT? I would. Besides, whatever work Eric does at Atari
>will benefit us all one way or another, AND the 99% of owners that are
>non-netters too!

Only one thing bothers me about this: the possibility that the MiNTlibs
(whatever they end up being called) will become proprietary and we'll
have to become registered developers to write MiNT-savvy programs.

Otherwise, agreed, definitely a positive move on Atari's part.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1992 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

4973. WHAT'S GOING ON ? ********** THE ATARI USER DISCUSSION **********

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 22:59:36 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <cdf1tb+@rpi.edu>
Source record: 215332

I've been reading the net lately and I've been pretty bored. There's not that news coming through. I feel as Atari users we should post the latest or most recent press reports on any new products.

Now on leaving that issue I would like to discuss the Atari line of computers and it's future.
The original ST, STFM, and STE are very good machines, how can they be refurbished, enhanced, or improved.

1) It would be nice if one could get a graphics card (odin), harddisk, accelerator, ram expansion, TEC roms and an extra expansion slot for an ST. The idea I have is a standard mini tower case. One that adapts to the ST very nicely. If there is a way to get all these enhacements and peripherals to co-exist nicely within such a case this may prove to be well worth while. I encourage users to post ideas, who knows maybe San Jose computing or Toad computers may follow up on this lets just hope ther is a standard case so we don't look like a circus. The expansion slot could be a processor direct slot and could be for samplers, graphics enhancements or any other feature. This would give old ST users the chance to upgrade if they wanted to.

Applications for other computers such as the Mac, Amiga, and IBM, can sometimes be very dazzling. Can we agree that it has been a while since a New ST application has been released, that would make other computer users (the mac, ibm, amiga folk) say "ooooh ! I want that !!", I don't think so, or at least I don't know. I do know that Notator, Spectre GCR,and Pagestream had that effect.

1) Such an application should be very smooth and offer features not available on other computer lines.

On the topic of the Falcon, I've been hearing a mini tower, or at least a larger case is to be released for it. Well, if I can not get such a case I will buy a mini tower case (PC) and see if can get the thing in it. Thats the way I feel, no offense intended. I'll probably use DEKA or something else to get the detachable keyboard (if possible).

1) What kinds of applications should be released on the Falcon ?
2) People have been putting it down, especially the Amiga guys but I don't see what is wrong with it. IT'S MEANT TO BE ENTRY LEVEL !!
3) On the case of the 1200 and Falcon, I must say if the Falcon was like the 1200 I would not buy it !! The 1200 has no socketted CPU or FPU and the only thing it has going for it the AGA graphcs, which are no doubt impressive. You see if you buy a 1200 you must make your choice then if you want an FPU or not cos IT'S SOLDERED ON. TOO BAD -BAD MOVE. It was a nice try but it is too lacking as a comp-sys major I

demand more, and the Falcon gives me that.
4) Emulators on the falcon ??? Please give ideas.
5) The topic of no floppy on the Falcon was discussed - just use the SCSI II.
6) A TOASTER LIKE CARD FOR THE FALCON OR ST'S ???

I must admit the toaster is very, very, very impressive. And I praise Newtek
for developing it. The only flaw in it is that it is too tied down by the
Amigas chipset i.e. A500/A1000/A2000 - so it doesn't work on the AGA boys.
7) Port/Sharing apps./code: I feel Amiga users and Atari users could have more
respect for each other. Some Amiga apps. are very good. Share some code,
secrets, tips you might learn a thing or two. The 4000 is impressive
the Falcon is impressive, there no lie about that. Atari doesn't
advertise the ST's, CBM advertises AMIGAS.
HEY BTW- Did you know Atari was feature on 1) MTV they sponsored some
show KENNEDY was hosting and only lynxes were featured. Nice try though.
They were also featured in a panel of DOOM 3000 in Marvel Comics
Presents (in Name only).
8) HOW WILL THE FALCON DO IN THIS COUNTRY ??? AN EDUCATED GUESS ANYONE ??
9) I heard in around about way that there is going to be service for Atari
parts through G.E., is this true ?? Perhaps we could get G.E. dealers to
carry our stuff, it's DAMN AMERICAN, (ALTHOUGH MADE IN JAPAN).

********** NEW GAMES **********

Remember the first ST and Amiga games ? NO VCS or any other computer, maybe
besides the archie(ARM) ones, could come close. Will the Falcon return us
to this era?? I wish I could play MORTAL COMBAT or STREET FIGHTER II, on
the Falcon. Also new games and distribution. There should be a meeting
between the German,U.S. and U.K. dealers about; the best way to get products
available on all markets, the best way to attract crowds to see games and
applications, and ways to boost sales. I've always liked SILICA SHOP ads.

Who is the distributor for the bitmap bros in the U.S. ??
And also can some one make a detailed chart of where the st/falcon may
be going.

i'll be posting more ideas and opinions: otherwise peace amalaye.

Starting default X clients.
Starting up an IBM aixterm on unix:0

Keywords: ATARI, FALCON, ST

4974. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-02 23:35:23 UTC
From: wmagro@uiuc.edu
Message-ID: <Bx446z.48L@news.cso.uiuc.edu>
Source record: 215333

In article <1992Nov2.154818.1@sscl.uwo.ca> richardson@sscl.uwo.ca (John Richardson) writes:

..

:^) I also tried the CoNnect package (from aaue)
:^) but it wouldn't run period...it was a bad weekend for trying out stuff
:^(Any
:^) help concerning a good package (and especially reviews of Flash) wuold be

..

It's strange, all the raves for 'connect' I've heard here. I tried the package in an early version, and it crashed so many times I just threw it away. Not too long ago I decided to give it another shot, and still it crashes or hangs the machine _very_ frequently. Am I the only one who has these problems?

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

4975. MegaSTE4

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 00:21:29 UTC
From: chan@pyramid.unr.edu
Message-ID: <4756@equinox.unr.edu>
Source record: 215345

System for SALE:

This is a whole system. The printer and modem may be separated.
Everything is close to mint for I value my things with high regard.
The internal HD is backed up! My setup is based on NeoDesk... nice setup
with software accelerators and other enhancements.

MegaSTe4/50MBHD with SC1435 monitor was bought 8/91 after sale of my 1040ST.
I bought those two items alone for $1800.
I bought the printer for $200.
I bought the modem for $200.

Note: software accumulated for over 6 years (when I had my 1040ST). Value
is hard to judge... retail (estimated) > $3000 (???).

Items:

Mega STe: 16 MHz 68000 Motorola processor, (optional) 68881/2 floating point
coprocessor, 4 megabytes of RAM, ST LOW/ST MED/ST HIGH resolutions, 4096 colors,Midi I/O,
WME-compatible Eurocard expansion slot, monitor port, RF modulator
(TV) port, parallel port, serial port, (2) RS232 modem ports, floppy disk port,
LAN interface, ACSI DMA port, ROM cartridge port, mouse/joystick & joystick,
stereo R/L ports, detachable 95-key intelligent keyboard (own microprocessor), 50 MB hard
drive (internal), double density floppy, mouse.

ATARI SC1435: 14" diagonal, ST LOW, ST MEDIUM, internal stereo speakers,
headphone port, monochrome (green), swival base.

CITIZEN 200GX: color on command, 3 built in fonts, manual load, form feed,
Epson compatible, many options, (included: ~800 pcs. printer paper, ribbons).

SUPRAModem 2400: 2400 baud rate, external compact unit.

SOFTWARE (most on 50 MB hard drive):

NeoDesk 3.02, Flash, Procopy (all versions), Word Writer ST 2.0, Print Master,
Typing Tutor, Mark William's C, Art and Film Director, Music Studio, Quick ST, Desk
Manager, etc...

Public Domain: tons of .MOD files (amiga stereo sound files) => ~ 12 MB's
worth, tons of games, tons of picture viewers, MOD players!!!, tons of pictures (SPC, GIF,
PI?, NEO, TNY), tons of utilities, tons of this/that,
tons of demos (ST/STE/excellent sound/graphics), tons of
everything of hard drive/backed up/and disks.

Commercial: 10th Frame, Airball, Arkanoid, Balance of Power, Elevator Mission,
Barbarian (2 versions), Battleships, Beyond the Ice Palace, Captain Blood,
Buggy Boy, Carrier Command, Championship Basketball, Championship Wrestling,

Chessmaster 2000, Falcon, Flight Simulator II, Hardball, Hollywood Poker,
Strip Poker, Ikari Warriors, Jet, Karate Kid II, Leisure Suit Larry in the Land
of the Lounge Lizards, Live and Let Die, Lost Duchman Mine, Manhunter: New York,Marble
Madness, Match Point, MidiMaze, Temple of Doom, Metrocross, Millipede,
Joust, Floid the Droid, Oids, Paperboy, Pinball Wizard, Prohibition, Psion
Chess, Road Runner, Star Trek: The Rebel Universe, Space Harrier, Space Station
Oblivion, Speedball, ST Vegas, ST Pool, Leather Goddesses of Phobos, StarGlider,Super
Cycle, Super Sprint, Temple of Apshai Trilogy, Terrorpods, Test Drive,
Tetris, The Guild of Thieves, Tower Toppler, Typhoon Thompson in Search for the Sea Child,
Winter Games, Zany Golf.

****

Okay. This is my whole system (whew!).

Any offers out there? I will consider all offers!

I am not going to post any starting price (or anything like that).
Let's talk... I am willing (!) to strike up an EXCELLENT deal!

The sale of this system will include support (through InterNET/email)!

Please send inquiries to:

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

4976. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 01:20:09 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Nov3.012009.15083@csi.uottawa.ca>
Source record: 215334

In article <1992Nov2.154818.1@sscl.uwo.ca> richardson@sscl.uwo.ca (John Richardson) writes:
>Hi, yet more questions!!! I have recently got my modem up and running and
>would like to know which comms. package to use! I have uniterm...which seems
>okay but I can't get the set-up to save properly :^(
>When I save the set-up shouldn't the numbers in the dialer also be saved?
The answer is, NO.
>Do I have to load these in EACH time? Seems a pain!
No.
Yes, I'm sure it would be a pain!

The answer to this is that there is more than one save option in the save menu. What you want to do is "Save Numbers", which saves the dialer info. into the file of your choice (preferably UNITERM.TEL, just to make sure they get auto-loaded).

>I got the STalker3 demo and it seemed excellent...but I couldn't get
>a session window!!!

Don't know the answer to this... It should automatically open a session window when you run it. At least, that's what my copy of STalker II does... And I gather from the author (a member of the local Atari users group, assuming he's paid his dues this year :-)) that version 3 is pretty much similar (I'd upgrade, but it doesn't do VT100 as well as Uniterm does, and that's crucial to me.)

The only thing I can think of is that maybe someone's been trying to hack with the demo version, and wound up breaking it...

>I saw a package called Flash2 at my local Atari store and it looked
>very nice...GEM interface etc., my question is...has anyone
>used Flash? Is it easy to use?

The original Flash was pretty good; the rumblings about Flash 2 seem to have been that it's upgraded, but make sure that you get the latest edition - the first edition that went to the stores was a little buggy.

>I also tried the CoNnect package (from aaue) but it wouldn't run
>period...

I didn't have THAT problem - I could get CoNnect to run, but wasn't too impressed as I couldn't get it to CoNnect me to my favorite minicomputer...

>p.s. Thanks muchly to those who helped me in choosing the modem itself...I
> went for a used (6 mos. old) Supra 2400.

Good choice! Supras have been serving Atari users well for a GOOD
number of years. I've been very happy with my Supra 2400. Half the
size of the ol' Atari SX212 (or is that SX1200? Can't remember...
Traded it away a year back...).

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

4977. Re: msa files to hard disk

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 01:46:25 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <68768@cup.portal.com>
Source record: 215335

SELBYR@Meena.CC.URegina.CA asks:

>How does one put msa archived disks onto a hard drive?

It depends on why the Magic Shadow archiver was used in the
first place.

If the disk was MSA'd because it's a boot disk, the general
answer is, you don't, any more than you can copy a self-booting
game to hard drive.

If it was MSA'd to preserve its directory structures, and is NOT
self-booting, just copy the files and folders normally.

In the recent controversy over CHAOS, it turns out that once you
jump through the hoops of formatting an 82 track floppy and
recovering the original disk, you can easily copy the CHAOS.PRG
file to hard drive and run it from there.

BobR

4978. Re: Chaos & msa

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 02:26:27 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Nov3.022627.16875@irscscm.UUCP>
Source record: 215281

In article <1cvc4jINN2a5@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>
>How to UN-MSA chaos:]
>
>Get Magic Shadow v1.41, or if you have an ST (not E) you can also use
>'Chaos Disk Compactor' (CDC is available in the arc directory on
>atari.archive.umich.edu) and will allow disk-swapping when un-MSAing
>a file.
>
>
>Create a 650k RAM-DIsk. (or more if yuo can afford the RAM.)
>
>Copy the MSA program, and one of the CHAOS*.MSA files into the ram-disk.
>
>run MSA from the RAM-Disk. Select the Chaos file FROM the RAM-Disk.
>
>Select the destination disk, and insert a blank formatted 11-sector per
>track, 82-track, 2-sides disk. (Must be pre-formatted with F-Copy or some
>such program that'll format 11-sectors).
>
>
>With the source file being in the RAM-Disk, and the blank dest' disk in
>drive A (or B if you have one, in which case use that). hit GO, and
>wait!
>
>Once finished, exit to desktop, delete the CHAOS*.MSA file from the RAM-DISK
>and copy the other one, then repeat the procedure for the other half of the
>disk!
>
>
>If you have a Hard-Drive, use that instead of the RAM-DIsk.
>
>If you have more than 1meg of ram - you can create a 1-meg RAM-Disk, and
>copy BOTH CHAOS*.MSA files and the Magic-Shadow program into it!

I'm running msa 1.41 on an STe. Everytime I try to un-msa chaos I get
an error at the same place ... track 7. I've tried from a HD, from a
ram disk, and from 2 floppies with the same error every time.

--
Marshall Lake
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

4979. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 02:31:36 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1d4oa8INNa1n@aludra.usc.edu>
Source record: 215336

In article <aebb00d2@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>Original to: paul@jupiter.ame.arizona.edu
>In a message of <14 Oct 92 20:02:02>, paul@jupiter.ame.arizona.edu
>(3:713/602) writes:
>
> p> I got msa_141.lzh (I think) from the Archivers directory, but I can't
>get
> p> it to work...could it just not work on a TT?
>
>This is correct... (pissed me off too)
[.sigs deleted]

Hi,

I got msa_141 to work just fine on my TT. I run it with TOS 3.06,
warp9, cache on, 1.44MB floppy. Works flawlessly. I was even able to
unmsa Choas using it (once I got the floppy 11sector formatted).

BTW, does anyone know of a share/PD formatter that formats 1.44MB
floppies in extended modes: ie, can they be formatted 20 (22) sectors/track
with up to 81(83) tracks? I know someone has posted about 1.76MB floppies
so I figure it must be possible... I used FcopyII to format a 720k disk
to 11sectors/82 tracks (I didn't try 83 tracks), but it didn't support
more than 11 sectors per track, so I probably won't use it again. :(

-Mike

4980. Re: True Color Cards

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 02:38:59 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1d4oo3INNb6b@aludra.usc.edu>
Source record: 215337

In article <annius.720701264@freyr> A.V.Groenink@research.ptt.nl writes:

>Does anybody have experiences with high resolutions and the standard TT VGA
>monitor?

Yes. I hooked my ptc1426 up to my roommate's IBM with a svga card
that supports 800x600 but it came out garbage (the 640x480 came out fine
though - no surprise there). So you are limited to 640x480 using the Atari
monitor. Did you expect anything else? Of course they used the cheapest
monitor that just met the specifications of the TT so as to keep costs down.

>(I plan to buy a used TT030/8/48/PCT1426 and add a true color card.)

So do I, but I don't see it happening anytime soon (for me). It would
be nice if someone could post/make a concise list of TT video cards with
specs, price, special features, and availability (at least through mail
order).

>Thanks,
>--
>Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
>annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
>
>`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

-=Mike

4981. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 02:53:56 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1d4pk4INNcmg@aludra.usc.edu>
Source record: 215338

In article <1992Nov2.154818.1@sscl.uwo.ca> richardson@sscl.uwo.ca (John Richardson) writes:
>Hi, yet more questions!!! I have recently got my modem up and running and
>would like to know which comms. package to use! I have uniterm...which seems
>okay but I can't get the set-up to save properly :^(When I save the set-up
>shouldn't the numbers in the dialer also be saved? Do I have to load these in
>EACH time? Seems a pain! I got the STalker3 demo and it seemed

No, You don't have to do that. Its just that there is a separate
save function for the dialer. Go to where you save the setup and select the
"save numbers" and it will save your phone numbers for you. I think you
save them as Uniterm.num to have them the default numbers (they are there
when you launch Uniterm).

>excellent...but I couldn't get a session window!!! I have TOS 1.0 (I know!)
>but should this be a problem? I saw a package called Flash2 at my local Atari
>store and it looked very nice...GEM interface etc., my question is...has anyone
>used Flash? Is it easy to use? I also tried the CoNnect package (from aaue)
>but it wouldn't run period...it was a bad weekend for trying out stuff :^(Any
>help concerning a good package (and especially reviews of Flash) wuold be
>appreciated.

If you had problems with CoNnect, then lets talk about it. I'm
helping wwc@dxnhd3.mpi-hd.mpg.de (Wolfgang_Wander) with the logistics of
CoNnect, and in the process have become very familiar with it :). In fact,
I use it now instead of Uniterm (I must admit that the fact that it is
MiNT compatible was a big reason to switch, but not the only one). It is
very solid, works with Warp9 and NVDI, supports all four serial ports and
the midi port too, has rock-solid vt52->220 emulation, and scads of features.
Like many term programs, it uses external programs for up/download, but it
is relatively painless to configure - it even supports grzszacc.acc downloader.

To help, I'll need to know what you are running Connect on (hardware,
TOS#, maybe even modem), and what you are booting with (serial patch of some
sort, MiNT, others, etc.).

BTW, the newest version CoNnect1.75 should be up soon. I'll let you
know when I put it up there (if Wolfgang doesn't beat me to it :).

>p.s. Thanks muchly to those who helped me in choosing the modem itself...I
> went for a used (6 mos. old) Supra 2400.
>
> T.T.F.N.
> JR.
[long .sig delted :]

-Mike

4982. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 03:00:02 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1d4pviINNdb9@aludra.usc.edu>
Source record: 215339

In article <Bx446z.48L@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>It's strange, all the raves for 'connect' I've heard here. I tried the
>package in an early version, and it crashed so many times I just threw it
>away. Not too long ago I decided to give it another shot, and still it
>crashes or hangs the machine _very_ frequently. Am I the only one who has
>these problems?

Like the other person, it would help if you could describe your
system, and we'll see what can be done.

BTW, it isn't that strange that it is getting rave reviews. It is
a good, solid program. Since it is MiNT compatible, it will very likely be
MultiTOS compatible as well (if not, the fixes _should_ be minor). Try
out the latest version, then get back to me if you still have problems.

Don't forget, since connect was made to be happy with both German
and english users, you will need to rename conneng.rsc to connect.rsc
so that the menus appear in English (and store connect.rsc in a safe place
like a subdir so you can rename the other file without an error).

>--
>William Magro NeXTMail welcome
>wmagro@uiuc.edu

-Mike

4983. Re: What's wrong with atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 03:02:37 UTC
From: SELBYR@Meena.CC.URegina.CA
Message-ID: <1992Nov03.030237.664127@sue.cc.uregina.ca>
Source record: 215340

In <kexEwAO00WAy49MEVj@andrew.cmu.edu> gs32+@andrew.cmu.edu writes:

>
> And, FINALLY, the Atari archive is on AFS!! I love it!
>
> ----------------------------------
> Geoff Spear
> Freshman, ECE, Carnegie-Mellon University
> ----------------------------------
> The following sentence is false.
> The preceding sentence is true.

What is AFS?

4984. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 04:59:05 UTC
From: gfrajkor@alfred.carleton.ca
Message-ID: <1992Nov3.045905.27822@cunews.carleton.ca>
Source record: 215341

In my opinion, the old Flash is still hard to beat as the best all-round, solid, all-purpose program. The new features in Flash 2 hardly justify the upgrade. and for vt100 emulation, i still like Uniterm. (yes, I have tried stalker3, which i still own, and STalk, and Interlink... all good in some ways but I always go back to Flash and Uniterm).
But that leads to another question... what is the best BBS program that is fido compatible??? I am running a BBS using Michtron 3 but am told it cannot be made fido compatible. Does Binkley stand alone or will it connect in some way to Michtron? I don't want to fiddle with a going concern if I can help it.

4985. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 05:10:27 UTC
From: jmillar@rodin.helios.nd.edu
Message-ID: <1992Nov3.051027.19548@news.nd.edu>
Source record: 215342

Hello!

Concerning your question involving using STalker3 under TOS 1.0:

I don't believe that STalker3 works under TOS 1.0 because my younger
brother tried using it with a stock 520STfm (TOS 1.0) and it didn't work.
He later installed TOS 1.4 ROMs in the same machine and the program worked
fine. In any case, I recommend that you purchase a TOS update (at least
1.4, better yet, 2.06....1.0 is almost worthless.) Also, STalker3 is an
EXCELLENT program....it even runs in the background because you can use
it as a desk accessory. Anyways, I highly recommend it.

Spader....

--
Jay T. Millar - Department of Electrical Engineering - |||
jmillar@rodin.helios.nd.edu University of Notre Dame |||
"Quick to judge, quick to anger, slow to understand; Ignorance and / | \
prejudice and fear walk hand in hand." Neil Peart, Witch Hunt

4986. Re: What's wrong with atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 06:09:27 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1d552nINNl0p@terminator.rs.itd.umich.edu>
Source record: 215343

In article <2272@dutiws.tudelft.nl> winfrvk@dutiws.tudelft.nl (Bart Schuller) writes:
>>I can't find the Newitems and Mint directories at atari.archive any more.
>>Have they moved or is something wrong?
>>Thanx, Hildo
>>
>
>It looks like the directories are back at atari.archive, but atari.archive
>is not where it used to be, it's a different server.

Everything that's going to be moved has been moved. And, for the curious,
the archive is now serviced by two ftp machines. It picks which ever
one has the lowest load and then hooks you up. I've noticed some
problems the first time I try to connect via ftp, so if this happens
to you, please try again *immediately*. It usually works then.

And, as an added bonus, you can feel free to ftp 24 hours a day now.
Not that you didn't before, but..... :)

>One thing I noticed: The files didn't retain their date and time, so you'll
>have difficulty in identifying new files.

Correct. Everything is dated the time I ftp'd them over. Sorry about
that, there was little choice.

See you in the funny pages,

--
- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Pose -

4987. Wanted someone to demonstrate MIDI/ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 07:37:20 UTC
From: lho@ee.rochester.edu
Message-ID: <1992Nov3.073720.13962@ee.rochester.edu>
Source record: 215347

Hi,

We, the IEEE student chapter on the River Campus of the University
of Rochester is hoping to have someone to present a MIDI
demonstration during one of our General Meeting.
As an atari user, I certainly realize the capabilities of Atari ST/TT/
Falcon? for MIDI and so would like to see if there is anyone
in this area that would be willing to show us some nice stuff.
We are not looking for a big presentation but some intoduction
stuff as most of our audiences will come from those who
knew nothing about MIDI but we will certainly try to attract
all other people if we can get a decent setup.
please contact me or Chris Van Leuvan (cvnl_ltd@uhura.cc.rochester.edu)
for more information.
Thank you
...
Ling Cherd

4988. NEED NEW INTERNAL FLOPPY...HELP

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 07:58:31 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <9BLNTB2w165w@sys6626.bison.mb.ca>
Source record: 215350

I need a new internal floppy drive. So the questions are...

A> Which one should I buy?
B> Who sells them?
C> Can I buy a Radio Shack internal drive and just plug it in?
D> Are there any new drives with the eject button in the middle like the
old chinons or will I have to cut some holes in the plastic cover?

I would welcome any advice or discussion on this matter. Please reply via
e-mail....thanks!

4989. Re: ORCS resource kit english docs???

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 07:59:56 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <af87bdea@Kralizec.fido.zeta.org.au>
Source record: 214954

Original to: richardson@sscl.uwo.ca
In a message of <27 Oct 92 15:38:02>, richardson@sscl.uwo.ca (3:713/602) writes:

r> Yet again I have the need for the english docs. for a program! After
r> successfully acquiring the crackart english docs (and being disappointed
r> it doesn't describe the disk-crack picture feature) I would like to geta
r> hold of the english docs for "ORCS" (a seemingly excellent resource
r> construction kit). Many features are simple to figure out, but I am not
r> familiar with the usage of some of the box-types etc.! It's fun
r> customizing program .RSC files for yourself, but I would like to be able
r> to create some of my own! If anyone knows the whereabouts of the
english
r> docs for ORCS I would appreciate a hint! Thanks in advance,

How about _registering_ it?

r> JR.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4990. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 08:14:51 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1d5cdrlNNd7t@golem.wcc.govt.nz>
Source record: 215346

In article <1d4pviINNdb9@aludra.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <Bx446z.48L@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>>It's strange, all the raves for 'connect' I've heard here. I tried the
>>package in an early version, and it crashed so many times I just threw it
>>away. Not too long ago I decided to give it another shot, and still it
>>crashes or hangs the machine _very_ frequently. Am I the only one who has
>>these problems?
>>William Magro NeXTMail welcome
>>wmagro@uiuc.edu
>
>-Mike

All this talk of Flash II, if more of you read ST-Report you would have found
out there is a REAL FLASH II comming out, its called THE STORM and NOTE;
its by Allan Page the Flash 1.6 man..

Its a complete re-write and has mutible windows, background dnloads,
and uses Basic as its script language, based on the old Atari 8 bit Basic...

Will be releast by Double Click, when I don't know.....

So go find some of those ST-Reports a few weeks back, has a lot more info about
it and is writen by Allan Page...

Roger..... sheppard_r@kosmos.wcc.govt.nz

4991. Re: How to contact Freeze Dried Software?

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 08:15:54 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <af87bdeb@Kralizec.fido.zeta.org.au>
Source record: 214971

Original to: paetau@mits.mdata.fi
In a message of <25 Oct 92 18:38:11>, paetau@mits.mdata.fi (3:713/602) writes:

p> Does anybody know an e-mail address by which I could contact somebody
p> from FreeZe Dried Software? I've heard that Freeze dried termial 3.0
p> would be released as commercial software, can anybody confirm this? I
p> sure hope it isn't true..

I believe the rumour has grown out of the fact that of the thousands of people using it worldwide, bugger all of them have bothered to register it.

Do you feel guilty? I hope so. 8)

p> | Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

4992. Re: Which comms package? CoNnect ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 08:28:24 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1992Nov3.082824.351@dxcern.cern.ch>
Source record: 215348

In article <1992Nov2.154818.1@sscl.uwo.ca> richardson@sscl.uwo.ca (John Richardson) writes:
>excellent...but I couldn't get a session window!!! I have TOS 1.0 (I know!)
>but should this be a problem? I saw a package called Flash2 at my local Atari
>store and it looked very nice...GEM interface etc., my question is...has anyone
>used Flash? Is it easy to use? I also tried the CoNnect package (from aaue)

Running CoNnect on a TOS older than 1.04 is quite a problem.
You can succeed replacing the original fileselector by e.g. selectric.
With Selectric CoNnect works fine even with TOS 1.00 or 1.02.

Wolfgang

4993. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 08:33:52 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1992Nov3.083352.1254@dxcern.cern.ch>
Source record: 215349

```
>>I also tried the CoNnect package (from aaue) but it wouldn't run
>>period...
>
>I didn't have THAT problem - I could get CoNnect to run, but wasn't
>too impressed as I couldn't get it to CoNnect me to my favorite
>minicomputer...

What were your problems. I suppose it was a wrong setup only,
because I haven't heard of CoNnection problems caused by
CoNnect so far. An CoNnect has very much registered users here in germany.

Wolfgang
```

4994. Re: atari going bust

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 10:02:38 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.11.720784958@dhhalden.no>
Source record: 215252

In article <cH2HTB2w165w@halcyon.com> stingray <stingray@halcyon.com> writes:
>From: stingray <stingray@halcyon.com>
>Subject: atari going bust
>Keywords: atari,falcon,germany,alwin stumpf
>Date: Sat, 31 Oct 1992 08:01:35 GMT
>I think that stuff about atari going bust and stopping the production of
>faclons has got to be crap I think this guy (alwin stumpf) is making up
>stuff just because he really got fired and he wan't to descourge futures
>falcon buyers into not buying one!! from developer sources I know none of
>this stuff he said was true!

I don t even think that Alwin Stumpf is responsible for this statement, but
if he his he is just a sore looser who has lost his job and should not be
taken seriously. Plus if he is responsible is shold have been shot before
dawn.... well at least he should have gotten concreet boots....well at
least he should have got his face kicked in!!

I really think this statement have nothing to do with Stumpf at all, the
writer is just a sceard and pissed off Amiga-fanatic who is sceard of the
competition and pissed off because of the puney A1200 is all CBM has to
offer on the low-end. The A1200 is actually on the very,very,very low-end.

Say hello to mum for me will ya!?

And dad too!

Not to forget my brothers

Greetings from

ME

who is Rune Hyldmo

4995. Re: WHAT'S GOING ON ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 10:10:01 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov3.101001.12943@elroy.jpl.nasa.gov>
Source record: 215251

In article <cdf1tb+@rpi.edu> oyakea@rpi.edu writes:
> I've been reading the net lately and I've been pretty bored. There's not that
>news coming through. I feel as Atari users we should post the latest or most
>recent press reports on any new products.
>
>Now on leaving that issue I would like to discuss the Atari line of
>computers and it's future.
> The original ST, STFM, and STE are very good machines, how can they be
>refurbished, enhanced, or improved.
>
>1) It would be nice if one could get a graphics card (odin), harddisk,
> accelerator, ram expansion, TEC roms and an extra expansion slot for an ST.
> The idea I have is a standard mini tower case. One that adapts to the
> ST very nicely. If there is a way to get all these enhacements and
> peripherals to co-exist nicely within such a case this may prove to
> be well worth while. I encourage users to post ideas, who knows
> maybe San Jose computing or Toad computers may follow up on this
> lets just hope ther is a standard case so we don't look like a circus.
> The expansion slot could be a processor direct slot and could be for
> samplers, graphics enhancements or any other feature. This would give
> old ST users the chance to upgrade if they wanted to.

Adding a hard disk really doesn't depend on what kind of case the ST is in.
But I can certainly see how having a large tower-style case would make it
easier to fit other goodies in.

Personally I think the processor-direct slot is an albatross, just cements the
machine to the past. There's no reason to go with any "expansion" technology
that only lets you plug in one expansion device. The Mega STe and the TT have
a VMEbus slot, I think this should be the standard expansion bus technology
used for all STs. (I.e., if you're gonna talk about shoehorning a new type
of expansion onto an old ST, please choose VMEbus, which is a well-established
standard, instead of going with yet another custom single-device nobody-else-
in-the-world-uses-it expansion method.) Of course, a brief glance at the
VME bus spec will reveal that the bus signals are already very similar to
the signals used on Motorola processors. (Not surprising, since VMEbus was
originally designed by Motorola for their line of processors.) In that respect,
VMEbus is not very different from what you'd have to cram into a processor-
direct slot. The difference in bus control/arbitration additions is negligible
now since you can get single-chip VME bus interface controllers and such.

Of course, you don't need to put *everything* on the VMEbus. It still makes
sense for system RAM and ROM to live on a private bus, just like the way STs
and TTs already work. But you could stick myriad enhancements on the VME -
graphics boards, custom coprocessors, ethernet network controllers, serial

port multiplexors, etc. etc. etc... VME is definitely the best way to go.

> Applications for other computers such as the Mac, Amiga, and IBM, can
>4) Emulators on the falcon ??? Please give ideas.

Hm. I can't say that I have much use for emulators, really. If you wanted
to run that PC or Mac app, ya should've bought a PC or Mac.

>7) Port/Sharing apps./code: I feel Amiga users and Atari users could have more
> respect for each other. Some Amiga apps. are very good. Share some code,
> secrets, tips you might learn a thing or two. The 4000 is impressive
> the Falcon is impressive, there no lie about that. Atari doesn't
> advertise the ST's, CBM advertises AMIGAS.

Basic algorithms, no problem. Complete applications, kind of difficult. The
Amiga programming environment is rather different from most "traditional"
environments, it takes a different mindset (one which I never got accustomed
to, must say). Even with MultiTOS on the ST the two will remain very different
since MiNT/MultiTOS takes a Unix-ish approach and AmigaDOS looks (to me) like
IBM CMS...

>8) HOW WILL THE FALCON DO IN THIS COUNTRY ??? AN EDUCATED GUESS ANYONE ??

Depends on advertising. Without ads, there's no reason to expect anyone
new to hear about it. No new customer base, no new sales, goes nowhere.

>9) I heard in around about way that there is going to be service for Atari
> parts through G.E., is this true ?? Perhaps we could get G.E. dealers to
> carry our stuff, it's DAMN AMERICAN, (ALTHOUGH MADE IN JAPAN).

I thought it was made in Taiwan. Japan isn't the cheap "backwater" it used
to be, their massive success with capitalism and industrialism has given
'em as high a cost of living as we "enjoy" here...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

4996. Well, for Christ's Sake... (atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 10:26:43 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <Bx4yCL.EJJ@watserv1.uwaterloo.ca>
Source record: 215253

Gee, I like all these non-descriptive posts about atari.archive that
have been posted recently. Could you perhaps tell us exactly what the new
addresses of the new server(s) are. I can't gather these things by osmosis.

brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

4997. FALCONs screen modes!

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 10:40:29 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.720787229@unix1.tcd.ie>
Source record: 215254

I like what Atari have done with the Falcon!
It has good sound, good graphics, and seems to build on all the strong points about the 'old' ST range......which means I'll hopefully own one soon..

However, I've heard an awful lot of conflicting informaton on the Falcons screen modes and the hertz they run at!

Could someone who KNOWS what they're talking about please enlighten me.
What EXACTLY are the Falcons resolutions? Do you have freedom to change othe resolutions and then the colours, within certain memory limits?
(or are the resolutoins rigid - which isin't a bad thing for compatibility)

At what speed are the reolutions transmitted, and does the lack of speed in some cause flicker? - if so, would a GOOD monitor offset this?

For reference,(as I own an STFM, and know that the resolutions it has are solid non-flicker) at what speed are STFM screens transmitted at?

Thanks in advance, and please no snotty mail from any amiga owners!
Mark Nolan.

4998. Re: atari going bust

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 11:06:01 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov3.110601.24421@email.tuwien.ac.at>
Source record: 215255

dud@hardy.u.washington.edu (Daniel Aylward) writes:
: stingray <stingray@halcyon.com> writes:
:
: >I think that stuff about atari going bust and stopping the production of
: >faclons has got to be crap I think this guy (alwin stumpf) is making up
: >stuff just because he really got fired and he wan't to descourge futures
: >falcon buyers into not buying one!! from developer sources I know none of
: >this stuff he said was true!
:
: Typical STR...

I guess the STR people owe the Atari world an apology for spreading such
false rumours...

-MY

4999. Re: STZIP-2 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 11:13:04 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov3.111304.24635@email.tuwien.ac.at>
Source record: 215256

michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
: [...]
: sr> But many of us here in New Zealand have found that it produces
: sr> corrupted archives, gives CRC errors, this was with 50-70k pack ice
: sr> (ICE2.4) files....
:

I had the same problems! ST Zip is definetely buggy, and I don't recommend
it (at least in the present version).

: That's what you get for using such a bogus packer...
:
Huh? It's a bug in ST Zip, not Pack-Ice!

: Seriosuly, we converted almost all (ie not MiNT/GNU) our filebase (>60+MB)
: across to Zip20 format with _no_ problems (saved us ~2-3 MB)

Well, did you check the files again?

: ICE packer, on the other hand, is crap.
:

I beg your pardon? Pack-Ice is one of the most useful programs I've come
across, it packs better than PFX-Pack and unpacks faster! It saved me
ca. 5-6 Mb on my harddisk!

-MY

5000. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 12:23:03 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Nov3.122303.22203@irscscm.UUCP>
Source record: 215149

```
In article <Bx0xAp.J73@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>I went into my dealer today... (the one about 15 miles from ATari USA)
>and asked "any falcons yet"
>the guys said: they haven't been released.
>i blinked a few times, and replied: but i its the end of october.. thats the
>realses dat isn't it?
>dealer: well maybe next year.

This is the same thing I heard from a US dealer. She said "We don't
expect to get any Falcons until 1993."

--
Marshall Lake
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP
```

5001. nroff ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 13:22:06 UTC
From: robt@roach.inmos.co.uk
Message-ID: <1992Nov3.132206.25432@inmos.co.uk>
Source record: 215259

Hi,

I am looking for an nroff formatter, or better still a full un*x style
man utility, so that I can read nroff formatted man pages under MiNT.

If anyone could point me in the right direction I would be most gratefull.

Many thanks in anticipation,

Rob Thompson, robt@inmos.com

5002. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 13:28:48 UTC
From: karloey@unix1
Message-ID: <1992Nov3.132848.27718@ugle.unit.no>
Source record: 215260

Stig Vidar Hovland (stigvi@solan.unit.no) wrote:
: I read in the german ST Magazin that they are going to start an article
: next month on how to build yourselves a 60MHz 68040 accellerator
: card for the good old ST. Maybe I should buy my old ST back...
:
: Stig Vidar Hovland - stigvi@solan.unit.no

I saw a Mega ST equipped with a 60MHz 68040 accelerator board
when I went to the Duesseldorf Atari Fair last summer. Unfortunately
they wouldn't let me test it, so I couldn't comment on the speed
increase a such board would give.

/Karl Anders Oygard - karloey@unix1.mrih.no

5003. Re: art packages for a ST?

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 14:16:55 UTC
From: saj@chinet.chi.il.us
Message-ID: <Bx5907.KLt@chinet.chi.il.us>
Source record: 215279

In the low-price-range, there's Seurat. If you have trouble finding it, mail me. I think most dealers have it, but it doesn't get advertized much.
Steve saj@chinet.chi.il.us

5004. RE: Floptical Drive Price

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 14:47:41 UTC
From: DKoppen@air31.larc.nasa.gov
Message-ID: <DKoppen.20@air31.larc.nasa.gov>
Source record: 215262

Hi netters,
In response to a request for the price of the Infinity Floptical Drive
by PLI that I purchased at the WAACE show from Joppa Computers, the show
price was:
Drive and cable (one 21 Mbyte floppy included) 435 dollars
Same as above with ICD Link 535 dollars

I waited until the last few hours of the show when Joppa traditionally
reduces everything they bring by 10 per cent and got a bargain.
Thanks for your interest,
Daniel Koppen
dmk@air31.larc.nasa.gov
Daniel Koppen
dmk@air31.larc.nasa.gov

5005. Request : Atari ST ftp sites

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 14:50:54 UTC
From: leitm@solb1.essex.ac.uk
Message-ID: <6183@sersun1.essex.ac.uk>
Source record: 215261

Hi folks,
I would like to obtain ST software over the net using ftp. Could someone
please e-mail me the names of some sites ?
I am interested more in British sites because gaining access should be
easier.

Thanks in advance,
Mig.

5006. Umich Archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 14:59:49 UTC
From: jat@cch.coventry.ac.uk
Message-ID: <Bx5Azq.CJJ@cck.coventry.ac.uk>
Source record: 215267

Probably a very silly question, but ;

What's the easy way to get a full up to date list of all the stuff on
a.a with descriptions. ie all the indexs

I've got one that is about 8 months old now and the file structure has
changed a bit, so I can't seem to see how to get a new one.....

--
\ / "Me, the artist, has produced all this with my own imagination
/\/\ and skill... Oi!! Yes, you at the back, stop laughing !" 8~}
\/ -- \ <jat@uk.ac.cov.cch> is (Mirrir, Skippy, Jase, Slarts... Pick 1 :-)

5007. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 15:00:50 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <4V5NTB1w165w@sys6626.bison.mb.ca>
Source record: 215263

baffoni@aludra.usc.edu (Juxtaposer) writes:

> If you had problems with CoNnect, then lets talk about it. I'm
> helping wwc@dxnhd3.mpi-hd.mpg.de (Wolfgang_Wander) with the logistics of
> CoNnect, and in the process have become very familiar with it :). In fact,
> I use it now instead of Uniterm (I must admit that the fact that it is
> MiNT compatible was a big reason to switch, but not the only one). It is
> very solid, works with Warp9 and NVDI, supports all four serial ports and
> the midi port too, has rock-solid vt52->220 emulation, and scads of features.
> Like many term programs, it uses external programs for up/download, but it
> is relatively painless to configure - it even supports grzszacc.acc downloade

Hi. What is this GRZSZACC.ACC? Is it available in the PD? Is CoNnect PD
or SHAREWARE as well? Where could I get these programs?

Thank you.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

5008. Ghost Virus

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 15:14:44 UTC
From: cgra@se.alcbel.be
Message-ID: <1273@se.alcbel.be>
Source record: 215283

I have been foolish enough to get my ST hard disc infected with the Ghost virus - and lived with the symptoms for several weeks before I suddenly saw the light and ran a virus scan (Sagrotan). As soon as I saw the name "Ghost" I realised that I had found the reason not only for the disappearing mouse cursor that had prompted me to run the scan, but for the eponymous "ghost files" which had been appearing in my directories for some time.

My thanks for this entertaining gift are due to Bitz in Halle, Belgium, who supplied the virus as an unsolicited extra on their disc containing a shareware comms program.

1. Ghost has now settled comfortably into my system. Anyone able to give advice on how to eliminate it? No I don't have a complete backup of the hard disc which is both recent and demonstrably virus-free; if I was that concientious then I would probably never have got myself into this mess. My present plan of action is to reload all .PRG, .APP, .TOS, .TTP files from their original (virus-free) distribution diskettes. If the worst comes to the worst I suppose I will just save all the data files I have time, floppies and patience enough for and than reformat the hard disc.

2. Does anyone have or know of a list of known viruses and their tell-tale symptoms? If I had spotted those ghost files straight off then I could have taken action much sooner.

Cheers, and thanks in anticipation,

Chris

5009. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 15:56:20 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Nov3.095621.69@janus.arc.ab.ca>
Source record: 215273

In article <1992Nov2.154818.1@sscl.uwo.ca>, richardson@sscl.uwo.ca (John Richardson) writes:
>Hi, yet more questions!!! I have recently got my modem up and running and
>would like to know which comms. package to use! I have uniterm...which seems
>okay but I can't get the set-up to save properly :^(When I save the set-up
>shouldn't the numbers in the dialer also be saved? Do I have to load these in
>EACH time? Seems a pain!

If you save the numbers in a file called UNITERM.TEL these will be loaded automatically. The file should be in the same directory as UNITERM.PRG.

Bob

5010. Re: Well, for Christ's Sake... (atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 16:36:01 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Nov3.103603.72@janus.arc.ab.ca>
Source record: 215274

In article <Bx4yCL.EJJ@watserv1.uwaterloo.ca>, bmaraldo@watserv1.uwaterloo.ca (Commander Brett Maraldo) writes:
>
> Gee, I like all these non-descriptive posts about atari.archive that
>have been posted recently. Could you perhaps tell us exactly what the new
>addresses of the new server(s) are. I can't gather these things by osmosis.
>

I believe the new address is 'archive.umich.edu'

Bob

5011. Re: WHAT'S GOING ON ? ********** THE ATARI USER DISCUSSION **********

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 16:51:06 UTC
From: ekrimen@wet.UUCP
Message-ID: <4442@wet.UUCP>
Source record: 215282

In article <cdf1tb+@rpi.edu> oyakea@rpi.edu writes:
>
> I've been reading the net lately and I've been pretty bored. There's not that

Gee, sorry we bore you so much. :^) Perhaps misc.forsale might be a little
more exciting for you.

>news coming through. I feel as Atari users we should post the latest or most
>recent press reports on any new products.

That usually happens. Reading on-line magazines helps as well.

>Now on leaving that issue I would like to discuss the Atari line of
>computers and it's future.
> The original ST, STFM, and STE are very good machines, how can they be
>refurbished, enhanced, or improved.
>
>1) It would be nice if one could get a graphics card (odin), harddisk,
> accelerator, ram expansion, TEC roms and an extra expansion slot for an ST.
> The idea I have is a standard mini tower case. One that adapts to the
> ST very nicely. If there is a way to get all these enhacements and
> peripherals to co-exist nicely within such a case this may prove to
> be well worth while. I encourage users to post ideas, who knows
> maybe San Jose computing or Toad computers may follow up on this
> lets just hope ther is a standard case so we don't look like a circus.
> The expansion slot could be a processor direct slot and could be for
> samplers, graphics enhancements or any other feature. This would give
> old ST users the chance to upgrade if they wanted to.

As I understand it (and someone please correct me if I'm wrong), the Megabus
on the Mega computers is somewhat of a processor direct slot (in rough terms,
would you say?). I believe that JRI here in California, who is current
working with Lexicor on a genlock system for the Falcon, has a way in which
you can attach a Megabus port to the ST/STE computers.

Additionally, in terms of the tower case, mini or otherwise, not everyone
wants to put their peripherals and additions in a tower case, let alone
spend money in such a fragile market as we have here. I wouldn't bet that
they'd be willing to spend much money on an expansion chassis. Moreover,
I don't know any developer here in US who'd be willing to take on such
a job; the project wouldn't be worth his while, financially or otherwise.

Moreover, I don't think it would be too easy or even cost-efficient to
put RAM expansions, ROM upgrades, accelerators, and the like in a
separate case. I remember a brief discussion on GEnie in which some users

asked if Gadgets by Small's SST could be sold in a separate case and somehow attached to the ST, similar to your expansion chassis idea. They said they'd have numerous technical problems with that, including FCC clearance.

> On the topic of the Falcon, I've been hearing a mini tower, or at least a
>larger case is to be released for it. Well, if I can not get such a case
>I will buy a mini tower case (PC) and see if can get the thing in it.
>Thats the way I feel, no offense intended. I'll probably use DEKA or
>something else to get the detachable keyboard (if possible).

You probably won't be able to get the Falcon into a mini-tower case. The motherboard is too large.

>1) What kinds of applications should be released on the Falcon ?

Graphics, music/sound, and multimedia applications would be nice. As well as applications that we already have on our beloved ST/TT machines, just for compatibility sake, you know.

>4) Emulators on the falcon ??? Please give ideas.

PC and Mac.

>6) A TOASTER LIKE CARD FOR THE FALCON OR ST'S ???

I don't know if it'll be in the form of a card, but it will have similar features at a lower cost. That's what the rumors say anyway. (Don't hold your breath though.)

>8) HOW WILL THE FALCON DO IN THIS COUNTRY ??? AN EDUCATED GUESS ANYONE ??

Atari knows what they have to do and it's up to them to do it; they can't rely on anyone else. They want to expand their market share here, but it's not going to happen overnight. Hopefully things take place as Atari has planned them to.

>9) I heard in around about way that there is going to be service for Atari
> parts through G.E., is this true ?? Perhaps we could get G.E. dealers to
> carry our stuff, it's DAMN AMERICAN, (ALTHOUGH MADE IN JAPAN).

Actually, I think the computers are made in Taiwan. I believe the GE thing has been settled, but Atari hasn't made any announcements of it. They'll probably wait until the Falcon is out.

> Remember the first ST and Amiga games ? NO VCS or any other computer, maybe
>besides the archie(ARM) ones, could come close. Will the Falcon return us
>to this era?? I wish I could play MORTAL COMBAT or STREET FIGHTER II, on
>the Falcon. Also new games and distribution. There should be a meeting
>between the German,U.S. and U.K. dealers about; the best way to get products
>available on all markets, the best way to attract crowds to see games and
>applications, and ways to boost sales. I've always liked SILICA SHOP ads.

There doesn't have to been any meetings between dealers to discover the best way to get products for the ST, attract crowds to see games and applications, and boost sales. The only way you're going to do that is to sell more

computers.

> And also can some one make a detailed chart of where the st/falcon may
> be going.

I think Ross Perot said he was going to be making a half-hour show for this,
complete with charts and down-home witticisms.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

5012. TT Hardware documentation

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 16:52:00 UTC
From: ae24@iamk4516.mathematik.uni-karlsruhe.de
Message-ID: <1992Nov3.165200.22280@rz.uni-karlsruhe.de>
Source record: 215268

Hi,

last Saturday someone told me that one could get the original Atari
TT hardware documentation from the net.
Could anyone please tell me if this is true resp. mail me how to
get the documentation.

Thanks.

Peter Januschke.

5013. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 17:27:31 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Nov03.172731.148452@rrz.uni-koeln.de>
Source record: 215270

In <1992Nov3.132848.27718@ugle.unit.no> karloey@unix1 (Karl Anders Oygard) writes:

>I saw a Mega ST equipped with a 60MHz 68040 accelerator board
>when I went to the Duesseldorf Atari Fair last summer. Unfortunately
>they wouldn't let me test it, so I couldn't comment on the speed
>increase a such board would give.

I saw that beast too, and I had a chance to run test program done
by me on the machine since nobody seemed to care. The program
opens some windows and runs animated quixlines graphics in them.
It does not have any timing mechanisms (neither delay loops nor
evnt_timer() calls), and on a plain old ST its speed ranges from
really slow to moderate, depending on how many windows are
actually open.
On that 68040 machine, it ran pretty fast even with all seven
windows open, and with just one window, I was really afraid the
quix might break the window borders!
More seriously, I'd estimate on the 68040 machine the program was
running at roughly five-fold speed compared to an 8 MHz ST. The
CPU was claimed to run at 66MHz internally and 33 MHz externally,
so I figure my estimate makes some sense. It must be considered
that the RAM in the Mega ST that was used as a host for the board
is still used as video RAM, so graphics will not be accelerated
as much as numbercrunching stuff.
Of course, if compilers and libraries that support the '030 or
even the '040 are used, the speed increase should be
significantly greater than the one observed when running
unmodifiet 68000 code on the 68040 board.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

5014. Product Port suggestion

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 17:41:22 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.92Nov3104122@piano.adept.ih.att.com>
Source record: 215286

One suggestion for new ported software would be products like XVT or Neuron Data porting packages. You can write software using these products (they are tools and function libraries) and be portable to a large number of platforms.

I have used XVT and it works well. Making porting software to the Atari line very cheap and easy could go a long way to getting good software on many machine lines, not just Atari machines.

(XVT currently supports alot of stuff including Mac, PC, and UNIX/X11)

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

5015. Packers (was Re: STZIP-2 Problems)

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 17:44:59 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Nov3174459@SunLab40.essex.ac.uk>
Source record: 215271

In article <1992Nov3.111304.24635@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
| michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
| : ICE packer, on the other hand, is crap.
| :
|
| I beg your pardon? Pack-Ice is one of the most useful programs I've come
| across, it packs better than PFX-Pack and unpacks faster! It saved me
| ca. 5-6 Mb on my harddisk!
|
I have a copy of ICE, but I don't use it. It's just one in a long line of packers which I have tried, used for a while and then abandoned, along with:
The Happy computer packer
4-pak
The Pompey Pirates Packer
etc.

The one I use now is PFX pack. Why? because it packs/unpacks fast, well, and it does not crash under MiNT (unlike the PPP). And it does not waste cycles by flashing useless patterns at me while it works. That's one of my major gripes with these programs; the other being that they take so damned LONG to pack a file. Thank God for PFX-pack!

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

80% of statistics are wrong.

5016. Archive version of Fortran

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 17:56:33 UTC
From: badorion@watyew.uwaterloo.ca
Message-ID: <Bx5J6A.EEt@watdragon.uwaterloo.ca>
Source record: 215266

A friend of mine down loaded F77, a version of Fortran from AAUE. He can't get it to load successfully. He is hoping someone could give him some advice.

Please MAIL to:

dgmrobertson@civil.watstar.uwaterloo.ca

Thanks

Brian

5017. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 18:18:51 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Nov3.181851.28619@beaver.cs.washington.edu>
Source record: 215265

In article <1992Nov3.051027.19548@news.nd.edu> jmillar@rodin.helios.nd.edu (jay millar) writes:
>
>Hello!
>
>Concerning your question involving using STalker3 under TOS 1.0:
>
>I don't believe that STalker3 works under TOS 1.0 because my younger
>brother tried using it with a stock 520STfm (TOS 1.0) and it didn't work.
>He later installed TOS 1.4 ROMs in the same machine and the program worked
>fine. In any case, I recommend that you purchase a TOS update (at least
>1.4, better yet, 2.06....1.0 is almost worthless.) Also, STalker3 is an
>EXCELLENT program....it even runs in the background because you can use
>it as a desk accessory. Anyways, I highly recommend it.
>

Well I know this isn't true because I _have_ a 520STFM with TOS 1.0, and
Stalker 3 works great! It's the best modem program I've personally seen
for any computer, as far as ease of use and flexibility goes, + you get
the Backtalk scripting language to boot.

>
>Spader....
>
>
>
>
>
>--
>Jay T. Millar - Department of Electrical Engineering - |||
>jmillar@rodin.helios.nd.edu University of Notre Dame |||
>"Quick to judge, quick to anger, slow to understand; Ignorance and / | \
> prejudice and fear walk hand in hand." Neil Peart, Witch Hunt

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

5018. Re: Well, for Christ's Sake... (atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 18:57:46 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1d6i3aINNa96@terminator.rs.itd.umich.edu>
Source record: 215269

In article <1992Nov3.103603.72@janus.arc.ab.ca> erkamp@JANUS.ARC.AB.CA writes:
>In article <Bx4yCL.EJJ@watserv1.uwaterloo.ca>, bmaraldo@watserv1.uwaterloo.ca (Commander Brett Maraldo) annoys us all by displaying his inability to read articles:
>>
>> Gee, I like all these non-descriptive posts about atari.archive that
>>have been posted recently. Could you perhaps tell us exactly what the new
>>addresses of the new server(s) are. I can't gather these things by osmosis.
>>
>
>I believe the new address is 'archive.umich.edu'

Is it just me or did no one get any thing I posted last week? The address
of choice is, has been, and always will be atari.archive.umich.edu. If
it still references the old machine, wait a bit for your name servers
to update; the alias was change yesterday. If you can't use
the name address, try either 141.211.182.23 or 141.211.165.41 or get afs and
mount the damn thing on your desktop.

--
- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Pose -

5019. Re: msa files to hard disk

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 19:31:49 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <Bx5nL1.Epq@immd4.informatik.uni-erlangen.de>
Source record: 215275

SELBYR@Meena.CC.URegina.CA (186902744) writes:

>How does one put msa archived disks onto a hard drive?

Hack it 8-)

Sorry, couldn't resist ...
Larry

+---+------------------------+
| lsmichae@immd4.informatik.uni-erlangen.de | IRC: Pit HAM: DB3BW |
| Lars "Larry" Michael (Mr. GIF) +------------------------+
| Graduate Student of Computer Science | Death's just a special |
| at Univ. of Erlangen/Nuremberg Germany | kind of timeout. |
+---+------------------------+
--
---------------------------- cut here ----------------------------
---------------------------- cut here ----------------------------
Larry

5020. Re: art packages for a ST?

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 19:36:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2327976@overmind.citadel>
Source record: 215246

HiSoft (I believe) and a few other companies have developed or are developing 65,536-color paint programs for the Falcon. Lexicor also has a new program called Phoenix512 (or something like that) which will, I believe, do Spectrum pics on normal ST's and up to 16-bit color painting on a Falcon030.

5021. Re: Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 19:46:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2327986@overmind.citadel>
Source record: 215221

In fact,
Eric Smith was just HIRED by Atari to help work on MultiTOS.

5022. Re: A Mausnet rumor about MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 19:55:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2327995@overmind.citadel>
Source record: 215244

Warwick - They've ALWAYS had good people
working for them in the area of development. It's just Atari management that
has no clue.

5023. Re: FALCONs screen modes!

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 19:56:44 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov3.195644.6813@elroy.jpl.nasa.gov>
Source record: 215272

In article <mpnolan.720787229@unix1.tcd.ie> mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:
>However, I've heard an awful lot of conflicting informaton on the Falcons screen
>modes and the hertz they run at!
>
>Could someone who KNOWS what they're talking about please enlighten me.
>What EXACTLY are the Falcons resolutions? Do you have freedom to change othe
>resolutions and then the colours, within certain memory limits?

See my posting from Sunday, October 25 - the message ID is <1992Oct25.130016.10812@elroy.jpl.nasa.gov>, I posted an extensive comparison of most of the Falcon video modes. All of the information you're after is in there, and more.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

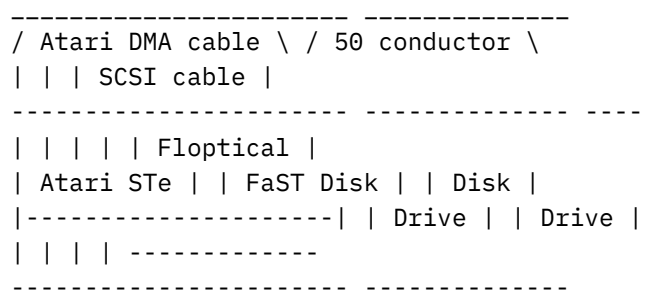
5024. Floptical drive details (87 lines)

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 21:49:24 UTC
From: DKoppen@air31.larc.nasa.gov
Message-ID: <DKoppen.21@air31.larc.nasa.gov>
Source record: 215276

Hi netters,
Since I've had a few inquires as to the details of setting up the hardware with a floptical, I thought I would just post the description. Unfortunately, it got a little long. <sigh> If you are interested, please read on.
I tried to make a few drawings to show how I have my setup wired together. My ASCII art technique is not what it should be, but I hope you can make out enough of the details that they are helpful.
My FaST disk drive looks like Figure 1 on the inside. The AdSCSI board is mounted toward the back of the case. On the left side there is a connector mounted on the AdSCSI board and extending through a hole in the case. This is where I connect the DMA cable coming from the STe. Next to it is another connector (not marked on the drawing) which is just a through port for the Atari DMA. On the right, there is a 50 pin connector that looks like a giant printer socket. I think they call them centronics connectors. At least it kind of looks like the same kind of connector that is on the side of my Epson printer.

Internals of FaST Drive
Figure 1

You can see from Figure 1, the SCSI signals come off the right end
of the AdSCSI board and travel down a 50 conductor ribbon cable to both
the Seagate ST296N SCSI disk drive and also to the external connector.
There are two connectors on the back of the floptical drive that are
identical to the one on the back of the FaST drive. The cable that came
with the floptical had a 25 pin connector (RS232 looking) on one end and
the 50 conductor centronics connector on the other. That cable works great
with the MacIntosh I tried it with, but wouldn't work at all with the Atari.
Fortunately, since I'm something of an experimenter I had the proper
cable laying around, but if memory serves me correctly, this cable can be
purchased for 15-20 dollars, or you can make your own. :)
When all is said and done, the whole works looks like Figure 2, below.



Interconecting cables
Figure 2

Since my original posting I have noticed a few 'quirks' that might be
worth mentioning.
Quirk 1 - If the floptical drive can not read an inserted disk for
whatever reason, the drive will not read any subsequent disks
even if they are formated properly. You MUST reboot (warm boot OK)
Quirk 2 - The floptical drive reads, writes, and formats 'standard' floppy
disks. This includes both high and double density formats, but
NOT 10 sector or other custom atari formats. Go back to Quirk 1.
Quirk 3 - You can not do disk-to-disk transfers even if the disk in the
floptical is identical format to the one in the floppy. The
message is that the floptical is a hard drive and does not
support that type of operation. However, you do not go back
to Quirk 1.
Thanks for reading this far,
Daniel Koppen
dmk@air31.larc.nasa.gov
Daniel Koppen
dmk@air31.larc.nasa.gov

5025. Re: Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 22:58:53 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Nov3.225853.9524@zooid.guild.org>
Source record: 215104

Roger,
as you know that I am no big fan of Atari corporation I question the validity of this letter myself. There are some things that are unclear at this point and time but what strikes me most, he spelled the word "grusses" wrong. As a matter of fact, there is no such things as "grusses." Furthermore, every german knows that it would be spelled "Gruesse." However, "With friendly Gruesse" doesn't make sense and doesn't sound right to begin with. Let's not mention that it should be capital...

Personally, I have my doubts about this letter. Maybe it is true and maybe it isn't. Who knows. Based on the facts mentioned above, I am very surprised to see him mispell words (german) and connecting to Fido to post such a message.

Whatever the case, I still think Atari Corporation will require LOTS of work...

5026. Re: Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 23:06:10 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Nov3.230610.9661@zooid.guild.org>
Source record: 215105

Julian F. Reschke <RESCHKE@DMSWWU1A.UNI-MUENSTER.DE> writes:
>In article <1992Oct31.163817.1@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric
>Smith) says:
>>This is precisely the rumor that I was trying to squelch earlier. I'll
>>say it again: I have been party to no renegotiations with Atari. Nor
>>are any renegotiations necessary; Atari has for some time had a proper
>>license to use MiNT.
>>
>>I don't know if the message purporting to be from Mr. Stumpf is a forgery
>>or not, but it's entirely possible that it was. At any rate, I'm rather
>>suspicious of the other information presented, since I know that the
>>part involving me is incorrect.
>
>Of course, this was a faked mail. Practically everything in this mail
>was complete nonsense, obviously written to annoy Atari users and to
>damage Atari corporation. In the meantime, Normen Kowalewski (who's still
>working for Atari Germany) has posted an official statement regarding
>this mail. I would recommend not to discuss the contents of this mail,
>the writer already has achieved what he wanted :-(
>
>As sysop of an other node of 'MausNet', I apologize for this mail. Of
>course wel'll try to identify the writer.

Julian,
I have to agree with you on this one. I think someone saw the book "Sex"
by Madonna and likes to shock people as well. Outrage sells! -)

Is Normen Kowalewski the new head of Atari Europe (Germany)?
Did I mention that he is related to me (Verwandter)....8-)
Just kidding. I know many don't like to hear it.

Best Regards,
Mark Kovarski

5027. Jekyll

Newsgroup: comp.sys.atari.st
Date: 1992-11-03 23:49:47 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <1d736rINN3dg@usenet.INS.CWRU.Edu>
Source record: 215277

I've just seen the Jekyll 1.32 program and feel it could be useful for transferring files from my BBS computer to my own. Can the author be contacted through Internet? I'd like to see a MIDI port option to maximize the speed of transfer when the computers can be directly connected and to save the hassle of disconnecting the serial cable. I would just leave the MIDI cables connected all of the time and only have to run Jekyll on each computer to move files between them. I'm sure this would be quicker than using floppies. Any other ideas on how to do this at minimum cost?

5028. Re: Assci Table Accessory

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 00:23:58 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.3_iefyksmJA@nasim.sta.sub.org>
Source record: 215299

grillo@firenze.ATC.Olivetti.Com (Savino Grillo) writes:

>Hi there,

>I need an ascii table displayer utility, that could run as accessory.

I have a small CPX module anywhere on my hard disk.

>Could some kind soul point me to one in the atari archive ?
>(I did find anyone).

I actually have no FTP access but I could mail the file to somebody or
post it to comp.binaries.atari.st. (Please send me no info about FTP-mailing!)

>Thank you very much!
> Savino

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

5029. Re: Looking for uudecode for TOS

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 00:34:10 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.3bgETeaxsSs@nasim.sta.sub.org>
Source record: 215298

kisaacso@nyx.cs.du.edu (Kevin "Zonker" Isaacson) writes:

>Does anybody know where I can come up with a uudecode program for TOS? I
>tried atari.archive but didn't find anything there. Tar and un.Z programs
>would be great too, but what I really need is uudecode.

The HERMES UUCP Package contains UUENCODE/UUDECODE. But there are stand
alone versions, too. (Maybe called UUE or UUX)

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

5030. DSP for TT/Mega STE Was: Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 00:57:39 UTC
From: afsfpel@cid.aes.doe.CA
Message-ID: <1992Nov4.005739.1628@cid.aes.doe.CA>
Source record: 215280

In article <54.2AF5ACB9@business.fidonet.org>,
Erik.Williams@p0.f169.n363.z1.fidonet.org (Erik Williams) writes:

(Stuff deleted)

|> I have a hard time believing that they have shut down Falcon030 production
|>because of all of the interest I have heard about here in the United States
|>(believe it or not). If this is true, then all I ask that they do is
create a
|>VME DSP board for the Mega STE and TT030 owners out there.

My TT is barely a year old, and I have no plans for a Falcon in the near
future. But I would love to see a Falcon-compatible DSP board for the
TT/Mega STE. (I have my doubts about the STE, though. Falcon software
would likely be 68030-specific, and the STE runs on a 68000).

I don't expect Atari to produce that board. Looks like a perfect opportunity
for a third party to me.

A few weeks ago, I asked the folks on the Atari Productivity Forum (on
CI$) whether a Falcon-compatible DSP board was possible for the TT. I
got a reply from a well-known hardware guru, who told me that it was
impossible, because apparently the address of the DSP on the Falcon is
an illegal address on the TT. He also said someting to the effect that
the way the DSP chip is integrated to the Falcon hardware makes
emulation difficult or impossible. I would like to hear what
knowledgeable people on the Net have to say about this, because I
suspect Mr Hardware Guru has a vested interest in discouraging people
from building a card he might want to be the first to commercialize.

So tell me: will I some day run Falcon software on my TT?

|>
|> EMW
|>
|>
|> --
|> Erik Williams - via FidoNet Node: 1:363/42
|> UUCP: - ...tarpit!tous!business!169.0!Erik.Williams
|> ARPA: - Erik.Williams@p0.f169.n363.z1.fidonet.org

Yves Pelletier afsfpel@cid.aes.doe.ca
Centre Meteorologique Canadien
Dorval, Quebec, Canada

"I am resplendent in Divergence."
D.B.

Any resemblance between the opinions expressed here and the policies of
Environment Canada would be purely coincidental.

5031. English Sagrotan????

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 01:14:51 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <1689410EAB.C556212@mizzou1.missouri.edu>
Source record: 215278

Where may I find Sagrotan (what's the newest version) in english?
Thanks!!!

Jeoff Hines c556212@mizzou1.missouri.edu

5032. TT for sale

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 02:05:12 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.ea.KyIXd1tEG8M@harvee.billerica.ma.us>
Source record: 215118

I am posting this for a friend. contact jeff directly for more information
at lomickaj@prnsys.enet.dec.COM or at the phone number below.

> Date: Thu, 29 Oct 92 06:46:59 PST
> From: "Jeffrey A. Lomicka, Maynard MA, DTN 223-4031 29-Oct-1992 1046"
> <lomickaj%prnsys.enet.dec.COM@prdnet.polaroid.com>
>
>
> TT030 desktop publishing configuration, SM194 (1280x960 monochrome), 4MB RAM,
> No hard drive, this is the newer version that includes 1.44MB floppy, $1995.00
> firm. (508) 897-5675, ask for Jeff.
>

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

5033. Re: art packages for a ST?

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 04:42:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1d7kbpINNkdc@golem.wcc.govt.nz>
Source record: 215285

The best art package I've seen, is probably 'Crack-art'. Which is
Share-ware (The latest version is only fully usable with a registered
copy). Does everything, bezier-type curves, wrapping pictures around
shapes, hi-tech zoom, LOADS of special effects (anti-alias etc.), Buit
built in anti-tedium devices (simple game modules). Multiple screens,
the works! Does a lot more that most fully priced commercial packages,
and all for only $US20 (I think).

Well worth a look!

The latest version is available at:

sun.rz.tu-clausthal.de

in:

/pub/atari/graphics/painter

filename: crackart.lzh

It's big - but it's GOOD!

(1meg only - but anyone with less should be shot! 8-)

5034. Re: Chaos & msa

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 04:44:12 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1d7kesINNkdc@golem.wcc.govt.nz>
Source record: 215296

Try booting with a completely blank floppy disk - (NOT from HD). And
then switch into med' res with the same disk. Create the 600K RAM-Disk,
and copy the chaos file into it, and go from there. Also, make sure
your disk is okay! (Format it with Verify turned on to make sure!!)

5035. Re: Ghost Virus

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 04:51:41 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1d7kstINNkdc@golem.wcc.govt.nz>
Source record: 215294

Good - my section of knowledge (viruses)....

The GHOST virus on a Hard-drive should be easily killable using Sagrotan, if you can't get rid of it with that, try and find 'Ultimate Virus Killer' which is nice and simple to use. (The 'Douglas Communications' version is nice and cheap - and seems to the job nicely!!)

There is a program called 'Guardian' which will prevent writing of any executable information to boot-sectors. THis has saved my data several times in the past - and is only 1k!! (If anyone wants it, I'll UU-encode it and throw it through the net!)

The Ghost/Mouse Invertor virus is usually a boot-only virus, but if you manage to find the Link-virus 'Ghost' (Not bright to give 2 viruses the same name, but what the hey!)

on atari.archive.umich.edu, there is a file somewhere (in the atari/utilities/virus directory I think) called 'atarivir.lzh' which tells of most Atari viruses around!

5036. Re: English Sagrotan????

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 04:56:06 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1d7l56lNNkdc@golem.wcc.govt.nz>
Source record: 215295

In article <1689410EAB.C556212@mizzou1.missouri.edu>, C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
> Where may I find Sagrotan (what's the newest version) in english?
>Thanks!!!

From memory there was only one English version released - and the last German version has a lot more features. However, I also would like to get my hands on a copy of the English version of the program!

(It's okay to translate other peoples software for personal use isn't it?)

5037. RE: Floptical Drive Price

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 06:14:05 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov4.011405.11449@bsu-ucs>
Source record: 215101

> In response to a request for the price of the Infinity Floptical Drive
> by PLI that I purchased at the WAACE show from Joppa Computers, the show
> price was:
> Drive and cable (one 21 Mbyte floppy included) 435 dollars
> Same as above with ICD Link 535 dollars

And you said the 21mByte disks are supposed to be how much??? That sounds liek
a killer deal!

So what is changing media like on the drive? Can you switch 21mByte to 720k
mid-application with no-fuss, or what?

-Matt
QUIT

-Matt

5038. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 06:17:40 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov4.011740.11450@bsu-ucs>
Source record: 215103

> Of course, if compilers and libraries that support the '030 or
> even the '040 are used, the speed increase should be
> significantly greater than the one observed when running
> unmodifiet 68000 code on the 68040 board.

This brings to mind a couple of questions i've been meaning to ask someone...

What are these accelerator cards supposed to be used for/what are they compatible with?

And same for any of the graphics expansion cards....what are they compatible with/supposed to be used for? Are they compatible with STe 4096 color mode or what?

-Matt

5039. Re: Floptical drive details (87 lines)

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 06:24:36 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov4.012436.11451@bsu-ucs>
Source record: 215102

> Since my original posting I have noticed a few 'quirks' that might be
> worth mentioning.
> Quirk 1 - If the floptical drive can not read an inserted disk for
> whatever reason, the drive will not read any subsequent disks
> even if they are formated properly. You MUST reboot (warm boot OK)
> Quirk 2 - The floptical drive reads, writes, and formats 'standard' floppy
> disks. This includes both high and double density formats, but
> NOT 10 sector or other custom atari formats. Go back to Quirk 1.
> Quirk 3 - You can not do disk-to-disk transfers even if the disk in the
> floptical is identical format to the one in the floppy. The
> message is that the floptical is a hard drive and does not
> support that type of operation. However, you do not go back
> to Quirk 1.

It sounds like ICD needs to work out a few cinks in it software, eh?

-Matt

5040. Re: Packers (was Re: STZIP-2 Problems)

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 06:48:37 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Nov4.064837.19782@actrix.gen.nz>
Source record: 215300

Afte doing tests. NO WAY is ice in ANY way faster than PFX-Pack. It unpacks marginally slower, and takes a LOT longer to get only fractionally better compression (maybe an extra 2k on a 50k file - If you're lucky!)

PFX-Pack is fast, packing & unpacking - it's mega-simple to use, it doesn't waste unpacking time with the colour flashing, and LHarc will unpack the files back to their usual state if you can't be bothered to re-load PFX-pack to unpack them!

ICE has it's uses (the source code for the unpacking routines is all over the place, so lots of people have integrated it into their software but it's still slow)

:
WELLS_S@Kosmos.wcc.govt.nz
--

5041. ...

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 07:48:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <6714.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 215224

I am wondering, do you have the 68882 or are you just quoting what the manual says? If so, I would like to buy it. Also, what sort of STe demos do you have if any... I'm interested.

5042. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 07:54:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <6715.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 215239

I saw an ad in ST Format for an accelerated 68030 running at 50mhz for just over $1000 dollars. It is for upgrading ST's... I think at $1000+ though, it is kind of rediculous.

5043. ftp terminator.cc.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 08:24:35 UTC
From: chan@pyramid.unr.edu
Message-ID: <4761@equinox.unr.edu>
Source record: 215120

What happened to the directory???

cd atari <ok>
ls
8
P
S
cd S
...
...

that's it!

5044. ftp terminator.cc.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 08:27:22 UTC
From: chan@pyramid.unr.edu
Message-ID: <4762@equinox.unr.edu>
Source record: 215121

What happened to terminator????????

login
<blah,blah>
cd atari
ls
8
P
S
<???>
cd S
<???>

ANY IDEAS,????

5045. Re: Has anybody actually purchased a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 08:49:12 UTC
From: djs@jet.uk
Message-ID: <1992Nov4.084912.19680@jet.uk>
Source record: 215106

In <1992Nov2.103542.10458@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:

>Subject says it all: Has anybody *actually* bought a non-developers
>edition of the Faclon?

>It's claimed to be available in the UK, well there are loads of adverts
>anyway.

Well, it must be true if you've seen it in an advert :-)

Actually, you can't buy one in the UK yet. I rang several suppliers last
Friday (30 Oct) and the less reputable ones (eg Gasteiner) said that they
could definitely supply in two weeks. The better suppliers (eg Cambridge
Business Systems) said that they were hoping to get Falcons soon, but
could not commit to a fixed date on anything that comes from Atari UK!
--
+---+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5046. Re: True Color Cards

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 09:15:06 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.24.720868506@dhhalden.no>
Source record: 215107

In article <annius.720701264@freyr> annius@sif.research.ptt.nl (Annius Groenink) writes:
>From: annius@sif.research.ptt.nl (Annius Groenink)
>Subject: True Color Cards
>Date: Mon, 2 Nov 1992 10:47:44 GMT
>
>
>ST Magazin 11 of this year reviewed the true color card SPECTRUM 1TC. For 1400
>DM this is an excellent true color card (from 640x480x16million up to
>1152x900x256 if I'm right). But I thought they were going to review the Mega
>Vision 300 which is 200DM cheaper but has similar technical specification (both
>up to 16 million colours and 1 meg of screen memory.)
>
>The Mega Vision 300 claims to have a `fast and compatible' VDI screen driver.
>The TC1 has very reasonable software, but GEMDOS output will not be
>visible; does this make boot selectors unuseable? Is there anybody on the net
>who has one of these cards? How's the software of the MV300?
>
>Does anybody have experiences with high resolutions and the standard TT VGA
>monitor?
>
>(I plan to buy a used TT030/8/48/PCT1426 and add a true color card.)
>
>Thanks,
>--
>Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
>annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music
>
>`Don't let the SUNs go down on me' 10 GOSUB 10000: REM DISCLAIMER

I've got a MegaVision 300, and was one of the first to get one. The software
is now good, but SANG has not yet finished a 24bit driver for it which I
am NOT satisfied with. The card only works with 256 colors. When it comes to
speed..... teh card is not good. It is faster for every softwareversion
but you will need a TT with fastram to get a decent speed. It is OK to work
with but Crazy Dots and the Spectrum cards are faster.....

R.A.W

5047. THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 10:00:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1d86v1INNInl@golem.wcc.govt.nz>
Source record: 215108

Well as I have had a request for this, I am posting this now..

This was Posted on GEnie on the 4th Sept 92..

For Immediate Release
Double Click Software
September 4, 1992
==========

Double Click Software proudly presents...

Storm
by Alan Page

Many of you will recognize the name Alan Page as the author of the _best_
selling, most popular terminal software ever written for the Atari computer,
the original Flash!

Alan's innovative, solid programming made the original Flash the #1 selling
telecommunications software for the Atari computer, bar none. Now Alan has
devised and produced the next-generation of telecommunications for you, Storm.

If you are like us, you have been frustrated with telecommunications software
released since the original Flash was introduced. Our hopes, anxiety and
anticipation of promising terminal programs has often been turned into a big
let-down when we finally saw that none could match the power, ease and
solidity of the original Flash. In fact, most terminal software is still
measured in usefullness comparative to the original Flash.

That is until now.

Storm is the next step for telecommunications as only Alan Page can produce.
His expertise and mastery of programming is sure to set a new standard by
which all other terminal software will be measured. And only Double Click
Software can bring this delight to you.

Here are some of the features of STORM:

o Works on all versions of TOS in all resolutions except LOW.
Including the TT and the new Falcon.

o BASIC script language. That's right! No new programmer's idea of
a script language that is sort of like some programming language.
This one _is_ BASIC, with powerful extensions for telecommunications.
We'll describe it a bit more later, with a brief example.

o 100% MultiTOS compatible.

o Everything is in a window: terminal screen, capture buffers, editors, BASICs, download/upload status, dialing status.

o Unlimited editor and capture buffers, and BASICs (under MultiTOS)

o Simple, yet powerful editor with full mouse control, cut and paste, full word wrap, Atari clipboard support, and more.

o Capture buffer keeps capturing even if you are not in the terminal window. This means you can start your capture, and view it at your leisure without losing anything, without being in the terminal window. Heck, you can even close the terminal window!

o Freeze the current capture buffer and start a new one at any time.

o Multitasking - be online downloading, editing and running a BASIC program all at the same time. In fact, you can start a new copy of BASIC at any time (without MultiTOS, with MultiTOS it's better yet!).

o Powerful macro keys let you interpret the macro instructions as BASIC commands. You can even chain function keys, which can start a new copy of BASIC. You can even define the cursor keys!

o Full type ahead support, with special prefix and suffix extensions, and control character pass through.

o Simple layered Windows (tm) style menus which greatly simplify keystroke memorization for quick, easy, expert command execution.

o Pop-up menus (with a pop-up menu command in BASIC so you can define your own as well).

o Loadable background file transfers in X,Y,Zmodem and Compuserve's B+.

o Background round-robin dialing with auto-logon BASIC scripts. And the size of your dial directory is completely unlimited!

o Precise terminal emulations including Vidtex and VT100.

o And still much more!

And now for a brief description of Storm BASIC (in Alan's own words):

The BASIC interpreter is a fairly complete BASIC with special extensions for telecommunications. It was originally based on Atari 8-bit BASIC, but has been redesigned and enhanced considerably.

Summary of Features:

�� String and integer variable types, plus string and integer arrays.
Arrays can have a maximum of two dimensions.
Integers are 32 bit integers.
Full set of string functions, including string search.
Runs in its own window.
Event handling for timer, clipboard, and carrier detect events.
Chain command to run programs in a separate interpreter. Chain level

limited only be memory.
Allocates all memory as needed.

BASIC runs cooperatively with the rest of the program. So you can access the editor, capture buffer, terminal screen, or whatever, while a program is running. You can even switch away in the middle of a BASIC "INPUT" statement which is waiting for input.

BASIC is very sparing of memory. All the memory it needs is allocated as needed. e.g. each line or string is allocated separately, so it is not a memory hog. Each string can (in theory) be up to 32K in size.

Here are a few examples of the more interesting BASIC commands:

String functions
================

These are all "Microsoft" style string functions as can be found in GW-Basic or QBASIC. "string" in the examples below can be a string, or string variable, or string function. You can nest functions quite deeply.

e.g. PRINT MID$(LEFT$("ALANPAGE",2)+CHR$(ASC("A"))+RIGHT$("NNN",1),1,4)
Prints "ALAN"

The typical string addition and comparision functions are supported, e.g. '+', '=', '<>', '>=', '<=','<' and '>' .

UCASE$("string")
LCASE$("string")
These two functions return the string converted to all uppercase / lowercase respectively.

SPACE$(n)
Returns a string of n spaces.

INSTR([start,]"string","key")

This is a string search function. It searches "string" for substring "key" and returns the starting index of "key" in "string", or 0 for failure. 'start' is optional and is the location in the string to start at. N.B. The first location in a string is location 1. Also, no matter where you start searching in the string, INSTR always returns an index relative to the start of the string.

Example: INSTR("12345","3") and INSTR(3,"12345","3") both return 3.

SCREEN$(linenumber)

This returns a line of text from terminal screen line 'linenumber'. The first line of the screen is 1. Trailing spaces are stripped from the line, so a blank line is returned as "".

LTRIM$ can be used to strip leading spaces.

SCREEN$ and INSTR should let you write very powerful scripts where you can read information off the screen and take context-sensitive actions.

Telecommunication-specific functions
====================================

I have made some attempt to be compatible with Flash for some commands.

CAPTURE ON Turns capture on.
CAPTURE OFF Turns capture off.
CAPTURE CLEAR Clears the capture buffer.

Serial Port Functions

BAUD nn
Sets baud rate to nn.

PARITY EVEN or PARITY ODD or PARITY NONE
Sets serial port parity.

SBITS 1 or SBITS 2 or SBITS 3
Sets stop bits to 1, 2, or 1.5 respectively.

STRIP ON or STRIP OFF
Sets high-bit strip feature on or off.

DTR ON
DTR OFF
These commands turn the DTR (Data Terminal Ready) signal on or off at the serial port.

CSRLIN
returns what line terminal screen cursor is on.

POS(n)
returns cursor x position, (starts at 1). 'n' is a dummy argument.

SAVE CAPTURE "filename"
Saves the capture buffer to "filename".

FSEL$("path","filename")
Pops up the GEM file selector and returns the full filename you selected, including the full path.

ALERT(1,"[1][alert][OK]")
Lets you display a standard GEM alert box.

WAIT nn,"string"[,"string",...]

This is the most important command for automated operation. You can wait for multiple strings with a timeout value (in seconds). Basic will match characters coming in the serial port with the strings and continue with the next statement when either the string is matched, or a timeout occurs. Naturally, all program functions are enabled while the wait is in progress.

A timeout value of -1 waits forever (actually, about 60 days).

Once the WAIT statment has executed, use the WAIT(0) function to determine the result.

WAIT(0) returns 0 if there was a timeout, otherwise it returns the string number that was matched, starting at 1 for the first string. So you could use ON WAIT (0) GOSUB 100,200,300,etc.

Example:

```
10 wait 20,"Password"
20 if wait(0) then type "password"
```

TERM ON
TERM OFF
Turn terminal operation on and off.

KEYINPUT A$
This statement waits for a keypress in the Terminal screen window and then puts the keypress in the specified string variable (A$ or whatever you choose). While it's waiting for a keypress, terminal operation continues.

PROMPT$(n)
This function takes up to n characters from before the current terminal screen cursor position and returns it as a string. Doesn't go past the beginning of the current line. Useful for getting the current prompt when automating operations.

A sample program MACRO.BAS shows how all these functions and commands work together. MACRO.BAS is a recorder program that will record what you type in and the associated prompt. It will write out a BASIC program that will play back the series of actions.

CLIPTEST.BAS
============

```
10 CLIP ON
20 ON CLIP(1) GOSUB 60:REM setup clip event
30 PAUSE -1:REM wait forever, or until UNDO key hit
40 END
50 REM Every time you select a filename, following subroutine is called
60 a$= RTRIM$( CLIP$):REM trash end of line
70 REM Truncate filename at "/" in case it was accidentally included.
80 x= INSTR(a$,"/"):IF x>0 THEN a$= LEFT$(a$,x-1)
90 IF a$="" THEN RETURN :' Nothing to do!
100 TYPE "Dow ";a$;" PROTO:B"
110 WAIT 20,"computer:"
120 IF WAIT(0)=1 THEN TYPE a$
130 RETURN
```

CIS.BAS
=======

```
10 REM CIS logon script
20 REM start by sending control-c
30 TYPE CHR$(3);
40 WAIT 20,"Name","ID","Password"
50 ON WAIT(0) GOSUB 100,200,300
60 IF WAIT(0) THEN 40 ELSE 30
```

```
100 TYPE "CIS":RETURN
200 TYPE "70000,0000":RETURN
300 TYPE "my.password":POP :REM "POP" pops return stack
400 PRINT "Done!"
```

==========

Well, that's enough for now. You can catch a glimpse of STORM at the Glendale Atarifest by dropping by the GEnie booth. Darlah Potechin will be using STORM to demonstrate GEnie.

STORM will make landfall on December 7, 1992 and will have a special introductory price of $59.95 until December 31, 1992. You can order your copy today, and get it before it hits the stores!

On January 1, 1993 the price goes up to $74.95.

We accept cash, checks, money orders, MasterCard and VISA.

Outside the US orders: NO PERSONAL CHECKS.

Include $3 for shipping anywhere in the world (special offer only).
Include $10 for overnight shipping in North America (special offer only).

Double Click Software
PO Box 741206
Houston, Texas 77274-1206

Phone: (713) 977-6520

Well you chaps that have me in your Kill files will miss this good News, well that your problem, I don't have Kill files for my TV/Radio or News Papers and the magazines that I read, I like to read all thats Good and Bad...

There is some more info I will post about what Allan Page has been doing, and some more of the STORM features, apparently he has been working in the U.K on PC machines and Windows, and stated that what he has learnt with these, he has put to good use in developing the STORM...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5048. Some TT/Falcon info please

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 10:10:45 UTC
From: stefan@spc.nl
Message-ID: <1992Nov04.101045.28314@spc.nl>
Source record: 215111

I need to make some stuff on an ST that uses more than 16 colors. Now I'll like to use stuff like GfA Basic and GenST. I think there are two options, a TT or a Falcon. So what I would like to know is..

Do GfA Basic/GenST/Neochrome work on the TT without any trouble in >16 colors mode? And do they work on the Falcon? (I heard GfA doesn't)

If somebody could email me some details, I'd be much obliged.

Stefan
--
"Coming from the cold, Stefan Posthuma stefan@spc.nl
I'll owe you my heart ~~~~~~~~~~~~~~~ SPC Company, The Netherworld
Be my shelter be my refuge for the night" -- Fields of the Nephilim

5049. Re: DSP for TT/Mega STE Was: Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 10:23:31 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Nov04.102331.101519@rrz.uni-koeln.de>
Source record: 215109

In <1992Nov4.005739.1628@cid.aes.doe.CA> afsfpel@cid.aes.doe.CA (Yves Pelletier) writes:

>A few weeks ago, I asked the folks on the Atari Productivity Forum (on
>CI$) whether a Falcon-compatible DSP board was possible for the TT. I
>got a reply from a well-known hardware guru, who told me that it was
>impossible, because apparently the address of the DSP on the Falcon is
>an illegal address on the TT. He also said someting to the effect that
>the way the DSP chip is integrated to the Falcon hardware makes
>emulation difficult or impossible. I would like to hear what
>knowledgeable people on the Net have to say about this, because I
>suspect Mr Hardware Guru has a vested interest in discouraging people
>from building a card he might want to be the first to commercialize.

>So tell me: will I some day run Falcon software on my TT?

This is just my educated guess, and I'm not too educated
regarding hardware, I guess:

I'm not surprised to hear that DSP addresses in the Falcon are
illegal in the TT. Obviously, the integration of the DSP into the
Falcon is much like the integration of other chips: It's
registers are mapped to memory locations in the CPU's address
space ($FFFFsomething). And since there's no DSP in the TT, these
locations are illegal (undefined) in the TT.
However, I think there's no necessity to insist on compatibility
on the memory location level. It still seems perfectly feasible
to me to develop a DSP expansion for the VME (or even any other)
slot, and to write some TOS extension that implements the
Falcon's DSP-related OS calls on the TT.
I don't have any idea what the DSP-related OS calls of the Falcon
are like, and whether any are present in the current TOS 4.0 for
the Falcon that was presented on the recent shows. However, it
was said at the Atari Messe that in MultiTOS there will be calls
allowing applications to enter DSP programs into a queue, and
MultiTOS will then run these programs on the DSP fifo-wise.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

5050. concordata

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 10:39:45 UTC
From: lencinas@ikf007.ikf.physik.uni-frankfurt.de
Message-ID: <009631BE.49DF0BE0@ikf007.ikf.physik.uni-frankfurt.de>
Source record: 215116

Hi !

does any one knows a program for the atari.st "concord"
it should search text passages in the bibel (important for
old art students or theologist.

the program should be in the ftp server of stuttgart, but i didn't find
it.

thank you

S.Lencinas

5051. translator

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 10:43:10 UTC
From: lencinas@ikf007.ikf.physik.uni-frankfurt.de
Message-ID: <009631BE.C3E1C9A0@ikf007.ikf.physik.uni-frankfurt.de>
Source record: 215117

hi!

I found very good german-english diccionaries in the ftp server mailserv.zdv.uni-tuebingen.dehow can i use such a dic. in the atari ST . Does any one knows a good translator programm

thank you

S.Lencinas

5052. news SCSI-3 specs?

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 10:49:47 UTC
From: uteca066@unibi.hrz.uni-bielefeld.de
Message-ID: <1992Nov4.104947.26853@unibi.hrz.uni-bielefeld.de>
Source record: 215110

Some days ago I've heard rumours about a new harddisk bus system called
scsi-3. I only know scsi and scsi-2 so far, so what does this mean?
Is it with 32 bit data bus? Has anyone heard about it too?

5053. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 10:53:19 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Nov4.105319.28086@cs.ruu.nl>
Source record: 215112

>>>>> karloey@unix1 (Karl Anders Oygard) (KAO) writes:

KAO> Stig Vidar Hovland (stigvi@solan.unit.no) wrote:
SVH> : I read in the german ST Magazin that they are going to start an article
SVH> : next month on how to build yourselves a 60MHz 68040 accellerator
SVH> : card for the good old ST. Maybe I should buy my old ST back...

KAO> I saw a Mega ST equipped with a 60MHz 68040 accelerator board
KAO> when I went to the Duesseldorf Atari Fair last summer. Unfortunately
KAO> they wouldn't let me test it, so I couldn't comment on the speed
KAO> increase a such board would give.

This actually was in the booth of the publisher of ST Magazin (Markt u.
Technik).
--
Piet van Oostrum <piet@cs.ruu.nl>

5054. Questions I need answers to :-)

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 11:16:05 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1d8bdlINNm2e@golem.wcc.govt.nz>
Source record: 215113

Hello all,
A guy from our user group asked me some questions, and I need
some help with these ones please...

Is the program "Freestyle", a MIDI sequencer PD, or is it commercial.
If it's PD, where is it available from?

Is there any PD Fax software available? Or commercial _without_ the modem?

He has a 24 pin printer, Epson compatable, and wanted to know about
getting printer drivers for it... are there any PD ones out there?
He wants to be able to print stuff from the following programs....
Degas Elite, Delux Paint, Crask Art, First Word, Word Writer,
Write On, Pagestream, Print Master.

Is the Neochrome Tutor that was on an ST Format coverdisc earlier this
year available from any of the FTP sites? He wants that too!

Also, a question from me!... What is the story behind printer drivers?
I always here people saying they want a printer driver for such & such
a printer... I always thought that each program had their own printer
driver + format for it.
So is there some independant printer driver format for the ST, or does
each program need it's own?

Thanks,
Email answers on the top questions prefered to shore_c@kosmos.wcc.govt.nz
as I don't think there will be many others interested.
Followup to the newsgroup about the printer drivers though, i'm interested
to see the general opnion of everyone.

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

5055. Re: THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 11:51:22 UTC
From: cs2320ak@utagraph.uta.edu
Message-ID: <1992Nov4.115122.17319@utagraph.uta.edu>
Source record: 215119

```
[...]
: o Everything is in a window: terminal screen, capture buffers, editors,
: BASICs, download/upload status, dialing status.
[...]
: o Capture buffer keeps capturing even if you are not in the terminal
: window. This means you can start your capture, and view it at your
: leisure without losing anything, without being in the terminal
: window. Heck, you can even close the terminal window!
[...]

This might sound like a ridiculous thing to worry about, but I sure hope
STORM doesn't have those stupid slider bars on the edge of the terminal
window, so that you can only really see 78 columns and 23 lines of the
screen at one time! That's the most annoying thing about STalker, and
one of the reasons I use Flash when I'm not background ASCII downloading
from the computer at school.
--
cs2320ak@decster.uta.edu
```

5056. Re: Packers (was Re: STZIP-2 Problems)

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 11:57:15 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov4.115715.7699@email.tuwien.ac.at>
Source record: 215114

okes@essex.ac.uk (Simon Oke) writes:
: In article <1992Nov3.111304.24635@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
: | michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
: | : ICE packer, on the other hand, is crap.
: | :
: |
: | I beg your pardon? Pack-Ice is one of the most useful programs I've come
: | across, it packs better than PFX-Pack and unpacks faster! It saved me
: | ca. 5-6 Mb on my harddisk!
: |
: I have a copy of ICE, but I don't use it. It's just one in a long line of
: packers which I have tried, used for a while and then abandoned, along with:
: The Happy computer packer
: 4-pak
: The Pompey Pirates Packer
: etc.
:
: The one I use now is PFX pack. Why? because it packs/unpacks fast, well, and
: it does not crash under MiNT (unlike the PPP). And it does not waste cycles
: by flashing useless patterns at me while it works. That's one of my major
: gripes with these programs; the other being that they take so damned LONG to
: pack a file. Thank God for PFX-pack!
:

Well... Pack-Ice 2.40 does all these things, but faster! :) No flashing background either! And of course it compresses better than PFX-Pack...

-MY

5057. Re: Uniterm users....please read

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 12:00:48 UTC
From: censjg@caledonias3.caledonia.hw.ac.uk
Message-ID: <1992Nov4.120048.3525@cs.hw.ac.uk>
Source record: 215124

In article <1992Oct27.110114.55@janus.arc.ab.ca>, erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:
|> In article <1992Oct27.083229.11243@koko.csustan.edu>, alx@ceti.csustan.edu (Johovan Boof Rasta) writes:
|> >
|> > Is there any way you can change the color on uniterm??
|> >The screen color that I get is black and white...way to harsh
|> >for my eyes....So if anyone knows away please email...
|>
|> I believe if you change the colors with the control panel and save your
|> configuration in Uniterm then those are the colors you will get.
|>
|> Bob

I think so too, but there is an option in the menu to invert the colour (ie dark background/light foreground). Press the Help key to get the menus, then the option is within the Terminal1 menu item (in "settings" menu?). Simply select "dark" for the background and remember to save the config if you want it to always look like that. Uniterm resets the display colours when it exits.

I don't have my ST to hand now (ie at work), so the menu names aren't strictly accurate, but I'm sure you'll find the option, if not, mail me...

Simon

Simon Greaves | Janet: censjg@uk.ac.hw.clust
Systems & Comms programmer | Internet: simong@festival.ed.ac.uk
Computer Centre | Fax: +44 31 451 3261
Heriot-Watt University | Voice: +44 31 451 3265
Edinburgh EH14 4AS |
Uk | "Pretty with hairy legs" --A.Belew

5058. Re: Packers (was Re: STZIP-2 Problems)

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 12:02:32 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov4.120232.7896@email.tuwien.ac.at>
Source record: 215115

Steven.Wells@bbs.actrix.gen.nz writes:
: Afte doing tests. NO WAY is ice in ANY way faster than PFX-Pack. It unpacks
: marginally slower, and takes a LOT longer to get only fractionally better
: compression (maybe an extra 2k on a 50k file - If you're lucky!)

Hmm... My tests showed that Pack-Ice compresses up to 10-15% better
than PFX-Pack, and uncompresses FASTER! (On a Mega Ste at least).
:
: PFX-Pack is fast, packing & unpacking - it's mega-simple to use, it
: doesn't waste unpacking time with the colour flashing, and LHarc will
: unpack the files back to their usual state if you can't be bothered to
: re-load PFX-pack to unpack them!

Again, Pack-Ice does NOT flash colours or anything! Ok, there is no unpacker
included in Pack-Ice, but then again, for PFX-pack there is no verifying
code. There are a couple of unpackers for Pack-Ice too (like the Naughty
Unpacker by yours truly or Multi-Depacker by Mike Mee).

: ICE has it's uses (the source code for the unpacking routines is all over
: the place, so lots of people have integrated it into their software but
: it's still slow)

Don't forget that PFX-Pack is SHAREWARE, and Pack-Ice costs nothing!

-MY

5059. Re: Has anybody actually purchased a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 12:27:00 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Nov4.122700.9826@irscscm.UUCP>
Source record: 215188

In article <1992Nov2.103542.10458@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>Subject says it all: Has anybody *actually* bought a non-developers
>edition of the Faclon?
>
>It's claimed to be available in the UK, well there are loads of adverts
>anyway.
>

The latest word I've heard on availability of the Falcon in Europe is
November 14.

--
Marshall Lake
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

5060. Re: Questions I need answers to :-) (Printer-Driver)

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 12:42:07 UTC
From: CASTAN@bonnie.physik.uni-stuttgart.de
Message-ID: <1992Nov4.124207.4659@news.uni-stuttgart.de>
Source record: 215122

Hello,

>
> Also, a question from me!... What is the story behind printer drivers?
> I always here people saying they want a printer driver for such & such
> a printer... I always thought that each program had their own printer
> driver + format for it.
> So is there some independant printer driver format for the ST, or does
> each program need it's own?
> Craig.
>
> * Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
> * 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
> * Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

But surely hou've heard about the VDI, which puts these nice texts,
circles, rasters etc. on your screen.
This is made by a screen-driver.
If you've got a GDOS (NVDI, AMC-GDOS...) you can install printer-
(plotter...) drivers, which put the same on your printer with maximum
resolution.

Whith the same program, that writes on your screen, you can write
on our printer. The changes in your program are only minor
(Open Workstation, different co-ordinates)

Hope that helps.

Gerd

##
internet: CASTAN@bonnie.physik.uni-stuttgart.de
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 #

5061. Atari Prices

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 13:41:51 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <4NOV92.08415184@cc4.crl.aecl.ca>
Source record: 215123

The 92-16 edition of AEO stated that Atari hardware prices have had a sharp drop. Would someone at Atari USA please explain why the Sept 92 Canadian dealer price list has a 2 meg TT priced at $34 higher than I had been paying for a 4 meg TT from Atari Canada before it folded? If there has been a major price drop in the US, it certainly has NOT been reflected in Canadian dealer pricing! I FAXed several inquiries to Atari USA re: pricing and have, as yet, not received any reply other than from Barbara Benson who stated she does not set policy and that I should talk to someone else.

Perhaps someone could pass this message to AEO for their next issue!

5062. Re: Floptical drive details (87 lines)

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 13:50:06 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Nov4.085007.21042@newstand.syr.edu>
Source record: 215136

In article <DKoppen.21@air31.larc.nasa.gov> DKoppen@air31.larc.nasa.gov (Daniel Koppen) writes:
>Hi netters,
> Since I've had a few inquires as to the details of setting up the
>hardware with a floptical, I thought I would just post the description.
>Unfortunately, it got a little long. <sigh> If you are interested, please
>read on.
>
> Since my original posting I have noticed a few 'quirks' that might be
>worth mentioning.
>Quirk 3 - You can not do disk-to-disk transfers even if the disk in the
> floptical is identical format to the one in the floppy. The
> message is that the floptical is a hard drive and does not
> support that type of operation. However, you do not go back
> to Quirk 1.
>Thanks for reading this far,
>Daniel Koppen
>dmk@air31.larc.nasa.gov
>Daniel Koppen
>dmk@air31.larc.nasa.gov
>
Do you mean to say that you cannot COPY a file from any other
disk to the disk in the floptical drive...OR that you cannot
copy any FLOPPY from another drive to a floppy in the
floptical drive? I would hope you mean the latter...
--Gerry
ggreenbe@rodan.acs.syr.edu

5063. Re: Games good/bad

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 13:55:59 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Nov4135130@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 215178

>>>>> On 31 Oct 92 10:57:00 GMT, rasas@minyos.xx.rmit.oz.au (Greg Patten) said:
> OK I know this is a bit of a waste of bandwidth but *I* reckon Nethack is
> probably the best computer game *I've* played (and I've played a few).

Agreed, superb game, though it can be a bit difficult for the newcomer - check
out rec.games.hack

Kev

5064. Falcon Audio Info, pretty please (plus, true-color tidbit)

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 13:56:55 UTC
From: tonyb@juliet.ll.mit.edu
Message-ID: <TONYB.92Nov4135655@titania.juliet.ll.mit.edu>
Source record: 215145

A couple of weeks ago someone dropped a posting into rec.audio.pro saying that the Falcon would have 8 channel digital audio recording capabilities, with some healthy DSP power to boot, *standard*, and at some amazingly low price.

I'm sure that this has been beaten to death already, but I've been reading the group for a few days now and everyone seems obsessed with beating each other up over the definition of "true color". So could someone please help me out a bit, and do one or more of the following?

1) E-mail or post a quick description of what you know about the audio sampling capabilities of the Falcon, and the projected price of a system (minus the big disk drive) that would allow this to happen.

2) give me some idea of who/how to call for product info

3) suggest an Atari magazine to read to get more info

I'd much appreciate it. I'm just a heathen IBM-clone developer, but my real passion is recording studio work. If what the person posted in r.a.pro was even close to correct, I want one of these ASAP!

Thanks a ton,

Tony

P.S. -- for what it's worth, I've been involved in professional color image system development (not DTP, but big systems from Scitex, etc) for a long time now. As far as *I* can tell, the term "true color" has always meant "at least three colors, with at least 8 pits per pixel per color". Implicit in this is that there be no limitation on the number of simultaneous colors on the screen. However, no one gives a damn if there is a lookup table involved or not (in fact, there almost always is, somewhere in the system). The real point is, can the system process and display a reasonable approximation of a continuous tone color image? That is usually considered to require at least 24 bits/pixel for video systems, and 32 bits/pixel for most hardcopy systems, but if someone comes up with a coding scheme that doesn't use fixed bits, or RGB or CMYK coding that's fine -- but can it display the picture without artifacts? *That* is what true-color is.

5065. THE STORM and VT200???

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 14:01:02 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Nov4.100102.1@sscl.uwo.ca>
Source record: 215125

Perhaps I should have e-mailed directly to Roger but does he (or anyone else) know if THE STORM has VT200 emulation. At present I am using Uniterm, which is excellent for emulation but not too user friendly (IMHO). Perhaps STORM will have a nice interface with VT200 emulation...sigh! Also, I haven't tried the 'original' Flash (latest Alan did was 1.6...right!) Does Flash have VT200?

T.T.F.N.
JR.

+--------------------------------+ +-------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+-------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-----------------------------------+ +--------------------------------+

5066. Re: nroff ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 14:15:46 UTC
From: sanders@sci.kun.nl
Message-ID: <Bx73MA.A3n@sci.kun.nl>
Source record: 215126

In <1992Nov3.132206.25432@inmos.co.uk> robt@roach.inmos.co.uk (Robert Thompson) writes:

>Hi,
>I am looking for an nroff formatter, or better still a full un*x style
>man utility, so that I can read nroff formatted man pages under MiNT.
>If anyone could point me in the right direction I would be most gratefull.
>Many thanks in anticipation,
>Rob Thompson, robt@inmos.com

Bill Rosenkrantz' man package is quite good; it's at a.a. The manpager
only works in ST mono mode, since it uses LineA to change fonts.
There's also another package by Hildo Biersma (?) which is nice too.
It uses the standard Un*x convention of having nroff sources in man*
dirs and formatted pages in cat* dirs. Bill's version expects
formatted pages in the man* dirs. But that version can also handle
compressed (.Z) pages.
I always nroff my sources here at uni though, since there I get a
clean nroff run on pages which choke my nroff at home.

Sander STOks
sanders@sci.kun.nl

5067. graphics: atari st -> windows

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 14:18:03 UTC
From: mlrettel@cip.informatik.uni-erlangen.de
Message-ID: <Bx73q3.7F3@immd4.informatik.uni-erlangen.de>
Source record: 215134

Hello

A friend of mine has got a problem converting graphics of the Atari ST
to WINDOWS (PC). I'm not sure if this is the right group for asking this
questions, but perhaps someone can help me anyway.

My friend wants to use lots of pictures made by CALAMUS and other
drawing tools on the ST. He wants to change to Windows and wants to use
this graphics under PC-GEOS.
The formats on the ST are CVG, SMG and/or GEM
The formats on the Windows-System are CGM, PCX and/or TIF

My questions: is there any chance to save the pictures on the ST in a
right way, so that the Windows-program can read it?
If not: is there any program that does the conversion?

Please answer by email, because our news-system is not too safe. Thanks!

Michael

Michael Rettelbach, Universitaet Erlangen-Nuernberg,
Informatik VII, Martensstr. 3, 8520 Erlangen, Germany
email: mlrettel@immd7.informatik.uni-erlangen.de
Phone: +49 9131 / 85 7009 Fax: +49 9131 / 39388

5068. Atari TT - Question

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 14:50:57 UTC
From: reich@winx06.informatik.uni-wuerzburg.de
Message-ID: <1992Nov4.145057.10928@informatik.uni-wuerzburg.de>
Source record: 215135

Hi!

I have some questions concerning the ATARI TT. I want to use MiNT and GCC and
I am a bit confused about ST/FAST -RAM.

1) Has anyone experience using TT and MiNT?

2) What memory configuration do I need to compile with GCC ?

3) How much faster than the usual RAM is the FAST-RAM ?

Thanks in advance...

Stefan (reich@winx06.informatik.uni-wuerzburg.de)

5069. Re: Ghost Virus

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 15:00:06 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.720889206@groucho.phil.ruu.nl>
Source record: 215128

wells_s@kosmos.wcc.govt.nz writes:

>There is a program called 'Guardian' which will prevent writing of any
>executable information to boot-sectors. THis has saved my data several
>times in the past - and is only 1k!! (If anyone wants it, I'll
>UU-encode it and throw it through the net!)

Is this meant to prevent HD's? In that case... yes, please post it.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

5070. Re: THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 15:31:00 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Nov4.153100.29573@u.washington.edu>
Source record: 215127

cs2320ak@utagraph.uta.edu (cs2320ak) writes:

>[...]
>: o Everything is in a window: terminal screen, capture buffers, editors,
>: BASICs, download/upload status, dialing status.
>[...]
>: o Capture buffer keeps capturing even if you are not in the terminal
>: window. This means you can start your capture, and view it at your
>: leisure without losing anything, without being in the terminal
>: window. Heck, you can even close the terminal window!
>[...]

>This might sound like a ridiculous thing to worry about, but I sure hope
>STORM doesn't have those stupid slider bars on the edge of the terminal
>window, so that you can only really see 78 columns and 23 lines of the
>screen at one time! That's the most annoying thing about STalker, and
>one of the reasons I use Flash when I'm not background ASCII downloading
>from the computer at school.
>--
>cs2320ak@decster.uta.edu

You can get rid of the vertical and horizontal scroll bars, the move bar,
and the menu bar in STalker (if you run it as a prg)... That leaves you
with all but one line onscreen (for the main menu bar)...

5071. Wanted Midwinter game

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 15:33:40 UTC
From: maxn@intermec.com
Message-ID: <1977@intermec.UUCP>
Source record: 215137

I am looking for a copy of the game Midwinter. I can't
seem to find anyone selling this one anymore, so
if you have a copy you want to sell please e-mail me.
I will pay whatever you think is a fair price for the game.
Thanks in advance
Max Newman
maxn@intermec.com

--
uucp address: maxn@intermec.com or uunet!pilchuck!intermec!maxn
Trust in your calling, make sure your calling is true

5072. STOS?

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 16:16:09 UTC
From: cdw@dcs.ed.ac.uk
Message-ID: <Bx796y.5qv@dcs.ed.ac.uk>
Source record: 215129

Is there anything available for STOS users on these boards or at an FTP site?
Any info greatly recieved - thanx -

Chris (cdw@dcs.ed.ac.uk)
"All in the name of ..."

5073. Hard drive comments?

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 16:24:36 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Nov4.162436.8807@crc.ac.uk>
Source record: 215131

Has anyone tried out the "Reference" hard drives from Evesham Micros?

This is the only dealer that has Atari stuff anywhere near me and I think that these are the only ones they sell for the Atari.

So, are these any good? and are they worth the price. (299? pounds=40 meg?) I *could* buy one from mail order but I don't like the idea of sending off my money when I can't tell if I will get anything back.(OK so I'm paranoid...)

Is it easy to take out the host adaptor so I can use it as a SCSI drive?

What is the difference (if any) between the Link and adscsi(?) ?

Also, will any IDE or scsi drive work if you have got a IDE or scsi interface?

Excuse the amount of questions...
Phil
(E-mail naffara@uk.ac.crc)
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

5074. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 16:31:24 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <Bx79wD.KM7@mach1.wlu.ca>
Source record: 215139

In article <1d4oa8INNa1n@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <aebb00d2@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>>Original to: paul@jupiter.ame.arizona.edu
>>In a message of <14 Oct 92 20:02:02>, paul@jupiter.ame.arizona.edu
>>(3:713/602) writes:
>>
>> p> I got msa_141.lzh (I think) from the Archivers directory, but I can't
>>get
>> p> it to work...could it just not work on a TT?
>>
>>This is correct... (pissed me off too)
>[.sigs deleted]
>
> Hi,
>
> I got msa_141 to work just fine on my TT. I run it with TOS 3.06,
>warp9, cache on, 1.44MB floppy. Works flawlessly. I was even able to
>unmsa Choas using it (once I got the floppy 11sector formatted).
>
> BTW, does anyone know of a share/PD formatter that formats 1.44MB
>floppies in extended modes: ie, can they be formatted 20 (22) sectors/track
>with up to 81(83) tracks? I know someone has posted about 1.76MB floppies
>so I figure it must be possible... I used FcopyII to format a 720k disk
>to 11sectors/82 tracks (I didn't try 83 tracks), but it didn't support
>more than 11 sectors per track, so I probably won't use it again. :(
>
>-Mike
>

know that Fcopy IV (or was it III?) will fomat up to 22 sectors... and run
as either a program or an accessory

Keith

5075. Re: * A new demo from Omega *

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 16:47:55 UTC
From: heraud@boole
Message-ID: <Bx7Anv.1p2@ufrima.imag.fr>
Source record: 215211

```
Yeah!!!!!!!a new demo from omega that's and i'll upload it
Since Omega did the omega demo a lot of demos went and.
And you???Do you belong to omega since the old years of atari!!!
C U soon here i hope and don't forget: st forever!!!
--
//////////////////////////////////////////////////////
////HERAUD|SELDON|CAPTAIN BUG//heraud@ufrima.imag.fr////
//Falcon soon....////////////////////////////////////////
//C=Mips eater+brain blaster/////////////////////////////
```

5076. Re: GEMULATOR?

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 16:57:17 UTC
From: heraud@boole
Message-ID: <Bx7B3H.1sz@ufrima.imag.fr>
Source record: 215213

Don't say oops!This emulator exist!!!
It an contained in a plug in card...I've read it in a magazine
but don't afraid in this zine they said thaT:
"With a 386 25Mhz we try to have a gem but it was very slow
We think that with a 486 33 the emulator is as fast as a st 8Mhz"
Hehe what a PC joke !!!!

--
//
////HERAUD|SELDON|CAPTAIN BUG//heraud@ufrima.imag.fr////
//Falcon soon....//////////////////////////////////////
//C=Mips eater+brain blaster//////////////////////////

5077. Re: ftp terminator.cc.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 17:05:28 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Nov4.170528.19646@news2.cis.umn.edu>
Source record: 215130

In article <4762@equinox.unr.edu>, chan@pyramid.unr.edu (Kaho Chan) writes:
>What happened to terminator????????
>
>ANY IDEAS,????

Nothing happened to terminator, the atari.archive FTP site has simply MOVED to another machine. This is why, with great patience, Jeff Weiner has been telling people to use the Internet alias 'atari.archive.umich.edu' instead of trying to get to the direct machine.

A note -- if your TCP/IP name resolver caches Internet addresses, the name resolver may still be picking up the old alias address (which was the terminator machine). You will need to have your system administrator flush the name resolver cache in order to pick up on the new alias addresses.

Another note -- you can no longer retrieve files from the atari/New directory (I tried to do it, and got a 'no can do' message from the FTP daemon). However, with any luck, the files that are currently there will be moved to the atari/Newitems directory by the end of the week.

-- David Paschall-Zimbel

5078. New Uploads to a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 17:31:50 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Nov4.173150.20798@csi.uottawa.ca>
Source record: 215138

I've just uploaded the following to atari.archive.umich.edu (in /atari/New)

(1) finder10.zoo - A Desk Accessory/.prg that somewhat resembles grep. Doesn't do regular expressions, but will search directories, and uses a file selector. Related to the "GEM Grep Utility" thread. By Bill Aycock, of Cal fame.

(2) lpsolvebin.zoo - A linear program optimizer that can also do integer programming. Originally posted on Comp.sources.reviewed. It works quite well, and seems pretty stable. The only major "lack" is in post-optimality analysis.

(3) lpsolvesrc.zoo - The source code for (2). Requires some form of ANSI C. It's quite portable - runs identically on the ST and a variety of "higher horsepower" machines.

I can see these in the directory (unlike the way the "old" /New directory worked), but can't read them. Hopefully the dust will settle at a.a.u.e fairly soon, and things will get relatively back to normal.

A big thanks in advance to Jeff Weiner, and the new "rest of the crew" of archive maintainers!

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

5079. Re: Hard drive comments?

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 17:35:01 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <13786@texsun.Central.Sun.COM>
Source record: 215132

I have just got an ICD The Link and it works very well, basically it plugs into the SCSI port of your drive and draws it's 5v from pin 26. The DMA of your atari connects to the other side and away you go. I got mine from gastiener for 70 pounds all in. The software see all the disk's that I've tried so far without any probs. It even fixes my TOS 1.0 problems with copying files etc...

I also have a viper 150mb tape drive for archiving which works well with the ICD and Alan Houraines tape backup program.

Craig

PS I have a 200mb disk and tape drive for Sale if your interested. It's in a home made 19" rack unit but works perfectly well. If your interested, reply whenever.

5080. TOS 1.4 questions

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 17:35:56 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <6167@tuegate.tue.nl>
Source record: 215141

Hi,

on monday I will get my ST back with TOS 1.4 instead of TOS 1.0.
I know TOS 2.06 is a lot better but this was a lot cheaper.
MY question is : what patches do I still need, as there are still some
things in TOS 1.4 or 1.04 whatever that need fixing. I understand that
I no longer have the 40 folder problem (correct???).
But what serial port problems do I still have, and what about disk
routines? I now have a megafile 60 and normal internal 720 floppy. Do I
still need fatspeed (guess not). And what book describes the changes?
I have a good book that describes TOS 1.0 completely and part of TOS
1.2 but I heard TOS 1.4 has some extra systemcalls like Mxalloc.

I guess that now I have TOS 1.4 everybody should get TOS 1.4 because
there is a chance that programs I write might not work with earlier TOS
versions now :)

Erlend.

5081. Re: THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 18:03:22 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov4.130322.11468@bsu-ucs>
Source record: 215140

They're wantiong $74 for Storm and it can't even emulate higher than vt100!?!?!? Looks like I'll be sticking with Uniterm.....Sorry charlie.

5082. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 18:05:34 UTC
From: ken@isgtec.com
Message-ID: <3627@isgtec.isgtec.com>
Source record: 215144

In article <1992Nov3.051027.19548@news.nd.edu> jmillar@rodin.helios.nd.edu (jay millar) writes:
> Also, STalker3 is an
> EXCELLENT program....it even runs in the background because you can use
> it as a desk accessory. Anyways, I highly recommend it.

Yeah, I would stay far away from Flash 2 until they release a maintenance upgrade, which as far as I know doesn't exist yet. (Anyone from Missionware lurking in the shadows? :)). Flash 1.6 is still a great program, and solid as a rock.

Anyway, about STalker3, from what I've seen of it, it runs the terminal session in a GEM window. I have two questions about this:
1) can it display a full 80 columns on screen?
2) how fast does it scroll incoming text through a fast (v32bis) modem? Is it real fast like Flash 1.6, i.e. can it keep up with the data without handshaking constantly?

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5083. Re: Atari TT - Question

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 18:11:02 UTC
From: grier@bnr.ca
Message-ID: <1992Nov04.181102.8534@bnr.ca>
Source record: 215154

My TT is configured as follows:
2mBytes of ST-Ram
4mBytes of TT-Ram
1.4Mbyte floppy
85mByte Seagate 1096n
Chinon CDX-431 CD-Rom

My "Auto" folder contains
MetaDos2
Warp9TT
MACCELL3
MINT95

My Accs are:
Paula1.8
Stalker
Steno
CPX
TOSWIN

I run everything possible out of TT-Ram, only MetaDos2 is set to
run in ST-Ram. TT-Ram gives a substantial increase in performance,
on the order of %50 for non-screen intensive work. I have ound no
compatability problems running MiNT in TT-RAM vs ST-RAM. There does
seem to be some problem with Paula1.8 and MiNT, Paula1.8 locks up
if I switch between different windows under TOSWIN, causing an obnoxious
noise from the speakers. I have to access Paula1.8 and tell it to
play a different '.MOD' file then stop to clear the noise.

I do not regularly use GCC, I normally use Pure-C, but I have had no
problem running it from TT-Ram.

The biggest problem with MiNT/TOSWIN on a TT is the need for more pixels.
Once I get three or four shells running I get very upset at 640x480,
I am looking into the Overscan for the TT, but I do not want to deal
with Rio Computers after the fiasco with the Lexicor software I bought
from them.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

5084. Re: Floptical drive details (87 lines)

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 18:13:44 UTC
From: ekrimen@wet.UUCP
Message-ID: <4445@wet.UUCP>
Source record: 215166

In article <DKoppen.21@air31.larc.nasa.gov> DKoppen@air31.larc.nasa.gov (Daniel Koppen) writes:
> Since my original posting I have noticed a few 'quirks' that might be
>worth mentioning.
>Quirk 1 - If the floptical drive can not read an inserted disk for
> whatever reason, the drive will not read any subsequent disks
> even if they are formated properly. You MUST reboot (warm boot OK)
>Quirk 2 - The floptical drive reads, writes, and formats 'standard' floppy
> disks. This includes both high and double density formats, but
> NOT 10 sector or other custom atari formats. Go back to Quirk 1.
>Quirk 3 - You can not do disk-to-disk transfers even if the disk in the
> floptical is identical format to the one in the floppy. The
> message is that the floptical is a hard drive and does not
> support that type of operation. However, you do not go back
> to Quirk 1.

These quirks are quite interesting. Especially #2, since all of my floppies have a 10-sector format.

I wonder if Quirk 1 is an ICDBOOT problem that may be fixed in the future.

If you don't mind, I'm going to leave mail to ICD on GEnie and see what they say about these problems.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

5085. Re: Ghost Virus

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 18:17:29 UTC
From: ekrimen@wet.UUCP
Message-ID: <4446@wet.UUCP>
Source record: 215163

In article <1273@se.alcbel.be> cgra@se.alcbel.be writes:
>
>I have been foolish enough to get my ST hard disc infected with the Ghost
>virus - and lived with the symptoms for several weeks before I suddenly

I thought the ghost virus would only infect the boot sectors of floppies.
I don't think it's on your hard drive (although I could be wrong).

What you should do is get a copy of Virus Killer 3.84 from atari.archive.
That should get rid of it.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

5086. Re: Floptical drive details

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 18:25:11 UTC
From: grier@bnr.ca
Message-ID: <1992Nov04.182511.8757@bnr.ca>
Source record: 215155

>>Quirk 3 - You can not do disk-to-disk transfers even if the disk in the
>> floptical is identical format to the one in the floppy. The
>> message is that the floptical is a hard drive and does not
>> support that type of operation. However, you do not go back
>> to Quirk 1.

>Do you mean to say that you cannot COPY a file from any other
>disk to the disk in the floptical drive...OR that you cannot
>copy any FLOPPY from another drive to a floppy in the
>floptical drive? I would hope you mean the latter...
>--Gerry

No it means that the operating system will not allow you to drag
the Drive C icon to the Drive A icon.

A possibly simple solution to this is to use NeoDesk3. If it encounters
a situation where a drive icon is dragged to another drive icon it will
ask you how wish the copy to be performed. (Sector copy, if formats match,
or file-by-file copying). I know this is what happens with hard-drive
icons, tonight I'll verify by trying to drag my "tmp" partition to drive A.
I post my results in the morning, GMT-5hours.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

5087. Re: Questions I need answers to :-)

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 18:27:29 UTC
From: ekrimen@wet.UUCP
Message-ID: <4447@wet.UUCP>
Source record: 215165

In article <1d8bdlINNm2e@golem.wcc.govt.nz> shore_c@kosmos.wcc.govt.nz writes:
>
>Is there any PD Fax software available? Or commercial _without_ the modem?

STraight FAX! is commercial and available without the modem. In fact, I
don't think Joppa sells their software/modem bundle anymore. The software
is about US$60.

Get STraight FAX! though. It's cool, it's hot, and women dig it.

:^)
--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

5088. Re: nroff ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 18:36:58 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov4.183658.21068@email.tuwien.ac.at>
Source record: 215133

sanders@sci.kun.nl (Sander Stoks) writes:
: In <1992Nov3.132206.25432@inmos.co.uk> robt@roach.inmos.co.uk (Robert Thompson) writes:
:
: >Hi,
: >I am looking for an nroff formatter, or better still a full un*x style
: >man utility, so that I can read nroff formatted man pages under MiNT.
: >If anyone could point me in the right direction I would be most gratefull.
: >Many thanks in anticipation,
: >Rob Thompson, robt@inmos.com
:
: Bill Rosenkrantz' man package is quite good; it's at a.a. The manpager
: only works in ST mono mode, since it uses LineA to change fonts.
: There's also another package by Hildo Biersma (?) which is nice too.
: It uses the standard Un*x convention of having nroff sources in man*
: dirs and formatted pages in cat* dirs. Bill's version expects
: formatted pages in the man* dirs. But that version can also handle
: compressed (.Z) pages.
: I always nroff my sources here at uni though, since there I get a
: clean nroff run on pages which choke my nroff at home.
:

I use HPP Biersma's man3 package, and Bill Rosenkranz's nroff 1.21b.
'less -r -s' does the paging... All of these can be found on
"archive.umich.edu" (former atari.archive.umich.edu) in the Mint
and Gnustuff directories...

-MY

PS: nroff 1.21b seems to put some non-ascii characters in it's output,
even without "-T", so "less" outputs a warning. Does anybody know
how I can avoid this?

5089. Re: THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 19:01:40 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.xCMkGiylDfc@jonh.wimsey.bc.ca>
Source record: 215152

In <1992Nov4.153100.29573@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:

>You can get rid of the vertical and horizontal scroll bars, the move bar,
>and the menu bar in STalker (if you run it as a prg)... That leaves you
>with all but one line onscreen (for the main menu bar)...

You can also get rid of them in STalker when run as a desk accessory. Also, Using the IBM11pt font under gdos gives you a slightly smaller, but still quite readable font.

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5090. Re: Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 21:30:38 UTC
From: techno@zelator.in-berlin.de
Message-ID: <VCL8NGI@zelator.in-berlin.de>
Source record: 215207

>> > STUMPF SPEAKS UP! STR Spotlight Alwin Stumpf speaks up....
>> The FSM-GDOS and MultiTOS production had to be stopped in the last
>> minute because 1) a renegotiation with Mr. Eric Smith (copywrite) and 2)
>> differences between ATARI and Bitstream.

>This is precisely the rumor that I was trying to squelch earlier. I'll
>say it again: I have been party to no renegotiations with Atari. Nor
>are any renegotiations necessary; Atari has for some time had a proper
>license to use MiNT.

>I don't know if the message purporting to be from Mr. Stumpf is a forgery
>or not, but it's entirely possible that it was. At any rate, I'm rather

Yes, this is indeed the case. The original message originated from the
german MAUSnet and was now translated into English by some idiot
trying to spread rumors. On the MAUSnet, the message was clearly
identified to be a forgery, as the supposed user Alwin Stumpf@ST has
only logged in once - just to send this bunch of lies. Juristical
action is being taken.
For more information on this matter, you can contact me on MAUSnet at
Frank_Dahncke@B.MAUS.de

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

5091. Re: Assci Table Accessory

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 21:41:59 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <73654@hydra.gatech.EDU>
Source record: 215142

In article <H.ea.3_iefyksmJA@nasim.sta.sub.org> knarf@nasim.sta.sub.org (Frank Bartels) writes:
>I have a small CPX module anywhere on my hard disk.

An ASCII table CPX has been uploaded to atari.archive. It is in the
New directory with the file name asciicpx.lzh.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

5092. Atari.archive problems with the New dir

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 21:49:21 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1d9gh1INNfha@skat.usc.edu>
Source record: 215143

Hi all,

I was trying to get some files from atari.archive and it seems
to have some problems.

First, all of the files in the New directory are visible using ls.
You can't get any info on them using dir (actually, there are some files
that you can see using dir, but only those with rights of -rw-r----- or
better). It appears that the anonymous account has suddenly taken on group
rights (rather than just the "everyone else" rights I thought it was supposed
to have). This isn't technically a problem but ...

Second, even though you can see them, you can't download any of the
files. Small problem there. :) Actually, now that I think about it, I haven't
tried to download _any_ of the files outside of the New directory...maybe they
are all like that? I'll have to go check.

(Mike checks it out)

The other files seem to be fine, just problems with (the MANY!) files
sitting in the New directory.

If Jeff N' Co. could help with this, I would really appreciate it.

Thanks!

MikeB

5093. Re: Umich Archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 22:15:15 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <92309.171515JJL101@psuvm.psu.edu>
Source record: 215150

In article <Bx5Azq.CJJ@cck.coventry.ac.uk>, jat@cch.coventry.ac.uk (STBW) says:
>
>What's the easy way to get a full up to date list of all the stuff on
>a.a with descriptions. ie all the indexs
>

cd to the atari directory, then ascii download the file 0index.
I think that'll be what you are looking for.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

5094. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 23:06:55 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Nov4.230655.21445@beaver.cs.washington.edu>
Source record: 215148

In article <3627@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <1992Nov3.051027.19548@news.nd.edu> jmillar@rodin.helios.nd.edu (jay millar) writes:
>> Also, STalker3 is an
>> EXCELLENT program....it even runs in the background because you can use
>> it as a desk accessory. Anyways, I highly recommend it.

As do I.

>
>Yeah, I would stay far away from Flash 2 until they release a maintenance
>upgrade, which as far as I know doesn't exist yet. (Anyone from
>Missionware lurking in the shadows? :)). Flash 1.6 is still a great
>program, and solid as a rock.
>
>Anyway, about STalker3, from what I've seen of it, it runs the terminal
>session in a GEM window. I have two questions about this:
> 1) can it display a full 80 columns on screen?

Yes it can, just make the window the full screen and remove the vertical slider by typing ALT-"|". The menu bar may be removed by typing ALT-"_". You still don't get 25 lines, but if you run it as a program, you get 23 or 24 I think. Also, if your computer is fast enough you can use GDOS which allows you to pretty much use any font you want to get the right number of rows/columns for your window (Although this isn't very useful if you only have a color monitor since the fonts are too small if you try to squeeze more than 80x25 on the screen).

> 2) how fast does it scroll incoming text through a fast (v32bis)
> modem? Is it real fast like Flash 1.6, i.e. can it keep up
> with the data without handshaking constantly?

I'm not sure about this, my modem is only 1200 bps, ewwwww. Ask Dan Aylward, he has a fast modem with his TT... Dan? I must say I've been impressed with it every time I go over to his house to visit his computer. :-) Beats the heck out of this H19 terminal I'm using now.

>
>--
>
>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science

University of Washington

5095. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 23:12:24 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Nov4.231224.21665@beaver.cs.washington.edu>
Source record: 215147

In my last post, I said yuo could remove the STalker title/menu bar by typing ALT-"_", what I really meant was you can remove the horizontal sliede by typing ALT-"_" and the menu bar can be removed with ALT-"~".

And like Dan said, you get an extra line if you run it as a program, due to the subtraction of the desktop menu bar (but it's not nearly as cool then... :)

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

5096. Re: ftp terminator.cc.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 23:17:24 UTC
From: Geoffrey Spear <gs32+@andrew.cmu.edu>
Message-ID: <key5c4O00aw3EQVUUK@andrew.cmu.edu>
Source record: 215151

Yeah... the access rights for the New dirsectory are a bit messed up.
system:anyuser only has lookup and insert rights, no read rights.

Geoff Spear
Freshman, ECE, Carnegie Mellon University

The following sentence is false.
The preceding sentence is true.

5097. Re: Has anybody actually purchased a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-11-04 23:46:40 UTC
From: u894776@bruny.cc.utas.edu.au
Message-ID: <u894776.720920800@bruny>
Source record: 215156

hrs@aber.ac.uk (Herbert Martin Sauro) writes:

>Subject says it all: Has anybody *actually* bought a non-developers
>edition of the Faclon?

>It's claimed to be available in the UK, well there are loads of adverts
>anyway.

>Herb

Any answers to this question?
IMHO big shipping won't start (if at all) until after Xmas.
Oh well...

5098. Re: Atari.archive problems with the New dir

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 00:13:29 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1d9ov9INNmtd@terminator.rs.itd.umich.edu>
Source record: 215146

In article <1d9gh1INNfha@skat.usc.edu> mbaffoni@skat.usc.edu (Michael Baffoni) writes:
>
> Hi all,

Hi Mike!

> First, all of the files in the New directory are visible using ls.
>You can't get any info on them using dir (actually, there are some files
>that you can see using dir, but only those with rights of -rw-r----- or
>better). It appears that the anonymous account has suddenly taken on group
>rights (rather than just the "everyone else" rights I thought it was supposed
>to have). This isn't technically a problem but ...

Ah, the beauty of afs file permissions. You see, as I may have mentioned
before, and some have dully noted, the archive is now on afs space.
File permissions mean nothing in the traditional sense.

> Second, even though you can see them, you can't download any of the
>files. Small problem there. :) Actually, now that I think about it, I haven't
>tried to download _any_ of the files outside of the New directory...maybe they
>are all like that? I'll have to go check.
>

Nope, just the files in the new directory. You see, the original idea
was this: once uploaded, the public shouldn't be able to check out the
files until we do. This prevents people from doing zany things
like uploading the tos source code or something that some other corporation
would have their lawyers contact us about. In the past, this wasn't completely
possible. But, thanks to the god-like structure of the afs acls,
(access control lists), we can prevent you folks from reading the
files before we do.

> The other files seem to be fine, just problems with (the MANY!) files
>sitting in the New directory.
>

Thus creating the other problem, the fact that there are many files that
I'd like you all to have access to. Well, I'm trying to solve that
by recruiting other members to the umich atari posse. There's 4 new
people who have offered their part time services to give me a hand.
It is my hope that together, we can move these files out quickly. Once
the backlog is gone, you should notice practically immediate service.

> If Jeff N' Co. could help with this, I would really appreciate it.

Oh we're trying Mike, we're trying. Please folks, bear with us on this.
I'd like to ideally make atari archive the largest atari archive in the

planet. It'll just take a bit of time to get things going again.

The moral of the story: don't ever become a grad student if you can avoid it.

--
- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Pose -

5099. Re: Well, for Christ's Sake... (atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 00:24:30 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10909@uqcspe.cs.uq.oz.au>
Source record: 215153

bmaraldo@watserv1.uwaterloo.ca (Commander Brett Maraldo) writes:

> Gee, I like all these non-descriptive posts about atari.archive that
>have been posted recently. Could you perhaps tell us exactly what the new
>addresses of the new server(s) are. I can't gather these things by osmosis.

141.211.182.23 and 141.211.165.41, but atari.archive.umich.edu should work.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5100. Re: Ghost Virus

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 00:29:00 UTC
From: Volker_Soehnitz@ac.maus.de
Message-ID: <A11070@AC.maus.de>
Source record: 215018

Hi Chris!

>I have been foolish enough to get my ST hard disc infected with the Ghost
>virus - and lived with the symptoms for several weeks before I suddenly
>saw the light and ran a virus scan (Sagrotan). As soon as I saw the name
>"Ghost" I realised that I had found the reason not only for the disappearing
>mouse cursor that had prompted me to run the scan, but for the eponymous
>"ghost files" which had been appearing in my directories for some time.

Oooops! None of the more than 10 (!) known different versions of the "Ghost virus" is able to infect your harddisk! Also, none of them will create "ghost files" on your disks or harddisks.

>1. Ghost has now settled comfortably into my system. Anyone able to give
>advice on how to eliminate it?

I don't know, who or what is responsible for your harddisk trouble, but you can believe me - it's _not_ the Ghost virus or any known mutation of the Ghost virus. It's a really harmless bootsector-virus, some mutations can damage a disk in drive A or B - but none of them make any trouble with your harddisk or manipulate executable programms.

A little comment to your viruskiller: The last shareware release of "Sagrotan" (4.17) is more than 2 years old! Using a 2 years old viruskiller is like using _no_ viruskiller...

If you look for another shareware-viruskiller, try it with my VIRENDETEKTOR 3.1g! This Programm recognize more than 40 bootsector-viruses (and 5 link-viruses).

But I think there would be a little disadvantage for you: VIRENDETEKTOR is only available with a german manual (more than 160 KByte on disk) and the programm-menu is also completely in german language.

If you understand a little bit of german, I'm sure the VIRENDETEKTOR is "just what you need". My english ist to bad, to explain all the features of this programm, so I tell you only the most important:

VIRENDETEKTOR works with all ATARI ST/STE/TT, with the FALCON 030 (some problems with the IDE-Bus harddisk will be fixed soon...) and on all graphic-cards, but the programm needs a minimum resolution of 640*400.

It is _not_ possible to use the programm on machines with less than 1 MB RAM, but it is a "light"-Version for 512 K machines available.

Recognition of ALL known ST viruses - both link- and bootsector-viruses (also on _not_ executable bootsektors).

Very fast scanning of a whole drive or partition for link-viruses,
CRC-Checksum (50 times faster than Sagrotan) by choice.

Immunizing of disks against bootsector-viruses with three different methodes.

Automatic recognition of any hard-, floppy- and RAMdisks attached.

Automatic analysing for suspicious/unknown boot disks.

VIRENDETEKTOR give you a list of all your programms, which are packed by one
of these "online-packer" like for example the PFX-PACK, ICE-Pack, DC-Squeeze,
BA-Packer and others.

Recognition of any change in HD-rootsektor, if a virus has overwritten the
rootsektor, it is possible to restore it.

Option to save any bootsektor to a disk to have them analysed by me or to
restore it after a damage (a nice feature for game-disks). HEX-Dump to disk or
printer available.

Full compatibility with any ROM TOS and any known harddisk driver.

Comfortable and easy mouse/keyboard user interface (german language).

More than 160 KByte manual (german!) on disk, you learn everything about
viruses on the ST!

VIRENDETEKTOR is Shareware, you can get the new registered version 3.1g by
sending 35,- DM (30,- DM + 5 DM for shipping) or 25 US-Dollar to:

Volker Soehnitz
Beginenstr. 17
D-5100 Aachen
Germany

>2. Does anyone have or know of a list of known viruses and their tell-tale
>symptoms?

The registered version of VIRENDETEKTOR also contains detailed information
about the known viruses, what the do, under which condition the will do it and
how the spread.

ciao | /
|/olker

PS.: I hope you understand my horrible english...

PPS.: If you need a viruskiller with english manual and user interface, the UVK
from Richard Karsmakers (NL) should be your first choice.

5101. STalker (was Re: THE STORM)

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 00:33:03 UTC
From: ekrimen@wet.UUCP
Message-ID: <4448@wet.UUCP>
Source record: 215168

In article <1992Nov4.115122.17319@utagraph.uta.edu> cs2320ak@utagraph.uta.edu (cs2320ak) writes:
>This might sound like a ridiculous thing to worry about, but I sure hope
>STORM doesn't have those stupid slider bars on the edge of the terminal
>window, so that you can only really see 78 columns and 23 lines of the
>screen at one time! That's the most annoying thing about STalker, and
>one of the reasons I use Flash when I'm not background ASCII downloading
>from the computer at school.

If you have STalker 3.0+, you can eliminate both the vertical and horizontal slider bars as well as the window's title bar, with only a few hot-keyclicks or menu selections. It's pretty nifty. :^)

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

5102. 62,000 *Star*Bases* to be Established. (*Star*Link* info to come)

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 01:08:39 UTC
From: mag7924@tesla.njit.edu
Message-ID: <1992Nov4.200839.1@tesla.njit.edu>
Source record: 215158
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc,comp.sys.apple2

To Bulletin Board System Operators:

The HiTECH Group is establishing a new support system for all U.S. BBS operators called *STAR*LINK*, in conjunction with its unique new *UNIVERSE* Network for consumers and businesses. Due to anticipated overwhelming response we are releasing information in controlled stages. The first general information release will be on or after November 6, 1992 to the same parties having received this preliminary ALERT! notice. Thanks for any assistance you can give us in getting this word out - we think you will be very pleased you did.

ALERT!!! ALERT!!! ALERT!!! ALERT!!! ALERT!!! ALERT!!! ALERT!!! ALERT!!!

On October 30th, 54 years ago, aliens "landed" in Grovers Mill, New Jersey - thanks to the wonder of that era's technology and communications. it was only Orson Welles' radio play on CBS, but it convinced and scared almost half the country that heard Mercury Theatre's 'reporters' realistically describing this "invasion".
Now that we have survived this year's double scare of Halloween and Election Day, we are alerting people across the country to a much more positive use of today's communications and technology. The opposite of an alien invasion, it has been developing over the last nine years, as a way to harness people in a new system for positive change. Unaffected by the election, a series of announcements and events during the first part of November will explain that this 'HiTECH' system is not a political force or new philosophy, just a better way of using existing technology. Its thrust is to put large numbers of people to work, pulling together even larger segments of the general population in order to benefit them and the U.S. business community, while shoring up our financial system, creating a new form of technology education, and improving our environment.
If you think you might be interested in becoming part of this 'HiTECH' system for positive change, participation is totally voluntary and open to almost everyone over 16 years of age with a computer and a modem (we may even supply the latter). To find out the details that might affect you or people you know - just make note of where you saw or heard the ALERT! message, whom you pass it on to and stay tuned to your friendly local (or distant) BBS for complete information.
While next time you'll be able to reach us On-Line, for now we are:

The HiTECH Group
Box 392, Gateway Financial Center
1188 Raymond Boulevard

Newark, NJ 07102

5103. GEMULATOR for sale in Australia ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 02:00:01 UTC
From: brown@dgaust.dg.oz
Message-ID: <1038@dgaust.dg.oz>
Source record: 215157

Does anyone know if the Gemulator is available for sale in Australia ?
Fred

5104. Hardware scrolling big screen emulator for TT

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 02:30:34 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Nov5.023034.14701@u.washington.edu>
Source record: 215159

Does anyone know of a big screen emulator that works on the TT? I used Darek Mihocka's MonSTEr on my Mega STe and loved it, but it doesn't work on the TT. I'm stuck in ST high for Calamus. I ftp'd "stretch", which sounded promising, but for some reason it says "STe scrolling hardware not detected" or something to that effect. I thought the TT had all of that... Any other suggestions?

Thanks,

Dan Aylward
dud@u.washington.edu

5105. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 02:39:45 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Nov5.023945.15184@u.washington.edu>
Source record: 215160

bgilbert@cs.washington.edu (Ben Gilbert) writes:

>or 24 I think. Also, if your computer is fast enough you can use GDOS
>which allows you to pretty much use any font you want to get the right
>number of rows/columns for your window (Although this isn't very useful
>if you only have a color monitor since the fonts are too small if you
>try to squeeze more than 80x25 on the screen).

By using the icon font you can get 80X25 easily, if your eyes can hack
it... There may be a GDOS font that I haven't found that lets you also.
Of course, with monochrome or TT resolutions, there's no problem at all! :)

>> 2) how fast does it scroll incoming text through a fast (v32bis)
>> modem? Is it real fast like Flash 1.6, i.e. can it keep up
>> with the data without handshaking constantly?

>I'm not sure about this, my modem is only 1200 bps, ewwwww. Ask Dan
>Aylward, he has a fast modem with his TT... Dan? I must say I've been
>impressed with it every time I go over to his house to visit his
>computer. :-) Beats the heck out of this H19 terminal I'm using now.

Hehe, I'm impressed with it too! :) On my Mega STe, I believe the GDOS
output just barely kept up with the incoming 9600 v.42bis (no v.32bis).
It was hard to tell... With the system font there was definitely no
problem, especially with Warp9 installed. Of course, on this machine,
there's no way the modem can outrun it! :)

Dan Aylward
dud@u.washington.edu

5106. Re: THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 03:21:00 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <PTXqTB2w165w@comtch.spk.wa.us>
Source record: 215162

cs2320ak@utagraph.uta.edu (cs2320ak) writes:
> This might sound like a ridiculous thing to worry about, but I sure hope
> STORM doesn't have those stupid slider bars on the edge of the terminal
> window, so that you can only really see 78 columns and 23 lines of the
> screen at one time! That's the most annoying thing about STalker, and
> one of the reasons I use Flash when I'm not background ASCII downloading
> from the computer at school.

So get a TT or a higher-res board, and you can resize the window to fit
your tastes... (and Falcon overscan modes would work, too).

I dearly love Freeze Term, but if it turns out even half as good as
predicted, I've been intending to switch to Storm since Sept...

Hm. Or perhaps he'd consider an option for a smaller font (9 point?)
inside the terminal window. In fact, selectable font size would be
helpful for the vision-impaired, too. Anyone know how to pass this
suggestion on to Allan Page?

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

5107. Pascal

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 03:22:15 UTC
From: heidelj@alleg.edu
Message-ID: <1992Nov5.032215.19258@pellns.alleg.edu>
Source record: 215161

Is there anyone out there who knows of a PD pascal compiler for the ST? I desparately need one ASAP. Please e-mail me if you do.

Thanks,
Jason Heideloff
heidelj@alleg.edu

5108. Someone sent me email regarding JOVE and I lost it

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 03:40:12 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Nov4224012@leidecker.gsfc.nasa.gov>
Source record: 215164
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

That's right, I got sent some email regarding my port of JOVE, and the
elm email program flaked out before I could read it. While diagnosing
the situation, I made a bad decision and the software ate your letter,
whoever you are. I am sorry, but you will have to resend your email.
Next time, I will be using RMAIL.

--
Doug
dstailey@leidecker.gsfc.nasa.gov
Disclaimer: The author does not wish to flame elm. It has worked for months
with no problems.

5109. spx viewer

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 04:27:59 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Nov5.042759.5635@zooid.guild.org>
Source record: 215196

Anyone know why when I try to run an spx viewer (spx18.prg), on my color t.v. via r/f modulator, the screen continously looks like the vertical hold is not working?

The t.v. is so new it doesn't even have a vertical hold control.

Is this the 50/60 mhz output thing?

Mike

5110. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 06:00:19 UTC
From: ekrimen@wet.UUCP
Message-ID: <4451@wet.UUCP>
Source record: 215174

In article <3627@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>Anyway, about STalker3, from what I've seen of it, it runs the terminal
>session in a GEM window. I have two questions about this:
> 1) can it display a full 80 columns on screen?

Yes.

> 2) how fast does it scroll incoming text through a fast (v32bis)
> modem? Is it real fast like Flash 1.6, i.e. can it keep up
> with the data without handshaking constantly?

I have a Supra V.32bis modem and STalker works great with it. Text scrolls
quite smoothly and quickly. I'm sure Warp 9 helps a bit as well.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

5111. How to Backup Mint partitions

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 06:40:05 UTC
From: pdel@ADS.COM
Message-ID: <1992Nov5.064005.11733@ads.com>
Source record: 215167

Howdy all, since installing Mint, I've been wondering how to back up the partition. Simon Gornall's readme from his distribution says that if you access the Mint partition from GEM, you'll corrupt it. Does this mean that if I use a GEM backup program, I'll trash the Mint partition? Should I tar it or use a .ttp backup program instead?

thanks for any enlightenment,

PD
--

login name: L1-A
In real life: Peter Delevoryas
In any other life: a cheap imitation

5112. Re: WHAT'S GOING ON ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 06:48:13 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <68915@cup.portal.com>
Source record: 215169

Howard waxes nostalgic about VMEBUS on Atari computers..

I agree, a "standard" buss would be great to have..

Unfortunately, the Atari implementation of the VMEBUSS is about
as standard as the Atari implementation of the SCSI buss was
on the ST..

It should probably be called the "AVME Buss" to differentiate
it from what the rest of the world considers to be a "VMEBUSS"..

An aside.. has ANYONE.. EVER.. found an "off the shelf"
3U formfactor VME board that they wanted to put in their
Atari "VME slot"...????

I really would like to know...

BobR

5113. Re: art packages for a ST?

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 06:50:26 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <afbdc885@Kralizec.fido.zeta.org.au>
Source record: 214780

Original to: naffara@crc.ac.uk
In a message of <30 Oct 92 11:07:32>, naffara@crc.ac.uk (3:713/602) writes:

n> BTW Does anyone know about art packages being developed for the Falcon?
n> These should really kick some ass. (256 or even 65000 colours at once!
n> Makes the ST's 16 max look pretty useless, although I must say I have
seen
n> some *awesome* pictures even in this mode)

Yep. Tony Barker is working on a Falcon version of Brushworks. If you have
a TT, get hold of Brushworks from a.a - it's extremely cheap shareware, and
very powerful.

n> Phil

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

5114. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 06:57:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <68916@cup.portal.com>
Source record: 215173

Stephen Jacobs writes:

>The announcement that there would be Falcons in the US as soon as FCC approv
>could be obtained, and probably in mid-October came directly from Sam Tramie
>One of the more important things to learn in dealing with US corporations is
>that the president is never an official spokesman for the company. Basicall
>anything the president says is a wish, not a commitment. To the best of my
>knowledge, the only official spokesman for Atari in public discussions is
>Bob Brodie.

Say what...??

You mean to tell us that if Lee Iacocca tells the world in a
Press Conference that Chrysler will be bringing out a new model
car in November that will get 200 mpg and cost $500, that it
ISN'T an "official" announcement, and we have to wait for
"Joe Nobody" in the Chrysler marketing department to give us
the "real" scoop..?

I'm sorry... that's just B.S...

If the President of Atari Corp can get on a national information
service and give out "information", that "information" is as
"official" as it gets.

I don't remember any disclaimers before or after the conference saying
that anything Sam Tramiel says is not to be considered truthful or
"official"...

I'll bet Sam himself would be surprised to find out that Bob Brodie
outranks him in the "official" capacity..

And... I think Sam can probably do his own apologizing...

BobR

5115. Re: THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 07:18:10 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1dahriINNjh@golem.wcc.govt.nz>
Source record: 215170

In article <1992Nov4.115122.17319@utagraph.uta.edu>, cs2320ak@utagraph.uta.edu (cs2320ak) writes:
>This might sound like a ridiculous thing to worry about, but I sure hope
>STORM doesn't have those stupid slider bars on the edge of the terminal
>window, so that you can only really see 78 columns and 23 lines of the
>screen at one time! That's the most annoying thing about STalker, and
>one of the reasons I use Flash when I'm not background ASCII downloading
>from the computer at school.
>--
>cs2320ak@decster.uta.edu

From what I have read it has multible sizable windows, and you can be dnloading in one and typing in the other, sounds cool to me, I still use Flash 1.6 and was hoping the Rufus was going to be a succes, but it no longer works in medium res, typical good German program only works in mono...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5116. Re: Is there any Atari support..!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 07:21:02 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <afbdc886@Kralizec.fido.zeta.org.au>
Source record: 214781

Original to: sheppard_r@kosmos.wcc.govt.nz
In a message of <30 Oct 92 22:20:48>, sheppard_r@kosmos.wcc.govt.nz
(3:713/602) writes:

sr> This refers to some phone contacts with PARAGON Computer's
sr> in Perth Western Australia...
No apostrophe ^

sr> This is the bigest distributer of Atari Computers in OZZ..

Not true - they are one of the larger 3rd-party importers, yes.

sr> I contacted them back in May/June about getting TOS 2.06,
sr> they informed me that they were getting some from Atari OZZ soon.

Yup - or, more to the point, that they had been told by atari Oz that they
were going to get some. A.O. told me that too.

sr> A friend would like his Mega STE upgraded to TOS 2.06 and a 1.4 meg
sr> drive..
sr> I have heared that there are kits for this in the USA...
sr> Well Paragon stated that there was a 2 year waiting list for 1.4 meg
sr> drives, or some thing to that effect, I then asked about TOS 2.06, he
sr> stated that Atari OZZ had let them down and they were hoping to get
some
sr> from Compo U.K.

You can get a 1.4 drive from A.O. - presuming you want to pay $280 for a
very ordinary drive. Alternatively, you can track down an Epson SMD-340 and
change over the faceplate - the SMD-300 may also work, I'll follow up on
that, as I'll be getting one in the next few days for the TT.

sr> I also asked about the replacment GAL chip, and the chap stated what
GAL
sr> chip !,
sr> never heared any thing about a new GAL..??

Neither have I - is his faulty?

sr> I have allready delt with Atari OZZ and it took 12 Toll calls to get
sr> replacment DMA chips, also there Service manager did not know what TOS
sr> 2.06 Roms were...???

Yup... The problems with A.O. are well known, and as a rule we avoid them
like the plague. It's taken them 4 1/2 months so far, and our Dev. kit
still hasn't arrived.

sr> Tell me is this Support..???
sr> So tell me chaps do you think that people should stick to Atari, if you
sr> do you must nead your head seeing to...

As a rule, I go to atari in the US when I need support - and to be frank, that isn't often. If I want spare parts, well then I just have to pull a few strings. Try making some friends one day, RS, it might help more than you think.

sr> Roger.............. sheppard_r@kosmos.wcc.govt.nz

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

5117. Re: ftp terminator.cc.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 07:22:36 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1dai3sINNjh@golem.wcc.govt.nz>
Source record: 215171

In article <4762@equinox.unr.edu>, chan@pyramid.unr.edu (Kaho Chan) writes:
>What happened to terminator????????
>
>ANY IDEAS,????

Well try using the sites name and it does work, I the unbliever tryed
it last night, and hay it was all there...

NOTE: Thats atari.archive.umich.edu

Roger.......... sheppard_r@kosmos.wcc.govt.nz

5118. Atari 520STe & stuff for sale - $450

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 07:47:50 UTC
From: cs161fgp@sdcc10.ucsd.edu
Message-ID: <40592@sdcc12.ucsd.edu>
Source record: 215177
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale.computers.other

For Sale:

Atari 520STe (8Mhz 68000, stereo sound, etc.)
4MB RAM
TOS 2.06 (latest version as of Sept.)
DEKA unit - use an AT keyboard with the STe
Atari SC1224 color monitor
Assorted stuff: STalker (excellent term program), lots
of games, Magic Sac (the original Mac emulator w/ ROMs)
Anything else Atari that I can cull up.

$450 will take everything - other offers will be entertained
at my leisure :-)

-- adam

Adam G. Tilghman - atilghma@ucsd.edu - Voice +1 619 622 1944
"Two birds killed with the same stone gather no moss."

5119. Re: GEMULATOR for sale in Australia ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 07:53:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1dajthINNjh@golem.wcc.govt.nz>
Source record: 215172

In article <1038@dgaust.dg.oz>, brown@dgaust.dg.oz (Fred Brown) writes:
>
>
>Does anyone know if the Gemulator is available for sale in Australia ?
>Fred
>

Yes they are in all the shops they are called a Clone PC....:-)..

I do prefer the real thing, even if its a clone...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

5120. Re: Atari TT - Question

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 08:37:39 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Nov05.083739.18965@bas-a.bcc.ac.uk>
Source record: 215175

In article <1992Nov4.145057.10928@informatik.uni-wuerzburg.de>
reich@winx06.informatik.uni-wuerzburg.de (Stefan Reich) writes:
>
>Hi!
>
>I have some questions concerning the ATARI TT. I want to use MiNT and GCC and
>I am a bit confused about ST/FAST -RAM.
>
>1) Has anyone experience using TT and MiNT?

Yes, I use MiNT on my TT all the time.. they were made for each other :-).

>
>2) What memory configuration do I need to compile with GCC ?

As the minimum memory on a TT is 2MBytes, any TT will be able to run GCC,
but I would recommend at least 4MBytes to do anything worthwhile.

>
>3) How much faster than the usual RAM is the FAST-RAM ?

With a compute intensive task it can be up to 1.5 time faster than "ST-RAM".
Programs compiled with GCC with the -m68020 option usually get a doubling of
speed relitive to the same code compiled on an ST.

>
>Thanks in advance...
>
> Stefan (reich@winx06.informatik.uni-wuerzburg.de)
>
>

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

5121. Re: art packages for a ST?

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 09:26:49 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Nov5.092649.7480@cs.hw.ac.uk>
Source record: 215176

```
In article <1992Oct30.231915.27026@cs.nott.ac.uk> mjb@cs.nott.ac.uk
(M J Brownlow) writes:
>In article <1992Oct30.110732.5134@crc.ac.uk> naffara@crc.ac.uk
>(Dr. N.A. Affara) writes:
>>I have seen a quick glimpse of Deluxe Paint III on a "friend's" Amiga, and
>>that looked quite good. Is there an equivalent for the good ole ST?
>Only good ole DP I for ST so far..

Actually there has never really been a Deluxe Paint for the ST. Electronic
Arts renamed a package called Da Vinci to Deluxe Paint just to get sales
based on the fame of the Amiga package of the same name. The two programs are
nothing like eachother.

+-----------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+-----------------------------------------------------------------------------+
```

5122. CHAOS

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 09:50:07 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Nov5.095007.12863@cs.nott.ac.uk>
Source record: 215181

I'm having a bit of bother with the all-in-one archive of CHAOS, in that its too big to fit on a standard format IBM disk (which I need to put it on to upload it).. Can anyone mail me a splitter program for the ST, or tell me where to get my hands on one?

Thanks
Martin

5123. Whats happening with Bart on a.a.u.e ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 09:54:53 UTC
From: dmcdulin@cs1.uct.ac.za
Message-ID: <dmcdulin.21.720957292@cs1.uct.ac.za>
Source record: 215182

Umm, this might be a bit superflous, but what exactly IS happening with Bart? For the last week or so, none of the files I have requested have arrived. Is this maybe due to the fact that Terminator isn't supplying the atari files any more, or what?

Incidentally, I don't have FTP access, so mail-server is the only way for me to get any files.

And I know that all directories now start with caps!

Help anybody???

```
/-------------------------------------------------------------------------\
| BuzMack says: Do Unto Others, Then Split! |
| Flames, greetings and any email to: dmcdulin@cs1.uct.ac.za |
\-------------------------------------------------------------------------/
```
See ya
BuzMack The Terrible.

5124. Re: English Sagrotan????

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 10:04:01 UTC
From: otv@hal.nta.no
Message-ID: <1992Nov5.100401.26300@nntp.nta.no>
Source record: 215180

In article <1689410EAB.C556212@mizzou1.missouri.edu>, C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
|> Where may I find Sagrotan (what's the newest version) in english?
|> Thanks!!!
|>
|> Jeoff Hines c556212@mizzou1.missouri.edu
|>

I think the newest version of Sagrotan is a commercial one (5.x?). I don't know where to get it. One of the last noncommercial versions (4.14 or 4.17) was translated to english by a norwegian. He is running a norwegian ST usergroup and a PD-library based on floppies and (snail) mail. Name, adress and telephone as follows:

Stein Arne Jensen
STUG Norway
Skogenfeltet
N-3630 Roedberg
Norway
Tl.f. +47 3 741473

I am not sure if I remember the details correctly (version numbers etc.) but he can give you all the details.

- Oddvar Tveito (oddvar.tveito@nta.no)

5125. THE STORM Allan Page

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 10:13:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1das3qlNN1co@golem.wcc.govt.nz>
Source record: 215179

Well here is one more bit that I found care of ST-Report 837...

Alan Page, the author of STORM, tells us:

"Storm is completely different from Flash. It's also completely redesigned. As much as possible I made it modular and internally multitasking. The terminal emulations and file transfers are loadable modules. Right now I have CompuServe Vidtex (which is a whole lot like VT52) and TTY. Current file transfer modules are X/Ymodem and CIS BPlus with resumable downloads.

The editor is in a resizable movable window with FULL word wrap. e.g. delete and backspace will activate wordwrap. No more hitting the F10 key to reformat. You can have as many editing windows as GEM will let you (with MultiTOS, the number of windows seems to be limited only by memory).

The capture buffer is an editor window, but with the special property that text gets added to the end of it from the serial port. You can create a new capture buffer and turn the old one into a regular edit window. You can edit a file at the same time text is being captured.

File transfers run in the background. Not full background/reset-proof like Shadow, but better than STalker which stops when you enter the menu bar.

Command language is a full Basic interpreter. It also multitasks with the rest of the program. So you can run Basic, edit files, do file transfers, all at the same time. Basic has re-entrant execution. So if you define a function key to execute a Basic command, it stops the current Basic program, creates a new Basic interpreter (less than 1K overhead), runs the function key macro, then the current Basic program restarts. Same thing for the dial directory autologon.

Basic (and the rest of the program) allocate memory sparingly and release memory back to the system. The program is completely MultiTOS compatible and in fact run 90% of the time in MultiTOS.

Storm also supports the Atari clipboard for cut and paste. I use a custom font and driver for extra speed. However, it doesn't cheat with GEM and works on TT and should work on other programs. It's 12 pixels high with monochrome so you get 24 lines in a window with room for a typeahead."

Albert Dayes asks some good questions:

"Within the Window does STORM give you 80 columns? In some other windowing software one gets less than 80 columns due to the scroll bars etc? Also is there a 132 column mode? Since everything is loadable one should be able to create almost any type of emulation. Will there be a special developer kit for this or will it be included in the program?"

Alan Page answers:

"You get 80 columns in the terminal window. There is not as yet 132 columns. I will probably have 132 columns, but you would have to scroll unless you have a machine with higher resolution graphics. I will release source code for the loadable emulations at some point. I will probably not have documented it enough to release it at the time we ship Storm because getting the program out is the #1 priority."

Hal Dougherty asks Alan Page:

"Didn't you write the original Flash?"

Alan answers:

"Yes I wrote the original Flash. However, Antic Publishing owned the trademark. Apparently, before they went bust they sold the trademark (even though they owed me $$). Storm is a completely new program. Not a line of code from the original Flash is in it."

Brought to you by ST-Report 837..

If you bury your head in the sand and don't read ST-Report thats your problem, there are otheres here that have access to GEnie but do nothing for the net, how about getting of your buts and doing some thing postive..:-)...

Also those of you that will never know as you have me in your kill files, well all I can say get a New Brain as you do nead one...

Roger.............

I don't live by kill files but by my intellegence....

I wish more netters had some of that...??

sheppard_r@kosmos.wcc.govt.nz

5126. Bart ? Dead or WHAT?

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 11:04:00 UTC
From: fnunez@bilbo.cs.uct.ac.za
Message-ID: <fnunez.720961440@bilbo>
Source record: 215183

NOTE to anyone who might know me: This posting is as a favour for a friend
who owns one of these things...

As the subject line says, what happened to Bart? Last lot of files I
requested did not get through for a whole week. Yes I know that the directories
now all start with capitals, and no I'm not going over the 400K limit.

Any ideas?

--

* Fabian Nunez | Man is the only animal who will trip twice *
* Email: fnunez@bilbo.cs.uct.ac.za| on the same stone - ancient Spanish saying *

5127. Re: GIF to RAW!

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 11:58:51 UTC
From: ma_blase@csd.uwe.ac.uk
Message-ID: <1992Nov5.115851.26819@csd.uwe.ac.uk>
Source record: 215184

```
Hans Holmberg (hasse@solace.hsh.se) wrote:
: All those who wanted a GIF to RAW converter can get it from ftp.uni-kl.de
: under the directory /pub/atari/graphics, and the file is view132d.lzh.
:
: Those who can't get it from ftp.uni-kl.de can send me an e-mail, and I will
: mail you a copy of the program.
:
: Hasse

And those who are just lazy can get it off this month's ST Format cover disk *8)

Fox
--
|\_/| F
\O O/ O 'We gladly feast on those who would destroy us'
\o/ X - The Addams Family Motto
```

5128. Re: English Sagrotan????

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 12:03:32 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.FB6suAuUnpY@nasim.sta.sub.org>
Source record: 215199

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> Where may I find Sagrotan (what's the newest version) in english?
>Thanks!!!

As I know the newest version is the 4.17 and there will be no newer
version because it got a commercial product. I don't remember the new
name of it, but that doesn't matter because I think it's silly to sell a
commercial viruskiller.
I don't know if there is an english version of sagrotan.

I've heard something about sakrotan (instead of sagrotan). Does anybody
know more about it? What is your favourite Viruskiller? Did you ever
get a virus? I normally don't use disks and I never had problems. I
always boot from the same write protected disk.

>Jeoff Hines c556212@mizzou1.missouri.edu

--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

5129. Re: Falcon vs TT?

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 12:06:08 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.kj3OVmHljpM@nasim.sta.sub.org>
Source record: 215200

hutch@bellman.lanl.gov (John Hutchinson) writes:

>In article 10917@bsu-ucs, 01mbmccabe@leo.bsuvc.bsu.edu () writes:
>So what exactly _is_ the heirarchy of Atari computers now that (let's assume)
>>both Falcon's are out? I mean price-wise _and_ performance-wise.

>In order of increasing price _and_ performance, they are:

> 520STe

Here in Germany there is no 520STe!

> 1040STe
> MegaSTe
> Falcon 030 <<< available RSN >>>
> TT 030
> Falcon 040 <<< as yet unannounced >>>

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

5130. GFA Basic goes on!

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 12:23:00 UTC
From: Lars-Thorsten_Sudmann@rs.maus.de
Message-ID: <A5375@RS.maus.de>
Source record: 215017

Hello Freaks,
the GFA BASIC is now developed by Richter Distributor germany. Everyone, who wants to know more about GFA BASIC 4.0, can send me a pm to the MAUS-Net to Lars-Thorsten Sudmann @ RS.

Bye, bye
LTS

5131. How should I read RS232 in Turbo-C on 1040ST-f

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 12:43:02 UTC
From: mndell@cs.ruu.nl
Message-ID: <1992Nov5.124302.11670@cs.ruu.nl>
Source record: 215187

Is there anyone who could tell me how I can read data using
an atari 1040ST from the RS232 port at 9600 baud, in turbo C?

I played around with Rsconf, Bconstat/in, Cauxis/in but
nothing seems to work properly (with B there is always data
even when there isn't and with C never even when there is)
Could be I'm doing something wrong but I don't want to waste
too much time on figuring out, so I'm asking you :-)

If you know how it works, have some examples, please E-mail me..

thanks in advance!!

Mike

--
M.N. Dell Telephone : +31 3434 56478
P.O. Box 134 Telefax : on request
3956 ZT Leersum Internet : mndell@cs.ruu.nl
The Netherlands.

5132. Re: Uniterm users....please read

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 12:50:51 UTC
From: csg022@cck.coventry.ac.uk
Message-ID: <Bx8uD1.7uE@cck.coventry.ac.uk>
Source record: 215192

In article <1992Nov4.120048.3525@cs.hw.ac.uk> censjg@caledonias3.caledonia.hw.ac.uk (Simon Greaves) writes:
>In article <1992Oct27.110114.55@janus.arc.ab.ca>, erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:

>|> > Is there any way you can change the color on uniterm??
>|> >The screen color that I get is black and white...way to harsh
>|> >for my eyes....So if anyone knows away please email...

>I think so too, but there is an option in the menu to invert the colour
>(ie dark background/light foreground). Press the Help key to get the menus,
>then the option is within the Terminal1 menu item (in "settings" menu?).
>Simply select "dark" for the background and remember to save the config
>if you want it to always look like that.

He's right. I've just done it.
Press <Help>, Press 1, click on <Dark>.
QED.

--
CSG022 is MARK B PROCTER | "*You* want to complain, look at these shoes, I've only had them three weeks and the heels have worn right through, and if you complain nothing happens so you might as well not bother, and my back hurts and we never get a fine day and I'm sick and tired of this office."

5133. Re: Umich Archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 12:56:59 UTC
From: csg022@cck.coventry.ac.uk
Message-ID: <Bx8un0.ABr@cck.coventry.ac.uk>
Source record: 215193

In article <92309.171515JJL101@psuvm.psu.edu> J.J. Lehett <JJL101@psuvm.psu.edu> writes:

>>What's the easy way to get a full up to date list of all the stuff on
>>a.a with descriptions. ie all the indexs

I've been trying to get stuff down since last week but
haven't received a thing.
I'm using atari.archive.umich.edu through earn-relay as usual
but everything's stopped coming down.

--
CSG022 is MARK B PROCTER | "*You* want to complain, look at these shoes, I've
only had them three weeks and the heels have worn right through, and if you
complain nothing happens so you might as well not bother, and my back hurts and
we never get a fine day and I'm sick and tired of this office."

5134. New version of my BSD Unix-like init(8) package uploaded to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 12:59:13 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Nov05.125913.30287@bas-a.bcc.ac.uk>
Source record: 215185

I've just uploaded the latest version of my (and Dave Gymer's) BSD Unix-like init(8) package onto Atari.archive.umich.edu. The file you will find there (initsnb.zoo) is the source and binary distribution, I failed to upload the binary only distribution (initbin.zoo) because the tranfer kept failing with EDOTDOT errors, I will retry tomorrow.

The changes from the original distribution include random salts for the password encryption, getty being able to change the speed of the serial ports (though this is dubious on the extra ports on the TT for some reason) and there are a few new programs including a fixed version of the Bourne Shell look-a-like, ash.

Steve

PS. One other major improvement... init prints a copyright message with my name on it at boot time! :-)
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

5135. Re: VT 220

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 13:22:59 UTC
From: rouellet@gel.ulaval.ca
Message-ID: <rouellet.720969779@ragueneau>
Source record: 215186

baffoni@phakt.usc.edu (Juxtaposer) writes:
>In article <BwuwGu.Bw8@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
>>I need a VT 220 emulator. Does anyone know were I can find a
>>Shearware/PD emulator for the ST? (ie site).

> I highly recommend Connect! It has VT220 emulation and is shareware.
>You can get the latest greatest version up on Atari.archive.

You can also use Uniterm (also available on atari.archive). Uniterm does a full VT2xx emulation, some VT3xx and even Tek4014 (for graphics). I use it all the time and (of course...!) am very happy with it. Moreover, it does not use GEM windows. The big drawback is that you can't resize it in a window, or use it in a "multi-task" environment, like Connect. BUT the screen updates are MUCH faster than Connect. I don't like slow screen display, thence I use Uniterm...

P.S.: I use a Mega 4 computer. Maybe with a TT the screen updates are faster in Connect. I don't care... but you might!

P.P.S.: Uniterm supports up to 132 columns by 50 lines, if you need it... but the characters are a bit small.

5136. Re: graphics: atari st -> windows

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 13:27:18 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bx8w1J.K97@newcastle.ac.uk>
Source record: 215222

To port .GEM graphics to the MSWINDOWS enviroment, we use Corel Draw, as this allows you to load the .GEMs and save them as a windows metafile.

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

5137. Re: Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 14:40:07 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Nov5.144007.8553@olymp.informatik.uni-bonn.de>
Source record: 215194

In article <1992Oct31.163817.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>In article <1ct7veINNnim@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>> > STUMPF SPEAKS UP! STR Spotlight Alwin Stumpf speaks up....

>I don't know if the message purporting to be from Mr. Stumpf is a forgery

It is a forgery. You can tell from several slips the writer made, the real
Alwin Stumpf would never write like that ("copywrite", "grusses" :-)

The msg originated on a Macintosh in a German hacker network. That alone
should tell you enough. Please don't waste bandwith even further.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

5138. ST SOFTWARE FOR SALE *** FINAL CLEARANCE!

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 14:55:46 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1dbclilNNbfs@crcnis1.unl.edu>
Source record: 215189

For simplicity's sake, EVERYTHING on the following list is priced
at $11 each. I will pay the shipping. And I'll throw in some
PD disks and/or ST magazines with each order. If you have questions
about any of the listed programs, email me and I'll try to answer
them. First come, first served!

Gary Anderson
ganderso@unlinfo.unl.edu

A DAY AT THE RACES (team) detailed horseracing sim
ACES OF THE GREAT WAR (mindscape) WWI aerial combat
AIRBALL (microdeal) arcade-maze game
ALTERNATE REALITY (datasoft) role-playing fantasy
AMERICA COOKS AMERICAN (cda) recipe file
ANALYZE (mss) spreadsheets/graphs
ANCIENT BATTLES (ccs) miniatures-like ancient combat
ARCHIPELAGOES (fanfare) "planetary restoration" - unique
ARKANOID (taito) multi-level breakout game
BORODINO (turcan) Napoleon's battle of 1812
BORROWED TIME (activision) 1-man military missions
BREACH 2 (omnitrend) science fiction combat
CARRIER COMMAND (rainbird) air/ground/naval combat
CONQUESTS OF CAMELOT (sierra) quest for the holy grail
CRASH GARRETT (metal hurlant) Indiana Jones-like adult adventure
CYBER PAINT (antic) art-animation program
DEATHSWORD (epyx) arcade - sword combat
DEBUT (pandora) SimEarth-like planet simulator
DESKCART (qmi) accessories (+ cartridge)
DOWNHILL CHALLENGE (broderbund) skiing sim
EMPIRE (interstel) planetary military conflict
FEDERATION (spotlight) space trading/combat adventure
FINAL ASSAULT (epyx) mountain climbing sim
FIRST CADD (generic) versatile CAD system
FLIGHT SIMULATOR II (sublogic) flight sim - what else?
GENESIS (antic) 3-D molecular modeller
GFA ARTIST (michtron) art/animation program
GFA BASIC (michtron) programming language
GFA BASIC BOOK (michtron) GFA tutorial, accessories
GFA COMPANION (michtron) GFA utilities, accessories
GFA COMPILER (michtron) compiler
GFA OBJECT (michtron) GFA CAD program
GOLD OF THE AMERICAS (ssg) exploration of the new world
GOLD OF THE REALM (m. i.) castle - quest
GOLDEN PATH (firebird) quest game - Chinese mythology
GONE FISH'N (interstel) bass fishing sim

GRAND PRIX (micrprose) formula 1 racing
GRIDIRON (bethesda) football sim
GUNSHIP (microprose) helicopter combat (STf only)
HACKER (activision) game: logon & hack to learn rules!
HARD NOVA (ea) science fiction role-playing
HARDBALL (accolade) baseball sim
HARLEY-DAVIDSON (mindscape) motorcycle sim
HEATWAVE (accolade) offshore speedboat racing
HIPPOCONCEPT (hippo) idea generator/organizer
INTO THE EAGLE'S NEST (pandora) escape from a Nazi fortress
JACK NICKLAUS - GREATEST 18 (accolade) golf sim
JET (sublogic) F-16/F-18 simulator
KNIGHTS OF THE SKY (microprose) WWI aerial combat
LEADER BOARD (access) golf sim (+ extra courses disk)
LOMBARD RALLY (mandarin) European rally racing
LOOM (lucasfilm) quest - role-playing
LORDS OF CONQUEST (ea) military strategy game
MAJOR MOTION (michtron) arcade combat-driving
MAPS & LEGENDS (antic) map creator & navigator
MASTER CAD (michtron) CAD system
MEAN STREETS (us gold) private eye in San Francisco
MIDWAY BATTLES (tdc) WWII Pacific battle
MLB BASEBALL (microleague) baseball sim
MLB MANAGER'S DISK (microleague) trade/draft/rosters
NAM (domark) Vietnam - strategic level
NAPOLEON I (internecine) Napoleonic campaigns 1805-1814
NORTH & SOUTH (data east) civil war - strategic
OO-TOPOS (polarware) interactive science-fiction game
OVERLORD (ccs) D-Day invasion
PINBALL WIZARD (accolade) pinball sim (+ editor)
PIRATES! (microprose) 17th-century sailing/piracy
PRESIDENT ELECT (ssi) presidential election sim
QUESTRON II (ssi) fantasy adventure game
ROADWAR 2000 (ssi) post-apocalypse highway battles
ROADWAR EUROPA (ssi) post-apocalypse highway battles
ROGUE (epyx) dungeon adventure
RORKE'S DRIFT (impressions) 1879 British/Zulu battle
SANTA PARAVIA (starsoft) rule a feudal empire
SCRABBLE (leisure genius) the boardgame
SENTRY (firebird) unique strategy game
SHADOWGATE (mindscape) dungeon adventure
SHUTTLE (virgin) detailed space shuttle sim
SILENT SERVICE (microprose) WWII sub combat
SILENT SERVICE II (microprose) WWII sub combat
SIM CITY TERRAIN EDITOR (maxis) (requires SIM CITY)
SKYPLOT (robtek) astronomy program - loaded!
SMOOTHTALKER (first byte) speech synthesizer
SPACE QUEST (sierra) science-fiction adventure game
SPACE ROGUE (origin) space combat/role-playing
SPACE STATION OBLIVION (epyx) "virtual reality" exploration game

SPECTRUM 512 (antic) full-featured art program
SPEED BUGGY (data east) arcade racing
SPRITENSTEIN (lebri) sprite/game creator
ST STAR RAIDERS (atari) arcade space combat
ST SUFFLEBOARD (shelbourne) shuffleboard sim
ST WARS (miles) arcade space combat
ST-POOL (shelbourne) pool sim
STARFLEET I (cygnus) Trek-like space combat
STARGLIDER II (rainbird) space flight sim - very smooth!
STOCK MARKET (starsoft) stock market sim
STUNT TRACK RACER (microplay) stunt-racing sim - spectacular!
SUB BATTLE SIMULATOR (epyx) WWII sub combat
SUPER OFF-ROAD (virgin) arcade off-road racing
SUPREMACY (melbourne) planetary econ/military conflict
TALESPIN (microdeal) adventure game creator
TOURNAMENT GOLF (sega) golf sim
TRAILBLAZER (mindscape) action game w/high-speed graphics
TURBO ST (softrek) speeds up your 520/1040
WARGAME CONSTRUCTION (ssi) roll-your-own wargame kit
WATERLOO (ssi) Napoleon's battle of 1815
WINTER CHALLENGE (thunder mtn) winter sports sim
WINTER GAMES (epyx) winter Olympics sim
WIZARD'S CROWN (ssi) role-playing fantasy

****

5139. How to convert .PI1 files to any IBM format??

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 14:59:10 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1dbcrulNNbg2@crcnis1.unl.edu>
Source record: 215190

Subject line pretty much says it all, if rather tersely: I'm looking
for some way to convert some Degas-type .PI1 pictures into any
IBM-readable format, like .GIF or .BMP.

Can it be done?

Thanks!

Gary Anderson
ganderso@unlinfo.unl.edu

5140. Re: Has anybody actually purchased a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 15:13:12 UTC
From: psurge@cs.utexas.edu
Message-ID: <lfieg8INN3or@levelland.cs.utexas.edu>
Source record: 215191

In article <1992Nov4.122700.9826@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) writes:
>
>The latest word I've heard on availability of the Falcon in Europe is
>November 14.
>

I know this may seem strange, but the local Atari dealer here in Austin has
not even heard of the Falcon...but then again, I kinda expected that here in
Mac country (BLEH).

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

5141. Re: GEMULATOR?

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 15:30:11 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <1kVRTB1w165w@ersys.edmonton.ab.ca>
Source record: 215201

hutch@bellman.lanl.gov (John Hutchinson) writes:

- In article 8uK@hermes.hrz.uni-bielefeld.de, itschere@techfak.uni-bielefeld.de
- >In article <..., adm2@doc.ic.ac.uk (Alan David Messer) writes:
- >|>
- >|> I remember hearing rumours a month or two ago, of a product called
- >|> GEMULATOR which was a ST emulator for PCs.
- >|> Does such a product exist?
- >
- >Oh no, please not THIS old joke again!
-
- Joke? It's no joke as Gemulator does exist... I have one in my 486-33 right
- Of course, some folks might consider it a "joke" (albeit an expensive one) if
- they thought they were getting a _completely_ functional ST on a card! It ma
- come true someday but in it's current state it's hardly usable, IMHO.
-
- Anybody want to make me an offer for a like-new Gemulator w/TOS 2.06? Please
- ---
-
- _____ John "HUTCH" Hutchinson _____
- _____ Fair Dinkum Technologies Member - IAAD _____
- _____ "No worries, mate... it's from Fair Dinkum!" _____
- _____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____
-
-

As far as I'm concerned, the GEMulator is one big joke. As somebody once
said on the net here, why would somebody want to run Atari ST programs if
they had a PC? I surely wouldn't. This is not to mention that you need
a minimum <Snicker!!> 486-33 machine to run at 100% Atari ST speed.
Yeah, right! Give me a break, Darek J. Mihocka!!!!! All I can say is,
"Good riddance to sour grapes!" The only decent program he ever made for
the ST was Quick ST (now called Warp 9, distributed by CodeHead
Technologies).

==
Gregeory C. Granger (GGranger@ersys.edmonton.ab.ca)	"Greed
5516-190 A Street Edmonton, Alberta, Canada T6M-2L3	is
Phone: +1 (403) 483-2049 OR +1 (403) 481-5110	good!"
==

5142. Re: JPEG viewers for ST's???

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 16:04:33 UTC
From: johannwe@informatik.uni-bonn.de
Message-ID: <1992Nov5.160433.518@olymp.informatik.uni-bonn.de>
Source record: 215195

In article 12188@news.service.uci.edu, jvance@leakey.oac.uci.edu (Joachim Vance) writes:

> There is not a decent or useful JPEG viewer for ST/STEs that I know
> of. Sombody said that Gemview or Viewgif may support the JPEG format.

GEMVIEW does support JPEG format, as well does Charly Image, a commercial product.

dj.

5143. Re: Hardware scrolling big screen emulator for TT

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 16:19:03 UTC
From: ekrimen@wet.UUCP
Message-ID: <4452@wet.UUCP>
Source record: 215212

In article <1992Nov5.023034.14701@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>Does anyone know of a big screen emulator that works on the TT? I used
>Darek Mihocka's MonSTEr on my Mega STe and loved it, but it doesn't work
>on the TT. I'm stuck in ST high for Calamus. I ftp'd "stretch", which
>sounded promising, but for some reason it says "STe scrolling hardware not
>detected" or something to that effect. I thought the TT had all of
>that... Any other suggestions?

The TT doesn't have the STE's hardware scrolling, but I'd like to see a big screen emulator too.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

5144. Re: Falcon Audio Info, pretty please (plus, true-color tidbit)

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 16:44:15 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Nov5.104415.86@janus.arc.ab.ca>
Source record: 215215

In article <TONYB.92Nov4135655@titania.juliet.ll.mit.edu>, tonyb@juliet.ll.mit.edu (Tony Berke) writes:
>A couple of weeks ago someone dropped a posting into rec.audio.pro
>saying that the Falcon would have 8 channel digital audio recording
>capabilities, with some healthy DSP power to boot, *standard*, and
>at some amazingly low price.
>
>I'm sure that this has been beaten to death already, but I've been
>reading the group for a few days now and everyone seems obsessed with
>beating each other up over the definition of "true color". So could
>someone please help me out a bit, and do one or more of the following?
>
>1) E-mail or post a quick description of what you know about
> the audio sampling capabilities of the Falcon, and the projected
> price of a system (minus the big disk drive) that would allow
> this to happen.
>
>2) give me some idea of who/how to call for product info
>

5145. Re: Is Atari going bust..??

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 16:46:28 UTC
From: johannwe@informatik.uni-bonn.de
Message-ID: <1992Nov5.164628.1126@olymp.informatik.uni-bonn.de>
Source record: 215218

In article 8553@olymp.informatik.uni-bonn.de, volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>In article <1992Oct31.163817.1@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>>In article <1ct7veINNnim@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>> > STUMPF SPEAKS UP! STR Spotlight Alwin Stumpf speaks up....
>
>>I don't know if the message purporting to be from Mr. Stumpf is a forgery
>
>It is a forgery. You can tell from several slips the writer made, the real
>Alwin Stumpf would never write like that ("copywrite", "grusses" :-)

Also, the guy who originated this message only logged three times to MAUS ST: Once to enter his name, then ended up with a carrier lost in his second trz and finally set off his mail in an third attempt.
After that, he was never seen again.

>The msg originated on a Macintosh in a German hacker network. That alone
>should tell you enough. Please don't waste bandwith even further.

I cannot agree if you call "MAUSNET" a hacker network. In "MAUSNET" all major serious software-developers are present and support their products. The "MAUSNET" is well known for serious information; the Alwin-Stumpf mail is simply an accident.

dj.

5146. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 16:49:36 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.uvtTvmljtR6@jonh.wimsey.bc.ca>
Source record: 215205

In <3627@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:

>Anyway, about STalker3, from what I've seen of it, it runs the terminal
>session in a GEM window. I have two questions about this:
> 1) can it display a full 80 columns on screen?
> 2) how fast does it scroll incoming text through a fast (v32bis)
> modem? Is it real fast like Flash 1.6, i.e. can it keep up
> with the data without handshaking constantly?

Yes, if you remove all the window gadgets, move bar, vertical, and
horizontal scroll bars, and use the supplied gdos fonts, you can get 25
lines, and with NVDI, at 14400, it scrolls fast enough, I can't keep
up reading in ascii mode. Fancy vt100 graphics slow things down a bit.

I used Flash for years, then Interlink, then went back to Flash.
Always had Shadow with flash, but Shadow needs upgrading to zmodem, so I
tried and liked Satlker 3 enugh to buy it. You need to be up to at least
3.02, the current latest, as it fixes several annoying bugs in the
original 3. There is a script login writing script to help for those who
hate script languages, nd the scrtipt language is based on C, which I
personally prefer to basic, but then I never learned basic. I use
nothing but Stalker any more, except Hermes uucp, and can't say enough
good things about it, though if CoNNect could run as an accessory, and
transfer in the background, it would be a close race.

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5147. How to become an Official Atari Developer

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 17:18:38 UTC
From: mack@deci.cs.umn.edu
Message-ID: <mack.720983918@deci>
Source record: 215197

How does one become an offical Atari developer? Should I contact
Atari? If so, what's their number?

Thanks and I'll summarize of course,

Dan

--
-- -- -- --- --- --- ---- ---- ___ ---- ----- ----- ----- ------ ------ -----
Dan Mack / | \ "We're not hitchiking anymore... ..
University of Minnesota \/_\/ We're riding!" -Commander Hoek
Minneapolis, MN 55403 ----- ----- ----- ---- ---- ---- --- --- --- -- -- --

5148. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 17:54:19 UTC
From: saj@chinet.chi.il.us
Message-ID: <Bx98EK.1yD@chinet.chi.il.us>
Source record: 215204

In article <68916@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Stephen Jacobs writes:
>
>>To the best of my
>>knowledge, the only official spokesman for Atari in public discussions is
>>Bob Brodie.
>
>Say what...??
>
>You mean to tell us that if Lee Iacocca tells the world in a
>Press Conference that Chrysler will be bringing out a new model
>car in November that will get 200 mpg and cost $500, that it
>ISN'T an "official" announcement, and we have to wait for
>"Joe Nobody" in the Chrysler marketing department to give us
>the "real" scoop..?
>
>I'm sorry... that's just B.S...
>
The reason high officers are essentially never official spokespeople is that nobody controls them. I hope you don't remember what company I work for.....I can't tell you how many times our chairman has bragged in public about new products which never got introduced. Rank has its privileges, and one of them is being allowed to mouth off. The reason a statement Bob Brodie makes as Atari's spokesman is believable is that his responsibilities include checking the accuracy of his statements up and down the line. My employer makes most of its official announcements in advertising, but we also have about 2 official spokespeople, and they check their statements VERY carefully because that's what they're employed for.

Steve saj@chinet.chi.il.us

5149. Dragonware Software

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 20:12:42 UTC
From: malay@sae.com
Message-ID: <1992Nov5.201242.21510@sae.com>
Source record: 215198

Does anybody have a phone number or e-mail address for these guys?

Back in August I got a card from them stating that if I send in $24.00 they would upgrade my version of G-Man to Version 3.0 -- well, I've got the check back from my bank, they have my $24.00, their phone number as listed on the front cover of the G-Man docs has been disconnected and I'm PISSED! I'm about to turn this thing over to the postal authorities and file a claim of mail fraud. Are these guys legit????

Bob Malay
malay@sae.com
malay@template.com

5150. Re: How to become an Official Atari Developer

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 20:18:07 UTC
From: grier@bnr.ca
Message-ID: <1992Nov05.201807.26667@bnr.ca>
Source record: 215210

Send a letter to Atari attention Gail Bacani, or Bill Rehbock.
They can send you the details. I do not have the address here
but information can get it to you.

You could also send email to ATARIDEV on GEnie.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

5151. Re: WHAT'S GOING ON ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 20:32:46 UTC
From: scott@sfi.santafe.edu
Message-ID: <SCOTT.92Nov5133246@sfi.santafe.edu>
Source record: 215209

> I agree, a "standard" buss would be great to have..
> Unfortunately, the Atari implementation of the VMEBUSS is about
> It should probably be called the "AVME Buss" to differentiate
> it from what the rest of the world considers to be a "VMEBUSS"..

> I really would like to know...
> BobR

I really would like to know what a "buss" is. Is it like a 'dis?
'Cause you jus' dis'd Atari! Perhaps we should come "buss" you up.

Scott

5152. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 20:41:02 UTC
From: scott@sfi.santafe.edu
Message-ID: <SCOTT.92Nov5134102@sfi.santafe.edu>
Source record: 215232

>knowledge, the only official spokesman for Atari in public discussions is
>Bob Brodie.

Say what...??

what

"Joe Nobody" in the Chrysler marketing department to give us
the "real" scoop..?

That's Joe Isuzu and that's another make. "Sports Coupe," perhaps
even "Scoupe" but definitely NOT "scoop."

I'm sorry... that's just B.S...

How right you are.

5153. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 20:55:00 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Nov5.205500.3508@sfu.ca>
Source record: 215203

In article <1992Nov5.023945.15184@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>bgilbert@cs.washington.edu (Ben Gilbert) writes:
>
>By using the icon font you can get 80X25 easily, if your eyes can hack
>it... There may be a GDOS font that I haven't found that lets you also.
>Of course, with monochrome or TT resolutions, there's no problem at all! :)
>

Well, when I bought STalker3, it came with some GDOS fonts, namely a couple of IBM-ish fonts and one called PC-ANSI, a small font similar to the icon font, but easier to read. This works great on my TT.

BTW, about GDOS speed. I only have a 2400 baud modem, but I find that GDOS keeps up pretty well UNLESS the remote computer sends a screen clear. This is slooooow.

>
>Dan Aylward
>dud@u.washington.edu

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

5154. 50 Hz on American TV's (was spx viewer)

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 20:55:29 UTC
From: sourada@iastate.edu
Message-ID: <sourada.720996929@vincent2.iastate.edu>
Source record: 215202

In <1992Nov5.042759.5635@zooid.guild.org> stramba@zooid.guild.org (Mike Stramba) writes:

>Anyone know why when I try to run an spx viewer (spx18.prg), on my color
>t.v. via r/f modulator, the screen continously looks like the vertical
>hold is not working?

>The t.v. is so new it doesn't even have a vertical hold control.

>Is this the 50/60 mhz output thing?

>Mike

Yep, this program runs in 50 Hz. On older American TV's, this will probably
work fine (with some minor adjustment in the vertical hold).
Newer TV's have more sophisticated synchronization circuitry so that no
vertical hold adjustment is necessary, but this makes it impossible to
display 50 Hz output on them.

Try a TV with a vertical hold knob or an Atari monitor...

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

5155. Re: Help: ICD with Miniscribe

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 22:31:46 UTC
From: Erik.Williams@p0.f169.n363.z1.fidonet.org
Message-ID: <64.2AF9B94F@business.fidonet.org>
Source record: 215245

In a message of 05 Nov 92 07:57:51, John Henders wrote:

JH> Old ICD host adapters can't talk to Quantum drives. They don't
JH> recognise the extended command set. You have to get an adscsii pro

I assume that you mean the standard HA can't directly *RUN* a Quantum drive. I have a Quantum LPS105 hooked onto my SCSI port but the old HA is in the system so I can use the ICD utilities and it works fine for me...it is such a sweet little drive.

EMW

--
Erik Williams - via FidoNet Node: 1:363/42
UUCP: - ...tarpit!tous!business!169.0!Erik.Williams
ARPA: - Erik.Williams@p0.f169.n363.z1.fidonet.org

5156. Re: GCC on a TT? (Was: Atari TT - Question)

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 22:39:06 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Nov5.153908.3945@arizona.edu>
Source record: 215206

In article 18965@bas-a.bcc.ac.uk, ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
> In article <1992Nov4.145057.10928@informatik.uni-wuerzburg.de>
reich@winx06.informatik.uni-wuerzburg.de (Stefan Reich) writes:
>
> As the minimum memory on a TT is 2MBytes, any TT will be able to run GCC,
> but I would recommend at least 4MBytes to do anything worthwhile.
>

Is this really possible? I have a 2M TT (I really want more) and have tried GCC without any success. Even "hello world" won't work. I think I have all the libraries, etc., that I need, but I always get (from Gulam) "Cmd exit code -1" (or something like that, it's been a while). I just figured I didn't have enough RAM, since I heard GCC needs 4M. But is there some way I can get it to work?

-Paul Harris
paul@jupiter.ame.arizona.edu

5157. Re: THE STORM and VT200???

Newsgroup: comp.sys.atari.st
Date: 1992-11-05 23:15:39 UTC
From: ken@isgtec.com
Message-ID: <3630@isgtec.isgtec.com>
Source record: 215230

In article <1992Nov4.100102.1@sscl.uwo.ca> richardson@sscl.uwo.ca (John Richardson) writes:
> know if THE STORM has VT200 emulation. At present I am using Uniterm, which is
> excellent for emulation but not too user friendly (IMHO). Perhaps STORM will
> have a nice interface with VT200 emulation...sigh! Also, I haven't tried the
> 'original' Flash (latest Alan did was 1.6...right!) Does Flash have VT200?

Are you sure you need vt200 rather than vt102 (which is vt100 plus advanced video features?) I've seen a lot of people asking about vt200 and vt300 emulation when all that's required is vt102, or often just vt100. Flash 1.6 vt100 emulation is very good for Unix etc., but not as complete as Uniterm when it comes to advanced video (like double height and width characters, bolding, etc.), which is used more often on VAX/VMS machines. However even Uniterm doesn't do all of the advanced vt102 stuff like blinking text for example. This is not even vt200 stuff.

So, it would be a better question to ask what video features you require, rather than just "vt200", which is widely misunderstood, is what I was trying to say. :)

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5158. Re: VT 220

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 00:11:50 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov5.191150.11536@bsu-ucs>
Source record: 215208

> You can also use Uniterm (also available on atari.archive). Uniterm does
> a full VT2xx emulation, some VT3xx and even Tek4014 (for graphics). I use it
> all the time and (of course...!) am very happy with it. Moreover, it does
> not use GEM windows. The big drawback is that you can't resize it in a window,
> or use it in a "multi-task" environment, like Connect. BUT the screen updates
> are MUCH faster than Connect. I don't like slow screen display, thence I
> use Uniterm...

I also use Unitem on a Mega St4....but the version I have does no emulatin higher than vt200! (also has vt102,vt100,vt52,4010,and DCM) Which version of Uniterm do you have? Mine is V2.0d 010. Any idea how I can pick up the version you have? I've had no luck d/l'ing any files from this InterNet either, so I'm not sure where to go....(can't find any local Atari BBS's in this college town <Munci,IN>) :(

-Matt

5159. Re: Packers (was Re: STZIP-2 Problems)

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 02:39:53 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <92310.213953EENG6826@RyeVm.Ryerson.Ca>
Source record: 214974

My vote goes also to ICE Packer v2.40... I think thats its much better
then PFX since its FREE! and I can also pack my DATA files. Saves lots
of space and Revenge Document Displayer can read ICE Packed text files.
Also Unpacking source source code is provided and it works nicely on
GFA Basic for DATA files.

Carlos Varela

5160. Re: VT 220

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 02:56:08 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1dcms8INNdd3@aludra.usc.edu>
Source record: 215241

In article <rouellet.720969779@ragueneau> rouellet@gel.ulaval.ca (Real Ouellet) writes:

>You can also use Uniterm (also available on atari.archive). Uniterm does
>a full VT2xx emulation, some VT3xx and even Tek4014 (for graphics). I use it
>all the time and (of course...!) am very happy with it. Moreover, it does
>not use GEM windows. The big drawback is that you can't resize it in a window,
>or use it in a "multi-task" environment, like Connect. BUT the screen updates
>are MUCH faster than Connect. I don't like slow screen display, thence I
>use Uniterm...

Hold on a sec. Unless Uniterm has been updated recently, it supports
vt200. It may support some of the functions of vt220, 320, etc. but they
aren't mentioned in the program (I don't remember hearing about them in the
manual, but it is possible...). It does support the Tek4014 though.

You are right, the updating _is_ faster, but you lose compatibility -
it will probably break on the Falcon, and it definately will break in a
multitasking environment. Connect's strength is that it uses GEM. It's
weakness is that it must depend on slow GEM (VDI) code, unless you have a
screen accelerator, and then it flies!

>P.S.: I use a Mega 4 computer. Maybe with a TT the screen updates are faster
>in Connect. I don't care... but you might!

It does. I do. :)

>P.P.S.: Uniterm supports up to 132 columns by 50 lines, if you need it...
>but the characters are a bit small.

Connect supports a 8 pt font that should give you more lines than you
need, but it is hard on the eyes, just as any small font (like in Uniterm) will
do. Actually, Connect has several font sizes 8pt to 40pt.

-Mike

5161. Connect ... what is it?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 03:04:23 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1dcnbnINNe2b@aludra.usc.edu>
Source record: 215227

Wolfgang asked me to post this for him.
-MikeB

Hi,

With all of the posting going on about the various terminal programs (STORM, STalker, etc.), several people have asked me to post about my terminal program CoNnect, so here is a discription that should help to compare/contrast between them.

First, I would like to point out that CoNnect nearly fulfills all of STORM's promised features. Internal multitasking, multitasking down/uploads using GEMRZSZ.ACC, vt52 through vt220 emulation and so on.

Features missing in CoNnect are the editor (which will be developed soon) and the Basic-Interpreter. From my point of view a Basic Interpreter is less flexible than CoNnect's CoSHy, the internal Unix-Shell compatible Script language, which you can use to access your remote's and the host's system from one commandline. Constructs like loops, branches and functions can be done using CoSHy as well as any basic interpreter. In conjunction with the powerfull tools available with MiNT (ls, cat, awk, sed, ...) which can be accessed directly from CoSHy's commandline or from scripts, this script language, which can also access CoNnect's terminal capabilities, is one of the most powerful tools available in terminal programms so far. In addition to this, CoNnect is able to learn from the user's activities and produces CoSHy scripts to repeat e.g. news polling, login procedures or program up-/download.

In contrast to STORM, CoNnect supports the terminal emulations vt52, vt100, vt102, vt220 in nearly all proposed features. 132 colums are implemented as well as bug free scrolling regions, soft scrolling and double sized characters. CoNnect has no problems passing the 'vttest' programm _completly_. Even Uniterm shows bugs in 'vttest'! The latest version of CoNnect even supports TEK 4014 and allows correct GEM Metafile output (EZGEM is not necessary like in UniTerm). CoNnect supports both the TT's and MEGA STE's special modem ports on baudrates of 38400, 57600 up to even 153600 baud.

Several sessions on different ports (including MIDI) can run simultaniously in different windows.

CoNnect is completly based on GEM. It allows you to use GDOS fonts with or without GDOS. Fonts are added to allow terminal sizes of 25x80 even with scrollbars in the terminal windows.

Screen accellerators like WARP9 or even better NVDI are recommended to compensate TOSs slow VDI. CoNnect allows the user to set or unset scrollbars, to set or unset the ANSI-Statusline, to define up to 80 function keys which can be installed for sending text or starting CoSHy-Scripts (e.g. start an external editor or and automatical download by a definable function key).

CoNnects automatic dialer can store as many numbers the system's memory allows. Seven numbers can be selected to become dialed in a loop until a successfull CONNECT. All necessary modem parameters can be defined for this dialer. The user can define login scripts for each number separatly.

For ZyXEL-Modem users CoNnect has the capability to act like an answering mashine which can be upgraded (using CoSHy) to build one's own VOICE-mail. This answering machine requires at least one port running on 38400 baud (like MODEM2 on MEGA STE or TT).

In conjunction with MiNT/MultiTOS CoNnect offers a lot of new features. All dialogues are placed in windows so as not to desturb the multitasking progress. Several shells (like bash or tcsh) can run in different windows simultaniosly in addition to the normal terminal action. CoNnect is also a MiNT-aware terminal program which means the slow Bconin() or Bconout() routines are tabu when running unter MiNT/MultiTOS.

If you have any problems you can get quick help from either me or Mike Baffoni (baffoni@aludra.usc.edu) via normal Internet mail.

And the best. CoNnect's price is nearly half of STORMs. Only $40,- for this shareware product.

- Wolfgang Wander

5162. Re: Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 03:05:28 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1dcndoINNe7n@aludra.usc.edu>
Source record: 214952

Hi,

First, I wanted to thank you Jeff N' Co. for the work you have done,
are doing, and will do on a.a.!!! Thanks for explaining the effects of being
on afs. BTW, could you describe how to mount it from a UNIX station (if
that is possible without having a normal account)?

Second, I assumed that we could ftp new files to the New directory
like we did before. However, I have been having problems - when I type
"put conn177.lzh"
I get the response:

"200 Port command successful.
553 conn177.lzh; EDOTDOT!!!!.
ftp>
"

Am I doing something wrong? Is ftp uploading disabled? Has my
Unix station gone stark raving mad?

For those who are interested, the latest version of CoNnect (1.77) is
now available at ftp.uni-kl.de in the pub/atari/telecom directory. I'll put
it up in a.a. as soon as I get these problems fixed. (you won't be able
to dl tho until Jeff N Co get to it!)

Thanks for any and all help.

-MikeB

5163. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 04:40:29 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1dcsvtINNlab@aludra.usc.edu>
Source record: 215217

In a previous post, Karl Anders Oygard said:

>I saw a Mega ST equipped with a 60MHz 68040 accelerator board
>when I went to the Duesseldorf Atari Fair last summer. Unfortunately
>they wouldn't let me test it, so I couldn't comment on the speed
>increase a such board would give.

Does anyone know if a English translation of the article will appear?
Is the article in English (or German as I would suspect)?

If it only appears in German, would it be possible for someone to
post a translation, or would that cause too many problems (copywrite, etc.)?

-MikeB

5164. Re: Floptical Drive Price

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 05:08:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <10935@uqcspe.cs.uq.oz.au>
Source record: 215214

01mbmccabe@leo.bsuvc.bsu.edu writes:

>> In response to a request for the price of the Infinity Floptical Drive
>> by PLI that I purchased at the WAACE show from Joppa Computers, the show
>> price was:
>> Drive and cable (one 21 Mbyte floppy included) 435 dollars
>> Same as above with ICD Link 535 dollars

>And you said the 21mByte disks are supposed to be how much??? That
>sounds like a killer deal!

Don't forget that a Floptical is NOT superior to a hard drive. They give
one 1/4 of the transfer speed, and the seek-time is MUCH worse. The biggest
advantage is the cheap and removable media. It is DEFINATELY the successor
to the floppy drive (as NeXT has concluded). NeXT machines generally
transfer files to the hard disk for any work.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5165. dealership info/atari address

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 05:58:27 UTC
From: SELBYR@Meena.CC.URegina.CA
Message-ID: <1992Nov06.055827.117994@sue.cc.uregina.ca>
Source record: 215228

Did no one have any dealership startup info whatsoever? Does no one know
Atari's current address?

5166. Overscan

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 06:36:41 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1dd3ppINN9dt@golem.wcc.govt.nz>
Source record: 215219

Has anyone tried the 'Overscan' modification on their ST... If so, was it worth the trouble, and what advantages does it give.

Also, is the EPROM-TOS v1.4 Patch necessary? (Is EPROM-TOS any different from normal ATARI-TOS 1.4 or is it the same but an alternative name!?)

I have all the Info' files/pictures (most of which are in German which is of little use to me, as I can't read German). And any info would be appreciated!

5167. Re: WHAT'S GOING ON ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 06:41:40 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.Z7Z&fzI5IXU@jonh.wimsey.bc.ca>
Source record: 215243

In <68915@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Howard waxes nostalgic about VMEBUS on Atari computers..
>I agree, a "standard" buss would be great to have..
>Unfortunately, the Atari implementation of the VMEBUSS is about
>as standard as the Atari implementation of the SCSI buss was
>on the ST..

Bob, play fair. The 3u has many cards available for it, in highly specialised fields, like instrumentation, data aquisition, etc, etc. ot to mention at least one colour board in North America, who knows how many in Europe. You also don't know how many specialised lab or research applications specifically writen for the STe are in use around the world, where VME cage systems are not a financial option for peoples budget. The old ST World used to do articles on people using ST's for research aplications in the UK, while STart was running covers of people using their ST to managge a lemonade stand.
What you really mean is how many "Joe six pack'ers" have found usefule VME cards for their mega STe's. The answer is obviously, not very many. However, anyone who had done their homework would know the cost of p[roducing a VME card is fairly high. Why no one has seen fit to write drivers for some existing VME product is obvious to anyone looking at the North American market. Perhaps somone in Germany knows of a company who produced a commercial product based on the VME bus.
But calling VME non standard, is rediculous. VME is widely used for highly professional applications, which would make you wonder why Atari thought it would be a good bus for their machine. I'd guess, again, they were influenced by someone in Europe, where it would make sense. Over here, all it did was lost us the benifit of digidesign's Soundtools, as they didn't feel sales warrented building a completely new card for the Mega STe.

However, I do completely agree with your next post about corporate presidents not making official announcements. But then, you have also had a case where it wasn't a good idea to take a countries vice president's statements too seriously. Maybe it's a new trend.

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5168. Re: Hardware scrolling big screen emulator for TT

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 07:46:15 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1992Nov6.084615.131074@mswe.dnet.ms.philips.nl>
Source record: 215030

In article <1992Nov5.023034.14701@u.washington.edu>, dud@hardy.u.washington.edu (Daniel Aylward) writes:
> Does anyone know of a big screen emulator that works on the TT? I used
> Darek Mihocka's MonSTEr on my Mega STe and loved it, but it doesn't work
> on the TT. I'm stuck in ST high for Calamus. I ftp'd "stretch", which
> sounded promising, but for some reason it says "STe scrolling hardware not
> detected" or something to that effect. I thought the TT had all of
> that... Any other suggestions?
>
> Thanks,
>
> Dan Aylward
> dud@u.washington.edu

I have used the programm bigscreen before I got my TTM195, and it worked
as you expected. (I also used it for Calamus) But it is more convenient,
if you have to money, to buy a 19" monitor.

Marcel.

#include <stddiscl.h>
email: mboom@mswe.dnet.ms.philips.nl
voice: +31 40 762007 / +31 4408 3531

5169. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 08:00:46 UTC
From: jvance@leakey.oac.uci.edu
Message-ID: <2AFA262E.26042@news.service.uci.edu>
Source record: 215240

saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>Stephen Jacobs writes:
>>
>>>To the best of my
>>>knowledge, the only official spokesman for Atari in public discussions is
>>>Bob Brodie.
>>
>The reason high officers are essentially never official spokespeople is
>that nobody controls them.
> [..stuff deleted..]
>The reason a statement Bob Brodie makes as Atari's spokesman is
>believable is that his responsibilities include checking the accuracy
>of his statements up and down the line.

hmm, okay. At the Glendale Fest in September, I asked BOB BRODIE,
"Official Spokesman" if you will, about the release of the Falcon. He
corrected me when I implied that the rumors were that the Falcon
really wouldn't be available till '93 in America. He said, and I
paraphrase, that the Falcon would be available at dealers in America
in late October like they had been saying. This is almost a quote.
He didn't say which dealers.

Good enough?

So who got them. Or was it too difficult to get the Falcons to
dealers on that schedule. My further understanding from Bill Rhebock,
was 2 Falcons at some dealers end of Oct. More Falcons in Nov and
Dec. And full production by Jan 93.

--
Joachim Vance (The Underdog)
^~^~^~

5170. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 08:09:44 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <afe86ef7@Kralizec.fido.zeta.org.au>
Source record: 214778

Original to: ekrimen@wet.UUCP
In a message of <31 Oct 92 22:54:32>, ekrimen@wet.UUCP (3:713/602) writes:

>> p> I got msa_141.lzh (I think) from the Archivers directory, but I can't
>> get
>> p> it to work...could it just not work on a TT?
>>
>> This is correct... (pissed me off too)
e>
e> Wait a second. I've been able to get it working on my TT (TOS 3.06).
e> Load it into high resolution (TT med may work) and be sure that the
e> cache is off. I know I got it to work 'cause I did it just a few days
e> ago.

Thanks, Ed! I've gotten so used to deleting out of hand anything that
doesn't work 'out of the box' on the TT.

I had to restrain myself when the Hermes shell (gus) didn't work in TT
medium, but I managed 8)

e> ||| Ed Krimen

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

5171. Re: Jekyll

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 08:48:46 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2afa33ad@p1.f44.n242.z2.fidonet.org>
Source record: 214965

DM> useful for transferring files from my BBS computer to my own. Can
DM> the author be contacted through Internet?
As far as I know the author is only to be contacted via Fido or Network.ST.

DM> I'd like to see a MIDIport option to maximize the speed of transfer when
DM> the computers can be directly connected and to save the hassle of
DM> disconnecting the serial cable. I would just leave the MIDI cables
DM> connected all of the time and only have to run Jekyll on each computer to
DM> movefiles between them. I'm sure this would be quicker than using
DM> floppies. Any other ideas on how to do this at minimum cost?

Better try MikeNet (Shareware - SWfee 25 US$, I think). With it you can
directly link drives between both computers.
Its DISadvantages are:
No file locking (up to now, the author is working on it)
Only 2 computers can be connected (the author will start working on this
topic in some time coming)

Advantages:
Can be used to redirect drives of both systems (remote C: to local C:,
local F: to local G: ...)
Redirecting drives can be done via command line.
Works in background...

Until you pay, your setup cannot be saved though...

I'll upload Mikenet to a.a in the next few days...

bye,
Benedikt

5172. Re: nroff ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 09:02:15 UTC
From: ridderbusch.pad@sni-usa.com
Message-ID: <RIDDERBUSCH.PAD.92Nov6090215@nozzle.sni.de>
Source record: 215235

In article <1992Nov3.132206.25432@inmos.co.uk> robt@roach.inmos.co.uk (Robert Thompson) writes:

| Hi,

| I am looking for an nroff formatter, or better still a full un*x style
| man utility, so that I can read nroff formatted man pages under MiNT.

| If anyone could point me in the right direction I would be most gratefull.

| Many thanks in anticipation,

| Rob Thompson, robt@inmos.com

There are two possibilities.

1.) The nroff-clone by Bill Rosenkranz.
This tool is available from atari.archive.umich.edu. It is only subset of the original unix nroff, but does quite a good job on manual pages. Bill also wrote a 'man' and a 'manpager' command, so can organize you manual pages as under unix. I believe the last version is 'nroff121b.zoo' and appeared on comp.binaries.atari.st.

2.) groff from FSF.
Erling Henanger ported groff from the FSF to the ST. This is a full blown nroff clone offering more functionality the original nroff/troff combination. The preprocessors eqn, tbl and pic are also available. groff has backends for several output devices: ascii, TeX-dvi file and postscript. The diff for groff-1.05 are available from atari.archive.umich.edu, but when I looked through the diffs I didn't notice any Atari specific line of code. Therefore it should be too difficult to port groff-1.06. I don't know if the binaries are available anywhere.

While Bill's works nicely under plain TOS, groff depend more heavily on MiNT, but I assume it would also run under plain TOS as long as you organize the pipes by through temporary files.

--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: STO SI211
/ /./ Riemeke Str.
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.pad

Email: ridderbusch.pad@sni-usa.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)

5173. Re: Has anybody actually purchased a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 09:16:40 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Nov6.091640.12493@cs.hw.ac.uk>
Source record: 215242

In article <1992Nov2.103542.10458@aber.ac.uk> hrs@aber.ac.uk
(Herbert Martin Sauro) writes:
>Subject says it all: Has anybody *actually* bought a non-developers
>edition of the Faclon?
>
>It's claimed to be available in the UK, well there are loads of adverts
>anyway.

None of those adverts are from Atari, which is true to form for them. Lots
of dealers are happily accepting advance orders for machines that are just
plain not available.

I amd hearing reports that Atari UK will only be shipping limited numbers of
4Mb/65MbHD machines before Christmas. 1Mb discless machines will not be
available until January at the earliest. This is a typical Atari UK cockup.
They will totally miss the Christmas season which Commodore are trying hard
to get sales from with their new A1200(?). Will Atari ever learn? I think not.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

5174. BBS Door ftp sites?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 09:32:16 UTC
From: m0ali001@ulkyvx.louisville.edu
Message-ID: <1992Nov6.053216.1@ulkyvx.louisville.edu>
Source record: 215229

Does anyone know of any ftp sites carrying online 'door' programs
for BBSs?

Thanks, Tom Hayes

5175. Re: CHAOS

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 10:29:22 UTC
From: g16m@alf.zfn.uni-bremen.de
Message-ID: <g16m.721045706@alf>
Source record: 215233

mjb@cs.nott.ac.uk (M J Brownlow) writes:

>I'm having a bit of bother with the all-in-one archive of CHAOS, in that
>its too big to fit on a standard format IBM disk (which I need to put it on
>to upload it).. Can anyone mail me a splitter program for the ST, or tell
>me where to get my hands on one?

Hmm ... wasn't there something like that in the TURTLE Package, calles
TERRAPIN?

G'Day Mick
--
Mick Schmidt / Kopenhagener Str. 145 / 2820 Bremen 77 / Tel. 0421/ 635270
Home: ms@hb.maus.de (No Binaries/UUEs!!!) / Uni: g16m@alf.zfn.uni-bremen.de
// Fuer Risiken und Nebenwirkungen essen Sie die Packungsbeilage
und schlagen Sie Ihren Arzt mit dem Apotheker! //

5176. Falcon already on sale or not ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 10:35:36 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Nov6.103537.42534@urz.unibas.ch>
Source record: 215216

Hi,
I`d like to know if anybody has seen the Falcon in a store yet?

According to Atari it was supposed to be for sale already, but
then that`s nothing new - when was there ever a time when you could
rely on the dates given by atari ?

Could it be, that they are having trouble with the MultiTos and therefor
can`t - after having said they would - bring the Falcon with it on market ?
The Falcons Atari gave to programmers, etc. only has the
single task system Tos 4.0, ergo troubles in the Atari lab ?

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

5177. CoNnect

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 11:05:19 UTC
From: stigvi@solan.unit.no
Message-ID: <1992Nov6.110519.21038@ugle.unit.no>
Source record: 214951

I have some problems finding a rz/sz program for using with
CoNnect. Can someone tell me where I can find such a program.
Why isn't a program like this included with CoNnect anyway?

Stig Vidar Hovland - stigvi@solan.unit.no

5178. Re: How to convert .PI1 files to any IBM format??

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 11:07:03 UTC
From: ant@galadriel.bt.co.uk
Message-ID: <1992Nov6.110703.26527@galadriel.bt.co.uk>
Source record: 214968

From article <1dbcruINNbg2@crcnis1.unl.edu>, by ganderso@unlinfo.unl.edu (gary anderson):
>
> Subject line pretty much says it all, if rather tersely: I'm looking
> for some way to convert some Degas-type .PI1 pictures into any
> IBM-readable format, like .GIF or .BMP.
>
> Can it be done?

Yes, it can.
Save the files in an IFF format - use Picsitch or similar.
I believe the NeoChrome Master allows direct IFF saves.

You can now load these onto the PC using Graphic Workshop.
GW supports GIF, BMP, IFF and many other formats.

I've done it this way, but sometimes the colour converter doesn't
quite match the colours properly.

Antony.

5179. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 11:07:38 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.20.721048058@dhhalden.no>
Source record: 215220

In article <1d5cdrINNd7t@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>From: sheppard_r@kosmos.wcc.govt.nz
>Subject: Re: Which comms package? Flash 2 ???
>Date: 3 Nov 92 08:14:51 GMT
>In article <1d4pviINNdb9@aludra.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:
>>In article <Bx446z.48L@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>>>It's strange, all the raves for 'connect' I've heard here. I tried the
>>>package in an early version, and it crashed so many times I just threw it
>>>away. Not too long ago I decided to give it another shot, and still it
>>>crashes or hangs the machine _very_ frequently. Am I the only one who has
>>>these problems?
>>>William Magro NeXTMail welcome
>>>wmagro@uiuc.edu
>>
>>-Mike
>
>
>All this talk of Flash II, if more of you read ST-Report you would have found
>out there is a REAL FLASH II comming out, its called THE STORM and NOTE;
>its by Allan Page the Flash 1.6 man..
>
>Its a complete re-write and has mutible windows, background dnloads,
>and uses Basic as its script language, based on the old Atari 8 bit Basic...
>
>Will be releast by Double Click, when I don't know.....
>
>
>So go find some of those ST-Reports a few weeks back, has a lot more info about
>it and is writen by Allan Page...
>
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz

Yeah, hope it is great... I noticed that it is a demo of it, but I haven't
managed to get it. Are there anyone out there who have it and would be kind
enough to upload it to atari.archive or something? It would have been very
nice!!

5180. GDOS fonts

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 11:07:50 UTC
From: cs2320ak@utagraph.uta.edu
Message-ID: <1992Nov6.110750.19242@utagraph.uta.edu>
Source record: 215250

I would like to know how to replace my system font with a GDOS font.
Many people suggested that as a solution to the 78 column output
generated by STalker, and I would like to know how to do this anyway, as
I have tons of GDOS fonts. Thanks.
--
cs2320ak@decster.uta.edu

5181. Re: CoNnect

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 12:07:10 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1992Nov6.120710.8380@dxcern.cern.ch>
Source record: 215223

In article <1992Nov6.110519.21038@ugle.unit.no> stigvi@solan.unit.no (Stig Vidar Hovland) writes:
>I have some problems finding a rz/sz program for using with
>CoNnect. Can someone tell me where I can find such a program.
>Why isn't a program like this included with CoNnect anyway?

You could use gszrz19b.lzh available on several german ftp-servers.
An alternative programm is XYZ201.LZH though I prefer the version
3.3 of GSZRZ available from Michael Ziegler / Jadgfeldring 16 /
8013 Haar / Germany (DM 30,-). It supports background transfers even without MultiTOS.
Wolfgang

5182. Re: VT 220

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 12:09:22 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1dffhiINN3sb@aludra.usc.edu>
Source record: 214956

In article <1152@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:

> A definite strength of ConNect is its use of GDOS. However, the one
>thing that Uniterm can do that I have NOT seen other term programs
>do (on the Atari or IBM) is full VT100 emulation (i.e. actual
>DOUBLE-SIZED characters (double height/width, single height/double
>width, single width/double height). If anyone has found any other
>term programs (ST or IBM) that can do this, let me know...

I thought that CoNnect passed the full suite of VTtest. Doesn't it
display double height, double width characters correctly? I was under
the impression that it did (although I haven't been able to test that feature
as I don't have anything that uses it).

> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com

-Mike

5183. LH5 unarchiver for Vax/VMS?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 12:46:50 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Nov6.084650.8662@ac.dal.ca>
Source record: 215248

I have an lha program which handles lh1 type .lzh files just fine, under Vax/VMS. However, with most ftp sites using lh5 nowadays the best I can do is to see a directory listing, with dates, of the lharced files in the archive.

It would be awfully nice to find an executable which could properly handle the lh5 format. Can anyone give me a pointer as to where I might find such a program? Thanks.

John Cordes, Dept. of Physics,
Dalhousie University, Halifax, N.S.,
Canada B3H 3J5 Internet: cordes@ac.dal.ca

5184. Re: THE STORM and VT200???

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 13:11:34 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Nov6.131134.18316@oz.plymouth.edu>
Source record: 215236

In article <3630@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>
>Are you sure you need vt200 rather than vt102 (which is vt100 plus advanced
>video features?) I've seen a lot of people asking about vt200 and vt300

>So, it would be a better question to ask what video features you require,
>rather than just "vt200", which is widely misunderstood, is what I was
>trying to say. :)
>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

(To be facetious...) Personnally I would prefer vxt2000 emulation on
my Mega STe.... But since that's an X-terminal.... :-).

Anyway....

The last time I tried CoNNect it kept crashing.....

With Uniterm I was able to define the function keys to act like the
function keys and other miscellaneous keys on a vt220 terminal. VERY
necessary if you are doing anything serious with VAX/VMS (I'm the
All-in-1 manager/application developer at my site & the tools
available for this are too cumbersome on anything less than a vt220)

The real question/comment:

Are people looking for vt220+ functionality or do they just
want a vt220 style keyboard ? (LK201 or LK401) ??

-Andy-

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

5185. Re: TOS 1.4 questions

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 13:14:22 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <721055661.27298@minster.york.ac.uk>
Source record: 214973

In article <6167@tuegate.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>Hi,
>
>on monday I will get my ST back with TOS 1.4 instead of TOS 1.0.
>I know TOS 2.06 is a lot better but this was a lot cheaper.
>MY question is : what patches do I still need, as there are still some
>things in TOS 1.4 or 1.04 whatever that need fixing. I understand that
>I no longer have the 40 folder problem (correct???).

No 40 folder problem. You will need POOLFIX3 or Claus Brod's update of
POOLFIX3 which was called POOLFIX4, but has had its name changed... There is
also TOS14FIX, to fix a few other minor problems.

>But what serial port problems do I still have,

You still have those RTS/CTS problems, and problems with driving the serial
line at high speeds. There are patches to fix these problems on
atari.archive.

>and what about disk
>routines? I now have a megafile 60 and normal internal 720 floppy. Do I
>still need fatspeed (guess not). And what book describes the changes?

You don't need FATSPEED any more. TOS 1.4 disk access speed is far, far
better than that in TOS 1.0

>I have a good book that describes TOS 1.0 completely and part of TOS
>1.2 but I heard TOS 1.4 has some extra systemcalls like Mxalloc.

It depends on which languages you can understand. There are some excellent
German texts, and you could read my TOS 1.4 description in a previous edition
of the UK mag "ST Applications" :-) There is no new Mxalloc system call --
that came in later versions on TOS.

>Erlend.

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

5186. Re: Has anybody actually purchased a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 13:27:57 UTC
From: andrew@minster.york.ac.uk
Message-ID: <721056476.27836@minster.york.ac.uk>
Source record: 214969

I think I can safely say that we are venturing into 'Atari Time' which bares no relation to ordinary time. This happens with most computer manufacturers who try *HARD* to produce quality products. They announce a product release in two months which actualy means two ATARI-months. This can be from 4 to 6 real months.

When I heard that atari were releasing the Falcon this Autumn I put my money into a 6 month investment scheme because I knew I wouldn't be able to get one until Spring 1993! I suggest everyone else puts their pennies into similar schemes (perhaps 90 days or so!) You money will work better for you that way.

Oh.. When is the 386SX expansion card going to be available. Unless Monkey Island II comes out for the Falcon I may need one of these :-).

-Andrew

Andrew Hague - Researching Computer Aided Learning & On-Line Lectures.
Department of Computer Science.
University of York, "For that all over tan stand
YORK. still at the north pole during
Y01 5DD the summer." A.Hague 6-Nov-92
Tel: (+44/0)904 432762

E-MAIL: andrew@minster.york.ac.uk

5187. Re: How to convert .PI1 files to any IBM format??

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 13:45:03 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1151@usdtsg.DaytonOH.NCR.COM>
Source record: 214958

In article <1dbcruINNbg2@crcnis1.unl.edu> ganderso@unlinfo.unl.edu (gary anderson) writes:
>
>Subject line pretty much says it all, if rather tersely: I'm looking
>for some way to convert some Degas-type .PI1 pictures into any
>IBM-readable format, like .GIF or .BMP.
>
>Can it be done?

Of course :-)

Get a copy of View Gif 1.2 (should be at atari.archive.umich.edu among
other sites). Will let you convert between Degas and GIF's (MAC as well,
if you're in high res)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

5188. Re: VT 220

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 13:58:02 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1152@usdtsg.DaytonOH.NCR.COM>
Source record: 214959

In article <1dcms8INNdd3@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
[stuff deleted]

re: Uniterm
> You are right, the updating _is_ faster, but you lose compatibility -
>it will probably break on the Falcon, and it definately will break in a
>multitasking environment. Connect's strength is that it uses GEM. It's
>weakness is that it must depend on slow GEM (VDI) code, unless you have a
>screen accelerator, and then it flies!

I dunno if it will break on a Falcon, but Uniterm works fine under
a Multitasking environment (MultiGEM in particular). Of course, you
should only have it running as the sole term program because it
only accesses modem port 1 (whereas ConNect does let you use up to
3 modem/serial ports and the MIDI port). Both term programs work
well on my MegaSTe/Warp9...

[stuff deleted]

>>P.P.S.: Uniterm supports up to 132 columns by 50 lines, if you need it...
>>but the characters are a bit small.
>
> Connect supports a 8 pt font that should give you more lines than you
>need, but it is hard on the eyes, just as any small font (like in Uniterm) will
>do. Actually, Connect has several font sizes 8pt to 40pt.

A definite strength of ConNect is its use of GDOS. However, the one
thing that Uniterm can do that I have NOT seen other term programs
do (on the Atari or IBM) is full VT100 emulation (i.e. actual
DOUBLE-SIZED characters (double height/width, single height/double
width, single width/double height). If anyone has found any other
term programs (ST or IBM) that can do this, let me know...

One thing I do like about ConNect is the use of multiple ports for
communication. This way, I can leave my modem plugged into modem port 1,
and my null-modem connecttion to my 286 on modem port 2. No moving around
wires or getting a RS232 switch box...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"I used to be indecisive... now I'm not so sure..."

5189. Re: GEMULATOR?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 14:31:08 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1992Nov6.093108.4333@spcvxb.spc.edu>
Source record: 215238

In article <Bx7B3H.1sz@ufrima.imag.fr>, heraud@boole (HERAUD pascal) writes:
> Don't say oops!This emulator exist!!!
> It an contained in a plug in card...I've read it in a magazine
> but don't afraid in this zine they said thaT:
> "With a 386 25Mhz we try to have a gem but it was very slow
> We think that with a 486 33 the emulator is as fast as a st 8Mhz"
> Hehe what a PC joke !!!!

While I think that Dareck's attitude is terribly cocky (so am I
at times), I do think it is a very interesting achievement to be
able to emulate an ST on a completely different platform.
PC Ditto suffered from the same kind of speed penalty when it
tried to emulate a 8086 PC XT o the ST.

Regards,

Chris

5190. Keynote Chameleon problem

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 14:36:24 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1992Nov6.143624.23708@syma.sussex.ac.uk>
Source record: 215036

I have a problem with the MIDI Sysex librarian programme 'Chameleon', in that it crashes (with 2 or 4 bombs) whenever I try to get it to access partition G of my hard disk drive (ICD mechanism). This happens with both versions 1.0 and 1.1 of Chameleon. Since Keynote's telephone number gives the "unobtainable" tone nowadays, I would be grateful to hear whether other users of Chameleon have come across the same problem.
Thanks in advance.

5191. HP Laserjet graphics/dl'able char generator programming

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 15:01:12 UTC
From: selick@csa.bu.edu
Message-ID: <100836@bu.edu>
Source record: 215225

This is a question that anybody with a hplj2 manual should be able to help me with. I need to know the information on how to program a hplj to print graphics, and how to program the downloadable character generator. Also, any fonts for printing bar codes would be greatly appreciated. Please send e-mail to <selick@csa.bu.edu>. No e-mail is too large!
-Steve

5192. unzip 5.0 (+ other archivers)

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 15:08:38 UTC
From: strgh@csv.warwick.ac.uk
Message-ID: <1de1pmINNrvs@violet.csv.warwick.ac.uk>
Source record: 215247

Does anyone know if unzip 5.0 is available for an ST? - the last version
I've seen is unzip 4.1 (I think).

I ignored the lha/lzh/arc/zoo/zip wars of a few months back; was any
consensus reached about the most appropriate compression method for ST's?
- I mainly want to compress & uncompress directory trees for shuffling
between Unix, an ST, and an IBM-PC, and zip seem easiest for Unix<->PC.
Many thanks,
-- Ewart Shaw
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick.cu
University of Warwick, | BITNET: strgh%uk.ac.warwick.cu@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
Sarah (20 months) on first seeing juggling: `Balls skipping in the sky'.

5193. Re: CHAOS

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 15:31:44 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <BxAwGy.9q1@mach1.wlu.ca>
Source record: 215226

In article <1992Nov5.095007.12863@cs.nott.ac.uk> mjb@cs.nott.ac.uk (M J Brownlow) writes:
>
>I'm having a bit of bother with the all-in-one archive of CHAOS, in that
>its too big to fit on a standard format IBM disk (which I need to put it on
>to upload it).. Can anyone mail me a splitter program for the ST, or tell
>me where to get my hands on one?
>
>Thanks
>Martin

I think the smartest thing you could do would be to pack it and throw it on
a 720K disk with room to spare

Keith

5194. Re: Hardware scrolling big screen emulator for TT

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 15:56:56 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.721065416@freyr>
Source record: 214964

ekrimen@wet.UUCP (Ed Krimen) writes:

>In article <1992Nov5.023034.14701@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>>Does anyone know of a big screen emulator that works on the TT? I used
>>Darek Mihocka's MonSTEr on my Mega STe and loved it, but it doesn't work
>>on the TT. I'm stuck in ST high for Calamus. I ftp'd "stretch", which
>>sounded promising, but for some reason it says "STe scrolling hardware not
>>detected" or something to that effect. I thought the TT had all of
>>that... Any other suggestions?

I wrote `stretch'. I'll have a look if I can have it check the cookie jar more gently. Can somebody send me the contents of a TT jar?

>The TT doesn't have the STE's hardware scrolling, but I'd like to see a big
>screen emulator too.

The TT as far as I know has the vertical scrolling but the horizontal scrolling is modulo 32 pixels. Am I right?

I'm quite ready to do something about this because I want to buy my own TT soon...

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

5195. Re: translator

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 16:19:49 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <92311.111949EENG6826@RyeVm.Ryerson.Ca>
Source record: 214967

I tried to ftp to mailserv@... but it keeps giving a timeout. I think it's too slow. Could you upload {the dictionaries) to ftp.uni-kl.de ? That place is much faster.

You can try GER2EN21.LZH, if the dictionaries are great, you should get a great translation. :-)

Carlos Varela

5196. Re: How to become an Official Atari Developer

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 16:58:27 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Nov6.105828.97@janus.arc.ab.ca>
Source record: 214962

In article <mack.720983918@deci>, mack@deci.cs.umn.edu (Dan Mack) writes:
>How does one become an offical Atari developer? Should I contact
>Atari? If so, what's their number?
>

I can't recall where I got this but here is the info.

Bob

==========

January 15, 1992

Atari Corporation Official Announcement

I am pleased to announce that Atari is making all of the released TOS development information available to the general public. We are making the kit available to fulfil the needs of programmers that already have purchased a third-party development package, Atari owners that are curious about the 'nuts and bolts' of The Operating System, and anyone else that wants to have a detailed understanding of TOS software development. If you wish, you may purchase the entire kit for $150.00 (U.S.) and also get one year of technical support from Atari via the private Atari Developer Roundtable on GEnie, 6 issues of the bi-monthly Developer Newsletter, ATARI.RSC, and one year of on-going developer kit upgrades. If you wish to renew after one year, there is a fee of only $40.00.

If you wish information on only certain aspects of Atari TOS computers, we also sell sections of the kit separately. The items that are available range from every issue of the developer newsletter since 1985, to the release notes for the exciting new STBOOK. Every detail a software or hardware developer could want is outlined, including MegaSTE/TT VME Bus specifications, STE DMA sound, FSM GDOS programming information, and more. Please see the order form for details.

You must purchase the $150.00 full kit to be eligible for on-going support. I'm sorry, but at this time, you may not purchase a part of the kit, and later "upgrade" to the support level.

Developers that are currently not registered with Atari, and have a commercial product on the market, or have a product in development, or have any other special needs requiring direct unlimited telephone support should sign up under the Atari Commercial Developer Program. There is an additional fee for this program, but there is no renewal fee required as long as you continue product development and support.

(Educators, universities, and businesses may fall into this category.)
Please contact Gail Bacani on 408-745-2022 for more information
on the Commercial Developer Program.

The complete order form follows, outlining all of the documentation
that is available. Please note that several items include disks
containing software relating to the documentation. We want to assure
that you get the most out of your Atari Computer experience!

Sincerely,

Bill Rehbock,
Director of Technical Services, Atari Corp.

Atari TOS Developer's Kit -- Order Form -- January 4, 1992

_____ $150.00 Complete Developer's Kit, including all documents
and disks. Includes 1 year of support via
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developer kit updates for 1 year, and 6 issues of
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developer kit updates for 1 year, and 6 issues of
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Document and Disk Packages

_____ $10.00 Atari.RSC Newsletters (Dec. '89, Jan. '90, Feb.
'90, Mar. '90, Apr. '90, May '90, June '90, July
'90, Aug. '90, Sept. '90, Oct. '90, Nov. -- Jan.
'90-'91, Apr. -- May '91, June -- July '91) The
Atari Forum (Mar. '88, May '88, July -- Aug. '88,
Sep. -- Dec. '88 Fuji Stripe Newsletter, pages 3
-- 7 (undated) Q & A Bulletins (Feb. '86, Mar.
'86, Apr. '86, May '86, June '86, Feb. '87)

_____ $20.00 Atari GEMDOS Reference Manual
Table of Contents (Apr. 4, 1986) Introduction
(5/22/86) Calling, filenames, fileops, processes,
vectors, errors (4/4/86) GEMDOS functions by
number (undated) Funcs (4/10/86) except pages (9),
(21), and (25) (1-23-89) and page (13) (3/7/90)
Prg (4/4/86) Pexec Cookbook (6 Sept. 1991)
Hitchhiker's Guide to the BIOS (Nov. 26, 1985) New
pages: 5, 7, 12, 16, 38, 56, 75 (1-23-89) New
pages: 15, 31, 32, 33, 34, 35, 36, 37, 37a
(3-5-90) AHDI 3.00 Release Notes (April 18, 1990)
Atari CHKDISK3 Documentation (April 22, 1990)

TOS Developer's Kit Disk #4: HDX / System
Utilities / STE Programming Examples / CHKDISK3

_____ $40.00 GEM Programming Guide
Volume 1 -- VDI (Third Edition: January 1989)
Volume 2 -- AES (Third Edition: January 1989)
GDOS/FSM GDOS Developer Guide (10/91)
GEM Resource Construction Set (undated)

TOS Developer's Kit Disk #2: MicroEMACS / Source
Code Examples / RCS

_____ $40.00 Gem DOS Programmer's Tools (undated, copyright 1989)
Command Shell
AS68
MADMAC Reference Manual (ver. 1.00) & update (ver. 1.07)
ALN Docs. (8/12/88) and update sheet (90/01/24)
AR68 (Archive Utility) (undated)
DUMP
SIZE68
DB Docs. (Release 2, 90/01/24)
Motorola S-Record Format

TOS Developer's Kit Disk #1: Alcyon C Compiler
/ ALN Linker
TOS Developer's Kit Disk #3: MADMAC / DB Debugger
/ Programming Utilities / CHKDISK3

_____ $15.00 Engineering Hardware Specifications (7 January 1986)
Intelligent Keyboard Protocol (26 February 1985)
Chip specifications:
6850 ACIA, MC6850 (undated)
68901 MFP (undated)
AY-3-8910 PSG (undated)
Programmable Sound Generator Manaual (February 1979)
GIACCESS (page 1, March 7, 1990; page 2, 1-23-90)
WD 1770/1772 Floppy Disk Controller (undated)
Atari Monitor Summary Specifications (May 14, 1986)
128K ROM cartridge schematics (1-2-85)
Blitter Chip (17 June 1987)

_____ $25.00 STE Hardware Developer Addendum
STE features list
Genlock and the STE
Video Modifications
How to Implement Fine Scrolling on the STE
STE Digitized Sound Developer Information
TT030 Hardware Reference Manual
VME Bus Specifications for TT030 and Mega STE Products
Rainbow TOS Release Notes
STE TOS Release Notes
TT030 TOS Release Notes
STBook Expansion Bus Electrical Specification

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Sunnyvale, Calif., U.S.A. 94086
Attn: Gail Bacani

5197. Re: Elvis 1.6Beta2 & Mint & Minix & Gemini

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 17:28:52 UTC
From: d09c@alf.zfn.uni-bremen.de
Message-ID: <d09c.721067592@alf>
Source record: 214996

malay@sae.com (Bob Malay) writes:

>Something strange has been happening - I'm running Gemini/Mint 0.95/MINIX_XFS - if I
>open up the console window and "cd" to a TOS directory and "elvis" some file
>then elvis runs normally - if I "cd" to a MINIX partition and "elvis" some file
>then "elvis" spits out the message "Unknown Terminal Type" and closes down.

>If I just run MINIT/MINIX_XFS/TOSWIN and "cd" to a MINIX partition and "elvis"
>some file then "elvis" runs normally.

>It appears that Gemini has a problem with MINIX partitions and Elvis 1.6Beta2 - I
>didn't have this problem with "elvis 1.4" but "elvis 1.4" doesn't work with
>Mint/Toswin.

sorry if it sounds stupid, but did you set $TERM and have an entry for
that in /etc/termcap? (i have put mine into the readme.)

or maybe it couldn't find the /etc directory... i think the termcap
library looks for it on the `current disk' i.e. in /etc not u:/etc.
if its that try setting $TERMCAP to either the `absolute' filename like
e.g. /dev/u/etc/termcap (u:/etc/termcap wont't work) or to the
description itself (thats why u:/etc... doesn't work, then it thinks
its a description). or set the rootdir in $UNIXMODE, e.g. with
UNIXMODE=ru all filenames starting with / get translated to u:/ thanks
to the MiNT libs.

oh and with toswin it probably works because toswin sets $TERMCAP
to its own description itself... (unless you turn that off.)

>Bob Malay
hope that helps (and my english wasn't too strange :-)
Juergen

5198. Re: GEMULATOR for sale in Australia ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 18:39:07 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov6.183907.2274@newshost.lanl.gov>
Source record: 215249

In article 1dajthINNjh@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
> In article <1038@dgaust.dg.oz>, brown@dgaust.dg.oz (Fred Brown) writes:

>>Does anyone know if the Gemulator is available for sale in Australia ?
>>Fred

>Yes they are in all the shops they are called a Clone PC....:-)..
>I do prefer the real thing, even if its a clone...
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz

C'mon Roger, while I must agree with your hidden meaning as to the "usefulness"
of the Gemulator, you could at least try to answer the poster's question.

Fred, try Paragon Computers in Perth, WA. Sorry, no phone number but you should
be able to get it from directory assist. If they don't have the Gemulator, then
I doubt that any others in Oz would. You could of course order it from the US
but you might be faced with a stiff tax upon receipt. Best read the reviews
before you buy one anywhere, however.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5199. Re: Dragonware Software

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 18:57:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov6.185701.4954@newshost.lanl.gov>
Source record: 214988

In article 21510@sae.com, malay@sae.com (Bob Malay) writes:
>
>Does anybody have a phone number or e-mail address for these guys?
>
>Back in August I got a card from them stating that if I send in $24.00 they
>would upgrade my version of G-Man to Version 3.0 -- well, I've got the check
>back from my bank, they have my $24.00, their phone number as listed on the
>front cover of the G-Man docs has been disconnected and I'm PISSED! I'm about
>to turn this thing over to the postal authorities and file a claim of mail
>fraud. Are these guys legit????
>
>Bob Malay
>malay@sae.com
>malay@template.com
>

Bob, I assure you that Dragonware is a legit operation. I don't know why you have not received your upgrade. If you give me the details of your order (your name, address and phone, etc) I'll be happy to contact them for you on GEnie and see what the story is. You'll get an answer one way or another.

BTW, Dragonware is a member of the IAAD (Independent Association of Atari Developers) so you can be assured action _will_ be taken on your complaint.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5200. Re: How to become an Official Atari Develo

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 19:00:43 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov6.190043.5263@newshost.lanl.gov>
Source record: 214961

In article 26667@bnr.ca, grier@bnr.ca (Brian Grier) writes:
>Send a letter to Atari attention Gail Bacani, or Bill Rehbock.
>They can send you the details. I do not have the address here
>but information can get it to you.
>
>You could also send email to ATARIDEV on GEnie.
>
>Brian, WS1S
>Bell Northern Research
>Research Triangle Park, NC

Gail Bacani's address is:

Atari Developer Support
ATTN: Gail Bacani
1196 Borregas Avenue
Sunnyvale, CA 94809

Her phone number is: (408) 745-6833
FAX: (408) 745-2094

Good luck!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5201. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 19:10:26 UTC
From: hjwulfso@unix.amherst.edu
Message-ID: <BxB6LE.8M4@unix.amherst.edu>
Source record: 215231

How can Atari be competetive when it can't even get the product
to the public!? This is a problem that Atari is suffering from:
Too little too late. When I bought my 1040ST it was only after I
got fed up with waiting for the Mega. Now I want a Falcon, and I
can't get it. If Atari had masses of Falcon030s to sell to the
US market RIGHT NOW, they would sell like mad in the music and
home markets (lots of power for the buck AND a DSP). But by the
time it is widely available, it will be too late. NeXT and Indigo
already have DSP's and I think Apple is working on it. Also, 68040
computers arwe the wave of the _present_! Atari, as usual will get
blown away by better technology from other manufacturers who can
deliver on time. I read lots of rumors on this newsgroup and on the
Macintosh Hardware newsgroup, and the difference is that the Apple
rumors come true. Apple was working on the Mac IIvx, Duos, and new
powerbooks for release on Oct. 19, and they were all released and
available on Oct. 19. With Atari, there is always agonizing frustration
for the customer waiting to get his hands on new machine. Unless
Atari can ship faster, it will ALWAYS be behind.

Harris Wulfson
hjwulfson@amherst.edu

5202. Re: Help: ICD with Miniscribe

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 20:24:27 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1dek9rlNNn13@skat.usc.edu>
Source record: 215237

In a message of 05 Nov 92 07:57:51, John Henders wrote:

JH> Old ICD host adapters can't talk to Quantum drives. They don't
JH> recognise the extended command set. You have to get an adscsii pro

Oh, I don't know about that. I had a Quantum105LPS running quite
nicely on my 520ST with ICD ADSCSI (circa '88) rather nicely. That of course
was before I got my TT, but the point stands that it worked fine for me.
However, I was scrupulous to keep up with the current drivers.

-Mike

5203. Re: dealership info/atari address

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 20:26:59 UTC
From: ekrimen@wet.UUCP
Message-ID: <4457@wet.UUCP>
Source record: 214975

In article <1992Nov06.055827.117994@sue.cc.uregina.ca> SELBYR@Meena.CC.URegina.CA (186902744) writes:
>Did no one have any dealership startup info whatsoever? Does no one know
>Atari's current address?

Atari Corporation
1196 Borregas Ave.
Sunnyvale, California 94086
408-745-2000

...via Cardfile 4.02. :^)

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

5204. Re: unzip 5.0 (+ other archivers)

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 20:38:28 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1153@usdtsg.DaytonOH.NCR.COM>
Source record: 214983

In article <1de1pmINNrvs@violet.csv.warwick.ac.uk> strgh@csv.warwick.ac.uk (J E H Shaw) writes:
>Does anyone know if unzip 5.0 is available for an ST? - the last version
>I've seen is unzip 4.1 (I think).
>
>I ignored the lha/lzh/arc/zoo/zip wars of a few months back; was any
>consensus reached about the most appropriate compression method for ST's?
>- I mainly want to compress & uncompress directory trees for shuffling
>between Unix, an ST, and an IBM-PC, and zip seem easiest for Unix<->PC.

ST Zip 2.0 (available at atari.archive and others I believe) will handle files that unzip 5.0 will handle (i.e. the latest ZIP version with the higher compression).

As for compression methods, there's versions of ZIP/LZH/ZOO for Unix/ST/IBM & others. Personally, I keep things in LZH mode, as it has the best compression (other than the new ZIP, which is a little better). But at the moment I'm not about to convert ALL my files from LZH to ZIP (was a trip eough converting them from ARC to LZH, though worth the effort)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

5205. C-lib to send SCSI-commands?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 20:43:42 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2afad985@p1.f44.n242.z2.fidonet.org>
Source record: 214963

Hello,

does anybody out there a library for Pure/Turbo C or Lattice C using which I can send SCSI commands to devices on the ST DMA bus (especially Harddiscs connected to ICD host adapters)?

I would not like to use SCSIBIOS or similar programs for this...

bye,

Benedikt

5206. To Dennis Knoll (all others please pass)

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 21:08:21 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1dems6INNobi@usenet.INS.CWRU.Edu>
Source record: 215234

Dennis,
If you're out there somwhere. I need your E-mail
address again. I lost it. This is in regards to the ST
that you were willing to sell.

Thanx,
George II Lenzeer
--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

5207. Re: pcditto .... colour only?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 21:29:00 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov6.212900.25535@newshost.lanl.gov>
Source record: 214976

The original release of the software based PC-Ditto supported color only. The second release (actually called version 3.0, I believe) supported mono as well.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5208. Re: Student discounts?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 21:37:35 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov6.213735.26612@newshost.lanl.gov>
Source record: 214990

Student discounts on Atari machines??? Surely, you jest! Gee, most folks
would be happy just to have a store where you could walk in and pay RETAIL!

Let's put it this way... don't hold your breath for student discounts. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5209. Re: art packages for a ST?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 21:55:08 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov6.215508.29457@newshost.lanl.gov>
Source record: 214984

Just a "ditto" to Ben Gilbert's comments about Lexicor software's graphics arts packages... they are top notch! And yes, they are working on some new goodies to take advantage of the Falcon 030's capabilities.

Stay tuned. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5210. Re: WHAT'S GOING ON ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 22:05:46 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1deq7qINNp0d@phakt.usc.edu>
Source record: 214972

In article <1992Nov3.101001.12943@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
[stuff deleted]
>Personally I think the processor-direct slot is an albatross, just cements the
>machine to the past. There's no reason to go with any "expansion" technology
>that only lets you plug in one expansion device. The Mega STe and the TT have
>a VMEbus slot, I think this should be the standard expansion bus technology
>used for all STs. (I.e., if you're gonna talk about shoehorning a new type
>of expansion onto an old ST, please choose VMEbus, which is a well-established
>standard, instead of going with yet another custom single-device nobody-else-
>in-the-world-uses-it expansion method.)

I have to disagree. A PDS is the only way to go for CPU upgrades or other products that require a 0waitstate operation within the machine. What good would it be to have a 50MHz '040 if _every_ access to main memory incurs one or more waits? I agree that VME is a good bus architecture - 1WS incurred very fast, and with the larger bus (6U) it is accesses about everything the CPU can. The point is that not everything is appropriate for an external bus like that. True, you don't want to put your graphics adapter in a PDS (unless, like the Falcon it is the only one you have :( ) but you don't want the '040 in the VME either.

>VMEbus is not very different from what you'd have to cram into a processor-
>direct slot. The difference in bus control/arbitration additions is negligible
>now since you can get single-chip VME bus interface controllers and such.

One waitstate (80ns or less) doesn't sound like much...until you try to access memory. It is questionable whether a VME based DSP/sound sytem would do well, besides lacking the ability to bus master (on the Atari, not the spec) so that sound DMA to the DSP or other chips (like DAC/ADC) would be impossible. I am not saying that you couldn't transfer to those chips very quickly - bandwidth to the 16-bit/8chnl ADC/DAC would only be max 800k/s, but that is not insignificant even on the TTbus, let alone the MegaSTe bus. However, a PDS based DSP/sound system would definately work (if the PDS supported bus mastering, all data/address/interrupts). Too bad the MegaSTe and the TT don't have a (decent) PDS.

>Of course, you don't need to put *everything* on the VMEbus. It still makes
>sense for system RAM and ROM to live on a private bus, just like the way STs
>and TTs already work. But you could stick myriad enhancements on the VME -
>graphics boards, custom coprocessors, ethernet network controllers, serial
>port multiplexors, etc. etc. etc... VME is definitely the best way to go.

Agreed. For those (relatively) low bandwidth applications.

> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>All true wisdom is conveyed in one-line witticisms.

-Mike

5211. Re: Chaos on atari.archive!

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 22:12:15 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1deqjvINNpo5@phakt.usc.edu>
Source record: 214989

In article <Bx79wD.KM7@mach1.wlu.ca> bili6745@mach1.wlu.ca (bilinsky keith) writes:
>
> know that Fcopy IV (or was it III?) will fomat up to 22 sectors... and run
>as either a program or an accessory

I have FcopyIII - it only handles up to 11 sectors/track (86 tracks).
Where do you get Fcopy IV?

>Keith

-Mike

5212. Re: Is there any Atari support..!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 22:15:52 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov6.221552.2503@newshost.lanl.gov>
Source record: 214986

In article 1cscg0INNl2q@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:

>This refers to some phone contacts with PARAGON Computer's
>in Perth Western Australia...

.. assorted whinging and moaning deleted ...

>So tell me chaps do you think that people should stick to Atari, if you do you
>must nead your head seeing to...

Gee... is it _that_ time of the month already? Roger, your monthly diatribes on the lack of Atari support are surely heart-rending, but tiresome as well, I'm afraid. Yes, we all agree that Atari "support" <snicker> leaves a "little" <chuckle> to be desired and we all know (thanks to your periodic reports) how tough it is to get _any_ support in NZ or Oz. And we sympathize with you... really we do!

But... to claim someone needs psychiatric help if they decide to stick with Atari is a little much, don't ya reckon? Hey, we all know you love your new PC. Good for you. Why not just leave it at that, eh mate?

BTW, during your lengthy (and expensive) phone calls to the folks at Paragon, did you ever speak with Phil? He's the owner, ya know, and maybe he can get some results for you. Have not heard from him for quite awhile, however.

Anyhow, good luck to you, Roger. But lay off the rest of us, OK?

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5213. Re: Atari TT - Question

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 22:18:05 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1dequtlNNqe0@phakt.usc.edu>
Source record: 214960

This mail is mainly directed towards Brian Grier. I saw your post
about your setup, and I tried to email you but it bounced.

Basically, your setup is very similar to mine, and I was hoping you
could email me a copy of your mint.cnf file so that I can see if I made any
obvious mistakes that are causing the problems that I am having. BTW, do
you have the same problems with Warp9acc that Howard Chu (and some others)
have been talking about? When I get my setup to work, Warp9 seems to work just
fine....

Thanks,

MikeB

5214. Re: Hardware scrolling big screen emulator for TT

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 23:04:40 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Nov6.230440.27345@u.washington.edu>
Source record: 214987

annius@eri.research.ptt.nl (Annius Groenink) writes:

>ekrimen@wet.UUCP (Ed Krimen) writes:

>>In article <1992Nov5.023034.14701@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>>>Does anyone know of a big screen emulator that works on the TT? I used
>>>Darek Mihocka's MonSTEr on my Mega STe and loved it, but it doesn't work
>>>on the TT. I'm stuck in ST high for Calamus. I ftp'd "stretch", which
>>>sounded promising, but for some reason it says "STe scrolling hardware not
>>>detected" or something to that effect. I thought the TT had all of
>>>that... Any other suggestions?

>I wrote `stretch'. I'll have a look if I can have it check the cookie jar more
>gently. Can somebody send me the contents of a TT jar?

Yes, I like how "stretch" works on the Mega STe. According to Dieter Fiebelkorn's "cookie" CPX, my TT shows:

```
_CPU $0000001e
_VDO $00020000
_MCH $00020000
_SWI $000000bf
_SND $00000003
_FPU $00020000
MDSa $00053ec0
FrmD $00054500
UIS3 $000648ce <---This one must be Universal Item Selector
0-0n $000672d4
^^^
||This is another 0 that looks like a digital clock...
|This one is actually that little sideways "L" thingy...
This one is that 0 that looks like a digital clock...
```

I don't have a clue what "cookies" are.... :)

>>The TT doesn't have the STE's hardware scrolling, but I'd like to see a big
>>screen emulator too.

>The TT as far as I know has the vertical scrolling but the horizontal scrolling
>is modulo 32 pixels. Am I right?

>I'm quite ready to do something about this because I want to buy my own TT
>soon...

Yes! I'll be the first to send you my shareware fee... as long as you don't ask for too much.... :)

Dan Aylward
dud@u.washington.edu

5215. ANA-Systems Modula 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 23:10:56 UTC
From: jan@janhh.hanse.de
Message-ID: <4327.11.92@janhh.hanse.de>
Source record: 215007

I heard about a shareware Modula-II development environment by
ANA-Systems. Has anyboy here ever tried it and can tell me if it's
any good and where to get it ?

Thanks,
Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

5216. Re: GEMULATOR for sale in Australia ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 23:23:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1deuqfINNf96@golem.wcc.govt.nz>
Source record: 214970

In article <1992Nov6.183907.2274@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>In article 1dajthINNjh@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
>>>>Roger..... sheppard_r@kosmos.wcc.govt.nz
>>
>Fred, try Paragon Computers in Perth, WA. Sorry, no phone number but you should

>>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

Well its not in there lastest catalogue that came in the mail to-day..

But here are PARAGON WA. phone No.'s (09) 221 3216 , fax = (09) 325 8251
and there BBS is (09) 325 5160.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

5217. Re: art packages for a ST?

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 23:28:46 UTC
From: ekrimen@wet.UUCP
Message-ID: <4458@wet.UUCP>
Source record: 214982

In article <2327976@overmind.citadel> undermind!Steve_Johnson@overmind.mind.org writes:
>HiSoft (I believe) and a few other companies have developed or are developing
> 65,536-color paint programs for the Falcon. Lexicor also has a new program
>called Phoenix512 (or something like that) which will, I believe, do Spectrum
> pics on normal ST's and up to 16-bit color painting on a Falcon030.

To add to what Steve said, HiSoft is developing a package called True Paint,
which will allow 16-bit color painting on the Falcon. This product will
be distributed in North America by Oregon Research Associates, who distributes
and supports the other HiSoft products here as well as their own Diamond Back,
Diamond Edge, and Ultimate Virus Killer (actually UVK is imported too
I believe).

As I understand it, Lexicor's Phoenix512 will render Chronos' ANM animation
files in 512-color Spectrum512-compatible files. This will allow users to
use their software on low-end ST, STE, MegaST, and MegaSTE machines that
don't have graphics cards. They are also developing MonaLisa, a true-color
(everyone's favorite term :^) paint package for the Falcon. I believe that
they are also developing it for the Silicon Graphics machines already;
Lee Seiler actually showed it running on an Indigo at the Glendale show.

Finally, for those interested in graphics cards, George Richardson, the
designer of Gadgets by Small's SST board, is going to be finally developing
his Chromax card. It will be available the MegaST, MegaSTE/TT (VME), SST,
and Falcon. If you have a 520 or 1040 and want one, you must speak up. :^)
He hasn't ruled them out, but he needs to see sufficient demand for them.
He's assembling a mailing list now. I know his address on GEnie is
G.RICHARDSO1, but I don't know if he has a CompuServe address. For more info,
check out this weekend's Z*Net (hopefully it will be released this weekend! :^).

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

5218. Diamond Back

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 23:30:17 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1dev69INNf96@golem.wcc.govt.nz>
Source record: 214966

Please could Robert D. Luneski e-mail me regarding details in getting
Diamond Back updated and a replacement manual..

Thanks.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

5219. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 1992-11-06 23:31:42 UTC
From: ekrimen@wet.UUCP
Message-ID: <4459@wet.UUCP>
Source record: 214981

In article <6715.79.uupcb@outlan.ersys.edmonton.ab.ca>
jeff.molofee@outlan.ersys.edmonton.ab.ca (Jeff Molofee) writes:
>I saw an ad in ST Format for an accelerated 68030 running at 50mhz for
>just over $1000 dollars. It is for upgrading ST's... I think at $1000+
>though, it is kind of rediculous.

If you need speed, it's well worth it. It'll easily outrun a TT, for
roughly the same price as a TT (MegaST + board).

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

5220. Re: CHAOS

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 01:55:20 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2afb224f@p1.f44.n242.z2.fidonet.org>
Source record: 215010

MJ> Can anyone mail me a splitter program for the ST, or tell me where to get
MJ> my hands on one?

Try "The Vault" (a very good file-backup program). You can find The Vault on
a.a. or on ftp.informatik.rwth-aachen.de ...

bye,
Benedikt

5221. Forsale: ICD Host adapter / power supply

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 03:09:21 UTC
From: wa1ee200@troi.cc.rochester.edu
Message-ID: <1992Nov7.030921.21032@galileo.cc.rochester.edu>
Source record: 214985

```
I have an ICD host adapter with clock and
a power supply for sale.
The ICD host adapter and the power supply is in
a HD case which can hold 2 5 1/4" disk. The casing
is damage and there is an internal floppy sitting
in side. I am not sure if the floppy drive is working
so I will give the floppy drive and the case free
with the host adapter and the power supply.
Asking for $100 + postage.
Thanks
...
Ling Cherd
.
```

5222. Re: Is there any Atari support..!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 03:58:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1dfetqINNgjd@golem.wcc.govt.nz>
Source record: 214980

In article <1992Nov6.221552.2503@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>In article 1cscg0INNl2q@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
>
>>This refers to some phone contacts with PARAGON Computer's
>>in Perth Western Australia...
>
>... assorted whinging and moaning deleted ...
>>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

No John..

I payed good money for one of my Atari computers, the other came cheap at a Dick Smiths fire sale...

***** BUT I STILL EXPECT TO GET SUPPORT....*****

Atari should not sell computers here if they don't intend to support them..

Just look at the lies about FSMGDOS, about 3 years worth, and the CD Rom and no Hard Drives, no one here can even get there Atari fixed, no Agent, NO PARTS.?

They did send some Atari chapes over here last week from what I here, but only to premote the Lynx but we still don't see adverts on TV, but we do for the GameBoy..

Never mind Hutch, go play with your 386/486, but Please see thing from this side of the world, we are just pissed off...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5223. Atari donations sought

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 04:17:53 UTC
From: rge@helix.nih.gov
Message-ID: <1992Nov7.041753.377@alw.nih.gov>
Source record: 214978

Here is another educational (and non-profit) group in the D.C. area who
has asked me to help them solicit donations of Atari equipment.

The 'Young Technocrats'
324 N Street
SW Washington D.C. 20024
[c/o Maisha Washington, (301) 554-2243]

They are an independent group of inner city kids and volunteer teachers
operating an after school program at the Anthony Bowen Elementary Sch.
in D.C. Those who have attended the WAACE show in Reston, VA have
probably seen the educational room they have sponsored the last few years.
These are folks who really do use Atari computers exclusively
and DO have the infrastructure to immediately use whatever hardware
or software you might be able to send them.

5224. Accelerator Boards

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 04:37:52 UTC
From: slansk@ee.ualberta.ca
Message-ID: <slansk.721111072@ee.ualberta.ca>
Source record: 214992

Can someone recommend an accelerator board which allows for the installation of a math-coprocessor. Also of interest is one which has capacity for additional memory. Do-it-yourself projects are also of interest provided I don't have to produce my own Printed Circuit Board. It is for a an 520 STfm which has already been upped to 1Meg on the motherboard. What have people used that is good and what is bad. I also do not have unlimited money to spend (who does?).

Rick Slansky
slansk@bode.ee.ualberta.ca
University of Alberta

5225. Re: THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 06:04:44 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <69032@cup.portal.com>
Source record: 214979

Regarding 80 columns in a window with STORM...

STORM already uses a custom font that allows full width lines in a GEM window...

Regarding VT terminal emulations.. Alan Page is adding features as fast as we can browbeat him into it.. right now his priority is adding more download protocols, but other terminal emulations are "in the works"... AND, Storm is already far and away more powerful than UniTerm...

BobR

5226. Re: English Sagrotan????

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 10:33:00 UTC
From: Volker_Soehnitz@ac.maus.de
Message-ID: <A12517@AC.maus.de>
Source record: 215016

Hi Frank!

>As I know the newest version is the 4.17 and there will be no newer
>version because it got a commercial product.

This is right! The name of the "new" Version is "toXis", it costs 69,- DM.
Sagrotan 4.17 is more than 2 years old, buggy and will _not_ recognize the
most known viruses. It has also an absolute useless analysing routine for
suspicious/unknown boot disks. - And it works very slooooooowwwwwwly.......

>I've heard something about sakrotan (instead of sagrotan).
^^^^^^^^
This name had been used for a while, because it exists a chemical detergent in
Germany, with the name "Sagrotan". For that reason, a german public-domain
dealer has changed the name into "Sakrotan", to prevent any litigation with the
trader of this detergent.

>What is your favourite Viruskiller?

;-)))

Try one of these: UVK 5.6 , Poison! 1.73 (Version 2.0 is comming soon) or
VIRENDETEKTOR 3.1g

ciao | /
|/olker

PS.:
For more information about Poison!, contact: bernhard_artz@rs.maus.de
For more information about VIRENDETEKTOR, contact: volker_soehnitz@ac.maus.de
Richard Karsmakers has - as far as I know - no e-mail adress

5227. Alan Page & STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 12:04:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1dgbcuINNjhv@golem.wcc.govt.nz>
Source record: 214977

Well this is the last Item that I have found regarding Alan Page
and his new STORM comms program...

This was not from ST-Report as I thought, but from GEnie Lamp,
there own BBS magazine, did or does come out in 4 formats, ie,
Mac/PC/Atari ?

If some of you would like some of these posted to A.A. Please let me
know...

```
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
GEnieLamp Atari ST ~ A T/TalkNET OnLine Publication ~ Vol.2, Issue 49
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
```

~ October 1, 1992 ~

The STORM! I cringe when I look at the original Flash. It was written
"""""""""" years ago and I actually learned to program in C by writing
Flash. The editor was a real hack that dies with large files. Much of the
the command language was thrown together and not properly designed. Once
we had started, we had to stick with what we head. The continuing
popularity of Flash never fails to surprise me.

I've had a chance to learn a lot more about programming since then,
and I've been exposed to MSDOS and Windows and picked up lots of new ideas.
The LAST thing on my mind was to 'improve' the old Flash! There isn't one
line of code from the original Flash in Storm and Storm doesn't look at all
like Flash.

First of all, the editor has FULL word wrap. That means when you
backspace or delete, the words wrap up from the previous line. No more
deleting carriage returns and hitting the F10 key. Of course, the editor
window is resizable and movable. The editor is just as fast with a 5,000
line file as with a ten line file. You can have as many editing windows as
GEM will let you have. You can capture in one window while editing in
another. If you're running at 9600 baud, there's no point even having the
terminal window open. Just close it and scroll through the capture at your
own pace.

Second, Windows(TM) style dropdown menus. Hit ALT-F and the File menu
drops down. Use the cursor keys to move up and down through the menu
items. Hit Return to select and item. Use left and right cursor keys to
move to other menus. Each menu item has a character underlined which you
can press to select that item. e.g. 'O' for Open in the file menu. I have
tried Windows, and it's a whole lot easier to remember menu items this way
than remembering weird combinations of control-alt-right-shift. However,
if you move the mouse into the menu bar, it's a regular GEM menu bar. I

don't use any undocumented variables or other tricks. It's 100% documented GEM calls and works just fine with MultiTOS.

Third, Basic. Throw away all your DO files. I can't believe that Flash II resurrected that poor excuse for a macro language. We never thought we would expand it to the degree we did. I kept bolting on new features, but it got tougher and tougher each time.

Basic is interactive. You can trace, stop, resume and otherwise debug the program much more easily. Also, Basic programs get syntax checked when you enter them, not when you run them. Basic has powerful string functions, arrays, math, and event trapping.

P.S. Antic went under probably owing me thousands of dollars that I will """" never collect. My last royalty payment was in the summer of 1990 I believe, and even that was way overdue. If anyone has bought Flash in the past 2 1/2 years, I haven't seen a penny from it. I was in England while all this was going on, and not able to do much.
(A.PAGE3, CAT30, TOP14, MSG:9/M475)

Well if any of you wish to contact Alan Page I can foward the Mail him on GEnie so e-mail what you need to say to me...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5228. Re: pcditto .... colour only?

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 14:48:27 UTC
From: jonc@status.gen.nz
Message-ID: <gNLuTB1w165w@status.gen.nz>
Source record: 214993

hutch@bellman.lanl.gov (John Hutchinson) writes:

> The original release of the software based PC-Ditto supported color only. Th
> second release (actually called version 3.0, I believe) supported mono as wel

Fairdinkum?

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

5229. Calamus fonts

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 16:55:16 UTC
From: jartsu@vipu.hut.fi
Message-ID: <JARTSU.92Nov7185516@lk-hp-9.hut.fi>
Source record: 214953
Cross-posted to: comp.sys.atari.st,de.comp.sys.st

Hello everybody!

I am looking for non-commercial (= PD/SW/FW) Calamus fonts. There are
some at a.a.u.e, but I would like to find more.

If you know any location anywhere on this globe that has Calamus fonts
available via FTP (or other net-access) or Hi-Speed (at least V.32)
modem, please share the information and tell me about it!

--

Jartsu

5230. Re: CoNnect

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 18:05:06 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.OUTAKanAcog@nasim.sta.sub.org>
Source record: 215011

stigvi@solan.unit.no (Stig Vidar Hovland) writes:

>I have some problems finding a rz/sz program for using with
>CoNnect. Can someone tell me where I can find such a program.
>Why isn't a program like this included with CoNnect anyway?

Try GSZRZACC.ACC or XYZ.PRG. GSZRZACC is very good but as I know there
are only registered shareware copies of it. XYZ should lay on many
ftp-servers (e.g. atari.archive.umich.edu).

>Stig Vidar Hovland - stigvi@solan.unit.no

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

5231. Quantum 105LPS on ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 18:33:26 UTC
From: jeffy@syrinx.umd.edu
Message-ID: <16876@umd5.umd.edu>
Source record: 214957
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm trying to get a Quantum 105LPS to work on my Atari ST. It's an original 520 with TOS 1.0. I'm using a Supra Host Adaptor (one of the early ones, from ~'88, before the clock chip and DMA passthrough were added). Software is Supra 4.03, from 1990. I've got my original ST138N Seagate drive set for SCSI 0. The computer would not recognize the Quantum at 0 or 1 (0, obviously, was tried with the Seagate out of the system). The drive will boot and supposedly format at SCSI ID 4, but data is not being written correctly to the Quantum.

In addition to the 3 jumpers for ID select, there are 3 other jumpers, labeled SS, EP, and WS. As the drive did not come with a manual, I have no idea what these are for. With EP set, the drive is not recognized. With SS set, the drive went into a continuous seek and was not recognized. With WS, the drive would not power up at all.

Has anybody gotten the Quantum to work correctly with the Supra H/A? Is there something obvious I've missed here?

Any help would be appreciated.

Jeff

--
Jeffrey C. Burka	"Show what you are / Be strong, be true
	Time for you to / Be who you are."
jeffy@syrinx.umd.edu	--Happy Rhodes

5232. High Speed modem patches.

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 19:31:13 UTC
From: humphrie@wam.umd.edu
Message-ID: <1992Nov7.193113.12392@wam.umd.edu>
Source record: 214995

I recently got a v.42bis modem and have been playing with the differnt patches.
My system bombs all the time, I haven't found a good combination of patches.
Someone please tell me the best AUTO folder config for a 520st w/ 2.5 megs and
tos 1.4.

--
_____Jim_Humphries_____
| Disclaimer: All opinions expressed in this message are actually the reader's.|
| He or she just may not know it. |
|____humphrie@wam.umd.edu_____NeXTmail: humphrie@nicube.umd.edu_____|

5233. Re: Quantum 105LPS on ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 20:07:09 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1dh7ldINNer9@aludra.usc.edu>
Source record: 214994
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <16876@umd5.umd.edu> jeffy@syrinx.umd.edu (Jeffrey C. Burka) writes:
>I'm trying to get a Quantum 105LPS to work on my Atari ST. It's an
>original 520 with TOS 1.0. I'm using a Supra Host Adaptor (one of the
>early ones, from ~'88, before the clock chip and DMA passthrough were

My personal opinion is dump the Supra and get an ICD. But then I'm
not the one who needs to shell out the money... :).

>In addition to the 3 jumpers for ID select, there are 3 other jumpers,
>labeled SS, EP, and WS. As the drive did not come with a manual, I
>have no idea what these are for. With EP set, the drive is not recognized.
>With SS set, the drive went into a continuous seek and was not recognized.
>With WS, the drive would not power up at all.

Don't put any jumpers on SS, EP, or WS. SS is Self Seek - its a test
mode that the factories use to test the stepping mechanism of the drives
(or so I have been told - I still don't understand what significant data
can come from this test other than the heads move - not that they go to the
right track, or experience track drift, just that they move. <shrug>). EP
is Enable Parity. Don't use this as the atari does not use parity for its
I/O streams (well, at least none of the host adapters I know of do). WS
is Wait to Spin. Basically it is an option that makes the drive wait to spin
up until it is "woken" up by an appropriate "wake up" signal from the SCSI
bus. I think some Macs may have this capability (but I have never known
a Mac (let alone any other computer, except maybe an XT :) that you would
actually want to start the drive wakeup _after_ you start the machine as it
generally takes longer for the drive to reach speed and initialize than it
takes most machines to do their memory check and request info from the HD).

Look, if the drive doesn't work at ID=0, in all likely hood it will
not work with that setup. I believe the ID=4 is a fluke. Good luck anyway.

>Jeff
-Mike

5234. Re: How to contact Freeze Dried Software?

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 20:44:36 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Nov7.204436.24979@prime.mdata.fi>
Source record: 214991

```
In article <af87bdeb@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>Original to: paetau@mits.mdata.fi
>In a message of <25 Oct 92 18:38:11>, paetau@mits.mdata.fi (3:713/602)
>writes:
>
> p> Does anybody know an e-mail address by which I could contact somebody
> p> from FreeZe Dried Software? I've heard that Freeze dried termial 3.0
> p> would be released as commercial software, can anybody confirm this? I
> p> sure hope it isn't true..
>
>I believe the rumour has grown out of the fact that of the thousands of
>people using it worldwide, bugger all of them have bothered to register it.
>
>Do you feel guilty? I hope so. 8)

I don't, I've paid the registeration fee :).

> p> | Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
>
>\`miff` /|\
>
>--- ScanMail 0.68 X0501
> * Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

--
---------------------------------------------------------------------
| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
---------------------------------------------------------------------
```

5235. Mail server at atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 21:16:54 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Nov7.211654.27943@prime.mdata.fi>
Source record: 214955

Does the mail-server at atari.archive work yet? If it doesn't, can
anybody give me a hunch when it's going to be working?
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

5236. Re: How to contact Freeze Dried Software?

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 21:55:46 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.7jBwbLGtmuU@jonh.wimsey.bc.ca>
Source record: 215002

In <af87bdeb@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>I believe the rumour has grown out of the fact that of the thousands of
>people using it worldwide, bugger all of them have bothered to register it.

From what I've heard, you are completely wrong here. Appearantly,
when the program came out, the author got so many registrations, he was
running 2 months behind shipping keys.

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5237. Re: Quantum 105LPS on ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 21:59:02 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.iDkuj_2lUvs@jonh.wimsey.bc.ca>
Source record: 215003
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <16876@umd5.umd.edu> jeffy@syrinx.umd.edu (Jeffrey C. Burka) writes:

>I'm trying to get a Quantum 105LPS to work on my Atari ST.
...
>......I'm using a Supra Host Adaptor (one of the
>early ones, from ~'88, before the clock chip and DMA passthrough were
>added).

Better get in touch with Supra. I know when I got my 52lps, my old
ICD host adapter, even with the rom ugrade, wouldn't work with the lps. I
ended up having to buy an ADscsi pro. I think the lps uses some of the
newer scsi commands that these old boards don't understand.

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5238. SM124 problems

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 22:40:49 UTC
From: cs2320ak@utagraph.uta.edu
Message-ID: <1992Nov7.224049.16018@utagraph.uta.edu>
Source record: 214997

I looked in the FAQ but couldn't find anything about this. I know I've heard just about everyone who owns an SM124 monochrome monitor complain of this problem, which is when the background is all black using white characters or graphics, the brightness of the characters fades to near nothingness. I would like to know if there's something I can do about this problem, as in getting it fixed for cheaper than a new monitor would cost. Is this a design flaw? Thanks in advance.

--
cs2320ak@decster.uta.edu

5239. Re: Mail server at atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1992-11-07 23:46:55 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1dhkhfINNt2e@terminator.rs.itd.umich.edu>
Source record: 214998

In article <1992Nov7.211654.27943@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>Does the mail-server at atari.archive work yet? If it doesn't, can
>anybody give me a hunch when it's going to be working?
>--

Not yet and not really. Actually, Jon is working with the people that
maintain the machine the archive is on to get something going.
I'd imagine it should be up within a week or so.

--
- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -

5240. Re: WHAT'S GOING ON ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-08 00:00:13 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov8.000013.24978@elroy.jpl.nasa.gov>
Source record: 215000

In article <1deq7qINNp0d@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
> I have to disagree. A PDS is the only way to go for CPU upgrades or
>other products that require a 0waitstate operation within the machine. What
>good would it be to have a 50MHz '040 if _every_ access to main memory incurs
>one or more waits? I agree that VME is a good bus architecture - 1WS incurred
>very fast, and with the larger bus (6U) it is accesses about everything the CPU
>can. The point is that not everything is appropriate for an external bus like
>that. True, you don't want to put your graphics adapter in a PDS (unless, like
>the Falcon it is the only one you have :( ) but you don't want the '040 in the
>VME either.

I certainly wouldn't put a processor upgrade out on the VMEbus. Nor would I
put it in a PDS; I'd pull out the old processor and put the new one in the
vacated socket... The PDS is completely useless for this application anyway
(if we're talking about the Falcon) since it only provides a 68000-style
A24/D16 interface. (Of course, no matter what you had, it would be pretty
tough to upgrade a <=68030 system to 68040 since the '040 doesn't support
an asynchronous bus...)
>
>>VMEbus is not very different from what you'd have to cram into a processor-
>>direct slot. The difference in bus control/arbitration additions is negligible
>>now since you can get single-chip VME bus interface controllers and such.
>
> One waitstate (80ns or less) doesn't sound like much...until you try
>to access memory. It is questionable whether a VME based DSP/sound sytem would
>do well, besides lacking the ability to bus master (on the Atari, not the spec)
>so that sound DMA to the DSP or other chips (like DAC/ADC) would be impossible.
>I am not saying that you couldn't transfer to those chips very quickly -
>bandwidth to the 16-bit/8chnl ADC/DAC would only be max 800k/s, but that is not
>insignificant even on the TTbus, let alone the MegaSTe bus. However, a PDS
>based DSP/sound system would definately work (if the PDS supported bus
>mastering, all data/address/interrupts). Too bad the MegaSTe and the TT
>don't have a (decent) PDS.

Like you say, nothing rules out putting a decent DMA engine on a VME device.
Also, you seem to be overlooking the possibility of block-mode transfers
when you keep referring to that 1 wait-state.
>
>>Of course, you don't need to put *everything* on the VMEbus. It still makes
>>sense for system RAM and ROM to live on a private bus, just like the way STs
>>and TTs already work. But you could stick myriad enhancements on the VME -
>>graphics boards, custom coprocessors, ethernet network controllers, serial
>>port multiplexors, etc. etc. etc... VME is definitely the best way to go.
>
> Agreed. For those (relatively) low bandwidth applications.

>
>> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>>
>>All true wisdom is conveyed in one-line witticisms.
>
>-Mike

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

5241. Re: SM124 problems

Newsgroup: comp.sys.atari.st
Date: 1992-11-08 00:14:37 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Nov8.001437.29556@u.washington.edu>
Source record: 215001

cs2320ak@utagraph.uta.edu (cs2320ak) writes:

>I looked in the FAQ but couldn't find anything about this. I know I've
>heard just about everyone who owns an SM124 monochrome monitor complain
>of this problem, which is when the background is all black using white
>characters or graphics, the brightness of the characters fades to near
>nothingness. I would like to know if there's something I can do about
>this problem, as in getting it fixed for cheaper than a new monitor
>would cost. Is this a design flaw? Thanks in advance.

>--
>cs2320ak@decster.uta.edu

I think it is a design flaw. Every SM124 I've ever seen does it. When I had mine, I could turn the brightness and contrast all the way up & then I could see it, but on my parents', the knobs don't go far enough. Pretty lame!

Dan Aylward
dud@u.washington.edu

5242. How to upload to a.a?

Newsgroup: comp.sys.atari.st
Date: 1992-11-08 00:27:10 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.721182430@groucho.phil.ruu.nl>
Source record: 215008

Yeah, I know this is a faq... except that there is no faq for this list :).
Well, subject-line sez it all...
And yes, I know the ftp 'put' command :), I just want to know to which dir
I should upload stuff, and if I should notify Jeff Weiner on the upload.
If I should, what is his email address?

thanxthanxthanx
Hendrik Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

5243. Re: SM124 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-11-08 00:40:52 UTC
From: grier@bnr.ca
Message-ID: <1992Nov08.004052.25566@bnr.ca>
Source record: 215006

While I haven't had this problem with mine, my SM124 is 5 years old. I have had it with an SC-1224. I had several cold solder joints in the high-voltage section. It might be worth a look.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

5244. UE311DOC.ZOO corrupted?

Newsgroup: comp.sys.atari.st
Date: 1992-11-08 01:15:22 UTC
From: SPAC@UNB.CA
Message-ID: <07NOV92.22956608.0178@UNBVM1.CSD.UNB.CA>
Source record: 215005

I have downloaded UE311DOC.ZOO twice now and it was truncated each time. I happily extracted all the other files in that directory, so I do not think there is anything wrong at my end. Has anyone had success with this file? Is it available at another FTP site? My copies came from atari.archive.umich.edu.

5245. Ghostscript 2.52 beta available.

Newsgroup: comp.sys.atari.st
Date: 1992-11-08 06:22:28 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <83213@ut-emx.uucp>
Source record: 215009

I know that this has taken a while, but I finally got a beta version of Ghostscript 2.52 ready. It can be obtained via anon ftp from lifshitz.ph.utexas.edu (pub/atari/ghostscript/beta/gs252b.zoo). Please do not upload this code to any other archives. When it seems that there are no major bugs, I will upload it to atari.archive.

I am particularly interested in whether the 8-bit color code in the screen driver works (in TT low-res I guess, or perhaps some graphics card). The driver does not yet set its own palette, but it searches the available palette for the nearest color, so the colors should be something close to correct (unlike previous versions). Of course, reports of any other bugs are welcome also.

For the majority of users, GS 2.52 is not significantly different from 2.41, except that a few command line options have been added (select paper size and band-printing buffer size) and the color screen driver is hopefully a bit better.

-Tim Gallivan
timg@landau.ph.utexas.edu

5246. File Attributes -- Is there one not being used?

Newsgroup: comp.sys.atari.st
Date: 1992-11-08 06:26:34 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.I1FyGfJQ0TA@elfhaven.ersys.edmonton.ab.ca>
Source record: 214912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

I have come across an odd problem while trying to write a program.

What I need to do is use one of the "attribute" bits that are present in files
so that I can determine if my program has made use of a given file before.
This would function much like the "archive" bit, but would save quite a bit
of disk access time.

The problem is this; even though I payed Atari for the developer information,
they have not seen fit to update their GemDos manual since it was first
printed. Thus, I do not know which of the attribute bits are presently in
use and which are not.

Could someone who does please send me E-Mail, and I will summarize the
results here.

--
<< -- >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

5247. Re: Is there any Atari support..!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-08 07:26:24 UTC
From: jonc@status.gen.nz
Message-ID: <PuVVTB1w165w@status.gen.nz>
Source record: 215004

sheppard_r@kosmos.wcc.govt.nz writes:

> Just look at the lies about FSMGDOS, about 3 years worth, and the CD Rom and
> Hard Drives, no one here can even get there Atari fixed, no Agent, NO PARTS.?

Roger,

The cdar504 was released for retail in New Zealand. I still have one
here we use from time to time.

Do you remember Jim Towler ? He was running one on "Tinkerbell" his BBS
there in Wellington some 5 years ago. We have been running one for asbout
(opps about) the same length of time as well.

I also have 4 Atari hard drives here are well Sh205,one ICD home brew,
and two mega files. My point the equipment WAS available here and still
is if you know where to look.

I was in Taupo the other day and at Whites Music Shop they have a STE
complete with Megafile 60 and all the software you could desire..

I agree there is now no support but hey Roger what has changed over the
last ten years ? I put it to you .. nothing!...

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

5248. Best transfer protocl for noisy lines?

Newsgroup: comp.sys.atari.st
Date: 1992-11-08 17:56:43 UTC
From: selick@csa.bu.edu
Message-ID: <101013@bu.edu>
Source record: 215014

What's the best transfer protocol for noisy telephone lines? I am on an
old (very) 9600 v.32 modem (it doesn't even dial out) and a 1040 ste.
What's the best program/configuration? Is there a unix/atari protocol
for error checking typed text?
-Steve
selick@csa.bu.edu

5249. "Connection timed out" on a.a

Newsgroup: comp.sys.atari.st
Date: 1992-11-08 18:27:47 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Nov8.182747.18851@u.washington.edu>
Source record: 215012

For some reason when I just now tried FTPing from a.a, every time I try to get a file it says "connection timed out" instantly. Anyone know what's up?

Dan Aylward
dud@u.washington.edu

5250. Re: VT 220

Newsgroup: comp.sys.atari.st
Date: 1992-11-08 19:02:07 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1992Nov8.190207.2328@dxcern.cern.ch>
Source record: 215013

In article <1dffhiINN3sb@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
> I thought that CoNnect passed the full suite of VTtest. Doesn't it
>display double height, double width characters correctly? I was under
>the impression that it did (although I haven't been able to test that feature
>as I don't have anything that uses it).

CoNnect does. It's emulation concering theese effects beats UniTerms
in some points. The only disadvantage is, that CoNnect cannot display
double width correctly - the characters are placed in the center of
two normal ones. Double size (i.e. double width AND height) are
displayed correctly.

Wolfgang

5251. Re: "Connection timed out" on a.a

Newsgroup: comp.sys.atari.st
Date: 1992-11-08 21:29:22 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1dk0riINN6os@terminator.rs.itd.umich.edu>
Source record: 215015

In article <1992Nov8.182747.18851@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>
>For some reason when I just now tried FTPing from a.a, every time I try to
>get a file it says "connection timed out" instantly. Anyone know what's up?
>
>Dan Aylward
>dud@u.washington.edu

Yeah, an air conditioning unit went in a machine room on north campus,
where the main servers are. They're working on it as I type.

--
- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -

5252. Re: "Connection timed out" on a.a

Newsgroup: comp.sys.atari.st
Date: 1992-11-08 22:12:48 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.721260768@groucho.phil.ruu.nl>
Source record: 215024

dud@hardy.u.washington.edu (Daniel Aylward) writes:

>For some reason when I just now tried FTPing from a.a, every time I try to
>get a file it says "connection timed out" instantly. Anyone know what's up?

The first time I ftp-ed today, I couldn't 'cd' to the atari-dir (timeout).
Five minutes ago I couldn't even login... After giving a password, I got a
'can't set guest privileges. connection failed.'.
?????

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

5253. CoNnect 1.80

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 00:42:46 UTC
From: f90-jos@byse.nada.kth.se
Message-ID: <1992Nov9.004246.11308@kth.se>
Source record: 215019

I tried CoNnect 1.80 yesterday, but I could not get it to send the letter }
(that is the swedish letter 'a' with a ring). The ordinary german letters
{, | and ~ (a, o and u with dots) worked fine, but not one of my favourite
letters: }.
I tried different terminal settings (I think I covered them all) but none of
them would send } correctly (or recieve it either).
Now I am using Uniterm, in which it is possible to select language and that
works without any problems.

Is there any way of sending and recieving the letter } correctly with CoNnect?

Greetings,

Johan

--
+-----------------------------------+-----------------------------------+
f90-jos@nada.kth.se (Johan Sm�ros)	Nothing travels faster than the speed
Mad scientist	of light with the possible exception
ZZ9PluralZAlpha	of bad news. Douglas Adams
+-----------------------------------+-----------------------------------+

5254. ataridsk.zip on a.a

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 02:59:18 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Nov9.025918.7486@u.washington.edu>
Source record: 215020

"ataridsk.zip" on a.a is corrupted. Anyone have a good copy? A friend of mine who sold his ST wants to get a bunch of GIFs he found on some old atari disks onto his IBM.

Dan Aylward
dud@u.washington.edu

5255. Low-res mode emulator for hi-res ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 03:05:46 UTC
From: edik@spartan.ac.BrockU.CA
Message-ID: <1992Nov9.030546.10680@spartan.ac.BrockU.CA>
Source record: 215021

I am in need of a low-res mode emulator, I heard there used to be one. I have a Mega4+SM124, TOS 1.2, hard disk. I bought a few games that will not run except in the low-res mode. Any way to emulate the low-res mode (dither patterns, simply b/w, or even using a portion of the screen) ?

I would appreciate a direct email to edik@brocku.ca, rarely find the time to read this high-volume list. I will summarize, if appropriate.

Thanks for your help.

5256. Re: THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 03:30:53 UTC
From: asplundm@physc1.byu.edu
Message-ID: <1992Nov9.103053.183@physc1.byu.edu>
Source record: 215044

In article <69032@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> Regarding 80 columns in a window with STORM...
>
> STORM already uses a custom font that allows full width lines in
> a GEM window...
>
> Regarding VT terminal emulations.. Alan Page is adding features
> as fast as we can browbeat him into it.. right now his priority
> is adding more download protocols, but other terminal emulations
> are "in the works"... AND, Storm is already far and away more
> powerful than UniTerm...
>
> BobR
So, my big question is, is he going to add Tek graphics emulation. My main use of Uniterm is that it has Tek graphics, and without that, no program is useful

Matt Asplund
matt%iodine@cchem.berkeley.edu

5257. Re: "Connection timed out" on a.a

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 04:05:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1dko2olNN8dg@golem.wcc.govt.nz>
Source record: 215022

In article <1992Nov8.182747.18851@u.washington.edu>, dud@hardy.u.washington.edu (Daniel Aylward) writes:
>
>For some reason when I just now tried FTPing from a.a, every time I try to
>get a file it says "connection timed out" instantly. Anyone know what's up?

Do what I do - ignore Atari.archive, and connect to:

shavenyak.css.itd.umich.edu

WHich is a.a's host site - because the direct connect bypasses a.a completely, and goes straight to the source, it's also faster (But comparitively slower with more people, as a.a has 2-FTP 'lines'!

5258. Re: Is there any Atari support..!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 04:23:32 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1dkp44INN8ao@golem.wcc.govt.nz>
Source record: 215023

In article <PuVVTB1w165w@status.gen.nz>, jonc@status.gen.nz (Jon Clarke) writes:
>sheppard_r@kosmos.wcc.govt.nz writes:
>
>> Just look at the lies about FSMGDOS, about 3 years worth, and the CD Rom and
>> Hard Drives, no one here can even get there Atari fixed, no Agent, NO PARTS.?
>
> The cdar504 was released for retail in New Zealand. I still have one
>here we use from time to time.

Yup, they WERE around

> Do you remember Jim Towler ? He was running one on "Tinkerbell" his BBS
>there in Wellington some 5 years ago. We have been running one for asbout
>(opps about) the same length of time as well.

So there's still a few bbs's... that's good, we've still got
"The Trashcan" in ChCh, it has lots of new software that I FTP on it.

> I also have 4 Atari hard drives here are well Sh205,one ICD home brew,
>and two mega files. My point the equipment WAS available here and still
>is if you know where to look.

I agree with the WAS, but just where the hell can you buy anything
new now, and where can you get service in the country?
The only shops with anything have old stock that they've had for a while,
as for service... there is none... if your ST dies, you're in trouble.
Mine did 2 weeks ago, but luckily it was only the power supply, so I was
able to get a friend who services IBM's to fix it.
There's no dealer in the whole country, so how can retailers get parts to
service them????? Just where do we look Jon? The only place I can
think of is Mail order firms in US magazines... UK ones are too expensive
by the time you go through the exchange rate.

> I was in Taupo the other day and at Whites Music Shop they have a STE
>complete with Megafile 60 and all the software you could desire..

As I said, probably old stock.

> I agree there is now no support but hey Roger what has changed over the
>last ten years ? I put it to you .. nothing!...
>

Who needs support from Atari? I can get all I need from the other friendly
helpful users, something some of the other platforms can't boast about.
All I want is to be able to go down to a shop and get new toys to add
on to my computer, or be able to get the thing fixed if it dies.

Craig (Hoping atari gets a new dealer into the country soon!)

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

5259. NVDI

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 05:13:27 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1dks1nINN8t5@golem.wcc.govt.nz>
Source record: 215025

Were in the USA can I get NVDI and a place that is open all day,
not like Best Electronics that only open from 3pm..

Its also the cheapest place to use my credit card as the money
is only converted once...

Thanks.....

Roger.............. sheppard_r@kosmos.wcc.govt.nz
R.SHEPPARD5 GEnie

5260. Auto-Switch Overscan!

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 05:47:08 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1dku0sINN96r@golem.wcc.govt.nz>
Source record: 215026

Does anyone know how much the Auto-switch overscan device costs, and/or
who I can contact to buy it, or get more info
who I can contact to buy it, or get more information about it from?

(This is the gadget that gives higher than 320*200 or320*400 or 640*400
resolution - adding almost a quarter of the screen size again, giving
higher resolution!)

Any help??

5261. Re: WHAT'S GOING ON ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 06:25:48 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.7pYUMdYNR&6@jonh.wimsey.bc.ca>
Source record: 214914

In <69151@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>HOWEVER.. the Atari implementation of that standard IS NOT
>fully compatible with the industry acknowledged standard.
>
>It's about as close to VME as "ASCI" was to the SCSI standard.
>
>For anyone with the standard Atari short-memories, Allan Pratt
>*acknowledged* that the Atari "VME" was not fully implemented,
>saying something like "maybe next time".

I think if you check hias message, what you'll actually find he said
was that 3u was a subset of the full VME 6u bus. It's a bus for 68000
type applicationa, and the standard for 3U doesn't support things like
bus mastering. This is a little different than the way you're telling
it.
The "maybe next time " comment was made regarding a full 6U
implementation. As to availability, you ignored my list of boards
specially made for the ST, and the hundreds of boards available in
Europe, assuming in your parochial way that US == WORLD. Sorry, that was
last year. Now you don't even own your own music industry.

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5262. Re: "Connection timed out" on a.a

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 06:33:01 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1dl0mtINNbbk@terminator.rs.itd.umich.edu>
Source record: 215027

In article <1dko2oINN8dg@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Do what I do - ignore Atari.archive, and connect to:
>
>shavenyak.css.itd.umich.edu
>
>WHich is a.a's host site - because the direct connect bypasses a.a
>completely, and goes straight to the source, it's also faster (But
>comparitively slower with more people, as a.a has 2-FTP 'lines'!
>

Boy, this is really starting to get annoying. Please do not bypass the
atari.archive.umich.edu alias. This is perhaps the worst advice
I've seen all year. shavenyak is NOT the archive's host site.
It is merely a machine that allows ftp connections to the server
that houses the archive. It is not faster under normal circumstances.
The other host that handles the split ftp connections is actually a
much larger and faster machine. As a last but somewhat insignificant
note, there are far more than two ftp lines to the archive.

I would appreciate it in the future if all people not directly concerned
with the physical structure of the archive would stop making incorrect
inference about it. For every message you post here with incorrect
and/or stupid information, I get ~5-15 messages asking more questions
about that which you've posted (thus creating the vicious cycle that I've
grown overwhemingly irritated by).

If you have a question about the archive, I would be happy to answer
them via email. There is little need to post things here. I trust
that my email address is sufficiently well circulated by now.

Otherwise, if any of you that insist on continuing to post this rubbish,
please send me your snail mail address, so that I may send you
a quarter to purchase yourself a clue with.

--
- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -

5263. Re: "Connection timed out" on a.a

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 06:37:15 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1dl0urINNbdk@terminator.rs.itd.umich.edu>
Source record: 215028

In article <hjv.721260768@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>The first time I ftp-ed today, I couldn't 'cd' to the atari-dir (timeout).
>Five minutes ago I couldn't even login... After giving a password, I got a
>'can't set guest privileges. connection failed.'.
>?????
>

Call me crazy, but it's at this point in my day that I'd be thinking,
"Hmmmm.....that's odd. Perhaps I should contact the archive moderator.
Perhaps he or she could shed some light on why this is and when it
might be fixed. That way, I wouldn't have to post an article to the
appropriate newsgroup that'll go to every civilised machine on
the planet."

--
- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -

5264. Re: WHAT'S GOING ON ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 07:31:09 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <69151@cup.portal.com>
Source record: 215029

John Henders writes:

>Bob, play fair. The 3u has many cards available for it, in highly
>specialised fields, like instrumentation, data aquisition, etc, etc.

Indeed.. I totally agree that *VME* is a standard world-wide..

HOWEVER.. the Atari implementation of that standard IS NOT
fully compatible with the industry acknowledged standard.

It's about as close to VME as "ASCI" was to the SCSI standard.

For anyone with the standard Atari short-memories, Allan Pratt
acknowledged that the Atari "VME" was not fully implemented,
saying something like "maybe next time".

There may be *hundreds* of 3U VME cards in the world.. how
many of those are of ANY interest to an Atari computer user?

(Actually, 3U is rarely used in the "real world".. the double
height 6U card is the most widely available.)

My message went on to ask if anyone out there has found any
3U cards that they've actually found useful..

In what way was my message "unfair"..?

I'd really like to know if anyone in the "real world" has
EVER found anything to plug into their (Atari)VME slot
that did anything useful for them..

(A bit of background.. I use, and know about those "VME"
cards for instrumentation and industrial control.. NONE of
the ones I'm familiar with would even FIT into an Atari
"VME" slot, much less be useful to the "average" Atari
owner).

This sounds a lot like the time I asked if ANYONE actually
had an "ATW"..

BobR

5265. A little Falcon Math

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 07:43:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <69153@cup.portal.com>
Source record: 215031

Joachim Vance (The Underdog) writes:

>So who got them. Or was it too difficult to get the Falcons to
>dealers on that schedule. My further understanding from Bill Rhebock,
>was 2 Falcons at some dealers end of Oct. More Falcons in Nov and
>Dec. And full production by Jan 93.

Hmmm... let's see..

The most believable reports are that there are about 50 "Atari dealers"
left in the United States...

So if the "official allocation" is 2 Falcons per dealer, that means
that the Atari production pipeline (whatever THAT means these days)
is 100 units TOTAL..

So.. how hard is it to build 100 computers..?

Must be pretty hard, I guess...

BobR

5266. Re: Is there any Atari support..!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 07:57:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <69154@cup.portal.com>
Source record: 215032

I suppose making fun of someone and their problems is easier than
trying to come to grips with the real problems in the Atari world..

That seems to be the accepted procedure anyway..

By the way, John.. I've seen your messages in the IBM games newsgroups..

Are we to take that as an indication of your dedication to the
Atari Cheerleaders oath..?

(Or should we just make fun of you because you couldn't just tough
it out with the rest of the Atari regulars..?)

BobR

5267. Released: ASCREEN 3.2 (DVI previewer for Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 10:19:58 UTC
From: lingnau@math.uni-frankfurt.de
Message-ID: <4045@rbiffm.informatik.uni-frankfurt.de>
Source record: 215037
Cross-posted to: comp.text.tex,comp.sys.atari.st

```
ANNOUNCEMENT --- ASCREEN 3.2
============================

I'm pleased to announce that the newest version of ASCREEN, the DVI
previewer for Atari computers, is now available for anonymous FTP.
Enhancements in this version include

- Fixes for various bugs in font handling, screen management and GEM
support. In particular, the bothersome bug concerning slashes in IMG
file names and the other bothersome bug concerning auto-repeat scroll
arrows have been removed.
- Facing pages can be shrunk and displayed together. A unique
`recto-verso mode' lets you page forward and back by two pages like in a
book.
- Extended keyboard commands for shrinking pages, setting the shrink factor,
and closing windows without having to use the mouse.
- Extended dialog boxes; many settings that required editing the setup file
can now be performed from within the program.
- Better handling of various error conditions.
- Support for CSG level 2 graphics and tpic \specials (mostly).
- German manual included (sorry folks, German only)
- Besides an example (in C) for `remote control' of ASCREEN, the
distribution contains `FontList', a program which lists the fonts
used in a document. The source code for this program is included, too.

You may get and use ASCREEN for free. You may also redistribute the
program, as long as you don't make any money off it or pretend that you
wrote it.

ASCREEN 3.2 is available for anonymous FTP from
ftp.math.uni-frankfurt.de [141.2.90.2], directory pub/atari:

ascr32.zoo - software, examples, Readme file etc.
ascr32dv.zoo - DVI file for (German) user manual
ascr32tx.zoo - TeX source code for the manual

(The manual is quite big, and I have separated it from the main
distribution so people who don't read German don't have to fetch it
anyhow. There is a short English introduction in ENGINTRO.TXT.) Some
other goodies, e. g., ready-made FLIB files with the most important
LaTeX fonts and AMSFonts, may be retrieved from there as well.

*Please note that this site is in Germany, Europe, and retrieve the
software only at off-peak times, that is, 1800-0800 hours CET
(UT+0100), or during the weekend.*
```

There is a mailing list for announcements, bug reports, comments,
questions and general discussion about ASCREEN; send mail to
`ascreen-request@math.uni-frankfurt.de' to subscribe or to find out
more.

- Anselm Lingnau
--
Anselm Lingnau ..... lingnau@math.uni-frankfurt.de
Software engineering: how to program if you cannot. --- Edsger Dijkstra

5268. ST FORMAT DO IT AGAIN..

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 10:33:28 UTC
From: sergio@dcs.warwick.ac.uk
Message-ID: <1992Nov9.103328.24501@dcs.warwick.ac.uk>
Source record: 215033

Hi ,I have just recently been to the Future Entertainment show {in England in London} where I bought a show programme, and in the part where the ST FORMAT {re Future Publishing} lot where talking about the new Falcon I happened upon some rather interesting specs..

qoute {as far as I can remember}
"...the standard Amiga and ST run at around0.25 MIPS whereas the new Falcon will be running at 30 to 35 MIPS..."

I thought these spec rather dubious (as they also said that the Falcon was a 16Mhz '030 ... *8-) {I understand that it also has a 16 bit address bus ?}
****
I repeat ,these are not my specs but ones I read in ST Format
show columns ****

please all flames by email to stformat only { if they have any such thing }
or by snail mail well thats all I had to say except that yet again ST Format confuse the public

```
+-------------------------------------------------------------------------+
|My sig has Runaway again , I just don't understand I do so much for It. |
+-------------------------------------------------------------------------+
```

5269. Re: art packages for a ST?

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 10:45:20 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <1689AA551.BWWL@ibm.rz.tu-clausthal.de>
Source record: 215035

Hi!

Try 'Crack Art' (color only). The newest version is 1.34 TT+ and is available
via anonymous FTP from 'ftp.tu-clausthal.de' (139.174.1.3)
/pub/atari/graphics/painter/crackart.lzh

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

5270. 1st Word to other formats

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 12:04:20 UTC
From: ZZDLG@LIVERPOOL.AC.UK
Message-ID: <92314.120420ZZDLG@LIVERPOOL.AC.UK>
Source record: 215038

Hi Folks,
A friend is moving his WP from 1st Word Plus on the ST to
Word Perfect a PC. Are there any utilities available to
convert 1st word files to a format suitable for reading
by WP without loosing all the formatting info. Dave.

5271. Atari User Group meeting - Wed Nov 11/92

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 14:03:39 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <BxGCE4.JGn@math.uwaterloo.ca>
Source record: 214999
Cross-posted to: uw.sys.atari,kw.micro,comp.sys.atari.st,comp.sys.atari.8bit

In November, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a Library Night.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the November issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, November 11, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

5272. C-lab gone under?

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 14:07:18 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1dlramINN98f@usenet.INS.CWRU.Edu>
Source record: 215034

Is it true that C-Lab, the developer of Notator, has gone under? What is the last version of the Notator program? Will it go into the public domain?

-Steve selick@csa.bu.edu

5273. SEQUENCER SALE*******UPDATE*******REDUCED PRICES!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 15:07:27 UTC
From: frankm@ampex.com
Message-ID: <1992Nov9.150727.17894@ampex.com>
Source record: 215039

SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE **
SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE ** SEQUENCER SALE **

Atari 520 ST System / CUBASE Ver. 2.01

Everything I have for the Atari is included. Some high points of the system
are as follows:

***** 1 Meg RAM
***** 3.5" Floppy Drive
***** 30 Meg HD
***** Atari SM-124 Hi-Res B/W Monitor
***** Clock/Calendar modification
***** All the normal stuff like cables, mouse, books.......
***** CUBASE Ver. 2.01 High end multi-track sequencing software
***** NEODESK Desk top interface
***** Various pieces of software including other sequencing/MIDI programs

********Everything works great on this system. I have a notice from
Steinberg offering an upgrade of CUBASE to the next revision.
That is also included with the system. I will not piece this
puppy out. One price takes it all! I would like to sell this
system to someone in the Bay area to avoid the hassle of
packing and shipping it. But if someone really wants it from
out of the area, and is willing to pay S&H, I will pack it
up for them and ship it out. I don't have any idea how much
it would cost to ship this baby.

PRICE: REDUCED REDUCED REDUCED
$550.00 or B/O

Reply to this account for further information. Or call me at:

(415) 367-3087 (before 3PM weekdays)

Frank Martyn, Jr.

5274. Re: How to Backup Mint partitions

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 16:17:08 UTC
From: sjg@phwoof.ph.kcl.ac.uk
Message-ID: <1992Nov9.161708.11465@sol.ctr.columbia.edu>
Source record: 215040

In article <1992Nov5.064005.11733@ads.com>, pdel@ADS.COM (Peter Delevoryas) writes:
|>
|> Howdy all, since installing Mint, I've been wondering how to back up
|> the partition. Simon Gornall's readme from his distribution says that
|> if you access the Mint partition from GEM, you'll corrupt it. Does
|> this mean that if I use a GEM backup program, I'll trash the Mint
|> partition? Should I tar it or use a .ttp backup program instead?
|>

Oh dear, does it really ? I'll have to make a few changes there.

What I was trying to say in my readme was to paraphrase the documentation that comes with minixfs. It is supposedly possible to trash the partition, but as it stands the distribution applies as many of the 'fool TOS into thinking nothing is here' bits of 'minit' as it can. I must say that I have accessed my drive under conditions where TOS "should" have corrupted data and nothing was lost. Still, I don't advise it. (So I'm paranoid... :-)

Also, (maybe I didn't make this clear), when MiNT/minixfs are running, you can run TOS programs to your hearts content. When minixfs isn't loaded, you should NOT be able to see anything on the partition. So if you can see the files, you should be able to use any method you wish to.

I use zoo to back up my partition (it compresses as well as backs up), then a GFA program to split it into 720k chunks. A decent 'cat' program (NOT the gnu utils one) will then put it all back together. This has the drawback that you have to have enough free space for the intermediate large .zoo file.

========

On a slightly different note, I've been away for a while, but now, hopefully, I can begin to bring the distribution set up to date (gcc 2.2.2 etc.). You might all have noted that on a minixfs system, the /tmp directory is not set +sticky either.

Simon.

5275. GCC AND THE ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 16:20:12 UTC
From: csi063@cch.coventry.ac.uk
Message-ID: <BxGIpq.50F@cck.coventry.ac.uk>
Source record: 215047

Help :

I have recently started a couple
of modules on my computer science
course on which we use the GCC/++
compiler. I was trying to locate
this compiler everywhere but to
no avail. I have located an old
version at uk.ac.lancs.pdsoft but
I was hoping to locate a newer
version.

If anyone knows of any FTP sites
that do or may hold an upto date
copy of GCC (v2.x or above) then
could they please contact me.

Sorry if the text is weird i'm
using a dec and the window is a
bit larger than the normal term
screen.. Hope it fits.

Thanks in advance :

Simon Love

--
+---+
| Simon Love / The Lover, BSC Computer Science Year 2, 47 Carmalite rd, Stoke! |
+---+

5276. How to contact CodeHead

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 16:23:58 UTC
From: morrison@ee.ualberta.ca
Message-ID: <morrison.721326238@ee.ualberta.ca>
Source record: 215042

A couple of months ago, I purchased a copy of CodeHead's Warp 9 from a local dealer (actuall, the _only_ local dealer) and I a pleased with it. I sent away the registration card, but I'm not sure if it ever made it to CodeHead. Recently I have noticed discussion about updates from 3.70-3.73. I checked it out, and I am running 3.50. I would like to get in on the upgrade process, and to do that, I need to contact CodeHead. I will try the phone number in the documentation, but you folks are my backup!

~~~~~~
| Robert Morrison morrison@bode.ee.ualberta.ca |
| Edmonton, Alberta, Canada |
| IBM Canada Ltd. Ph: (403) 439-9372 |
~~~~~~

5277. Re: 1st Word to other formats

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 16:31:14 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.721326674@freyr>
Source record: 215046

ZZDLG@LIVERPOOL.AC.UK writes:

>Hi Folks,
> A friend is moving his WP from 1st Word Plus on the ST to
>Word Perfect a PC. Are there any utilities available to
>convert 1st word files to a format suitable for reading
>by WP without loosing all the formatting info. Dave.

I think this question should not be tolerated and to say the least not be answered in an ST group. Anyway, what's the point of moving from one rediculous package to the other?

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

5278. Music transposition

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 16:41:34 UTC
From: bjf@castle.ed.ac.uk
Message-ID: <27895@castle.ed.ac.uk>
Source record: 215041

I'm looking for a music notator program which will allow me to play a piece in one key and get it printed out in any key I like. I don't need fancy sequencer software or patch editors, just a basic read-in/print-out job. Is there any pd software available which will do this for me? I only have an atari 520st. Any offers?

Brian Fletcher

5279. Re: C-lab gone under?

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 16:47:17 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1992Nov9.164717.10786@syma.sussex.ac.uk>
Source record: 215045

Steve Selick (be824@cleveland.Freenet.Edu) wrote:
:
: Is it true that C-Lab, the developer of Notator, has gone under?

No (or rather, it's the first time I've heard such a rumour and I know of no reason why there should be any truth behind it). C-Lab's distributors in this country recently mailed registered users about the new C-Lab sequencer, Notator Logic, the ST version of which should be due early next year.

5280. Re: Is there any Atari support..!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 17:26:04 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov9.172604.15838@newshost.lanl.gov>
Source record: 214901

In article 69154@cup.portal.com, Bob_BobR_Retelle@cup.portal.com () writes:

>I suppose making fun of someone and their problems is easier than
>trying to come to grips with the real problems in the Atari world..
>
>That seems to be the accepted procedure anyway..
>
>BobR

WHOA! Hold on there, Bob! I think you are being entirely unfair here. I was NOT making fun of Roger's dilemna in finding support for his Atari in New Zealand. Far from it... I well realize the difficulty and frustration in getting support from Atari or Atari dealers, rare commodities that they are. Having lived in Australia a few years, I can also sympathize with the specific problems of support that users face in Oz and NZ. It ain't easy in the US but it's even _worse_ there.

My complaint (OK, my bitch) to Roger was that he said "anyone considering an Atari computer needs to have their head examined." THAT is what I complained about... I don't like being insulted because I use an Atari computer. Do you?

Roger also owns a PC and has frequently touted it's virtues over the Atari in this newsgroup. Roger and I nitpick each other on occasion just to maintain a balanced perspective, but I still consider us "friends" on this net. WE don't have a problem with that, why do YOU?

>By the way, John.. I've seen your messages in the IBM games newsgroups..

Yes Bob, you are right. I have posted in the PC newsgroups. Is that a crime? Besides 3 Atari computers, I also own a PC and a Macintosh. Heck, I'd own an Amiga and a Silicon Graphics too if I could afford them. I enjoy each machine for different reasons although I admit, due to familiarity, I am more partial to the Atari machines. How does that make me one of the "bad guys???"

>Are we to take that as an indication of your dedication to the
>Atari Cheerleaders oath..?

My only Atari "oath" is towards my Atari customers, not the hardware itself.

>(Or should we just make fun of you because you couldn't just tough
>it out with the rest of the Atari regulars..?)

You are more than welcome to "make fun of me" as much as you like, Bob. It's a free country. But please do NOT insinuate (through ignorance or otherwise) that I have abandoned the Atari camp and my Atari customers solely because I use and enjoy other machines too. I may be a computer geek, but I'm not traitorous!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5281. Re: pcditto .... colour only?

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 17:30:29 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov9.173029.16786@newshost.lanl.gov>
Source record: 215049

```
In article gNLuTB1w165w@status.gen.nz, jonc@status.gen.nz (Jon Clarke) writes:
>hutch@bellman.lanl.gov (John Hutchinson) writes:
>
>> The original release of the software based PC-Ditto supported color only. Th
>> second release (actually called version 3.0, I believe) supported mono as wel
>
> Fairdinkum?
>

Fair Dinkum, mate! Would I lie to an old cobber like you? <don't answer that> :)

-Hutch-
---

_____________________________ John "HUTCH" Hutchinson ____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
```

5282. Re: How to contact CodeHead

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 17:36:42 UTC
From: grier@bnr.ca
Message-ID: <1992Nov09.173642.29663@bnr.ca>
Source record: 214906

I need to upgrade to 3.7x myself. According to posts on GEnie
you need to send your original disk and $25 to :

CodeHead Technologies
P.O. Box 74090
Los Angeles, Ca. 90004

Tel (213) 386-5735
Fax (213) 386-5789

If you recently (the last month or so) they may be willing to
wave the $25, 3.7x has been out for about a month now. It never
hurts to ask, but be ready to show your receipt.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

5283. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 17:38:47 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov9.173847.18662@newshost.lanl.gov>
Source record: 215050

In article 1dks1nINN8t5@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
>Were in the USA can I get NVDI and a place that is open all day,
>not like Best Electronics that only open from 3pm..

Gee, I don't know Roger. I haven't seen NVDI advertised in the US, although I'm sure there must be someone who carries it. Most US users have gone to CodeHead's WARP 9 for their screen acceleration needs.

I'd like to see a good, honest comparison of the two, however.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5284. Re: How to contact CodeHead

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 18:23:17 UTC
From: grier@bnr.ca
Message-ID: <1992Nov09.182317.250@bnr.ca>
Source record: 214909

According to posts on GEnie you need to send your original
disk and $25.00 to:

CodeHead Technologies
P.O. Box 74090
Los Angeles, Ca. 90004

Tel (213) 386-5735
Fax (213) 386-5789

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

5285. Re: 1st Word to other formats

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 18:40:47 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.721334447@groucho.phil.ruu.nl>
Source record: 214903

annius@eri.research.ptt.nl (Annius Groenink) writes:

>ZZDLG@LIVERPOOL.AC.UK writes:

>>Hi Folks,
>> A friend is moving his WP from 1st Word Plus on the ST to
>>Word Perfect a PC. Are there any utilities available to
>>convert 1st word files to a format suitable for reading
>>by WP without loosing all the formatting info. Dave.

>I think this question should not be tolerated and to say the least not be
>answered in an ST group. Anyway, what's the point of moving from one
>rediculous package to the other?

IMO this is rather offending and not too helpful. No good for S/N (I know that
this follow-up ain't too...OK)

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

5286. Re: art packages for a ST?

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 18:56:56 UTC
From: greg@Quotron.COM
Message-ID: <greg.721335416@duke>
Source record: 215048

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>Actually there has never really been a Deluxe Paint for the ST. Electronic
>Arts renamed a package called Da Vinci to Deluxe Paint just to get sales
>based on the fame of the Amiga package of the same name. The two programs are
>nothing like eachother.

True, the ST Deluxe Paint shouldn't be mistaken for the Amiga/PC version, but
it's still a great package. I was a dyed-in-the-wool NeoChrome fan (and not
even the final release -- the one they sent with my computer way back when)
until I tried Da Vinci/Deluxe Paint ST.
--
Greg Knauss (greg@duke.quotron.com) "Llamas, dammit! Llamas!"

5287. Re: ST FORMAT DO IT AGAIN..

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 18:59:21 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Nov9.185921.9035@beaver.cs.washington.edu>
Source record: 215043

In article <1992Nov9.103328.24501@dcs.warwick.ac.uk> sergio@dcs.warwick.ac.uk (Sergio) writes:
>Hi ,I have just recently been to the Future Entertainment show {in England
>in London} where I bought a show programme, and in the part where the ST
> FORMAT {re Future Publishing} lot where talking about the new Falcon
>I happened upon some rather interesting specs..
>
>
>qoute {as far as I can remember}
> "...the standard Amiga and ST run at around0.25 MIPS whereas the new
> Falcon will be running at 30 to 35 MIPS..."
>

Just remember that MIPS stands for "Meaningless Indicator of Processor Speed" (and various similar things :-). Although the DSP is rated somewhere above 20 MIPS by itself, maybe this is what ST Format was thinking of when they said that. Who knows, maybe they thought with the DSP at 25 MIPS, say, and the 68030 CPU at, say, 5 MIPS, you could get 30 MIPS... Kind of a hokey comparison if you ask me. :) Anyway, it should be pretty fast, and _really_ fast in running programs which can utilize the DSP intensively.

>
>
>I thought these spec rather dubious (as they also said that the Falcon was
>a 16Mhz '030 ... *8-) {I understand that it also has a 16 bit address bus ?}

Why do people keep saying it has a 16-bit address/data bus? Atari's own oficial brochure says "32-bit data bus, 32-bit address bus." This seems clear enough to me, and I really doubt that Atari could get away with printing lies in their brochures. That's against the law in the U.S.A., besides it wouldn't do a heck of a lot for the loyalty of the customers either.

> ****
> I repeat ,these are not my specs but ones I read in ST Format
>show columns ****
>
>please all flames by email to stformat only { if they have any such thing }
>or by snail mail well thats all I had to say except that yet again ST Format
>confuse the public
>
>
>+---+
>|My sig has Runaway again , I just don't understand I do so much for It. |
>+---+

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

5288. Re: How to contact CodeHead

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 19:22:19 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov9.192219.1857@newshost.lanl.gov>
Source record: 214831

In article 721326238@ee.ualberta.ca, morrison@ee.ualberta.ca (Robert Morrison) writes:
> A couple of months ago, I purchased a copy of CodeHead's Warp 9 from a
>local dealer (actuall, the _only_ local dealer) and I a pleased with it. I
>sent away the registration card, but I'm not sure if it ever made it to
>CodeHead. Recently I have noticed discussion about updates from 3.70-3.73.
>I checked it out, and I am running 3.50. I would like to get in on the upgrade
>process, and to do that, I need to contact CodeHead. I will try the phone
>number in the documentation, but you folks are my backup!

The CodeHeads can be reached at (213)386-5735 or FAX at (213)386-5789.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5289. Accelerator : FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 20:15:44 UTC
From: jkrakover@sma2.rain.com
Message-ID: <1992Nov9.201544.12768@sma2.rain.com>
Source record: 214919

FOR SALE...

Accelerator by C.M.I.
-Has slot for 16Mhz 68000
-Can replace current CPU or plug on top of it for easy instilation
-Has toggle switch between CPU's for 100% compatability
-Has slot for 68881 FPU coprocessor
-Has slot for Blitter coprocessor
-Has slots for 0-wait state FAST ROM's or can use ROM's on motherboard
-Has processor direct expansion bus

I have all Instilation docs.
I'm looking to get $150 + shipping
If interested call me at 503-666-8568
Thanks,
Jonathan

5290. Re: How to contact CodeHead

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 21:15:57 UTC
From: gwmeyer@iastate.edu
Message-ID: <gwmeyer.721343757@vincent1.iastate.edu>
Source record: 214904

In <morrison.721326238@ee.ualberta.ca> morrison@ee.ualberta.ca (Robert Morrison) writes:

> A couple of months ago, I purchased a copy of CodeHead's Warp 9 from a
>local dealer (actuall, the _only_ local dealer) and I a pleased with it. I
>sent away the registration card, but I'm not sure if it ever made it to
>CodeHead. Recently I have noticed discussion about updates from 3.70-3.73.
>I checked it out, and I am running 3.50. I would like to get in on the upgrade
>process, and to do that, I need to contact CodeHead. I will try the phone
>number in the documentation, but you folks are my backup!

>~~~~~~
>| Robert Morrison morrison@bode.ee.ualberta.ca |
>| Edmonton, Alberta, Canada |
>| IBM Canada Ltd. Ph: (403) 439-9372 |
>~~~~~~

You can send e-mail to the CodeHeads at the following addresses:

John Eidsvoog - eidsvoog@delphi.com
Charles F. Johnson - cfj@delphi.com

Charles is currently on tour with Hiroshima, and probably won't be logging in
from the road, but John does log in periodically.

Remember that CodeHead Technologies has limited hours. (10 a.m. to 1 p.m. PST)
The update is $15 and your original disk. And, it's a nice upgrade, too.

--Gordie Meyer
Assistant Area Manager
DELPHI's ST Advantage
biblinski@delphi.com
^^^^^^^^^^^^^^^^^^^^
Please use this address for correspondence. Thanks!

5291. Mega 4 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 21:58:46 UTC
From: cdouglas@nyx.cs.du.edu
Message-ID: <1992Nov9.215846.1617@mnemosyne.cs.du.edu>
Source record: 214902

Mega 4 ST with built in DS drive
Built in Blitter
SC1224 color monitor
Supra 60 meg SCSI hard drive
Spectre 128 with roms
ST Replay

Software
~~~~~~~~
Lattice C Dungeon Master 3-D Pool
Alice Personal Pascal Grand Monster Slam Outrun
Copy II ST Star Glider II Rotox
Sidetrack Rogue Carrier Command
Procopy GBA Championship Basketball Ultima IV
First CAD A-Chart Midwinter
GFA BASIC Easy Draw Balance of Power
PC-Ditto Gauntlet II Colonial Conquest
Pagestream Star Fleet I Defender of Crown
Publishing Partner Flight Sim II Chessmaster 2000
Paint Pro GFL Championship Football Trivial Pursuit
ANSI Graf Grid Iron! Computer Scrable
Deluxe
Swift Calc Miroleage Baseball Bloodwych
Photon Storm Anarchy Flood
Tetra Space Quest Future Basketball Rotor
Tower of Babel Plotting Atomix
Nitro Populous Chaos Strikes Back
The Light Corridor Their Finest Hour
Escape from the Planet of Robot Monsters

And Other Software

Books
~~~~~
Abacus:
Atari ST Internals
Atari ST GEM Programmer's Reference
Atari ST Machine Language
Atari ST Trick and Tips
Atari ST Graphics and Sound
ST Disk Drives: Inside and out

Sybex:
Programmers Guide to GEM

Motorolla:
MC68000 Programmers Reference Manual

If interested, please call Richard Harrison at 405-359-9565 and give him your best offer.

I don't own it, I'm just selling it so please don't leave mail at this address.
Richard works strange hours so if you get an answering machine leave your name,
number and best time to call you.

5292. Re: Quantum 105LPS on ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 23:11:04 UTC
From: gt2372b@prism.gatech.EDU
Message-ID: <74221@hydra.gatech.EDU>
Source record: 214939
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I had similar problems with a Quantum LPS52. I called Supra Technical
Support ((503)967-2440) and they told me the old Supra host adaptor
would not work with this drive because the drive is "too fast" for it.
The newer Supra adaptor would supposedly work, though.

Olympio

--
Olympio Achilles De Faria Mello
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt2372b
Internet: gt2372b@prism.gatech.edu

5293. Re: C-lab gone under?

Newsgroup: comp.sys.atari.st
Date: 1992-11-09 23:51:42 UTC
From: rmd@tellabs.com
Message-ID: <1992Nov9.235142.349@tellab5.tellabs.com>
Source record: 214913

In article <1992Nov9.164717.10786@syma.sussex.ac.uk> kevinb@syma.sussex.ac.uk (Kevin Busby) writes:
>Steve Selick (be824@cleveland.Freenet.Edu) wrote:
>:
>: Is it true that C-Lab, the developer of Notator, has gone under?
>
>No (or rather, it's the first time I've heard such a rumour and I know of
>no reason why there should be any truth behind it). C-Lab's distributors in
>this country recently mailed registered users about the new C-Lab sequencer,
>Notator Logic, the ST version of which should be due early next year.

I haven't heard of Notator Logic but I did get a postcard announcing that C-LAB has re-grouped and formed a new compnay called EMAGIC. I also stated that ENSONIQ will be the US distributor. The products which they mentioned as being part of the new company were: Notator SL, Creator SL, Unitor 2, Export and Notator Alpha. According to the card, questions can be directed to ENSONIQ customer service at (215)-647-3930.

--

Bob Dyas
Tellabs, Inc.
rmd@tellabs.com

5294. Re: How to upload to a.a?

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 00:03:26 UTC
From: chuckies@cs.mcgill.ca
Message-ID: <1992Nov10.000326.21200@cs.mcgill.ca>
Source record: 214908

In article <hjv.721182430@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>Yeah, I know this is a faq... except that there is no faq for this list :).
>Well, subject-line sez it all...
>And yes, I know the ftp 'put' command :), I just want to know to which dir
>I should upload stuff, and if I should notify Jeff Weiner on the upload.
>If I should, what is his email address?

You should upload to atari/New. Notice this dir is global-writable but
not readable, so others can't get stuff from here until Jeff Weiner or
whoever puts it in another directory.

Alternately, I believe you can send it there by e-mail to Jeff at
weiner@terminator.cc.umich.edu. Not sure about this though.

>
>thanxthanxthanx
>Hendrik Jan
>

No prob.

Charles

--

,.. . . . . ,.. . . ... ,.. ,.. ====================================
| |--| | | | |< | |- `-. Charles Savoie chuckies@cs.mcgill.ca
`'' ' ' `''' `'' ' ` ''' `'' ''' ====================================

5295. selling stuff

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 00:23:27 UTC
From: thanatos@titan.ucc.umass.edu
Message-ID: <BxH534.Jqq@nic.umass.edu>
Source record: 214905

Hey, I know you really want this stuff, so look at what I've got :

Atari520STFm.....base system, 1-2yrs old low useage, no problems
bunches of shareware/commercial software (100+ discs)
paid $375....asking $225

VIDI ST 16 color greyscale video digitiser...full colour with
VIDIChrome, 50 frames per secon ! paid $175....asking $80

GTS 100 external 3.5" drive. very quiet NEC mechanism. mech replaced
by NEC ~1 year ago. has a digital LED track readout
paid $175....asking $85

please respond via this net to ensure hasty communication

5296. What about Flash II?

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 01:35:08 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.721359308@vega>
Source record: 214911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My friend, for some reasons not entirely clear to me, loves Flash.
Currently he is searching for a reasonable terminal program which
would run smoothly on his TT. He dials quite often to places like
Compu$erve and Genie. File transfer protocols used there are
hence a must. He was thinking about upgrading to Flash II but
he would like to here from users of this terminal program if
this is a reasonable thing to do. He tried Connect and FZDT
and so far he is not impressed. He knows about Storm but tells me
that an upgrade price makes Flash II more atractive. Besides he
is alergic to Basic.

If you have some stories indicating that Flash II is good
(remember - mono TT) or bad for his purposes please e-mail them
to me or post.

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca
ntomczak@vega.math.ualberta.ca

5297. Re: A little Falcon Math

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 01:35:48 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Nov10.013548.8570@mnemosyne.cs.du.edu>
Source record: 214907

"must be pretty hard, I guess....

BobR"

Well, considering that about that number havegone out already to
developers, it can't be too hard. But, they were building the machines
by hand :)

Pattie Rayl (Atari Interface)

5298. SPX's

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 01:50:20 UTC
From: jmillar@thomas.helios.nd.edu
Message-ID: <1992Nov10.015020.20174@news.nd.edu>
Source record: 214910

Does anyone know where to acquire .SPX format extended spectrum pictures through anon. ftp? I got the SPXV_18 prog from a.a and wondered if I was simply being stupid in not being able to find any pictures to use with the program itself. Or does this require a seperate conversion program for .GIF's? Just wondering...thanks.

--
Jay T. Millar - Department of Electrical Engineering - |||
jmillar@rodin.helios.nd.edu University of Notre Dame |||
"Quick to judge, quick to anger, slow to understand; Ignorance and / | \
prejudice and fear walk hand in hand." Neil Peart, Witch Hunt

5299. PD vt100 emulation for STe

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 06:29:35 UTC
From: dkanarek@nyx.cs.du.edu
Message-ID: <1992Nov10.062935.20887@mnemosyne.cs.du.edu>
Source record: 214915

Hiya all,

Does anyone know where I can get my hands on a public domain vt100 emulator
for an STe?? Do any exist?? Thanks a lot,

Email answer to this account would probably be better than a post....

Damian
--
Damian R. Kanarek |"I am an insomniac-agnostic-egotist:
Faculty of Libr. & Information Science | I lie awake nights trying to figure
University of Toronto | out whether or not I believe that I'm
email -> kanarek@flis.toronto.edu | as great as I am."

5300. Re: ST FORMAT DO IT AGAIN..

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 06:59:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <69213@cup.portal.com>
Source record: 214916

"Sergio" writes:

...

>I thought these spec rather dubious (as they also said that the Falcon was
>a 16Mhz '030 ... *8-) {I understand that it also has a 16 bit address bus ?

That's pretty dubious, all right... next thing you know they'll
be saying it has VGA and True Color graphics modes and a
Motorola DSP in there too.. you never know who to believe..

BobR

5301. PC screen Saver

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 07:12:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1dnnd1INNh39@golem.wcc.govt.nz>
Source record: 214917

Well does any one know of a good PD, screen saver for a 286 PC running DRDOS 6.0..

One that can be customised with a name/logo in it, etc...

No its not for me, but for the shop were I work...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5302. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 08:32:22 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <b026c734@Kralizec.fido.zeta.org.au>
Source record: 214779

Original to: bgilbert@cs.washington.edu
In a message of <03 Nov 92 18:18:51>, bgilbert@cs.washington.edu (3:713/602) writes:

>> I don't believe that STalker3 works under TOS 1.0 because my younger
>> brother tried using it with a stock 520STfm (TOS 1.0) and it didn't
>> work. He later installed TOS 1.4 ROMs in the same machine and the program
>> worked fine. In any case, I recommend that you purchase a TOS update (at
>> least 1.4, better yet, 2.06....1.0 is almost worthless.) Also, STalker3
>> is an EXCELLENT program....it even runs in the background because you can
>> use it as a desk accessory. Anyways, I highly recommend it.
>>
b> Well I know this isn't true because I _have_ a 520STFM with TOS 1.0, and
b> Stalker 3 works great! It's the best modem program I've personally seen
b> for any computer, as far as ease of use and flexibility goes, + you get
b> the Backtalk scripting language to boot.

Hmmm - do you use any patches?? I've had problems with STalker under Tos 1.0 losing characters at 2400bps

>> Spader....

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

5303. Re: "Connection timed out" on a.a

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 10:05:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1do1h5INNi0r@golem.wcc.govt.nz>
Source record: 214918

In article <hjv.721260768@groucho.phil.ruu.nl>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>dud@hardy.u.washington.edu (Daniel Aylward) writes:
>>For some reason when I just now tried FTPing from a.a, every time I try to
>>get a file it says "connection timed out" instantly. Anyone know what's up?
>The first time I ftp-ed today, I couldn't 'cd' to the atari-dir (timeout).
>Five minutes ago I couldn't even login... After giving a password, I got a
>'can't set guest privileges. connection failed.'.
>?????
>Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams

Sorry I had to edit this as are mailer here on the Vax will not
send follow ups if to much of the original text is still left in..

This also happened to me here New Zealand on Monday and also to-day Tuesday,
I get a connect and then a disconnect...???

What Gives Chaps....???

Roger.............. sheppard_r@kosmos.wcc.govt.nz

5304. Eiffel

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 12:08:06 UTC
From: jan@janhh.hanse.de
Message-ID: <4343.11.92@janhh.hanse.de>
Source record: 214936

Is the programming language Eiffel available for the ST ?
Where can I get it ?

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

5305. Re: PC screen Saver

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 12:12:12 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.B23wn1Xp7Bc@jonh.wimsey.bc.ca>
Source record: 214924

In <1dnnd1INNh39@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>Well does any one know of a good PD, screen saver for a 286 PC running
>DRDOS 6.0..

>One that can be customised with a name/logo in it, etc...

Don't they get the comp.sys.ibm.pc.* groups in New Zealand either,
Roger?

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5306. Universities & the Atari.

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 12:13:11 UTC
From: cmp0141@sys.uea.ac.uk
Message-ID: <cmp0141.721397591@oxygen.sys.uea.ac.uk>
Source record: 214920

I am a third year undergraduate student at the University of East Anglia, studying for a Bsc in Applied Computing. I am looking to do an Msc or Phd next year and would like to go somewehere that uses Atari hardware.

Can anybody help by letting me know what universities use Atari hardware? My interests are in the area of graphics but I'm adaptable.

Thanks!

cmp0141@uk.ac.uea.sys

Ian Brown.

5307. The Falcon has landed-NOT!

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 12:18:27 UTC
From: kgrubb@cee.hw.ac.uk
Message-ID: <1992Nov10.121827.26661@cs.hw.ac.uk>
Source record: 214921

When will Atari ever get it right? It happend with the Mega, Mega STe and now the Falcon. Will they ever put the user first and deliver the goods on time? I first got my hands on a pre-production Falcon in July and was like every one else, impressed. Admitidly, the Falcon was a friend's, but I could not wait to buy my own. Release sometime early October, October arrives, no Falcon! Now I learn that Atari are planning to release a limited number of 4MB, HD-Falcons in the first week of December, but no 1MB, no HD-Falcon!!
Come on Atari! How can you possibly miss the Christmas market?? The basic Falcon is the only one that most users can afford, and will be the best seller. I for one can't afford nearly 900 pounds! Commodore panicked when they heard about the Falcon, and have managed to produce the goods with the 1200, a good computer, but not a scratch on the Falcon. Basicly Atari and Commodore produce good computers, but Atari has crap organisation and their marketing stinks. I am one P****D Atari user.

I know I am not alone, Atari should also know the extent of their madness.

5308. Re: A little Falcon Math

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 12:29:51 UTC
From: CASTAN@bonnie.physik.uni-stuttgart.de
Message-ID: <1992Nov10.122951.3628@news.uni-stuttgart.de>
Source record: 214922

In <1992Nov10.013548.8570@mnemosyne.cs.du.edu> brayl@nyx.cs.du.edu writes:

>
> "must be pretty hard, I guess....
>
> BobR"
>
> Well, considering that about that number havegone out already to
> developers, it can't be too hard. But, they were building the machines
> by hand :)
The F30s I've seen last weeks are all serial machines. The same holds
for the developer machines.
>
> Pattie Rayl (Atari Interface)

Gerd

##
internet: CASTAN@bonnie.physik.uni-stuttgart.de
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 #

5309. late Falcons...

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 13:26:40 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Nov10.132640.14986@crc.ac.uk>
Source record: 214923

Everyone knows that the Falcons are late...
I agree that Atari should have tried to get the christmas market, *BUT*,

Do you remember that Atari said the Falcons would be redesigned early next year (with a TT style, ie a seperate box+keyboard)?

Maybe Atari are giving the few(?) ST style Falcons they have to developers so that there will be lots of software, and also to a few dealers to show people what the machine can do.

They have said that full scale production will start early next year, so hopefully this will be with the new design, the idea being that everyone will have the same type of machine making upgrades etc easier because they can all be the same.
IF this is the case, I think it will be worth the wait, but it's a pity they will miss the christmas sales. (maybe next christmas!)

BTW I have tried to get a SM146 mono monitor from Evesham Micros (the only semi-Atari dealer here in Cambridge (UK) but they said that Atari hasn't shipped any yet.
Is this true or is it that only this shop hasn't got any?
(what's the difference between SM124,125,144,146 etc?)

Only my opinions,
Phil (Desperate to get a Falcon :-))
(E-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

5310. Re: C-lab gone under?

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 13:42:39 UTC
From: sdmw91tw@ap21.rz.tu-harburg.de
Message-ID: <2027@rztsun.rz.tu-harburg.de>
Source record: 214945

As far as I know, C-Lab is still alive.

The last version should be 3.1 or 3.2 (or something like that).

Since C-Lab is a German company your local distributor might
be the problem.

About going into PD: Why should any program worth DM 1000.-
(or $600 ;-)) be dumped into PD? Would you?


```
_________________________________________
| |
| So long and Thanks for all the Fish, |
| |
| wollweber@tu-harburg.dbp.de |
|_____________________________________|
```

5311. Re: ST FORMAT DO IT AGAIN..

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 14:49:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov10.144913.21111@newshost.lanl.gov>
Source record: 214926

In article 69213@cup.portal.com, Bob_BobR_Retelle@cup.portal.com () writes:
>"Sergio" writes:
>
>>I thought these spec rather dubious (as they also said that the Falcon was
>>a 16Mhz '030 ... *8-) {I understand that it also has a 16 bit address bus ?
>
>That's pretty dubious, all right... next thing you know they'll
>be saying it has VGA and True Color graphics modes and a
>Motorola DSP in there too.. you never know who to believe..
>

Yeh, right. And they will probably claim it will sell for less than $1,000,
too! <Hee-Hee> :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5312. Re: ST FORMAT DO IT AGAIN..

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 15:26:20 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov10.152620.1302@dcs.warwick.ac.uk>
Source record: 214925

In article <1992Nov9.185921.9035@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>In article <1992Nov9.103328.24501@dcs.warwick.ac.uk> sergio@dcs.warwick.ac.uk (Sergio) writes:
>>Hi ,I have just recently been to the Future Entertainment show {in England
>>in London} where I bought a show programme, and in the part where the ST
>> FORMAT {re Future Publishing} lot where talking about the new Falcon
>>I happened upon some rather interesting specs..
>>
>>
>>qoute {as far as I can remember}
>> "...the standard Amiga and ST run at around0.25 MIPS whereas the new
>> Falcon will be running at 30 to 35 MIPS..."
>>
>
>Just remember that MIPS stands for "Meaningless Indicator of Processor Speed"
>(and various similar things :-). Although the DSP is rated somewhere above

I compiled a Drhystone test the other day which gave a rating of appoximately 1500 (Using Lattice C5 compiler). I was reading an Amiga newsgroup for details of the A1200 and somebody quoted a figure of appox 1250 d'stones which they said is 2.2 times faster than a standard Amiga 500.
Does anybody know of an accurate speed test which works across a variety of machines?

- Leo

PS. I always thought that my ST ran at about .7 Mips.

5313. The FALCON - too slow ??

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 15:31:45 UTC
From: cdw@dcs.ed.ac.uk
Message-ID: <BxIB4y.3qq@dcs.ed.ac.uk>
Source record: 214927

A friend yesturday said he'd seen the FALCON in Dusseldoff and the screen scrolling in 'true colour' mode was like glue. I haven't actually seen a falcon yet but I have read most articles on it and this wasn't mentioned. Since he owns a TT and is likely to be biased, can anyone else set my mind at rest ???

Thanks - Chris (cdw@dcs.ed.ac.uk)

5314. Re: SPX's

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 15:50:10 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <92315.105011EENG6826@RyeVm.Ryerson.Ca>
Source record: 214877

I uploaded 2 SPX pictures to a.a on the file SPX01.LZH. Maybe they have disappeared ?!? Also I have 12 disks full of them.
To create an SPX:

-- Get a large GIF that has a 320x??? size.
-- Use an IBM program to clip the different parts
-- Use SPX Creator v1.4 to put all parts together {I don't have this!)
-- {You can also write your own program, the parts are just ICE Packed and then concatonated together)

Carlos Varela

5315. Gif Viewers

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 16:53:23 UTC
From: cossett@ac.dal.ca
Message-ID: <1992Nov10.125324.8760@ac.dal.ca>
Source record: 214931

What is the best GIF viewer available for the Atari? I
have an Atari 520stfm which has had a 1meg memory upgrade.
The only gifviewer I have is gifshow, and it does not seem
to be able to handle gif's over 100000bytes in size.
Please respond by mail or post.

Tim Cossett
COSSETT@AC.DAL.CA

5316. Re: ANA-Systems Modula 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 16:58:06 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Nov10165806@SunLab41.essex.ac.uk>
Source record: 214928

In article <4327.11.92@janhh.hanse.de> jan@janhh.hanse.de (Jan Willamowius) writes:
| I heard about a shareware Modula-II development environment by
| ANA-Systems. Has anyboy here ever tried it and can tell me if it's
| any good and where to get it ?
|
As far as I know it's on atari.archive. I tried it and wasn't very impressed.
A simple 'hello world' program took ages to compile and link, and ended up at
~30k using 'write' for printing; ~6k using GEMDOS level commands.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

Reincarnation: life sucks, then you die. Then life sucks again.

5317. Wanted: Lemmings for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 17:04:41 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <7535@tekig7.PEN.TEK.COM>
Source record: 214929

If someone's no longer using their copy of Lemmings for the Atari ST, I'd be interested in buying it. I've seen it new for $20 from Bare Bones Software. I'm willing to pay $12 (U.S. funds) for it used, assuming you pay shipping and include the original disk, manual, and preferably the box, too.

Or if anyone's seen it for less than $20 from a mail order place, could you let me know?

Please reply by e-mail.

Thanks.

George.S.Walker@tek.com *OR* georgew@tekig1.pen.tek.com
OR uunet!tektronix!tekig1.pen.tek.com!georgew

5318. Re: What about Flash II?

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 17:17:16 UTC
From: ekrimen@wet.UUCP
Message-ID: <4770@wet.UUCP>
Source record: 214934
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <ntomczak.721359308@vega> ntomczak@vega.math.ualberta.ca (N Tomczak-Jaegermann) writes:
>My friend, for some reasons not entirely clear to me, loves Flash.
>Currently he is searching for a reasonable terminal program which
>would run smoothly on his TT. He dials quite often to places like

He'll love STalker. Have him get STeno while he's at it too.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

5319. Re: 1st Word to other formats

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 18:34:42 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1992Nov10.183442.13613@syma.sussex.ac.uk>
Source record: 214950

From article <annius.721326674@freyr>, by annius@eri.research.ptt.nl (Annius Groenink):
> ZZDLG@LIVERPOOL.AC.UK writes:
>
>>Hi Folks,
>> A friend is moving his WP from 1st Word Plus on the ST to
>>Word Perfect a PC. Are there any utilities available to
>>convert 1st word files to a format suitable for reading
>>by WP without loosing all the formatting info. Dave.
>
>
> I think this question should not be tolerated and to say the least not be
> answered in an ST group. Anyway, what's the point of moving from one
> rediculous package to the other?

Let me try to be a bit more helpful - but alas only a bit. If you have
a recent update of WordPerfect for the ST (this leaves out 99% of ST
users, I know) you can, if I remember correctly, convert a Wordplus file
to Wperf format. It wasn't brilliant when I last tried it (2 years
ago), but it was marginally better than ASCII transfer.

Once you have the Wperf/ST file, you need to save it in Wperf 4.2 format
on a PC-readable floppy, then your PC version of Wperf should be able to
read the file.

Overall, the ASCII route might be easiest.

Graham

5320. atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 19:10:14 UTC
From: csg022@cck.coventry.ac.uk
Message-ID: <BxIL93.C6M@cck.coventry.ac.uk>
Source record: 214932

I'm still not getting anything back.
I'm still using the address I used before whatever happened.
HELP!!!!!

--
CSG022 is MARK B PROCTER | "*You* want to complain, look at these shoes, I've only had them three weeks and the heels have worn right through, and if you complain nothing happens so you might as well not bother, and my back hurts and we never get a fine day and I'm sick and tired of this office."

5321. Re: Falcon vs TT?

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 19:26:59 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1992Nov10.192659.15029@cc.umontreal.ca>
Source record: 214930

In article <1992Oct23.141755.16884@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
>In order of increasing price _and_ performance, they are:
>
> 520STe
> 1040STe
> MegaSTe
> Falcon 030 <<< available RSN >>>

...When donkeys fly.

> TT 030
> Falcon 040 <<< as yet unannounced >>>

...Wake me up in 2001

I take it back. But from the lack of any signs of life from Atari here in Canada, Ive grown tired of waiting. Where is the new Falcon?! It was nice at the Atari Messe, anyways. All I ask for is some signs such as a dealer saying something positive, or perhaps some non-atarian knowing of its existence.

Anyways... Lost morale
--
Odisseas Kosmatos FALCON
kosmatoo@jsp.umontreal.ca Nul-dreissig
shammer@mafalda.math.mcgill.ca love-30

5322. Alan Hourihane

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 19:57:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.741681@cix.compulink.co.uk>
Source record: 215055

i am trying to contact Alan Hourihane, the author of tapebios. He gives
his address as alanh@logitek.co.uk, but this seems not to be a valid address.
Has anybody had any luck in contacting him ?

TIA,
Adam.

5323. Re: C-lab gone under?

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 21:20:11 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1dp92blNNmb1@golem.wcc.govt.nz>
Source record: 214933

In article <1dlramINN98f@usenet.INS.CWRU.Edu>, be824@cleveland.Freenet.Edu (Steve Selick) writes:
>
>Is it true that C-Lab, the developer of Notator, has gone under? What
>is the last version of the Notator program? Will it go into the public
>domain?
>
>-Steve selick@csa.bu.edu

From what I read in ST-Report was that they had a dispute and had broken up.

Not quite the same us going under do you think..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

5324. Hermes, NN, etc

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 21:23:14 UTC
From: geoffc@zebedee.uucp
Message-ID: <H.1sxuvuTFqgw@zebedee.uucp>
Source record: 214859

I've just finished upgrading from Mercury 1.18 to Hermes 1.03 and appart from a few problems with understanding the German, it was a largely painless transition. I wouldn't reccomend it to anyone who hasn't used Mercury before as the docs are patchy to say the least !

A few questions though:

1. Is there a better news reader than GUS ? I don't like the GEM interface as it slows me down. Although I can use rn (from the Mercury package) OK it would be really nice to get a better news reader (eg: can do Kill of a subject, etc). I've heard that NN is good - any comments ?

2. How can you get the expire program to work ? The format of the expire.def file is a mystery to me as my German isn't all that good and there isn't an example in the package.

3. Is there anyway I can get gus to remember what my username is - I've got a current.usr file setup but I still have to type geoffc every time. I've tried setting up a LOGNAME environment variable but it doesn't seem to make any difference.

4. How do I setup a signature file ?

Cheers

Geoffrey

PS: Thanks to Craig Shore (from New Zealand) for sending me the Hermes disk !

--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!ibmpcug!jshark!zebedee!geoffc

5325. ZOO does not extract all files from MINT095B.ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-11-10 22:29:30 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Nov10.222930.100103@rrz.uni-koeln.de>
Source record: 214935

Hi folks,

After finally upgrading my ST to 2.5 MB I decided it was time to
start a serious attempt to install MiNT. I used ZOO.TTP, version
2.1 (92/07/09), with the command e// mint095b.zoo *.* to extract
the stuff from the archive. However, after zoo had finished, not
all files were extracted, e.g. the faq and the copyrigh.t files
were missing. Any ideas what went wrong?
I should say that I'm not too well informed about packers, and
that I use lharc for my own archiving purposes. So maybe I did
not use the correct zoo command?

Thanx in advance for any hints,

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

5326. Re: The FALCON - too slow ??

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 00:07:45 UTC
From: ekrimen@wet.UUCP
Message-ID: <4771@wet.UUCP>
Source record: 214943

In article <BxIB4y.3qq@dcs.ed.ac.uk> cdw@dcs.ed.ac.uk (Christopher Walton) writes:
>A friend yesturday said he'd seen the FALCON in Dusseldoff and the screen scrolling
>in 'true colour' mode was like glue. I haven't actually seen a falcon yet but I
>have read most articles on it and this wasn't mentioned. Since he owns a TT
>and is likely to be biased, can anyone else set my mind at rest ???

I'm not surprised. Scrolling on my TT in TT med res (16 colors) is noticably
slower than scrolling in ST high res (2 colors), for example.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

5327. Re: A little Falcon Math

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 01:23:14 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Nov11.012314.19953@sfu.ca>
Source record: 214937

In article <69153@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>The most believable reports are that there are about 50 "Atari dealers"
>left in the United States...
>
>So if the "official allocation" is 2 Falcons per dealer, that means
>that the Atari production pipeline (whatever THAT means these days)
>is 100 units TOTAL..
>
>So.. how hard is it to build 100 computers..?
>
>Must be pretty hard, I guess...
>
>BobR

Oh, come on Bob. According to a reader verified survey in AtariUser magazine earlier this year, there are over 200 Atari dealers in the US. Add to that the number of Canadian dealers (I'd guess about 50, considering there are about 6 or 7 in Vancouver alone), and you've got about 500 machines for dealers in North America alone. I presume there are at least that many dealers in Europe and Australia & New Zealand combined, so you're looking at over 1000 machines for dealer demo units.

Albeit this still isn't a lot of machines, but it's much more than 100.

(In case you doubt the survey, these are dealers that actually answered the phone and had machines for sale on the premises. Also, this does not include mail-order houses)

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

5328. Re: A little Falcon Math

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 02:18:06 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1dpqguINN7d3@usenet.INS.CWRU.Edu>
Source record: 214940

In a previous article, brayl@nyx.cs.du.edu (Bill Rayl) says:

>
>"must be pretty hard, I guess....
>
>BobR"
>
>Well, considering that about that number havegone out already to
>developers, it can't be too hard. But, they were building the machines
>by hand :)
>
> Pattie Rayl (Atari Interface)
>
>

Hey, at least Atari has been sending them to developers!

At least when Atari starts selling them in quantities early next year,
there will be plenty of software to take advantage of it.

I wonder what Atari has planned for COMDEX... They better not release the
Falcon040 and then not deliver until December 1993!

--

5329. Re: The Falcon has landed-NOT!

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 02:27:02 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1dpr1mINN8h5@usenet.INS.CWRU.Edu>
Source record: 214938

In a previous article, kgrubb@cee.hw.ac.uk (Kevin J Grubb) says:

>When will Atari ever get it right? It happend with the Mega, Mega STe and now the Falcon.
>Will they ever put the user first and deliver the goods on time? I first got my hands on
>a pre-production Falcon in July and was like every one else, impressed. Admitidly, the
>Falcon was a friend's, but I could not wait to buy my own. Release sometime early October,
>October arrives, no Falcon! Now I learn that Atari are planning to release a limited
>number of 4MB, HD-Falcons in the first week of December, but no 1MB, no HD-Falcon!!

Yes, you have that right. Atari needs to start getting themselves together.

I was hoping that Atari would have at least 10,000 units out there SOMEWHERE.

Of course, there would be no way that Atari would be able to capitalize on
this Christmas market.

>Come on Atari! How can you possibly miss the Christmas market?? The basic Falcon is the
>only one that most users can afford, and will be the best seller. I for one can't afford
>nearly 900 pounds! Commodore panicked when they heard about the Falcon, and have managed
>to produce the goods with the 1200, a good computer, but not a scratch on the Falcon.

And your right again, rumors about the Falcon030 have been around since late
Spring of '92.

These rumors have given COMMODORE plenty of time to get something ready
for the Falcon030 when it is finally released...

I'll bet by the time the Falcon030 is released, we see an Amiga 800 or
something that will compete directly with it.

>Basicly Atari and Commodore produce good computers, but Atari has crap organisation and
>their marketing stinks. I am one P****D Atari user.
>
>I know I am not alone, Atari should also know the extent of their madness.
>

But you heard Greg Pratt at the November, 1991 Atari Show.

He said that Atari will no doubt release a new computer next year, but
no one should count on getting one until January 1993.

I have a lot of respect for Greg Pratt and when he left, I became VERY worried
about the company.

--

5330. Re: late Falcons...

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 02:38:09 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1dprmhINN9k4@usenet.INS.CWRU.Edu>
Source record: 214941

In a previous article, naffara@crc.ac.uk (Dr. N.A. Affara) says:

>Everyone knows that the Falcons are late...
>I agree that Atari should have tried to get the christmas market, *BUT*,
>
>Do you remember that Atari said the Falcons would be redesigned early next year
>(with a TT style, ie a seperate box+keyboard)?

No, I don't remember that.

All I remember is Sam Tramiel saying, "No comment" to all questions about
future machines.

I bet we see a 33 MHz 68030 based PC-style case at the Fall COMDEX.

And a 40 MHz 68040 PC/tower case within 6 months.

There is no doubt in my mind that the Falcon030 will be sold in its
1040STe case. Atari needs a "home computer" to sell at WaldenSoftware and
Electronic Boutique.

>
>Maybe Atari are giving the few(?) ST style Falcons they have to developers so
>that there will be lots of software, and also to a few dealers to show people
>what the machine can do.

I agree that they are giving developers TIME to develop (in which I'm hoping
they are doing), but I think we will see the same Falcon030 on shelves in
two-three months.

Maybe Atari is attempting to get rid of all of the older 1040 STe and
Mega STe units before shipping the Falcon030??

Or maybe they are getting all of their factories ready for the entire
Falcon series of computers.

>

--

5331. Re: The FALCON - too slow ??

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 02:39:31 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1dprp3INN9rg@usenet.INS.CWRU.Edu>
Source record: 214942

In a previous article, cdw@dcs.ed.ac.uk (Christopher Walton) says:

>A friend yesturday said he'd seen the FALCON in Dusseldoff and the screen scrolling
>in 'true colour' mode was like glue. I haven't actually seen a falcon yet but I
>have read most articles on it and this wasn't mentioned. Since he owns a TT
>and is likely to be biased, can anyone else set my mind at rest ???
>
>Thanks - Chris (cdw@dcs.ed.ac.uk)
>
>
>
>

Maybe the software made it slow?

--

5332. Re: ST FORMAT DO IT AGAIN..

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 03:46:51 UTC
From: ritz@ritz.mordor.com
Message-ID: <9211101057@ritz.mordor.com>
Source record: 214944

Leo Hendry (leo@dcs.warwick.ac.uk) wrote:
: In article <1992Nov9.185921.9035@beaver.cs.washington.edu> bgilbert@cs.washington.edu
(Ben Gilbert) writes:
: >In article <1992Nov9.103328.24501@dcs.warwick.ac.uk> sergio@dcs.warwick.ac.uk (Sergio)
writes:
: >>Hi ,I have just recently been to the Future Entertainment show {in England
: >>in London} where I bought a show programme, and in the part where the ST
: >> FORMAT {re Future Publishing} lot where talking about the new Falcon
: >>I happened upon some rather interesting specs..
: >>
: >>
: >>qoute {as far as I can remember}
: >> "...the standard Amiga and ST run at around0.25 MIPS whereas the new
: >> Falcon will be running at 30 to 35 MIPS..."

Hahaha! I'm sure the people at Motorola would be curious to hear
how you cranked 30-35 MIPS out of a 16mhz 68030. That is faster
than a Sparcstation (all but the most expensive ones, that is)!
I would be very surprised if it even approached 10 MIPS.

Chris

--
Christopher Mauritz | It's conventional in the extreme. I
ritz@ritz.mordor.com | guess I've seen too much, because I
{backbone}!rutgers!spcvxb!ritz!ritz | don't actually find her provacative
| either. -Bowie on Madonna-

5333. Re: late Falcons...

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 03:46:51 UTC
From: ritz@ritz.mordor.com
Message-ID: <9211101048@ritz.mordor.com>
Source record: 214946

Dr. N.A. Affara (naffara@crc.ac.uk) wrote:
: Everyone knows that the Falcons are late...
: I agree that Atari should have tried to get the christmas market, *BUT*,

Notice a pattern here????

Cheers,

Chris
--
Christopher Mauritz | It's conventional in the extreme. I
ritz@ritz.mordor.com | guess I've seen too much, because I
{backbone}!rutgers!spcvxb!ritz!ritz | don't actually find her provacative
| either. -Bowie on Madonna-

5334. Re: The FALCON - too slow ??

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 04:01:49 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Nov11.040149.6428@rmece49.upr.clu.edu>
Source record: 214947

In article <1dprp3INN9rg@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
|>
|> In a previous article, cdw@dcs.ed.ac.uk (Christopher Walton) says:
|>
|> >A friend yesturday said he'd seen the FALCON in Dusseldoff and the screen scrolling
|> >in 'true colour' mode was like glue. I haven't actually seen a falcon yet but I
|> >have read most articles on it and this wasn't mentioned. Since he owns a TT
|> >and is likely to be biased, can anyone else set my mind at rest ???
|> >
|> >Thanks - Chris (cdw@dcs.ed.ac.uk)
|>
|> Maybe the software made it slow?
|>
It shall be slow... it is more memory to move + CPU memory contention
since the video bus is the same as the cpu bus to memory.

- Raist

5335. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 04:42:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1dq306INNp6i@golem.wcc.govt.nz>
Source record: 214948

>Gee, I don't know Roger. I haven't seen NVDI advertised in the US, although I'm
>sure there must be someone who carries it. Most US users have gone to CodeHead's
>WARP 9 for their screen acceleration needs.
>
>I'd like to see a good, honest comparison of the two, however.

>_____________________________ John "HUTCH" Hutchinson ____________________________
>_____________________ Fair Dinkum Technologies Member - IAAD _____________________
>_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
>_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

Go have a read of Atari ST Review U.K. , August from memory, had a sort of
a review of them all, that was the best over there, but the dearest...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

5336. Lighten up about the FALCONS

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 05:54:24 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <BxJF2o.9wx@ucunix.san.uc.edu>
Source record: 215057

Listen prople, why buy a computer which has no real software. Why don't we all just take a pill and cool off. Even if Atari made the Christmas deadline, the lack of software (software meaningful for the Falcon) would create a problem. You can't expect developers to come up with quality software in less that six months, not even Microsoft can produce that fast.

You people who are whining that Atari missed the Christmas rush, would be the first people to cry about the lack of software for the FALCON.

Sigh, just caaaaalm down....

Kevin Klasmeier
[Suddenly feeling laaaiiiid back ;^>]

5337. How do I cancel Dialing with Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 06:11:01 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Nov11.061101.11967@zooid.guild.org>
Source record: 215077

When I use the popup dialer (right mouse click) and select a number for Uniterm to dial, it dials ok, but how do I get it to STOP ?

If the line is busy it just keeps going forever !!!

I've pressed every #$@!#%^$#^$ key on the keyboard, and pressed both mouse buttons !

I'm using version 2.0e

Mike

5338. Re: Gif Viewers

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 07:06:14 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <1992Nov11.070614.24578@tom.rz.uni-passau.de>
Source record: 214949

In article <1992Nov10.125324.8760@ac.dal.ca> cossett@ac.dal.ca writes:
> What is the best GIF viewer available for the Atari? I
>have an Atari 520stfm which has had a 1meg memory upgrade.
>The only gifviewer I have is gifshow, and it does not seem
>to be able to handle gif's over 100000bytes in size.
>Please respond by mail or post.
>
> Tim Cossett
> COSSETT@AC.DAL.CA

The very best one, IMHO, is Gemview by D.Fiebelkorn. It is full GEM, works as .PRG and .ACC and displays virtually all picture formats including .JPG (at least the newer versions do). It should be available at a.a. and on most German ftp-sites carrying ATARI stuff.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
- Dr.Stein grows funny creatures, lets them run into the night, -
- they become great politicians and their time is right. (Helloween) -
---

5339. Re: Auto-Switch Overscan!

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 08:24:14 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.RyS5r84tjas@discworld.oche.sub.org>
Source record: 214801

In <1dku0sINN96r@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz writes:
>Does anyone know how much the Auto-switch overscan device costs, and/or
>who I can contact to buy it, or get more info
>who I can contact to buy it, or get more information about it from?
>
>(This is the gadget that gives higher than 320*200 or320*400 or 640*400
>resolution - adding almost a quarter of the screen size again, giving
>higher resolution!)
It is manufactured by
OverScan Gbr
Saentisstrasse 166
D-1000 Berlin 48
Germany
(I hope this address is still correct).

Last time I remember it was about 100DM, but at the atari-fair in
Duesseldorf it was sold cheaper (~60-80 DM ?)

However, this great piece of hardware can only be installed in
260ST/520ST/1040ST/MegaST machines, *not* in STE or TT types !

cu
Michael

--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"The only way housework could be done in this place was with a shovel or, for
preference, a match." Terry Pratchett, Witches Abroad

5340. Sequencer One

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 08:31:26 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <56880@olivea.atc.olivetti.com>
Source record: 215051

Hi there,

I'm looking for a ST program called SEQUENCER ONE a sequencer that can
handle both midi and sampled sound. It was on the Cover Disk of ST FORMAT 30
magazine, but that number went SOLD OUT 2 months ago.
If this program works on High rez (b/w) monitor coull anyone send it to me ?
We can eventually swap some others "legal" things.

Thank you.
Savino

5341. Re: Released: ASCREEN 3.2 (DVI previewer for Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 08:43:40 UTC
From: ridderbusch.pad@sni-usa.com
Message-ID: <RIDDERBUSCH.PAD.92Nov11084340@nozzle.sni.de>
Source record: 215056
Cross-posted to: comp.text.tex,comp.sys.atari.st

In article <4045@rbiffm.informatik.uni-frankfurt.de> lingnau@math.uni-frankfurt.de (Anselm Lingnau) writes:

> ANNOUNCEMENT --- ASCREEN 3.2
> ============================

> I'm pleased to announce that the newest version of ASCREEN, the DVI
> previewer for Atari computers, is now available for anonymous FTP.
> Enhancements in this version include

.....
- Anselm Lingnau
> --
> Anselm Lingnau .... lingnau@math.uni-frankfurt.de
> Software engineering: how to program if you cannot. --- Edsger Dijkstra

I'm afraid to report, that this new ascreen doesn't run under MiNT. I
checked it yesterday evening and couldn't get it run with MiNT (0.96)
installed. Once I removed MiNT from the auto folder and rebooted with
plain TOS (2.06 on a 68030) it ran just fine.

From what I've seen the program is well worth some additinal effort to
get it run under MiNT.
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: STO SI211
/ /./ Riemeke Str.
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.pad

Email: ridderbusch.pad@sni-usa.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)

5342. Re: late Falcons...

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 08:45:14 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.97.721471514@dhhalden.no>
Source record: 215052

Hey, think about the state Atari is in right now - restructuring etc. Users have also expressed their feelings about another machine in the ST/STe casing. I think it might be wise for Atari to wait until January to introduce the Falcon and then in a new casing. There is no software available right now which takes specific advantage of the machine and would it really be such a Christmas hit?? Maybe it is better for Atari to get their cash from LYNX sales this Christmas so that they can back a real Falcon campaign early next year???

Just thoughts...

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 18 49 38 |

5343. NVDI

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 09:58:42 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <BxJqDv.GGD@newcastle.ac.uk>
Source record: 215054

references: <1dks1nINN8t5@golem.wcc.govt.nz>

In comp.sys.atari.st you write:

>In article 1dks1nINN8t5@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
>Were in the USA can I get NVDI and a place that is open all day,
>not like Best Electronics that only open from 3pm..

I know this is not the USA, but if you want NVDI, I have it, and it is V.good.

Try contacting Karl Brandt at
The Desktop Centre
17/19 Blackwater Street
East Dulwich
London
SE22 8RS

Phone +44 81 693 1919

He will be able to help you out.

Chris...

+-=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=-+
e-mail: Chris.Forker@newcastle.ac.uk	Dept. Marine Technology
voice: +44 91 222-8557	Newcastle University
fax: +44 91 2611182	Newcastle upon Tyne
	NE1 7RU ENGLAND
+-=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=-+

5344. Re: SM124 problems

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 10:06:00 UTC
From: knop@dutecag.et.tudelft.nl
Message-ID: <1992Nov11.100600.1826@donau.et.tudelft.nl>
Source record: 215063

cs2320ak@utagraph.uta.edu (cs2320ak) writes:

>I looked in the FAQ but couldn't find anything about this. I know I've
>heard just about everyone who owns an SM124 monochrome monitor complain
>of this problem, which is when the background is all black using white
>characters or graphics, the brightness of the characters fades to near
>nothingness. I would like to know if there's something I can do about
>this problem, as in getting it fixed for cheaper than a new monitor
>would cost. Is this a design flaw? Thanks in advance.

This fix was posted a long time ago (aug 1988) by Werner W. Braun. I don't
think he would mind my reposting it as he wrote "I hope this will help
someone else"...

I have personally applied this fix to two SM124 monitors and it cured the
problem completely. Both monitors still work fine, many years later.

Peter Knoppers - knop@duteca.et.tudelft.nl

------message <8808101333.AA23692@ucbvax.berkeley.edu> follows------
Some days ago i sent a plea for help to all Atarians in netland:

> Is someone out there in netland who knows a difference between older and the
> newest SM124 B&W-monitors which could explain the following behavier:
> Mega ST4 and old (Oct. 87) Monitor:
> In reverse mode (light text on black background) is brightness dependent
> on information on screen !
> Mega ST4 and new (Mar. 88) Monitor:
> The symptom does not occur !

Our dealer didn't know of this problem, he told me all SM124 monitors are
returned to Atari for repair because they get no parts from Atari. So they
have no experience with these monitors. (Thanks to V.A.Brandt who gave me
an important hint)

I decided to take an oscilloscope and did some measurements.
As far as i know at two places the brightness of a CRT is controlled:

1) the first gate (hope this is the right technical term)
2) the cathode voltage/current.

The voltage between cathode and 1st gate should be constant, by adjusting this
you can control brightness of the monitor.

Therefore i measured the voltage of the first gate against ground: it was
constant, so this was apparently not the cause of the trouble.
Then i measured the cathode voltage, which should be +70V as the schematics say.
I found these voltage to be screen-image dependant:

with a light screen i found +70V,
with completely dark screen i found +85V.
The cathode current varied between 0mA (no bright, no contrast) and 17mA (full bright and full contrast). So i think the problem is a bad regulation of cathode voltage. If the load is too small (dark screen or only some light characters on a dark screen, the cathode current is small) cathode voltage goes up and voltage difference between cathode and 2nd gate goes down ---> screen fades.

And now my fix:
Beware --- I'm a simple minded chemist who ownes a soldering iron but is not an EE, so i will take no warranty for any side effects of my fix. It works with our monitor, but i fixed it today and so have no experience on the long run. It's a simple fix and should do no harm to your SM124. What do i do?
I put a little extra load (1.5mA) at the high voltage transformer, so that the current never sinks under 1.5mA and cathode voltage never goes up again. With maximum brightness and contrast i measured 17mA, in normal operating condition about 8-13mA, so this extra current should never overload the transformer. But i give no warranty for this! Be carefull if you turn on full brightness and full contrast.

The procedure is given for a monitor manufactured in oct '87, the newer ones have a different PCB layout.

1. Open the monitor by removing the 5 screws.

2. Look at the small board which is plugged on the end of the CRT. There you find the names of the parts printed. Look for C308 (47uF/100V) at the lower right edge of the board. If the board is covered with a shielding, you may have a newer monitor and this fix possibly does not apply.

3. Get a resistor 47k ohms 0.25 W and solder it across the pins of C308.
Put the resistor at the right boarder of the board so that it does not touch the monitor box later.
Pay attention to the small space between the monitor box and the board.
Possible Damage of your monitor!

4. Close the monitor, cross fingers and switch on. Problem should have gone.

PP: I also found some differences between the circuit drawings and the actual board, but this should be no problem. But i supplied R302 with 1k/0.25W, but this is not necessary for the fix

part was should be

R302 open 1k
R311 68R 47R
R312 270R 240R
R313 820R 680R

I hope this will help someone else, forgive the rather long posting.

Werner W. Braun xbr3d815 @ ddathd21.bitnet

5345. Looking for Hz generator

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 10:07:06 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Nov11.100706.72276@yuma.ACNS.ColoState.EDU>
Source record: 215053

I am looking for a ST program that will generate tones, like I give it a
Certain Hz, and it'll play it through the sound. Preferbly the STEreo
hardware of the STE and up. thank, you, any help is appreciated.
-KF
\ / /--
\/\/hite /-ang

5346. Re: C-lab gone under?

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 10:24:28 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Nov11.102428.28579@cs.ruu.nl>
Source record: 215059

Reprinted From Z*NET 92-17:

C-LAB FOLDS, EMAGIC TAKES OVER
Internal company unrest and division has brought C-Lab, developers and manufacturers of the most successful Atari MIDI sequencing programs, Creator and Notator, to an end. C-Lab products will be taken over by a new company formed by Ensoniq, the US distributors of C-Lab as well as a line of electronic hardware for the music industry. EMAGIC will maintain support and development of the Atari platform, and includes some of the same people who were C-Lab. Notator 3.1 was recently hailed in Keyboard magazine as the best MIDI sequencing program available for any computer. Announcements from Ensoniq about Emagic include news of "Notator Logic" for the Macintosh, to be released before the end of 1992. Emagic joins Steinberg/Jones and Barefoot Software as the major remaining MIDI developers for Atari computers. Barefoot formed from the Hybrid Arts takeover this summer, and Dr. T's stopped developing for the Atari in 1992. Contact Emagic through Ensoniq Corp, attention David Netting, 155 Great Valley Parkway, Malvern, CT 19355, 213-647-3930, extension 297.
--
Piet van Oostrum <piet@cs.ruu.nl>

5347. Re: How to handle the RS232 under GFA-Basic?

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 10:25:00 UTC
From: andre@cix.compulink.co.uk
Message-ID: <memo.743027@cix.compulink.co.uk>
Source record: 215064

nienaber@sonne.zedat.fu-berlin.de (H. Nienaber) wrote:
>I am writing a pttle rogram wich will read the data from a GOULD 1604-
>Oscilloscope. The serial port is with XBIOS(15,1,0,-1,...) for 9600Bps and
>XON, XOFF configurated. The scope is also set to this parameters. The problem
>is: the serial interface dont stop the incoming data-stream even when i dont
>get the byte stream.
>[stuff deleted]
>If i connect my terminal (CoNnect :-)) to the scope i can pause the incoming
>stream of data with ^S and continue with ^Q.
>In my program i use the INPAUX$-command to get the incoming data. The GFA-Basic
>is a version 3.5(or so) wich was distributed some weeks ago by the german TOS-
>magazine.
>Is there anyone who has experience with the RS232 und GFA or some tips,
>routines, sources?

First, sorry for the delay in replying, I don't know if anyone has already responded, but here goes:

My first tip would be to avoid INPAUX$. I know it's a nice command (I used to use it a lot too), but it seems to screw up CTS/RTS flow control completely, and I've no doubt it does the same for XON/XOFF too. I assume it works by pulling bytes directly from the RS232 buffer, and then adjusting the pointers, which must confuse the OS in some way - at least, it does with my extended buffers, anyway.

Stick to multiple INP?(1) and INP(1) commands, or their GEMDOS equivalents. If that still doesn't work, try sending Control-S directly from your program and see if that stops the data stream correctly.

If all else fails, simply extend the buffer size to give you more time to read the data. Mind you, this is only a solution for bursts of data; if the scope keeps sending data all the time, you'll only be postponing the inevitable.

To enlarge the RS232 buffer, first use iorec(0) [XBIOS(14,0)] which returns the address of the current serial I/O table. This is a structure with the following contents:

LONG Pointer to the current RS232 buffer in memory
WORD Current size of the buffer (in bytes)
WORD Head index (in bytes) i.e. pointer to next unread byte of data
WORD Tail index (in bytes) i.e. pointer to last byte of data waiting
WORD Low watermark (in bytes)
WORD High watermark (in bytes)

This table is followed in memory by another, identical, one for outgoing data, but that doesn't usually need to be changed.

The High and Low watermarks are used for flow control - when there are more unread bytes in the buffer than allowed for by the High value, a 'stop flow' command is issued. The start flow will only be issued when the buffer has been emptied down to the Low level. A good rule of thumb for these would be around 75% to 90% of the buffer size for the High value, and around 50% to 75% for the low value, depending on how quickly your device responds to XOFF.

To change the buffer size, first store the existing values so you can reset them later, then MALLOC a nice big buffer and store its address into the first LONG. Don't go beyond about 32k. Next store the buffer size into the next WORD, and set up the High and Low watermark values accordiningly. Finally, zero the Head and Tail indexes. It's best to do all this while there's no data coming in from the RS232 port, otherwise you'll lose some of it.

I hope at least some of the above was helpful.

Andre

Andre Willey | Email: andre@cix.compulink.co.uk
7 Oaklands Road, Sutton Coldfield, | andre@cix.uucp
West Midlands, B74 2TB, England. | ...{mcsun}!uknet!cix!andre
Phone: (UK) 021-308-5251 | "Il est mort, Jean Luc..."

5348. Wanted: online door ftps

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 11:07:06 UTC
From: m0ali001@ulkyvx.louisville.edu
Message-ID: <1992Nov11.070706.1@ulkyvx.louisville.edu>
Source record: 215060

Can anyone please E-Mail me the address of some ftp sites that
have online door programs for atari st BBSs??

thanks in advance
M Ali

5349. Wanted: Statistics packages for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 11:26:27 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Nov11.112627.110475@rrz.uni-koeln.de>
Source record: 215058

Hi Atari folks,

a friend of mine is looking for good statistics packages for his
ST computer. Since the main use will be standard deviations and
such, extreme sophistication is not necessary. However, the
package should be easy to use and have possibilities for
producing graphical output, or at least an interface to a
standard tool for this purpose, e.g. to spreadsheets.
Of course, PD software is preferred, but pointers to commercial
packages are also welcome.

Thanx in advance

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

5350. Re: Gif Viewers

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 12:03:42 UTC
From: schorr@rbg.informatik.th-darmstadt.de
Message-ID: <1992Nov11.130342@rbg.informatik.th-darmstadt.de>
Source record: 215061

Hatari!

The best GIF-Viewer, I know, is GEMVIEW1.1. It can handle with lots of fileformats, and especially the GIF-Format is very very good, because you can set the dithering, and the colormodes, etc.

And it is 100% GEM :)

Greets, Roland

5351. Re: ANA-Systems Modula 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 12:32:31 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BxJxI7.30w@newcastle.ac.uk>
Source record: 215065

Also note that the ANA Systems Modula 2 compiler has to many bugs to make it a viable system for developing under. Try using the Modula 2 system marketed by HiSoft in the UK. It's much more reliable, even if the enviroment (at least in the version I run) isn't as good as HiSoft's other products (Lattice C, HiSoft Basic 2, Devpac 3, etc).

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

5352. 96002's got a silcon bug!

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 12:34:47 UTC
From: richard@star.ic.ac.uk
Message-ID: <1992Nov11.123447.6345@sol.ctr.columbia.edu>
Source record: 215062

Believe me or not, but I work in the same group as a guy whose
working with a 96002. It's been confirmed by Motorola US that
he's discovered a bug on the chip. Apparently when you do a
parallel load at the same time as doing a dma access (and probably
a few other conditions as well ... I could find out exact details)
then a bit of some data gets cleared.
He's working on real time image processing, and trying to push the chip
as fast as possible.

Now, there was a discussion going on about 'wouldn't it be nice to have
a 96002 in a falcon 040', yes but it would have been damn expensive, but
now that it's got an obscure bug wouldn't it be possible for atari to buy
up old stock and make the dream a reality. OK so it would have a small bug
on it, but couldn't you program around that? Obviously they'd have to
make clear that it's not a fully functional 96002, but it's still damn fast.

Does any one know what normally happens to chips with a bug on them, are theu
sold? Or just binned - motorolas reputation etc.

Richard

DISCLAIMER: I'm not gong to be held responsible for any of the above, I'm
not a rumour monger, but if motorola are wrong and the chip is OK,
then maybe I'm misinformed. Just remember where you heard it first...

5353. Re: Formula One simulation & protected floppies.

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 12:55:57 UTC
From: tose@unix03.dhmolde.no
Message-ID: <1992Nov11.125557.13943@ugle.unit.no>
Source record: 215068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Grant McFarlane (etlgtme@etlxd20.ericsson.se) wrote:
: Hi Folks,
:
: I'm determined to get this lot installed on my hard disk, but I'm
: going to need some help from some very clever people, and I know your out
: there.
: OK, so now the technical bit, which is why I posted this to comp.sys.
: atari.st.tech as well.
: After messing around with a few sector editors I've narrowed it down to
: Side 0, Track 0, Sector 1. (The boot sector, I believe). It contains
: executable code which sets the whole thing rolling at reset. I've messed
: around with it and managed to get the icon to open up into a window but it
: just says "0 bytes used in 0 items". Can anybody help me here? Am I wasting
: my time? Can it be done?
:

Forget it!

Installing it on a harddisk MIGHT be possible if you do some VERY serious hacking (involving writing your own harddiskdriver and modifying the program to use this one and simply copy complete disk images onto harddisk)

F1GP does work on a 520 (I think) and will have to run from a VERY low memory location, screwing up everything (including 99% of all harddiskdrivers) and since it doesn't use gemdos() file access you'll have to rewrite the "file" routines anyway so it involves a LOT of work even for the MOST talented hackers. My advice is: Write a letter to the publisher and tell him why you won't be buying any more of their games.. Might work! :)

Btw, an alternative is to get Vroom which isn't on that many disks :)

Cheers,

- Torbjorn

5354. Mono Mon (was Re: late Falcons...)

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 13:33:10 UTC
From: jat@cch.coventry.ac.uk
Message-ID: <BxK0BD.9u2@cck.coventry.ac.uk>
Source record: 215070

In article <1992Nov10.132640.14986@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>BTW I have tried to get a SM146 mono monitor from Evesham Micros (the only
>semi-Atari dealer here in Cambridge (UK) but they said that Atari hasn't
>shipped any yet.

Yeah I've had an order with them for about 4 weeks now, and they still
claim they have no idea when the SM146 will actually reach them !

>Is this true or is it that only this shop hasn't got any?

Yes I would like to know too, I have lots of work lined up that really
needs a decent monitor, and if someone actually has them in stock I'd
be very willing to transfer my order!!!!

>(what's the difference between SM124,125,144,146 etc?)

Well from what I've managed to find out (thanks to all those that sent me
the information), 24&25 are the old 12inch monitors, I've used them before
and they're pritty good, the 144 is the later 14 (more like 13) inch monitor
with horizontal & vertical controls to allow you to fill the entire screen
area(no border), it has all controls at the frount. And the 146 is basicly
like the 144 but has been improved to get rid of some display flicker problem
that the 144 had, the horiz & vert controls are missing, but the factory
settings fill most of the screen area anyway.

All of them have mono sound and the 144&146 have tilt&swivel bases (excellent!)
:-)

Hope that helps.

--
\ / "Me, the artist, has produced all this with my own imagination
/\/\ and skill... Oi!! Yes, you at the back, stop laughing !" 8~}
\/ -- \ <jat@uk.ac.cov.cch> is (Mirrir, Skippy, Jase, Slarts... Pick 1 :-)

5355. Re: Gif Viewers (printing)

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 13:40:11 UTC
From: jat@cch.coventry.ac.uk
Message-ID: <BxK0n1.Cs2@cck.coventry.ac.uk>
Source record: 215071

In article <1992Nov11.130342@rbg.informatik.th-darmstadt.de>
schorr@rbg.informatik.th-darmstadt.de (roland schorr) writes:
>Hatari!
>
>The best GIF-Viewer, I know, is GEMVIEW1.1. It can handle with lots of
>fileformats, and especially the GIF-Format is very very good, because you can
>set the dithering, and the colormodes, etc.

Arrrr, but can someone tell me of a very good Gif printing program, one that
will produce nice results on a Star 24pin Dot-matrix(B/W), seeing as the
printer has a better res then any of the screen modes !!!

Please....

--
\ / "Me, the artist, has produced all this with my own imagination
/\/\ and skill... Oi!! Yes, you at the back, stop laughing !" 8~}
\/ -- \ <jat@uk.ac.cov.cch> is (Mirrir, Skippy, Jase, Slarts... Pick 1 :-)

5356. Re: Sequencer One

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 13:43:10 UTC
From: strgh@csv.warwick.ac.uk
Message-ID: <1dr2leINNkg1@violet.csv.warwick.ac.uk>
Source record: 215066

In article <56880@olivea.atc.olivetti.com> grillo@flash.ATC.Olivetti.Com (GUEST Savino Grillo) writes:
...
>I'm looking for a ST program called SEQUENCER ONE a sequencer that can
>handle both midi and sampled sound. It was on the Cover Disk of ST FORMAT 30
>magazine, but that number went SOLD OUT 2 months ago.
>If this program works on High rez (b/w) monitor coull anyone send it to me ?
>We can eventually swap some others "legal" things.
>
>Thank you.
> Savino

I don't think this would be "legal" if you were sent a copy (disk or e-mail) rather than the original disk: commercial software like Sequencer One is typically licensed to ST Format etc. to be sold ONLY as a cover disk: it isn't made PD. Note that several companies are still advertising Sequencer One for sale at commercial rates (say 40 pounds).
No I'm not a lawyer - just worried about comp.sys.atari.st being used (however innocently) to encourage (probably unintentional) piracy.
-- Ewart Shaw
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick.cu
University of Warwick, | BITNET: strgh%uk.ac.warwick.cu@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
Sarah (20 months) on first seeing juggling: `Balls skipping in the sky'.

5357. Re: Wanted: Statistics packages for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 13:52:25 UTC
From: "Grupp , Andreas" <JG05@DKAUNI2.BITNET>
Message-ID: <1992Nov11.135225.25301@rz.uni-karlsruhe.de>
Source record: 215067

> Hi Atari folks,
>
> a friend of mine is looking for good statistics packages for his
> ST computer. Since the main use will be standard deviations and
> such, extreme sophistication is not necessary. However, the
> package should be easy to use and have possibilities for
> producing graphical output, or at least an interface to a
> standard tool for this purpose, e.g. to spreadsheets.
> Of course, PD software is preferred, but pointers to commercial
> packages are also welcome.
>
> Thanx in advance
>
> Greetinx, Jan
>
> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
> | |
> *----=< hierarchical systems are for files, not for humans >=-----*

I would try OPUS. A shareware package with graphic part.
Available for german users per ftp in Stuttgart (rusmv1/129.69.1.12)
After some troubles with GDOS it works very fine.

Andreas
JG05@DKAUNI2.BITNET

5358. UMICH FTP not working ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 14:02:32 UTC
From: trs@doc.ic.ac.uk
Message-ID: <1dr3poINN22r@frigate.doc.ic.ac.uk>
Source record: 215069

I just tried to ftp something from the umich ftp archive. It would let me browse the directories, but when I tried to get something it said there was something wrong with the directory structure..

Anyone else had this problem?

Is it going to get fixed?

Tom

5359. Re: How do I cancel Dialing with Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 15:03:50 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1dsvkmINN6qe@phakt.usc.edu>
Source record: 215092

In article <1992Nov11.061101.11967@zooid.guild.org> stramba@zooid.guild.org (Mike Stramba) writes:

>When I use the popup dialer (right mouse click) and select a number for
>Uniterm to dial, it dials ok, but how do I get it to STOP ?

>If the line is busy it just keeps going forever !!!

>I've pressed every #$@!#%^$#^$ key on the keyboard, and pressed both mouse
>buttons !

>I'm using version 2.0e

This is a bug that appeared in all 2.0e versions prior to (I believe)
015. What you need to do is put a 1 in the redial section of the dialer menu
as a blank or a 0 will cause the symptoms you describe.

Or use the newer (>=015) version...I don't know where you can get it
though. (If I remember the new version fixed a bug (a feature IMHO) having
to do with the mouse edit...its been so long since I've used Uniterm that I've
forgotten tho. I think it had to do with not inserting cariage returns. :)

>Mike

-MikeB

5360. Re: THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 15:08:55 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1dsvu7INN6vl@phakt.usc.edu>
Source record: 215093

In article <2003@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>In <69032@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>How is the speed? I use an ST (8 MHz) at work as a terminal attached to a
>19.2K serial line, and while Uniterm is fast enough on its own, if I add
>Codekeys it slows down too much too work satisfactorily. ConNect was visibly
>lower, perhaps due to its custom fonts.

The reason that CoNnect is visably slower is that it _doesn't_ use
custom fonts, or rather it lets you use lots of standard GDOS fonts, because it
uses GDOS (and the standard VDI that goes with it). This is why a screen
accelerator (like Warp9 or NVDI) will help speed up screen speed _immeasurably_
- well, ok, maybe you can measure it, but whatever the difference is, it is
a very significant, VERY NOTICABLE difference.

If I remember correctly, it might help to use it in monochrome too.

>Bill
[.sig deleted]

-MikeB

5361. Dr.T's Atari development not dead! (was: C-lab gone under?)

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 15:51:11 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <61458@aurs01.UUCP>
Source record: 215072

In article <1992Nov11.102428.28579@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>Reprinted From Z*NET 92-17:
>
> C-LAB FOLDS, EMAGIC TAKES OVER
> Internal company unrest and division has brought C-Lab, developers and
> manufacturers of the most successful Atari MIDI sequencing programs,
> Creator and Notator, to an end. C-Lab products will be taken over by a
> new company formed by Ensoniq, the US distributors of C-Lab as well as a
> line of electronic hardware for the music industry. EMAGIC will
> maintain support and development of the Atari platform, and includes
> some of the same people who were C-Lab. Notator 3.1 was recently hailed
> in Keyboard magazine as the best MIDI sequencing program available for
> any computer. Announcements from Ensoniq about Emagic include news of
> "Notator Logic" for the Macintosh, to be released before the end of
> 1992. Emagic joins Steinberg/Jones and Barefoot Software as the major
> remaining MIDI developers for Atari computers. Barefoot formed from the
> Hybrid Arts takeover this summer, and Dr. T's stopped developing for the
> Atari in 1992. Contact Emagic through Ensoniq Corp, attention David
> Netting, 155 Great Valley Parkway, Malvern, CT 19355, 213-647-3930,
> extension 297.
>--
>Piet van Oostrum <piet@cs.ruu.nl>

The statement about Dr.T's having stopped development for the Atari in
1992 is false. Dr.T's is online on GEnie and they report KCS Omega V5.0
is currently under development and will be released in early 1993. It
will run on a Falcon030, although it will not take advantage of many of
the new sound capabilities of the new machine (yes, Dr.T's has a
Falcon).

While the Atari version of X-oR is currently on the back burner, some
work on an upgrade has been done (though it would be wise not to hold
your breath for it to be released). X-oR profiles are currently being
written for several new instruments (my source for this info cannot be
disputed! ;^) and will be released by Dr.T's early next year.

Granted, the focus of Dr.T's development has moved towards the PC, but
it has not stopped on the ST!

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

5362. ICD HARD DISK UTILS

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 15:57:09 UTC
From: csi063@cch.coventry.ac.uk
Message-ID: <BxK6zA.H73@cck.coventry.ac.uk>
Source record: 215075

HELP WANTED YET AGAIN :-

I have a Seagate Hard disk running under the ICD 4.8x utility suite
but have managed to get a corupted ICDBOOT.PRG on my boot disk.

I have just re-partitioned the drive and now have no way of booting
it any more.

Has anyone out there got the ICD suite or know where I would be able
to get a copy (FTP SITES).

Urgent replies wanted as am getting desperate !

Many Thanks,

Simon Love (csi063@uk.ac.cov.cck)

--
+---+
| Simon Love / The Lover, BSC Computer Science Year 2, 47 Carmalite rd, Stoke! |
+---+

5363. Re: UMICH FTP not working ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 16:35:37 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Nov11.163537.28247@news2.cis.umn.edu>
Source record: 215073

In article <1dr3poINN22r@frigate.doc.ic.ac.uk>, trs@doc.ic.ac.uk (Thomas R Stiemerling) writes:
>I just tried to ftp something from the umich ftp archive. It would let
>me browse the directories, but when I tried to get something it said
>there was something wrong with the directory structure..

This is an example of a highly detailed trouble-call. NOT!

If you're going to post such 'requests for information', please be a bit more specific with the details. As an example:

"I just tried to FTP something from the atari.archive site. I could browse the New directory, but when I tried to get something from that directory it gave the following error:

'You are not authorized to get files from this directory'

How come?"

To which, of course, Jeff Weiner (and I, as surrogate in this particular USENET newsgroup posting) would reply:

"Send me an e-mail message rather than attempting to get answers from a large group of people who

(a) don't have the slightest idea what you are talking about;

(b) don't have the access to answer your question if they DO know what you are talking about;

(c) don't have the means to correct a problem in the first place."

Of course, there could be something wrong with the directory structure, but without quoting the actual error message you received, and without information about the file you were attempting to retreive and what directory you were attempting to retrieve it from, your posting isn't going to get you the answers you want.

-- David Paschall-Zimbel

5364. Re: THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 17:23:35 UTC
From: bill@mwca.UUCP
Message-ID: <2003@mwca.UUCP>
Source record: 215089

In <69032@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Regarding 80 columns in a window with STORM...

>STORM already uses a custom font that allows full width lines in
>a GEM window...

How is the speed? I use an ST (8 MHz) at work as a terminal attached to a 19.2K serial line, and while Uniterm is fast enough on its own, if I add Codekeys it slows down too much too work satisfactorily. ConNect was visibly lower, perhaps due to its custom fonts.

Bill
--

##
Bill Sheppard -- Western Regional Sales Manager -- bills@microware.com
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
################ Opinions expressed are my own and usually wrong ################

5365. Problems at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 18:00:11 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1drhnbINN63g@terminator.rs.itd.umich.edu>
Source record: 215074
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Here's a list of known problems that I (we) are working on to
remedy:

1. There's no files in Applications/Perutls, Applications/Math,
Applications/Wordproc or Applications/Spreadsheets. That was a
result of having to ftp everything over. I just forgot about 'em.

2. There's very few editors in Editors. Similar problem to
the above.

3. On occasion, you'll get server not responding errors. This is
because there was an air conditioner problem in the machine room. I
think this is all better now.

4. Bart doesn't work. We're still looking for a host machine for
it to run on.

5. I've been particularly angry at people posting questions about
the archive to comp.sys.atari.st. This is because the problem
reports should be going to me, not the world, who can't do much
about it.

6. On occasion, particular volumes in the archive won't be working.
I don't know why this happens, other than the fact that each
root level directory is mounted on a separate disk. It is
possible that each of the disks could go down for backup individually
from time to time. (Along with other possibilities I haven't even
dreamed of yet).

In short, this is a new experience for me too. I'd appreciate people
letting me know, by mail, of any and all problems that they
have. I'll try to remedy them as best as my schedule and
physical location (I'm 700 miles away from umich now) will permit.

Jeff
--
- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -

5366. corrupted incoming files - please reupload

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 19:31:43 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Nov11.193143.1462@news2.cis.umn.edu>
Source record: 215076

The following files were uploaded to the atari.archive New directory over the past week. The files are corrupted; I could not fully extract all files without errors. Would the folks who placed them up on the archive attempt to re-upload these files? Thanks.

10 November mydw107.lzh
10 November mydrw107.lzh

3 November lpsolvesrc.zoo
3 November lpsolvebin.zoo

As soon as there are new uploads which I can unarchive successfully, I will put these into the Newitems directory.

-- David Paschall-Zimbel, Umich Atari Posse

5367. MiNT 0.95 / MultiDesk Deluxe incompatibility

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 20:32:03 UTC
From: michael@dime.cs.umass.edu
Message-ID: <56085@dime.cs.umass.edu>
Source record: 215081
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone out there have MiNT 0.95 working with Codehead's MultiDesk Deluxe? I can't get it working, even with a virgin copy of MDD. Unfortunately, I don't know off the top of my head which version of MDD I'm currently running. I'll check on it in the event that it's important.

It _does_ work with MiNT 0.94, however.

Thanks for any info.

Michael Kieras
michael@cs.umass.edu

5368. Where to get a ST/STe video plug

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 20:50:53 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <74473@hydra.gatech.EDU>
Source record: 215078

I recently purchased a refurbished Sony 1302 multisync to use with
my Mega STE. I found the file on atari.archive for connecting a
multisync to the ST/STe and it seems very straightforward. What I
need is the plug for the monitor port. Where can I get one?

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

5369. user needs help with DragonFlight

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 20:54:35 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Nov11.205435.2891@news2.cis.umn.edu>
Source record: 215080

I have an ST user who has been playing a game called DragonFlight, produced by a German company called Thelion. He is stuck at the moment, trying to find a house in the "north woods" -- a clue given him in a note he found at the bottom of a dungeon while looking for a particular book. If anyone has information on how to proceed, or even a phone number/address where he can contact the original game producers, please let me know.

-- David Paschall-Zimbel

5370. TTM194 w/ Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 20:59:48 UTC
From: wmagro@uiuc.edu
Message-ID: <BxKKzq.HFy@news.cso.uiuc.edu>
Source record: 214862

Does anyone know whether spectre takes advantage of TT high resolution on the big 19" monitor? This would be god-like.

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

5371. Re: Problems at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 21:05:01 UTC
From: bobhays@spss.com
Message-ID: <1992Nov11.210501.1154@spss.com>
Source record: 215083
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

After following the combat in rec.music.synth et al.... I've come to realize that we rarely provide ata-persons here....

I just wanted to thank Jeff for running Atari Archive. Problems happen (see, can say it without offending anyone:-). For a free service, I think it is great. I'm glad there are people willing to stick their nose in and do something when it is needed.

So, I hope everyone will try to have a positive tone as Jeff works through the changes at Atari Archive (remember when it appeared that AA would disappear early in the year....) and remember that he is performing a service to our community.

Thanks Jeff! Have fun! - Bob

--
==========
The opinions expressed above are those of Bob Hays and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "I'm hovering like a fly, waiting
Fax: (312) 329-3657 | for a windshield on a freeway" -PG

5372. Re: What about Flash II?

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 21:11:13 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1drsthINN1ok@golem.wcc.govt.nz>
Source record: 215079
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <ntomczak.721359308@vega>, ntomczak@vega.math.ualberta.ca (N Tomczak-Jaegermann) writes:
>
>If you have some stories indicating that Flash II is good
>(remember - mono TT) or bad for his purposes please e-mail them
>to me or post.
>
> Michal Jaegermann
> ntomczak@vm.ucs.ualberta.ca
> ntomczak@vega.math.ualberta.ca

I think it would be better to wait for the STORM its the REAL FLASH 2, writen by Alan Page...

From what I read Flash II is still full of bugs and is very slow, I do have some comments from Alan page on it, also I posted some 3 articles about STORM here..

Roger..... sheppard_r@kosmos.wcc.govt.nz

5373. Re: ICD HARD DISK UTILS

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 21:23:27 UTC
From: grier@bnr.ca
Message-ID: <1992Nov11.212327.2292@bnr.ca>
Source record: 215082

According to ICD you may download there software from either
CompuServe, GEnie, or their own BBS. They do not allow other
BBS's to post copies of their software.

I've recently seen some UK people accessing CompuServe, so I think
that will be your best bet.

Your only other choice will be to send your ORIGINAL disk to ICD
and get updates. Their phone number in the US is (815) 968-2228.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

5374. What are the Falcon's capabilities?

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 21:53:15 UTC
From: KCR103@psuvm.psu.edu
Message-ID: <92316.165315KCR103@psuvm.psu.edu>
Source record: 215084

Just as the title says, I would like to know more about the Falcon computer.

Ken

5375. Minix

Newsgroup: comp.sys.atari.st
Date: 1992-11-11 22:16:32 UTC
From: humphrie@wam.umd.edu
Message-ID: <1992Nov11.221632.25754@wam.umd.edu>
Source record: 215085

Anyone who uses, knows about, has, or wants to sell MINIX please email me.

I'd like to have MINIX for the ST but I need to know stuff about it.

How UNIX is it? If selling, HOW MUCH? What is the recommended sys config for running it? What can you do with it (multiuser? modem?)? Those are a few of the questions that spring to mind.

Keep it in email, unless someone else is interested.
--
_____Jim_Humphries_____
|DISCLAIMER: All opinions expressed in this message are actually the reader's.|
| He or she just may not know it. |
|____humphrie@wam.umd.edu_____NeXTmail: humphrie@nicube.umd.edu___|

5376. Children's games, etc.

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 00:26:22 UTC
From: rfalanga@leo.unm.edu
Message-ID: <_1cqhac@lynx.unm.edu>
Source record: 215086

I'd like to know if the game "Where In the World is Carmen Sandigo?" ever came out for the ST? Any Atari computer (besides DOS compatible ones.)?

Rod

--
****

Rod Falanga

Work: 505-822-7393
ABQ87D::FALANGA
abqrs1::falanga
CEN: FALANGA:ABQ87D
FAX: 505-822-7002
Internet: rfalanga@triton.unm.edu

****

5377. Re: Re: What about FlashII?

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 01:17:13 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Nov11.211713.1@sscl.uwo.ca>
Source record: 215087

Echoing the previous post about Flash 2 I must admit when I tried it (along with just about every other terminal program both commercial and otherwise) I found Flash 2 to be incredibly slow...even with NVDI running! The program itself seemed okay but the slow operatin REALLY put me off. Regardless of what I try I seem to keep going back to Uniterm (since I need VT200 emulation fo the vax/vms system at school).

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

5378. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 04:21:10 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1dsm3mINN3rc@golem.wcc.govt.nz>
Source record: 215088

ST-Format had a deal on NVDI a while back, (August Issue I think).
They seemed to reckon it was a pretty good little package, I'll fish around
and if I can find the details for you!

ST-Format may deal out a lot of garbage info', but some of these soft-
ware deals are quite good!

5379. Re: How do I cancel Dialing with Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 05:12:19 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov12.001219.11788@bsu-ucs>
Source record: 215090

In article <1992Nov11.061101.11967@zooid.guild.org>, stramba@zooid.guild.org (Mike Stramba) writes:
>
> When I use the popup dialer (right mouse click) and select a number for
> Uniterm to dial, it dials ok, but how do I get it to STOP ?
>
> If the line is busy it just keeps going forever !!!
>
> I've pressed every #$@!#%^$#^$ key on the keyboard, and pressed both mouse
> buttons !
>
> I'm using version 2.0e

I'm on 2.0d and pressing any key aborts a dialing....should be the same on yours....Hmmmm....:-|

-Matt

5380. Re: The FALCON - too slow ??

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 06:33:10 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Nov12.063310.3352@beaver.cs.washington.edu>
Source record: 215091

In article <BxIB4y.3qq@dcs.ed.ac.uk> cdw@dcs.ed.ac.uk (Christopher Walton) writes:
>A friend yesturday said he'd seen the FALCON in Dusseldoff and the screen scrolling
>in 'true colour' mode was like glue. I haven't actually seen a falcon yet but I
>have read most articles on it and this wasn't mentioned. Since he owns a TT
>and is likely to be biased, can anyone else set my mind at rest ???
>

Well _I_ haven't seen a Falcon either, but here are some points that may be
relevant :
1) You would expect the window scrolling to be slower in true-color or
256 color mode, as the computer has to churn through lots more
screen memory. This is true on any platform, although until
recently Atari screen modes have all used the same amount of
memory, making comparisons between modes pretty similar. Remember
that a bitmapped 768x480x65536 (true color overscan) will gobble up
720KB of memory.
2) For the normal desktop, you wouldn't really want to run true color,
you'd use 16 color (which would be equivalent to TT medium,
640x480x16, with a larger palette) or 256 color at most.
applications which require true color, like raytracing, slideshows,
video digitizers, etc. will be able to change the resolution and
use the VDI, even if you are not in that resolution.
3) Someone a few weeks ago reported that they saw a demo Falcon
running in 256 color mode, and that it seemed about as fast as
the TT in 16 color mode. This kind of speed is very good for
256 colors (if you've never seen a TT in medium res, with Warp 9,
it's very fast), especially when you compare it to, say, MS
Windows. :-) I've seen Windows in 256 color mode and it
crawls terribly. For a PC you need to buy an expensive
graphics accelerator or get a completely different bus
architecture = $$$$.

Don't mean to degrade this into a PC vs Atari war, but Ataris have always
been fast at video applications, and I don't think the Falcon is any
exception. :-)

>Thanks - Chris (cdw@dcs.ed.ac.uk)
>

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

5381. *sigh* Help with GEMVIEW!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 07:56:08 UTC
From: cossett@ac.dal.ca
Message-ID: <1992Nov12.035609.8805@ac.dal.ca>
Source record: 215096

I now have Gemview 1.1 but it will not work. Whenever I try to load the prg it gives me a TOS #35 error, or it simply bombs. Could anyone help me out?

Thanks in advance,
Tim Cossett
COSSETT@AC.DAL.CA

5382. Disk Drive FOR SALE !!

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 07:58:32 UTC
From: carrollw@ucs.orst.edu
Message-ID: <BxLFHq.195@news.orst.edu>
Source record: 215095
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the following FOR SALE!!

ATARI SF 314 DS/DD 3.5" Disk Drive
External w/ PS and cable.

I.B. 5.25in DS/DD Disk Drive
External w/ own PS and cable
You can read and write both Atari and IBM 5 1/4 Disks.

"Drive Master" switch box (switch between two drives)
Leave two external drives pluged in and switch between
them with the touch of a button.

Will let all go for $200.00 (OBO)

Call me at (503) 752-1452
OR
Email to carrollw @ucs.orst.edu

Thanks for your time and computer space!

Bill Carroll

5383. Re: Minix

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 08:22:47 UTC
From: wb@arb-phys.uni-dortmund.de
Message-ID: <1992Nov12.082247.8319@arb-phys.uni-dortmund.de>
Source record: 215098

In article <1992Nov11.221632.25754@wam.umd.edu> humphrie@wam.umd.edu (James B. Humphries) writes:
>Anyone who uses, knows about, has, or wants to sell MINIX please email me.
>
>I'd like to have MINIX for the ST but I need to know stuff about it.
If you are not eager to do kernel developing, probably you want to know
about MiNT, which is much more pleasant to use on the ST.
>
>How UNIX is it? If selling, HOW MUCH? What is the recommended sys config for
>running it? What can you do with it (multiuser? modem?)? Those are a few of
>the questions that spring to mind.
Minix is not much Unix, as it does not swap. Any process is memory
resident. The 68000 processor is not very usable to program a real Unix
or equivalent, as processes have to be in the same memory location for
the duration of their execution.
This limitation can remedied by having lots of memory. I would recommend
twice as much as all processes you want to run together. As Minix is
developed for the 8088 you may count 128kB for each process.

For Multi-User application you should be warned that there is no
protection against destructive actions buy other users on the ST. The
protection is a bit better on the 8088.
Also Minix is limited to the level of 'version 7', which is not what
most unix users want.
--
Dipl.-Math. Wilhelm Bernhard Kloke,
Institut fuer Arbeitsphysiologie an der Universitaet Dortmund
Ardeystrasse 67, D-4600 Dortmund 1, Tel. 0231-1084-257

5384. Re: Minix

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 08:35:22 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Nov12.083522.4999@unix.brighton.ac.uk>
Source record: 215099

Please post the answers !!!!

I'd also interested.....
Tanx,

Dom

5385. Re: Wanted: Statistics packages for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 08:40:30 UTC
From: mike@divsun.unige.ch
Message-ID: <1992Nov12.104031.19195@uni2b.unige.ch>
Source record: 214851

In article 110475@rrz.uni-koeln.de, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>Hi Atari folks,
>
>a friend of mine is looking for good statistics packages for his
>ST computer. Since the main use will be standard deviations and
>such, extreme sophistication is not necessary. However, the
>package should be easy to use and have possibilities for
>producing graphical output, or at least an interface to a
>standard tool for this purpose, e.g. to spreadsheets.

For basic stats, I use Kuma's KSpread 3, which is not bad (despite appearing quite primitive at first view). It is also said to interface to K-Spread, though I don't have personal experience of this.

For nice graphs, Scigraph is hard to beat, although data entry is a little irritating.

Both programs run perfectly on a TT, in ST Hi or TT Med.

Mike M.

5386. Reason for Falcon delay

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 08:50:33 UTC
From: anderss@colargol
Message-ID: <1992Nov12.085033.18063@ugle.unit.no>
Source record: 215094

The reason for the delay of the Falcon is that Atari has
pulled it back and redesigned the graphics system. This was done
when they got the specifications for the A1200. The Falcon has now
been improved with higher graphic resolutions, the max. resolution
is now 1280*960. (I don't know how many colors there will be in this
resolution). This is done to ensure that the Falcon is better than
the A1200 in all ways!!!
The minimum RAM config. will now be 4MB, and the new Falcon will
cost the same as the 1MB Falcon was supposed to ship for.
Machines should be shipping by the end of next week. (Unless Atari
decide something else...)

_
| | | Anders Skar
|_| _ _| _ _ _ Trondheim College of Engineering
| | | | | | |_| | |_ anderss@edb.tih.no
| | | | |_| |_ | _| 68040 - You can't outrun the lightning

5387. Re: Reason for Falcon delay

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 09:24:33 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Nov12.092433.17758@rmece49.upr.clu.edu>
Source record: 215097

```
In article <1992Nov12.085033.18063@ugle.unit.no>, anderss@colargol (anderss) writes:
|>
|> The reason for the delay of the Falcon is that Atari has
|> pulled it back and redesigned the graphics system. This was done
|> when they got the specifications for the A1200. The Falcon has now
|> been improved with higher graphic resolutions, the max. resolution
|> is now 1280*960. (I don't know how many colors there will be in this
|> resolution). This is done to ensure that the Falcon is better than
|> the A1200 in all ways!!!
|> The minimum RAM config. will now be 4MB, and the new Falcon will
|> cost the same as the 1MB Falcon was supposed to ship for.
|> Machines should be shipping by the end of next week. (Unless Atari
|> decide something else...)
|>

From where you got this info? And machines are supposed to ship by end
of next week? Yeah, sure, right, Uhu.... keep the faith.

|> _
|> | | | Anders Skar
|> |_| _ _| _ _ _ Trondheim College of Engineering
|> | | | | | | |_| | |_ anderss@edb.tih.no
|> | | | | |_| |_ | _| 68040 - You can't outrun the lightning

--
Raist
```

5388. Re: How do I cancel Dialing with Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 10:09:54 UTC
From: jwhub@sci.kun.nl
Message-ID: <BxLLKJ.Eqn@sci.kun.nl>
Source record: 214861

In <1992Nov11.061101.11967@zooid.guild.org> Mike Stramba <stramba@zooid.guild.org> writes:

>When I use the popup dialer (right mouse click) and select a number for
>Uniterm to dial, it dials ok, but how do I get it to STOP ?
As far as I know, you don't...

>If the line is busy it just keeps going forever !!!

>I've pressed every #$@!#%^$#^$ key on the keyboard, and pressed both mouse
>buttons !
Try the little square one on the back, marked `reset'.

>I'm using version 2.0e
So was I. Now I'm giving conNect 1.80 a try. It has a nice look and feel.
The only things I can think of that are missing are a delay in the ASCII-send
and a built-in editor (like Rufus, but faster...).

>Mike

-- Jan-Willem

5389. Multisync/VGA monitors

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 10:12:39 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1992Nov12.101239@cs.bham.ac.uk>
Source record: 215100

Hi!
I've been wondering for a while about getting a multisync for
my MegaSTE so I can show low/med/hi res on one screen, and also possibly
get a VME display board at some point.

This month, ST Format has printed the connections to fix an ST to a
VGA multisync monitor - is that a good idea, will it work or is it
worth it me getting a multisync instead? Someday I might get a Falcon
(perhaps the 040 - I don't mind waiting!), so can anyone see any
problems connecting one to a multisync such as the NEC/3D?

Can anyone recommend a VME graphics card for the Mega/STE?

Thanks!!!

David

David Oakley *
Software Engineering **_**
University of Birmingham */ *
_/
***
** ** ***
****** ** **** ***
****

5390. MGIF 4.0 uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 11:18:35 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <BxLoqz.KD0@news.chalmers.se>
Source record: 214857

The binaries and sources for the new and MUCH faster version of MGIF have now
been uploaded to atari.archive.

This version is based on the released sources for version 3.5. It does not
include all the enhancements of version 3.7 which was only available in binary
form. It does however allocate memory dynamically.

You may have seen that the files are already in the Graphics directory at
atari.archive but, please, do not download the files dated November 11th.
I made a small change to the program last night that cut the load time for non
interlaced GIFs by a further 30%. This new version was uploaded today
(November 12th) and will soon replace the old one.

The files you want are called:
mgif40b.zoo - binaries
mgif40s.zoo - sources for GCC 2.1, Lattice C 5.52 and Turbo C 2.0
(they will probably work with other versions too)

--
If you plan to compile the sources with Turbo C you have to disable nested
comments. I forgot to mention this in the readme file in the source archive.
--

All comments, suggestions for improvements and bug reports are welcome.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

5391. Re: The FALCON - too slow ??

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 11:32:39 UTC
From: tmo@phoenix.oulu.fi
Message-ID: <1992Nov12.113239.12331@ousrvr.oulu.fi>
Source record: 214852

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
: In article <1dprp3INN9rg@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys)
writes:
: |>
: |> In a previous article, cdw@dcs.ed.ac.uk (Christopher Walton) says:
: |>
: |> >A friend yesturday said he'd seen the FALCON in Dusseldoff and the screen scrolling
: |> >in 'true colour' mode was like glue. I haven't actually seen a falcon yet but I
: |> >have read most articles on it and this wasn't mentioned. Since he owns a TT
: |> >and is likely to be biased, can anyone else set my mind at rest ???
: |> >
: |> >Thanks - Chris (cdw@dcs.ed.ac.uk)
: |>
: |> Maybe the software made it slow?
: |>
: It shall be slow... it is more memory to move + CPU memory contention
: since the video bus is the same as the cpu bus to memory.
:
: - Raist
:

Scrolling should not be a problem. Falcon030 has hardware scrolling! That is
useless with desktop windows though BUT true colour mode is not supported in
desktop so the problem is just that the programmer did not make use of it!
Nobody used it on STe so that is nothing new. So it is definitely software
that made it slow.

-- Tero --

5392. Benchmarking (Was: Re: ST FORMAT DO IT AGAIN..)

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 11:50:50 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <721569048.8500@minster.york.ac.uk>
Source record: 214858

In article <1992Nov10.152620.1302@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <1992Nov9.185921.9035@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>>Just remember that MIPS stands for "Meaningless Indicator of Processor Speed"
>>(and various similar things :-). Although the DSP is rated somewhere above
>
>I compiled a Drhystone test the other day which gave a rating of appoximately
>1500 (Using Lattice C5 compiler). I was reading an Amiga newsgroup for
>details of the A1200 and somebody quoted a figure of appox 1250 d'stones which
>they said is 2.2 times faster than a standard Amiga 500.

> Does anybody know of an accurate speed test which works across a variety of
>machines?

Now _there's_ a can of worms! Devising an accurate indication of performance that works across a variety of machines is extremely hard. It's the goal of "the general benchmark", and it may be an unattainable goal.

Dhrystone is not a good general benchmark for a number of reasons:

1) It contains few loops. Studies have shown that most programs contain a high percentage of loops, and that code inside loops is significantly different to that found outside.
2) Large parts of the V1 benchmark can be optimised away by "dead code" removal.
3) Dhrystone was originally written in Ada, then converted to C. The conversion is not faithful to the Ada original, particularly when it comes to string operations
4) The poor analysis of operators lead to the inclusion of a number of string operations. These string operations introduce a significant amount of computation and looping into a program that contains few loops. Hence, Dhrystone results depend very much on the efficiency of the string operations in your prticular library.

If you want to read a discussion of why general benchmarking is hard, and a critique of various benchmarks, you could check out the following (sorry, couldn't resist):

MJ Lodge, "Benchmarking and Ada", 3rd year MEng Project Report, University of York, UK.

About the best benchmarks around are the SPEC suite, a set of application based benchmarks. Most "high end" manufacturers (Atari isn't one of them) are members of SPEC, and the benchmarks tend to be written in C for Unix machines.

In summary: determining "general" performance is hard, and error prone. If you do need to measure performance, then base it on the relative performance of a given application that is relevant to your area of interest.

>- Leo

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

5393. Re: The FALCON - too slow ??

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 12:09:47 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov12.120947.7843@dcs.warwick.ac.uk>
Source record: 214853

In article <1992Nov11.040149.6428@rmece49.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <1dprp3INN9rg@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>|>
>|> In a previous article, cdw@dcs.ed.ac.uk (Christopher Walton) says:
>|>
>|> >A friend yesturday said he'd seen the FALCON in Dusseldoff and the screen scrolling
>|> >in 'true colour' mode was like glue. I haven't actually seen a falcon yet but I
>|> >have read most articles on it and this wasn't mentioned. Since he owns a TT
>|> >and is likely to be biased, can anyone else set my mind at rest ???
>|> >
>|> >Thanks - Chris (cdw@dcs.ed.ac.uk)
>|>
>|> Maybe the software made it slow?
>|>
> It shall be slow... it is more memory to move + CPU memory contention
>since the video bus is the same as the cpu bus to memory.
>
>- Raist
>

It is slow because Atari STILL haven't made use of STe's hardware scrolling
(which I assume is available on the Falcon) in TOS. Apart from the slowdown
due to loss of available memory bandwidth, scrolling should not be any slower
in the Falcon's high resolution modes.
The funny thing is that Atari recently complained about games programmers
not using the facilities of the STe.

- Leo

5394. Idea for a program

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 12:17:07 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Nov12.071708.20452@newstand.syr.edu>
Source record: 214868

Here's an idea for all you programmers out there...what about a program that will allow one to control another computer, remotely via a modem? I do not know if it is possible, or if it has alredy been done, but it would be nice to have...I think. There are programs like this on other platforms...Carbon Copy (msdos) and Carbon Copy for the Mac, PC Remote, PC Anywhere, and even remote access for the Mac using system 7.

I imagine it would be easiest to come up with something that lets one control another ST remotely...but it would be even neater to be able to control an msdos machine, or even a Mac remotely.

--Gerry
ggreenbe@rodan.acs.syr.edu

5395. Re: Wanted: Statistics packages for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 12:18:00 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Nov12.081800.8808@ac.dal.ca>
Source record: 214856

In article <1992Nov11.112627.110475@rrz.uni-koeln.de>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
> Hi Atari folks,
>
> a friend of mine is looking for good statistics packages for his
> ST computer. Since the main use will be standard deviations and
> such, extreme sophistication is not necessary. However, the
> package should be easy to use and have possibilities for
> producing graphical output, or at least an interface to a
> standard tool for this purpose, e.g. to spreadsheets.
> Of course, PD software is preferred, but pointers to commercial
> packages are also welcome.
>
> Thanx in advance
>
> Greetinx, Jan
>
> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
> | |
> *----=< hierarchical systems are for files, not for humans >=-----*

BSTAT, available on the atari.archive (or was before the move, anyway) is large, comprehensive, and good for graphics. I haven't actually tested its statistical features, of which there are many, since my own interest was in using it to graph (and print) data arrays. It is shareware.

John Cordes, Dept. of Physics,
Dalhousie University, Halifax, N.S.,
Canada B3H 3J5 Internet: cordes@ac.dal.ca

5396. Re: Lighten up about the FALCONS

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 12:27:04 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov12.122704.8081@dcs.warwick.ac.uk>
Source record: 214855

In article <BxJF2o.9wx@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
>Listen prople, why buy a computer which has no real software. Why don't

I would.

>we all just take a pill and cool off. Even if Atari made the Christmas
>deadline, the lack of software (software meaningful for the Falcon)

1) Most of the old software should still work (although 3x faster)
2) If the A1200 gets out first it will have a considerable advantage over the Falcon, however inferior it is (remember Betamax v VHS?).
3) Software will only be written in quantity once the machine has been officially released (people have been caught out once before with that games console that Atari sent to developers last year, only to withdraw it later, then there was the Abaq which was 6 months from being released at one stage, not to mention the CD-ROM that was fully reviewed in PCW at one stage).
4) There would be software written for it after I had one for a week :-)

>would create a problem. You can't expect developers to come up with
>quality software in less that six months, not even Microsoft can produce
>that fast. ^^^^^^^^^^^^^^^^^^

If you were not American I would think you were being sarcastic.

>You people who are whining that Atari missed the Christmas rush, would
>be the first people to cry about the lack of software for the FALCON.

There will be much less software in 6 months if it is not released before Christmas.

>
>Sigh, just caaaaalm down....
>
>Kevin Klasmeier
>[Suddenly feeling laaaiiiid back ;^>]

- Leo

5397. Re: 96002's got a silcon bug!

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 12:33:24 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov12.123324.8315@dcs.warwick.ac.uk>
Source record: 214854

In article <1992Nov11.123447.6345@sol.ctr.columbia.edu> richard@star.ic.ac.uk (Richard Syratt) writes:
>
>Believe me or not, but I work in the same group as a guy whose
>working with a 96002. It's been confirmed by Motorola US that
>he's discovered a bug on the chip. Apparently when you do a
>parallel load at the same time as doing a dma access (and probably
>a few other conditions as well ... I could find out exact details)
>then a bit of some data gets cleared.
>He's working on real time image processing, and trying to push the chip
>as fast as possible.
>
>Now, there was a discussion going on about 'wouldn't it be nice to have
>a 96002 in a falcon 040', yes but it would have been damn expensive, but
>now that it's got an obscure bug wouldn't it be possible for atari to buy
>up old stock and make the dream a reality. OK so it would have a small bug
>on it, but couldn't you program around that? Obviously they'd have to
>make clear that it's not a fully functional 96002, but it's still damn fast.
>
>Does any one know what normally happens to chips with a bug on them, are theu
>sold? Or just binned - motorolas reputation etc.

First they try to keep the bug very quiet, threatening to sue anybody who claims its existance, while at the same time quietly fixing the bug. Then they admit it about a year later offering free replacements (which now only cost 5 pence to make), throw all the old ones away and claim loads of credit for being so generous.

Probably.

- Leo

5398. Falcon in the UK

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 14:01:00 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Nov12.140100.13219@aber.ac.uk>
Source record: 214860

Some observations from this months (Dec) UK mags:

Silica shop are advertising the Faclon (they are one of the main distributers)

Hisoft are releasing their truepaint this month (Nov)...

so perhaps Atari were not joking after all, maybe November is the month
we can start buying Faclons in the UK?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

5399. Re: What about Flash II?

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 15:57:37 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3761@richsun.cpg.trs.reuter.com>
Source record: 214871
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1drsthINN1ok@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <ntomczak.721359308@vega>, ntomczak@vega.math.ualberta.ca (N
Tomczak-Jaegermann) writes:
>>
>>If you have some stories indicating that Flash II is good
>>(remember - mono TT) or bad for his purposes please e-mail them
>>to me or post.
>>
>> Michal Jaegermann
>> ntomczak@vm.ucs.ualberta.ca
>> ntomczak@vega.math.ualberta.ca
>
>
>I think it would be better to wait for the STORM its the REAL FLASH 2,
>writen by Alan Page...
>
>From what I read Flash II is still full of bugs and is very slow, I do have some
>comments from Alan page on it, also I posted some 3 articles about STORM here..
>
>
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz

I decided to upgrade to Flash II for a small price from my old Flash (1.5?) and wasn't much impressed at first. Well, I just got my free (except postage) to ver. 2.01. Some annoying bugs are gone and it is much faster. Version 2.0 didn't show much of a speed increase considering that I went from 2400 to 9600 baud. Now, whole pages are basically flashed on the screen at 9600 and above. So, the only reason for me to use Uniterm now is that the kermit setup and download procedure is more convenient in Uniterm - not a big deal though. By the way, I'm very pleased with promptness and service in general with the company in Palatine, Ill. They are very interested with any bugs that anyone finds. These bugs appear to be corrected with each new upgrade.

CUL,
Chuck

5400. Re: The FALCON - too slow ??

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 16:35:21 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1156@usdtsg.DaytonOH.NCR.COM>
Source record: 214880

Just curious, since it was mentioned that the Falcon seemed slow in
True Color mode - I wonder if Warp 9 works with the Falcon as is, or
if maybe a revision would work for Falcon-specific screens as well.
I mean, my MegaSTe screen is a tad slow until I kick in Warp 9, then it
speeds along nicely (especially with a disk cache)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

5401. Re: Reason for Falcon delay

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 17:16:57 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov12.171657.11195@newshost.lanl.gov>
Source record: 214865

In article 18063@ugle.unit.no, anderss@colargol (anderss) writes:
>
>
> The reason for the delay of the Falcon is that Atari has
>pulled it back and redesigned the graphics system. This was done
>when they got the specifications for the A1200. The Falcon has now
>been improved with higher graphic resolutions, the max. resolution
>is now 1280*960. (I don't know how many colors there will be in this
>resolution). This is done to ensure that the Falcon is better than
>the A1200 in all ways!!!
> The minimum RAM config. will now be 4MB, and the new Falcon will
>cost the same as the 1MB Falcon was supposed to ship for.
> Machines should be shipping by the end of next week. (Unless Atari
>decide something else...)

Sheesh! Thank goodness for users otherwise we _developers_ would NEVER know what's going on behind closed doors at Sunnyvale! :)

What's the source of your info, Anders? A hot line to Jack or Leonard? :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5402. Re: SM124 problems

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 17:32:24 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Nov12.173224.7511@olymp.informatik.uni-bonn.de>
Source record: 214898

In article <1992Nov8.001437.29556@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>cs2320ak@utagraph.uta.edu (cs2320ak) writes:
>>[...] when the background is all black using white
>>characters or graphics, the brightness of the characters fades to near ...
>I think it is a design flaw. Every SM124 I've ever seen does it.

It is a well-known problem in a certain production batch of SM124s. The fix has been posted here a number of times. It should be in the FAQ!

If you can't find the fix (it involves soldering in a capacitor so you need some experience or have someone do it for you) I'll dig it up (might take a while though :-)

-- Volker

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

5403. Re: Reason for Falcon delay

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 18:29:00 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov12.132900.11819@bsu-ucs>
Source record: 214876

> The reason for the delay of the Falcon is that Atari has
> pulled it back and redesigned the graphics system. This was done
> when they got the specifications for the A1200. The Falcon has now
> been improved with higher graphic resolutions, the max. resolution
> is now 1280*960. (I don't know how many colors there will be in this
> resolution). This is done to ensure that the Falcon is better than
> the A1200 in all ways!!!
> The minimum RAM config. will now be 4MB, and the new Falcon will
> cost the same as the 1MB Falcon was supposed to ship for.
> Machines should be shipping by the end of next week. (Unless Atari
> decide something else...)
Not that I'm some sort of expert, but that seems like a prety major upgrade to
do at the last minute....is it really even feasible?

-Matt

5404. Re: How do I cancel Dialing with Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 18:29:55 UTC
From: max@knuth.cba.csuohio.edu
Message-ID: <1992Nov12.182955.12803@news.csuohio.edu>
Source record: 214867

Jan Willem Hubbers writes:
>When I use the popup dialer (right mouse click) and select a number for
>Uniterm to dial, it dials ok, but how do I get it to STOP ?

To cancel dialing (such as in the case that the line is busy), my version of Uniterm simply requires a Control-C to put you back into normal mode.

You are now in contact with your modem. My modem stops trying to connect and hangs up if you type any key before carriers connect.

So it ends up being Control-C then any other key. Hope this works in your version.

5405. Re: Reason for Falcon delay

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 18:40:52 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.7hSqAcXoMDs@fredrik.atari.no>
Source record: 214873

In <1992Nov12.085033.18063@ugle.unit.no>, anderss writes:
>
>
> The reason for the delay of the Falcon is that Atari has
>pulled it back and redesigned the graphics system. This was done
>when they got the specifications for the A1200. The Falcon has now
>been improved with higher graphic resolutions, the max. resolution
>is now 1280*960. (I don't know how many colors there will be in this
>resolution). This is done to ensure that the Falcon is better than
>the A1200 in all ways!!!
> The minimum RAM config. will now be 4MB, and the new Falcon will
>cost the same as the 1MB Falcon was supposed to ship for.
> Machines should be shipping by the end of next week. (Unless Atari
>decide something else...)
>

This is NOT the fact (I know for sure)!
--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

5406. Re: Idea for a program + New idea regarding X-windows for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 18:58:57 UTC
From: max@knuth.cba.csuohio.edu
Message-ID: <1992Nov12.185857.13280@news.csuohio.edu>
Source record: 214869

Gerald Greenberg writes:
>Here's an idea for all you programmers out there...what about
>a program that will allow one to control another computer,
>remotely via a modem?

I have a variation on this idea that I believe is fantastic and achievable:

We have terminals. They were designed to read and write text characters that would control the host. You can edit text, run programs, transfer files, and so on.

Terminals got better. They did fancy escape sequences so that you could clear portions of the screen, use scrolling on portions of the screen, and even process special characters, some of which were "line-drawing" characters to make boxes and lines. This is like the VT52, VT100, etc.

Terminals got even better. They began to use graphics escape sequences to draw lines from any point to any other point, mix it with text, scale and rotate the text, etc, as early as the VT125, and Tektronix.

Now we are at a day when many personal computers can emulate terminals, and we have workstations networked together instead of a central computer with dumb terminals. Furthermore, we have X-windows and such where you can open up any number of windows on a workstation where each window represents a terminal, a game board, a picture, a notebook, a drawing tablet, or basically anything you want.

Because X-windows is free from M.I.T., and because it is so successful, and because it is so flexible, and popular, I suggest that we implement X-windows for the ST (and other computers as well).

X-windows function calls are standard, and there would be compatibility between any system (you could paint a picture with the same commands on an ST as well as a PC as well as a DECstations 3100). Because it can be implemented via modem (I know, modems are quite slow when it comes to drawing graphics remotely), you could call up a host, and it would run it's chess program on your screen: you enter the keystrokes or mouse clicks, and it draws on your screen the results.

If you could define a chess "font", where the letter "A" is really a pawn, where the letter "B" is really a knight, etc., then the host running your chess game need only send 64 characters to completely describe the board. In this case, fantastic graphics via modem is achievable.

5407. Re: Reason for Falcon delay

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 19:33:56 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1dubj4INN5ig@usenet.INS.CWRU.Edu>
Source record: 214870

In a previous article, anderss@colargol (anderss) says:

>
>
> The reason for the delay of the Falcon is that Atari has
>pulled it back and redesigned the graphics system. This was done
>when they got the specifications for the A1200. The Falcon has now
>been improved with higher graphic resolutions, the max. resolution
>is now 1280*960. (I don't know how many colors there will be in this
>resolution). This is done to ensure that the Falcon is better than
>the A1200 in all ways!!!

If this was TRUE, it would be fantastic, but call me an unbeliever. I don't think that Atari could redesign the graphics chip that quick.

The only thing that I can think of is that the same graphics chip designed for the Falcon040 will be used in the Falcon030.

But, I'd like a few more people to confirm this story.

It would EXPLAIN the delay though.

> The minimum RAM config. will now be 4MB, and the new Falcon will
>cost the same as the 1MB Falcon was supposed to ship for.
> Machines should be shipping by the end of next week. (Unless Atari
>decide something else...)

Again, call me an unbeliever. I remember developers crying about the lack of a 1280*960 resolution and the 1 Meg of memory in which they claimed the Falcon030 needed AT LEAST 2 megs, but really 4 Megs to make great software for it.

It would be completely unlike Atari's management to listen to developers.

Also, how can Atari ADD 3 Megs to the system without passing along the cost to you and I? I would think Atari would at least add another $100 to the price.

>
>
> _
> | | | Anders Skar
> |_| _ _| _ _ _ Trondheim College of Engineering
> | | | | | | |_| | |_ anderss@edb.tih.no
> | | | | |_| |_ | _| 68040 - You can't outrun the lightning
>

--

5408. Re: Where to get a ST/STe video plug

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 19:35:20 UTC
From: wmagro@uiuc.edu
Message-ID: <BxMBqz.J21@news.cso.uiuc.edu>
Source record: 214863

In article <74473@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P.
Forrai) writes:
>I recently purchased a refurbished Sony 1302 multisync to use with
>my Mega STE. I found the file on atari.archive for connecting a
>multisync to the ST/STe and it seems very straightforward. What I
>need is the plug for the monitor port. Where can I get one?
>
I got mine from Best Electronics.
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

5409. Atari ST and Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 20:04:37 UTC
From: plate@cdsmn.mn.org
Message-ID: <BxMD3p.67K@cdsmn.mn.org>
Source record: 214899
Cross-posted to: comp.sys.atari.st,misc.forsale.computer.other

```
ATARI ST STuff:
---------------------------------------------------------------
Atari 1040STf $295.00 + shipping
1 Meg, TOS 1.0
SM1224 Color Monitor, internal 720k floppy, Mouse, extra mouse
desktop floppy bin, Misc. P.D. / Shareware software

Neodesk3 Software:
Very nice Desktop replacement. Unregistered, unused. $30 I'll ship

Atari External 720k floppy $35 I'll ship

U.S.A. only please
---------------------------------------------------------------
Doug Plate
plate@cdsmn.mn.org
Doug_Plate@mast.moundst.mn.org

--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)
```

5410. atari.archive news

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 20:22:49 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Nov12.202249.18537@news2.cis.umn.edu>
Source record: 214874

This is just a short message to let you all know that the majority of files which were in the New directory have been moved to their respective directories (and the Newitems directory has been updated). I would like to take this time to request that whenever you upload a file into the New directory, you also upload a text file describing the upload and giving an e-mail address where you can be reached. As an example:

NOWWHAT.ARC
---
davidli@simvax.labmed.umn.edu

This archive contains the complete set of OSS Personal Pascal programming articles written by David Meile in 1986.

I would like to ask for reuploads of the following files:

pt13demo.lzh
unarj_st.lzh

Both of these files had CRC errors, and thus did not get placed in the atari.archive directories.

Also, would the person(s) who uploaded the following please send me an e-mail message telling me about the files?

ovfix1.prg
ldrdemo.tos
dfslide.msa

Without any documentation, .PRG and .TOS files are next to impossible to place correctly, and checking them out is also an impossible task.

Anyway, with the huge backlog of files out of the way, new upload turnaround should be fairly quick. Keep those files coming folks!

-- David Paschall-Zimbel

BTW: If you notice that a file in the comprehensive index (0compind.Z) is missing and you happen to have that file archived handily and can upload it, please do -- and let us know about it!

5411. My MiNT distribution kit

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 20:30:04 UTC
From: sjg@phwoof.ph.kcl.ac.uk
Message-ID: <1992Nov12.203004@phwoof.ph.kcl.ac.uk>
Source record: 214866

I've noticed that atari.archive has a directory /atari/Mint/Distrib_kit (or something similar). Could everybody *NOT* use the kit that (presumably) will be placed in there. It is currently in /atari/New/{boot,disk1-5}.zoo.

I'm working on a GEM-based installation kit which will make it to the ftp area on dogmatix.ph.kcl.ac.uk in the next few days (read: by the weekend). It is *MUCH* more flexible, and ought to be easier to use. It'll also be *much* easier to keep up to date, since programs are grouped together as subsets (eg: the gcc subset contains all the gcc-related binaries, and the gccinc subset contains the gcc include files). The limiting factor is the number of programs I have on HD that need to be categorised and set together, and their presence noted in the config file.

Jeff - I know you don't like being talked to via the usenet group, but could you please NOT put those zoo files in the Distrib_kit directory. If you want to mirror me here, they will be placed in ~ftp/pub/MiNT. Thanks.

While I'm on the subject, if you upload anything for MiNT to a.a.u.e, (or anywhere else for that matter), could you email me here at kcl (either sjg@dogmatix.ph.kcl.ac.uk or sjg@phwoof.ph.kcl.ac.uk)

There have been a couple of things I'd like to hear more of... someone said they were doing an equivalent of the Sun /dev/audio. That would be nice. Someone has just beat me to it to do a build of 'sh' from the bsd sources. I'm looking into doing a version of the socket library instead. (Useful if we ever get X running on an ST...:-)

Simon.

5412. Re: How to convert .PI1 files to any IBM format??

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 20:47:43 UTC
From: kslate@MtHolyoke.edu
Message-ID: <BxMF3K.92D@mtholyoke.edu>
Source record: 214864

Degas's block save, saves in IFF or Seurat will save in several formats including MacPaint, and PCX? (not sure on this one).

kevin

5413. Re: C-lab gone under?

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 21:04:53 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Nov12.150453.113@janus.arc.ab.ca>
Source record: 214884

In article <1992Nov9.235142.349@tellab5.tellabs.com>, rmd@tellabs.com (Bob Dyas) writes:
>In article <1992Nov9.164717.10786@syma.sussex.ac.uk> kevinb@syma.sussex.ac.uk (Kevin Busby) writes:
>>Steve Selick (be824@cleveland.Freenet.Edu) wrote:
>>:
>>: Is it true that C-Lab, the developer of Notator, has gone under?
>>
>>No (or rather, it's the first time I've heard such a rumour and I know of
>>no reason why there should be any truth behind it). C-Lab's distributors in
>>this country recently mailed registered users about the new C-Lab sequencer,
>>Notator Logic, the ST version of which should be due early next year.
>
>I haven't heard of Notator Logic but I did get a postcard announcing that
>C-LAB has re-grouped and formed a new compnay called EMAGIC. I also stated
>that ENSONIQ will be the US distributor. The products which they mentioned
>as being part of the new company were: Notator SL, Creator SL, Unitor 2,
>Export and Notator Alpha. According to the card, questions can be directed
>to ENSONIQ customer service at (215)-647-3930.
>

From Z*Net 92-17 w/o permission:

C-LAB FOLDS, EMAGIC TAKES OVER
Internal company unrest and division has brought C-Lab, developers and manufacturers of the most successful Atari MIDI sequencing programs, Creator and Notator, to an end. C-Lab products will be taken over by a new company formed by Ensoniq, the US distributors of C-Lab as well as a line of electronic hardware for the music industry. EMAGIC will maintain support and development of the Atari platform, and includes some of the same people who were C-Lab. Notator 3.1 was recently hailed in Keyboard magazine as the best MIDI sequencing program available for any computer. Announcements from Ensoniq about Emagic include news of "Notator Logic" for the Macintosh, to be released before the end of 1992. Emagic joins Steinberg/Jones and Barefoot Software as the major remaining MIDI developers for Atari computers. Barefoot formed from the Hybrid Arts takeover this summer, and Dr. T's stopped developing for the Atari in 1992. Contact Emagic through Ensoniq Corp, attention David Netting, 155 Great Valley Parkway, Malvern, CT 19355, 213-647-3930, extension 297.

Bob

5414. Re: How do I cancel Dialing with Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 21:11:27 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Nov12.151127.114@janus.arc.ab.ca>
Source record: 214885

In article <1992Nov11.061101.11967@zooid.guild.org>, Mike Stramba
<stramba@zooid.guild.org> writes:
>
>When I use the popup dialer (right mouse click) and select a number for
>Uniterm to dial, it dials ok, but how do I get it to STOP ?
>
>If the line is busy it just keeps going forever !!!
>
>I've pressed every #$@!#%^$#^$ key on the keyboard, and pressed both mouse
>buttons !
>
>I'm using version 2.0e
>

Well Mike I think it's ALT H...I'm sure it's on the help screen.

Bob

5415. X windows server on ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 22:30:26 UTC
From: wmagro@uiuc.edu
Message-ID: <BxMJuv.n4n@news.cso.uiuc.edu>
Source record: 214875

There has been a lot of talk about making an X windows server for the ST. I have zero GEM programming experience, but I do have the gcc cross compiler on my SPARC at work. I downloaded the server part of the MIT X11R5 distribution, just to see how a server is put together. I figured the atari server wouldn't be that much different from a MacII server (at least for monochrome displays).

Conveniently, the mit distribution separates device independent code from device dependent code. The MacII screen code was done by apple, and they based their code on the sun code. Before I even start trying to compile the device independent code (and then making a screen driver for the ST), I need to know about which unix calls have counterparts in MiNT/MultiTOS. Where is there a comprehensive list? (I suppose I could look at the mint.h header file.)

Finally, is someone else (presumably smarter than me) already attempting this port? If so, I will sit and wait. Otherwise, has someone already attempted it and failed, and is there an obvious reason why I, too, will fail? Help me out. I think we'd all like to see a server.

--Bill

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

5416. Re: Eiffel

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 22:39:56 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <BxMKAM.6oC@gpu.utcs.utoronto.ca>
Source record: 214872

In article <4343.11.92@janhh.hanse.de> jan@janhh.hanse.de (Jan Willamowius) writes:
>
>Is the programming language Eiffel available for the ST ?
>Where can I get it ?
>
>- Jan
>
>
>--
>Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
>E-Mail: jan@janhh.hanse.de

Yes. Eiffel is available for the ST. in the U.S, it is iavailable from

Interactive Software Engineering Inc.
270 Storke Road
Goleta, CA
93117
USA
T: (805)685-1006
F: (805)685-6869

I got some info sent to me a while back and it seems as the atari version is
not a true compiler but instead converts Eiffel code to C which can then be
compiled. Price for Eiffel/S is US$185.

Darren King, GBC... email-->gbcusg@gpu.utcs.utoronto.ca

5417. Re: Hermes, NN, etc

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 22:48:08 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.yfzYLpB26s2@jonh.wimsey.bc.ca>
Source record: 214804

In <H.1sxuvuTFqgw@zebedee.uucp> geoffc@zebedee.uucp (Geoffrey Coan) writes:

>I've just finished upgrading from Mercury 1.18 to Hermes 1.03 and appart from
>a few problems with understanding the German, it was a largely painless
>transition. I wouldn't reccomend it to anyone who hasn't used Mercury before
>as the docs are patchy to say the least !

>A few questions though:

>1. Is there a better news reader than GUS ? I don't like the GEM
> interface as it slows me down. Although I can use rn (from the
> Mercury package) OK it would be really nice to get a better news
> reader (eg: can do Kill of a subject, etc). I've heard that NN
> is good - any comments ?

NN is very good, as long as you don't care about having absolutely
no access to GEM. There is an Anglish help file around to help you set
it up. If you actually pay to register Hermes, you'll get source to Gus.
et all, and can fix it any way you like.

>2. How can you get the expire program to work ? The format of the
> expire.def file is a mystery to me as my German isn't all that good
> and there isn't an example in the package.

format is group.name nd nh na where n is a number, and d is days, a
is articles, and I think h is hours.

>3. Is there anyway I can get gus to remember what my username is
> - I've got a current.usr file setup but I still have to type geoffc
> every time. I've tried setting up a LOGNAME environment variable
> but it doesn't seem to make any difference.

Not that I've figured out.

>4. How do I setup a signature file ?

Same as mercury. signatur.net, and signature.mai in ~/
--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5418. Quantum LPS105

Newsgroup: comp.sys.atari.st
Date: 1992-11-12 23:42:41 UTC
From: jeffy@syrinx.umd.edu
Message-ID: <16955@umd5.umd.edu>
Source record: 214882

Thanks to all the folks who responded to my query about using a Quantum LPS105 on my ST. I've currently got it working using ICD's The Link adaptor and it's been running fine for about 5 days. As the drive was free to me, it wasn't such a bad thing to have to get a new host adaptor.

Jeff
--
Jeffrey C. Burka	"Show what you are / Be strong, be true
	Time for you to / Be who you are."
jeffy@syrinx.umd.edu	--Happy Rhodes

5419. Re: TTM194 w/ Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 00:07:12 UTC
From: jartsu@vipu.hut.fi
Message-ID: <JARTSU.92Nov13020712@lk-hp-10.hut.fi>
Source record: 214887

In article <BxKKzq.HFy@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:

> Does anyone know whether spectre takes advantage of TT high resolution on
> the big 19" monitor? This would be god-like.

As far as I know, Spectre works perfectly well with most bigscreens.
With SM194 and TTM194 Spectre works for sure, Dave Small has himself
tested this, if I remember it correctly.
I have seen and used Spectre with a Mega4 equipped with the Viking
Moniterm graphic card and SM194. Impressive!

> --
> William Magro NeXTMail welcome
> wmagro@uiuc.edu

--

Jartsu

5420. Re: TTM194 w/ Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 00:42:16 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Nov12.174225.3979@arizona.edu>
Source record: 214883

In article HFy@news.cso.uiuc.edu, wmagro@uiuc.edu (William Magro) writes:
> Does anyone know whether spectre takes advantage of TT high resolution on
> the big 19" monitor? This would be god-like.
>
> --
> William Magro NeXTMail welcome
> wmagro@uiuc.edu

As I recall, according to Spectre 3.0 docs this does work: 1280x960 resolution.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

5421. Re: Reason for Falcon delay

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 01:16:38 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov12.201638.11852@bsu-ucs>
Source record: 214878

In article <H.7hSqAcXoMDs@fredrik.atari.no>, jornmoe@fredrik.atari.no (Joern Moe) writes:
> In <1992Nov12.085033.18063@ugle.unit.no>, anderss writes:
>>
>>
>> The reason for the delay of the Falcon is that Atari has
>>pulled it back and redesigned the graphics system. This was done
>>when they got the specifications for the A1200. The Falcon has now
>>been improved with higher graphic resolutions, the max. resolution
>>is now 1280*960. (I don't know how many colors there will be in this
>>resolution). This is done to ensure that the Falcon is better than
>>the A1200 in all ways!!!
>> The minimum RAM config. will now be 4MB, and the new Falcon will
>>cost the same as the 1MB Falcon was supposed to ship for.
>> Machines should be shipping by the end of next week. (Unless Atari
>>decide something else...)
>>
>
>
> This is NOT the fact (I know for sure)!

This is a fact, I know.....TRUST me!

This is not a fact....no, really, I've got the dope!

Would everyone please stop trying to get us to believe these rumors on faith,
and send a little backup in the form of sources with these 'facts'?

Until I see a little more substantiality to these claims you can all blow
me....The Falcon will be out when we see it and it'll do whatever it does
however fast they wanna make it do it. No really.....beleive me!

5422. Atari St for sale

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 03:38:44 UTC
From: doing@brahms.udel.edu
Message-ID: <BxMy4K.GIA@news.udel.edu>
Source record: 214881

FOR SALE:

ATARI 520st w/ Panasonic Printer

Includes:
-all cables and accessories
-color monitor (low and medium resolution)
-external 3.5" disk drive
-all software

Also included:
-Hayes Smartmodem 1200 with ST-talk program (vt-52)

CHEAP! CHEAP! CHEAP!!!!!!!
Make me an offer, and I will ship it to you at no extra charge!!!!
--

David Allen Doing e-mail addresses:
Undergraduate Student doing@brahms.udel.edu
University of Delaware dbq49459@udelvm.udel.edu

5423. Re: Gif Viewers (printing)

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 05:11:28 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11038@uqcspe.cs.uq.oz.au>
Source record: 214879

jat@cch.coventry.ac.uk (STBW) writes:

>Arrrr, but can someone tell me of a very good Gif printing program, one that
>will produce nice results on a Star 24pin Dot-matrix(B/W), seeing as the
>printer has a better res then any of the screen modes !!!

DTP packages should be able to help you with this one - though you MAY need
to use an intermediate file format, probably not though.

Does GEMVIEW have file format conversion yet? Seems a shame, since it
already has all the read routines (yes, I know reading a file format
is easier than writing it).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5424. Midi Networking

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 06:38:59 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92318.013859JJL101@psuvm.psu.edu>
Source record: 214889

Situation:
MegaSTe - Tos 2.06 - Maxtor 120 meg HD
1040 STfm - Tos 1.02 (I think, I know not .04)

I want to see what a midi network will do for the 1040, even if slow
transfer times.
mx2net: did run ok, but on partitions larger than 16 megs, the 1040 choked
it seems... havent a a pre-tos 2.0 machine in a while, but I rememeber this as
a problem. Is there a way around this? Is this also a problem then for the
1040 when accessing the maxtor remotely?
anet: this loads fine on the machines, but with the minimal docs with it,
I am not sure if something is set up wrong, but I cannot get any remote access
at all, is anyone familiar with this program?
mikenet: this looks to be the newest of the shareware lot, but the .arj file
at umich has 3 files, but the docs hint of more. It runs fine on the mega
but gives 3 bombs on the 1040... any ideas at all on this one?

So... any help appreciated, especially those who are currently running a
midi network with one of the above, or some other one not mentioned. I am also
going to be looking into the commercial offerings, but wanted to sample the
shareware route first.

Thanks in advance!

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

5425. Re: 96002's got a silcon bug!

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 06:52:09 UTC
From: to3@ph3hp840.physik.uni-stuttgart.de
Message-ID: <1992Nov13.065209.25599@news.uni-stuttgart.de>
Source record: 214888

In article <1992Nov11.123447.6345@sol.ctr.columbia.edu> richard@star.ic.ac.uk (Richard Syratt) writes:
>
>Believe me or not, but I work in the same group as a guy whose
>working with a 96002. It's been confirmed by Motorola US that
>he's discovered a bug on the chip. Apparently when you do a
>parallel load at the same time as doing a dma access (and probably
>a few other conditions as well ... I could find out exact details)
>then a bit of some data gets cleared.

It would be nice to get some more details in order to avoid the bug.
Does it depend on which part of the busses (X or Y) you are using?
Which data gets cleared?

Regards
Thomas Stuempfig

==
Thomas Stuempfig | stuempfig@physik.uni-stuttgart.de
Pikosekunden-Labor | to3@ph3hp840.physik.uni-stuttgart.de
3. Physikalisches Institut |==
Uni Stuttgart | ocac@ds0rus1i.bitnet
==

5426. Re: 96002's got a silcon bug!

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 07:07:44 UTC
From: to3@ph3hp840.physik.uni-stuttgart.de
Message-ID: <1992Nov13.070744.3443@news.uni-stuttgart.de>
Source record: 214886

In article <1992Nov11.123447.6345@sol.ctr.columbia.edu> richard@star.ic.ac.uk (Richard Syratt) writes:
>
>Believe me or not, but I work in the same group as a guy whose
>working with a 96002. It's been confirmed by Motorola US that
>he's discovered a bug on the chip. Apparently when you do a
>parallel load at the same time as doing a dma access (and probably
>a few other conditions as well ... I could find out exact details)
>then a bit of some data gets cleared.

It would be nice to get some more details in order to avoid the bug.
e.g. does it depend which part of the busses is used (both the same or
one X and one Y). Which data is destroyed?

Regards
Thomas Stuempfig

==
Thomas Stuempfig | stuempfig@physik.uni-stuttgart.de
Pikosekunden-Labor | to3@ph3hp840.physik.uni-stuttgart.de
3. Physikalisches Institut |==
Uni Stuttgart | ocac@ds0rus1i.bitnet
==

5427. Re: ANA-Systems Modula 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 07:51:46 UTC
From: wvleeshh@wg.estec.esa.nl
Message-ID: <1992Nov13.075146.2371@wg.estec.nl>
Source record: 214803

Another possibility is the PD LPR Modula package from Germany. It is fast and as far as I am aware has not
got any bugs.

W.Vleeshhouwer
European Space Agency
Noordwijk Netherlands.

5428. Re: reason for Falcon030 delay

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 08:00:39 UTC
From: anderss@colargol
Message-ID: <1992Nov13.080039.29389@ugle.unit.no>
Source record: 214891

Sorry, some problems with the newsprogram so I'm not able
to do a followup/reply to the original thread.

Ok, this is how I got the information. It was given by one of Ataris
offices in Europe as a reason for the Falcons delay. I will not tell
which office, as isn't relevant and might cause some problems for
the person who said this. (It sure isn't Atari in Norway, as they have
closed down their office this summer).
Sure, I'm not 100% certain that this information is correct, but it's
the only reason for the Falcons delay I've got from Atari.

_
| | | Anders Skar
|_| _ _| _ _ _ Trondheim College of Engineering
| | | | | | |_| | |_ anderss@edb.tih.no
| | | | |_| |_ | _| 68040 - You can't outrun the lightning

5429. Re: THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 08:37:12 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <69430@cup.portal.com>
Source record: 214890

Bill Sheppard asked about the speed in Storm...

I haven't tried a direct line at 19.2Kb, but I use it at 19.2
on my 9600 baud modem with no problems...

Then again, I don't have anything like CodeKeys running either,
but it seems to be pretty capable.

I don't exactly like the custom font all that much, and it's
one of the things Alan Page is considering changing, but at least
it's not like the bloopy letters in the old 8-bit HomeTerm..!

BobR

5430. Re: WHAT'S GOING ON ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 09:16:11 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <69436@cup.portal.com>
Source record: 214892

John Henders writes:

>>For anyone with the standard Atari short-memories, Allan Pratt
>>*acknowledged* that the Atari "VME" was not fully implemented,
>>saying something like "maybe next time".

>I think if you check hias message, what you'll actually find he said
>was that 3u was a subset of the full VME 6u bus. It's a bus for 68000
>type applicationa, and the standard for 3U doesn't support things like
>bus mastering. This is a little different than the way you're telling
>it.

>The "maybe next time " comment was made regarding a full 6U
>implementation.

Sorry John.. wrong twice in one message.

VME is by definition a master/slave architecture. The physical
size of the board has NOTHING to do with the electrical
characteristics of the bus.

The standard 3U card is fully implemented. The 6U card, in
addition to the extra area available for component layout, only
adds extra, optional, address and data lines.

And, Allen Pratt's comment WAS addressing the shortcomings of
the non-standard Atari implementation of the VME bus, saying
that "maybe next time" they'd do a full, STANDARD,
implementation of the VME standard.

I'm afraid I missed your list of hundreds of 3U VME cards for
the ST... or did you mean there are hundreds of VME cards that
FIT into the ST..? How many of those hundreds of cards have
you seen running in an ST..?

Again, the AVME slot on the MegaSTe and TT are usable by only
a tiny fraction of the available VME cards, and by only a
tiny fraction of Atari owners. If anything, Atari was using
the buzzword "VME" to try to sell computers to people who had
no idea what it meant...

BobR

5431. Re: The FALCON - too slow ??

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 09:33:26 UTC
From: annius@nanna.research.ptt.nl
Message-ID: <annius.721647206@freyr>
Source record: 214900

leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>It is slow because Atari STILL haven't made use of STe's hardware scrolling
>(which I assume is available on the Falcon) in TOS. Apart from the slowdown

I suspect you don't even know what the 'hardware scrolling' facilities of the
STE actually are (and the same for the other post in this thread mentioning the
fact that `nobody uses the STE hardware scrolling'.).

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

5432. Re: How do I cancel Dialing with Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 09:59:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1dvuamINNesq@golem.wcc.govt.nz>
Source record: 214893

In article <1992Nov11.061101.11967@zooid.guild.org>, stramba@zooid.guild.org (Mike Stramba) writes:>
>I've pressed every #$@!#%^$#^$ key on the keyboard, and pressed both mouse
>buttons !
>
>I'm using version 2.0e
>
>Mike

Well try to get version 2.0e release 15...

I think ^C will clear the dialing...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5433. Re: Falcon in the UK

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 10:16:12 UTC
From: CASTAN@bonnie.physik.uni-stuttgart.de
Message-ID: <1992Nov13.101612.21702@news.uni-stuttgart.de>
Source record: 214895

In <1992Nov12.140100.13219@aber.ac.uk> hrs@aber.ac.uk writes:

>
> Some observations from this months (Dec) UK mags:
>
> Silica shop are advertising the Faclon (they are one of the main distributers)
>
> Hisoft are releasing their truepaint this month (Nov)...
>
> so perhaps Atari were not joking after all, maybe November is the month
> we can start buying Faclons in the UK?

Even the Falcons at the WAACE-Show in Washington had german keyboards.
And you cant buy it in Germany.

>
> Herb
> --
> /***
> Herbert Sauro e-mail: hrs@aber.ac.uk
> Biological Sciences phone: +44 970 622353
> Univesity College of Wales

Gerd

##
internet: CASTAN@bonnie.physik.uni-stuttgart.de
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 #

5434. Falcon Lands in Australia.

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 10:24:01 UTC
From: danieldr@ecr.mu.oz.au
Message-ID: <9231821.23667@mulga.cs.mu.OZ.AU>
Source record: 214894

The Falcon 030 was seen for the first time in Australia at the home
computer show in Melbourne. Coincidentally, next door (in the same building)
to where I am doing exams at the moment.
They had two Falcons on display, one in a darker than
usual atari ST case, the other in a lighter shade. Both seemed to be still
very early development machines. They had some nice hi-res colour pics...
which they unrolled and faded in different ways. The machine was equipped
with a 65 mB internal drive and 4 meg ram.
Unfortunately, no multi TOS was present on the falcons displayed
After questioning the rep, (who seemed to know what he was talking
about with regards to the specs etc....ie he didn't talk vapour), said that
multi-tos was nearly ready and would be shipped with the initial release of
the machine.
Tos 4.0, with its colour icons, was the system it was using. What
I forgot to tell the rep was whether this desktop, was the NEWDESK, or
just the TT's desktop. I get the feeling it was the TT's desktop, as the
icons didn't have sound assocaited with them, and the overall desktop stilll
had a very GEM'ish look and feel to it. (thoough visibly quicker in window
updates).
They didn't really have any decent software to show. Probably the
most impressive thing, was a little public domain program (no flashy colours
on screen, just GEM text and icon boxes, afraid to say) which did real time
sound manipulation.....I particuliar like the Wemberly stadium effect....
When you spoke into the microphone, you would get back instantaneusly your
voice as if in the stadium......great stuff.....boy could I have some fun with that. The
rep, confirmed that a virtual modem could be possible, but wasn't sure
whether TELECOMM would approve such a device....
As for the price.....well I was told under $2000 (AUS) for the 4mb,
65 Mb HD version.....pretty impressive.
Overall, I thought the machine really just wasn't displayed as well as
it should have. If I it was up to me to display....I'd look at doing a hyped
up karaoke......with full on video clip graphics etc....You need that type
of thing to attract the morons.....Oh well, you have to realize that they
were struggling for availability of software.
Release date.....January-February ....

I think I'll buy one.....great for a sampler alongside my synthesiser.

Daniel.

danieldr@ecr.mu.oz.au @ee.mu.oz.au @cs.mu.oz.au
University of Melbourne
Department of Electrical and Electronic Engineering

5435. Atari spokesmen where are you?

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 10:46:35 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.17.721651595@dhhalden.no>
Source record: 214897

Could someone from ATARI s staff please respond to all the questions about the delay of the FALCONS!!!

I know the chance of anything like that to happen is as big as if I got rich over night, but please give us SOME info. It does not take 4 months to produce 3-4000 machines unless something is redesigned or the company lack money. I just hope the latter is not the problem.

Anyway get the Falcon for sale soon or just forget it. The same senario happend to the TT and it took over a year from it s first public demonstration to it was available in the shops. Lets just hope and pray this is not the fact with the FALCON030.

Rune H.

5436. THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 10:57:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1e01nkINNf9n@golem.wcc.govt.nz>
Source record: 214896

Well I thought that you chaps would like to read a few notes that I have got
back from Alan Page on GEnie, the Flash 1.6 man and also the author
of the NEW STORM....

To: R.SHEPPARD5 Roger Sheppard

Sub: Flash and STORM

Reply: Item #1347885 from R.SHEPPARD5 on 92/11/08 at 02:34

Sorry, no wildcard (don't care) characters. However Storm has a lot of
features to handle automating logons. You can wait for multiple strings
simultaneously. The PROMPT$(n) functions returns a string containing
up to 'n' characters in front of the current cursor location. SCREEN$(n)
returns an entire line of text from the terminal screen. 'n' chooses
which line to return. Trailing spaces are stripped out, so a blank line
returns an empty string.
The terminal is designed to NEVER miss a character while you are waiting
for a string. Flash could sometimes miss a character, especially at
high speeds. Flash II has a poorly designed WAIT command. Try waiting
for "ALALAN" in Flash II. It can't find it! It gets confused by strings
that have the beginning of the string repeated.
I used a text editor to count the occurences of the word "THE" in a
large text file. I then sent it computer-to-computer at 9600 baud and
used Storm to wait for and count "THE"'s. It did the job correctly and
did not noticably slow down terminal operation. That's because the
WAIT function is table-driven and has critical portions coded in
assembly code.
Storm is loaded with string functions, including UCASE$, LCASE$, LTRIM$,
RTRIM$, INSTR, MID$ statement and function, LEFT$, RIGHT$, and several
more. Using SCREEN$ to read text of the terminal screen means it will be
able to do things like select items off screen menus for you, even when
the menus change. e.g. search news items for all menu items containing
a particular topic.
- Alan

Item 1054944 92/11/11 19:22

From: A.PAGE3 Alan L. Page

To: R.SHEPPARD5 Roger Sheppard

Sub: Flash and STORM

Reply: Item #1412769 from R.SHEPPARD5 on 92/11/09 at 05:18

I am just finishing up VT100/VT102 terminal emulation, including character sets with graphics, bold, underline, blink, etc. 132 column will probably require scrolling around the window, unless you have a large screen monitor. Terminal emulations are loadable/unloadable modules, which makes releasing updates easier. Also, I plan to release source code for the VT100/VT102 module, so that people can customize it. I do not have specs on the VT2XX/VT3XX stuff, though it is quite possible that some talented person out there could update my code to add the necessary support.
File transfers are also loadable/unloadable. At the moment they include CompuServe BPlus, XYmodem and Zmodem. I have not decided whether or not to release that source code. The file transfers work in the background, allowing you to do other stuff while a file transfer is in progress, though at 19200 baud, there may not be a lot of CPU time left over.
- Alan

Roger..... sheppard_r@kosmos.wcc.govt.nz

5437. Re: The FALCON - too slow ??

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 12:51:25 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Bxnnpq.D3C@hermes.hrz.uni-bielefeld.de>
Source record: 214802

In article <...>, annius@nanna.research.ptt.nl (Annius Groenink) writes:
|> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
|>
|> >It is slow because Atari STILL haven't made use of STe's hardware scrolling
|> >(which I assume is available on the Falcon) in TOS. Apart from the slowdown
|>
|> I suspect you don't even know what the 'hardware scrolling' facilities of the
|> STE actually are (and the same for the other post in this thread mentioning the
|> fact that `nobody uses the STE hardware scrolling'.).
|>
|> --
|> Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
|> annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

That's true, but you should also mention what the hardware scrolling is, to stop other people from spreading such $%^$!@#$%$ shit. IMHO the so called hardware scrolling is just the ability to scroll the screen LEFT or RIGHT in steps of one pixel, which was completely impossible on the "normal" ST (unless you'd like to write a program and bit-shift it on your own). The UP / DOWN scrolling (ok, ok there's only upscrolling in GEMDOS output) can only be done by some kinda program (or the blitter perhaps), but in every case a tremendous amount of memory has got to be shiftet. Just a little math: (taken from a PC clone) When you're running 1024 * 768 pixels in 256 colours you've got to shift 768K of memory to scroll up one single line (text or graphic). I once saw this on an 33MHz 386 and it was pretty slow. As far as I'm informed the Falcon will not be able to display this resolution, so the memory which needs to be shifted will be smaller, but in every case its the multiple amount of the 32k on a "normal" ST, so I may very well believe that it may appear "slow". But I think that mocking around this or other speed stuff is useless until ever somebody has actually seen a Falcon (except developers). And I also think that people should better sit down and think twice before spreading such rumours. People always say their computer's too slow and they want to buy a new, a faster one, but who really NEEDS this speed? (in general, not only ST, but PC clones also).

TeSche

P.S.:Please don't write a followup if your computer can display 769 lines, which would be one more, so 100/768 percent more and thus better and calling up hundreds of other flames...
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D-W4800 Ciudad de Bielefeld
****
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
**********(EOT)*

5438. Let`s find out where the FALCONS are

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 13:55:04 UTC
From: leikvoll@hsr.no
Message-ID: <1992Nov13.135504.26267@hsr.no>
Source record: 214812

Does anybody know a person (email addr) working for Atari, wich everyone who want's to know could send the following lines:

"Tell us what`s happening to the falcon, OR we will buy an Amiga 1200!"

A couple of hundred of these to the right person, would start things I guess.

-Morten Leikvoll / leikvoll@hsr.no (Is it short enough?)

5439. Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 14:01:54 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1992Nov13.140154.3321@porthos.cc.bellcore.com>
Source record: 214805

I have Silent Service 1. Is Silent Service 2 an
improvement worth the $45 it costs?

5440. WARP 9 and CAD 3D 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 14:10:15 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1992Nov13.141015.3457@porthos.cc.bellcore.com>
Source record: 214806

Earlier I had lamented the fact that Quick ST 3, and later WARP 9,
did not work with CAD 3D. A version 3.6 patch sent to me by the
Codeheads fixes the problem.

One problem left: has anyone successfully gotten the CAD 3D hardcopy
routine to work with G+plus replacing GDOS?

Is Tom Hudson still writing software somewhere? This CYBER series
is just incredible.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

5441. 3MB Ramdisk

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 14:14:53 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1992Nov13.141453.3613@porthos.cc.bellcore.com>
Source record: 214807

I need s 3MB ramdisk to load Colonel's Bequest to stop all the disk swapping. I have the Codehead Utilities ramdisk which is very good, but only goes up to a little over 2 MB. (Obviously I haven't a hard-disk - can't budget it). Is there a 3MB ramdisk about?

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

5442. Download Usenet news to Atari and read?

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 15:04:20 UTC
From: selick@csa.bu.edu
Message-ID: <101808@bu.edu>
Source record: 214808

Is it possible to download only the newsgroups that I am interested in reading onto my 1040ste and then view them on my home machine without the clumsy 'rn' program, and without having to always wait for the unix machine to do somebody else's chores? Where would I find the newsgroups on a standard unix setup (dir/filenames?) and what atari program would read the usenet news format in a nice GEM based way?
Thanks,
Steve <selick@csa.bu.edu>

5443. Re: Auto-Switch Overscan!

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 15:22:44 UTC
From: s_schwid@irau30.ira.uka.de
Message-ID: <1e0h84INNsde@iraul1.ira.uka.de>
Source record: 214811

>It is manufactured by
> OverScan Gbr
> Saentisstrasse 166
> D-1000 Berlin 48
> Germany
>(I hope this address is still correct).
>
>Last time I remember it was about 100DM, but at the atari-fari in
>Duesseldorf it was sold cheaper (~60-80 DM ?)
>
>However, this great piece of hardware can only be installed in
>260ST/520ST/1040ST/MegaST machines, *not* in STE of TT types !

As far as I know, there is a special Version of the Overscan-
Hardware for the TT type. It should be available at the given
address, although the TT type Overscan is a bit more expensive
(I can't remember the exact price).

5444. Looking for software

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 16:28:28 UTC
From: automan@stein.u.washington.edu
Message-ID: <1992Nov13.162828.24824@u.washington.edu>
Source record: 214810

I am looking for a copy of Interstel's Empire, preferably version 2.05.
If anyone out there has an original they are no longer using and
can bear to part with it, please E-mail me. Willing to pay a fair price
and shipping, etc.

Cheers,

Roger Mcghee (automan@milton.u.washington.edu)

"All I ask is a chance to PROVE that money does not buy happiness"

5445. ST television out, problems

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 16:29:20 UTC
From: lcoe@convex.com
Message-ID: <1992Nov13.162920.12588@news.eng.convex.com>
Source record: 214809

i am new to the ST world with a used 520-STfm. i cannot seem to get
a display on the t.v. port. is there some info that is not in the
standard doc?

i am running a 75ohm cable, rca to video, straight to the 75 ohm input
to the t.v.

do i have to somehow select the low res mode? i get sound, the GEM
"chime", but the video looks like a field of hash marks.

also, i have monochrome moniter and it works fine. however, some software
either does'nt load completely or doesn't show anything on the display, like
'leader board' and 'music studio88', and i wonder if these _require_ a color
moniter or if i should at least see something on the mono or the t.v. port.

thank you,

loren

5446. Re: Hermes, NN, etc

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 20:01:40 UTC
From: herby@danubix.ulm.sub.org
Message-ID: <H.ea.x6AQVqyreog@danubix.ulm.sub.org>
Source record: 214818

In <H.1sxuvuTFqgw@zebedee.uucp>, Geoffrey Coan writes:
>A few questions though:
>1. Is there a better news reader than GUS ? I don't like the GEM
> interface as it slows me down. Although I can use rn (from the
> Mercury package) OK it would be really nice to get a better news
> reader (eg: can do Kill of a subject, etc). I've heard that NN
> is good - any comments ?

Use a 16 Mhz CPU ;-)

>2. How can you get the expire program to work ? The format of the
> expire.def file is a mystery to me as my German isn't all that good
> and there isn't an example in the package.

Here's mine:

```
junk|1d #expires after 1day
comp.sys.atari.*|2d #guess :-)
de.comp.sys.amiga.*|2d
mercury.binaries|15d
de.mag.chalisti|30d
de.alt.binaries.*|1d
gnet.*|5d
ulm.*|30d
uni-ulm.*|30d
local.*|5d
3d #all others stay 3 days
```

>3. Is there anyway I can get gus to remember what my username is
> - I've got a current.usr file setup but I still have to type geoffc
> every time. I've tried setting up a LOGNAME environment variable
> but it doesn't seem to make any difference.

No way, you'll have to login. I use GUS as a main shell and start a cli
from it with '!', cli scans environment and all works fine.

>4. How do I setup a signature file ?

create signatur.mai and signatur.net in your home-dir.

cu l8ter mfG herby@danubix.ulm.sub.org
--
* E-Mail: herby@danubix.ulm.sub.org ccc_damp@rzmain.rz.uni-ulm.de *
* herby@danubix.ul.open.de Fido: 2:241/7902.1 *
* Forchenweg 14 W-7900 Ulm/Donau Voice: 0731-6021657 *
* ULM: Letzte Stadt vor Bayern Don't marry, beer happy *

5447. How do I run a programme in a TOSwin?

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 21:20:58 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Nov13.212058.21979@sfu.ca>
Source record: 214815

I'm having trouble running a programme in a TOSwin window, namely elvis.
I managed to convince elvis that it was in a vt52 window, but it's not
actually running IN the window. It's running like a regular TOS programme,
obliterating the desktop.

I've tried running elvis from the TOSwin startup menu, and from an existing
window, with no success.

Somebody help me! Thanks in advance.

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

5448. Atari.Archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 22:25:08 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1e1a04INNjjh@golem.wcc.govt.nz>
Source record: 214813

Well Atari Archive is what I would call 100% NO GO...

I tried to E-Mail Jeff and that was rejected.....

Date: Sat, 14 Nov 1992 00:10:26 +1200
From: sheppard_r@kosmos.wcc.govt.nz
To: WEINER@ATARI.ARCHIVE.UMICH.EDU
Message-Id: <00963939.A651DBA0.9768@kosmos.wcc.govt.nz>
Subject: A.A. Unusable

Jeff A.A. is no longer usable as a archive site, it has to many bugs, so far
I have never bean able to get a thing down, its drop me of 2 times at log on,
and again in the middle of a dnload...

So I will keep away till all things are better....

This was Fri/Sat night 13/14 Nov...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

#1 14-NOV-1992 02:51:42.14
NEWMAIL

From: MX%"mailer-daemon@carpediem.ccs.itd.umich.edu"
To: SHEPPARD_R
CC:
Subj: Returned mail: Service unavailable

Return-Path: <mailer-daemon@carpediem.ccs.itd.umich.edu>
Received: from carpediem.ccs.itd.umich.edu by kosmos.wcc.govt.nz (MX V3.1C)
with SMTP; Sat, 14 Nov 1992 00:37:15 +1200
Received: from terminator.rs.itd.umich.edu by carpediem.ccs.itd.umich.edu
(5.67/2.2) id AA27029; Fri, 13 Nov 92 06:38:36 -0500
Message-ID: <9211131138.AA27029@carpediem.ccs.itd.umich.edu>
Date: Fri, 13 Nov 92 06:38:36 -0500
From: "Mail Delivery Subsystem"
<mailer-daemon@carpediem.ccs.itd.umich.edu>
To: <sheppard_r@kosmos.wcc.govt.nz>
Subject: Returned mail: Service unavailable

----- Transcript of session follows -----
>>> DATA

<<< 554 sendall: too many hops 18 (17 max): from , to (null)
554 <WEINER@ATARI.ARCHIVE.UMICH.EDU>... Service unavailable

----- Unsent message follows -----
Received: from terminator.rs.itd.umich.edu by carpediem.ccs.itd.umich.edu

(5.67/
2.2)
id AA27027; Fri, 13 Nov 92 06:38:36 -0500
Received: from carpediem.ccs.itd.umich.edu by terminator.rs.itd.umich.edu
(5.67/
2.2)
id AA03573; Fri, 13 Nov 92 06:37:48 -0500

So can some one explain this, as I could not E-Mail Jeff I had to post in
Open Mail...???

Roger..... sheppard_r@kosmos.wcc.govt.nz

5449. Re: Atari spokesmen where are you?

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 23:11:10 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov13.231110.21103@newshost.lanl.gov>
Source record: 214814

In article 721651595@dhhalden.no, runehy@dhhalden.no (RUNE HYLDMO) writes:
>Could someone from ATARI s staff please respond to all the questions about
>the delay of the FALCONS!!!

Atari personnel, few as they are, no longer peruse the Internet. GEnie is
the official Atari network which Bob Brodie and Bill Rehbock check into
frequently.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5450. Re: WHAT'S GOING ON ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-13 23:48:12 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.DGQYWIqP&Bg@jonh.wimsey.bc.ca>
Source record: 214816

In <69436@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>John Henders writes:

>>I think if you check hias message, what you'll actually find he said
>>was that 3u was a subset of the full VME 6u bus. It's a bus for 68000
>>type applicationa, and the standard for 3U doesn't support things like
>>bus mastering. This is a little different than the way you're telling
>>it.

>>The "maybe next time " comment was made regarding a full 6U
>>implementation.
>
>Sorry John.. wrong twice in one message.

Well, you got me there, Bob. I guess I should know better than to
beleive anything without checking other sources than what Atari says. I
thought the 3u card was a subset of the 6u, which had a much more
limited set of capabilitities, as it was designed for 68000 machines,
thus the 16/24 format, and lack of bus mastering, due to the 68000's
lack of built ability to be interupted cleanly.
As for the list, as I didn't post it, you didn't miss it. I was
going by someones post here when the machine came out that said the 3u
format was quitye common in Europe. I guess I missed the part where they
said none of them would work on the Mega STe bus.
Oh well, I don't care as much that Atari doesn't use an industry
standard bus, but it's to bad they can't settle on a standard for
themselves.

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5451. Re: WARP 9 and CAD 3D 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-11-14 00:53:11 UTC
From: ekrimen@wet.UUCP
Message-ID: <4783@wet.UUCP>
Source record: 214817

In article <1992Nov13.141015.3457@porthos.cc.bellcore.com> rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:
>One problem left: has anyone successfully gotten the CAD 3D hardcopy
>routine to work with G+plus replacing GDOS?

Have you talked to the CodeHeads about it?

>Is Tom Hudson still writing software somewhere? This CYBER series
>is just incredible.

Tom Hudson was writing software for Autodesk; I'm pretty sure he worked on Studio 3D. You can see some of the similarities between it and the Cyber stuff. It even supports the Cyber format.

If you're looking for more 3D stuff for the ST, I'd highly recommend that you contact Lexicor Software. Their stuff is much easier to use than the Cyber series, while still remaining compatible for the most part.

Lee Seiler
Lexicor Software Corp.
58 Redwood Road
Fairfax, CA 94930
Work phone: 415-453-0271
Fax line: 415-453-0533

(Address and phone numbers courtesy of Cardfile. :^)

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

5452. Atari 520 ST for sale CHEAP

Newsgroup: comp.sys.atari.st
Date: 1992-11-14 03:49:21 UTC
From: tcox@netcom.com
Message-ID: <1992Nov14.034921.28543@netcom.com>
Source record: 214819
Cross-posted to: ba.market.misc,comp.sys.atari.st

NOTE: that seller is different from poster -- do not REPLY to poster.

Atari 520 ST for sale CHEAP

Mac "look and feel", 512K
complete system, perfect for student
incl. CPU, BW monitor, disk drive, mouse, modem (no harddrive)
much software
$300 obo

dot matrix printer $50
typewriter style printer $50

Michael (415) 506-4976
mfasman@us.oracle.com

(Reply to the above address, and not to me.)
--
Tom Cox DoD #1776 '91 CB 750 Nighthawk tcox@netcom.netcom.com
This note is my exercise of my First Amendment right to make a fool of
myself in public. I do not speak for anyone but myself. Ever.

5453. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-14 10:02:48 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <X0c00424@Kralizec.fido.zeta.org.au>
Source record: 214293

Original to: Bob_BobR_Retelle@cup.portal.com
In a message of <05 Nov 92 06:57:40>, Bob_BobR_Retelle@cup.portal.com
(3:713/602) writes:

>> The announcement that there would be Falcons in the US as soon as FCC
>> approv could be obtained, and probably in mid-October came directly from

...

BB> Say what...??
BB>
BB> You mean to tell us that if Lee Iacocca tells the world in a
BB> Press Conference that Chrysler will be bringing out a new model
...

BB> I'm sorry... that's just B.S...
BB>
BB> I don't remember any disclaimers before or after the conference saying
BB> that anything Sam Tramiel says is not to be considered truthful or
BB> "official"...
BB>
BB> I'll bet Sam himself would be surprised to find out that Bob Brodie
BB> outranks him in the "official" capacity..
BB>
BB> And... I think Sam can probably do his own apologizing...

Well, if my sources can be trusted, the real story goes something like this
: There _are_ falcons around - the STe cased ones, and they've been around
for well over a month now - the problem is that _not_one_ dealer anywhere in
the world (in some countries the decision was made by atari themselves)
wants to sell them in this case - so, what we are doing now is waiting for
the tooling involved in putting the falcon in a three-box style case. Go
thank your dealers and so forth - the facon was a going concern a long time
ago.

BB> BobR

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

5454. Re: art packages for a ST?

Newsgroup: comp.sys.atari.st
Date: 1992-11-14 10:25:04 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <X0c00425@Kralizec.fido.zeta.org.au>
Source record: 214289

Original to: uucp
In a message of <03 Nov 92 19:36:00>, Uucp (3:713/602) writes:

U> HiSoft (I believe) and a few other companies have developed or are
U> developing 65,536-color paint programs for the Falcon. Lexicor also has
a
U> new program called Phoenix512 (or something like that) which will, I
U> believe, do Spectrum pics on normal ST's and up to 16-bit color painting
U> on a Falcon030.

Tony Barker (of moving pixels fame) is presently upgrading his _shareware_
paint package Brushworks for the falcon.

If you want to play with the current version, and have a TT, I suggest you
look for BRSHWRKS.ZIP (or LZH?) on atari.archive.

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

5455. Re: HD loadable games (was:Formula One simulation & protected floppies.)

Newsgroup: comp.sys.atari.st
Date: 1992-11-15 02:16:39 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1e4bu7INNhbd@life.ai.mit.edu>
Source record: 214820
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1e16itINNo2f@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
> Which games out now, 1)work properly on the more recent machines (TT,
>MSTe, STe), 2)which games are HD loadable, and 3)which take advantage of the
>new hardware of these machines?

Well, Blox and HacMan II, which you can FTP from atari.archive, both
work on all Atari machines (including the Falcon). Blox supports DMA
sound, but only if your register. These games even let you return to
your work after playing without leaving your desktop totally trashed.
(What a concept!)

Both of these games are by the editors of ST Format. Oh, WAIT A
SECOND, they're actually by me. Sorry. Shouldn't let myself get
so absorbed in these Atari magazines. :-|

> This is not to say they should make games you _can't_ run off of
>floppy, but don't prevent us from using our Hard drives if we've got 'em.

Games that don't run from hard drive are EVIL!

All opinions are IMHO. (Well, you asked...)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

5456. Re: MGIF 4.0 uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-15 14:59:52 UTC
From: garth@splunge.uucp
Message-ID: <1992Nov15.145952.20444@splunge.uucp>
Source record: 214824

Just a quick request: could anybody who has access to the newest version of MGIF (4.0) and who has a GEnie account (North America) *please* upload the binaries to GEnie so that those of us who don't have ftp capabilities can still get at the binaries? If someone out there in net-land knows that this has already been done, please ignore this request. Thanks for your patience, everybody.

Garth Wood

--
Garth Wood | "A witty saying of some kind."
garth@splunge.uucp |

5457. Freeze Dried Ripoff!

Newsgroup: comp.sys.atari.st
Date: 1992-11-15 15:46:02 UTC
From: as423@cleveland.Freenet.Edu
Message-ID: <1e5rbqINN179@usenet.INS.CWRU.Edu>
Source record: 214821

Has anyone else out there been ripped off by Aaron Hopkins
and his Freeze Dried Term? I have been waiting six months for
his product, the check was cashed in early July. I have sent him
a letter with a photocopy of the check explaining I have not yet
received the program, and would he please send it. I figure the
only way I will get my money is if I take a little 2 1/2 hour
drive to Manhattan Beach and knock on his door. It is too bad,
one jerk can make is bad on all shareware authors. Once again,
do not buy his product unless you wish to lose $25.00. And it's
name would be better as Freeze Dried Ripoff Ware!

5458. For Sale 80MB portable hard drive system

Newsgroup: comp.sys.atari.st
Date: 1992-11-15 16:32:07 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Nov15.163207.25504@yuma.ACNS.ColoState.EDU>
Source record: 214822

For Sale: 80MB (Quantum Pro 80S) portable hard drive system

It's housed in a 5"x3"x12" metal shoebox with power supply and fan, the box has
a handle on the back for carrying around. ICD host adaptor with clock build-in.
The drive is a Quantum PRO80S 3.5" drive same as used in some Mac. Drive is
about 2years old with light use (it's backup system in case my main drive went
bad or when changing the main system set-up).
ICD software (boot v5.x) included, DMA cable also included.
Asking : $275
If interested, please reply thru Email to sytang@lamar.colostate.edu
Reason to sell: Upgrading the system and no longer need this system.

Thank you.
Tang
sytang@lamar.colostate.edu

5459. The prgflags.ttp is not up at A.A.

Newsgroup: comp.sys.atari.st
Date: 1992-11-15 17:13:08 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1e60f4INNdb4@aludra.usc.edu>
Source record: 214823

Hi All,

I was looking for the prgflags.ttp program that lets you change the
bits that determine which memory programs run out of (TT or ST ram on a TT)
but I can't find it up on A.A.U.E. Does anyone have it and could either
uuencode/send it to me, or post it up on A.A.?

Or is it up on A.A. in a place besides atari/Utilities and atari/Tt?
I did look/grep through the 0index and ls-lR.Z, but no prog.

-MikeB

5460. APL

Newsgroup: comp.sys.atari.st
Date: 1992-11-15 17:57:15 UTC
From: as_radfo@csd.uwe.ac.uk
Message-ID: <1992Nov15.175715.10063@csd.uwe.ac.uk>
Source record: 214825

APL is now available for the AtariST at a very reasonable cost.

It's called I-APL, and costs 11 UK pounds (disk + manual) from:

56 The Crescent
Milton
Weston-super-Mare, Avon
England BS22 8DU

I guess there's a need to add a little for overseas postage/packing.

Queries: I-APL, 11 Auburn Road, Redland, Bristol BS6 6LS, England.

I bought it recently and am very pleased with it.

Alas, no credit card sales.

I have no connection (despite my address!) with this organisation.
--
Arthur Radford
University of the West of England ------------------------------
BRISTOL, BS16 1QY, UK Esperanto parolata
as_radfo@uk.ac.uwe.csd ------------------------------

5461. CHAOS a.archive demo disk problem!

Newsgroup: comp.sys.atari.st
Date: 1992-11-15 18:35:50 UTC
From: markjl@buengf.bu.edu
Message-ID: <102003@bu.edu>
Source record: 214826

Hello fellow Atarians,
[haha, gotta love those greetings!]
I recently downloaded the two *.MSA files for the Chaos demo from the Atari.archive. I successfully downloaded and unMSAed the two files to make the Chaos demo disk, but the disk directory and/or boot sectors do appear to be scrambled: the disk wouldn't self-boot or reach desktop, and checking it's contents from desktop showed weirc characters in the folder and filenames: a scrambled directory.

Has anybody else had these problems? Is there a patch? Or should I attempt to download the entire demo again? I checked to see if my disk was bad, unformattable, etc: the media was not the problem.

Thanks for your help, please e-mail replies rather than take up Usenet bandwidth. Bye now!

-Mark (markjl@acs.bu.edu or markjl@buengf.bu.edu)

5462. "Error in dialog format!" question

Newsgroup: comp.sys.atari.st
Date: 1992-11-15 20:04:13 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <qXqauB3w165w@ersys.edmonton.ab.ca>
Source record: 214827
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What causes the "Error in dialog format!" error in TOS 2.06? I am trying to run Paula via Petra on a 1 meg STfm w/TOS 2.06. I tried it with Petra running in the AUTO folder as well as in the root, but the same thing happened. When I call up Paula.Acc under the Acc, I get that irritating little dialog error.


```
=========================================================================
| Gregeory C. Granger (GGranger@ersys.edmonton.ab.ca) | "Greed |
| 5516-190 A Street Edmonton, Alberta, Canada T6M-2L3 | is |
| Phone: +1 (403) 483-2049 OR +1 (403) 481-5110 | good!" |
=========================================================================
```

5463. VIDI-ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-15 21:14:37 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Nov15.211437.22054@irscscm.UUCP>
Source record: 214767

I just acquired VIDI-ST. The hardware I have is version 1.2 and the software is version 1.25. Are these the latest versions? If there is a later version of the software, could it be available in an archive someplace? Is the maker of VIDI-ST, ROMBO Productions, still in business?

Thanks for any help.

--
Marshall Lake
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

5464. Re: Atari spokesmen where are you?

Newsgroup: comp.sys.atari.st
Date: 1992-11-15 23:32:18 UTC
From: Cford@debug.cuc.ab.ca
Message-ID: <1992Nov15.233218.24747@debug.cuc.ab.ca>
Source record: 214830

Sender:
Reply-To: Cford@debug.cuc.ab.ca (Conan Ford)
Followup-To: comp.sys.atari.st
Distribution: world
Organization: The Magic BBS (Debug Computer Services)
Keywords:
Keywords:

In article <1992Nov13.231110.21103@newshost.lanl.gov> hutch@bellman.lanl.gov
writes:
>In article 721651595@dhhalden.no, runehy@dhhalden.no (RUNE HYLDMO) writes:
>>Could someone from ATARI s staff please respond to all the questions about
>>the delay of the FALCONS!!!
>
>Atari personnel, few as they are, no longer peruse the Internet. GEnie is
>the official Atari network which Bob Brodie and Bill Rehbock check into
>frequently.
>
You can send a messsage to Bob Brodie by using bob-brodie@genie.geis.com,
though I don't know if he'll answer.

--
Conan Ford 1:134/9,201:5500/9,1:134/21 | Save our forests - ask for
Cford@debug.cuc.ab.ca | plastic bags :-)

I do not represent Debug Computer Services.

5465. Re: PC screen Saver

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 00:10:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11052@uqcspe.cs.uq.oz.au>
Source record: 214832

jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>sheppard_r@kosmos.wcc.govt.nz writes:

>>Well does any one know of a good PD, screen saver for a 286 PC running
>>DRDOS 6.0..

>Don't they get the comp.sys.ibm.pc.* groups in New Zealand either,

At least know why he's upset now... he has one of those old, outdated
"**2**86" machines - the ones you don't see in shops anymore, and
NEVER see advertised.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5466. Re: The FALCON - too slow ??

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 00:39:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11053@uqcspe.cs.uq.oz.au>
Source record: 214833

leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>It is slow because Atari STILL haven't made use of STe's hardware scrolling
>(which I assume is available on the Falcon) in TOS.

The ONLY possible use the OS could make of hardware scrolling is in the pure
TOS text mode, and even then, it would be a pretty ugly hack. One use for
the hardware scrolling is in the implementation of BigScreen emulators - which
is nothing to do with the OS, and are already available. Even the ST can use
the bigscreen emulator, although only the 640xH modes are useful, and scrolling
is in 1280-byte chunks (ie. ie. 5 * 256 bytes = 16 line mono / 8 lines colour)

> The funny thing is that Atari recently complained about games programmers
>not using the facilities of the STe.

... and then didn't put all those features in the TT!!! Never mind, the Falcon
should be more attractive for developers.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5467. For Sale: Atari 1040ST system and software

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 01:33:30 UTC
From: charlop@hardy.u.washington.edu
Message-ID: <1992Nov16.013330.12546@u.washington.edu>
Source record: 214829
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other,seattle.forsale

I must sell my entire ST computer system, hardware and software,
quickly. I would like $700 O.B.O. for the complete setup. After Thanksgiving I
will accept offers on individual parts. All software comes with the original
disk and documentation. Send replies to

charlop@u.washington.edu

or call (206)526-2639 evenings (5 - 10 pm Pacific time).

HARDWARE:

1040ST, DSDD internal drive, 1Meg RAM, TOS 1.4 ROM's $150
SM1224 Color Monitor, $150
Doublesided external floppy drive, $ 50
Supra 20Meg Harddisk, $200
Megadisk 1Meg RAM cartridge w/ SwitchBack hardware/software $ 50
Epson EX-800 Color dot-matrix printer $200

SOFTWARE:

Absoft FORTRAN 77 Compiler v2.2 $ 25
Ansigraf VT102/Textronix Terminal Emulator $ 10
Generic FirstCADD $ 15
G+Plus $ 15
Mark Williams C Compiler v3.05 $ 45
Mark Williams C Source Code Debugger $ 20
Michtron Backup! $ 10
Michtron TuneUp! (harddisk utility) $ 15
Michtron Utilities $ 10
MultiDesk $ 15
NeoDesk v3.0 $ 30
NeoDesk CLI $ 20
OmniRes Monitor Emulator $ 15
OSS Personal PASCAL Compiler v1.0 $ 15
Supra Harddisk Utilities w/harddisk
TeX/LaTeX (Current Notes PD Version) w/CPU
Timeworks DataManager ST $ 25
Turbo ST $ 15
WordPerfect v4.1 $ 40

GAMES:

Alternate Reality: The City $ 10
Bridge 5.0 $ 10
Chaos Strikes Back w/ Cartographer mapping program $ 15
Dungeon Master w/ hintdisk $ 15

Empire $ 10
Forbidden Quest $ 5
High Roller (Harrier flight simulator) $ 10
Indiana Jones and the Last Crusade $ 15
Psychosis $ 10
Rogue $ 10
The Secret of Monkey Island $ 15
SimCity $ 15
Star Glider (flight simulator) $ 10
Ultima II $ 10

Public Domain:

Start Magazines w/disk Premiere Issue - Jan 1990 $ 30
Antic ST Compendium volumes 1, 2, and 3 w/CPU
Antic C.O.L.R. Object Editor w/CPU

Books:

Abacus Books: Atari ST GEM Programmer's Reference w/disk $ 15
Abacus Books: Atari ST Machine Language $ 10
Abacus Books: ST Disk Drives: Inside and Out w/disk $ 15
Atari ST Applications Programming $ 10
Compute!'s ST Applications Guide: Programming in C $ 10
Compute!'s ST Programmer's Guide $ 10
The Elementary Atari ST $ 10
Learning C on the Atari ST $ 10

5468. Maple Information

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 06:31:24 UTC
From: mark.thomas@rose.com
Message-ID: <1992Nov16.063126.16259@rose.com>
Source record: 214834

Date Entered: 11-16-92 01:24
Is anyone on the net using "Maple". I understand that there is
an ST version, but I also vaguely recall that the company stopped
updating the program. Does anyone know if this is true? With a $400
price tag, I expect updates!

RoseReader 1.70 R002860: Friend's do not let friends use MS-DOS
RoseMail 2.00 : Usenet: Rose Media - Hamilton (416) 575-5363

5469. Empire Deluxe (was Re: Looking for software)

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 06:46:31 UTC
From: kllove@wildcat.ecn.uoknor.edu
Message-ID: <BxsqtM.6Ls@constellation.ecn.uoknor.edu>
Source record: 214835

automan@stein.u.washington.edu (Roger McGhee) writes:
{ Text about '...looking for ... Empire...' was deleted to save space. }

Does anybody know if Interstel will be releasing Empire Deluxe for ST/STe/
Falcon machines?

Also, does anybody know what the "Deluxe" version is supposed to have
included over Empire? Improved modem support would be great.

However, I would prefer more terrain and unit types. Like a fighter/bomber
that could carry paratroopers over cities. And light tanks that could move
two spaces but lack the firepower of the "infantry" (you know, the ones
that look like tanks :).

At one time, there was something similar to the above on the Unix boxes
here at the U. of Oklahoma. I can't remember what its name was. Anyone?

Oh yeah, I nearly forgot... I would like to see better computer strategists
and not the cheaters that they are now. They are WAY too easy to beat (even
on "Expert" setting with two computer opponents)!

Later,
Kenneth Love

PS: I'd hate to have to buy the game for my mother's Pissy Dog machine, but
I will if I can't get it for the ST.

5470. Re: A little Falcon Math

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 07:24:38 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <X0dbd011@Kralizec.fido.zeta.org.au>
Source record: 214292

Original to: Bob_BobR_Retelle@cup.portal.com
In a message of <09 Nov 92 07:43:08>, Bob_BobR_Retelle@cup.portal.com
(3:713/602) writes:

BB> So.. how hard is it to build 100 computers..?
BB>
BB> Must be pretty hard, I guess...

Very hard. Building 100,000 is much easier.

BB> BobR

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

5471. Re: A little Falcon Math

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 07:36:44 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <X0dbd012@Kralizec.fido.zeta.org.au>
Source record: 214294

Original to: brayl@nyx.cs.du.edu
In a message of <09 Nov 92 17:43:24>, brayl@nyx.cs.du.edu (3:713/602) writes:

b> "must be pretty hard, I guess....
b>
b> BobR"
b>
b> Well, considering that about that number havegone out already to
b> developers, it can't be too hard. But, they were building the machines
b> by hand :)

Don't think so - you can't build boards like that by hand.

I've heard detailed accounts of a certain australian developer's machine - he's one of the very first to receive new systems, for certain reasons. The falcon he has is so early, in fact, that it has no DSP in it 8).

Despite this, it is a remarkably well-finished unit, and was indubitably machine-assembled.

b> Pattie Rayl (Atari Interface)

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

5472. Re: WHAT'S GOING ON ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 07:47:28 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <X0dbd013@Kralizec.fido.zeta.org.au>
Source record: 214295

Original to: Bob_BobR_Retelle@cup.portal.com
In a message of <09 Nov 92 07:31:09>, Bob_BobR_Retelle@cup.portal.com (3:713/602) writes:

BB> Indeed.. I totally agree that *VME* is a standard world-wide..
BB>
BB> HOWEVER.. the Atari implementation of that standard IS NOT
BB> fully compatible with the industry acknowledged standard.
BB> It's about as close to VME as "ASCI" was to the SCSI standard.
BB> For anyone with the standard Atari short-memories, Allan Pratt
BB> *acknowledged* that the Atari "VME" was not fully implemented,
BB> saying something like "maybe next time".

'Fully implemented' is a bit rough really - as far as I can tell, it does most of the 'standard' VME stuff - but there are dozens of different modes that can be used to access a VME bus, and I guess they don't support all of them.

BB> There may be *hundreds* of 3U VME cards in the world.. how
BB> many of those are of ANY interest to an Atari computer user?

The 'average atari user' doesn't generally need to add anything to their machine as it stands... This is in stark contrast to the 'average PC user' (which is where this pathetic whinge is aimed) who generally needs to stuff his/her pathetic interface bus with boards to get anywhere at all.

BB> (Actually, 3U is rarely used in the "real world".. the double
BB> height 6U card is the most widely available.)

There are a few problems with 6U - the main one being that the cards are even _more_ expensive, and there is _no_room_ in a desktop case like the STe/TT's for one.

BB> My message went on to ask if anyone out there has found any
BB> 3U cards that they've actually found useful..
...
BB> I'd really like to know if anyone in the "real world" has
BB> *EVER* found anything to plug into their (Atari)VME slot
BB> that did anything useful for them..

As I replied - yes. There is an australian company that runs a custom embroidery service, as well as producing embroidered tablecloths & so forth -a reasonably niche-ish market to be sure - but ask your average department store how many they sell - you might be surprised.

Anyway, they exclusively use TT's with 3U digital I/O boards in them - why? well, they've had so many bad experiences with PC's and the crufty

industrial control hardware that plugs into them, and they wanted to go VME, without paying $$$ for full cages & '030 processor boards. The TT was their ideal choice.

There are other companies, even in this tiny city, making a good fist of things with the TT and MSTe as _economical_, _reliable_ small VME host systems.

BB> In what way was my message "unfair"..?

You presume that the 'average' ST owner _needs_ to expand. Hardly a valid supposition.

BB> (A bit of background.. I use, and know about those "VME"
BB> cards for instrumentation and industrial control.. NONE of
BB> the ones I'm familiar with would even FIT into an Atari
BB> "VME" slot, much less be useful to the "average" Atari
BB> owner).

Then I strongly suspect that your background and experience is highly suspect. Just quoting from a PEP Modular Computers glossy I have here... I have full-page sheets/forpagers on :

VIOP : Intelligent parallel I/O module with 32 channels
VIOS : Intelligent serial I/O module with 4 channels
VLAN : Ethernet/802.3/cheapernet controller module
VADI : Analog/digital interface with 2KB FIFO
VDAD : Combined DAC, ADC and digital I/O module
VMFB : Multifunction board (2 serial, 16bits of I/O, 24bit timer, RTS, 64K of battery-backed SRAM, wakeup/sleep facilities, hardware watchdog, 6 programmable interrupt sources)
VMOD : Flexible industrial I/O interface module (accepts 2 of their plug-in "pigghyback" modules, or you can design your own - they sell a 20-bit DI/DO module, a dual-32bit counter (with trigger/inhibit inputs), a 20-bit input-only module (16 level-sensitive, 4 edge-sensitive), a 4-channel 12-bit DAC module, a stepper motor interface, an RS232 module, and RS422 module, an RS485 module, a 20mA current loop module, 4 different fibre drivers and a prototyping module).

These are just the boards I was particularly interested in. They're priced as you would expect VME stuff to be priced, from $400 to nearly $2000 (australian dollars - worth about 70c US)

I also have their 'full range' glossy : the cards that will fit 3U/A24/D16 :

VM20 : 68020 processor board w/8M of SRAM
VSBC-1 : 68000 processor board, one 1MB
VMPM68KA-2 : 68000 processor board
(these three have large amounts of assorted other functionality onboard)

VSIO : 2-port serial board
VPRM : prototyping module w/full documentation & license for reproduction

VIOC : VME <--> IIOC converter
VGPM : graphics card based on the 63484 (32/64MHz pixclock, 512/1M RAM,
display size full yprogrammable to 1024x1280, max 16 of 4096 colours)
VIMC : Intelligent motion controller based on the LM628
VMSC : MFM harddisk/floppy controller (wow!)
V1553 : mil-spec a/b controller based on DDC BUS-61554
VSCSI : SCSI controller (53C90 based)
VDOUT32 : 32 opto-isolated output channels.

BB> This sounds a lot like the time I asked if ANYONE actually
BB> had an "ATW"..

Hmm. Not really. Same tone of voice, I guess.

BB> BobR

Anyway, there you have it. Sounds like you missed a few in your 'research',
eh Bob?

2 points in closing :

1) PEP's address in the US is :

PEP modualr computers
600 north bell avenue
pittsburgh pa 15106

(I also have their distributor's addresses worldwide)

2) I am in no way affiliated with PEP, any of their distributors or other
associates - I simply have some of their material.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

5473. Re: Reason for Falcon delay

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 09:40:54 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Nov16.094054.5173@aber.ac.uk>
Source record: 214836

In article <1992Nov12.085033.18063@ugle.unit.no> anderss@colargol (anderss) writes:
>
>
>
> The reason for the delay of the Falcon is that Atari has
>pulled it back and redesigned the graphics system. This was done
>when they got the specifications for the A1200. The Falcon has now
>been improved with higher graphic resolutions, the max. resolution
>is now 1280*960. (I don't know how many colors there will be in this
>resolution). This is done to ensure that the Falcon is better than
>the A1200 in all ways!!!
> The minimum RAM config. will now be 4MB, and the new Falcon will
>cost the same as the 1MB Falcon was supposed to ship for.
> Machines should be shipping by the end of next week. (Unless Atari
>decide something else...)
>
> | | | Anders Skar
> |_| _ _| _ _ _ Trondheim College of Engineering
> | | | | | | |_| | |_ anderss@edb.tih.no
> | | | | |_| |_ | _| 68040 - You can't outrun the lightning

And can I ask how you come to know all this information? i.e. is it true?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

5474. Disassembler

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 09:55:01 UTC
From: rogina@i13d7.ira.uka.de
Message-ID: <1e7r5lINNjet@iraul1.ira.uka.de>
Source record: 214840

Is there a disassembler which can disassemble plain code without program headers and that kind of stuff. The disassemblers from a.a keep crashing or telling me that they can only handle .PRG, .TTP, .TOS etc. programs, or they produce a listing which contains one data-statement.

Ivica Rogina, rogina@ira.uka.de

5475. Re: Freeze Dried Ripoff!

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 09:56:10 UTC
From: chris@status.gen.nz
Message-ID: <B5VauB2w165w@status.gen.nz>
Source record: 214828

as423@cleveland.Freenet.Edu (Kenneth A. Wallace) writes:

> Has anyone else out there been ripped off by Aaron Hopkins
> and his Freeze Dried Term? I have been waiting six months for
> his product, the check was cashed in early July. I have sent him
> a letter with a photocopy of the check explaining I have not yet
> received the program, and would he please send it. I figure the
> only way I will get my money is if I take a little 2 1/2 hour
> drive to Manhattan Beach and knock on his door. It is too bad,
> one jerk can make is bad on all shareware authors. Once again,
> do not buy his product unless you wish to lose $25.00. And it's
> name would be better as Freeze Dried Ripoff Ware!

We heard from Aaaron on Fnet a few days ago that he fried his
hard drive. I think that he lost some of his stuff, though I do know
that he had someone else looking after his registrations for him.
I suggest you contact him again regarding reg.

Regards
Chris Thorpe

5476. Wanted: Site with GEMVIEW 2.1

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 09:57:43 UTC
From: mae@hplb.hpl.hp.com
Message-ID: <1992Nov16.095743.9888@hplb.hpl.hp.com>
Source record: 214712

Is there an ftp site with GEMVIEW 2.1 known or is the only way to obtain this application by direct mail to its author?

Thanks in advance for any help,

Mark Eve.

5477. atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 10:02:19 UTC
From: jat@cch.coventry.ac.uk
Message-ID: <Bxszvw.CuF@cck.coventry.ac.uk>
Source record: 214837

Sorry to have to ask this, as I know it has been asked before, but at the time I had no problems !

I'm getting a lookup failure when I try to ftp to a.a, could some kind soul please mail me the actual real address for this site, now that it has moved, this question does not seem to appear in the faq, yet ! :-)

Many many thanks,

--
\ / "Me, the artist, has produced all this with my own imagination
/\/\ and skill... Oi!! Yes, you at the back, stop laughing !" 8~}
\/ -- \ <jat@uk.ac.cov.cch> is (Mirrir, Skippy, Jase, Slarts... Pick 1 :-)

5478. Vi with Mint

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 10:03:15 UTC
From: pdel@ADS.COM
Message-ID: <1992Nov16.100315.10615@ads.com>
Source record: 214838

Here's a weird one:

I tried editing a file in the current directory with vi (SteVi,or
something like that)

Seems if I don't have a '.' in the filename, vi doesn't see it and
opens up a new file instead.
If I edit the new file and save it, vi puts a '.' at the end of the
filename.

I've gone to different directories and tried this, with the same
result.

If I exit mint and run gulam, then the vi editor works fine.

Is there some kind of variable I'm forgetting to set in Mint?

thanks for help,

PD
--

login name: L1-A
In real life: Peter Delevoryas
In any other life: a cheap imitation

5479. Re: atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 10:59:17 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Bxt2Iu.3Hs@hermes.hrz.uni-bielefeld.de>
Source record: 214839

jat@cch.coventry.ac.uk writes:
|>
|> I'm getting a lookup failure when I try to ftp to a.a, could some
|> kind soul please mail me the actual real address for this site, now that it
|> has moved, this question does not seem to appear in the faq, yet ! :-)
|>

I've got two adresses: 141.211.182.23 and/or 141.211.165.41

greeting, TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D-W4800 Ciudad de Bielefeld
****
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
***(EOT)*

5480. Re: Idea for a program

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 11:27:40 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov16.112740.23086@dcs.warwick.ac.uk>
Source record: 214841

In article <1992Nov12.071708.20452@newstand.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Here's an idea for all you programmers out there...what about
>a program that will allow one to control another computer,
>remotely via a modem? I do not know if it is possible, or if
>it has alredy been done, but it would be nice to have...I
>think. There are programs like this on other
>platforms...Carbon Copy (msdos) and Carbon Copy for the Mac,
>PC Remote, PC Anywhere, and even remote access for the Mac
>using system 7.
>
>I imagine it would be easiest to come up with something that
>lets one control another ST remotely...but it would be even
>neater to be able to control an msdos machine, or even a Mac
>remotely.
>
>--Gerry
>ggreenbe@rodan.acs.syr.edu
>
>

If you can perswade the host machine to accept incoming serial bytes
as if it came from the keyboard and to echo anything printed to the
screen to the serial port then you can do this with a null modem cable
and a terminal emulator. On a BBC or Arc this can be done with a couple
of *fx calls and works very well in command line mode, although to be able
to use the desktop you would need to write a VDU driver for your ST and have
some way of moving the mouse.

- Leo

5481. Re: The FALCON - too slow ??

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 11:51:43 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov16.115143.24395@dcs.warwick.ac.uk>
Source record: 214842

In article <annius.721647206@freyr> A.V.Groenink@research.ptt.nl writes:
>leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>
>>It is slow because Atari STILL haven't made use of STe's hardware scrolling
>>(which I assume is available on the Falcon) in TOS. Apart from the slowdown
>
>I suspect you don't even know what the 'hardware scrolling' facilities of the
>STE actually are (and the same for the other post in this thread mentioning the
>fact that `nobody uses the STE hardware scrolling'.).

I know that the screen start address to be varied by a word at a time allowing
vertical scrolling by adding/subtracting the number of bytes in line times the
number of lines you wish to scroll by.
I don't know whether you can specify a vertical offset (where the screen
starts scanning at the screen address+offset and after reaching screen
address+size of screen continues at screen address), but probably not since
this can easily be done in software using the timer B counter.
In the case of horizontal scrolling you can specify both a horizontal offset
and a number of bytes to skip between scan lines to give a virtual screen
wider than the one displayed.
Of course, these features only apply to the whole screen - to scroll in a
window you must use the blitter, which should be fast enough, however many
programs just redraw the whole window when it is scrolled (Which can be faster
if no blitter is fitted).

- Leo

>
>--
>Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam

5482. Re: The FALCON - too slow ??

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 11:56:45 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov16.115645.24649@dcs.warwick.ac.uk>
Source record: 214843

In article <Bxnnpq.D3C@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>just the ability to scroll the screen LEFT or RIGHT in steps of one pixel, which was
>completely impossible on the "normal" ST (unless you'd like to write a program and
>bit-shift it on your own). The UP / DOWN scrolling (ok, ok there's only upscrolling
>in GEMDOS output) can only be done by some kinda program (or the blitter perhaps), but
>in every case a tremendous amount of memory has got to be shiftet. Just a little math:
>(taken from a PC clone) When you're running 1024 * 768 pixels in 256 colours you've

Could you try to remember that most of us are using 80 column terminals, not
VGA?
And read my other posting - the STe does have hardware vertical scrolling.

- Leo.

5483. escapade (game)

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 12:51:13 UTC
From: klassa@aurs01.UUCP
Message-ID: <61483@aurs01.UUCP>
Source record: 214849

Hi-

Can anybody give me a clue on what I'm supposed to do in escapade? I downloaded it from a.a last night, and spent about 15 minutes moving little Tetris-like blocks around, to no avail... I think maybe I'm missing some fundamental piece of information (or maybe we're supposed to bang our heads for a little while...).

Thanks!
John

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o John M. Klassa o
o Alcatel Network Systems, Inc. --- Raleigh, NC --- (919) 850-1246 o
o Email: klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com o
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o

5484. Re: MGIF 4.0 uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 13:52:05 UTC
From: olk@rzdspc1.informatik.uni-hamburg.de
Message-ID: <olk.721921925@rzdspc1>
Source record: 214844

d8klojo@dtek.chalmers.se (Johan Klockars) writes:

>The binaries and sources for the new and MUCH faster version of MGIF have now
>been uploaded to atari.archive.

Did anybody copy these files to a german ftp-Server, already?

Marcus--
Marcus Olk # Internet: olk@informatik.uni-hamburg.de
Schwalbenweg 9a # marcus_olk@cl-hh.comlink.de
D-2000 Hamburg 61 # Zerberus: MARCUS_OLK@CL-HH.ZER
Networks, like parachutes, only function when open.

5485. Re: X windows server on ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 14:15:31 UTC
From: clausb@hpbeo20.bbn.hp.com
Message-ID: <BxtBLv.K29@hpbeo20.bbn.hp.com>
Source record: 214764

Jens Kilian (jensk@hpbbn.bbn.hp.com) wrote:
: I don't know all system calls used by the standard X Server (it's been a long
: time since I last installed one), but you'll probably have the most
: difficulties with the socket-related stuff (MiNT doesn't have sockets, yet).
: If you *really* want to do this, IMHO it would be easiest to replace the
: sockets by FIFOs; that way you could at least run clients on the ST.

I know of at least one (German) programmer who already has developped
a socket package for MiNT. E-Mail me if interested.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

5486. 16MHz & GEnie

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 14:33:21 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1992Nov16.143321@cs.bham.ac.uk>
Source record: 214733

Two questions...

1> Anyone any ideas on getting my Mega/STE into 16MHz mode before
running games which boot from the bootsector?

2> How difficult is it for a UK telnetter to get to GEnie? The idea
of talking to Atari (OK - being ignored by Atari) sounds interesting...

Thanks

David.

David Oakley *
Software Engineering **_**
University of Birmingham */ *
_/
***
** ** ***
****** ** **** ***
****

5487. Grav 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 14:45:46 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Nov16.144546.13682@cs.nott.ac.uk>
Source record: 214846

Having been talking on irc, I have come to the conclusion that hardly anybody knows that Grav 2 is on atari.archive.

Its been reviewed in 3 mags so far, and got rave reviews in 2, and 83% in the other.

Its shareware, and well worth a look

atari/Games/grav2.arc

Thanks,

Martin

5488. Mouse wander - acceptable?

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 14:49:27 UTC
From: otv@hal.nta.no
Message-ID: <1992Nov16.144927.4216@nntp.nta.no>
Source record: 214753

My ATARI dealer sold me a mouse for my STe 1040 which frequently starts to wander around the screen by itself - without me touching the mouse. The problem is of course that in some programs, if it pulls down a menu, the program will not respond to keyboard inputs.

My dealer tells me this is common to all non-atari mice, and is due to "very strong signals from the mouse". In my opinion this has rather to do with "very much noise from the mouse". Should I accept what he says, or is this behavior of my mouse unacceptable? Any authorized opinions are very much appreciated. Thanks in advance!

- Oddvar Tveito (e-mail: otv@nta.no)

5489. Re: HD loadable games (was:Formula One simulat

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 15:03:33 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov16.150333.924@newshost.lanl.gov>
Source record: 214845

In article 1e16itINNo2f@phakt.usc.edu, baffoni@phakt.usc.edu (Juxtaposer) writes:
>
> Which games out now, 1)work properly on the more recent machines (TT,
>MSTe, STe), 2)which games are HD loadable, and 3)which take advantage of the
>new hardware of these machines?
>
<< rest deleted >>

Mike, since you asked, "CyberDrome-The Hoverjet Simulator", is compatible with all ST, STe, TT machines with 1Mb or more RAM and color monitor. It is hard disk installable and while the disk is serialized, it is not physically copy protected. Our demo (available on atari.archive) runs on the Falcon but we have not developed a Falcon-specific version (yet). In the two-player/two-computer mode, your 8MHz ST can play with a 33MHz TT (via modem or null modem cable). The Atari versions will be link compatible with the PC version too.

Detailed info about "CyberDrome-The Hoverjet Simulator" is available via email.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5490. Re: *sigh* Help with GEMVIEW!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 15:43:41 UTC
From: cbvetter@rbg.informatik.th-darmstadt.de
Message-ID: <1992Nov16.164341@rbg.informatik.th-darmstadt.de>
Source record: 214847

In article <1992Nov12.035609.8805@ac.dal.ca>, cossett@ac.dal.ca writes:
> I now have Gemview 1.1 but it will not work. Whenever I
> try to load the prg it gives me a TOS #35 error, or it
> simply bombs. Could anyone help me out?
>

Seems to me your file is corrupt, try to get another copy...
By the way, there is GEMView 2.00 somewhere out there.

sincerely,
Chris

5491. Re: *sigh* Help with GEMVIEW!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 15:55:24 UTC
From: tsch0098@rz.uni-hildesheim.de
Message-ID: <1992Nov16.155524.25716@rz.uni-hildesheim.de>
Source record: 214848

In article 8805@ac.dal.ca, cossett@ac.dal.ca () writes:
> I now have Gemview 1.1 but it will not work. Whenever I
>try to load the prg it gives me a TOS #35 error, or it
>simply bombs. Could anyone help me out?

I Think you need an other copy of GemView 'cause TOS #35 shows
that the file is 'corrupted'.
>
> Thanks in advance,
> Tim Cossett
> COSSETT@AC.DAL.CA

Hope this helps,

Ciao, Thorsten

5492. Re: Idea for a program

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 16:02:21 UTC
From: tsch0098@rz.uni-hildesheim.de
Message-ID: <1992Nov16.160221.25858@rz.uni-hildesheim.de>
Source record: 214850

In article 20452@newstand.syr.edu, ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Here's an idea for all you programmers out there...what about
>a program that will allow one to control another computer,
>remotely via a modem? I do not know if it is possible, or if
>it has alredy been done, but it would be nice to have...I
>think. There are programs like this on other
>platforms...Carbon Copy (msdos) and Carbon Copy for the Mac,
>PC Remote, PC Anywhere, and even remote access for the Mac
>using system 7.

I think there is a program out there called bagdad (or something like that),
distributed by MAXON in Germany (if you're really interested in details, I
will search for them in my lots of atari-magazines).
It allowes you to control a st by another st...
>
>I imagine it would be easiest to come up with something that
>lets one control another ST remotely...but it would be even
>neater to be able to control an msdos machine, or even a Mac
>remotely.
>
>--Gerry
>ggreenbe@rodan.acs.syr.edu
>
>

Ciao,
Thorsten

5493. Re: Freeze Dried Ripoff!

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 16:17:17 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Nov16.161717.23362@prime.mdata.fi>
Source record: 214751

In article <1e5rbqINN179@usenet.INS.CWRU.Edu> as423@cleveland.Freenet.Edu (Kenneth A. Wallace) writes:
>
> Has anyone else out there been ripped off by Aaron Hopkins
>and his Freeze Dried Term? I have been waiting six months for
>his product, the check was cashed in early July. I have sent him
>a letter with a photocopy of the check explaining I have not yet
>received the program, and would he please send it. I figure the
>only way I will get my money is if I take a little 2 1/2 hour
>drive to Manhattan Beach and knock on his door. It is too bad,
>one jerk can make is bad on all shareware authors. Once again,
>do not buy his product unless you wish to lose $25.00. And it's
>name would be better as Freeze Dried Ripoff Ware!

I received my .KEY about a week after paying, there must be some misunderstanding here I believe. I sent 15 pounds to Ben Van Bokkem in England and he put my .KEY file as F-Mail at his BBS. That's the way you have to register in Europe, so I don't know about the US. Anyway, I don't believe Aaron is a crook.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

5494. Re: Mouse wander - acceptable?

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 16:26:38 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Nov16.162638.23629@prime.mdata.fi>
Source record: 214752

In article <1992Nov16.144927.4216@nntp.nta.no> otv@hal.nta.no (Oddvar Tveito FTO) writes:
>My ATARI dealer sold me a mouse for my STe 1040 which frequently starts
>to wander around the screen by itself - without me touching the mouse.
>The problem is of course that in some programs, if it pulls down a menu,
>the program will not respond to keyboard inputs.

My friend once had this same problem, and it could momentarily be
helped by pushing the mouse connector better into its plug. To solve
the problems for good my friend had to have his mouse-port fixed, it
had become loose because he had switched the mouse and the joystick
back and forth so much. So if your mouse connector is steadily in the
plug and the problem still occurs your mouse port might be out of
order. Or maybe the problem is with the mouse itself or its connector.

>My dealer tells me this is common to all non-atari mice, and is due to
>"very strong signals from the mouse". In my opinion this has rather to do
>with "very much noise from the mouse". Should I accept what he says, or
>is this behavior of my mouse unacceptable? Any authorized opinions are
>very much appreciated. Thanks in advance!

I wouldn't buy that from him. But who knows ;).

>- Oddvar Tveito (e-mail: otv@nta.no)

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

5495. Re: Mouse wander - acceptable?

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 16:41:48 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov16.164148.13927@newshost.lanl.gov>
Source record: 214755

In article 4216@nntp.nta.no, otv@hal.nta.no (Oddvar Tveito FTO) writes:
>My ATARI dealer sold me a mouse for my STe 1040 which frequently starts
>to wander around the screen by itself - without me touching the mouse.
>The problem is of course that in some programs, if it pulls down a menu,
>the program will not respond to keyboard inputs.
>
>My dealer tells me this is common to all non-atari mice, and is due to
>"very strong signals from the mouse". In my opinion this has rather to do
>with "very much noise from the mouse". Should I accept what he says, or
>is this behavior of my mouse unacceptable? Any authorized opinions are
>very much appreciated. Thanks in advance!

Well, mine is not an "authorized" opinion, but an "opinonated" one, anyway. :)

Sorry, I don't buy your dealer's explanation. I've used a couple of third
party mice on the Atari and none have exhibited this behavior. If you are
running some kind of screen accelerator that also speeds up mouse input, you
might try disabling that. If that doesn't work, get a refund, a new mouse,
and/or a new dealer.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5496. Question about alt.znet.pc

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 16:47:15 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Nov16.164715.24021@prime.mdata.fi>
Source record: 214754

Somebody posted a message here announcing that ZNET issue 18 would be available in alt.znet.pc, but when I just looked there I only saw the same announcment along with the announcment for issue 17. Have I misunderstood something?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

5497. Re: Mouse wander - acceptable?

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 17:07:14 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.721933634@groucho.phil.ruu.nl>
Source record: 214758

otv@hal.nta.no (Oddvar Tveito FTO) writes:

>My ATARI dealer sold me a mouse for my STe 1040 which frequently starts
>to wander around the screen by itself - without me touching the mouse.
>The problem is of course that in some programs, if it pulls down a menu,
>the program will not respond to keyboard inputs.

>My dealer tells me this is common to all non-atari mice, and is due to
>"very strong signals from the mouse". In my opinion this has rather to do
>with "very much noise from the mouse". Should I accept what he says, or
>is this behavior of my mouse unacceptable? Any authorized opinions are
>very much appreciated. Thanks in advance!

I'm no expert, but have a non-ST mouse myself and never had this problem.
I personally wouldn't accept this (for what's that worth...:)

My .02...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

5498. ***ATARI FOR SALE****

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 17:23:54 UTC
From: doing@ravel.udel.edu
Message-ID: <BxtKBu.BpA@news.udel.edu>
Source record: 214756

```
--
------------------------------------------------------------------------
David Allen Doing e-mail addresses:
Undergraduate Student doing@brahms.udel.edu
University of Delaware dbq49459@udelvm.udel.edu
```

5499. Re: Atari.Archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 18:17:42 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Nov16.181742.1417@news2.cis.umn.edu>
Source record: 214759

In article <1e1a04INNjjh@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>Well Atari Archive is what I would call 100% NO GO...

Just a quick couple of questions:

1) Did you ask your systems Postmaster what the error messages included with the rejected e-mail message implied?

2) Did you ask your systems Network Administrator if there were problems with the international connections between New Zealand and the United States during that time period?

3) Did you ask ANYONE at a local level if there might have been problems with the networking capabilities of your computer system during the time in question?

Before making a whomping generalization about an FTP service, it would be best to inquire, gently, whether the rest of the world has been having similar problems, or if it just from your small part of the world that things have not been running smoothly.

Your e-mail message could have been readdressed to Jeff's new addresses, which he's posted at least once in this forum since he started graduate school at the University of Minnesota, in late September.

-- David Paschall-Zimbel

5500. COMDEX THIS WEEK post news!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 18:34:59 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1e8pkjINNbe7@usenet.INS.CWRU.Edu>
Source record: 214757

Anyone attending the COMDEX show in Las Vegas this week, please post the news that you obtain!

Sam Tramiel is suppose to have a GEnie conference online at the show in which he will reveal information on new products and software!

Please post ANY INFO that you have.

Thanks.

Len Stys (aa399@cleveland.Freenet.Edu)

--

5501. Re: X windows server on ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 19:17:50 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.92Nov16121750@hpbbrn.bbn.hp.com>
Source record: 214763

I don't know all system calls used by the standard X Server (it's been a long time since I last installed one), but you'll probably have the most difficulties with the socket-related stuff (MiNT doesn't have sockets, yet). If you *really* want to do this, IMHO it would be easiest to replace the sockets by FIFOs; that way you could at least run clients on the ST.

Jens.

5502. Re: Atari.Archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 20:57:10 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1e91v6INNjpt@golem.wcc.govt.nz>
Source record: 214761

>>1) Did you ask your systems Postmaster what the error messages included with
> the rejected e-mail message implied?
>2) Did you ask your systems Network Administrator if there were problems with
> the international connections between New Zealand and the United States
> during that time period?
>3) Did you ask ANYONE at a local level if there might have been problems with
> the networking capabilities of your computer system during the time in
> question?
>
>-- David Paschall-Zimbel

David this system that I connect to is a FREE Public Internet site.

NOTE: there is one big problem with it, you only get what you pay for...??

Witch one of the 5 million sheep here do I ask...:-)...

Roger.......... sheppard_r@kosmos.wcc.govt.nz

5503. Re: ***ATARI FOR SALE****

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 21:08:10 UTC
From: SML108@psuvm.psu.edu
Message-ID: <92321.160810SML108@psuvm.psu.edu>
Source record: 214762

In article <BxtKBu.BpA@news.udel.edu>, doing@ravel.udel.edu (David Allen Doing) says:
>
>--
>--
>David Allen Doing e-mail addresses:
>Undergraduate Student doing@brahms.udel.edu
>University of Delaware dbq49459@udelvm.udel.edu

I'll take it! How much does Jack want? I'm sure I can take a collection up and we can sell stock so Atari will finally be owned by the users..

5504. Re: PC screen Saver

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 22:46:34 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11063@uqcspe.cs.uq.oz.au>
Source record: 214766

jonc@status.gen.nz (Jon Clarke) writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:
>> >sheppard_r@kosmos.wcc.govt.nz writes:
>>
>> >>Well does any one know of a good PD, screen saver for a 286 PC running
>> >>DRDOS 6.0..
>>
>> At least know why he's upset now... he has one of those old, outdated
>> "**2**86" machines - the ones you don't see in shops anymore, and
>> NEVER see advertised.
>
> Warwick,
> They do still here (286), and you can get a 20mhz motherboard for about
> $nzd100.00. A meg a ram (SIM) is $nzd64 so a cheap pc (grin), or
> upgrade for the ever popular XT.

Oh well, posthumous smily.

Of course 286's are still available... I was just spoofing roger, who's
always telling us about how "you don't see STs in shops anymore, and
NEVER see advertised." Just as you see 286's in shops, I also see STs
in shops.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5505. more windows

Newsgroup: comp.sys.atari.st
Date: 1992-11-16 23:28:08 UTC
From: mluoto@klaava.Helsinki.FI
Message-ID: <1992Nov16.232808.4216@klaava.Helsinki.FI>
Source record: 214783

hello,
anyone happen to know a software that gets by the
7-window limit of tos 3.05 ?!? or any other tos
fro that matter ?

I would prefer E-mail but if you must post, then go ahead...

--
email: markku.luoto@helsinki.fi # "I just LOVE G-pull...
(will find me where ever...) # ...and a AIM9L at your six !"
fax: 358-0-4524015 #
voice: 358-0-5091656 (a.maschine) # - a surviving "Pro-Flite" freak

5506. ***ATARI ST FOR SALE*****

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 00:08:39 UTC
From: doing@ravel.udel.edu
Message-ID: <Bxu32F.DrM@news.udel.edu>
Source record: 214768
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

********** ATARI 520 ST FOR SALE **********

System Includes:

520k
Color Monitor
External Disk Drive
Hayes Smartmodem 1200
Panasonic Printer

All software included
All cables and accessories included

First $250 takes it!!!
--

David Allen Doing e-mail addresses:
Undergraduate Student doing@brahms.udel.edu
University of Delaware dbq49459@udelvm.udel.edu

5507. Re: Atari.Archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 00:33:58 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.4xYjVta4LgQ@nasim.sta.sub.org>
Source record: 214718

sheppard_r@kosmos.wcc.govt.nz writes:

>Well Atari Archive is what I would call 100% NO GO...

>I tried to E-Mail Jeff and that was rejected.....

>Date: Sat, 14 Nov 1992 00:10:26 +1200
>From: sheppard_r@kosmos.wcc.govt.nz
>To: WEINER@ATARI.ARCHIVE.UMICH.EDU

Maybe you should try to type in lower case?!

>Message-Id: <00963939.A651DBA0.9768@kosmos.wcc.govt.nz>
>Subject: A.A. Unusable

[...]

>Subject: Returned mail: Service unavailable

> ----- Transcript of session follows -----
>>>> DATA

><<< 554 sendall: too many hops 18 (17 max): from , to (null)
>554 <WEINER@ATARI.ARCHIVE.UMICH.EDU>... Service unavailable

> ----- Unsent message follows -----

[...]

>So can some one explain this, as I could not E-Mail Jeff I had to post in
>Open Mail...???

>Roger.......... sheppard_r@kosmos.wcc.govt.nz

Hope that helps...

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

5508. Re: atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 00:36:30 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.Kiinv7kqRrM@nasim.sta.sub.org>
Source record: 214719

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

>jat@cch.coventry.ac.uk writes:
>|>
>|> I'm getting a lookup failure when I try to ftp to a.a, could some
>|> kind soul please mail me the actual real address for this site, now that it
>|> has moved, this question does not seem to appear in the faq, yet ! :-)
>|>

>I've got two adresses: 141.211.182.23 and/or 141.211.165.41

I've got one more: 141.211.164.8.
As I remember weiner (?) told us not to use these adresses instead of
atari.archive.umich.edu .

>greeting, TeSche

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

5509. Re: Download Usenet news to Atari and read?

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 00:42:38 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.xslYHPvSAxs@nasim.sta.sub.org>
Source record: 214721

selick@csa.bu.edu (Steven Selick) writes:

>Is it possible to download only the newsgroups that I am interested in
>reading onto my 1040ste and then view them on my home machine without
>the clumsy 'rn' program, and without having to always wait for the unix
>machine to do somebody else's chores? Where would I find the newsgroups
>on a standard unix setup (dir/filenames?) and what atari program would
>read the usenet news format in a nice GEM based way?

Hermes will do all that you want. Try looking for HERM104B.TAF on
(preferable German) ftp-Sites!
You are able to used the GEM based Newsreader GUS or the old 'rn' from
the Mercury package. But there is the 'nn', too! After installing Hermes
you should try to install *the* Net Newsreader (current Version 6.4.11
1.3 ST?!)

>Thanks,
>Steve <selick@csa.bu.edu>

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

5510. Re: "Error in dialog format!" question

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 00:45:52 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.DX2ICj0AgyU@nasim.sta.sub.org>
Source record: 214717
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

>What causes the "Error in dialog format!" error in TOS 2.06? I am trying
>to run Paula via Petra on a 1 meg STfm w/TOS 2.06. I tried it with Petra
>running in the AUTO folder as well as in the root, but the same thing
>happened. When I call up Paula.Acc under the Acc, I get that irritating
>little dialog error.

I tried PAULA & PETRA & TOS 2.06 on my MEGA ST, too! I had no problems
using this excellent MOD-Player! It is now possible to use your disk and
hear your favourite Sound!

Did you use the new PAULA 2.0d?

```
>=========================================================================
>| Gregeory C. Granger (GGranger@ersys.edmonton.ab.ca) | "Greed |
>| 5516-190 A Street Edmonton, Alberta, Canada T6M-2L3 | is |
>| Phone: +1 (403) 483-2049 OR +1 (403) 481-5110 | good!" |
>=========================================================================
```

Knarf
--

```
+-------------------------------------------------------------+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+-------------------------------------------------------------+
```

5511. Re: Idea for a program

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 02:46:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11070@uqcspe.cs.uq.oz.au>
Source record: 214771

ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

>Here's an idea for all you programmers out there...what about
>a program that will allow one to control another computer,
>remotely via a modem?

How about this scenario:

In the morning, you leave home, and insert a certain floppy in your drive, or
set-up a certain auto-run program on your harddrive. And turn your computer on.

Then, from work, you dial you home phone, and let it ring ONCE, wait ten seconds,
and do again (once).

The program (which has been monitoring the modem for the "RING" signal all day
responds by ringing the dial-in lines to your workplace, and sets up the
connection between computers, perhaps in a restricted fashion (eg. the home
computer will only execute certain programs, unless a password is given, etc.)

I'd be happy if the program just downloaded files and unpacked them, so that
I can send stuff home and have it arrive before I do...

These days I just use the Sparc's floppy drive, but the above is a nice idea...

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5512. CUMANA OS/9

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 02:50:21 UTC
From: oyakea@rs6201.ecs.rpi.edu
Message-ID: <4jw1d8l@rpi.edu>
Source record: 214765

[No readable article body recovered]

5513. Re: Mouse wander - acceptable?

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 03:04:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11071@uqcspe.cs.uq.oz.au>
Source record: 214769

In <hjv.721933634@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>otv@hal.nta.no (Oddvar Tveito FTO) writes:

>>My ATARI dealer sold me a mouse for my STe 1040 which frequently starts
>>to wander around the screen by itself - without me touching the mouse.
>>The problem is of course that in some programs, if it pulls down a menu,
>>the program will not respond to keyboard inputs.

>>My dealer tells me this is common to all non-atari mice, and is due to
>>"very strong signals from the mouse".

What a load of it.

I have a non-atari mouse that also exhibits this behavious. It is a "xydexzc"
(or something like that - white with orange symbol/name).

It has a switch on the bottom to switch between Amiga and Atari mouse. And guess
what - it exhibits similar behaviour on the Amiga, except that there it vibrates
rather than wandering, but that's just the different way Amigas and Ataris
use the 4 mouse input lines. (ie. on the Atari, the mouse is oscilating the
"move now" strobe, while on the Amiga, it oscilates the "direction" strobe,
effectively)

It doesn't bother me... much.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5514. Re: How do I cancel Dialing with Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 03:30:06 UTC
From: Matthew_Clarke@mindlink.bc.ca
Message-ID: <17532@mindlink.bc.ca>
Source record: 214774

> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>
> Msg-ID: <1992Nov12.001219.11788@bsu-ucs>
> Posted: 12 Nov 92 05:12:19 GMT
>
> Org. : Ball State University, Muncie, In - Univ. Computing Svc's
>
> In article <1992Nov11.061101.11967@zooid.guild.org>,
> stramba@zooid.guild.org (Mike Stramba) writes:
> >
> > When I use the popup dialer (right mouse click) and select a number for
> > Uniterm to dial, it dials ok, but how do I get it to STOP ?
> >
> > If the line is busy it just keeps going forever !!!
> >
> > I've pressed every #$@!#%^$#^$ key on the keyboard, and pressed both
> mouse
> > buttons !
> >
> > I'm using version 2.0e
>
> I'm on 2.0d and pressing any key aborts a dialing....should be the same on
> yours....Hmmmm....:-|
>
> -Matt

Make sure you've got the number of retries spot in the dialer setup dialog
filled in.

If you leave it blank, Uniterm will continue to redial forever. (Pressing
any key only aborts the current attempt, not the whole sequence.)

Matt. (a different one)
(too lazy to build a .sig... - Matthew_Clarke@mindlink.bc.ca)

5515. Ghostscript 2.52 beta: 8-bit and fax drivers.

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 04:14:19 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <83792@ut-emx.uucp>
Source record: 214770

Hi,

For those who downloaded the beta version of GS 2.52 only to find out that 8-bit color didn't work, there is now a new executable on lifshitz.ph.utexas.edu (/pub/atari/ghostscript/beta/gsfix.zoo) that has at least one 8-bit bug fixed. The archive containing GS support files also contains the updated executable. So, if you tried 8-bit color and got two bombs, you might want to try again. Due to the fact that I cannot test 8-bit color on my ST, I still don't know whether this fixed code works.

Also, GS 2.52 contains a fax driver which I modified slightly to produce (supposedly standard) G3 format. I would like to hear whether anyone is able to use this output.

-Tim Gallivan
timg@landau.ph.utexas.edu

5516. Re: Disassembler

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 05:39:55 UTC
From: Cford@debug.cuc.ab.ca
Message-ID: <1992Nov17.053955.9371@debug.cuc.ab.ca>
Source record: 214777

In article <1e7r5lINNjet@iraul1.ira.uka.de> rogina@i13d7.ira.uka.de
writes:
>Is there a disassembler which can disassemble plain code without program
>headers and that kind of stuff. The disassemblers from a.a keep crashing
>or telling me that they can only handle .PRG, .TTP, .TOS etc. programs,
>or they produce a listing which contains one data-statement.
I have been able to disassemble plain code with DIS2ND. Yes, it does say
that it can only disassemble .PRG, .TTP, .TOS, etc. However, it can tell
that a .PRG is not a normal program if it doesn't have the normal headers.
So rename the file with the plain code to .PRG and disassemble. The
output will go to the root of the drive that you specify. (I have used
this to disassemble boot sectors.)
--
Conan Ford 1:134/9,201:5500/9,1:134/21 | Save our forests - ask for
Cford@debug.cuc.ab.ca | plastic bags :-)

I do not represent Debug Computer Services.

5517. Re: Which comms package? Flash 2 ???

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 06:05:08 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Nov17.060508.2013@beaver.cs.washington.edu>
Source record: 214775

In article <b026c734@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>
>Hmmm - do you use any patches?? I've had problems with STalker under Tos
>1.0 losing characters at 2400bps
>

No, I don't use any patches whatsoever and I don't lose characters at all,
but then again, I have the 1200 baud Slug-Modem (tm). :) My roommate's
getting a Supra v32.bis in a few days so I'll have to try it out with that
and see what fixes are necessary.

>\`miff` /|\
>
>--- ScanMail 0.68 X0501
> * Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

5518. Re: PC screen Saver

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 07:23:42 UTC
From: jonc@status.gen.nz
Message-ID: <8PJcuB1w165w@status.gen.nz>
Source record: 214760

warwick@cs.uq.oz.au (Warwick Allison) writes:

> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> >sheppard_r@kosmos.wcc.govt.nz writes:
>
> >>Well does any one know of a good PD, screen saver for a 286 PC running
> >>DRDOS 6.0..
>
> >Don't they get the comp.sys.ibm.pc.* groups in New Zealand either,
>
> At least know why he's upset now... he has one of those old, outdated
> "**2**86" machines - the ones you don't see in shops anymore, and
> NEVER see advertised.

Warwick,
They do still here (286), and you can get a 20mhz motherboard for about
$nzd100.00. A meg a ram (SIM) is $nzd64 so a cheap pc (grin), or
upgrade for the ever popular XT.

NZ does carry all the comp.sys.ibm groups either under OS.msdos.apps
or os.os2.* etc etc .... Ask you sysadmin for further help on the'
subject (Was it Roger who aked this?)

As an aside a 286 makes a good comms server for your ST with
things like "Aquaduct".

Jon Clarke Z*NET Pacific
==========
Phone (+649) 358-5589 GEnie : J.CLARKE6 CI$: 75300,1642
Fax (+649) 302-2672 Hexagon : HSBC NZ EBD IFNA: 3:772/105

"The problem is between the chair and the Keyboard" JimT NCR'91

5519. Re: PC screen Saver

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 07:28:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ea6u6INNoe0@golem.wcc.govt.nz>
Source record: 214776

In article <11063@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>jonc@status.gen.nz (Jon Clarke) writes:
>>warwick@cs.uq.oz.au (Warwick Allison) writes:
>>> >sheppard_r@kosmos.wcc.govt.nz writes:
>>>
>>> >>Well does any one know of a good PD, screen saver for a 286 PC running
>>> >>DRDOS 6.0..
>>>
>--
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> _.-._/ University of Queensland, / C references are NULL && void*
> v Brisbane, Australia. /

Na just leave this OZZy alown, he might find hime self a Gin Jockey and throw
his Atari away...

By the way I don't have a PC, but the firm that I work for just brought
a 286, I was hoping for some HELP here, but all I get is insults, is this how
you all feel about your Ataries...??..

May be this is food for thought, MAC's outsold IBM PC in the last 6 months
here, and I do mean IBM and not Clones...???

One day I will get a ???, Acorn A5000, ? or PC, or A1200 , tell me chaps where
should I go. ..??? NO RUDE REMARKS PLEASE...:-)...

One of the 5 million sheep...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5520. Re: Mouse wander - acceptable?

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 07:37:39 UTC
From: marc@targon.UUCP
Message-ID: <2703@targon.UUCP>
Source record: 214791

In article <1992Nov16.144927.4216@nntp.nta.no> otv@hal.nta.no (Oddvar Tveito FTO) writes:
>My ATARI dealer sold me a mouse for my STe 1040 which frequently starts
>to wander around the screen by itself - without me touching the mouse.
>The problem is of course that in some programs, if it pulls down a menu,
>the program will not respond to keyboard inputs.
>
>My dealer tells me this is common to all non-atari mice, and is due to
>"very strong signals from the mouse". In my opinion this has rather to do
>with "very much noise from the mouse". Should I accept what he says, or
>is this behavior of my mouse unacceptable? Any authorized opinions are
>very much appreciated. Thanks in advance!
>
>- Oddvar Tveito (e-mail: otv@nta.no)

I've once read in a dutch magazine about Genius mice having this
problem. The solution to it was a minor modification of the mouse.
I might be able to dig it up somewhere...

---------- EARTH
Marc Dierikx smog | bricks
marc@targon.UUCP AIR -- mud -- FIRE
dierikx.via@sni.de soda water | tequila
dierikx.via@sni-usa.com WATER

5521. Cad 3D gem message pipline, wheres doc's?

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 07:46:41 UTC
From: wilsont@rahul.net
Message-ID: <Bxuo9u.917@rahul.net>
Source record: 214782

Long ago when the Catalog existed i remember a cad3d developers kit
or something like that.
It used the GEM messages to communicate with ACC's that would control Cad 3d.

what i want to know is, if there is a set of these messages/commands
that i could get a hold of?

i haven't seen it in stores. anybody have them?

i don't want to program cyber control, and i'm too poor to buy Chronos.

help!

Thanks!

-Timothy

--
Timothy Wilson <wilsont@rahul.net>

5522. Re: Idea for a program

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 08:19:29 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <7mJDuB1w165w@comtch.spk.wa.us>
Source record: 214784

warwick@cs.uq.oz.au (Warwick Allison) writes:
> The program (which has been monitoring the modem for the "RING" signal all da
> responds by ringing the dial-in lines to your workplace, and sets up the
> connection between computers, perhaps in a restricted fashion (eg. the home
> computer will only execute certain programs, unless a password is given, etc.

Gee, sounds like a BBS to me... I think Gerald wanted something with a
GUI, though...

If he has another ST, and the patience to work with IGS, he could set
up a BBS with instant graphics menus and such, or if the ST ever gets a
good X-server, he could call it with any X-terminal.

Of course, neither of these allow you to run GEM applications from a
remote computer... Maybe someone would like to make a remote access
program for the F030 or MiNT/TOSwin?

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

5523. Re: Mouse wander - acceptable?

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 09:55:15 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1992Nov17.095515.13381@gdr.bath.ac.uk>
Source record: 214789

In the referenced article, otv@hal.nta.no (Oddvar Tveito FTO) writes:
>My ATARI dealer sold me a mouse for my STe 1040 which frequently starts
>to wander around the screen by itself - without me touching the mouse.
>etc....

I have a similiar problem with my mouse and it's an official atari one,
what usually happens is that the cursor will be quite happily sitting
in the centre of the screen and then will suddenly decide that the top
of the screen is more interesting and move up there. It's very
odd and I really can't see any reason for it.

Anyone out there know why this happens? I can't see why strong signals
would cause a problem really. Is is a fault with the keyboard chip?

Mark

5524. GDOS drivers for color printers ARE available

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 09:56:55 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1992Nov17.095655.15671@news.uni-stuttgart.de>
Source record: 214785

Hello,

I remember that a developer said that there was no printer driver package
(source) for color printers.

Maybe. But if you call the EXTENDED INQUIRE FUNCTION (VDI 102) for the
printer drivers in the FontGDOS package, you'll notice that there ARE
printer drivers which support color.
(NX1000.SYS, OKI20.SYS, PAINTJET.SYS with 3 planes = 8 colors each)

Has anybody tried to use PAINTJET.SYS for the deskjet 500 C?

Gerd

##
internet: CASTAN@bonnie.physik.uni-stuttgart.de
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 #

5525. Re: Multisync/VGA monitors

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 10:13:14 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1992Nov17.101314@cs.bham.ac.uk>
Source record: 214734

Heres the mail I've had on this subject...

From bgilbert%cs.washington.edu@nsf.ac.uk Thu Nov 12 18:55:33 1992
Date: Thu, 12 Nov 92 10:49:45 -0800
From: bgilbert@cs.washington.edu (Ben Gilbert)
To: D.Oakley-SE1@cs.bham.ac.uk
Subject: Re: Multisync/VGA monitors
Newsgroups: comp.sys.atari.st
Organization: Computer Science & Engineering, U. of Washington, Seattle
Cc:
Sender: bgilbert@cs.washington.edu

The Falcon should work just fine with any Multisync out there -- it is
made to hook up to any VGA monitor, and a multisync is just a more
expensive (and better of course) way to do VGA or Super VGA. If you're
going to get a moinitor, I would recommend a multisync over just a plain
VGA, for the Falcon anyway. For the Mega STe it's just a question of
being able to do all the modes on one monitor, which you definitely need
a multisync for.

From A.V.Groenink%research.ptt.nl@nsf.ac.uk Fri Nov 13 09:37:36 1992
Date: 13 Nov 1992 10:36:28 +0100
From: A.V.Groenink@research.ptt.nl (Annius Groenink)
Subject: Re: Multisync/VGA monitors
To: D.Oakley-SE1@cs.bham.ac.uk
Reply-To: A.V.Groenink@research.ptt.nl
X-Envelope-To: dxo@cs.bham.ac.uk
Content-Transfer-Encoding: 7BIT
Newsgroups: comp.sys.atari.st
Sender: A.V.Groenink@research.ptt.nl

In comp.sys.atari.st you write:

>This month, ST Format has printed the connections to fix an ST to a
>VGA multisync monitor - is that a good idea, will it work or is it
>worth it me getting a multisync instead? Someday I might get a Falcon
>(perhaps the 040 - I don't mind waiting!), so can anyone see any
>problems connecting one to a multisync such as the NEC/3D?

Related question: are there any monitors that have double inputs, so that when
you're using a TT with a graphics board you can connect both the TT output and
the card's output to the same monitor?
--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam

annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

There ya go! I'm just looking at the prices of VGA vs multisyncs at the mo...
If I get round to buying I'll let everyone know how I get on....

David.

David Oakley *
Software Engineering **_**
University of Birmingham */ *
_/
***
** ** ***
****** ** **** ***
****

5526. Re: Grav 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 11:57:36 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov17.115736.18994@email.tuwien.ac.at>
Source record: 214786

mjb@cs.nott.ac.uk (M J Brownlow) writes:
: Having been talking on irc, I have come to the conclusion that hardly
: anybody knows that Grav 2 is on atari.archive.
:
: Its been reviewed in 3 mags so far, and got rave reviews in 2, and 83% in
: the other.
:
: Its shareware, and well worth a look
:
: atari/Games/grav2.arc
:

It's GREAT, get it!! I haven't had that much fun since the good
old Atari 800 days!!!

Sorry Martin, I couldn't resist! :)

PS: Don't forget to register the game if you like it!

5527. New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 12:26:27 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Nov17.122627.16049@crc.ac.uk>
Source record: 214787

As I understand it, things like NVDI and Warp 9 replace parts of TOS which was written in C, with bits written in assembler, which is faster.

Would it be possible to rewrite the whole of TOS in assembler, and would this make it faster than NVDI etc?

Just curious,
Phil
(E-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

5528. RE: VIDI-ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 12:28:32 UTC
From: EDWR@UNB.CA
Message-ID: <17NOV92.09153698.0077@UNBVM1.CSD.UNB.CA>
Source record: 214790

In article <1992Nov15.211437.22054@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) writes:
>I just acquired VIDI-ST.
>
Would you mind posting a quick review of this product. I have heard very little about it...just that it is a frame grabber. I would appreciate knowing more.

Thank you
Alan

5529. More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 12:35:43 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Nov17.123543.16226@crc.ac.uk>
Source record: 214788

Having just read this months ST Format and ST Review (the best one), I thought
I would post some interesting info.

They say that the Falcon030 will be *widely* available next spring.
(Most of us knew this already) But in a new case.
BTW I thought the specs said the 030 was a 32bit computer, not 16bit like some
people are saying. (we'll just have to wait and see!)

Also a Falcon040 with 32Mhz 32 bit processor + DSP etc will be *released* next
November and be available spring '94.

Also being released at the same time will be a CD Falcon which will have either
a cut down keyboard ie no keypad or F keys, and have a built in CD ROM which
will probably be CD-I compatible.

There was also some talk about the software being produced for the Falcon.
(the graphics look incredible, especially the pics from Legends of Valour!)

Desperately wanting to get hold of a Falcon in a new case,
Phil
(E-mail naffara@uk.ac.crc)
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

5530. Re: THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 14:36:46 UTC
From: viljanen@klaava.Helsinki.FI
Message-ID: <1992Nov17.143646.4692@klaava.Helsinki.FI>
Source record: 214792

In <1d86v1INNlnl@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
...
> o Precise terminal emulations including Vidtex and VT100.

Ha! The program is totally useless for any serious user if
it doesn't support more than Vidtex and VT100. Preferably
VT200, including support for 8-bit characters (ISO LATIN-1).

>Roger..... sheppard_r@kosmos.wcc.govt.nz

--
Lea 'LadyBug' Viljanen University of Helsinki "Every real program
Lea.Viljanen@Helsinki.FI Computing Centre has some input" - H&P

5531. Re: PC screen Saver

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 15:25:25 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov17.152525.11186@newshost.lanl.gov>
Source record: 214793

In article 1ea6u6INNoe0@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
>
>One day I will get a ???, Acorn A5000, ? or PC, or A1200 , tell me chaps where
>should I go. ..??? NO RUDE REMARKS PLEASE...:-)...
>

Roger, I recently went through the painful process of buying a new 486 and have learned a few lessons the hard way. Send email if you really want to discuss it.

BTW, I _still_ have the Atari machines, of course. (and the Mac too). :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5532. TT and llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 15:39:41 UTC
From: <>
Message-ID: <bnell.722014781@protege>
Source record: 214709

Hello out there,
I was under the impression that llamatron worked on TT's (as long as you had some sort of 24-bit MMU program). I've downloaded the llamatron on a.a but it doesn't work. I've tried removing every TSR, .ACC & .CPX, turning the cache off & on and anything else I could think of. My TT has 3.06 ROM so there shouldn't be any OS bugs causing the problem. So... does llamatron really work on the TT or not? And if it does, then what is wrong with my copy or (god forbid :-) my TT?

Any help would be appreciated,
Bill

--
bnell@ferrari.siemens.com | Quote of the Day:
Siemens Corporate Research | Those who are wise to the words are wise
755 College Road East | to those for whom words are sufficient.
Princeton, NJ 08540 | - Scott Surowiec

5533. Re: MGIF 4.0 uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 15:40:50 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <168A2EA95.BWWL@ibm.rz.tu-clausthal.de>
Source record: 214796

In article <olk.721921925@rzdspc1>
olk@rzdspc1.informatik.uni-hamburg.de (Marcus Olk) writes:

>d8klojo@dtek.chalmers.se (Johan Klockars) writes:
>
>>The binaries and sources for the new and MUCH faster version of MGIF have now
>>been uploaded to atari.archive.
>
>Did anybody copy these files to a german ftp-Server, already?
>

...of course. Try ftp.tu-clausthal.de (139.174.1.3) from
/pub/atari/graphics/viewer

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

5534. Re: *sigh* Help with GEMVIEW!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 15:44:05 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <168A2EB57.BWWL@ibm.rz.tu-clausthal.de>
Source record: 214797

In article <1992Nov16.164341@rbg.informatik.th-darmstadt.de>
cbvetter@rbg.informatik.th-darmstadt.de (Chris Vetter) writes:

>In article <1992Nov12.035609.8805@ac.dal.ca>, cossett@ac.dal.ca writes:
>> I now have Gemview 1.1 but it will not work. Whenever I
>> try to load the prg it gives me a TOS #35 error, or it
>> simply bombs. Could anyone help me out?
>>
>
>Seems to me your file is corrupt, try to get another copy...
>By the way, there is GEMView 2.00 somewhere out there.
>

Try to get Gemview 2.01 via FTP from ftp.tu-clausthal.de (139.174.1.3)
/pub/atari/graphics/viewer/gview201.lzh

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

5535. Re: Mouse wander - acceptable?

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 16:16:11 UTC
From: HUTTER@rzmain.rz.uni-ulm.de
Message-ID: <1992Nov17.161611.13308@wega.rz.uni-ulm.de>
Source record: 214795

In <1992Nov16.144927.4216@nntp.nta.no> otv@hal.nta.no writes:

> My ATARI dealer sold me a mouse for my STe 1040 which frequently starts
> to wander around the screen by itself - without me touching the mouse.
> The problem is of course that in some programs, if it pulls down a menu,
> the program will not respond to keyboard inputs.
>
> My dealer tells me this is common to all non-atari mice,

I have an ATARI mouse and it shows the same effects. Maybe it's the
connection to the mouse-port rather than the mouse itself.

Wolfgang <><

<><--------><---------><--------><---------><--------><---------><><
Wolfgang Hutter / Bitnet: hutter@dulruu51.bitnet
Abt. Chem. Physik / Internet: hutter@rzmain.rz.uni-ulm.de
Universitaet Ulm / X.400: S=hutter;OU=RZ;P=uni-ulm;A=dbp;C=de
W-7900 Ulm, Germany / Tel.: (49)731-502-2829

5536. Ramdisks, submariners, and CAD 3D help: thanks!

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 16:28:33 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1992Nov17.162833.1654@porthos.cc.bellcore.com>
Source record: 214701

Thanks be to the net. On my recent inquiry on ramdisks
I received several helpful responses, and as a result
I grabbed several ramdisks from the atari archive. (the
address for which I found in another posting since the
one I had did not work).

Similarly, I found out Tom Hudson is still performing 3D magic
with Autodesk. Pure talent. (I also will call Lexicor for a
catalog)

W.R.T. G+plus and CAD 3D hardcopy: I had called
the Codeheads about a year ago, they suggested a different assign.sys
printer driver as I recall, it didn't help. Apparently the problem
was not common, they had dealt with it only once before, but did not
recall the solution off-hand. So anyway, I would like knowing
if someone has used G+plus with CAD 3D (2.0) successfully so I know
whether or not to keep trying.

Finally, I received an enthusiastic response for Silent Service 2,
and it will be my next software purchase (I've seen Joppa advertise it).

Anyway, thanks much. This net is a great resource. Also much
thanks to those who maintain the atari archive.

Randy Kutz rrk@vixen.cc.bellcore.com

5537. Re: Mouse wander - acceptable?

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 16:28:38 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.722017718@groucho.phil.ruu.nl>
Source record: 214798

mapmh@gdr.bath.ac.uk (M Hagger) writes:
>what usually happens is that the cursor will be quite happily sitting
>in the centre of the screen and then will suddenly decide that the top
>of the screen is more interesting and move up there. It's very
>odd and I really can't see any reason for it.

Don't put pieces of cheese on top of your monitor... :)
Sorry, couldn't resist...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

5538. Re: Grav 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 16:31:19 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.722017879@groucho.phil.ruu.nl>
Source record: 214799

nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:

>It's GREAT, get it!! I haven't had that much fun since the good
>old Atari 800 days!!!

Colour, I suppose? Would be nice if people mentioned some system-requirements
when advertising here... Bad idea? Good idea?
Well, is it for colour-mons?

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

5539. Re: PC screen Saver

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 16:47:12 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Nov17.164712.13706@news2.cis.umn.edu>
Source record: 214794

In article <1ea6u6INNoe0@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>By the way I don't have a PC, but the firm that I work for just brought
>a 286, I was hoping for some HELP here, but all I get is insults, is this how
>you all feel about your Ataries...??..

Actually, I would tend to guess that many folks feel a bit, er, confused by your request for IBM-clone information in an Atari ST forum. Such questions are usually best addressed by posting a message in a newsgroup which actually deals with the Intel-clone machines -- one of the comp.sys.ibm.* groups should do nicely.

Since you've made your own animosity toward Atari computers well known, many might interpret your request in a, shall we say, negative manner. It's not as though you haven't posted your share of insulting remarks along in this forum ...

-- David Paschall-Zimbel

N.B. I'm getting to enjoy the 15 megabyte installation of MicroSoft Word for Windows at the site where I work. It's nice to see that the Intel-clone market is rapidly bringing down the price of large-sized disk drives. :-)

5540. Calamus v1 -> disk -> LJ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 17:26:14 UTC
From: Joshua Kronengold <JOKHC@CUNYVM.BITNET>
Message-ID: <92322.122615JOKHC@CUNYVM.BITNET>
Source record: 214703

Are there any capture programs that mimic the feedback calamus expects of a laserjet? Or better yet, is there a device driver for calamus for printing a laserjet file to disk? Or did my system just bleep when I tried to use ICCA to capture Calamus DTP's LJ output to disk and Calamus sensed that there wasn't a REAL laserjet attached, and wouldn't send.

5541. Re: Question about alt.znet.pc

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 17:47:10 UTC
From: jonc@status.gen.nz
Message-ID: <BLcDuB3w165w@status.gen.nz>
Source record: 214772

paetau@mits.mdata.fi (Rasmus Paetau) writes:

>
> Somebody posted a message here announcing that ZNET issue 18 would be
> available in alt.znet.pc, but when I just looked there I only saw the
> same announcment along with the announcment for issue 17. Have I
> misunderstood something?
>
No you missed nothing Rasmus, they both were posted there over the
last weekend. I can repost them if you like.

regards from Z*NET Pacific

Jon Clarke Z*NET Pacific
==========
Phone (+649) 358-5589 GEnie : J.CLARKE6 CI$: 75300,1642
Fax (+649) 302-2672 Hexagon : HSBC NZ EBD IFNA: 3:772/105

"The problem is between the chair and the Keyboard" JimT NCR'91

5542. Re: PC screen Saver

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 17:48:44 UTC
From: jonc@status.gen.nz
Message-ID: <XNcDuB4w165w@status.gen.nz>
Source record: 214773

warwick@cs.uq.oz.au (Warwick Allison) writes:

> > They do still here (286), and you can get a 20mhz motherboard for about
> > $nzd100.00. A meg a ram (SIM) is $nzd64 so a cheap pc (grin), or
> > upgrade for the ever popular XT.
>
> Oh well, posthumous smily.
>
> Of course 286's are still available... I was just spoofing roger, who's
> always telling us about how "you don't see STs in shops anymore, and
> NEVER see advertised." Just as you see 286's in shops, I also see STs
> in shops.
>
Of course you were (grin).....

Spotted at lake taupo last weekend ... Many STE's in a shop along
with a 286, Amiga 3000 and LOTS of Atari software..

Whites Music store is the name for those venturing into the bowles
of the central north island.

Jon Clarke Z*NET Pacific
==========
Phone (+649) 358-5589 GEnie : J.CLARKE6 CI$: 75300,1642
Fax (+649) 302-2672 Hexagon : HSBC NZ EBD IFNA: 3:772/105

"The problem is between the chair and the Keyboard" JimT NCR'91

5543. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 17:52:30 UTC
From: schaerer@isi.ethz.ch
Message-ID: <1992Nov17.175230.11815@bernina.ethz.ch>
Source record: 214705

```
Dr. N.A. Affara (naffara@crc.ac.uk) wrote:
: Having just read this months ST Format and ST Review (the best one), I thought
: I would post some interesting info.
:
: They say that the Falcon030 will be *widely* available next spring.
|
: |
: Also a Falcon040 with 32Mhz 32 bit processor + DSP etc |
: will be *released* next November and be available spring '94. |
| |
| |
| |
-------------------------------
|
|

THANK YOU VERY MUCH FOR THIS ANGER OF DAY ! ! !
================================================

Greetinx Thomas
```

5544. 21 meg floptical

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 18:22:02 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <17NOV92.13220296@cc4.crl.aecl.ca>
Source record: 214704

Anyone considering upgrading an ST to a 1.44 meg drive should consider purchasing a 21 meg floptical; I did. No AJAX chip installation or drive installation. Just plug the drive into a LYNX connector and boot with ICD's version 6 software and your can read/write 720K, 1.44 meg and 21 meg disks on the same drive. The money you save on not getting the 1.44 meg drive takes you well along the way to buying the floptical.

5545. Re: Mouse wander - acceptable?

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 18:44:16 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Nov17184416@SunLab43.essex.ac.uk>
Source record: 214706

In article <hjv.721933634@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
| otv@hal.nta.no (Oddvar Tveito FTO) writes:
|
| >My ATARI dealer sold me a mouse for my STe 1040 which frequently starts
| >to wander around the screen by itself - without me touching the mouse.
| >The problem is of course that in some programs, if it pulls down a menu,
| >the program will not respond to keyboard inputs.
|
| >My dealer tells me this is common to all non-atari mice, and is due to
| >"very strong signals from the mouse". In my opinion this has rather to do
| >with "very much noise from the mouse". Should I accept what he says, or
| >is this behavior of my mouse unacceptable? Any authorized opinions are
| >very much appreciated. Thanks in advance!
|
| I'm no expert, but have a non-ST mouse myself and never had this problem.
| I personally wouldn't accept this (for what's that worth...:)
|
I used to have a Genius mouse, and it DID display this behaviour (Genius mice are in fact notorious for it) - the mouse used to wander off in a straight line until actually moved by hand. From time to time my ATARI mouse has done this too.

--
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Analysis of television viewing figures has shown that 80% of people in this country are crap.

5546. video questions

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 18:46:17 UTC
From: Alan Edwards <EDWR@UNB.CA>
Message-ID: <17NOV92.15953331.0219@UNBVM1.CSD.UNB.CA>
Source record: 214702

I am interested in upgrading to a system that I can project grapics from an NTSC projector. Do the STe/Mega have straight video out as well as the modulated, or is it possible to get at the video signal and bring it out to it's own connector?

I am also interested in the expanded video cards that I have seen advertised for the Mega. Has anyone any experience with these?

Thanks in advance...

5547. Re: escapade (game)

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 18:55:07 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Nov17185507@SunLab43.essex.ac.uk>
Source record: 214707

In article <61483@aurs01.UUCP> klassa@aurs01.UUCP (John M. Klassa) writes:
| Can anybody give me a clue on what I'm supposed to do in escapade? I
| downloaded it from a.a last night, and spent about 15 minutes moving
| little Tetris-like blocks around, to no avail... I think maybe I'm
| missing some fundamental piece of information (or maybe we're supposed
| to bang our heads for a little while...).
|
OK, I think I know the game. Pick a colour. Now use the tetris-style blocks to cover up all the balls except the ones of your chosen colour. I believe you have to do this with all the colours to win. I couldn't be bothered at the time as my mouse was broken and I had to use ALT+cursor keys (and the program thoughtfully turns off the keyboard repeat).

--
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Analysis of television viewing figures has shown that 80% of people in this country are crap.

5548. Re: The prgflags.ttp is not up at A.A.

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 19:24:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2348124@overmind.citadel>
Source record: 214695

There's also a CPX module for the XControl Panel called FILEINFO which will allow you to set programs to run in either ST RAM or TT RAM.

5549. Re: Idea for a program

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 19:30:08 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <BxvKu8.FGt@ucunix.san.uc.edu>
Source record: 214708

In article <11070@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>Here's an idea for all you programmers out there...what about
>>a program that will allow one to control another computer,
>>remotely via a modem?
>
>How about this scenario:
>
>In the morning, you leave home, and insert a certain floppy in your drive, or
>set-up a certain auto-run program on your harddrive. And turn your computer on.
>
>Then, from work, you dial you home phone, and let it ring ONCE, wait ten seconds,
>and do again (once).
>
>The program (which has been monitoring the modem for the "RING" signal all day
>responds by ringing the dial-in lines to your workplace, and sets up the
>connection between computers, perhaps in a restricted fashion (eg. the home
>computer will only execute certain programs, unless a password is given, etc.)
>

Its called CALL-FORWARDING...If you have any time of phone company that
is worth a cent, they offer a call forwarding option of one or two extra
dollars a month.

;^> --- Just being simple and smart...Give 'em a call though.

---Kevin

5550. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 19:46:03 UTC
From: scott@sfi.santafe.edu
Message-ID: <SCOTT.92Nov17124603@sfi.santafe.edu>
Source record: 214716

>Also a Falcon040 with 32Mhz 32 bit processor + DSP etc will be *released*
>next November and be available spring '94.

GIGGLE

5551. Re: Empire Deluxe (was Re: Looking for software)

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 20:25:30 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Nov17.142531.129@janus.arc.ab.ca>
Source record: 214714

In article <BxsqtM.6Ls@constellation.ecn.uoknor.edu>, kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:
>automan@stein.u.washington.edu (Roger McGhee) writes:
>{ Text about '...looking for ... Empire...' was deleted to save space. }
>
>Does anybody know if Interstel will be releasing Empire Deluxe for ST/STe/
>Falcon machines?
>
>Also, does anybody know what the "Deluxe" version is supposed to have
>included over Empire? Improved modem support would be great.
>
>However, I would prefer more terrain and unit types. Like a fighter/bomber
>that could carry paratroopers over cities. And light tanks that could move
>two spaces but lack the firepower of the "infantry" (you know, the ones
>that look like tanks :).
>

Well I read an article on Empire Deluxe in a magazine whose name I forget ("Strategy Plus"?). There are some new pieces (armor, bombers, airfields), configurable worlds (wrap around), Explore mode (versus random), better modem support and possibly network support. I hope that helps. No word if this will be availble for the Atari. Also don't think it's from Interstel anymore.

Bob

5552. help with (de-)archivers please

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 22:41:43 UTC
From: orwell@maths.tcd.ie
Message-ID: <1992Nov17.224143.21505@maths.tcd.ie>
Source record: 214715

Could someone please tell me what programs I need to de-archive
.arc
.zoo
.lzh
or any other compressed formats.At least I presume they are compressed.
I am just starting to use ftp and would appreciate if someone would
mail explaining what programs I need and where to get them.

Thanks

****
|
orwell@maths.tcd.ie | REMEMBER KIDS
bmcgurk@unix1.tcd.ie | Death is for losers.
|
****

5553. Re: TT and llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 22:49:06 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ebst2INN25d@golem.wcc.govt.nz>
Source record: 214710

The PD/Shareware Llamatron, will not work on the TT. However, if you send Jeff Minter his £5 (5-Pounds UK) he will if you want, give you a TT version, with better samples and a generally better version (plus all the other goodies). Read the DOC's for more information!!

(At least - if it DOES work on the TT, it'd be in ST-Low, with Cache turned off)

5554. Re: Wanted: Site with GEMVIEW 2.1

Newsgroup: comp.sys.atari.st
Date: 1992-11-17 22:50:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ebt0gINN25d@golem.wcc.govt.nz>
Source record: 214711

GEM-View v2.1 is available at:

atari.archive.umich.edu

directory:

atari/Graphics/

filename:

is something like gemview210.lzh

the file is over 300k, and atari archive seems to be moving data VERY slowly,
but it may just have been that there were a lot of people using it at the
time when I was on! (8-minutes to transfer a 250k file!)

5555. TT network software

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 01:16:32 UTC
From: sourada@iastate.edu
Message-ID: <sourada.722049392@vincent2.iastate.edu>
Source record: 214713

I am posting this for someone who does not have Usenet access. If you
follow up to the Net, please also send your reply by mail to best@rijnh.nl.
(The Reply-To: field is set to this.)

Please help to get information about network software for Atari TT in
a UNIX environment.

I have got FTP.TTP, TELNET.TTP and XTT.TOS from PAM Software (Mainz,
Germany) on a TT with internal (standard VME) ethernet board.

FTP works reasonably well. TELNET emulates VT52 only.
FTP and TELNET lack a history function.
XTT is a beta version of X-server software (X11R4).
It turns the TT into an X-terminal on a Silicon Graphics mainframe,
works well but has some bugs.

One problem is that PAM seems not to work on any updates.
Atari has X software, but only for there own network, I was told.
Other problems are that I'd like to have lpr, xterm and xhost on the
TT, but that seems to be impossible (multitasking?).

Could anybody advise me?

Robert Best
Rijnhuizen
Holland
email best@rijnh.nl

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

5556. WANTED! Stos Compiler and Sampler (2nd Hand)

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 02:33:15 UTC
From: mackie@meena.cc.uregina.ca
Message-ID: <18NOV92.02331538@meena.cc.uregina.ca>
Source record: 214729

I'm looking to buy a used copy of the STOS compiler and a used sampler, preferably Stero Master or Stereo Replay.

Anybody got such a thing(s) for sale?

Brook

5557. Falcon In Australia

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 03:17:28 UTC
From: s883334@minyos.xx.rmit.oz.au
Message-ID: <1ecck9INNb18@escargot.xx.rmit.OZ.AU>
Source record: 214720

Attening the Home Computer Show in Melbourne last weekend, it was surprising to see Atari having one of the largest and most prominent stands. On display were two falcons, and a 1040 St with midi setup (singer, lights, tone modules and electric guitar). One falcon ran a continuous slide show, whilst the other was used for DSP sound demonstration.
Atari had sessions where the performed a full song (Ive still got the blues for you) with the singer, guitar, tone modules and lights. After getting a crowd gathered, they then spoke briefly about the St and its midi capabilities and then went on to demonstrate the sound digitising capabilities of the Falcon. This consisted of a member of the crowd singing into a microphone the song then being played back with various effects such as delays etc. The Atari guy then spoke through the microphone demonstrating real time sound effects that can be achieved upon any input sound. It would have been nicer to see this done with music rather than voice.

I was told the Falcon will be available here in Australia at the end of January, for between (AUS$) $1000 and $1500 (I HOPE this upper end price is not for the 1 meg, no HD machine). I also asked someone from Dick Smith (the main retail outlet of atari in Australia) and was told the price would be around $1000. At the show, Atari was selling 1040 STE's for $499! $400 less than their normal price.

- James.
--
- James Alan Hall s883334@minyos.xx.rmit.oz.au
- Mithrandir mith@arda.pub.uu.oz.au

Thence to Briton shall return, If right prophetic rolls I learn,

5558. Re: Wanted: Site with GEMVIEW 2.1

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 03:29:06 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Nov18.032906.19159@u.washington.edu>
Source record: 214724

I ftp'ed Gemview 2.01, and it looks incredible. But one major thing doesn't work on it that did on the earlier version (1.11) that I have; namely, the mouse scrolling when the right button is pressed. It just locks the machine up. I have a TT with TOS 3.05. I tried it in all resolutions with all combinations of auto programs.

Anyone else have this problem, or even better, a solution?

Thanks,

Dan Aylward
dud@u.washington.edu

5559. Re: THE STORM and VT200???

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 04:02:09 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1ecf81INNfcn@golem.wcc.govt.nz>
Source record: 214723

In article <3630@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:

>video features?) I've seen a lot of people asking about vt200 and vt300
>emulation when all that's required is vt102, or often just vt100. Flash 1.6

On this VAX that I ring, it will accecpt VT100 if that's all you've got,
but it's better to use VT200 .. aparently ?

It auto-detects it anyway... Uniterm is nice when you learn how to use it.

Craig.

* Craig Shore | Phone (voice) | Internet:shore_c@kosmos.wcc.govt.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig@yonder.equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

5560. What is g++?

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 04:32:58 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <168A213D1A.C556212@mizzou1.missouri.edu>
Source record: 214722

I cannot find anything like a manual or some basic instructions for G++, is there such a beast? My problem is that I am going to try to teach myself C over my Christmas break, but I will not have access to the net from my home. Could some nice guy help me (a relativly inexperienced programmer) out with the basics for C programming?
I will need a compiler (of course) and probably a linker of some sort. I plan on using Gulam as my CLI while 'playing around'. Any help or suggestions would be most appreciated. Thanks! :-)

Jeoff Hines c556212@mizzou1.missouri.edu

5561. Mail-order Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 05:16:38 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov18.001638.12046@bsu-ucs>
Source record: 214725

Could someone recommend a mail-order house that carries Atari hardware and/or software? Maybe even a few of them if you know they are reputable...i don't really want to hear about them if you don't know how reliable they are....I tend to be pretty sceptical about mail-order -- just as a rule.:)

I guess really what I'm looking for is a place I could call and get a reasonable-to-awesome price for any given game/utility/whatever software I might want. Any suggestions for hardware places too?

-Matt

5562. 21 meg floptical to MEGA ST4 -- HOW?

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 05:20:53 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov18.002054.12047@bsu-ucs>
Source record: 214726

> Anyone considering upgrading an ST to a 1.44 meg drive should consider
> purchasing a 21 meg floptical; I did. No AJAX chip installation or drive
> installation. Just plug the drive into a LYNX connector and boot with ICD's
> version 6 software and your can read/write 720K, 1.44 meg and 21 meg disks
> on the same drive. The money you save on not getting the 1.44 meg drive takes
> you well along the way to buying the floptical.

I'm still curious about this fl-optical thingy...

Take my platform and explain what I would need in order to use one.

Atari Mega ST4 DS Internal drive only -- NO HARD DRIVE. :(
Old Color Mon. (irrelevant)
standard everything-else....

And how much dollars to get to functional use?

-Matt

5563. Gulam bombs! Help.

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 05:33:27 UTC
From: gregs@eskimo.com
Message-ID: <1992Nov18.053327.754@eskimo.com>
Source record: 214737

Q: I have just switched to an atari STe from a plain ST. Now Gulam bombs when I use the "mem" command. I get two bombs -- memory address error, no? and I get dumped to deskdop. Anybody?

Also, when I envoke "vi", a "vi" clone I got from the archive at umich, I get lockup. This is the "vi" that's called simply "vi."

What is the problem?

--
Gregory Sumner _ _
gregs@eskimo.com (,) (,) Look! He has a new
Seattle, WA " EMAIL address!
O

5564. Re: Disassembler

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 06:32:47 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Nov18.063247.17940@zooid.guild.org>
Source record: 214727

rogina@i13d7.ira.uka.de (Ivica Rogina) writes:
>Is there a disassembler which can disassemble plain code without program headers
>and that kind of stuff. The disassemblers from a.a keep crashing or telling me
>that they can only handle .PRG, .TTP, .TOS etc. programs, or they produce a
>listing which contains one data-statement.
>
>Ivica Rogina, rogina@ira.uka.de

I like using Templmon. You install it as a tsr, then you can activate it
anytime with ctrl-help. It works on most programs, as long as they don't mess
with the break vector, keyboard vector.

If you have a sector editor, you can change the first instruction in a .prg
file to an illegal instruction, then when you run the program Templmon will
take over.

5565. Re: Midi Networking

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 06:49:00 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2b09e9ae@p1.f44.n242.z2.fidonet.org>
Source record: 214472

JL> mikenet: this looks to be the newest of the shareware lot, but the .arj
JL> file at umich has 3 files, but the docs hint of more.
I think you might be missing MKNT.TTP using which you can change the Mikenet setup via command line (you could change over partition setup at the start of a certain shell-script that needs a partition, that you usually do not need)...

JL> It runs fine on the mega but gives 3 bombs on the 1040... any ideas at all
JL> on this one?
I had a problem like this in the beginning and got a solution suggestion from Mike that should work (even I chose another way of getting around this).

MikeNet works with 32MB BGM partitions, but there is a small think you have to look at, to get it work properly.
As I understand from your description, you can access 1040-partitions from your Mega, but not vice versa. I think that your harddisc on the Mega contains (at least one) BGM-partition, while the 1040 doesn't have such a partition.
-> Problem: Due to the BGM partition on the Mega, the "max logical sector size" of the Mega is set to 2048bytes, while on the 1040 this limit is set to the "normal" 1024 bytes.
When Mikenet sends data from the Mega to your 1040 it sends 2048-byte sectors - a size, that the 1040 cannot handle as long as its max sector size is 1024.
-> Solution #1: Set the Max sector size on the 1040 to the same value as on the Mega (ICD-Boot could do this).
-> Solution #2: Change over your partition layout with BGM partitions on either *BOTH* or *NONE* of your computers.

Hope it helps...

yours,

Benedikt

5566. Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 07:01:46 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2b09ec13@p1.f44.n242.z2.fidonet.org>
Source record: 214473

>> I have Silent Service 1. Is Silent Service 2 an
>> improvement worth the $45 it costs?
TG> Yes.
TG> Nice graphics, good sound, and you can run it from harddisk!

Nope!
It definately didn't get any harder or more realistic. The old one is still
enough - I think. The only real new items are:
- you can choose your sub yourself now
- you can play a campaign with several patrols in it throughout the war
(and see the tonnage that you would have sank in a whole war rather
than only seeing, what you could have done on a single patrol).

Sounds/Graphics got better than the SS-I, but on the other hand the "enemy
intelligence" became by far worse than in SS-I.
(For example: Scenario "Cavalla" tried
10 times tried in SS-I -> 1 time victorious
10 times tried in SS-II -> 7 times victorious)

So - save your money for another purpose than buying SS-II!

yours,

Benedikt

5567. Re: PC screen Saver

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 07:27:41 UTC
From: jonc@status.gen.nz
Message-ID: <ukeeuB2w165w@status.gen.nz>
Source record: 214800

sheppard_r@kosmos.wcc.govt.nz writes:

> One of the 5 million sheep...

Roger.... Australia where men are men and the sheep are scared!

(BIG GRINS)

Jon Clarke Z*NET Pacific
==========
Phone (+649) 358-5589 GEnie : J.CLARKE6 CI$: 75300,1642
Fax (+649) 302-2672 Hexagon : HSBC NZ EBD IFNA: 3:772/105

"The problem is between the chair and the Keyboard" JimT NCR'91

5568. Re: Wanted: Statistics packages for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 08:09:56 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <X0c73bdc@Kralizec.fido.zeta.org.au>
Source record: 214290

Original to: cordes@ac.dal.ca
In a message of <12 Nov 92 08:18:00>, cordes@ac.dal.ca (3:713/602) writes:

c> BSTAT, available on the atari.archive (or was before the move, anyway)
c> is large, comprehensive, and good for graphics. I haven't actually
tested
c> its statistical features, of which there are many, since my own interest
c> was in using it to graph (and print) data arrays. It is shareware.

And doesn't work on the TT. It was written, I seem to remember, with GFA
basic - so with any luck there will be an update comipled with a later
version.

c> John Cordes, Dept. of Physics,

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

5569. Accessing joystick from 'C'

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 09:32:45 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1992Nov18.093245.8277@ccsun.strath.ac.uk>
Source record: 214728

Hi there,
Does ANYONE out there know how to read the joystick ports
of an atari ST in C/Assembly ?? I presume there must be tonnes of
people out there.

Also, I've been using Bcostat() to check if the input is
pending from the keyboard, but is there a way of readin 2 or more
keys "pressed at once" ?? ie is there a keyboard buffer, do I need
to switch off the auto-repeat thingy (if so how).

Thanks in advance,

Dave.

PS: Be gentle, it's my first time (??!!?!??)

--

<===>
|| David McNicol cabp09@ccsun.strath.ac.uk ||
<===>

<===>
|| is it just me or does this happen to everyone ?? ||
<===>

5570. Re: more windows

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 10:22:57 UTC
From: PAULETTI@biel.be.tech.ascom.ch
Message-ID: <1992Nov18.102257.22097@hasler.ascom.ch>
Source record: 214731

In <1992Nov16.232808.4216@klaava.Helsinki.FI> mluoto@klaava.Helsinki.FI writes:
> hello,
> anyone happen to know a software that gets by the
> 7-window limit of tos 3.05 ?!? or any other tos
> fro that matter ?
>

There exists a PD software called WINX that is available from MAXON
PD service in Germany. I do not know if the thing works with a
futuer MultiTOS that will not have the 7 window limits either.

cheers andreas pauletti

5571. Technical wordprocessors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 10:33:45 UTC
From: madmal@spd.eee.strathclyde.ac.uk
Message-ID: <1992Nov18.103345.9447@ccsun.strath.ac.uk>
Source record: 214735

Hi,

Can anyone recommend a good technical word processor for the ST. ie. one that
would allow me to enter (large messy) equations (easily)? and also have the
ability to generate table of contents, tables etc or am I asking to much?
(I suppose I would be looking for something like word for windows 2 for the PC)
(apoloyises for mentioning PC in this group :-))

Malachy
=-=-=-

5572. Help with RCS created .RSC file / header

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 10:37:45 UTC
From: davem@extro.ucc.su.OZ.AU
Message-ID: <davem.722083065@extro.ucc.su.OZ.AU>
Source record: 214730

I'm trying to use the Resource Construction Set V1.4.
Say I have two trees defined, say a menu and a dialog box, and the dialog box
has on OK button. How do I use rsrc_gaddr to get a pointer to the button?
If I give the button a name eg OKBUTT, the .H file produced by the RCS defines
it as 3, as it is the third object i tree #1 (The menu is tree #0). So
if I do rsrc_gaddr(1,OKBUTT,&buttpoint) I get a pointer to the third object
in tree #0 (which happens to be the Desk menu title). So how do I tell
rsrc_gaddr theat I want to get the third item in tree #1, not tree #0?
Do I have to calculate the offset by counting the number of items in tree #0?
Or is there a more elegant way? Am I missing something obvious?

Thanks,
David Monro
--
David Monro
e-mail: davem@extro.ucc.su.OZ.AU
--
David Monro
e-mail: davem@extro.ucc.su.OZ.AU

5573. Re: MGIF 4.0 uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 11:00:07 UTC
From: ehs@jyu.fi
Message-ID: <1992Nov18.110007.11018@jyu.fi>
Source record: 214740

In article <olk.721921925@rzdspc1> olk@rzdspc1.informatik.uni-hamburg.de (Marcus Olk) writes:
>d8klojo@dtek.chalmers.se (Johan Klockars) writes:
>
>>The binaries and sources for the new and MUCH faster version of MGIF have now
>>been uploaded to atari.archive.
>
>Did anybody copy these files to a german ftp-Server, already?

Also, anybody else having problems launching this version under
tcsh? It works just fine until it says "copy to transform array"
at which point it just exits. It does work under MiNT from another
shell (tried with Okami) and also from TOSWIN and presumably
from the desktop too, though didn't think to try this. As a wild
guess, could it be a memory problem? I do have a 4 meg system
though.

EeroS

5574. Default Drive B

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 11:03:19 UTC
From: imacleod@cs.strath.ac.uk
Message-ID: <11019@baird.cs.strath.ac.uk>
Source record: 214732

Does anyone know if it is possible to emulate floppy drive B as the default drive. I have a copy of a 'Boot' program for drive B but this returns control to drive A after booting.

Iain.

5575. Re: Technical wordprocessors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 11:42:55 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1992Nov18.114255.11054@ccsun.strath.ac.uk>
Source record: 214739

madmal@spd.eee.strathclyde.ac.uk (Malachy Devlin - SPD) writes:

> Can anyone recommend a good technical word processor for the ST. ie. one that
> would allow me to enter (large messy) equations (easily)? and also have the
> ability to generate table of contents, tables etc or am I asking to much?
> (I suppose I would be looking for something like word for windows 2 for the PC)
> (apoloyises for mentioning PC in this group :-))

Well ... right here in sunny Strathclyde we have TeX - the document processing
package.

It's not like 'Word For Windows' but more like a document compiler.

You write a document in ASCII then compile, and hey presto, a postscript file
appears (well ... you need to use a utility called dvi2ps !!) which can be
dumped on any laser printer on the SUN network at Strathclyde.

I'd advise you to use LaTeX (a sort of macro package for TeX) ... with this,
I produce all of my handin's and lab reports !!

ITS FAB !!

Oh, and if your wondering what this has to do with the ST, I have an
implimentation of TeX running on my old 1040ST with no probs (mind you,
it does need 2 1/2 megs of HD space to store fonts/binaries ... etc)

Dave.

(PS: perhaps this should be in comp.text.tex - my apogologies !!)
--

<===>
|| David McNicol cabp09@ccsun.strath.ac.uk ||
<===>

<===>
|| is it just me or does this happen to everyone ?? ||
<===>

5576. Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 11:52:40 UTC
From: mike@divsun.unige.ch
Message-ID: <1992Nov18.135240.19197@uni2b.unige.ch>
Source record: 214601

In article 3321@porthos.cc.bellcore.com, rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:
>I have Silent Service 1. Is Silent Service 2 an
>improvement worth the $45 it costs?
>
>

Very definitely, especially if you have a TT; except that the sound with the animation of the torpedo launch is, shall we say, strange ;-)

(SS 1 was my first ever game on the ST, back in about '86; SS 2 my first for the TT).
Mike M.

5577. How's Things At COMDEX?

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 12:21:23 UTC
From: rost@tecrus.dec.com
Message-ID: <1992Nov18.171932.6269@ryn.mro4.dec.com>
Source record: 214621

I saw in STReport that Sam Tramiel was supposed to be doing an online conference from COMDEX Monday night. Anyone have details? Any Atari-related COMDEX news in general (i.e. delivery dates, prices, other lies)?

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

5578. Re: msa files to hard disk

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 12:21:55 UTC
From: ravanbod@nada.kth.se
Message-ID: <1992Nov18.122155.7585@kth.se>
Source record: 214736

In article <1992Oct30.095601.782378@sue.cc.uregina.ca>, SELBYR@Meena.CC.URegina.CA (186902744) writes:
|> How does one put msa archived disks onto a hard drive?
|>

Yeah, well my question is how does one get msa to work on a 520ST with one floppy. Last I was trying to unpack some demo from a.a.u.e i gave up after the 40th disk swap or so.
How could anyone write such a stupid program that doesn't make any use of the ram memory available and just reads one single track/side, unpacks it, asks for diskswap, writes it, asks for diskswap etc.

Please, tell me if i have missed something or else stop packing disks with this stupid packer. There are much better packers avalable.

5579. Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 12:51:20 UTC
From: kllove@wildcat.ecn.uoknor.edu
Message-ID: <Bxwx1n.9H5@constellation.ecn.uoknor.edu>
Source record: 214613

The November issue of Compuke! mentioned the Atari Portfolio in one of its articles (the one on palmtop computers). The author did a price/feature comparison of several palmtops. If you are looking for an entry level palmtop computer, I don't see how you could choose anything else. Is this just news to me?

The December issue had a company trying to teach you about music on computers. They were giving away an ST when you payed their tuition. Their was even a 520/1040 style case (couldn't tell which because of the small picture).

On a side note: among the "101 Things to Give for Christmas Presents" was an Amiga 500. They said it's great for games and even runs a few serious applications. Was this a back-handed compliment or what?

I thought I'd never see the day when Compute! (er... Compuke!) magazine gave any non-PC or non-Mac the time of day. The end must be near...

Anybody care?

Later,
Kenneth Love

5580. Re: Empire Deluxe (was Re: Looking for software)

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 12:59:39 UTC
From: kllove@wildcat.ecn.uoknor.edu
Message-ID: <BxwxFH.9n1@constellation.ecn.uoknor.edu>
Source record: 214614

erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:
>Well I read an article on Empire Deluxe in a magazine whose name I forget
>("Strategy Plus"?). There are some new pieces (armor, bombers, airfields),
>configurable worlds (wrap around), Explore mode (versus random), better modem
>support and possibly network support. I hope that helps. No word if this will be
>availble for the Atari. Also don't think it's from Interstel anymore.

Can anybody point me to the correct magazine and issue number?

Thanks again,
Kenneth Love

5581. High Rez Tracker

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 13:03:07 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <56992@olivea.atc.olivetti.com>
Source record: 214738

Hi there,

Do you know a PD noisetracker that works in b/w hi res ?

Can you point it to me ?

Savino

5582. Re: THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 13:23:41 UTC
From: kllove@wildcat.ecn.uoknor.edu
Message-ID: <BxwyJL.A4M@constellation.ecn.uoknor.edu>
Source record: 214619

viljanen@klaava.Helsinki.FI (Lea Viljanen) writes:

>In <1d86v1INNlnl@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>...
>> o Precise terminal emulations including Vidtex and VT100.

>Ha! The program is totally useless for any serious user if
>it doesn't support more than Vidtex and VT100. Preferably
>VT200, including support for 8-bit characters (ISO LATIN-1).

>>Roger..... sheppard_r@kosmos.wcc.govt.nz

>--
>Lea 'LadyBug' Viljanen University of Helsinki "Every real program
>Lea.Viljanen@Helsinki.FI Computing Centre has some input" - H&P

Um... What constitutes serious use to you? I call the DECs here at school
with VT100 all of the time to do things like reading c.s.a.st (important! :),
edit files (with vi of course), and generally muck about.

What am I missing with VT200? I don't need Latin characters to be displayed
on my screen (couldn't read 'em if they did show up). In other words, what
kinds of uses are there for VT200 that aren't covered by VT100?

Just wondering,
Kenneth Love

5583. Reply to Matt (floptical)

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 13:56:31 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <18NOV92.08563151@cc4.crl.aecl.ca>
Source record: 214741

Flopticals plug right into any machine with a SCSI port; like the TT. If you have a DMA port (like any ST/STE), then you need the ICD LINK DMA-SCSI cable. With the LINK cable, just plug in the floptical to you hard disk port, boot with the ICD driver that comes with the LINK and that's it. You now have a 21 meg floptical that, as far as your computer is concerned, is a hard disk! In addition to the 21 meg disks, the floptical reads 720K and 1.44 meg floppies. One problem, if you have TOS 1.2 or less, programs will not run from the floptical.

5584. Re: Question about alt.znet.pc

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 14:29:38 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <38XFuB1w165w@dogbox.acme.gen.nz>
Source record: 214748

paetau@mits.mdata.fi (Rasmus Paetau) writes:

>
> Somebody posted a message here announcing that ZNET issue 18 would be
> available in alt.znet.pc, but when I just looked there I only saw the
> same announcment along with the announcment for issue 17. Have I
> misunderstood something?

alt.znet.pc was 'x'd at many sites due to a misunderstanding when it
was created.

You saw the announcement because it was crossposted to this newsgroup,
and therefore made it past the "junk" switches.

Alan B "Well, we were just laying there
Dogbowl@dogbox.acme.gen.nz And this ghost of your other lover walked in
Dawghaus BBS +64 6 357-9245 And stood there.
Palmerston North, New Zealand Made of thin air. Full of desire..

...Why these mountains? Why this sky? This long road? This empty room?"
- Laurie Anderson

5585. Re: Technical wordprocessors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 14:45:53 UTC
From: marc@targon.UUCP
Message-ID: <2705@targon.UUCP>
Source record: 214611

In article <1992Nov18.103345.9447@ccsun.strath.ac.uk> madmal@spd.eee.strathclyde.ac.uk (Malachy Devlin - SPD) writes:

>
>Hi,
>
>Can anyone recommend a good technical word processor for the ST. ie. one that
>would allow me to enter (large messy) equations (easily)? and also have the
>ability to generate table of contents, tables etc or am I asking to much?
>(I suppose I would be looking for something like word for windows 2 for the PC)
>(apoloyises for mentioning PC in this group :-))
>
>Malachy

Well, word processor is actually not the correct word for it I guess,
but you might try to use TeX... (ctex f.i.)
It has all you want, and provides wonderful output, but it requires
some study.

---------- EARTH
Marc Dierikx smog | bricks
marc@targon.UUCP AIR -- mud -- FIRE
dierikx.via@sni.de soda water | tequila
dierikx.via@sni-usa.com WATER

5586. Re: 21 meg floptical to MEGA ST4 -- HOW?

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 14:58:00 UTC
From: edik@spartan.ac.BrockU.CA
Message-ID: <1992Nov18.145800.15067@spartan.ac.BrockU.CA>
Source record: 214743

Hmm, yes, I am also interested in the sources/prices for the
hardware that works with Mega4 (no STe). What do you mean by a
Lynx connector -- the little game cartridge port?

--

Ed Sternin, Dept. of Physics, Brock University, St.Catharines, Ontario, L2S 3A1
voice: (416)688-5550 ext.3414 FAX: (416)682-9020 email: edik@brocku.ca

5587. Re: Reply to Matt (floptical)

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 15:01:37 UTC
From: edik@spartan.ac.BrockU.CA
Message-ID: <1992Nov18.150137.15214@spartan.ac.BrockU.CA>
Source record: 214742

I have a ICD controller of some sort and a 50MB hard drive in my
Mega4, does that mean I can tap into that, or do I still need that
"LINK" cable?

Also, just like in the other thread: can you suggest sources/prices for
the hardware?
--

Ed Sternin, Dept. of Physics, Brock University, St.Catharines, Ontario, L2S 3A1
voice: (416)688-5550 ext.3414 FAX: (416)682-9020 email: edik@brocku.ca

5588. Re: atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 15:11:24 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.722099484@groucho.phil.ruu.nl>
Source record: 214609

Someone had troubles emailing to Jeff Weiner. Someone else suggested that he'd type the address in lowercase. IMO this should _not_ make any difference. Indeed the umich address seems to be having troubles - my (lowercase :) mail also bounced. However, the following address appeared to be 'valid':

weiner@umnstat.stat.umn.edu

Hope this helps,
Hendrik Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

5589. Re: atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 15:14:29 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.722099669@groucho.phil.ruu.nl>
Source record: 214610

knarf@nasim.sta.sub.org (Frank Bartels) writes:

>I've got one more: 141.211.164.8.
>As I remember weiner (?) told us not to use these adresses instead of
>atari.archive.umich.edu .

Then why post it nonetheless???

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

5590. Grav 2 - colour only

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 15:18:21 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Nov18.151821.17753@cs.nott.ac.uk>
Source record: 214744

The subject says it all, really.

5591. re: floptical

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 15:37:56 UTC
From: wallace@yngstr.enet.dec.com
Message-ID: <1992Nov18.153926.1015@engage.pko.dec.com>
Source record: 214618

>From: csullogg@cc4.crl.aecl.ca
>Subject: Reply to Matt (floptical)

>One problem, if you have TOS 1.2 or less, programs will not run from
>the floptical.
Anyone know why this is? Doesn't the floptical just look like another hard
disk partition to TOS?

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

5592. Re: atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 16:04:55 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1edpj7INN15s@terminator.rs.itd.umich.edu>
Source record: 214745

In article <H.ea.Kiinv7kqRrM@nasim.sta.sub.org> knarf@nasim.sta.sub.org (Frank Bartels) writes:
>
>>I've got two adresses: 141.211.182.23 and/or 141.211.165.41
>

These are correct.

>I've got one more: 141.211.164.8.

This isn't. This for the old terminator.

>As I remember weiner (?) told us not to use these adresses instead of
>atari.archive.umich.edu .

That is correct.

Jeff

--
- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -

5593. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 16:05:52 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <Bxx61s.2Du@ucunix.san.uc.edu>
Source record: 214750

In article <1992Nov17.175230.11815@bernina.ethz.ch> schaerer@isi.ethz.ch (Thomas Schaerer) writes:
>Dr. N.A. Affara (naffara@crc.ac.uk) wrote:
>: Having just read this months ST Format and ST Review (the best one), I thought
>: I would post some interesting info.
>:
>: They say that the Falcon030 will be *widely* available next spring.
> |
>: |
>: Also a Falcon040 with 32Mhz 32 bit processor + DSP etc |
>: will be *released* next November and be available spring '94. |
> | |
> | |
> | |
> ------------------------------
> |
> |
>
> THANK YOU VERY MUCH FOR THIS ANGER OF DAY ! ! !
> ==========

People, this is nothing new. Remember the dealship meeting in Sept, they
told them there would be only limited quanities until spring....

Lighten up....take a breath....now exhale....

---Kevin

5594. Re: "Error in dialog format!" question

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 16:15:48 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.722103348@freyr>
Source record: 214608
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

>>What causes the "Error in dialog format!" error in TOS 2.06? I am trying
>>to run Paula via Petra on a 1 meg STfm w/TOS 2.06. I tried it with Petra
>>running in the AUTO folder as well as in the root, but the same thing
>>happened. When I call up Paula.Acc under the Acc, I get that irritating
>>little dialog error.

Doesn't sound like an internal GEM error. Do you use software that installs a
new dialog routine?
--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

5595. inexpensive atari for music

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 16:21:51 UTC
From: map@cs.brown.edu
Message-ID: <1992Nov18.162151.14792@cs.brown.edu>
Source record: 214746

i've been thinking about getting a computer to use for electronic music - sequencing, sampling, synthesizing. but i don't have that much money to spend. more than once person has suggested i get an atari - perhaps an old 520 - and collect PD software and i'll be able to get everything i could want. how realistic is this? what could i do; what could i not do? how much would it run me, do you think, and what, in general, are people's impressions of what's available free or cheap? etc etc. any and all information on this appreciated.

thanks,

mike

---
t i n t i n n a b u l a t i o n

Mike Perkowitz map@cs.brown.edu

5596. Re: TT and llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 16:41:05 UTC
From: mluoto@klaava.Helsinki.FI
Message-ID: <1992Nov18.164105.10175@klaava.Helsinki.FI>
Source record: 214628

In <1ebst2INN25d@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

>(At least - if it DOES work on the TT, it'd be in ST-Low, with Cache turned
>off)
llamatron BASIC version DOES WORK ON TT at least in mine does with
following configs (weird ones too)

st- low
cache off
from the cpx menu turn off cache too and INTERNAL SPEAKER OFF
connect the rca-plugs to your stereo on turn it on...

now the lamatron should work...

(I know the config. sounds weird, but at least in my tt llmataron bombs
2 bombs after the intro screen if you do not have the rca-plugs
konnected) -weird ha ?
.

--
email: markku.luoto@helsinki.fi # "I just LOVE G-pull...
(will find me where ever...) # ...and a AIM9L at your six !"
fax: 358-0-4524015 #
voice: 358-0-5091656 (a.maschine) # - a surviving "Pro-Flite" freak

5597. 21 meg floptical

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 17:05:17 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <18NOV92.12051755@cc4.crl.aecl.ca>
Source record: 214747

Netters, please READ postings carefully. I said LINK cable not LYNX cable. Also, if you do not have a SCSI port you MUST use the LINK cable to convert your DMA to SCSI (the LINK cable lets you use most SCSI peripherals without the need for a host adaptor (the ICD host adapter converted SCSI to DMA).

5598. Re: Reply to Matt (floptical)

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 17:10:46 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov18.121046.12073@bsu-ucs>
Source record: 214604

In article <18NOV92.08563151@cc4.crl.aecl.ca>, csullogg@cc4.crl.aecl.ca writes:
> Flopticals plug right into any machine with a SCSI port; like the TT. If
> you have a DMA port (like any ST/STE), then you need the ICD LINK DMA-SCSI
> cable. With the LINK cable, just plug in the floptical to you hard disk
> port, boot with the ICD driver that comes with the LINK and that's it.
> You now have a 21 meg floptical that, as far as your computer is concerned,
> is a hard disk! In addition to the 21 meg disks, the floptical reads 720K
> and 1.44 meg floppies. One problem, if you have TOS 1.2 or less, programs
> will not run from the floptical.

So how do I find out what version of TOS I have? I suspect it could be less
that 1.2....it's a pretty old MEGA ST4.

What would I have to do to upgrade, if need-be?

-Matt

5599. Re: 21 meg floptical to MEGA ST4 -- HOW?

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 17:17:47 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov18.171747.6003@newshost.lanl.gov>
Source record: 214749

The LINK is a new SCSI/DMA host adapter from ICD which is in the form of a port adapter, no longer a board. You plug it on the SCSI port of your hard drive, Syquest, Floptical, etc and plug your DMA cable from your ST into the other end. Pretty slick, I reckon.

Ref the flopticals, I'd suggest you call the dealers marketing them. One is Purple Mountain Computers in Bellevue, Washington... (206)747-1519. The other is Toad Computers in Baltimore, Maryland... (800)448-8623. Either one will be better equipped to give you the tech specs and latest prices.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5600. Re: What is g++?

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 18:16:36 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Nov18.181636.797@news2.cis.umn.edu>
Source record: 214603

In article <168A213D1A.C556212@mizzou1.missouri.edu>, C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
> I cannot find anything like a manual or some basic instructions for G++, is
>there such a beast? My problem is that I am going to try to teach myself C
>over my Christmas break, but I will not have access to the net from my home.
>Could some nice guy help me (a relativly inexperienced programmer) out with
>the basics for C programming?

First suggestion: do NOT get GNU C/C++ to learn about C programming, at least not until you feel comfortable giving up 5 megabytes of hard disk space for the compiler and spending an hour or two setting things up correctly. For the absolute beginner in C programming, I would recommend using Heat&Serve C (Ian Lepore's easy-to-install-and-run version of Sozobon C). You can get hold of the program from the atari.archive.umich.edu FTP site. The file name is

atari/Languages/sozo133i.zoo

As to the basics of C programming, go to your local bookstore, find the computer language section and look through the "Learning C" books to find one with which you are comfortable. SAMS has a nice series of books, the first titled (of course) "Learning C". Ignore books about Turbo C, MicroSoft C and, for the moment, anything from Dr. Dobb's (after you've gone through an introductory book, you can try the more daunting code in books from Dr. Dobb's...)

About the only difference you'll find between Heat&Serve C and the C in the introductory books is where you get into ANSI-standard specifics. Learning the basics is pretty much the same whether you're using Portable C or ANSI-C.

Once you've started getting comfortable with C, you can start using the Power Versions of C (GNU C, Pure C, etc...) Some of the C compilers will cost you a lot of money (Pure C was in the $450 range last time I checked, GNU C is freely distributed).

When the MiNT/GNU C/shell/utility distribution kit is finally uploaded onto atari.archive.umich.edu (it's on hold at the moment, Simon, hint hint...), you shouldn't have quite as much of a hassle using (or installing) GNU C.

You should probably start saving for a hard disk if you don't already own one. A 20-megabyte hard drive is going to be cramped -- check out the additional costs of a 50-megabyte hard drive -- especially if you're going to play around with GNU C. The resulting program code is fairly large compared with other C compilers.

I hope this is the sort of information you needed. Feel free to ask for more information in this forum.

-- David Paschall-Zimbel

5601. Re: Reply to Matt (floptical)

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 18:26:33 UTC
From: grier@bnr.ca
Message-ID: <1992Nov18.182633.17402@bnr.ca>
Source record: 214605

> I have a ICD controller of some sort and a 50MB hard drive in my
> Mega4, does that mean I can tap into that, or do I still need that
> "LINK" cable?

> Also, just like in the other thread: can you suggest sources/prices for
> the hardware?

I would contact ICD for exact information, (815) 968-2228 ask for Howard.
But I have connected multiple external drives to my ICD AdSCSI+. The
50 pin cable runs from the host adapter to the dirve in the case to the
external 50 pin SCSI connector. I use an external terminating resistor
that is inside a SCSI connector hood. So I can just daisy chain SCSI
devices, moving the terminator to the last drive.

I know that ICD will only make their CD-ROM software for the ACSI port
available with either the LINK host adapter, or the Professional version
of their software. It may be the same for the floptical software, but I
recommend calling ICD and verify.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

5602. DMA-Sound with GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 19:27:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ee5eqINNl03@golem.wcc.govt.nz>
Source record: 214602

Is there any way of re-directing the DMA sound output in GFA Basic to a standard STFM-output?? As, trying to program samples into the program using DMA sound, without being able to hear them is a major problem!

(Or, is there a way around it???)
/
Also - does the DMA play the samples in stereo??
(the DMA-sound command that is, I know the chip itself does!)

5603. g++ / MiNT distribution

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 20:16:37 UTC
From: sjg@phwoof.ph.kcl.ac.uk
Message-ID: <1992Nov18.201637@phwoof.ph.kcl.ac.uk>
Source record: 214606

> When the MiNT/GNU C/shell/utility distribution kit is finally uploaded onto
> atari.archive.umich.edu (it's on hold at the moment, Simon, hint hint...), you
> shouldn't have quite as much of a hassle using (or installing) GNU C.

Yes, I know it's late. Sorry people, I've been descended on by a mad supervisor who wanted to know where I've been for the last 4 days :-)

I'll get it done RSN (honest). There's a problem which manifests itself in the minixfs part of the setup program. I minit the drive, make a large directory tree and then MiNT invalidates the drive (!) Consequently, nothing more may be copied to that drive. Ever. I think I sorted this out last time by insisting on a reset halfway through the install procedure, so I'll try that. Icidentally, I'm using the ICD software, it could possibly be that it doesn't expect a media-change on the hard disk...

A few details, though, for those who hunger... There will be 3 'operations' split over 2 programs. There is a Setup program, which you will only have to run once, hopefully, which (optionally) minit's a drive and then sets up a dir tree a la un*x, puts MiNT in your auto folder (actually it mucks around quite a lot in the auto folder, and with accessories etc. - unavoidable I'm afraid), and copies toswin stuff onto C:\

Secondly, there is a Install program, which lets you install software in related subsets. You *can* install parts of a subset if you want, but in future I'll be assuming that if any of a subset is installed, all of it is. This program is completely self-contained, and will be used for patches/updates as well as the initial install.

Thirdly, the Install program will let you run shell scripts for /bin/sh. This is how I intend to do do commands like chmod/chown etc. Any subset disk with a file called 'preXXX.sh' must be run before installing subset XXX, and any file 'postXXX.sh' must be run after installing subset XXX.

All of this is 'point-and-click', so hopefully there won't be too many problems with actually doing it. There's online ""help"" <--- (heavily quoted) which gives a brief description of what is in each subset.

I'm currently up to 10 disks including one for the setup/install programs. This should be taken with a pinch of salt. Due to the 'subset' nature of this new distribution, I can't pack them as well as I used to be able to...

Simon.

5604. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 20:20:24 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <PoBguB1w165w@comtch.spk.wa.us>
Source record: 214617

naffara@crc.ac.uk (Dr. N.A. Affara) writes:
> As I understand it, things like NVDI and Warp 9 replace parts of TOS which
> was written in C, with bits written in assembler, which is faster.
>
> Would it be possible to rewrite the whole of TOS in assembler, and would this
> make it faster than NVDI etc?

Sure, but it'd be a pain in the rear, changing the system would be next
to impossible, and bugs would be VERY hard to find and fix.

With a good C compiler, it's not TOO far from hand-hacked assembly
(maybe 20% slower than the code of an average assembly hacker)... I
doubt there'd be much advantage to it, and it'd be a lot of trouble (and
time - which would take some of Atari's few staff away from making new
products)...

As 3rd-party products, that kind of thing is pretty useful, though.

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

5605. GIF Slide Viewer.

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 20:28:12 UTC
From: "He Saw. He Conquered. He Came." <dhbutler@magnus.acs.ohio-state.edu>
Message-ID: <9211182028.AA21432@photon.magnus.acs.ohio-state.edu>
Source record: 214616

I'm looking for a program or DA that will allow me to view a series of .GIF files without interaction from the user. I have GEMView, which loads a single .GIF quite nicely, but what I'm looking for is something that works on a large screen, and loads one .GIF and displays it while loading the next, much in the same way as the old Spectrum viewers/slide show programs worked.

Has anyone seen any such animal? If so, where can I get it?

```
------------------------------------------------------------------------>
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "This is not a novel to be tossed away lightly;
/ | \ \// it should be thrown with great force." -Dorothy Parker
```

5606. Re: atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 20:41:30 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1ee9pqINN3ua@terminator.rs.itd.umich.edu>
Source record: 214607

In article <hjv.722099484@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>
>Someone had troubles emailing to Jeff Weiner. Someone else suggested that he'd
>type the address in lowercase. IMO this should _not_ make any difference.
>Indeed the umich address seems to be having troubles - my (lowercase :) mail
>also bounced. However, the following address appeared to be 'valid':
>
> weiner@umnstat.stat.umn.edu
>
>Hope this helps,
>Hendrik Jan
>

I did mean to post this earlier and then add it to the atari.archive and comp.sys.atari.st faqs, but Hendrik beat me to it. The mail problems have been cleared up (I think), but just in case:

Use in this order , please:

weiner@atari.archive.umich.edu
weiner@terminator.rs.itd.umich.edu
weiner@um.cc.umich.edu
weiner@umnstat.stat.umn.edu
weiner@zircon.labmed.umn.edu

If you can't get a reply from one of the above addresses, either the internet as a whole no longer exists, or I'm blowing you off :).

Jeff

--
- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -

5607. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 20:49:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2349649@overmind.citadel>
Source record: 214693

It would be POSSIBLE to write all of TOS in assembler, but it's not worth it since they'd have to rewrite it for each processor in use. As it is now, many of TOS's routines are in assembler with the rest written in C. They're going to be using Lattice C from now on to develop TOS, by the way.

5608. Re: Reply to Matt (floptical)

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 20:51:27 UTC
From: grier@bnr.ca
Message-ID: <1992Nov18.205127.19762@bnr.ca>
Source record: 214623

> o how do I find out what version of TOS I have? I suspect it could be less
> that 1.2....it's a pretty old MEGA ST4.
>
> What would I have to do to upgrade, if need-be?
>
> -Matt

You will be glad to know that TOS 1.2 is also known as Mega-TOS. It is what
came with all Megas prior to TOS 1.4

Brian, WS1S
Bell Northern Research
Research, Triangle Park, NC
bjgrier@bnr.ca

5609. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 20:58:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2349658@overmind.citadel>
Source record: 214694

The
Falcon030's 68030 has a 24-bit address/16-bit data bus. It get's a little confusing, though, because the COMBEL (the system controller) has a 32-bit bus to RAM and to the VIDEL (the video controller). The machine on the whole, though, isn't a 'TRUE' 32-bit machine (kinda like the Mac LC II/Performa 400). The PDS (processor-direct slot) is also 24-bit address/16-bit data. There is some hope, though, that a third party will be able to 'fix' this (there will, most definitely, be a 32-bit FAST RAM expansion for the Falcon030 that will allow more RAM, at least, from what I've heard).

5610. Re: 16MHz & GEnie

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 21:39:04 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1158@usdtsg.DaytonOH.NCR.COM>
Source record: 214469

In article <1992Nov16.143321@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
>
>1> Anyone any ideas on getting my Mega/STE into 16MHz mode before
>running games which boot from the bootsector?

Try booting up like normal (in 16mhz), then use DC-BOOTIT to boot
that disk. Should do it...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

5611. Re: TT and llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 22:00:07 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Nov18.220007.7461@sfu.ca>
Source record: 214612

In article <bnell.722014781@protege> bnell@siemens.com. (Bill Nell) writes:
> I was under the impression that llamatron worked on TT's (as long as you
>had some sort of 24-bit MMU program). I've downloaded the llamatron on a.a
[...]
>really work on the TT or not? And if it does, then what is wrong with my
>copy or (god forbid :-) my TT?

Well, you can stop worrying about your TT. It craps out on mine, too, even
with the pmmu2 24-bit programme from a.a. Sounds like false advertising
to me! :-(

>--
>bnell@ferrari.siemens.com | Quote of the Day:
>Siemens Corporate Research | Those who are wise to the words are wise
>755 College Road East | to those for whom words are sufficient.
>Princeton, NJ 08540 | - Scott Surowiec

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

5612. Re: What is g++?

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 22:22:31 UTC
From: bcc@lanai.Eyring.COM
Message-ID: <1992Nov18.222231.25061@fcom.cc.utah.edu>
Source record: 214624

In article <1992Nov18.181636.797@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <168A213D1A.C556212@mizzou1.missouri.edu>, C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
>> I cannot find anything like a manual or some basic instructions for G++, is
>>there such a beast? My problem is that I am going to try to teach myself C
>>over my Christmas break, but I will not have access to the net from my home.
>>Could some nice guy help me (a relativly inexperienced programmer) out with
>>the basics for C programming?
>
>First suggestion: do NOT get GNU C/C++ to learn about C programming...

Amen!

>For the absolute beginner in C programming, I would recommend using
>Heat&Serve C (Ian Lepore's easy-to-install-and-run version of Sozobon
>C). You can get hold of the program from the atari.archive.umich.edu
>FTP site. The file name is

atari/Languages/sozo133i.zoo

>As to the basics of C programming, go to your local bookstore, find the
>computer language section and look through the "Learning C" books to find one
>with which you are comfortable.

You should also be aware of a shareware package that steps you through the basics of learning C. It is written with an MS-DOS slant, but I found that nearly everything ran under TOS with the exception of some stuff that depended on the MS-DOS display. Look for the files c-tutor1.arc and c-tutor2.arc. They may be on atari.archive; I know that they are on wuarchive.wustl.edu under /mirrors3/archive.umich.edu/msdos/programming/c and since that is a mirror of archive.umich.edu, it is probably under msdos.archive.umich.edu as well. There is a c++ tutorial kicking around as well.
--
Brian Cooper bcc@Eyring.COM
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

5613. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 22:35:26 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov18.223526.26399@newshost.lanl.gov>
Source record: 214629

In article 9H5@constellation.ecn.uoknor.edu, kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:
>
>I thought I'd never see the day when Compute! (er... Compuke!) magazine gave
>any non-PC or non-Mac the time of day. The end must be near...

Actually, Ken, back in the days of 'Compute ST', it used to be a fairly decent magazine. Ah, those were the days. <sigh>

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5614. Re: CUMANA OS/9

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 22:36:21 UTC
From: oyakea@vccsouth09.its.rpi.edu
Message-ID: <8ay1_2k@rpi.edu>
Source record: 214615

SORRY ABOUT THE PREVIOUS POST.
Questions :
Does anyone have any info on Cumana OS/9 ?
1) does it multitask ?
2) does it have specific applications ?
3) Can it recognise a network ?
4) What is it !!!!!????!!
5) WHat are os/9 's capabilities ?

5615. Old Game...what's it called.

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 22:57:45 UTC
From: sknezevi@girtab.usc.edu
Message-ID: <1eehp9INNi69@girtab.usc.edu>
Source record: 214622

OKAY ALL YOU ST GURUS!

I have a friend who has a friend who had a game for a 520ST and it
was this kick butt dungeon game....kinda Wizardry 7-ish...it all took place
in this dungeon and there were panels that showed the characters view and
all sorts of neat stuff. Had a cool magic system too....great interface.
IF ANYONE CAN THINK OF THE TITLE...please e-mail me ANY information.
Also, what happened to that company who made it? Did they ever
make anything for IBM or Mac? Please I'd like ALL info. Thanks.

Steve Knezevich
knezevic@scf.usc.edu

5616. ST for sale?

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 23:38:36 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1992Nov18.233836.11208@newshub.ariel.yorku.ca>
Source record: 214626

Lately I've been using my ST as a terminal, and I am sick of monochrome (b&w) so... I am considering selling my Atari ST...

I've got a 1040 with SM124 monochrome monitor, Magic Sac+ Translator one, some Mac software and some ST software (including PC Ditto, Final Cut Midi, etc) and of course, the famous Atari Mouse. If anyone is interested, make an offer.
Also, the buyer would be responsible for shipping costs. email me if youwant to make an offer or try to convince me not to sell it!

_______ The Tonester
_ _ _ cs902117@ariel.yorku.ca
_ _ _ "I don't ever want to play the part
_ ___ Of a statistic on a government chart
There has to be an invisible sun ... |Invisible Sun
that gives it's hope when the whole day's done |The Police

5617. Re: Help with RCS created .RSC file / header

Newsgroup: comp.sys.atari.st
Date: 1992-11-18 23:43:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11105@uqcspe.cs.uq.oz.au>
Source record: 214627

davem@extro.ucc.su.OZ.AU (David Monro) writes:

>I'm trying to use the Resource Construction Set V1.4.
>Say I have two trees defined, say a menu and a dialog box, and the dialog box
>has on OK button. How do I use rsrc_gaddr to get a pointer to the button?

Once you have the pointer to the tree:

```
OBJECT* Tree;
rsrc_gaddr... Tree
```

Just use the object indices as indexes into that tree:

```
x_position_of_ok_button = Tree[OKBUT].ob_x;
```

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5618. Re: THE STORM

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 00:22:46 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Nov19.002246.19573@oz.plymouth.edu>
Source record: 214630

In article <BxwyJL.A4M@constellation.ecn.uoknor.edu> kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:
>
>Um... What constitutes serious use to you? I call the DECs here at school
>with VT100 all of the time to do things like reading c.s.a.st (important! :),
>edit files (with vi of course), and generally muck about.
Some form of Unix I'd guess (Ultrix?). A vt200 series (vt220=
character terminal/vt240=graphics terminal-color even) terminal is
very useful for a real OS such as VMS :-).

>What am I missing with VT200? I don't need Latin characters to be displayed
>on my screen (couldn't read 'em if they did show up). In other words, what
>kinds of uses are there for VT200 that aren't covered by VT100?
> Just wondering,
> Kenneth Love
Wonder no longer... :-).

A vt220 terminal has many more keys that can be defined for multitudes
of things. I do some development work for a multiuser program that
uses ALL of the keys on a vt220. It is much easier for me to remember
the vt220 key sequences than the vt100 keys.

Also, there's the question of familiarity. Wouldn't you rather have
one type of keyboard ?? How many people actually USE a vt100 key board
? Why should I be limited to a keyboard from the dark ages (sort of
reminds me of those cheesie Mac keyboards without the function keys) ?

The real issue (I've said this before but it must not have made to the
outside world) is "What do we really want ??!!!!" As far as features a
vt102 compatible "terminal" mode should be the minimum for any
terminal program. For a KEYBOARD, I wouldn't want anything less than a
vt220...

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

5619. Re: Mail-order Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 00:38:37 UTC
From: renfro@crchh610.BNR.CA
Message-ID: <1992Nov19.003837.23129@bnr.ca>
Source record: 214620

In article <1992Nov18.001638.12046@bsu-ucs>,
01mbmccabe@leo.bsuvc.bsu.edu writes:
|>Could someone recommend a mail-order house that carries Atari hardware and/or
|>software? Maybe even a few of them if you know they are reputable...i don't
|>really want to hear about them if you don't know how reliable they are....I
|>tend to be pretty sceptical about mail-order -- just as a rule.:)
|>
|>I guess really what I'm looking for is a place I could call and get a
|>reasonable-to-awesome price for any given game/utility/whatever software I
|>might want. Any suggestions for hardware places too?
|>
|> -Matt

Toad Computers @ (410)544-6943 or (800)448-8623 is very realiable and
their prices are reasonable. I have ordered both hardware and software
from them and was very impressed with the shipping time.

E.Arthur Brown also has some good prices on software and very good shipping
turn around time. They are at (612)762-8847 or (800)322-4405.

Both request use of 800 number for order only. At least give them a call
and ask for their catalog.

RandyH

5620. re: floptical

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 00:42:44 UTC
From: renfro@crchh610.BNR.CA
Message-ID: <1992Nov19.004244.23242@bnr.ca>
Source record: 214631

In article <1992Nov18.153926.1015@engage.pko.dec.com>,
wallace@yngstr.enet.dec.com (Ray Wallace) writes:
|>
|>>From: csullogg@cc4.crl.aecl.ca
|>>Subject: Reply to Matt (floptical)
|>
|>>One problem, if you have TOS 1.2 or less, programs will not run from
|>>the floptical.
|>Anyone know why this is? Doesn't the floptical just look like another hard
|>disk partition to TOS?

Pre TOS 1.4 versions could not handle a hard drive partition greater
than 16 Meg
and thus the 21 Meg floptical would be too large a partition.

RandyH

5621. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 00:50:22 UTC
From: renfro@crchh610.BNR.CA
Message-ID: <1992Nov19.005022.23332@bnr.ca>
Source record: 214632

In article <1992Nov18.223526.26399@newshost.lanl.gov>,
hutch@bellman.lanl.gov (John Hutchinson) writes:
|>In article 9H5@constellation.ecn.uoknor.edu,
kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:
|>>
|>>I thought I'd never see the day when Compute! (er... Compuke!) magazine gave
|>>any non-PC or non-Mac the time of day. The end must be near...
|>
|>Actually, Ken, back in the days of 'Compute ST', it used to be a
fairly decent
|>magazine. Ah, those were the days. <sigh>
|>

Back in the days of the 8-bit, Compute was great! I learned a
heck-of-lot about
computers and programming by typing in Compute program listings and then
debugging
and/or enhancing the code. It may have been BASIC, but I learned enough
to land
a programming job with only one computer class in college (FORTRAN; EE major).
Yes, those were the days.

RandyH

5622. Re: Grav 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 01:45:11 UTC
From: dave@admiral.uucp
Message-ID: <1992Nov19.014511.27806@admiral.uucp>
Source record: 214648

In article <hjv.722017879@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>
>>It's GREAT, get it!! I haven't had that much fun since the good
>>old Atari 800 days!!!
>
>
>Colour, I suppose? Would be nice if people mentioned some system-requirements
>when advertising here... Bad idea? Good idea?

Very good idea! I just spent the better part of 2 weeks getting a couple of files from a.a, just to find that they were mono-only, and I couldn't use them. Not my idea of fun...

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

5623. Warp 9 Upgrade pricing

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 01:47:00 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Nov19.014700.7578@magnus.acs.ohio-state.edu>
Source record: 214625

Howdy, all!

I have a small dilemma that I thought some kind soul out there might be able to help me solve. I want to upgrade my copy of Warp 9, v3.61, to the newest version. Unfortunately, I have several different references which seem to be quoting different prices for the upgrade. One says $15, another $20.

So I guess my question is, how much is the upgrade? Any help with this will be GREATLY appreciated.

Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | Dammit, Jim. I'm a doctor, not a repository of witty
`---- | remarks. Face it. Wit's dead, Jim.

5624. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 01:50:02 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.tSNK&P9Z7aA@jonh.wimsey.bc.ca>
Source record: 214638

In <Bxwx1n.9H5@constellation.ecn.uoknor.edu>
kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:

>I thought I'd never see the day when Compute! (er... Compuke!) magazine gave
>any non-PC or non-Mac the time of day. The end must be near...

You must be new. ;-) I still have a 1/2 dozen issues of Compute
ST kicking around. For it's day, it was one of the best ST mags around,
though pricy, but also one of the first to include a disk. No quite as
techy as STart was for it's first year, but a good magazine.
Unfortunately, I guess sales didn't warrant it's continued
publication.

--
John Henders " Read the guideline, Luke"
Just another elitist Usenet user Obi Wan Spaf

5625. Re: video questions

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 01:50:29 UTC
From: dave@admiral.uucp
Message-ID: <1992Nov19.015029.27901@admiral.uucp>
Source record: 214647

In article <17NOV92.15953331.0219@UNBVM1.CSD.UNB.CA> Alan Edwards <EDWR@UNB.CA> writes:
>I am interested in upgrading to a system that I can project
>grapics from an NTSC projector. Do the STe/Mega have straight
>video out as well as the modulated, or is it possible to get
>at the video signal and bring it out to it's own connector?

The STe, and probably the Mega STe, have RF out ports. If that's not acceptable,
I believe that the STe can be fitted with an inexpensive Genlock device.

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

5626. Re: msa files to hard disk

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 01:59:30 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.fnOoS92iM_6@jonh.wimsey.bc.ca>
Source record: 214637

In <1992Nov18.122155.7585@kth.se> ravanbod@nada.kth.se (Mehrdad Ravanbod) writes:

>How could anyone write such a stupid program that doesn't make any use of the
>ram memory available and just reads one single track/side, unpacks it, asks for
>diskswap, writes it, asks for diskswap etc.

>Please, tell me if i have missed something or else stop packing disks with this
>stupid packer. There are much better packers avalable.

This should be in the FAQ, but the answer is put the msa file in a ramdisk. Of course if you have a DS disk drive, and a 700k msa file, your SOL, but then you could consider a ram upgrade.

--
John Henders " Read the guideline, Luke"
Just another elitist Usenet user Obi Wan Spaf

5627. For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 02:36:00 UTC
From: v5914ane@ubvmsb.cc.buffalo.edu
Message-ID: <Bxxz8n.lsu@acsu.buffalo.edu>
Source record: 214633

Single Sided Disk Drive. SF354 (I think)
for atari ST.

-$30.00 + shipping & COD costs

I have never had any problems with it.

reply to this account if you are interested.

5628. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 02:44:38 UTC
From: darekm@microsoft.com
Message-ID: <1992Nov19.024438.22369@microsoft.com>
Source record: 214639

In article <1992Nov17.122627.16049@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>As I understand it, things like NVDI and Warp 9 replace parts of TOS which
>was written in C, with bits written in assembler, which is faster.
>
>Would it be possible to rewrite the whole of TOS in assembler, and would this
>make it faster than NVDI etc?

Since I spent several years working on Quick ST / Warp 9, here is my
extremely biased two cents worth:

There are several different issues here. One is C vs. assembler. The other is
the efficiency of the algorithms used by TOS.

What I did when I wrote Quick ST was to replace a large number of the text and
graphics routines in the BIOS, GEMDOS and VDI portions of TOS with my own very
fast assembly language code.

In the case of BIOS (the VT52 text functions), those were already written in
assembler, or at least the code didn't look like it was compiled. You can
easily spot compiled C code by looking at the VDI code, because it is of such
poor quality. So why were the routines in TOS slower than the ones Quick ST?

The problem with the VT52 routines wasn't that they were slow, but that
they did some stupid things, like each time you print a character, it also
redraws the cursor which can almost double the time it takes to print a
character to the screen. If your program is using the Cconws() function in
GEMDOS to print an entire string of characters to the screen, what do you
think that TOS does? It does the slowest thing possible: it sits in a loop,
fetches a character from the string and does a TRAP #13 call to the BIOS
to print the one character. BIOS prints the character, redraws the cursor,
and returns to GEMDOS. Then it does all this again for the next character.

This is stupid code. What Quick ST / Warp 9 does is draw all the characters
at once in a very tight loop, then just draws the cursor once. This eliminates
much of the overhead of repeated TRAP #13 calls and eliminates a lot of
redundant cursor redraws. It is no wonder that you can get Quick ST giving
you 1200% to 2000% speed increases in the speed of VT52 text. Gemulator
uses the same trick to speed up the VT52 output speed by making such a patch
directly in the TOS ROMs (because in an emulator, you can! <grin>)

Another example of inefficiency is in VDI. VDI has about 100 graphics
operations, such as line drawing, rectangles, circles, text, setting colors,
setting clipping regions, etc. When a dialog box is being drawn, only a
handful of operations eat up most of the CPU time - text drawing using v_gtext,
rectangle fills (for buttons, scroll bars, window title bars, etc) using
v_rectfl, and v_pline (for drawing outlines, zoom boxes, etc). But about 30%

of the CPU time is eaten up in little helper functions, like setting the color of text, setting the clipping region, setting the fill pattern etc. These are very simple operations and should be very fast, but TOS's TRAP #2 handler which dispatches the VDI operations has an incredible amount of overhead, hundreds of instructions in fact, just to do ANY operation. By comparison, on the Mac you simply write a value through a pointer to accomplish the same thing.

By checking for these helper functions and handling them very quickly in Quick ST / Warp 9, I was able to get about a 20% speed up in GEM operations without even touching the big 3 (text, lines, rectangles)!

Now, the second issue is C vs. assembler. Most of GEM (AES and VDI) is written in C. Unfortunately, Atari seems to be using a really brain dead compiler that generated the worst possible compiled code you could imagine. It uses 32-bit addresses where 16-bit addresses will work, it doesn't use MOVEQ when it could, it copies variables to other variables then copies them back (which is redundant), and it doesn't actually seem to do much register optimizing at all.

So when I rewrote the major VDI calls like v_gtext, v_pline, v_rectfl, etc in assembler, all I did was use similar algorithms as what TOS used, but used registers instead of memory locations and other things that a smart C compiler could have easily done. The result of simply writing efficient is a 2 or 3 times speed increase. Anyone who's ever played around with optimizing C compilers on the PC like Watcom or MS C knows that there is a huge difference in the quality of code produced when you compile with /Ox or with /Od optiomization options.

Looking at code that is generated by newer compilers like Laser C and Turbo C, and comparing it against the brain dead code of Alcyon C that I believe that Atari used to compile the TOS ROMs, I am convinced that a simple recompile of the TOS ROMs would easily bring the size of TOS down to below 192K again, and at the same time double the speed of most TOS operations. Easily.

Remember in 1985 when TOS 1.0 was released on floppy disk it was about 210K in size. To get it down to 192K, what did Atari do - use a better compiler? NOT! They came up with this line F mechanism that shrinks the code but at the same time slows it down about 20%. They also used that as an excuse for not implementing the full font functionality of the PC version of GEM, so instead they came out with the hack GDOS which slowed down the system even more.

So in my opinion, trying to rewrite all of TOS in assembler would be a bigger waste of time than simply having Atari recompile TOS using an optimizing 68000 compiler instead of relying on a 1985 compiler. Sure, the hand coded assembly language version might be a little smaller and a little faster, but you'd be surprised at what a good C compiler could do.

My two cents worth.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are my own, I think. |
\--------------------------------------/

5629. RE: Old Game...what's it called.

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 02:51:50 UTC
From: mackie@meena.cc.uregina.ca
Message-ID: <19NOV92.02515022@meena.cc.uregina.ca>
Source record: 214656

Dungeon Master?

5630. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 03:39:22 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov18.223922.12083@bsu-ucs>
Source record: 214646

> The November issue of Compuke! mentioned the Atari Portfolio in one of its
> articles (the one on palmtop computers). The author did a price/feature
> comparison of several palmtops. If you are looking for an entry level
> palmtop computer, I don't see how you could choose anything else. Is this
> just news to me?
>
> The December issue had a company trying to teach you about music on computers.
> They were giving away an ST when you payed their tuition. Their was even a
> 520/1040 style case (couldn't tell which because of the small picture).
>
> On a side note: among the "101 Things to Give for Christmas Presents" was
> an Amiga 500. They said it's great for games and even runs a few serious
> applications. Was this a back-handed compliment or what?
>
> I thought I'd never see the day when Compute! (er... Compuke!) magazine gave
> any non-PC or non-Mac the time of day. The end must be near...
>
> Anybody care?

Only so far as to ask if I'm the only one here who remembers far enough back to the day of type in programs out of Compute?

-Matt

5631. Re: Technical wordprocessors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 04:03:18 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11108@uqcspe.cs.uq.oz.au>
Source record: 214634

madmal@spd.eee.strathclyde.ac.uk (Malachy Devlin - SPD) writes:

>Can anyone recommend a good technical word processor for the ST. ie. one that
>would allow me to enter (large messy) equations (easily)? and also have the
>ability to generate table of contents, tables etc or am I asking to much?

You're not asking too much at all! The program you've described is LaTeX.

If your serious about it, you should learn to use LaTeX for technical
word processing. It is available for every machine I can think of,
including Unix, Mac, IBM [all?], Atari ST[e]/TT/Falcon, and Amiga.

And, it's free.

You simply use a regular text editor (or a wordprocessor, if you want, but
they are generally much less powerful that text editors), then feed the
document to LaTeX, which produces PUBLICATION QUALITY documents as output,
which can be either sent to the screen or to a printer, or taken to a
publisher for making into a book even!

LaTeX is very simple. For example, this is a complete LaTeX document:

```
----------------------------------------

\documentstyle{article}

\begin{document}

Here is the Pythagorean Theorem:
\begin{math}
a^2 + b^2 = c^2
\end{math}

Written another way, this is:
\begin{math}
\sqrt{a^2 + b^2} = c
\end{math}

\end{document}

----------------------------------------
```

Which produces (approximately - my ASCII drawing skills aren't too good!)

```
----------------------------------------

Here is the Pythagorean Theorem:
```

```
2 2 2
a + b = c
```

Written another way, this is:

```
________
/ 2 2 2
V a + b = c

----------------------------------------
```

The basic skeleton is

```
\documentstyle{article}
\begin{document}
...
\end{document}
```

Which means you want the document to be an article (rather than, say, a report or a book) - which tells LaTeX to use certain traditional settings for margins, title layout, etc.

Above, were I've used:

```
\begin{math}
...
\end{math}
```

I could have just used \(... \) as a shorthand. This causes LaTeX to use special mathematical symbols and layout. Notice how easily the square root was given? A more "complex" example is:

```
\begin{math}
x = \frac{ y+\frac{z}{z+2} }{ y^2+1 }
\end{math}
```

Which produces

```
z
y + ---
z+2
x = -------
2
y + 1
```

(Except of course, it uses real graphically positioned, high quality scaled fonts (the "z/z+2", and superscripts are printed smaller), not dumb-terminal ASCII!!!!)

Once you start using LaTeX, everything else seems SOOOO weak!

Also, since LaTeX is used on millions of computers around the world, all kinds of "style files" are available for it. For example, if you want to have the document formatted in two-columns per page, simply change the document style line to read:

\documentstyle[twocolumn]{article}

Other features of LaTeX include:

Table of Contents
Sectioning (and subsectioning, and subsubsectong, etc...)
Index generation
Graphics
Figures
Tables
Greek & other mathematical symbols
Bibliography and Citations
Quotations
Poetry
Lists

There are drivers for all sorts of screen resolutions, and printers,
and support for Atari-specific things like .IMG image files.

The only thing is, I doubt whether LaTeX can be set-up on a floppy
drive system (ie. you need a hard drive). But then again, the
word processors on IBM PCs certainly need a harddrive to operate!!!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5632. Re: Technical wordprocessors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 04:39:45 UTC
From: rvenable@helix.nih.gov
Message-ID: <1992Nov19.043945.2832@alw.nih.gov>
Source record: 214635

In article <1992Nov18.103345.9447@ccsun.strath.ac.uk> madmal@spd.eee.strathclyde.ac.uk (Malachy Devlin - SPD) writes:

>
>Hi,
>
>Can anyone recommend a good technical word processor for the ST. ie. one that
>would allow me to enter (large messy) equations (easily)? and also have the
>ability to generate table of contents, tables etc or am I asking to much?
>(I suppose I would be looking for something like word for windows 2 for the PC)
>(apoloyises for mentioning PC in this group :-))

Well, if you've got at least 10 Mb of disk space available, there's a working version of TeX called CS-TeX4 on atari.archive.umich.edu, and some general intros to TeX itself. It works fine on my 1040 ST, using a DeskJet printer. Be sure to use the shell, and the English (as opposed to German) version.

TeX is widely used, and is especially popular with physicists and mathmeticians. The American Mathematical Society has contributed a set of fonts (ams); many fonts, macros, etc. are available through the net, as well as ftp-anonymous distributions of the source. TeX is a typesetting language, so there is a bit of a learning curve; it's probably best learned from someone else.

Well, I also understand there's a version of Word Perfect for the ST line, but I can't vouch for it. At a more primitive level, I think ST Writer may allow half-line moves and the output of printer codes, so you can access symbol fonts and other tricks, if you know your printer real well. But it's hard to beat the quality of TeX output.

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
rvenable@helix.nih.gov | -- the Phantom Nerd

5633. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 04:41:46 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1992Nov19.044146.13889@rmece49.upr.clu.edu>
Source record: 214636

In article <1992Nov19.005022.23332@bnr.ca>, renfro@crchh610.BNR.CA (Randy Hoekstra) writes:
|> In article <1992Nov18.223526.26399@newshost.lanl.gov>,
|> hutch@bellman.lanl.gov (John Hutchinson) writes:
|> |>In article 9H5@constellation.ecn.uoknor.edu,
|> kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:
|> |>>
|> |>>I thought I'd never see the day when Compute! (er... Compuke!) magazine gave
|> |>>any non-PC or non-Mac the time of day. The end must be near...
|> |>
|> |>Actually, Ken, back in the days of 'Compute ST', it used to be a
|> fairly decent
|> |>magazine. Ah, those were the days. <sigh>
|> |>
|>
|> Back in the days of the 8-bit, Compute was great! I learned a
|> heck-of-lot about
|> computers and programming by typing in Compute program listings and then
|> debugging
|> and/or enhancing the code. It may have been BASIC, but I learned enough
|> to land
|> a programming job with only one computer class in college (FORTRAN; EE major).
|> Yes, those were the days.

Ah, yeah, I remember... when the magazines had those nice drawings
from someone called 'Blair'. I learned a lot for my ATARI 8-bit from
there...

|>
|> RandyH
|>

- Raist

5634. Re: Freeze Dried Ripoff!

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 05:03:09 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Nov19.050309.4591@zooid.guild.org>
Source record: 214654

chris@status.gen.nz (Chris Thorpe) writes:
>as423@cleveland.Freenet.Edu (Kenneth A. Wallace) writes:
>
>>
>> Has anyone else out there been ripped off by Aaron Hopkins
>> and his Freeze Dried Term? I have been waiting six months for
>> his product, the check was cashed in early July. I have sent him
>> a letter with a photocopy of the check explaining I have not yet
>> received the program, and would he please send it. I figure the
>> only way I will get my money is if I take a little 2 1/2 hour
>> drive to Manhattan Beach and knock on his door. It is too bad,
>> one jerk can make is bad on all shareware authors. Once again,
>> do not buy his product unless you wish to lose $25.00. And it's
>> name would be better as Freeze Dried Ripoff Ware!
>
>We heard from Aaaron on Fnet a few days ago that he fried his
>hard drive. I think that he lost some of his stuff, though I do know
>that he had someone else looking after his registrations for him.
>I suggest you contact him again regarding reg.
>
>Regards
>Chris Thorpe

I don't know about his dealings but this is not the first time I see users complaining about his service. The first time, he said due to lack of disks in the country (because of OS/2 and Windows) he couldn't get any disks and therefore was not able to send it. I believe the average waiting period for his product was 3 months.

Whatever the case, it will bring negative feedback from users such as the above.

Best Regards,
Mark K.

5635. Re: Wanted: Site with GEMVIEW 2.1

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 05:17:49 UTC
From: ekrimen@wet.UUCP
Message-ID: <4786@wet.UUCP>
Source record: 214640

In article <1992Nov18.032906.19159@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>
>I ftp'ed Gemview 2.01, and it looks incredible. But one major thing
>doesn't work on it that did on the earlier version (1.11) that I have;
>namely, the mouse scrolling when the right button is pressed. It just
>locks the machine up. I have a TT with TOS 3.05. I tried it in all
>resolutions with all combinations of auto programs.
>
>Anyone else have this problem, or even better, a solution?

Yeah, I have seen this problem too and would be interested in finding out what the solution is.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

5636. Re: video questions

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 05:49:08 UTC
From: plate@cdsmn.mn.org
Message-ID: <Bxy85x.CK4@cdsmn.mn.org>
Source record: 214668

In article <17NOV92.15953331.0219@UNBVM1.CSD.UNB.CA> Alan Edwards <EDWR@UNB.CA> writes:
>I am interested in upgrading to a system that I can project
>grapics from an NTSC projector. Do the STe/Mega have straight
>video out as well as the modulated, or is it possible to get
>at the video signal and bring it out to it's own connector?
>
>I am also interested in the expanded video cards that I have
>seen advertised for the Mega. Has anyone any experience with
>these?
>
>Thanks in advance...
>

Yes, the NTSC composite video comes out at the video port (at least on my
STe). It's on pin 2 (pin out shown below):

Monitor Connector
(Back of ST)
4 3 2 1

8 7 6 5

12 11 10 9

13

Regards,
Doug Sr.
--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)

5637. Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 06:07:32 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1efav4INNsoo@golem.wcc.govt.nz>
Source record: 214641

Don't even think about getting Silent Service 2 unless you have at least
1meg, and a Hard-drive. it's unplayable from floppy!

5638. Re: Technical wordprocessors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 06:20:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Nov19.062010.2706@csi.uottawa.ca>
Source record: 214645

In article <1992Nov19.043945.2832@alw.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:
>In article <1992Nov18.103345.9447@ccsun.strath.ac.uk> madmal@spd.eee.strathclyde.ac.uk (Malachy Devlin - SPD) writes:
>>
>>Hi,
>>
>>Can anyone recommend a good technical word processor for the ST. ie. one that
>>would allow me to enter (large messy) equations (easily)? and also have the
>>ability to generate table of contents, tables etc or am I asking to much?
>>(I suppose I would be looking for something like word for windows 2 for the PC)
>>(apoloyises for mentioning PC in this group :-))
>
>Well, if you've got at least 10 Mb of disk space available, there's a working
>version of TeX called CS-TeX4 on atari.archive.umich.edu, and some general
>intros to TeX itself. It works fine on my 1040 ST, using a DeskJet printer.
>Be sure to use the shell, and the English (as opposed to German) version.

I STRONGLY agree with this choice. CS-TeX is a superb implementation of TeX for the Atari. Typical users will probably want to use the set of LaTeX macros that are included that make it easier to describe documents.

LaTeX does a very nice table of contents; when combined with the (included with CS-TeX) BibTeX program, it has a virtually unrivaled bibliography referencing system. (Unix Refer which links to troff being the one possible competitor.)

It does gory math very well, and if LaTeX doesn't do it the way you want it to, (something that happened to me a few times in the production of my soon-to-be-completed thesis) you can drop down to the "nuts and bolts" TeX level.

Tables? Does 'em quite well. Some of what you type in looks like gibberish, but it sure looks good on the page. And it's mostly a fairly simple set of rules for tables.

>Well, I also understand there's a version of Word Perfect for the ST
>line, but I can't vouch for it.

It wasn't until WP version 5.1 that they had "real math." It's important to note that 5.1 has never been released for the Atari. I think the "latest" Atari version is the somewhat orphaned 4.2.

By the way, Word Perfect pays the highest compliment possible to TeX - the "equation environment" that they use to draw up mathematical

equations uses commands that are uncannily similar to those in TeX.
(Am I glad it's my office-mate doing equations in WP; I don't think
I'd have the patience for it...)

At the risk of mentioning the P* word, there are good PD
implementations for TeX and LaTeX on virtually any modern personal
computer.
Notables:

Atari: CS-TeX
Amiga: PasTeX
I*M: emTeX
M*c: ozTeX (?)

It's quite readily available in source form, and runs remarkably well
on almost anything that is associated with a variant of UNIX. There
are also versions for VM/CMS and VMS, but I'd rather not talk about
them.

For more information, hang around Comp.text.tex. The FAQ list is
periodically posted, and may even be longer than the Comp.sys.atari.st
FAQ. Which means that it's extensive, and well written, of course
:-).

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

5639. Sam Tramiel GEnie Conference Transcript!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 07:10:49 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <BxyBy2.I5B@mentor.cc.purdue.edu>
Source record: 214642
Body handling: HTML body converted to readable text

```
==========================================================================
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Type XJM11877,GEnie and hit RETURN. The system will prompt you for your
information.
==========================================================================

Monday Night Real Time Conference
Host - Lou Rocha

LIVE from COMDEX
with
Sam Tramiel
President, Atari Corporation

Nov. 16, 1992

<[Lou] ST.LOU> It gives me great pleasure to welcome Sam Tramiel,
President of Atari Corporation, to the ST Round Table Monday Night
Real Time Conference. Many thanks to Sam for taking this time to
join us on the very first night of COMDEX '92 as Atari proudly
unveils its products at the largest computer trade show in North
America.

Sam... please tell us your impressions of the first day of COMDEX.
What were the highlights for Atari Corporation? GA

<[Sam] STRAMIEL> The show once again is a PC show and we are one
of two unique offerings, the other being Apple. We really feel
that we have some really exciting hardware and software in the
Atari Falcon 030. The important thing is to market the machine
properly and we are now planning the advertising for Q1 of 1993.

<[Lou] ST.LOU> Thanks Sam. Our first question is from JCD at Mag
Software.

<[JCD] MAG.SOFTWARE> Hi Sam. Thanks for being here tonite. Sorry I
am missing COMDEX this year. Our 1st born baby boy came Nov. 8th.
Being a new dealer, I'd like to know when we will get dealer
prices on the Falcons? European dealers are already advertising
theirs.
```

<[Sam] STRAMIEL> Mazel Tov Jeff on your baby, the dealer prices are now available; please call Sunnyvale on Monday next week.

<[Lou] ST.LOU> Our next question is from John Cole at Lexicor

<[Lexicor] J.COLE18> Hello Sam, how do you feel a possible trade war between the US and the EC will affect Atari. How would a trade war affect US marketing plans and planned prouduction?

<[Sam] STRAMIEL> our questions are very interesting but I really have no control of the situation. I really think that Europe will back off on the agricultural issues. All of Europe is against France on this.

<[Lou] ST.LOU> Eric Goodman is next. Eric?

<[ERIC] E.GOODMAN1> There are rumors of a tower version of the Falcon being shown at Comdex. Are these just rumors? GA

<[Sam] STRAMIEL> There is no tower version at the show and I can't comment further.

<[Lou] ST.LOU> Thanks Eric. Next we have SAM RAPP.

<[Not Sam T.] SAM-RAPP> Sam, there have been questions on whether the Falcon memory sits on a 32 bit bus or a 16 bit bus. Could you clarify? Also, any design changes in the production models?

<[Sam] STRAMIEL> Unfortunately, Leonard and Richard Miller are not here and I am not able to answer your question.

<[Lou] ST.LOU> Sam... our next question is from James French.

<[James] J.FRENCH2> When will the Falcon be available in Canada, same as U.S.?

<[Sam] STRAMIEL> The availability in Canuck land is the same as for the US. ea Canada on being World Series Champions.

<[Lou] ST.LOU> Sam.... the million dollar question... when do you think the dealers will see their first store models?

<[Sam] STRAMIEL> Some dealers will get machines very, very soon and we will contine to roll out shipments from now on, but real volumes starting in Dec/Jan.

<[Lou] ST.LOU> Thanks Sam. That is good news. Next we have Keith and Bruce from Canada.

<[Bruce/Keith] B.KLASSEN> Hi Sam, Here is our shopping list: 1) Is FSM and Speedo compatible? 2) When will dealers get Multitos for TT's? 3) Are all TT monitors cancelled? 4) Future of the TT in a tower and/or 040? 5)UNIX? Thanks,

<[Sam] STRAMIEL> 1. FSM and Speedo are not compatible and I have been using Speedo and it is great, with lots of fonts from Bitstream.

2. MultiTos is just being released for the TT, i.e. very soon. Eric Smith, another fine Canadian, is now living in California and is finishing things off.

3. No. 4. We are planning on a 040 machine and we have no plans on expanding our unix involvement.

<[Lou] ST.LOU> Sam... Brian Harvey from Nova Scotia, Canada is next.

<[Brian] B.HARVE7> Sam, what is the future of the MEGA STE? Will a MEGA Falcon replace it or will the MEGA STE be selling for a few more years? GA

<[Sam] STRAMIEL> The Mega/Ste is still being sold today and the production will depend on the demand which I think will slack off when the Atari Falcon 030 starts shipping in volume.

<[Lou] ST.LOU> Sam... Jason Brunken is next.

Is Atari or any other company currently working on the 'Virtual' modem/fax/phonemail system for the Falcon. If I know that I can get this I most certainly will get a Falcon!

<[Sam] STRAMIEL> I don't know what a "virtual".... means, but there is a voice mail system and a great fax/modem system.

<[Lou] ST.LOU> Our next question is from Robb Albright. GA

<[Veg] R.ALBRIGHT7> Sam, can you give us a brief overview of apps being demoed there, and if there are any press features (TV) that we can keep our eyes open for.

<[Sam] STRAMIEL> There are around 40 titles being shown, a lot of sound stuff, i.e. D2D, a beta version of "Concierge" the new name for Sutra, a wild game from Jeff Minter of Llamasoft, and a interesting sewing machine that stitches on hats and teeshirts, and the new Kodak Photo CD which now runs on The Atari Falcon 030 and the TT030. The deal with Kodak was just signed on Friday last week. Calamus showed SL which can use Kodak Photo CD and HiSoft has True Colour software.

<[Lou] ST.LOU> Sam, J.BRUNKEN is willing to clarify that 'virtual' question...

By "virtual", I was refering to using the 56001 DSP to emulate these devices rather than paying the big bucks to buy the actual hardware. Are any companies seriously exploring the use of the DSP at this point?

<[Sam] STRAMIEL> That is being worked on and should be out by second quarter 93.

<[Lou] ST.LOU> Ted Patterson is next, Sam.

<[Ted] J.PATTERSON3> What has been the reaction of showgoers to the Falcon 030 and other assorted goodies? Any new business likely?

<[Sam] STRAMIEL> So far, the reaction has been very positive and Dealers and Distributors alike are showing interest.

<[Lou] ST.LOU> Sam... Eric Goodman has been VER patient. ;-)

<[ERIC] E.GOODMAN1> Might there be a Jaguar appearing at COMDEX? and if not what info can we get on a release date? GA

<[Sam] STRAMIEL> We just finished the first two developer conferences, one in Sunnyvale, the other in London on the Jaguar system. It's going to be an awesome entertainment machine and delivery will be 2nd half of 93.

<[Lou] ST.LOU> Rod Cobble is here.

Hi, I was wondering Atari's plans for distributing the Falcon? Dealers? any chain stores considered? Mail Order? What will the street prices be? I need IBM compatibility, Would love to do it with one machine, Any word on Emulators?

<[Sam] STRAMIEL> Wow, a lot of questions. :-) We are planning of course to have dealers and chain stores and Atari mail order. There is a company in Germany, Compo, that is going to show IBM emulation tomorrow at Comdex, they say, if not very soon. One megabyte machine SRP is US $799, a 4 megabyte unit is $999 and 4 megabyte with a 65 megabyte hard drive is US $1299.

<[Lou] ST.LOU> Folks... please use your time for only one question... there are ten people in the queue. Next we have Daryl Monge. GA

<[Daryl] D.MONGE> What customer do you see for the Falcon that is not already an Atari customer? (P.S. f.y.i I would like to buy a tower Falcon040 :-) GA

<[Sam] STRAMIEL> We are going after the mass market home user and hope that with software like voice mail for the home and other great apps we can attract new users. The machine really is FUN to use. The sound effects are incredible.

<[Lou] ST.LOU> Thanks... Now it's Bill Prang.

<[bill prang] B.PRANG> Sam, I have a bunch of Atari stock that was worth 6000 and is now worth 600. Do you think that the new products in line have a chance of boosting values, and is Atari still buying stock on the market?

<[Sam] STRAMIEL> Atari has an open plan to purchase stock back from the market and has done so in the last quarter. I of course cannot predict the stock market but we have "rightsized" and hopefully will be going forward in a profitable manner with the Atari Falcon 030.

<[Jim] J.NESS> Bill Prang touched on this already, but let me upload it anyway... Hi. I know this is a tough one to have to answer, but let's mow through it anyway. The stock market has not shown any excitement over the Falcon intro. The quarterly financial results continue to be scary, for anyone banking on the continued existance of your company. How can you convince these financial pros that they are wrong about your company, and that they should count on some real near-term growth? This question is as important to your customers, who want to see you around for awhile, as it to your investors, who simply would like to make some money.

<[Sam] STRAMIEL> We still have close to $50 million CASH in the bank and are now running at a break even or small profit. We are not working for Wall Street but to make money for our shareholders and only think long term.

<[Lou] ST.LOU> Thanks Sam for that very insightful answer. I hope it puts some of the naysayers to rest for a while. Next is Geoff Sloan.

<[Geoff] G.SLOAN> Sam, can you tell us any of the companies that will be coming back to Atari to produce for the Falcon?

<[Sam] STRAMIEL> It is not a question of companies coming back but of companies writing new and exciting software that takes advantage of the features of the Atari Falcon 030. For example, we are getting quite a few NeXT developers who are used to working with 56000 DSP's and of course we are causing a lot of excitement in the audio area with the DSP and Atari Falcon 030 features which is better than CD quality with 50 kHz sound.

<[Lou] ST.LOU> Mike Allen is next. Mike is one of our regulars ;-)

<[Curmudgeon] M.ALLEN14> When can we expect to see offical, regular Atari participation here in GEnie?

<[Sam] STRAMIEL> I am going to be accessing GEnie at home and will be more active on a regular basis. (Nathan is getting that in writing!) ;-)

<[Lou] ST.LOU> SAM on GEnie?.. mind-boggling ;-) Next we have Bruce and Keith again. Thanks for waiting fellas.

<[Bruce/Keith] B.KLASSEN> o Sam. What is the status and capability of the SACK 286/386/486 card to give us that dumb DOS compatibility we could to use get people in the door, how soon for Speedo; will the wp features of Concierge have all the features of Wordup and will the spreadsheet be as good or better than LDW? P.S. We still 'love' Atari 030's!!

<[Lou] ST.LOU> Sam... you can answer any ONE of those ;-)

<[Sam] STRAMIEL> SACK is from Compo and is being shown tomorrow as a 386 SX. Speedo is very soon, within, I would guess, 4-6 weeks.

Concierge is a completely different program than WordUp but it has an excellent word processor and the spreadsheet is EXCEL compatible rather than Lotus. We also love our Atari's. ;-) ga

<[Lou] ST.LOU> Next we have Robb Albright. GA Robb....

<[Robb] R.ALBRIGHT7> Sam, I think you must have missed the second half of my first question, so let me try again.

<[Robb] R.ALBRIGHT7> Have there been any TV Cameras havering around the Atari area, and could you leak who they might be if so, i.e. CNN Headline, NBC, PCTV, so we can get a visual of the excitement we are reading about.

<[Sam] STRAMIEL> We have not seen in any cameras in the building yet. Hopefully we will have some exposure. However, CNN just received their review unit for technology week.

<[Lou] ST.LOU> Ooops.... who's next? James Vogh!

<[James] J.VOGH> Since the Falcon is a home computer, what is the status of game software and what about video phone capability?

<[Sam] STRAMIEL> We, Atari, have contracted about a dozen games and they will be released over the next few months and there are a number of developers busy working away on some great games. I have seen demos in the US and in Europe, titles such as; Raiden, Road Riot H4WD, Cyber Assualt, Steel Talons and Eclipse has a great spaceship game. The special new joystick which works on the STe, Atari Falcon 030 and Jaguar will be shipping in February. It has three fire buttons and a 12 key numeric keypad.

<[Lou] ST.LOU> Bill Jones from Portland ME is next. Bill GA

<[Bill Jones] B.BILLJONES2> I'm a newly registered ST developer who'll buy the Falcon Dev Kit. I'm concerned about the the level of developer support for the Falcon. Will support differ with the Falcon? And will the kit be more than a box of unbound papers?

<[Sam] STRAMIEL> Wait, re: the Video Phone question. I have not seen it myself yet but I have been promised that this will be possible.

The developer kit is much more polished that the old Atari ST kit and I feel that we are devoting a lot of quality time and effort to developer support.

<[Lou] ST.LOU> Rod Martin from Network 23.... ON THE AIR!

<[Net 23] R.MARTIN22> Any signs of BIG NAME companies porting BIG NAME software to Atari (Microsoft Write, PageMaker, QuarkExpress). I think this could be one of the biggest draws to current computer owners not happy with the computers they have now.

<[Sam] STRAMIEL> As we build up volume, I am sure that some "big name" companies will port onto the system. I feel that some of the software now available is better than those big names and much more price competitive. We just signed up Eastman Kodak as a Developer. I think you'll agree that they are a pretty well known company.

<[Lou] ST.LOU> Sam... here is Kent Cavanaugh from Surrey BC in Canada.

<[Kent] K.CAVAGHAN2> Hi Sam. Many of my customers ask about repairs. While I generally recommend our two local dealers, I was wondering what was happening with the GE service contract that was to be in place already? GA

<[Sam] STRAMIEL> I am not involved in this but will check with the US folks.

<[Lou] ST.LOU> Thanks Sam... Robb Albright is back in the queue and there are no others waiting. Folks.... please /raise your hand now.

<[Robb] R.ALBRIGHT7> There have been rumours that MultiTOS is "Not quite ready". Give us the scoop. Will it be shipping with the dealer demo units, and when (approx. DATE please) might my dealer here in Portland, OR see his demo units.

<[Sam] STRAMIEL> ou are correct that MultiTos is not quite shipping but as I said ealier, Eric Smith is now in-house and is polishing off the product and will be shipping with the Atari Falcon 030.

<[Lou] ST.LOU> Wow..... ten hands just went up... hang on folks... OK... LIVE.... T. Wilson... Bruce and Keith... P.Blagay.

<[Dark.Oak.Sof] T.WILSON14> Is MultiTOS and Falcon info included with new delveloper kits or are they separate packages? I'm going to buy them soon and wanted to know.

<[Sam] STRAMIEL> I believe that it is all included in one kit but you can verify this for certain by sending email to Bill Rehbock B.REHBOCK. ga

<[Lou] ST.LOU> Bruce and Keith were next in line...

<[Bruce/Keith] B.KLASSEN> Will the PTC1426 monitor work properly with the Falcon? What about new SLM'S SCSI 600dpi? Thanks again Sam GA

<[Sam] STRAMIEL> At Comdex, we are using PTC1426 on a number of Atari Falcon 030 workstations and we have no immediate plans for an Atari branded 600 dpi printer.

<[Lou] ST.LOU> Paul Blagay is next Sam...

Hi Sam, I was wondering how compatible the Falcon will
be with pre-STE software?

<[Sam] STRAMIEL> We took great efforts to have the Atari Falcon
030 be very compatible with all Atari 68000 machine software and
we think we were quite successful.

<[Lou] ST.LOU> Sam... I know you haven't had dinner yet, right?
Can you handle two or three more questions?

<[Sam] STRAMIEL> That is correct and we are starving. ;-)

<[Lou] ST.LOU> OK we have James French and Bill Aein.

<[James] J.FRENCH2> Good day, eh from Edmonton. Will there be any
goodies available for dealers like promo pamphlets, etc.

<[Sam] STRAMIEL> We will support Dealers with all kinds of
marketing and merchandising materials.

<[Lou] ST.LOU> Bill Aein.

Will the street price for the Falcon be the same as
manfacturers retail?

<[Sam] STRAMIEL> Unlikely.

<[Lou] ST.LOU> Sam, could you tell us what promo literature is
being distributed at COMDEX? Will there be any left for user
groups, etc.? Any news about the International Software Catalog?

<[Sam] STRAMIEL> Atari is giving away new Atari Falcon 030
literature and many software companies have attractive new
literature such as Hi-Soft and DMC's Calamus. It is a good idea to
send some to our loyal user groups. I will talk to Mr. Brodie
about this and the new International Software Catalog is available
at, I think, $12.95 retail and I'd be happy to fill your order
with your VISA card #. Please call Sunnyvale and speak to Don
Thomas next week, in customer service. It is, in fact, $12.00. We
just checked.

<[Lou] ST.LOU> Just two more... please? And could you have someone
post the address for the catalog? On GEnie... of course. ;-) Bill
Prang then Mike Allen to close it up.

<[bill prang] B.PRANG> Will a 17 in multisync work on the Falcon,
and what is the approximate financial investment now required to
be a dealer? thanks for your attendance.

<[Sam] STRAMIEL> Atari Corp., 1196 Borregas Avenue, Sunnyvale, CA,
94089-1302 Att: Customer Service, Don Thomas.

<[Sam] STRAMIEL> es, the size of the monitor is not a factor and
the Dealer should be financially sound. The investment required
depends on the sales targets and marketplace being served.

<[Lou] ST.LOU> Mike Allen... take us home...

<[Curmudgeon] M.ALLEN14> I have heard the Atari purchased the source code to Word Up 3. I have thought that WU3 was a WP that had great potential that ALMOST had it right. Does Atari have any plans for the WU3 source code? (Will Falcon run on th Falcon?

<[Sam] STRAMIEL> Mike Fulton has helped a lot on the Concierge program and he has given a lot of his Word Up experience to it. There are no plans for Word Up at this time.

<[Lou] ST.LOU> No text block Sam. Just a tremendous thank you. I know we did not cover all the questions that were sent to you via GEnie but I would like to express my thanks on behalf of all Atarians for the time you took tonight. Best wishes. Any last thoughts?

<[Sam] STRAMIEL> Thanks for joining us tonight in Las Vegas. We all hope that we make money tonight at the tables. :-) Wish us luck! Goodnight.

<[Lou] ST.LOU> Thanks to all the folks who joined us. Don't forget the two upcoming RTC's here in the ST Round Table with Host Brian Harvey.

==========

Nov. 18th... Keith Gerdes from TraceTech to discuss DATA DIET 2.0 and DATA RESCUE.

Nov. 25th... Phil Comeau from Wintertree Software - Publisher of GramSlam, Grammar Expert and Spelling Sentry.

========== The Atari ST Round Table - Join the fun! ==========

5640. Gemterm V1.2 released

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 07:14:31 UTC
From: mfg@gmd.de
Message-ID: <mfg.722157271@gmd.de>
Source record: 214643

Hi,

I have just uploaded the new version (V1.2)of Gemterm ("gemtrm12.zoo") on artari.archiv.umich.edu. It contains serveral bug-fixes and a lot of functional enhancements. "gemtrm12.zoo" should replace "gemterm.zoo in the Mint directory.

What is new since Gemterm V1.0

- Gemterm now checks wether GDOS is loaded or not. V1.0 crashed if there was no GDOS.
- The font selector now knows about the number of fonts installed. This should correct a bug that disabled font selection in some cases.

What is new since Gemterm V1.1

- Gemterm now runs also as application.
- Gemterm now supports the TOSRUN pipe.
- A small TOS startup program that launches TTPs inside a new window is included.
- The current working directory is now also a parameter for a program that should be launched in a window.
- Gemterm now knows about the environment variables "GEMTERMINF", "GEMTERMTTY", "GEMTERMAPPL" and "GEMTERMWINS". "GEMTERMINF" sets the path and the filename of the configuration file. "GEMTERMTTY" selects the device that is connected to the tty window. "GEMTERMAPPL" denotes the main application that Gemterm wants to talk to via the VA protocol and "GEMTERMWINS" adjusts the maximum number of term window during startup.
- Gemterm reads the environment variables "SHELL" and "HOME" for its default configuration.
- Bug-reports should be much easier, if you recompile Gemterm with the -DDEBUG option in case of crashes. With this option Gemterm traces all its actions to stderr.
- A bug that hang GEM, when activating window-arrows with a very high frequentcy should be fixed. (No more additional WM_REDRAW message from Gemterm to itself, but instant redrawing.)

If you have any ideas, bugreports, ... , drop a mail to:

<mfg@gmdzi.gmd.de>

Martin Gergeleit
Am Klostergarten 4a
5300 Bonn 1
Germany

5641. Re: 21 meg floptical to MEGA ST4 -- HOW?

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 07:52:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <69823@cup.portal.com>
Source record: 214644

Dear Greg...

Not to pick nits or anything, but here's your original posting:

>11/17/92 10:22 6/421 csullogg@cc4.crl.aecl.ca
>Lines 1 to 6 of 6 (100%)
>-----
>Anyone considering upgrading an ST to a 1.44 meg drive should consider
>purchasing a 21 meg floptical; I did. No AJAX chip installation or drive
>installation. Just plug the drive into a LYNX connector and boot with ICD's
>version 6 software and your can read/write 720K, 1.44 meg and 21 meg disks

I think any confusion is understandable..

BobR

5642. Re: more windows

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 08:01:56 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.722160116@freyr>
Source record: 214652

PAULETTI@biel.be.tech.ascom.ch (Pauletti Andreas) writes:

>There exists a PD software called WINX that is available from MAXON
>PD service in Germany. I do not know if the thing works with a
>futuer MultiTOS that will not have the 7 window limits either.

Why would you want to use such a thing with MultiTOS if it already has a
virtually infinite amount of windows? (and it does)
--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

5643. 1MB STE SIMMS:- are they 70ns?

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 08:06:07 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.722160367@freyr>
Source record: 214653

I'm in urgent need of the other half of my 4 megs. Before I buy my SIMMs (the store isn't into Atari) could someone confirm that what I need is 70ns SIMMs?

thanx,
--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

5644. Re: Technical wordprocessors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 08:24:11 UTC
From: kllove@wildcat.ecn.uoknor.edu
Message-ID: <BxyFCC.2sy@constellation.ecn.uoknor.edu>
Source record: 214655

This TeX/LaTeX stuff seems like it could be fun to play with. Does anybody have a starter kit? I have access to the atari.archive (assuming there are no problems with the move). What files do I definitely need and what files would be helpful. I especially want to be able to math type equations (like the original poster).

Are there any help files or sample documents out there? Books?

Is it possible to print the resulting files on a 24-pin printer? I could get access to a laser here at school, but I'd prefer to print on my own.

adTHANKSvance,
Kenneth Love

5645. Re: Mouse wander - acceptable?

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 09:21:22 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Nov19.092122.7950@cs.hw.ac.uk>
Source record: 214650

In article <1992Nov17.095515.13381@gdr.bath.ac.uk> mapmh@gdr.bath.ac.uk (M Hagger) writes:
>I have a similiar problem with my mouse and it's an official atari one,
>what usually happens is that the cursor will be quite happily sitting
>in the centre of the screen and then will suddenly decide that the top
>of the screen is more interesting and move up there. It's very
>odd and I really can't see any reason for it.
>
>Anyone out there know why this happens? I can't see why strong signals
>would cause a problem really. Is is a fault with the keyboard chip?

I wouldn't expect this behaviour in modern ST machines but old ST's had
version 1.0 keyboard chips which do suffer from mouse drift.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

5646. Re: TT and llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 09:34:26 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms.722165666@oxygen.sys.uea.ac.uk>
Source record: 214649

gordonf@monashee.sfu.ca (Gordon Farrell) writes:

>In article <bnell.722014781@protege> bnell@siemens.com. (Bill Nell) writes:
>> I was under the impression that llamatron worked on TT's (as long as you
>>had some sort of 24-bit MMU program). I've downloaded the llamatron on a.a
>[...]
>>really work on the TT or not? And if it does, then what is wrong with my
>>copy or (god forbid :-) my TT?

>Well, you can stop worrying about your TT. It craps out on mine, too, even
>with the pmmu2 24-bit programme from a.a. Sounds like false advertising
>to me! :-(

That's weird... I'm sure my copy of 'Llamatron' works fine on my TT with
32-bit addressing on, with sound throught the monitor (you don't need to hook
up the sound jacks like another post mentioned). I don't do anything...
I double-click on it in TT Medium rez, with my normal setup... cache on,
no 24 bit addressing program, all ACC's and AUTO prog's up and running...

I'll check tonight whether I'm not hallucinating and it does work.

My version isn't any TT specific version either, it was either snaffled
from atari.archive or from ST Format (or perhaps ST User) magazine coverdisk.

I wonder does everybody who can't get Llamatron working have TOS 3.06 (I've
got 3.05)

-Steve Sowerby (sms@sys.uea.ac.uk)

5647. Re: Technical wordprocessors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 09:40:00 UTC
From: mmunoz@vxcrna.cern.ch
Message-ID: <19NOV199210402805@vxcrna.cern.ch>
Source record: 214651

Other than TeX, they exist a french word processing program called "Le Redacteur" that have a module of formula display. The program is excellent, even better than Word 5 for Mac and faster. The current version is 4. I don't know is an english version exist.
MArc

5648. Deskjet 500C probs...

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 10:00:31 UTC
From: jared@midiline.la.ca.us
Message-ID: <kNDHuB2w165w@midiline.la.ca.us>
Source record: 214661

I have an Atari MEGA ST2 (TOS 1.2), and it doesn't like working with my HP Deskjet 500C. Is there someone out there who can tell me how to create a printer driver in 1st Word (not 1st Word Plus!) to work with my HP Deskjet 500C? Also, it seems, after the first printout from the desktop I do on my Deskjet (you know, double clicking on a non-program file to get the [Show] [Print] [Cancel] dialog box), it won't do anything more. If I tryu another printout, it just sits there, like the printer isn't connected. But I know it is... What's wrong?

Detailed explainations, assistance, help, etc. much appeciated.

Reply in Email to: jared@midiline.la.ca.us

Thanks!

Jared

---

jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

5649. Re: Grav 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 10:04:13 UTC
From: sanders@sci.kun.nl
Message-ID: <BxyJz2.HCq@sci.kun.nl>
Source record: 214468

I'm sure grav2 is a nice game, but on my 3M 260ST with TOS 1.04 it just
throws four bombs at me.

What am I doing wrong?

Sander SToks
sanders@sci.kun.nl

5650. g++ : Any 1 Meg versions ??????

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 11:22:56 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1992Nov19.112256.9477@ccsun.strath.ac.uk>
Source record: 214657

Erm ... anybody know of ANY way to get G++ running on a 1 meg ST ??

I have plenty of HD space ..... just no memory (and no money, so
pleeze don't tell me to upgrade :])

Dave. (Executing in Mellow-32bit mode)

--

<===>
|| David McNicol cabp09@ccsun.strath.ac.uk ||
<===>

<===>
|| is it just me or does this happen to everyone ?? ||
<===>

5651. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 11:34:16 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <TZHHuB3w165w@comtch.spk.wa.us>
Source record: 214658

kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:
> I thought I'd never see the day when Compute! (er... Compuke!) magazine gave
> any non-PC or non-Mac the time of day. The end must be near...

Geez, I remember the days when Compute! was a REAL computer magazine,
with type-in program listings, inlcluding Atari ST. Of course, when they
removed the type-in programs, I cancelled my subscription and got my
money back... (I learned a fair bit about ST programming from those
listings. I don't think I ever used one as they presented it, but it
taught me a lot...)

<sigh> The only magazine left that gives type-in listings is Dr.Dobbs.
Kinda sad, really. How are new computer owners supposed to learn how to
program now? (yes, I learned programming from Antic... that probably
explains a few things about my code...)

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

5652. Re: 1MB STE SIMMS: - are they 70ns?

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 12:30:14 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992Nov19.123014.23076@rhrk.uni-kl.de>
Source record: 214659

annius@eri.research.ptt.nl (Annius Groenink) writes:

>I'm in urgent need of the other half of my 4 megs. Before I buy my SIMMs (the
>store isn't into Atari) could someone confirm that what I need is 70ns SIMMs?

No, you don't. For a normal STE they might be slower (-100ns). But you can
buy these 70ns SIMMs. I think 80ns-100ns isn't much cheaper to get.
But you can also use 9-bit SIMMs. They are much cheaper then the 8 bit
version (the PC-Market causes that) !!

5653. Re: Accessing joystick from 'C'

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 13:10:23 UTC
From: tony@microware.co.uk
Message-ID: <1292@mwuk.UUCP>
Source record: 214683

In article <1992Nov18.093245.8277@ccsun.strath.ac.uk> cabp09@ccsun.strath.ac.uk ("David McNicol") writes:
>
> Hi there,
> Does ANYONE out there know how to read the joystick ports
> of an atari ST in C/Assembly ?? I presume there must be tonnes of
> people out there.

I never saw it properly documented, so about 4 years ago, using information from the old Abacus/DataBecker internals book, I set about investigating the Keyboard vector routines, using a packet handler which I could patch into the vectors I wanted to investigate. The C program I used is given below. As written, it hooks into the status and joystick vectors. For just the joystick information, it is not necessary to use the status vector. Obviously, the program could be cut dow to just bare bones for joystick handling, but I thought the complete thing might be of interest.

It was compiled using Lattice C 3.0.4. UBYTE is just a typedef of unsigned char. You won't need <portab.h> if you define this by hand. cprintf() is just printf() directly to the console. The include file <fctype.h> is just a variant of <ctype.h>, which itself would do fine.

It should be compiled to a .TOS executable.

```
------------------------------------------------------------------------
#include <portab.h>
#include <osbind.h>
#include <fctype.h>

typedef struct {
void (*midivec)();
void (*vkbderr)();
void (*vmiderr)();
void (*statvec)();
void (*mousevec)();
void (*clockvec)();
void (*joyvec)();
void (*midisys)();
void (*ikbdsys)();
} KBVEC;

UBYTE joy0,joy1;
UBYTE list[10];
int got=FALSE;
```

```
void dopkt(packet)
UBYTE packet[];
{
register int i;

for(i=0;i<10;i++)
list[i]=packet[i];
got=TRUE;

if (packet[0]>=0xFE) {
joy0=packet[1];
joy1=packet[2];
}
}

void main()
{
KBVEC *p,save;
UBYTE old0,old1;
char buf[128];
int cmd;
char c;

p = (KBVEC *)Kbdvbase();
save.joyvec = p->joyvec;
p->joyvec = dopkt;
save.statvec = p->statvec;
p->statvec = dopkt;

Ikbdws(0,"\x12"); /* Turn mouse off */

old0=old1=0xFF;
cmd = 0;

for(;;) {

if (Cconis()) {
c=toupper((short)Crawcin());
if (c=='\x03') {
Ikbdws(0,"\x08"); /* Restore mouse operation */
p->joyvec = save.joyvec;
p->statvec = save.statvec;
Pterm0();
}
else if (c=='\r') {
buf[0]=cmd;
Ikbdws(0,buf);
cmd = 0;
}
else if (c>='0' && c<='9') {
cmd = ((cmd & 0xF) << 4) | (c-'0');
cprintf("cmd = %X\r\n",cmd);
}
else if (c>='A' && c<='F') {
```

```
cmd = ((cmd & 0xF) << 4) | (c-'A'+10);
cprintf("cmd = %X\r\n",cmd);
}
}

if (got) {
cprintf("Packet = %02X %02X %02X %02X %02X %02X %02X %02X %02X %02X\r\n",
list[0],list[1],list[2],list[3],list[4],
list[5],list[6],list[7],list[8],list[9]);
got=FALSE;
}

if (old0 != joy0) {
old0 = joy0;
cprintf("Joy0 = %02X\r\n",old0);
}

if (old1 != joy1) {
old1 = joy1;
cprintf("Joy1 = %02X\r\n",old1);
}
}
}
```

Armed with the information gleaned by this program, it was possible to write assembler routines to setup, use and unsetup the joystick. JOYINI and JOYEND should be callable from ASM or C, and the global variables JOY0 and JOY1 will be updated automatically whenever a joystick state changes.

I can't remember what bit means what, but that is easily determined by trial and error.

```
;
JOYINI MOVEM.L A0-A1/D0,-(SP) ; Save registers
MOVE.W #34,-(SP) ; Kbdvbase()
TRAP #14 ; Xbios
LEA 2(SP),SP ; Better than ADDQ, as it
; doesn't set any flags.
; Now D0 points to the table of longword vectors. The
; joystick vector is at offset 24 from this.
;
MOVEA.L D0,A0 ; Must be in an addr reg
MOVE.L A0,ADRSAV ; Save table address
MOVE.L 24(A0),JOYSAV ; Save current joy value
LEA OURJOY(PC),A1 ; Position independent
MOVE.L A1,24(A0) ; Point vector to our code
PEA MOUSOF(PC) ; Command to turn off mouse
MOVE.W #MOUSOFL-1,-(SP) ; Length-1
MOVE.W #25,-(SP) ; Ikbdws()
```

```
TRAP #14 ; Xbios
LEA 8(SP),SP ; Tidy stack
MOVEM.L (SP)+,A0-A1/D0 ; Restore registers
RTS
;
JOYEND MOVEM.L A0,-(SP) ; Save registers
MOVEA.L ADRSAV,A0 ; Point to table
MOVE.L JOYSAV,24(A0) ; Restore old value
PEA MOUSON(PC) ; Command to restore mouse
MOVE.W #MOUSONL-1,-(SP) ; Length-1
MOVE.W #25,-(SP) ; Ikbdws()
TRAP #14 ; Xbios
LEA 8(SP),SP ; Tidy stack
MOVEM.L (SP)+,A0 ; Restore registers
RTS
;
MOUSOF DC.B $12
MOUSOFL EQU *-MOUSOF
MOUSON DC.B $08
MOUSONL EQU *-MOUSON
;
; This next is our joystick interrupt routine. We may use
; registers A0-A2 and D0-D2 without having to save them.
;
OURJOY MOVEA.L 4(SP),A0 ; Pointer to packet
CMPI.B #$FE,(A0) ; Joystick packet?
BLO.S NOJOY ; Ignore if not
YESJOY MOVE.B 1(A0),JOY0 ; Copy joystick 0.
MOVE.B 2(A0),JOY1 ; Copy joystick 1.
NOJOY RTS
;
DATA
;
BSS
;
ADRSAV DS.L 1 ; 4 bytes for table addr
JOYSAV DS.L 1 ; 4 bytes for old vector
JOY0 DS.B 1 ; Joystick 0 state.
JOY1 DS.B 1 ; Joystick 1 state.
;
END
```

Hope this is of help to people. Please feel free to add the contents of this article to any FAQs, etc.

Tony

--

Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.

----------| Leylands Farm, Nobs Crook,

Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

5654. 21 meg floptical info

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 13:46:44 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <19NOV92.08464456@cc4.crl.aecl.ca>
Source record: 214660

MANY netters have asked me for info about the floptical. It is too time consuming to send individual replies so here is a general post:

To use a floptical, you need one of the following configurations:

TT with SCSI port -- SCSI cable -- floptical (cable comes with floptical)

ST/STE with DMA port -- LINK DMA to SCSI adapter on SCSI cable -- floptical

The only difference is that ST/STE systems do not have SCSI ports so you have to add the LINK DMA to SCSI adapter onto the end of the SCSI cable.

Run the ICD boot program that comes with the LINK adapter and voila, you can access the floptical (your computer sees this as another hard disk so you will have to install another desk icon).

It's that simple. It's all available from TOAD (I sell to the CDN market but I do not post my company's name on the net to avoid commercial conflict)

BTW, the floptical R/W 1.44 and 720 disks; currently no way to format them on the floptical because these formats are used for floppies and the floptical is treated as a hard disk. Sounds like a quick job for the Codeheads!!!

5655. Re: help with (de-)archivers please

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 15:06:18 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.722185578@rw8.urc.tue.nl>
Source record: 214211

for .arc files you need arc.ttp (preferably version 6.02)
for .zoo files you need zoo.ttp (preferably version 2.01)
for .lzh files you need lharc.ttp (preferably version 2.01i or higher)
for .zip files you need stzip (version 2.0 at the moment I think.)
and then there are .arj files which are not used very much on atari
computers and .msa files which compress entire disks (no fun)
for .Z files you need compress.ttp or uncompress.ttp (compress -d will
work too) (you should get a 16-bit verions of compress to uncompress
most .Z archives.)

Erlend.

5656. Floptical Hardware Requirements

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 15:19:10 UTC
From: rdo@kynes.bison.mb.ca
Message-ID: <H.ea.QV&MIjLuh_U@kynes.bison.mb.ca>
Source record: 214670

Do you HAVE to use ICD's LINK to connect a floptical? I have an ICD host adaptor for my external SCSI hard disk. Can I not plug a floptical into the DMA out plug on the external disk?
--

```
_____________________________________________________________________________
| _ /| | Russell Ochocki
| \`o.0' | rdo@kynes.bison.mb.ca
| =(___)= |-------------------------------------------------------------------
| U | A closed mouth gathers no foot.
|_________|___________________________________________________________________
```

5657. Exchangable Harddisk: How well does they work?

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 15:21:57 UTC
From: cpr@dde.dk
Message-ID: <1992Nov19.152157.24803@dde.dk>
Source record: 214674

I am considering buying a harddisk with removable media, but I no idea how well they work, and which one to use (so far I have seen an advert for a SyQuest 44M drive).

It must be able to work with my AdSCSI Plus controller and harddisk (Seagate something). I am looking for a way of getting a larger disk capacity and a convenient way of making backups (just lost the entire disk contents by means of DLII and Reorg the other night).

thanks - also for any hints towards any good disc-recovering tools :-(

Claus

+--------------------------+---------------------+--------------------------+
Claus Priisholm		Dansk Data Elektronik A/S
Software Engineer	Runtime is	Vindingvej 2C
Euromax Newspaper System	Funtime!!!	DK-7200 Vejle
email: cpr@dde.dk		(+45) 75 72 26 00
+--------------------------+---------------------+--------------------------+

5658. Re: How's Things At COMDEX?

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 16:23:02 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1egf17INNb5@usenet.INS.CWRU.Edu>
Source record: 214662

In a previous article, rost@tecrus.dec.com (My name is Brian Rost) says:

>
>I saw in STReport that Sam Tramiel was supposed to be doing an online
>conference from COMDEX Monday night. Anyone have details? Any Atari-related
>COMDEX news in general (i.e. delivery dates, prices, other lies)?
>
> Brian Rost @tecrus.enet.dec.com
>
> 508-568-6115
>
> **
> * *
> * The above does not reflect the opinions of *
> * my employer. *
> * *
> * If music is outlawed, only outlaws will be *
> * musicians. *
> * *
> **
>
>

It is really embarassing that nobody from the net went to COMDEX.

You'd think that SOMEONE went.

Though, I heard that there weren't any new systems announced.

--

5659. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 16:37:49 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov19.163749.14590@newshost.lanl.gov>
Source record: 214663

In article 12083@bsu-ucs, 01mbmccabe@leo.bsuvc.bsu.edu () writes:
>>
>> I thought I'd never see the day when Compute! (er... Compuke!) magazine gave
>> any non-PC or non-Mac the time of day. The end must be near...
>>
>> Anybody care?
>
>Only so far as to ask if I'm the only one here who remembers far enough back to
>the day of type in programs out of Compute?

Are you kidding? I still have calouses on my fingers from pounding away on
the keyboard of my Atari 800 to get 5,000 lines of DATA statements entered.
Remember the old checksum programs the mags had to check your typing? <groan>

Even further back, anyone remember the 8-bit version of NAVAL BATTLE that was
on one of the Antic disks? I did both the Antic 8-bit and Start ST versions, but
the 8-bit was my favorite. Custom character sets, VBI's for more colors,
background music... all in <48K. Those _were_ the days! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5660. Re: Disassembler

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 16:42:02 UTC
From: S_SAMSO@iravcl.ira.uka.de
Message-ID: <1egg4qlNNdtd@iraul1.ira.uka.de>
Source record: 214665

In <1e7r5lINNjet@iraul1.ira.uka.de> rogina@i13d7.ira.uka.de writes:

> Is there a disassembler which can disassemble plain code without program headers
> and that kind of stuff. The disassemblers from a.a keep crashing or telling me
> that they can only handle .PRG, .TTP, .TOS etc. programs, or they produce a
> listing which contains one data-statement.
>
> Ivica Rogina, rogina@ira.uka.de

Hi! As I don't know if you recieved my local message I am posting this
in the news. I have been using the monst disassembler for some time
now and it's really the best i've found in Public Domain. It won't let
you load a code-data file as if it were .prg, .tos, ... but you can load
the data to a certain memory address and then redirect the PC to it or
just look at it with "m [address]". Of course you have to take care that
you don't overwrite some important data in memory, therefore you should
load it to a high address... the screen buffer (normally $78000 or $f8000
depending on 1040 or 520) would be a possible option if your code doesn't
work with this zone of memory.
If what you want to do is some serious assembling with your ST and you
don't mind giving away some coins then I would recommend you (how not...)
GENST/MONST2 wich has some very usefull improvements over the first.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
The Spacewalker ~O
"Walkin' thru Cyberspace..... <|_,
....aaaaaahhh! \/\
it's refreshing" /
-->s_samso.iracl.ira.uka.de

5661. Re: Warp 9 Upgrade pricing

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 16:42:26 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Nov19.114227.14116@umiami.ir.miami.edu>
Source record: 214112

In article <1992Nov19.014700.7578@magnus.acs.ohio-state.edu>,
jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
>
> Howdy, all!
>
> I have a small dilemma that I thought some kind soul out there might
> be able to help me solve. I want to upgrade my copy of Warp 9, v3.61,
> to the newest version. Unfortunately, I have several different
> references which seem to be quoting different prices for the upgrade.
> One says $15, another $20.
>
> So I guess my question is, how much is the upgrade? Any help with
> this will be GREATLY appreciated.
>
> Joe
> --
> __________ | jreiss@magnus.acs.ohio-state.edu
> | |___) | """
> _/OE | \EISS | Dammit, Jim. I'm a doctor, not a repository of witty
> `---- | remarks. Face it. Wit's dead, Jim.

I believe it to be $20. I upgraded my original Warp 9 disk at WAACE and it
was $30! This is because of the major updates includingthe new selectable
screen saver option, known as Extendo-Save. It is very much like After Dark
for the PC/Mac. But it is really worth the upgrade. But for an absolute
answer, call codehead!

Mark Santora

5662. MGIF 4.0 problem (was Re: MGIF 4.0 uploaded to atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 16:54:20 UTC
From: ehs@jyu.fi
Message-ID: <1992Nov19.165420.23954@jyu.fi>
Source record: 214664

In article <1992Nov18.110007.11018@jyu.fi> I wrote:

>Also, anybody else having problems launching this version under
>tcsh? It works just fine until it says "copy to transform array"
>at which point it just exits.
(and so on...)
To clarify things, further experiments have revealed that
this seems to happen whenever there's less than some 2.5 meg
free RAM available. So it was not a tcsh bug/incompatibility,
only this mgif version being quite the memory hog.

EeroS

5663. Help! TOS 2.06 requires jumpers set...I have resistors.

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 16:55:42 UTC
From: morrison@ee.ualberta.ca
Message-ID: <morrison.722192142@ee.ualberta.ca>
Source record: 214666

Greetings,

I just recieved the TOS 2.06 ROMs I ordered a couple of weeks ago from CodeHead. The package is really slick. I popped out my old ROMs, put in the new ones, and then hit the section about "jumper" settings. I hunted around for about five minutes, looking for the "jumpers" W102, W103, and W104 without finding them. Then I started looking closer at the system board, at the printing, instead of just looking for jumpers. Aha! There they are...right beside the ROMs...only they aren't jumpers, they're resistors, soldered right into the board.... So, I said, "S#*t." And that's where I'm at still.

So, what do I do? Continue using TOS 1.4? Desolder the resistors from the system board and resolder them in the correct positions? I am hesitant to apply a soldering iron to my system board. Could I install jumpers of my own, or are these resistors critical? (I can't tell what value they are as they have been painted over.) This makes me quite angry.

Oh, yes, I should mention that the "jumpers" are soldered into the wrong points for the new ROMs, according to the docs CodeHead sent me, and I tend to believe the docs...my system won't come up when I power it on.

Can anyone give me some advice? What do these jumpers do? Are they involved in addressing the new ROMs? Help!

~~~~~~
| Robert Morrison morrison@bode.ee.ualberta.ca |
| Edmonton, Alberta, Canada |
| IBM Canada Ltd. Ph: (403) 439-9372 |
~~~~~~

5664. Re: TT and llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 18:27:53 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Nov19.112755.4003@arizona.edu>
Source record: 214669

In article 722165666@oxygen.sys.uea.ac.uk, sms@sys.uea.ac.uk (Steve Sowerby) writes:
> gordonf@monashee.sfu.ca (Gordon Farrell) writes:
>
> >In article <bnell.722014781@protege> bnell@siemens.com. (Bill Nell) writes:
> >> I was under the impression that llamatron worked on TT's (as long as you
> >>had some sort of 24-bit MMU program). I've downloaded the llamatron on a.a
> >[...]
> >>really work on the TT or not? And if it does, then what is wrong with my
> >>copy or (god forbid :-) my TT?
>
> >Well, you can stop worrying about your TT. It craps out on mine, too, even
> >with the pmmu2 24-bit programme from a.a. Sounds like false advertising
> >to me! :-(
>
>
> That's weird... I'm sure my copy of 'Llamatron' works fine on my TT with

[stuff deleted]
>
> I wonder does everybody who can't get Llamatron working have TOS 3.06 (I've
> got 3.05)
>

I'v got 3.05 and I've never been able to get it to work (from a.a.).

>
> -Steve Sowerby (sms@sys.uea.ac.uk)

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

5665. Re: Sam Tramiel GEnie Conference Transcript!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 18:34:39 UTC
From: dunham@mpd.tandem.com
Message-ID: <2950@devnull.mpd.tandem.com>
Source record: 214566

At the end of the GEnie conference report, mention was made of another conference on 18 Nov that would be discussing Data Diet 2.0 and Data Rescue. Did anyone grab a copy of that? Might it be posted to c.s.a.st?

Thanks. (And thanks to Jody Lenn for posting the Tramiel conference.)

--
Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

5666. RE: 21 meg floptical info

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 18:41:49 UTC
From: DKoppen@air31.larc.nasa.gov
Message-ID: <DKoppen.22.722198509@air31.larc.nasa.gov>
Source record: 214672

csullogg@cc4.crl.aecl.ca stated that ...
>BTW, the floptical R/W 1.44 and 720 disks; currently no way to format them
>on the floptical ...

I have formated both types of floppies on my floptical, _no_problem_.
True, you must use ICD's ICDFORMAT.PRG to do it, but the floppy is correctly identified as a 720 Kbyte or 1.44 Mbyte hard disk (probably looks at the holes in the top of the diskette to determine what type of disk it is).
After formating, the program asks how to partition the new hard drive. I get a kick out of _that_ one. I suppose you could partition a 720 as two 360's but I haven't tried it.
I routinely format 720's in the floptical, make a single partion, and then move the floppy to the internal DS/DD floppy on my STe and R/W files.
Single sided disks, 10 sector disks, and 80+ track disks are bad news to the floptical, however.
BTW, I bought my floptical from Joppa computers. I believe they sell the floptical for 400 dollars and the floptical with LINK for 500, but please check with them for current pricing.
Thanks for reading,
Daniel Koppen
dmk@air31.larc.nasa.gov
Daniel Koppen
dmk@air31.larc.nasa.gov

5667. Re: CUMANA OS/9

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 19:07:01 UTC
From: faype@bcvms.bc.edu
Message-ID: <1992Nov19.150701.1@bcvms.bc.edu>
Source record: 214676

In article <8ay1_2k@rpi.edu>, oyakea@vccsouth09.its.rpi.edu (Amalaye Oyake) writes:
> Questions :
> Does anyone have any info on Cumana OS/9 ?

I don't know about Cumana, but I do about OS/9.

I'm going to assume that the OS/9 you're talking about is the same OS/9 I know about. I doubt there are two. OS/9 has been marketed by Microware Systems in Iowa (or was it Idaho?) for over a decade. It started as a assembly-written multitasking mini-unix system for the Motorola 6809 chip (8bit external/16bit internal). That was first used as a controller executive system (real-time system), and then a whole set of business applications were developed and sold as S100-bus systems (remember them? - or am I showing my age?). It was top-of-the line micros at that time. Eventually stupid Tandy picked up OS/9 as the OS for their Color Computer after years of hackers yelling at them to do so. Then came the high-end systems translation to 68000 machines - and you can now get it (I assume Microware is still afloat) for probably over 100 machines, mostly 680X0 - including the AtariST.

It comes basically as a full-blown Unix system with the command names slightly changed to protect the innocent. The difference from 4.3bsd, or SysV is (1) size is very small, (2) modular OS - add whatever drivers you like for your system - even while the OS is running (3) it's REALLY a real-time system as opposed to Unix hacks to mimic one.

It has been a few years since I've had any contact with it, so all this is retrospective.

> 1) does it multitask ?

yes. Essentially same way as Unix, except it can be a real-time sytem as well as general time-sharing.

> 2) does it have specific applications ?

It has a very large set of applications, as it has been used for many years as (1) office/accounting systems and (2) real-time controller and (3) Unix-type development systems. The applications are basically everything you have that can be legally translated from Unix systems, plus a few hundred third-party applications - not the well-known ones, though, like Microsoft, Ashton-tate, whatever.

> 3) Can it recognise a network ?

Yeah, network capabilities.

> 4) What is it !!!!!?????!!

> 5) WHat are os/9 's capabilities ?

See above.
-pete

5668. Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 19:14:54 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov19.141454.12110@bsu-ucs>
Source record: 214682

> Don't even think about getting Silent Service 2 unless you have at least
> 1meg, and a Hard-drive. it's unplayable from floppy!

What about on a 4meg machine w/RAMDISK and NO hard-drive?

-Matt

5669. Re: Old Game...what's it called.

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 19:20:21 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1egpdlINN4bi@golem.wcc.govt.nz>
Source record: 214671

Dungeon Master
Chaos Strikes Back
Eye of the Beholder
(^Not on the ST though^)
Captive (No spells)
Corporation

That's all the dungeon-type games I can remember. (Although I've seen many more)

5670. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 19:23:42 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov19.142342.12112@bsu-ucs>
Source record: 214681

> Even further back, anyone remember the 8-bit version of NAVAL BATTLE that was
> on one of the Antic disks? I did both the Antic 8-bit and Start ST versions, but
> the 8-bit was my favorite. Custom character sets, VBI's for more colors,
> background music... all in <48K. Those _were_ the days! :)

This all brings one big piece of trivia to mind...In the EARLY, EARLY, EARLY
days of Compute! does anyone remember reading the article about the new
computer being designed that eventually became the Amiga? I remember they
talked some about the likelyhood of it's becoming part of the Atari stable.
Anyway....can anyone tell me what the 'working' name for the Amiga was? hint:
Amiga was part of the name (I think Amiga might have been the name of the
group/company who developed it)????

-Matt

5671. Re: 21 meg floptical info

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 19:27:38 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov19.192738.8719@newshost.lanl.gov>
Source record: 214675

In article 08464456@cc4.crl.aecl.ca, csullogg@cc4.crl.aecl.ca () writes:
>BTW, the floptical R/W 1.44 and 720 disks; currently no way to format them
>on the floptical because these formats are used for floppies and the
>floptical is treated as a hard disk. Sounds like a quick job for the
>Codeheads!!!

Really? You mean you simply cannot format 720K or 1.44Mb floppies on a
floptical disk drive? Hmmm, that certainly sheds another light on the
subject of the true usability of a floptical!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5672. Winx

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 19:33:33 UTC
From: bossoj@aix.rpi.edu
Message-ID: <!_z1s#h@rpi.edu>
Source record: 214673

I just downloaded a copy of Winx in hopes of using it to patch
my TOS 1.4 to be able to use more than 8 windows. Unfortuanately,
I don't understand German, and I cannot make heads or tails of the
instructions!! My question is: What do I have to do to patch
my TOS 1.4 (they are ROMS)? Do I have to create a new file with
Winx and then burnthem into a new set of Eproms?

Any help would be greatly appreciated!

Joe (bossoj@rpi.edu)

5673. Re: Floptical Hardware Requirements

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 20:35:06 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Nov19.203506.11752@csi.uottawa.ca>
Source record: 214690

>Do you HAVE to use ICD's LINK to connect a floptical? I have an ICD host
>adaptor for my external SCSI hard disk. Can I not plug a floptical into the
>DMA out plug on the external disk?

The story that I hear locally is:

Yes, it works with the other ICD Host Adaptors.

But you need the newest version of the software (something like
ICDBoot 6.0.4). There was someone that picked up one of these units,
and was trying to run it using version 6.0.2, without success. It's
probably a good excuse to send ICD five bucks to upgrade you to the
latest edition.

There may also be problems formatting flopticals using a version of
ICDFORMAT.PRG older than the latest edition.

I suggest you wait 2 weeks until the versions stabilize before buying
:-). It probably won't take as long as Falcon, since the hardware and
software are both quite readily available, but may just need some
coordination. And ICD seems to be a little more coordinated than
Atari...

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

5674. ** Midi Equip for sale **

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 20:43:49 UTC
From: kslate@MtHolyoke.edu
Message-ID: <BxzDL2.25E@mtholyoke.edu>
Source record: 214679

For sale: the following midi equipment.

Casio CZ-5000 - Full size midi keyboard with built in 8 track sequencer. Excellent cond. $425.00 B/O

Casio CZ-101 - mini midi keyboard, four mono voices, excellent sound module. Excellent cond. $140.00 B/O

Roland TR-505 - durm machine, 16 voices pcm sound, excellent cond. $150.00 B/O

Boss Mixer - 6 input stereo out, excellent cond. $70.00 B/O

Yamaha YME-8 - midi through box, 2 in, 8 out, switchable, excellent cond. $65.00 B/O

Keyboard Stand - Custom to hold the two keyboards, drum machine, and mixer. excellent cond. $65.00 B/O

email offers and tell me if it includes shipping or not.

Kevin

5675. Re: How's Things At COMDEX?

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 20:44:36 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov19.204436.3978@elroy.jpl.nasa.gov>
Source record: 214677

In article <1egf17INNb5@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>It is really embarassing that nobody from the net went to COMDEX.
>
>You'd think that SOMEONE went.
>
>Though, I heard that there weren't any new systems announced.

I was there Monday and Tuesday, it was a pretty good show. Sorry I didn't take many notes. The Atari booth is in the Sands conference center, they have the largest booth there. (I guess the Sands facility is 2nd or 3rd compared to the main exhibits in the Las Vegas Convention Center...) Plenty of Falcons there, all running TOS 4.01 in ROM. No new systems were announced while I was there. There was a corner showing music applications, with a good MIDI setup and various other stuff, the main emphasis seemed to be on the D2D direct-to-disk digital recorder. Hisoft was there in the applications corner showing off their product line on a pair of TTs. There were a couple other companies whose names I don't recall right this moment, showing some word processing and other stuff. One Falcon was setup with a JRI Genlock box and a video camera, scrolling graphics text over a live view of the passersby. The Kodak PhotoCD system was being demoed as well, showing PhotoCD images in 768x512 resolution on an SC1224 equivalent as well as a larger (20" or so?) TV. There was another kiosk for graphics apps, which I didn't spend too much time at. At the productivity booth they were showing a Falcon-controlled loom/weaving machine or whatever you call it. It was pretty slick, the guy had a scanner to scan in an image, and then with the control program you could do stitch-pattern fills on regions of the image, and then the machine would go and weave the image on your target form. This machine was setup with baseball caps, doing multi-color Atari logos and other such.

My company [Digital-Optical-Analog] is showing our voice-mail system at the telecommunications kiosk, which is a single-line multi-user voice-mail/ automated-response system for the Falcon. After a bit of discussion it looks like we will start work on a multi-line unit as well, but the single-line system is operating nicely at the show. On the other side, there was an STFax setup as well as some other terminal program and such. At another corner there was a large screen TV showing a true-color video and live audio demo, and at the opposite corner they had their Targa slideshow program running on another TV. Last but not least, there was a kiosk with a couple Falcons running various game demos, and a bunch of portfolios on the opposite side.

John Nagy and John Tarpinian from AtariUser were there Monday, so you can expect a more detailed report from them in the next issue.

There was another company that was supposed to be showing a text-to-speech system next to our setup, but their English version wasn't ready so they opted not to setup at all. Too bad, they said their French and German systems were quite good, and it probably would have been worthwhile to set that up regardless.

I managed to break away from our booth and get to the main convention hall for about an hour, that was somewhat interesting. I stopped in at the Motorola booth to try and get info on the 68060 but no info was available. They did have two Falcons on display as well as a Commodore Amiga 4000 and various Apple Quadras.

Monday was a pretty slow day, things were busier on Tuesday, and apparently Wednesday is the peak day for the show but I had to get back to my day job by then so I missed out. The booth is pretty well situated though, we had a lot of traffic coming by doing double-takes ("Voicemail on a PC?") and tripletakes ("voicemail on an Atari??") and a lot of folks were stopping to ask questions, and they all seemed suitably impressed by the voicemail system. (If I do say so myself...) Sam Tramiel brought a number of prospective distributors by our setup to show off the system, so I'm pretty optimistic about having drummed up some good business there. He also brought Jack by a couple times, which was rather a gratifying experience.

Other folks I can still identify by name... Bob Brodie (of course), J Patton, Bill Rehbock, Mike Fulton... hm. Art Pruszynski, who was head of the Atari Unix project and is now head of the US Marketing effort. I had quite a few excellent conversations with him, talking about what happened to the TT Unix project, some other stuff. Apparently the TT Unix was complete as a product, but they felt that its performance was too lackluster to justify marketing it (and the cost of support that would entail). It seems to me that another company could easily approach Atari about buying the rights to the product and distributing it themselves, if you're really set on seeing it appear on the TT. I was tempted to volunteer our company right on the spot but I don't think we have the manpower at the moment nor is it really in the company's focus. (Oh well.) At any rate, the development effort there isn't going to go completely wasted, they'll revive the project when they have a fast enough system to run it on. I'd expect to hear more rumblings about a 68040 machine by early next year, but definitely nothing by the end of '92.

Kind of a jumbled report, but I think you get the idea. (Mebbe the jumbled recollection is a result of my slightly questionable mental state at the time, I'd been up 4 days straight getting our demo together...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

5676. Atari Computer Fiends at the U. of Washington

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 20:53:21 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Nov19.205321.1816@u.washington.edu>
Source record: 214697

The fourth monthly meeting of our UW Atari users' group will be held this Saturday, Nov. 21, at 4:00 pm (so there's no confilct with STTNG), in Lowe 217. Everyone's welcome! I'll have my TT there. Bring any programs you want to demo, problems you need help with, or anything else that you feel might contribute, if you can. Bring friends too!

For more information, E-mail me at dud@u.washington.edu or call me at 522-8641.

See you there!

Dan Aylward (President)
dud@u.washington.edu

5677. Re: Gulam bombs! Help.

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 21:01:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov19.210104.4554@elroy.jpl.nasa.gov>
Source record: 214678

In article <1992Nov18.053327.754@eskimo.com> gregs@eskimo.com (Greg Sumner) writes:
>Q: I have just switched to an atari STe from a plain ST. Now Gulam
> bombs when I use the "mem" command. I get two bombs -- memory
> address error, no? and I get dumped to deskdop. Anybody?

This is a long-standing bug, there is no fix since there haven't been any
new releases of Gulam since 1987. Just don't use the mem command.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

5678. Re: Exchangable Harddisk: How well does they work?

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 21:15:44 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov19.211544.5126@elroy.jpl.nasa.gov>
Source record: 214680

In article <1992Nov19.152157.24803@dde.dk> cpr@dde.dk (Claus Priisholm) writes:
>I am considering buying a harddisk with removable media, but I no idea how
>well they work, and which one to use (so far I have seen an advert for a
>SyQuest 44M drive).
>
>It must be able to work with my AdSCSI Plus controller and harddisk (Seagate
>something). I am looking for a way of getting a larger disk capacity and a
>convenient way of making backups (just lost the entire disk contents by means
>of DLII and Reorg the other night).

I've been using a Syquest 44MB drive for 2 years, it works fine with ICD
AdSCSI. Just plug it in and partition it, nothing to it. Btw, if anyone would
like to buy my 44MB drive (so I can buy an 88MB unit, heh) drop me a line.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

5679. MGIF bug fixed, patch included (was MGIF 4.0 problem....)

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 21:26:44 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <BxzFKK.G0w@news.chalmers.se>
Source record: 214689
Body handling: Inline uuencoded payload not displayed: patch.prg

```
In article <1992Nov19.165420.23954@jyu.fi> ehs@jyu.fi (Eero H. Sarkkinen) writes:
>In article <1992Nov18.110007.11018@jyu.fi> I wrote:
>
>>Also, anybody else having problems launching this version under
>>tcsh? It works just fine until it says "copy to transform array"
>>at which point it just exits.
>(and so on...)
>To clarify things, further experiments have revealed that
>this seems to happen whenever there's less than some 2.5 meg
>free RAM available. So it was not a tcsh bug/incompatibility,
>only this mgif version being quite the memory hog.
>
>EeroS

The problem is that MGIF allocates too much memory for the image buffers. Only
32k remains if you have less than 2Mb free when you start.
The 96k needed for the flicker screens is not allocated until after the
unpacking and the program does an exit(-1) if the allocation fails.

Below you'll find a small uuencoded program that will patch MGIF if you run it
in the directory where you keep MGIF.TTP. It does exactly the same thing as the
source code change described.
With this fix it should be possible to run MGIF even on a 520.

By the way, I'm working on v4.1 now. I've already added a quick preview using
ordered dither (a little over a second for a full screen).
Please, let me now what you'd like to see in MGIF.
JPEG? Medium res? More image processing? GIF writing?
If you think you could help, please mail.

------
If you have the sources and can compile them:

The following line is what causes the problem(at the start of main() in mgif.c)

MAXIMG = MAXRAW = ((long)Malloc(-1L) - 32768) / 2;
^^^^^
This is the amount of memory left in the system after allocation of the image
buffers. Try changing this to 131072 (=128k) for example.
This will solve the problem.

----- cut here ----

[Inline uuencoded payload not displayed: patch.prg]
```

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

5680. more 21 meg info

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 21:34:13 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <19NOV92.16341313@cc4.crl.aecl.ca>
Source record: 214685

I keep getting requests for info on the 21 meg floptical I bought. I cannot take the time to answer reach netter individually so here goes - again.

First, a net wide apology to everyone for writing LYNX instead of LINK in my original posting. Just found out that I made the error. Maybe that's because I own a LYNX and the LINK.

Second, the floptical I have, purchased at dealer pricing from Pacific Software in California (I am a dealer) is a SCSI device that plugs into any computer with a SCSI port (like the Atari TT). If you have an ST or an STE with a DMA, not a SCSI port, you have to by the LINK adaptor from ICD - this little device converts your DMA port (the hard disk port) into a SCSI port. If you already have an external drive on your ST/STE, just plug the LINK adaptor into the OUT port on the hard disk (assuming it has an IN/OUT like my FA.ST drive does) and then plug the floptical into the LINK.

You will need to run either the ICD version 6 boot program or an equivalent code that allows you to recognize a remmovable disk on your system.

The floptical is treated as a removable 21 meg hard disk. Let's say that you have a hard disk with partitions C,D and E and then you plug in the floptical an reboot. Drive F will be the floptical and you'll need to install a disk icon for F. Hard disk utilities can format the floptical, as far as I can tell, currently there is no provision to format 720K or 1.44 meg floppies on the floptical although right now you can read/write these disks of they are already formatted.

Last, sorry for all the typos. I am on my way home and I have typed this note at a w.p.m. rate far above what I should have.

5681. Grav 2 has an internal CRC error.

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 21:47:05 UTC
From: mwtilden@math.uwaterloo.ca
Message-ID: <BxzGIJ.883@math.uwaterloo.ca>
Source record: 214491

UNARC takes it apart, but the game just hangs when you run it.
Pity, as it looks like a good one.

Is all.

--
Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
-_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G1
|__-_-_-| \/ (519)885-1211 ext. 2454
"MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!!"

5682. Re: TT and llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 21:59:30 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Nov19.215930.1676@sfu.ca>
Source record: 214684

In article <sms.722165666@oxygen.sys.uea.ac.uk> sms@sys.uea.ac.uk (Steve Sowerby) writes:
[...]
>I wonder does everybody who can't get Llamatron working have TOS 3.06 (I've
>got 3.05)
>
>
>-Steve Sowerby (sms@sys.uea.ac.uk)

Ahh! Maybe that's it. I still have TOS 3.01, but 3.06 should be arriving
imminently (waiting for my order to show up). Perhaps I'll try it again
then.

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

5683. WANTED: a DS/DD (720K) drive

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 22:05:30 UTC
From: edik@spartan.ac.BrockU.CA
Message-ID: <1992Nov19.220530.2649@spartan.ac.BrockU.CA>
Source record: 214492

Doug Plate (plate@cdsmn.mn.org) recently advertised an external
720K drive for $35. Unfortunately, I have not been able to get
in touch with him at the above address, so I still

NEED A DRIVE.

So, anybody else? I am willing to offer US$35, or Can$50. Must
be in working order!

Please, e-mail to edik@brocku.ca.
--

Ed Sternin, Dept. of Physics, Brock University, St.Catharines, Ontario, L2S 3A1
voice: (416)688-5550 ext.3414 FAX: (416)682-9020 email: edik@brocku.ca

5684. Re: Auto-Switch Overscan!

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 22:12:02 UTC
From: spoil@opal.cs.tu-berlin.de
Message-ID: <1992Nov19.221202.21240@cs.tu-berlin.de>
Source record: 214686

rincewind@discworld.oche.sub.org (Rincewind alias Michael Schwingen) writes:

>It is manufactured by
> OverScan Gbr
> Saentisstrasse 166
> D-1000 Berlin 48
> Germany
>(I hope this address is still correct).
>

It is.

>Last time I remember it was about 100DM, but at the atari-fair in
>Duesseldorf it was sold cheaper (~60-80 DM ?)

It's at about 120 DM.

5685. Re: 21 meg floptical to MEGA ST4 -- HOW?

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 22:37:07 UTC
From: darekm@microsoft.com
Message-ID: <1992Nov19.223707.18540@microsoft.com>
Source record: 214470

In article <1992Nov18.002054.12047@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>I'm still curious about this fl-optical thingy...
>
>Take my platform and explain what I would need in order to use one.
>
>Atari Mega ST4 DS Internal drive only -- NO HARD DRIVE. :(
>Old Color Mon. (irrelevant)
>standard everything-else....
>
>And how much dollars to get to functional use?

Call Purple Mountain Computers at 206-747-1519 (the people who also carry Gemulator). The floptical package is about $400 I think.

What you get is the ICD LYNX (no not the game machine). It's a connector that plugs into your ST's DMA port to hook up SCSI devices such as the floptical drive. As far as your ST is concerned, the floptical is just another hard disk. You even get the ICD hard disk software with it.

You get 21 meg of storage on each diskette, and the drive does read and write 720K and 1.4 meg floppies as well, so the floptical does double as a 1.4 meg drive upgrade. The diskettes are about $20 each.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are my own, I think. |
\--------------------------------------/

5686. ST-Format

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 22:41:06 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1eh562INN5it@golem.wcc.govt.nz>
Source record: 214688

Over here in NZ, we've only just got ST-Format #38 (September).

Can someone tell me what goodies ST-Format have put on their More recent 2nd cover disk. (issues #39, #40, #41 and if someone has inside knowledge #42)

5687. Re: Old Game...what's it called.

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 22:43:24 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11117@uqcspe.cs.uq.oz.au>
Source record: 214687

In <1egpdlINN4bi@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

>Dungeon Master
>Chaos Strikes Back
>Eye of the Beholder
>(^Not on the ST though^)
>Captive (No spells)
>Corporation

Rogue (including commercial version by EPYX)
Nethack
Moria
Larn

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5688. Re: Exchangable Harddisk: How well does they w

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 23:39:49 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov19.233949.19991@newshost.lanl.gov>
Source record: 214692

In article 24803@dde.dk, cpr@dde.dk (Claus Priisholm) writes:
>
>I am considering buying a harddisk with removable media, but I no idea how
>well they work, and which one to use (so far I have seen an advert for a
>SyQuest 44M drive).
>
>It must be able to work with my AdSCSI Plus controller and harddisk (Seagate
>something). I am looking for a way of getting a larger disk capacity and a
>convenient way of making backups (just lost the entire disk contents by means
>of DLII and Reorg the other night).

Claus, I've used a Syquest 44 with my Atari and Mac for over 4 years now with never a problem. At my work office, we use Syquests as primary storage devices for some of our machines so they are on all day, every day. There were reports of some problems with Syquests a long time ago, but I've never had a bit of trouble with them, and I bang the carts around mercilessly.

Highly recommended!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5689. Re: Technical wordprocessors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 23:43:40 UTC
From: marshall@cs.uq.oz.au
Message-ID: <11119@uqcspe.cs.uq.oz.au>
Source record: 214691

>madmal@spd.eee.strathclyde.ac.uk (Malachy Devlin - SPD) writes:

>>Can anyone recommend a good technical word processor for the ST. ie. one that
>>would allow me to enter (large messy) equations (easily)? and also have the
>>ability to generate table of contents, tables etc or am I asking to much?
I agree with everything said about LaTeX, and suggest that you get CSTeX
from a.a. It is self-installing, so that even a dummy like me can set it up.
It runs easily from the GEM desktop, so you don't even need
Gulam/Mint/Okami/Mupfel.... And you can interface it to your favourite text
editor, and have other useful programs available instantly from the menu
bar. Great stuff!

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

5690. Re: Empire Deluxe (was Re: Looking for software)

Newsgroup: comp.sys.atari.st
Date: 1992-11-19 23:57:26 UTC
From: automan@stein.u.washington.edu
Message-ID: <1992Nov19.235726.13608@u.washington.edu>
Source record: 214513

Does Anyone know how to get ahold of Interstel? Their Phone Number
in Texas is no longer good. Are they even in business anymore?

Thanks in advance,

Roger

5691. Re: Help! TOS 2.06 requires jumpers set...I have resistors.

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 00:11:35 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Nov20.001135.228@solace.hsh.se>
Source record: 214696

In <morrison.722192142@ee.ualberta.ca> morrison@ee.ualberta.ca (Robert Morrison) writes:

>Greetings,

> I just recieved the TOS 2.06 ROMs I ordered a couple of weeks ago
>from CodeHead. The package is really slick. I popped out my old ROMs, put
>in the new ones, and then hit the section about "jumper" settings. I hunted
>around for about five minutes, looking for the "jumpers" W102, W103, and
>W104 without finding them. Then I started looking closer at the system
>board, at the printing, instead of just looking for jumpers. Aha! There
>they are...right beside the ROMs...only they aren't jumpers, they're
>resistors, soldered right into the board.... So, I said, "S#*t." And that's
>where I'm at still.

> So, what do I do? Continue using TOS 1.4? Desolder the resistors
>from the system board and resolder them in the correct positions? I am
>hesitant to apply a soldering iron to my system board. Could I install
>jumpers of my own, or are these resistors critical? (I can't tell what
>value they are as they have been painted over.) This makes me quite angry.

> Oh, yes, I should mention that the "jumpers" are soldered into the
>wrong points for the new ROMs, according to the docs CodeHead sent me, and
>I tend to believe the docs...my system won't come up when I power it on.

> Can anyone give me some advice? What do these jumpers do? Are they
>involved in addressing the new ROMs? Help!

>| Robert Morrison morrison@bode.ee.ualberta.ca |

I assume that you have a STe, and those resistors is on 1 ohm, so they
practically are (more or less) jumpers. Just unsolder them and move them to
the right position, and everything will work.

Hasse

--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

5692. Epson 1.44Mb Jumper settings

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 00:51:59 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Nov20.005159.22249@a.cs.okstate.edu>
Source record: 214461

I have an Epson 1.44 drive to install in my Mega ST,
But I'm befuddled by all the jumpers on the drive.

Can someone tell me about Jumpers on a floppy drive? There seem to be three sets.... one for (presumably) drive ID... but the other two select other options. What might they be?

jc

5693. Atari sources and binaries available via anonymous ftp

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 01:09:56 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <1ehdt4INNn4p@spud.Hyperion.COM>
Source record: 214459
Cross-posted to: comp.sys.atari.st,comp.sources.atari.st,comp.binaries.atari.st

I'm pleased to announce that comp.sources.atari.st and comp.binaries.atari.st archives are now available via anonymous ftp from host ftp.Hyperion.COM (192.65.216.1). If the name doesn't resolve, try again in a little while; the NIC just updated our NS records today.

The archive server at spud.Hyperion.COM is still up and running for non-Internet users. Enjoy!

-Steve

5694. GAWK .... and sed

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 01:16:20 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Nov20.011620.21168@zooid.guild.org>
Source record: 214466

I was looking for GAWK and this seems to be it (atari.archive)

Does anybody know what's in these files:

```
./Gnustuff/Tos/Gawk:
total 1192
-rw-rw-r-- 1 staff 140560 Nov 01 20:35 cawf2st.zoo
-rw-r--r-- 1 staff 16159 Nov 01 20:36 contents
-rw-rw-r-- 1 staff 175199 Nov 01 20:36 gawk213b.zoo
-rw-rw-r-- 1 staff 272825 Nov 01 20:36 gawk213s.zoo
```

I presume 213b is the binaries, 213s is the source ?

What else is in 213b besides just the awk program ? (tons of examples and a manual ... I hope??) that makes it 175K????

Mike

5695. Re: msa files to hard disk

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 01:43:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ehfs8INN6u3@golem.wcc.govt.nz>
Source record: 214700

Use 'Ultra-Pack'. It uses less RAM, gets MUCH better compression (better than Lh1). Is just as simple to use.

It will handle compressed files up to 800k if you compress/decompress them from an 800k RAM-Disk on a 1meg machine. The program itself uses only about 20k for buffers etc.

It's also about the same speed!

(The resulting files are also a lot smaller)

Ultra-Pack 1.1R is on atari.archive.umich.edu in the atari/Archivers/ directory!

(It was advertised before - but, as with all useful bits of information, no-one took any notice)

I'm writing my own FAQ, with USEFUL information in it. (e.g. this sort of thing, as well as MS-DOS/ST compatibility with disks etc. etc.)

5696. Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 01:46:54 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ehg2eINN6u3@golem.wcc.govt.nz>
Source record: 214451

In article <1992Nov19.141454.12110@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
>> Don't even think about getting Silent Service 2 unless you have at least
>> 1meg, and a Hard-drive. it's unplayable from floppy!
>
>What about on a 4meg machine w/RAMDISK and NO hard-drive?
>
> -Matt

In theory it *should* work okay from a RAM-Disk!! (The program takes
up just under 1 1/2 meg, so no problem with memory!

(I don't have 4-meg, so I couldn't try it!)

I've actually Packed the .PRG files with 'PFX-Pack' and put all the files
onto one twister-format disk. Net result, faster loading of the .PRG files,
and all the others due to the twister format. and no disk-swapping. It's
still annoying to play, as it accesses the disk too much!

5697. Re: escapade (game)

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 01:48:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11120@uqcspe.cs.uq.oz.au>
Source record: 214698

klassa@aurs01.UUCP (John M. Klassa) writes:

>Can anybody give me a clue on what I'm supposed to do in escapade? I
>downloaded it from a.a last night, and spent about 15 minutes moving
>little Tetris-like blocks around, to no avail... I think maybe I'm
>missing some fundamental piece of information (or maybe we're supposed
>to bang our heads for a little while...).

Tut tut. In 30 minutes, I worked it out and solved the game. :-P

1. Pick a remaining key colour (see the column of keys?) (you don't need
to do anything, just pick one in your head).

2. Using only the two shapes of piece in the bottom right hand corner of
the board, cover all balls except of the colour of the key you chose.

3. Repeat until all keys used.

Alternatively:

Play breakout. :-).

Does anyone know if this break-out thing has any point? I played for
longer on the breakout than the key component, but got nowhere.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5698. NOTE: 16-bit Falcon bus may not be so bad.

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 01:56:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11121@uqcspe.cs.uq.oz.au>
Source record: 214699

I have heard that a 16-bit bus attached to a 68030 is not as bad as
I'd first thought. The 16-bit bus does not NECESSARILY cripple the
architecture. I don't have the details, but apparently you can use
a 16bit bus and multiplex it for upper and lower 16 bits.

I'm only saying "may not". I'll try to recover the origins of my
info. I think it may have been with regard to the Apple LC.

I'm suprised that Bob Brodie, or whoever officially stated that the Falcon
had a 16-bit data bus did not give these details, however.

Remember that the Quickindex figures showed the Falcon to be approx 50%
of the speed of the TT for CPU-memory related tests (not 25%) - indicating
that the Falcon does not suffer a 50% loss in speed from the 16-bit bus,
or the TT is 16bit... or 16MHz :-).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5699. Reading file-date from GFA

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 02:02:57 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ehh0hINN6v6@golem.wcc.govt.nz>
Source record: 214453

Okay, someone suggested for my little Time & date setter & saver program, that I store the time & date in the .PRG file's Time & Date-stamp. Doing this is easy, I just 'TOUCH' the file. Reading it back in however, it not as easy. How would I go about doing this??

I could call list of the directory with 'FILES' searching for the TDSS_1_2.PRG file, then storing the list in a string, then getting the time & date from the string, and setting it - but is there a simpler method (or, more accurately, a SHORTER method, as that way would increase the filesize by almost 1k - and something as simple as this program should not be too big!!)

5700. Re: 16MHz & GEnie

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 02:04:01 UTC
From: dave@admiral.uucp
Message-ID: <1992Nov20.020401.12428@admiral.uucp>
Source record: 214548

In article <1992Nov16.143321@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
>Two questions...
>
>1> Anyone any ideas on getting my Mega/STE into 16MHz mode before
>running games which boot from the bootsector?

Here's an idea. Forget it. Most games "break the rules" and are so dependent on
the system timing of an 8Mhz ST, that they just won't run in 16Mhz.

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

5701. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 02:15:58 UTC
From: dave@admiral.uucp
Message-ID: <1992Nov20.021558.12543@admiral.uucp>
Source record: 214549

In article <Bxwx1n.9H5@constellation.ecn.uoknor.edu> kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:
>
>The December issue had a company trying to teach you about music on computers.
>They were giving away an ST when you payed their tuition. Their was even a
>520/1040 style case (couldn't tell which because of the small picture).

I love this ad. It's been around for years, and it gets my vote for "dumbest mistake in a magazine ad". The picture in the ad protrays a man sitting at a desk with an ST in front of him, and an electronic keyboard to his right. He appears to running some kind of sequencing program. Now, look at the picture. Look at the MIDI ports on the left side of the ST... WITH NOTHING PLUGGED INTO THEM!

How can they claim to know anything about the ST's use in music, and not even have the computer set up right in their ads?

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

5702. Re: Old Game...what's it called.

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 02:20:49 UTC
From: dave@admiral.uucp
Message-ID: <1992Nov20.022049.12641@admiral.uucp>
Source record: 214547

In article <1eehp9INNi69@girtab.usc.edu> sknezevi@girtab.usc.edu (Steven John Knezevich) writes:
> OKAY ALL YOU ST GURUS!
>
> I have a friend who has a friend who had a game for a 520ST and it
>was this kick butt dungeon game....kinda Wizardry 7-ish...it all took place
>in this dungeon and there were panels that showed the characters view and
>all sorts of neat stuff. Had a cool magic system too....great interface.
>IF ANYONE CAN THINK OF THE TITLE...please e-mail me ANY information.

You must be talking about Dungeon Master.

> Also, what happened to that company who made it? Did they ever
>make anything for IBM or Mac? Please I'd like ALL info. Thanks.

Well, FTL (the company that made it) released versions of Dungeon Master for a number of different computers, including the Amiga, the Apple IIgs, and IBM-compatibles. DM's sequel, Chaos Strikes Back is only available for the ST and the Amiga, as far as I know.

Oids, which is an Asteriods/Lunar Lander-type game was released for the Mac. Don't know if Dungeon Master was, though.

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

5703. Re: Old Game...what's it called.

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 02:23:21 UTC
From: brown@dgaust.dg.oz
Message-ID: <1056@dgaust.dg.oz>
Source record: 214452

Re: Dungeon (master?) type games...you could also include:
Bloodwych I & II, Knightmare....
Other variant traditional frp games are: Alternate Reality, Bard's Tale, Curse of the Azure Bonds, Demon's Winter, Galdregons Domain, Legend of Faerghail, Kn,,N (sorry typo) Megatraveller, Paladin, Phantasie I, II & III, Rings of Zilfin, Times of Lore, Ultima II, II, III, IV, V & VI, Windwalker, Wizard's Crown & Moebius...

5704. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 02:32:04 UTC
From: jsteiner@anwsun.phya.utoledo.edu
Message-ID: <1992Nov19.213205.86@uoft02.utoledo.edu>
Source record: 214454

undermind!Steve_Johnson@overmind.mind.org writes:
> The Falcon030's 68030 has a 24-bit address/16-bit data bus. It
> get's a little confusing, though, because the COMBEL (the system
> controller) has a 32-bit bus to RAM and to the VIDEL (the video
> controller). The machine on the whole, though, isn't a 'TRUE' 32-
> bit machine (kinda like the Mac LC II/Performa 400). The PDS
> (processor-direct slot) is also 24-bit address/16-bit data. There
> is some hope, though, that a third party will be able to 'fix' this
> (there will, most definitely, be a 32-bit FAST RAM expansion for
> the Falcon030 that will allow more RAM, at least, from what I've
> heard).

this is -really- strange. i was under the impression that all 68k
processors after the '020 were 32 bit all the way 'round. can someone
post a 'family tree' of the 68k series & what is what? going to
24/16 for a 32 bit processor sounds like something Intel would do,
not Motorola.

i realize that Motorola doesn't have a lot to do with the bus design,
but it seems to me that trying to fit a 32 bit external processor
on a 24/16 bus would be a lot more hairy than just making it 32 bits
in the first place.

jason

--
`,`,`,

5705. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 02:37:54 UTC
From: jsteiner@anwsun.phya.utoledo.edu
Message-ID: <1992Nov19.213755.87@uoft02.utoledo.edu>
Source record: 214455

01mbmccabe@leo.bsuvc.bsu.edu writes:
>
> This all brings one big piece of trivia to mind...In the EARLY,
> EARLY, EARLY days of Compute! does anyone remember reading the
> article about the new computer being designed that eventually
> became the Amiga? I remember they talked some about the likelyhood
> of it's becoming part of the Atari stable. Anyway....can anyone
> tell me what the 'working' name for the Amiga was? hint: Amiga was
> part of the name (I think Amiga might have been the name of the
> group/company who developed it)????

Amiga was the name of the company that made the Amiga computer. i
believe they were under contract to Atari to produce a video game
system. somewhere along the line Commodore bought them and it was
turned into a computer. Atari later sued & got a cash settlement.

i picked up an original Amiga joystick a few years ago at a garage
sale for $2. it's a tiny little black thing with a red stick that's
about the size of a big toggle switch. still works, even after logging
hundreds of hours on Silkworm IV. best joystick i've ever owned &
considering the way it's designed i don't expect to have to replace
it anytime in the next 10 years. (unless i get a Falcon with those
funky new keypad things.)

jason

--
`,`,`,

5706. 1.44 meg on floptical

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 02:38:52 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <19NOV92.21385219@cc4.crl.aecl.ca>
Source record: 214458

In an earlier posting today I said that I could not format 1.44 meg on my floptical - WRONG. Must be losing my marbles or I cannot read dialog boxes any more. I just formatted a 1.44 meg floppy on my floptical. Everyone has the right to jump on me! Now,, where's that crow, Im starved.

5707. SyQuest vs. floptical

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 02:43:36 UTC
From: jsteiner@anwsun.phya.utoledo.edu
Message-ID: <1992Nov19.214336.88@uoft02.utoledo.edu>
Source record: 214456

how do SyQuest 44/88meg removable drives compare to flopticals?
i'm especially interested in price. i'm leaning toward the SyQuest
systems at the moment (bigger, faster), but i'd like to find out
what the price margin between the 2 is.

how much do the basic drives and disks cost?

jason

--
`,`,`,

5708. Re: msa files to hard disk

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 03:03:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11125@uqcspe.cs.uq.oz.au>
Source record: 214457

In <1ehfs8INN6u3@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

>Use 'Ultra-Pack'. It uses less RAM, gets MUCH better compression (better
>than Lh1). Is just as simple to use.

>I'm writing my own FAQ, with USEFUL information in it. (e.g. this sort
>of thing, as well as MS-DOS/ST compatibility with disks etc. etc.)

Wow! Two Chaotic moves in the one post! -2 for Good.

1. I've never heard of Ultra-Pack. I certainly don't have a copy.

2. What's wrong with CONTRIBUTING to the existing FAQ?

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5709. MGIF 4.0 memory probs. revisited!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 03:15:46 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Nov19.231546.1@sscl.uwo.ca>
Source record: 214493

Concerning recent revelations about the memory needed for MGIF 4.0! I have ONLY 2.5 meg total and I got some (small) .gifs to show! The largest one I got to work was still less than 100K, so I guess it still eats up most of the 1meg I had free when I ran it. It's a pity it eats up so much ram as the results are to say the least outstanding!!! I guess the moral of the story is to ask for 2-1meg SIMM's for christmas :^)

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

5710. Re: Old Game...what's it called.

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 03:36:48 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov19.223648.12141@bsu-ucs>
Source record: 214475

In article <1egpdlINN4bi@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz writes:
> Dungeon Master
> Chaos Strikes Back
> Eye of the Beholder
> (^Not on the ST though^)
> Captive (No spells)
> Corporation
>
> That's all the dungeon-type games I can remember. (Although I've seen
> many more)

I beleive Ultima: Down Under is another game modeled (almost strictly) after DungeonMaster. (I saw Eye of the Behlder and thought, "That's gotta be some sort of plagerism!")

-Matt

5711. One problem down, the rest to go

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 03:38:17 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1ehmj9lNNljv@terminator.rs.itd.umich.edu>
Source record: 214460

Folks, as mentioned last week by just about everyone, there was
a severe mail problem where mail would bounce between here and
the archive host machine. It has been rectified. BART will take a
bit more doing, as them tell me, so please hang in there.

To summarize: mail to weiner@atari.archive.umich.edu *should* :) work again.

--
- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -

5712. Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 03:46:40 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov19.224641.12142@bsu-ucs>
Source record: 214474

> In theory it *should* work okay from a RAM-Disk!! (The program takes
> up just under 1 1/2 meg, so no problem with memory!
>
> (I don't have 4-meg, so I couldn't try it!)
>
> I've actually Packed the .PRG files with 'PFX-Pack' and put all the files
> onto one twister-format disk. Net result, faster loading of the .PRG files,
> and all the others due to the twister format. and no disk-swapping. It's
> still annoying to play, as it accesses the disk too much!

Hmmm...SOunds like it SHOULD be no problem then, eh? Apparently there is no
on-disk copy protection?

-Matt

(Possibly a future SS2 player! I _LOVED_ SS1!)

5713. Re: help with (de-)archivers please

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 04:17:14 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <168A54A5D.BWWL@ibm.rz.tu-clausthal.de>
Source record: 214464

In article <1992Nov17.224143.21505@maths.tcd.ie>
orwell@maths.tcd.ie (Brian McGurk) writes:

>Could someone please tell me what programs I need to de-archive
>.arc
>.zoo
>.lzh
>or any other compressed formats.At least I presume they are compressed.
>I am just starting to use ftp and would appreciate if someone would
>mail explaining what programs I need and where to get them.

The following programs are available via anonymous FTP from
ftp.tu-clausthal.de (139.174.1.3):

.arc produced by "arc"
get /pub/atari/archivers/arc/arc602st.lzh
.zoo produced by "zoo"
get /pub/atari/archivers/zoo/zoo21bin.lzh
.lzh produced by "lharc"
get /pub/atari/archivers/lzh_201l/ttp

The last one (lharc) is an selfextracting archiv. Use this one to
unpack the other ones...
For a more complete suffix-list get /pub/atari/archivers/Index and
/pub/atari/archivers/other/Index

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

5714. Re: Wanted: Site with GEMVIEW 2.1

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 04:30:45 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <168A54D86.BWWL@ibm.rz.tu-clausthal.de>
Source record: 214467

In article <1992Nov16.095743.9888@hplb.hpl.hp.com>
mae@hplb.hpl.hp.com (Mark Eve) writes:

>Is there an ftp site with GEMVIEW 2.1 known or is the only way to obtain this
>application by direct mail to its author?
>
>Thanks in advance for any help,
>
>Mark Eve.

Get /pub/atari/graphics/viewer/gview201.lzh via anonymous FTP from
ftp.tu-clausthal.de (139.174.1.3)

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

5715. Re: HYTELNET-lookalike 4 Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 04:33:02 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1ehppuINN57t@usenet.INS.CWRU.Edu>
Source record: 214462

In a previous article, Markus_Schlegel@bn.maus.de (Markus Schlegel) says:

>Hi, fellow Atarians!
>
>Could anyone tell me whether there is a HYTELNET-program-package lookalike for
>the ARATI-TOS (or at least a program fulfilling the same function of making
>infos about INTERNET-services available)?
>
>If so, please send me an e-mail, because I don't read this group on a regular
>basis.
>Should anyone be interested in the answer reading this, please e-mail me to,
>and I'll forward the answers I may get eventually to you.
>
>Thanks to all!
>Markus
>

Funny you should ask...

I was just wondering the same thing myself, and was messing around with
an archie server looking, and found nothing...
except the source code to a Un*x version... I don't know much about the
various versions of HYTELNET, but since this source uses the curses screen
management library, I was able to (with very little difficulty) compile it on
the Atari. I'm not sure what the legalistics of it are, but if I can, I will
test it (well, I know I can do that) and upload it to a.a.u.e. If I can, I will
also include the latest version (6?) of the data files...
--
****
* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
****
Brian Jepson = iqm229@uriacc.uri.edu || bq035@cleveland.freenet.edu

5716. ST Xformer???

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 04:42:02 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1ehqaqINN637@usenet.INS.CWRU.Edu>
Source record: 214463

I remember reading in (was it a BRE Software ad) an ad for some PD software company, that there are two versions of the Xformer. It said that 2.55 does not handle P/M graphics, but that the other version does. I've tries using 2.55 with some of the 8bit software from a.a.u.e, but it tends to crash.
I'm either doing something wrong when I load (it's been a long time since my 400 :-), or I have the wrong version. Is there anyone who uses the Xformer enough to be able to answer questions about it?
--
****
* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
****
Brian Jepson = iqm229@uriacc.uri.edu || bq035@cleveland.freenet.edu

5717. Re: Exchangable Harddisk: How well does they work?

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 05:09:20 UTC
From: rvenable@helix.nih.gov
Message-ID: <1992Nov20.050920.25048@alw.nih.gov>
Source record: 214465

In article <1992Nov19.152157.24803@dde.dk> cpr@dde.dk (Claus Priisholm) writes:
>
>I am considering buying a harddisk with removable media, but I no idea how
>well they work, and which one to use (so far I have seen an advert for a
>SyQuest 44M drive).
>
>It must be able to work with my AdSCSI Plus controller and harddisk (Seagate
>something). I am looking for a way of getting a larger disk capacity and a
>convenient way of making backups (just lost the entire disk contents by means
>of DLII and Reorg the other night).

I have a Quantum 52 Mb drive and a SyQuest 44 Mb removable with an ICD AdSCSI host adapter. The SyQuest is a little slower than the Quantum, but both are about twice the speed of my old Supra 20 Mb, which may have a Seagate mechanism. They are also MUCH quieter than the Supra. I believe the SyQuest drives are fairly widely used, and are in packages for most 16 and 32 bit microcomputers (D*S, M*c, Am*g*, ...).

>thanks - also for any hints towards any good disc-recovering tools :-(
>
>Claus

If you can retrieve from atari.archive.umich.edu, there are some utilities there; I'm not familiar with 'DLII and Reorg'. I tend to backup truly critical data to floppy as I generate it, having lost my HD once or twice. Unless your fairly confident in your ability to manipulate FAT tables and sector structure of your HD, you're probably better off formatting and starting over. Perhaps you could try to recover critical data first, then reformat.

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
rvenable@helix.nih.gov | -- the Phantom Nerd

5718. Re: CUMANA OS/9

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 05:45:15 UTC
From: kdarling@garfield.catt.ncsu.edu
Message-ID: <kdarling.722238315@garfield.catt.ncsu.edu>
Source record: 214471

Amalaye Oyake writes:
> Does anyone have any info on Cumana OS/9 ?

By coincidence, I recently asked about it on comp.os.os9 because Cumana seems to be selling off their OS-9/ST packages for dirt cheap (~$200).

They include OS-9/68000 ver2.3 (one step back from the latest), assembler, C compiler, a bunch of ported Unix tools, and I think a version of Sculptor (a powerful 4GL database management system, which used to sell for $1000).

It does not include windowing, but I'm told that MGR is available. I think G-Windows may also be had (G-W is a pretty cool setup). I don't know costs. Oh. It does include MIDI port drivers, which the US-sold version from Microware did not (I've been running their version for several years now).

To answer your other questions, you might ask in comp.os.os9 for a copy of the FAQ, but in brief: yes, it's multitasking and multiuser (altho not super strong on security). Any terminal-oriented OS-9/68K applications should work on it (most have been ported from Unix). The Cumana version doesn't include networking. OS-9 is sort of an underground cult favorite for over a decade, because it's trim, robust, and pretty easy to learn. It's Unix-like in many ways, but is not Unix. I own a bunch of OS-9 computers myself, and earn a living from it as well (OS-9 is widely used in control systems - NASA, GM, Ford, Fluke, CD-I, MRI med scanners, etc).

kevin <kdarling@catt.ncsu.edu> <76703.4227@compuserve.com>

5719. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 05:48:21 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov20.004821.12150@bsu-ucs>
Source record: 214476

> Amiga was the name of the company that made the Amiga computer. i
> believe they were under contract to Atari to produce a video game
> system. somewhere along the line Commodore bought them and it was
> turned into a computer. Atari later sued & got a cash settlement.

Nah...Amiga was just being 'courted' by Atari, along with Commodore. I believe
Atari sued on the basis that they courted first, even though Commodore got the
dope.

> i picked up an original Amiga joystick a few years ago at a garage
> sale for $2. it's a tiny little black thing with a red stick that's
> about the size of a big toggle switch. still works, even after logging
> hundreds of hours on Silkworm IV. best joystick i've ever owned &
> considering the way it's designed i don't expect to have to replace
> it anytime in the next 10 years. (unless i get a Falcon with those
> funky new keypad things.)
>
No guess on the trivia?

-Matt

5720. reSOLUTION SVGA card by GegTec?

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 08:07:35 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Nov20.030735.1@vaxc.stevens-tech.edu>
Source record: 214667
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I am interseted in putting a reSOLUTION SUperVGA card into my 4 meg 1040STF.
My entire system is in a tower case so space is not a consideration. I would
like to know if anyone has this card card installed in a 1040STF? How east/hard
is the installation? I assume it must be a solder in card?

The only distributer that I know of in the US is Rio-Datel, and I was made
aware of there shady nature concerning the Lexicor software scame. Does
anyone know of any other dealers that may be able to obtain this card for me?
By the way the German company that manufactures the card is called "GengTec".

Many thanks,
Scott Kolodzieski
scott@dmi.stevens-tech.edu

5721. Re: TT and llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 08:23:59 UTC
From: baumer@cs.utwente.nl
Message-ID: <1992Nov20.082359.382@cs.utwente.nl>
Source record: 214412

wells_s@kosmos.wcc.govt.nz writes:
> The PD/Shareware Llamatron, will not work on the TT. However, if you send

It does work on a TT.

> Jeff Minter his £5 (5-Pounds UK) he will if you want, give you a TT version,
> with better samples and a generally better version (plus all the other
> goodies). Read the DOC's for more information!!

I got my TT-version of Llamatron from some archive. This could be
either atari.archive.umich.edu or sol.cs.ruu.nl. Check for llamabin or
llamatrn.

>
> (At least - if it DOES work on the TT, it'd be in ST-Low, with Cache turned
> off)

I am not sure in what resolution it work, but it doesn't matter, the
program switches to the correct resolution. But you have to set the
cache off (the program will work, but the sound are terrible then).

P.S. You have to be carefull with your joystick because this program
is a real joystick-demolisher.

Greetings,

Han.

--
___ Han Baumer <baumer@cs.utwente.nl>
___/ ________
| ___/ | Univ. of Twente, Dept. Computer Science, TIOS-group
| ___ _ _ __ | P.O. Box 217, NL-7500 AE Enschede, The Netherlands
| | | / \ (_ | tel: +31 53 89 3742
| | | _/ __) | tel: +31 53 89 3755 fax: +31 53 333815
|_____________|

5722. Re: msa files to hard disk

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 08:47:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ei8n3INN9jm@golem.wcc.govt.nz>
Source record: 214477

```
>>1. I've never heard of Ultra-Pack. I certainly don't have a copy.
>
>2. What's wrong with CONTRIBUTING to the existing FAQ?
>--
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> \_.-._/ University of Queensland, / C references are NULL && void*
> v Brisbane, Australia. /
```

WEll these dumb OZZy's should turn on there Brain, ! sorry I forgot the don't have one, and read more of the articles that are posted here... :-)..

Ultra-Pack 1.1R from memory was uploaded to A.A. some time back, but being a Ozzy you would not unstand that...

Get a brain transplant, a Pommy one could help a lot..:-)...

Then you would at least be up to our level here...???

One of the 5 million sheep and I don't have a brain...:-)...

Well I think I found it, its hidden in My Atari keyboard...???

Roger..... sheppard_r@kosmos.wcc.govt.nz

5723. GEMVIEW 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 09:55:00 UTC
From: diane.karagian@idcbbs.uu.holonet.net
Message-ID: <80.1019.uupcb@idcbbs.uu.holonet.net>
Source record: 214531

I've gotten the GemView 2.01 from a.a, and I'm pretty impressed with its ability to display those lovely multi-color pics on my (medium rez) screen. I do, however, have two questions:

1) How can I save the pictures in anything other than X-Gem? There are a couple of other formats listed in the save dialog, but they're greyed out.

2) (Related question) Is it possible to do direct conversions, i.e. load a Spectrum picture and save it back out as a TIFF without color reduction, dithering, or anything else that would degrade the picture quality?

I realize these are probably answered in the docs, but since I read no German at all, the docs aren't much help. Any/all suggestions are appreciated.

Thanks in advance,
DK

. KingQWK 1.05 .

5724. driver for HP Deskjet 500C

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 10:01:00 UTC
From: uzr50f@ibm.rhrz.uni-bonn.de
Message-ID: <uzr50f.4.722253660@ibm.rhrz.uni-bonn.de>
Source record: 214487

Hallo everybody!

I've got an Atari 260ST and a HP Deskjet 500C printer, but I have'nt got
any drives for the HP featuring the color facilities.
Could anyone tell me where I can get such a driver?

Yours, Mark.

5725. Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 10:04:19 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <By0En7.JKC@newcastle.ac.uk>
Source record: 214479

In article <1efav4INNsoo@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz writes:
>Don't even think about getting Silent Service 2 unless you have at least
>1meg, and a Hard-drive. it's unplayable from floppy!

I can live with playing it from floppy, what I found hard to live with is the escorts sailing straight through a tanker to attack you and the way sonar works when the vessel is doing 30 knots. Oh and one other snippet is when your lookouts spot a battleship at 180 yds range it's a bit too late.

Trev

5726. Re: Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 10:10:42 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Nov20.101042.42569@urz.unibas.ch>
Source record: 214480

In article <1992Nov19.141454.12110@bsu-ucs>,
01mbmccabe@leo.bsuvc.bsu.edu writes:
>> Don't even think about getting Silent Service 2 unless you have at least
>> 1meg, and a Hard-drive. it's unplayable from floppy!
>
> What about on a 4meg machine w/RAMDISK and NO hard-drive?
>
> -Matt

That is even better. It may take a minute or two to install, but then
it is even a bit faster then from harddisk!

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

5727. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 10:20:32 UTC
From: hanscs@dhhalden.no
Message-ID: <hanscs.58.722254832@dhhalden.no>
Source record: 214486

In article <1992Nov19.213205.86@uoft02.utoledo.edu> jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner) writes:
>Subject: Re: More Falcon news...
>From: jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner)
>Date: 19 Nov 92 21:32:04 EST
>undermind!Steve_Johnson@overmind.mind.org writes:
>> The Falcon030's 68030 has a 24-bit address/16-bit data bus. It
>> get's a little confusing, though, because the COMBEL (the system
>> controller) has a 32-bit bus to RAM and to the VIDEL (the video
>> controller). The machine on the whole, though, isn't a 'TRUE' 32-
>> bit machine (kinda like the Mac LC II/Performa 400). The PDS
>> (processor-direct slot) is also 24-bit address/16-bit data. There
>> is some hope, though, that a third party will be able to 'fix' this
>> (there will, most definitely, be a 32-bit FAST RAM expansion for
>> the Falcon030 that will allow more RAM, at least, from what I've
>> heard).
>
>this is -really- strange. i was under the impression that all 68k
>processors after the '020 were 32 bit all the way 'round. can someone
>post a 'family tree' of the 68k series & what is what? going to
>24/16 for a 32 bit processor sounds like something Intel would do,
>not Motorola.

68000 and 68010 are 32-bit internal and 16-bit external. The rest are 32-bit all the way.

Intel 386SX is 32 internal and 16 bit external. Just like 68000 and 68010.
Intel 386DX is 32-bit both internal and external.(68020,68030,68040,68060)

>
>i realize that Motorola doesn't have a lot to do with the bus design,
>but it seems to me that trying to fit a 32 bit external processor
>on a 24/16 bus would be a lot more hairy than just making it 32 bits
>in the first place.
>
>jason

It is a lot cheaper with only 16 lines.

>
>--
>`,`,`,

5728. Re: 1MB STE SIMMS: - are they 70ns?

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 10:21:42 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Nov20.102142.11985@daimi.aau.dk>
Source record: 214478

peter@rhrk.uni-kl.de (Gunter Bitz) writes:

>annius@eri.research.ptt.nl (Annius Groenink) writes:

>>I'm in urgent need of the other half of my 4 megs. Before I buy my SIMMs (the
>>store isn't into Atari) could someone confirm that what I need is 70ns SIMMs?

>No, you don't. For a normal STE they might be slower (-100ns). But you can
>buy these 70ns SIMMs. I think 80ns-100ns isn't much cheaper to get.
>But you can also use 9-bit SIMMs. They are much cheaper then the 8 bit
>version (the PC-Market causes that) !!

There is not cathes to that about 9-bit SIMM's ? They can just be plugged in,
or must one disable the 9 bit explicitly ?

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

5729. Re: Technical wordprocessors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 10:52:11 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1992Nov20.105211.26828@lut.ac.uk>
Source record: 214488

In article <1992Nov18.103345.9447@ccsun.strath.ac.uk> madmal@spd.eee.strathclyde.ac.uk (Malachy Devlin - SPD) writes:

>
>Hi,
>
>Can anyone recommend a good technical word processor for the ST. ie. one that
>would allow me to enter (large messy) equations (easily)? and also have the
>ability to generate table of contents, tables etc or am I asking to much?
>(I suppose I would be looking for something like word for windows 2 for the PC)
>(apoloyises for mentioning PC in this group :-))

I also recommend LaTeX. One problem however is that you need to learn LateX first. Get hold of a book on LaTeX, especially the one by Leslie Lamport.

If you don't want to take that route, then you may consider buying Calligrapher professional (from Working Titles in UK). It's got a very good equation editor as well as a Table generator & whole lot of goodies suitale for technical wordprocessing.

Hope this helps.

- Rahin

5730. Re: Reading file-date from GFA

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 10:58:43 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Nov20.105843.42572@urz.unibas.ch>
Source record: 214481

In article <1ehh0hINN6v6@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz writes:
> Okay, someone suggested for my little Time & date setter & saver program,
> that I store the time & date in the .PRG file's Time & Date-stamp. Doing
> this is easy, I just 'TOUCH' the file. Reading it back in however, it
> not as easy. How would I go about doing this??
>
> I could call list of the directory with 'FILES' searching for the
> TDSS_1_2.PRG file, then storing the list in a string, then getting the
> time & date from the string, and setting it - but is there a simpler
> method (or, more accurately, a SHORTER method, as that way would increase
> the filesize by almost 1k - and something as simple as this program should
> not be too big!!)

- How about using Assembler ? You can`t get it any shorter than with that!

- Try reading the DTA, then you can read the date/time of the file
out the DTA-structure.

- Another simpler, faster way is to write a NAME.INF file. Okay, so you
two files now, but I guess a prog like that will probably run
in the AUTO folder, so what, you`ll never get to see that file than anyway.

This way however you can output/input the date-time via get/put
(input/output) fast and efficient. When using GFA-Basic, better
use Gemdos (or was it Bios one should better use, when
thinking of the new TOS versions?) commands, that way your prog is `cleaner`.

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

5731. Dungeon type games

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 11:17:33 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Nov20.111733.14747@crc.ac.uk>
Source record: 214482

A while back I saw someone mention Bloodwych I and II while talking about the dungeon master type games.

DOES BLOODWYCH II EXIST AND WHERE CAN I GET IT??????

Thanks,
Phil
(E-mail naffara@uk.ac.crc)
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

5732. Re: Tech wordpros for ST (LaTeX)

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 11:49:59 UTC
From: edwardc@aifh.ed.ac.uk
Message-ID: <1992Nov20.114959@aifh.ed.ac.uk>
Source record: 214483

Regarding LaTeX on the ST. I should say that it is possible to get a reasonable working copy of LaTeX onto a 1MB ST with a single double-sided floppy drive. This includes: CLI, Tempus2 editor, LaTeX, Previewer, DotMatrix output and ~400K
of spare disc space. Disc swapping only occurs for previewing and printing.

Of course, this situation is still intolerably inconvenient and V E R Y S L O W
but, if you have limited access to more powerful machines and no hard drive, you
should still know that you CAN do it with a single floppy.

LaTeX is still the only real choice. You might look at Signum2, but that is very limited in comparison.

ed carter

5733. Crackart docs in English?

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 12:05:46 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Nov20.120546.15471@crc.ac.uk>
Source record: 214484

The subject says it all. Where can I find the docs for Crackart which are in English?
(I can't even work out how to change colour at the moment!)

Any help is much appreciated,
Phil
(E-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

5734. Falcon speed and bus size.

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 12:12:09 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Nov20.121209.15613@crc.ac.uk>
Source record: 214485

About the bus in the Falcon. I have seen two messages from John Townsend.
One said the Falcon had a 32bit bus and this latest one says it doesn't.
Personally I don't care. It will be faster than my ST, with better graphics and
thats all that matters for me...

BTW I don't even know what the bus is anyway :-)

Also, isn't it possible to remove the 030 processor and replace it with a faster
one, like the 50Mhz 030 in the SST accelerator?

Surely this must make a huge difference in speed?

Phil
(E-mail naffara@uk.ac.crc)
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

5735. Cyber-stuff

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 12:13:55 UTC
From: Alan Edwards <EDWR@UNB.CA>
Message-ID: <20NOV92.08890564.0092@UNBVM1.CSD.UNB.CA>
Source record: 214494

I realize that this must have been covered here before, but I am new
to this list...
I was at my friends last night, and he has
CyberPaint and Cad 3D. These both look like pretty good programs,
but I can't find them in any catalog. Have they gone away?

I had been looking at the Lexicor programs to do similar sorts of
things, but they are pretty expensive. Are they really worth the
extra $$.

Thanks for any info.
Alan

5736. Redirection of printer output?

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 12:16:47 UTC
From: thiele@quando.quantum.de
Message-ID: <1992Nov20.121647.13527@quando.quantum.de>
Source record: 214500

Hello everybody,

I have a question to MiNT, and I hope, that someone can help me:

Is it possible (under MiNT) to redirect the printer output (i.e. the
data which will travel to the centronics port!) into a file?

I want to collect the print data from a GEM PRoGram into a file (and
manipulate the escape sequences), but I cannot manipulate the program,
so that I have to steal the data "from the centronics port".
Is it possible to redirect the printer output, maybe using the `/dev'-di-
rectory? I am using MiNT 0.95.

Thanks in advance

Holger

--

Holger Thiele |
Quantum GmbH Dortmund | Et nunc, reges, intelligite,
thiele@quantum.de | erudimini, qui judicatis terram

5737. Video-key

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 12:17:29 UTC
From: Alan Edwards <EDWR@UNB.CA>
Message-ID: <20NOV92.08954902.0092@UNBVM1.CSD.UNB.CA>
Source record: 214495

```
According to Toad, the Video-key is no longer available. I would
like to get one, so if anyone has one they don't use, or know a
dealer that has one collecting dust.... Please contact me
at aedwards@unb.ca

Thanks
Alan
```

5738. Re: driver for HP Deskjet 500C

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 13:17:52 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1992Nov20.131752.13731@news.uni-stuttgart.de>
Source record: 214413

In <uzr50f.4.722253660@ibm.rhrz.uni-bonn.de> uzr50f@ibm.rhrz.uni-bonn.de writes:

> Hallo everybody!
>
> I've got an Atari 260ST and a HP Deskjet 500C printer, but I have'nt got
> any drives for the HP featuring the color facilities.
> Could anyone tell me where I can get such a driver?
>
> Yours, Mark.

The PAINTJET.SYS driver of the FontGDOS package supports 3 planes=8 colors.
Could you please tell me (email) if this works with a 500C?

Gerd

##
internet: CASTAN@bonnie.physik.uni-stuttgart.de
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 #

5739. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 13:43:48 UTC
From: glens@natinst.com
Message-ID: <1eiq2kINNnn@falcon.natinst.com>
Source record: 214489

In article <2349658@overmind.citadel> undermind!Steve_Johnson@overmind.mind.org writes:
>The
>Falcon030's 68030 has a 24-bit address/16-bit data bus. It get's a little
>confusing, though, because the COMBEL (the system controller) has a 32-bit
>bus to RAM and to the VIDEL (the video controller).

If the memory is already 32-bit wide (for COMBEL & VIDEL) then why
not make the 030 have 32-bit access? It seems that it would not add to the
cost at all since the memory is already 32-bit wide.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com

5740. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 13:46:51 UTC
From: kllove@wildcat.ecn.uoknor.edu
Message-ID: <By0oy5.FuA@constellation.ecn.uoknor.edu>
Source record: 214503

Okay already, I mis-phrased the statement! It should have been "... Compuke! would give non-IBM and non-Mac programs the time of day *AGAIN*".

Heck! I still have every issue from late '83 (I don't remember the exact date) to present.

So... What about the Portfolio? Is it as good as it looked (for an intro palmtop, that is)? I haven't seen any comments on it yet.

BCNya,
Kenneth Love

5741. Re: Grav 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 13:55:29 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1992Nov20.135529.20425@porthos.cc.bellcore.com>
Source record: 214490

In article <BxyJz2.HCq@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
> I'm sure grav2 is a nice game, but on my 3M 260ST with TOS 1.04 it just
> throws four bombs at me.
>
> What am I doing wrong?
>
>
> Sander SToks
> sanders@sci.kun.nl

Same thing happened to me. I thought maybe the file was corrupted
in transmission from atari archive. But I haven't tried to grab
it again yet. If there's a solution, please post.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

5742. Re: Winx

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 14:01:28 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.Ry3I&i4Pe3U@jonh.wimsey.bc.ca>
Source record: 214541

In <!_z1s#h@rpi.edu> bossoj@aix.rpi.edu (Joseph Charles Bossolini) writes:

> I just downloaded a copy of Winx in hopes of using it to patch
>my TOS 1.4 to be able to use more than 8 windows. Unfortuanately,
>I don't understand German, and I cannot make heads or tails of the
>instructions!!

From what I've determined, Winx works only on German Roms, so I guess the answer to you question is yes and no. I'd heard the author was going to add US 1.4 ROM support, but that hasn't happened yet, and no one in NA has tried to figure out what the differences are and patch it. I traced through the program for a few hours, but never went back to it. So for now, you're only real way of using it is to obtain German 1.4 roms and install them. Or get into assembly hacking and fix the WINX program. I'm guessing the author found a sysrem routine that checked window open limits, and patched around it. Obviously musch of the GEM code must be open ended enough that there's a limit check holding the window limit down, unless the author of Winx rewrote a lot of routines.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

5743. Llamatron (undocumented feature?)

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 14:05:33 UTC
From: kllove@wildcat.ecn.uoknor.edu
Message-ID: <By0ptA.GC7@constellation.ecn.uoknor.edu>
Source record: 214502

I noticed that if you hit the 'P' while playing llamatron the various sounds can be 'played' by pressing the number keys. Also, the 'Pause' icon changes when you un-pause and then re-pause the game. Several different icons exist.

Someone told me that there was a weird 'spiral-thingie' somewhere, but I don't know how to get it. Maybe it was another pause "icon"?

Later,
Kenneth Love

5744. Re: Old Game...what's it called.

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 14:35:28 UTC
From: csg022@cck.coventry.ac.uk
Message-ID: <By0r75.A7K@cck.coventry.ac.uk>
Source record: 214506

In article <1egpdlINN4bi@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

>Dungeon Master
>Chaos Strikes Back

Both great

>Eye of the Beholder
>(^Not on the ST though^)

This is because software publishers are dumping the ST

>Captive (No spells)

Great, but a Dungeon Master clone.

>Corporation

Not the best manual in the world. I just can't figure out the objective
of this game, and the gameplay is a bit naff.
--
CSG022 is MARK B PROCTER | "*You* want to complain, look at these shoes, I've
only had them three weeks and the heels have worn right through, and if you
complain nothing happens so you might as well not bother, and my back hurts and
we never get a fine day and I'm sick and tired of this office."

5745. Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 14:38:45 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <By0rCL.K8n@dcs.ed.ac.uk>
Source record: 214496

It also helps if you turn animations off playing from floppy.

```
!! Andy MacCormack - armless on monochrome !!
char*M,A,Z,E=40,J[40],T[40];main(C){for(*J=A=scanf(M="%d",&C);
-- E; J[ E] =T
[E ]= E) printf("._"); for(;(A-=Z=!Z) || (printf("\n|"
) , A = 39 ,C --
) ; Z || printf (M ))M[Z]=Z[A-(E =A[J-Z])&&!C
& A == T[ A]
|6<<11<rand()||!C&!Z?J[T[E]=T[A]]=E,J[T[A]=A-Z]=A,"_.":" |"];}
```

5746. Re: 21 meg floptical info

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 14:45:24 UTC
From: kllove@wildcat.ecn.uoknor.edu
Message-ID: <By0rnq.H7G@constellation.ecn.uoknor.edu>
Source record: 214504

csullogg@cc4.crl.aecl.ca writes:
>BTW, the floptical R/W 1.44 and 720 disks; currently no way to format them
>on the floptical because these formats are used for floppies and the
>floptical is treated as a hard disk. Sounds like a quick job for the
>Codeheads!!!

Since the floptical is treated as a hard disk, is it possible to partition
it to 16 and 5 MBs? I have TOS 1.02 and 2 MBs of RAM.

I have a choice: a floptical or a TOS & RAM upgrade to my Mega 2.

Recommendations anyone? I'd be sorely tempted to get the floptical since I
PLAN to get a Falcon some time (probably late) next year.

Later,
Kenneth Love

5747. Comparing ASCII files

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 15:13:22 UTC
From: kllove@wildcat.ecn.uoknor.edu
Message-ID: <By0syG.I3G@constellation.ecn.uoknor.edu>
Source record: 214505

I need to be able to compare 2 ASCII files.

The output should be switchable between matching lines and differing lines. Also, it would be nice, but not necessary, to have the program ignore white-space before and after text.

Any ideas?

Also, I would like to be able to remove white-space before and after text. The reason for this? I have some dBASE program files (from a PisC DOG) that have been manipulated by so many programs (conversion between dBase II -> III -> III+ -> DBXL -> QuickSilver -> Arago DBXL/QuickSilver and SCAN-a-Lyzer! BTW, if anybody uses Scan I've found a slight bug in its "Re-format" option. E-mail me for details.) that somewhere along the lines MANY extra spaces have been added to the end of lines that is COMPLETELY unecessary. This system takes up 2.7 MBs of space right now. I think it could go down to 2.4. I don't think the compiled code (3.1 MBs w/overlays -- blech!) size changes (it shouldn't!), but I'd prefer the more compact code anyway.

If you have seen/heard of a program on the Atari or those Klone machines, please point me in the right direction. (Short of c.s.ibm.* groups that is! :)

Ramblings from,
Kenneth Love

5748. Re: Default Drive B

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 15:27:17 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <168A5E769.BWWL@ibm.rz.tu-clausthal.de>
Source record: 214497

In article <11019@baird.cs.strath.ac.uk>
imacleod@cs.strath.ac.uk (Iain R Macleod CS90) writes:

>Does anyone know if it is possible to emulate floppy drive B as the default drive. I have a copy of a 'Boot' program for drive B but this returns
>control to drive A after booting.
>
>Iain.

Hello!

There are some programs doing that. Some examples are available via
anonymous FTP from ftp.tu-clausthal.de (139.174.1.3). Get
/pub/atari/disktools/other/dblefeat.lzh and/or
/pub/atari/disktools/other/divert13.lzh
With these programs you can change any drives by software (e.g. C <-> D)

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

5749. Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 15:50:30 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov20.155030.11287@newshost.lanl.gov>
Source record: 214499

Since so many prospective Falcon buyers seemed to be "concerned" about the Falcon's 16-bit data bus, be advised that technical wizard and hardware guru James Allen, IAAD member and owner of Fast Technologies, believes he has already come up with a workaround for adding an accelerator for the "bird." Whether it ever sees the light of day will depend on how well the Falcon sells, of course. Just remember Dave Small's favorite addage...

"Speed costs money. How fast do you want to go?" :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5750. lzh unpacker for unix

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 15:55:17 UTC
From: as384@cleveland.Freenet.Edu
Message-ID: <1ej1p5INN9n2@usenet.INS.CWRU.Edu>
Source record: 214498

Since people are starting to archive software on atari.archive with the new lzh packers, does anyone have a version that runs under unix. Failing that are the sources available so I can port.

-Steve Goldthorpe
--
~~~~~~
E-MAIL: as84@cleveland.freenet.edu | Rank Xerox Systems Centre,
sgoldthorpe.wgc-e@rx.xerox.com | Software Development Group,
sgoldthorpe@cix.compulink.co.uk | Welwyn Garden City, ENGLAND
~~~~~~

5751. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 16:03:20 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov20.160320.11380@dcs.warwick.ac.uk>
Source record: 214501

In article <1992Nov19.024438.22369@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
:
:
>So in my opinion, trying to rewrite all of TOS in assembler would be
>a bigger waste of time than simply having Atari recompile TOS using an
>optimizing 68000 compiler instead of relying on a 1985 compiler. Sure,
>the hand coded assembly language version might be a little smaller and
>a little faster, but you'd be surprised at what a good C compiler could do.

I agree entirely - I have looked at the VDI/AES code too and it is absolutely dire and hasn't changed in later versions of TOS. This lead me to the conclusion that Atari must have lost the entire GEM source code at some time - this would explain why they haven't recompiled it and why they have had such difficultly making modifications to it (And when they do, more bugs creep in). However, the source to the example CPX that Atari provide compiles to literally half the size using Lattice C5 compared to their precompiled version. What is more their code is totally non-ANSI (no prototypes etc.) which seems to indicate they are still using the same old compiler.
Another possiblity is that Atari are unable to recompile the GEM parts of the operating system due to legal problems - I remember a few years back that Apple or Microsoft (or somebody, although not Xerox!) took action that meant Atari could not update to the latest PC version of GEM in their machines.
Back to what you said about algorithms - why is there an incredible pause after the desktop reads a directory from the disk and before it starts drawing the icons? What is it doing? I can only assume it is doing something like a bubble sort on the filenames, except instead of juggling pointers copying the filenames backwards and forwards. Does anybody know?
I didn't know the story behind the inclusion of Line-F system before - I always thought it seem an extreamly slow way of doing things.
Interestingly some of the line A functions are actually very well written - I tried to write a fast resolution dependant line drawing routine in assembler once, using the best algorithms I could find in books and in the end used line A because it was so very nearly as fast.

Conclusion:
Rewrite the VDI and AES in C then compile it with a good compiler this should give a 40% speed up at the very least (switching on all optimisations on Lattice C gave literally a 50% improvement in a Dhrystone bench mark, and the code with all optimisations off looks alot better than that in TOS). You can then always hand assembly code time critical sections. The entire code should take up less than 100K of RAM (remember it's just the GEM parts you're rewriting).
Then sell the source to Derek for recompilation to 386 code for his

Gemulator which would then be usably fast on a sub #1000 PC (if not too fast).

- Leo

5752. Re: more windows

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 16:03:34 UTC
From: sdmw91tw@ap10.cip3a.tu-harburg.de
Message-ID: <2046@rztsun.rz.tu-harburg.de>
Source record: 214544

In article <1992Nov18.102257.22097@hasler.ascom.ch> PAULETTI@biel.be.tech.ascom.ch (Pauletti Andreas) writes:
>There exists a PD software called WINX that is available from MAXON
>PD service in Germany. I do not know if the thing works with a
>futuer MultiTOS that will not have the 7 window limits either.
>

Hi,

yes there is WINX, and it is pretty good, too. But why worry and get it from a commercial PD service? It is included in

GemView 2.01

which can be ftp'ed from uni-paderborn.de (131.234.2.32).

have fun,
Thorsten

____
| |
| So long and Thanks for all the Fish, |
| |
| wollweber@tu-harburg.dbp.de |
|_____________________________________|

5753. Re: Help! TOS 2.06 requires jumpers set...I have resistors.

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 16:10:44 UTC
From: plate@cdsmn.mn.org
Message-ID: <By0vLx.JI1@cdsmn.mn.org>
Source record: 214530

In article <morrison.722192142@ee.ualberta.ca> morrison@ee.ualberta.ca (Robert Morrison) writes:
>Greetings,
>
> I just recieved the TOS 2.06 ROMs I ordered a couple of weeks ago
>from CodeHead. The package is really slick. I popped out my old ROMs, put
>in the new ones, and then hit the section about "jumper" settings. I hunted
>around for about five minutes, looking for the "jumpers" W102, W103, and
>W104 without finding them. Then I started looking closer at the system
>board, at the printing, instead of just looking for jumpers. Aha! There
>they are...right beside the ROMs...only they aren't jumpers, they're
>resistors, soldered right into the board.... So, I said, "S#*t." And that's
>where I'm at still.
>
> So, what do I do? Continue using TOS 1.4? Desolder the resistors
>from the system board and resolder them in the correct positions? I am
>hesitant to apply a soldering iron to my system board. Could I install
>jumpers of my own, or are these resistors critical? (I can't tell what
>value they are as they have been painted over.) This makes me quite angry.
>
> Oh, yes, I should mention that the "jumpers" are soldered into the
>wrong points for the new ROMs, according to the docs CodeHead sent me, and
>I tend to believe the docs...my system won't come up when I power it on.
>
> Can anyone give me some advice? What do these jumpers do? Are they
>involved in addressing the new ROMs? Help!
>
>~~~~~~
>| Robert Morrison morrison@bode.ee.ualberta.ca |
>| Edmonton, Alberta, Canada |
>| IBM Canada Ltd. Ph: (403) 439-9372 |
>~~~~~~

Robert,
If there supposed to be jumpers, then they are probably "Zero ohm resisters",
(jumpers that look like resitors). Makes it easier for board stuffing
equipment to deal with.

Regards,
Doug Sr.
--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)

5754. Re: MGIF 4.0 problem (was Re: MGIF 4.0 uploaded to atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 16:16:18 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Nov20161618@SunLab40.essex.ac.uk>
Source record: 214511

```
In article <1992Nov19.165420.23954@jyu.fi> ehs@jyu.fi (Eero H. Sarkkinen) writes:
| In article <1992Nov18.110007.11018@jyu.fi> I wrote:
| >Also, anybody else having problems launching this version under
| >tcsh? It works just fine until it says "copy to transform array"
| >at which point it just exits.
| (and so on...)
| To clarify things, further experiments have revealed that
| this seems to happen whenever there's less than some 2.5 meg
| free RAM available. So it was not a tcsh bug/incompatibility,
| only this mgif version being quite the memory hog.
|
Can this be fixed? I only have 2.5 Mb total...

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.
```

5755. Gulam improvements?

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 16:26:53 UTC
From: max@hopper.cba.csuohio.edu
Message-ID: <1992Nov20.162653.28581@news.csuohio.edu>
Source record: 214508

Previously:

>This is a long-standing bug, there is no fix since there haven't been any
>new releases of Gulam since 1987. Just don't use the mem command.

Currently:

I would like to know how to rebind keys for "ue". Issuing rebind commands
in accordance with the documentation doesn't seem to have any effect.
Am I missing something obvious?

Hopefully:

Are the sources for gulam available? Can any of the really helpful
corrections or improvements be made to this shell, or do we just go on
to bigger and better things?

5756. Re: lzh unpacker for unix

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 16:35:39 UTC
From: max@hopper.cba.csuohio.edu
Message-ID: <1992Nov20.163539.28832@news.csuohio.edu>
Source record: 214509

as384@cleveland.Freenet.Edu (Stephen M. Goldthorpe) writes:
>Since people are starting to archive software on atari.archive with the
>new lzh packers, does anyone have a version that runs under unix. Failing
>that are the sources available so I can port.

Atari.archive's lharc found in /atari/Archivers/Unix/lha-1.00.tar.Z
should be sufficient.

5757. Re: SyQuest vs. floptical

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 16:37:54 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov20.163754.20535@newshost.lanl.gov>
Source record: 214512

In article 88@uoft02.utoledo.edu, jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner) writes:
>how do SyQuest 44/88meg removable drives compare to flopticals?
>i'm especially interested in price. i'm leaning toward the SyQuest
>systems at the moment (bigger, faster), but i'd like to find out
>what the price margin between the 2 is.
>
>how much do the basic drives and disks cost?

Both the Syquest 44/88Mb units and the Floptical drives are SCSI, removable media drives. The Syquest units actually _are_ hard drives, just with removable platters. As such, they are fairly fast, roughly 25ms average access time (another worthless speed rating) or on a par with most low-end hard disks. Since they are SCSI units, you must have a host adapter to convert your Atari's DMA signals to SCSI (unless you have a TT in which case it just plugs in). ICD's famous Advantage Plus host adapters work well but the newest rage is their LINK adapter which is a small self contained host adapter which simply plugs onto your drive's SCSI port and you run your DMA cable from your ST to the LINK and use ICD's software to manage the whole thing. Very nice. Syquest 44 drives read/write/format 44Mb cartridges. Syquest 88 drives can read 44Mb carts but can only write/format to the 88's. There was some scattered consternation about the durability of Syquest carts some time ago, but from personal experience, I've found them to be _very_ durable and reliable.

The floptical drive is relatively new on the scene and has the capability to read/write/format standard 720K floppies, 1.4Mb "super" floppies and the new 21Mb optical floppies. And although some 2-3x faster than a standard floppy drive, they are considerably slower than a real hard drive. Their beauty lies in their very compact size and portability, especially when used with ICD's LINK adapter. It's also nice to put a 21Mb floptical disk in your shirt pocket. Oh yes, in order to format 720K/1.44Mb floppies, you need the latest version of ICD's software which comes with the LINK.

You can shop around, but _typical_ street prices are something like:

Syquest 44 external with case, power supply, cable, ICD host & 1 cart... $ 650
" 88 " " " " " " " " " ... $ 750

Syquest mechanisms alone can be purchased for about $200 less than the above. Additional Syquest 44Mb carts run about $65-75 each; 88Mb carts $110-120.

Floptical external drive with case, power supply, cable, LINK & 1 cart...$ 480
Additional floptical 21Mb carts run about $25-35 each.

ICD LINK adapter alone... $90-$100
ICD Advantage/Advantage Plus host adapters... $90/$100

While widely available, a highly recommended source is TOAD computers in Baltimore, MD, 1-800-448-TOAD. Also, Purple Mountain Computers in Bellvue, WA, 206-747-1519, recently had a very attractive price on floptical drives w/LINK at $399 but I'm not sure if that price is still current.

Hope this answers most questions about Syquests & Floptical drives.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5758. Re: Cyber-stuff

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 16:39:28 UTC
From: rvenable@helix.nih.gov
Message-ID: <1992Nov20.113928@helix.nih.gov>
Source record: 214510

In article <20NOV92.08890564.0092@UNBVM1.CSD.UNB.CA>, Alan Edwards
<EDWR@UNB.CA> writes:
|> I realize that this must have been covered here before, but I am new
|> to this list...
|> I was at my friends last night, and he has
|> CyberPaint and Cad 3D. These both look like pretty good programs,
|> but I can't find them in any catalog. Have they gone away?

They are both from Antic software, which no longer exists.

|> I had been looking at the Lexicor programs to do similar sorts of
|> things, but they are pretty expensive. Are they really worth the
|> extra $$.

I think one of the developers of CyberPaint was programming for
Lexicor;
anyway, there is some Cyber compatibility with file types. I
understand
Tom Hudson, the CAD3D guy, now works for the AutoCAD company.

5759. Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 16:49:24 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov20.114924.12170@bsu-ucs>
Source record: 214520

But if one doesn't have ANY Silent Service, would SS1 or SS2 be the better choice? I knwo I want SOME Silent Service! :)

-Matt

5760. Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 16:53:05 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov20.115305.12171@bsu-ucs>
Source record: 214519

> I can live with playing it from floppy, what I found hard to live with is the
> escorts sailing straight through a tanker to attack you and the way sonar works
> when the vessel is doing 30 knots. Oh and one other snippet is when your lookouts
> spot a battleship at 180 yds range it's a bit too late.

So maybe there's even some playability reasons not to get SS2 over SS1?

-Matt

5761. Re: Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 16:55:37 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov20.115538.12172@bsu-ucs>
Source record: 214521

```
>> What about on a 4meg machine w/RAMDISK and NO hard-drive?
>>
>> -Matt
>
> That is even better. It may take a minute or two to install, but then
> it is even a bit faster then from harddisk!

Cool....Now I just can't decide which (SS1 or SS2) version wouldl be better.
It can be fast as all get-ou, but if the playability in general sucks, then
it's gonna bring the whole game down no matter how
fast/colorful/awesome-to-listen-to it is. Hmmm

-Matt
```

5762. Re: Old Game...what's it called.

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 17:01:43 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov20.170143.11340@email.tuwien.ac.at>
Source record: 214507

```
warwick@cs.uq.oz.au (Warwick Allison) writes:
: In <1egpdlINN4bi@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
:
: >Dungeon Master
: >Chaos Strikes Back
: >Eye of the Beholder
: >(^Not on the ST though^)
: >Captive (No spells)
: >Corporation
:
: Rogue (including commercial version by EPYX)
: Nethack
: Moria
: Larn
:
:
: --
: Warwick
:

Err... these 4 games may be great, but I don't think the original
poster meant one of these... He mentioned a "great interface"... :)

-MY
```

5763. Back-up program sought

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 18:12:17 UTC
From: afraser@uwovax.uwo.ca
Message-ID: <1992Nov20.141217.1@uwovax.uwo.ca>
Source record: 214515

Well, I am in the process of trying to back up my hard drive. I thought
that I would get clever and arc together a whole bunch of files along
a certain path and then just back up my collection of arc files.
(Figured that this would mean less floppies needed.)
This process led to a couple of arc files
in the size of about 1200K or more. I thought that turtle could handle
long files by just splitting them up (in the sense that uue does); but I
was wrong. Is there some other good back-up (public domain or shareware)
program for which this feature is available?

Adele
--

J.A. Fraser, Dept. of Math, UWO, | "Meine Herren, der Senat ist ja
London, Ontario, Canada N6A 5B7 | keine Badenanstalt, warum darf
| eine Frau nicht dortin!"
afraser@uwovax.uwo.ca | -Hilbert

5764. Re: lzh unpacker for unix

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 18:19:01 UTC
From: jarleb@medusa.uio.no
Message-ID: <1992Nov20.181901.6746@ulrik.uio.no>
Source record: 214514

In article <1ej1p5INN9n2@usenet.INS.CWRU.Edu>, as384@cleveland.Freenet.Edu (Stephen M. Goldthorpe) writes:
|>From: as384@cleveland.Freenet.Edu (Stephen M. Goldthorpe)
|>Newsgroups: comp.sys.atari.st
|>Subject: lzh unpacker for unix
|>Reply-To: as384@cleveland.Freenet.Edu (Stephen M. Goldthorpe)
|>
|>
|>Since people are starting to archive software on atari.archive with the
|>new lzh packers, does anyone have a version that runs under unix. Failing
|>that are the sources available so I can port.
|>
|> -Steve Goldthorpe

I think we might put this in the FAQ, so that we avoid any new lzh,
zoo,arc,arj, you-name-it wars.
If you want good lzh archiver for UNIX try :

Host akiu.gw.tohoku.ac.jp

Location: /pub/unix
DIRECTORY drwxr-xr-x 512 Apr 1 17:44 lha

(I'm not sure if it's up on a.a.)

It has man pages in kanji, but i don't think you need'em. It's quite
easy to get it running, and it's compatible with Quester's lzh (which is
what you want)

Jarle.

Internet: jarleb@medusa.uio.no
or Jarle.Brinchmann@astro.uio.no

5765. driving simulator for sleep research

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 18:34:11 UTC
From: FIEL000 <FIEL@UNB.CA>
Message-ID: <20NOV92.15735312.0034@UNBVM1.CSD.UNB.CA>
Source record: 214516

Can anyone tell me where to find a public domain or shareware
driving simulator with source code- GFA Basic would be perfect.
I want to be able to control length of sessions as well as special
events and I need to be able to monitor responses to events.
The project involves detection of drowsiness in drivers.
Anyone with ideas will be enthusiastically embraced.
Meredith Gould
UNB Sleep Lab
Psychology Department
University of New Brunswick
Fredericton, NB, CANADA
E3B 6E4
Voice- 506-453-4707
Fax- 506-453-4505
Email- Fiel@unb.ca

5766. Re: ST-Format

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 18:49:23 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.722285363@freyr>
Source record: 214526

wells_s@kosmos.wcc.govt.nz writes:

>Over here in NZ, we've only just got ST-Format #38 (September).
>
>Can someone tell me what goodies ST-Format have put on their More recent
>2nd cover disk. (issues #39, #40, #41 and if someone has inside knowledge
>#42)

I was just gonna give an angry reaction saying: when did ST Format ever put a goodie on their cover disk, when I remember last year they put my AutoRaiser on the cover disk! The basters did that without even sending me a letter telling me they used the program. It was sort of good luck I was in Leeds, UK by the time and someone showed me the magazine with my name in it. Not many of my Dutch friends regularly read the monster. I think advanced atari users in Holland prefer the German magazines. At least I do.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

5767. Re: NOTE: 16-bit Falcon bus may not be so bad.

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 18:53:16 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.722285596@freyr>
Source record: 214527

warwick@cs.uq.oz.au (Warwick Allison) writes:

>Remember that the Quickindex figures showed the Falcon to be approx 50%
>of the speed of the TT for CPU-memory related tests (not 25%) - indicating
>that the Falcon does not suffer a 50% loss in speed from the 16-bit bus,
>or the TT is 16bit... or 16MHz :-).

Well that would be a test concerning ST RAM, which after all could very well
be on a 16 bit data bus, and the TT would still be 32 bit (provided you get
yourself some neat TT RAM).

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

5768. Jekyll v1.37....OUT NOW!

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 19:11:02 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b0d38a5@p15.f202.n281.z2.fidonet>
Source record: 214593

Have you ever been jealous of those MS-DOS modem freaks who were bragging about BiModem?
Have you ever wondered why only one side of your modem is being used, while you are sure the thing can send tow ways?
Have you ever felt there could be more than ZModem?
Have you ever been bored while downloading?

Then Jekyll is the just the thing for you!

Jekyll is a full duplex file transfer protocol that allows your modem to send files both ways and what's more: you can even chat with the other side at the same time and the CPS rate won't drop noticably. It can even go up if you're sending uncompressed files because Jekyll will compress them before sending and decompress them automatically when receiving!

All this and more can now become part of your everyday life if you use Jekyll v1.37!

A quick overview of it's stunning features:

- Full duplex files transfer (send files both ways)
- Split screen chat with configurable magics (words automatically being replaced by alternatives) and function keys
- Real-time data compression, unseen until now. Can compress executables up to 30% and text files up to 50%!!
- File selector built in so you can select files while sending the previous files.
- Host-mode: scan the hard disk at the other side and request files from it. Useful for BBS's and normal users. BBS's can set all sorts of limits so their users won't get more than they're supposed to!
- File-viewer, to read something while downloading
- A small terminal to quickly make a data connection
- Lots and lots more.....

The new features in v1.37 when compared to v1.32 are:

- Progress bar
- GMUS-protocol support: select music files for GigaMusic and Ultraplayer from within Jekyll! (Ctrl-M, Ctrl-Cursors)
- Switches have been reassigned to four letters so their meaning is clearer
- Made MiNT/MultiTOS compatible
- Chatlog, saves everything you and the remote type in a file (-cout, -c_in & -chat)
- Environment variable for configuration (JEKYLL=)
- Files can be automatically deleted when succesfully sent (^..)

- Screen routines imporved, now work a lot better when Jekyll's own screen routines have been turned off, no more juddery scrolling
- TT-ports can be used (-port)
- Cache size can now go up to 64K and caches are now dynamically allocated
- 4K-Caches for (chat)logfiles
- Jekyll now returns a return-code, it is the amount of kilobytes sent, this can be useful for level-calculations if BBS's use the host-mode
- Host-mode now by default OFF, some sysops complained about it being by default on
- Bug fixed that caused Freeze Dried to run Jekyll a few times when you installed it with an autostart-string and that caused QuickBBS to sometimes get incorrect descriptions like "Jekyll v1.32" etc.
- Many bugs fixed and other small features added....

You can get this file at ST QuickBBS Haarlem +31-23-340077 (JEKL137.LZH) and I'll ftp it to atari.archive in a couple of days. There the name of the file will be jekl137.arc.

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15 <-- NEW ADDRESS!!!
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: GigaMusic, the best music player money doesn't need to buy (2:281/202.15)

5769. Re: TT and llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 19:15:46 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Nov20.121548.4009@arizona.edu>
Source record: 214517

All right, I tried all the suggestions to get Llamatron to work on a TT (i.e., ST-low, cache off, internal speaker off, RCA jacks connected) and none of it works. It loads, the screen turns red, and it locks up. (FYI: I have TOS 3.05).

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

5770. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 19:20:34 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Nov20.122035.4010@arizona.edu>
Source record: 214518

In article 86@uoft02.utoledo.edu, jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner) writes:
> undermind!Steve_Johnson@overmind.mind.org writes:
> > The Falcon030's 68030 has a 24-bit address/16-bit data bus. It
> > get's a little confusing, though, because the COMBEL (the system
> > controller) has a 32-bit bus to RAM and to the VIDEL (the video
> > controller). The machine on the whole, though, isn't a 'TRUE' 32-
> > bit machine (kinda like the Mac LC II/Performa 400). The PDS
> > (processor-direct slot) is also 24-bit address/16-bit data. There
> > is some hope, though, that a third party will be able to 'fix' this
> > (there will, most definitely, be a 32-bit FAST RAM expansion for
> > the Falcon030 that will allow more RAM, at least, from what I've
> > heard).
>
> this is -really- strange. i was under the impression that all 68k
> processors after the '020 were 32 bit all the way 'round. can someone
> post a 'family tree' of the 68k series & what is what? going to
> 24/16 for a 32 bit processor sounds like something Intel would do,
> not Motorola.
>
> i realize that Motorola doesn't have a lot to do with the bus design,
> but it seems to me that trying to fit a 32 bit external processor
> on a 24/16 bus would be a lot more hairy than just making it 32 bits
> in the first place.
>
> jason
>
Why is this so strang? In a TT, the 68030 is running at 32 MHz, and TT-RAM is 32-bit, 32 MHz. But everything else--ST-RAM, DMA, vidio-- is all at 16-bit, 16 MHz. And I get about 4x the speed with only ST-RAM, running the same program (no 68030 or 68882 commands).

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

5771. Re: 21 meg floptical info

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 19:41:18 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov20.194118.23082@newshost.lanl.gov>
Source record: 214522

In article H7G@constellation.ecn.uoknor.edu, kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:
>csullogg@cc4.crl.aecl.ca writes:
>>BTW, the floptical R/W 1.44 and 720 disks; currently no way to format them
>>on the floptical because these formats are used for floppies and the
>>floptical is treated as a hard disk. Sounds like a quick job for the
>>Codeheads!!!

According to Ray at TOAD Computers, this is not so. You _can_ format 720K and 1.4Mb floppies in a floptical drive... you just need the latest version of ICD's software which comes with the LINK SCSI/DMA adapter. There may be a problem doing so with TOS's prior to 1.4 but I cannot confirm that as yet.

>I have a choice: a floptical or a TOS & RAM upgrade to my Mega 2.
>Recommendations anyone? I'd be sorely tempted to get the floptical since I
>PLAN to get a Falcon some time (probably late) next year.

Well, I'd say it probably should depend on what you use or want to use your computer for. If you can't run larger apps because of memory limitations, then go for a RAM upgrade. The TOS upgrade is _always_ a good idea and gives you a lot of bang for the buck.

However, if you really intend to buy a Falcon soon, then don't put any more money into hardware upgrades for your Mega. And if you don't have a hard drive or don't plan on buying a Falcon with the built-in hard disk, then I'd recommend buying a fixed hard disk BEFORE a floptical. Hey, the flopticals are neat but they are NOT the best solution for primary storage! At any rate, an external hard disk or a floptical could be used on _both_ systems.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5772. new .TOS and such...

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 20:39:11 UTC
From: "He Saw. He Conquered. He Came." <dhbutler@magnus.acs.ohio-state.edu>
Message-ID: <9211202039.AA05921@photon.magnus.acs.ohio-state.edu>
Source record: 214523

I'm looking on information pertaining to the following:

TOS 2.06 or 3.XX cards for older St's (or Mega) computers.

Availibility of a method of loading from hard disk the newer system instead of hacking them into the machine.

Use of TOS 1.4 and 2.06 or 3.XX in the same maching (switchable?)

Any info on the above would be greatly appreciated! Please mail to me sonce I rarely use this newsgroup anymore due to lack of time.

Thanks much!
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "This is not a novel to be tossed away lightly;
/ | \ \// it should be thrown with great force." -Dorothy Parker

5773. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 20:53:01 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <75619@hydra.gatech.EDU>
Source record: 214524

In article <1992Nov20.004821.12150@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>> Amiga was the name of the company that made the Amiga computer. i
>> believe they were under contract to Atari to produce a video game
>> system. somewhere along the line Commodore bought them and it was
>> turned into a computer. Atari later sued & got a cash settlement.
>
>Nah...Amiga was just being 'courted' by Atari, along with Commodore. I believe
>Atari sued on the basis that they courted first, even though Commodore got the
>dope.

According to a recent article on Atari in Computer Shopper (either
March 92 or October 92), Warner, who owned majority stock in Atari (at
the time), also had invested in the Amiga company. Jack T. was
disposed of at Commodore and then later courted by Warner to buy most
of Atari. After Jack T. bought it (at a very good price according to
Computer Shopper), he persuaded many Commodore people to Atari. This
left Commodore crippled so they bought up the Amiga. Jack T. sued on
the basis that since Warner had a stake in Amiga so did Atari. I
think it is true that Atari got a cash settlement, but according to
this article the merits weren't enough such that Commodore would lose
the Amiga.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

5774. Re: Grav 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 21:01:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ejjo7INNdvo@golem.wcc.govt.nz>
Source record: 214528

>> >> What am I doing wrong?
>>
>> Sander SToks
>> sanders@sci.kun.nl
>
>
>Randy Kutz Bellcore ..!bellcore!vixen!rrk
> or rrk@vixen.cc.bellcore.com

Well it could that you did not extract it correctly...

It does have a folder and the correct comand line must have the z option
set....

Works OK on my 2.5 meg STFM....

Roger..... sheppard_r@kosmos.wcc.govt.nz

5775. IB Drive

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 21:13:36 UTC
From: wa1ee200@troi.cc.rochester.edu
Message-ID: <1992Nov20.211336.2476@galileo.cc.rochester.edu>
Source record: 214525

I have been unable to use my IB 5 1/4' floppy drive
with my STe. The software that came with the drive
crashed when I boot the computer with it.
Can anyone tell me if there is anyother program
that can change the speed of the drive so that
I can use it with the STe? The IB software works
with my STFM (tos 1.2) by the way.
Thanks
...
Ling Cherd
.

5776. Re: Old Game...what's it called.

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 21:28:15 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Nov20.152816.143@janus.arc.ab.ca>
Source record: 214536

In article <1eehp9INNi69@girtab.usc.edu>, sknezevi@girtab.usc.edu (Steven John Knezevich) writes:
> OKAY ALL YOU ST GURUS!
>
> I have a friend who has a friend who had a game for a 520ST and it
>was this kick butt dungeon game....kinda Wizardry 7-ish...it all took place
>in this dungeon and there were panels that showed the characters view and
>all sorts of neat stuff. Had a cool magic system too....great interface.
>IF ANYONE CAN THINK OF THE TITLE...please e-mail me ANY information.
> Also, what happened to that company who made it? Did they ever
>make anything for IBM or Mac? Please I'd like ALL info. Thanks.
>

Probably "Dungeon Master" or it's sequel "Chaos Strikes Back". "Dungeon Master" was recently release for the PC.

Bob

5777. Re: Warp 9 Upgrade pricing

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 21:35:59 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Nov20.153602.144@janus.arc.ab.ca>
Source record: 214537

In article <1992Nov19.014700.7578@magnus.acs.ohio-state.edu>,
jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
>
>Howdy, all!
>
>I have a small dilemma that I thought some kind soul out there might
>be able to help me solve. I want to upgrade my copy of Warp 9, v3.61,
>to the newest version. Unfortunately, I have several different
>references which seem to be quoting different prices for the upgrade.
>One says $15, another $20.
>
>So I guess my question is, how much is the upgrade? Any help with
>this will be GREATLY appreciated.
>

From Atari Explorer 92-14

CODEHEAD ANNOUNCES WARP 9 (3.71)
CodeHead Technologies ups the Fun Quotient in the Atari world with Extend-O-Save, the modular screensaver in the new version of Warp 9! No longer do you have to put up with the same dull screensaver graphics day after day -- with Extend-O-Save the possibilities are almost limitless. Warp 9 now comes with 5 screensaver modules (maybe more by the time you read this). The method for writing modules will be freely distributed, so any programmer will be able to write new modules at will. PinHead is now built into Warp 9, so you can remove one more program from your AUTO folder. Full automatic control of the 'fastload' effect for specific programs is included, just as it was in PinHead. A revamped Warp 9 Control Panel, with new controls, and an improved 'Save Config' option. To upgrade from any previous version of Warp 9 to the new Extend-O-Save version, just send us your original Warp 9 master disk and a check for $15.00 (includes postage and handling). When you mail us the disk, there's no need for a special envelope or disk mailer; simply put it in a normal letter-sized envelope and drop it in the mailbox. If you own any version of Quick ST or Turbo ST, you can upgrade to Warp 9 for just $30.00 by sending us your original disk and a check. (The previous limited $20 upgrade offer has been extended at this new price.) The retail price of Warp 9 is $44.95. CodeHead Technologies, P.O. Box 74090 Los Angeles, CA 90004, Phone: (213) 386-5735 (Mon-Fri 9A-1P PT), FAX: (213) 386-5789, BBS: (213) 461-2095

Bob

5778. GEMULATOR - a second look?

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 22:50:27 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov20.225027.26914@newshost.lanl.gov>
Source record: 214533

There has been quite a lot of discussion on the net, much of it negative, about the Gemulator... the Atari ST emulator for IBM PC's and compatibles. I myself, in fact, have been responsible for some of the negative "vibes" which at the time I considered quite justifiable.

Well, time marches on and as it does, things change... and so do opinions. :)

I just recently received my Gemulator 2.0 software upgrade and I must now admit, it's come a long way since the first release. Most of my original complaints about the operation and use of the device are now history or at least, very close to being resolved. Running on my 486-33, I find the software now roughly equivalent in performance to an 8MHz ST, which is what Darek Michoka, developer of Gemulator, promised all along. The few nasty incompatabilities which plagued me before are fixed (including GFA BASIC 3.5) and my unit now reads/writes to my floppy drives with no problems at all.

While I _still_ do not consider the Gemulator (in its current form) sufficient to totally _replace_ my Atari computers, I do now find it a worthwhile addition to my hardware suite. And even more importantly, I am satisfied that Darek will continue to enhance the software as time goes on.

Just for comparison, some of you "old timers" out there will remember the early MagicSak Mac emulator that Dave Small produced through Data Pacific. If you recall, that little device worked, but had many problems, some minor and some not so minor, especially when hooked up with his Translator (which semi-allowed Mac disks to be read by the ST. Now compare those early devices to today's truly excellent Spectre GCR. What an improvement! I liken the Gemulator to be on the same type path. It works, but will get a lot better.

And so my fellow Atarians (sheesh... what a ham!), I do NOT suggest that you immediately trash your Atari and run right out and buy a PC with Gemulator. Seldom will an emulator ever be "better" than the real thing. However, I do suggest you look at the Gemulator with an open mind. If you already own a fast PC, it has the potential to make your system even more productive.

I apologize for the length of this post, but I wanted to clear the air a bit. Please don't flame me for trying to be fair, open and honest. If you insist, however, please do so via email so we don't waste precious bandwidth.

We now return you to your regularly scheduled newsgroup... :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5779. Answer to trivia question (early Amiga)

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 22:52:11 UTC
From: rvenable@helix.nih.gov
Message-ID: <1992Nov20.175211@helix.nih.gov>
Source record: 214532

Back when everyone had 8-bit computers and all the
flame wars were between Atari 800/1200/130 folks
and Commode Door 64 owners, a 16-bit 68000 machine
was being developed called the Amiga 'Lorraine'
(or was it Larraine?). This was before the Apple
Lisa, the MacPredecessor. (More trivia.)

For the grand prize, a week in non-virtual reality,
what were the code names for the Atari 400 and 800
during their development?

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
rvenable@helix.nih.gov | -- the Phantom Nerd

5780. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 23:11:50 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.7UmBZjZR&lc@fredrik.atari.no>
Source record: 214529

In <1992Nov20.122035.4010@arizona.edu>, Paul Harris writes:
**** A lot deleted *****

>Why is this so strang? In a TT, the 68030 is running at 32 MHz, and
>TT-RAM is 32-bit, 32 MHz. But everything else--ST-RAM, DMA, vidio--
>is all at 16-bit, 16 MHz. And I get about 4x the speed with only ST-
>RAM, running the same program (no 68030 or 68882 commands).

Your TOTALY wrong!!

The only tru statement is that the 68030 runs at 32Mhz!!

The TT-RAM is 32 bit wide and is clocked by a 16 mhz clock. Synchronous
transfer and burstmode combined with the internal cache of the cpu gives
it a resonable, but not maximized, performance!

The ST-ram is 64 BIT wide, but the CPU accesses it through a 32 bit bus.
the videoshifter accesses the ST (video) ram on a 64 bit bus (that's why they
can rip a 110mhz pixel clock off 100ns RAM-cips, which would be impossible
on a 32 bit bus).
The TOS-ROMs is also 32 bit wide (thats why there are 4 of those 256k*8bit
EPROMS in it)!

All other ST/STE/MSTE compatible hardware is 16 or 8 byte wide, and so is
also most of the TT spesific hardware that is not mentioned above!

I have taken this information from the schematics of the TT, so there should be
no doubt about it beeing correct!

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

5781. Free MSTE/TT CyberDrome upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 23:15:47 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov20.231547.834@newshost.lanl.gov>
Source record: 214534

```
*****************************************************************************
* Fair Dinkum Technologies Press Release *
*****************************************************************************
```

Fair Dinkum Technologies is offering a FREE MegaSTe/TT upgrade to all registered owners of "CyberDrome-The Hoverjet Simulator", the 2-player/2-computer real-time simulation from RHEA-FX and Fair Dinkum Technologies.

Thanks to our users, we have discovered that owners of faster Atari computers such as the 16MHz MegaSTe or 32MHz TT have experienced extreme difficulty in successfully completing any of the upper levels of CyberDrome. We investigated and sure enough, we found a timer problem when used on 16/32Mhz computers. The program still worked, it just made the difficulty level higher than intended.

Therefore, those who returned their product registration cards or purchased CyberDrome direct from Fair Dinkum Technologies may receive this free upgrade simply by requesting it. If you purchased CyberDrome from a retail store and have not yet returned your registration card, do so now and request the free upgrade at the same time. There is NO need to return your original disk. The error was ours, not yours, so we will send you a free, postpaid patch disk.

NOTE: This upgrade affects ONLY Atari computers running faster than 8MHz!
If you own an unmodified, 8MHz Atari ST/STe, there is no need for the upgrade.

If you want to know more about CyberDrome, simply send an email request. Thanx!

```
_____________________________ John "HUTCH" Hutchinson ____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
```

5782. Re: new .TOS and such...

Newsgroup: comp.sys.atari.st
Date: 1992-11-20 23:44:38 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov20.234438.5805@newshost.lanl.gov>
Source record: 214535

In article AA05921@photon.magnus.acs.ohio-state.edu, He Saw. He Conquered. He Came.
<dhbutler@magnus.acs.ohio-state.edu> () writes:
>I'm looking on information pertaining to the following:
>
>TOS 2.06 or 3.XX cards for older St's (or Mega) computers.
>
>Availibility of a method of loading from hard disk the newer system instead of
>hacking them into the machine.
>
>Use of TOS 1.4 and 2.06 or 3.XX in the same maching (switchable?)
>
>Any info on the above would be greatly appreciated! Please mail to me sonce I
>rarely use this newsgroup anymore due to lack of time.

TOS 1.0 was available on disk, but none of the later versions (except for a
few fairly buggy beta versions which were for developers only).

The TEC (TOS Extension Card) offered by CodeHead Technologies has the option
of an external switch to allow you to switch from your normally installed TOS
to the TOS 2.06 on the card. It retails for $139 and includes the TOS 2.06
chips. You might check with them at (213) 386-5735.

P.S.: I tried to email this but it was kicked back.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5783. Re: SyQuest vs. floptical

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 00:36:09 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov21.003609.10437@elroy.jpl.nasa.gov>
Source record: 214538

Pretty good summary. I'd just add a couple notes - bare Syquest 44MB drives are around $300 from various places in Computer Shopper, and bare 88MB units are only in the $400-450 range. If you already have an existing SCSI drive setup there's no reason not to buy bare units to just add in. The cartridge prices have been pretty consistently in the $65-75 and $110-$120 range that John quoted... Personally I want speed more than portability so I prefer the Syquest over the floptical technology.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

5784. Re: msa files to hard disk

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 02:05:46 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ek5hqlNNfk3@golem.wcc.govt.nz>
Source record: 214539

>1. I've never heard of Ultra-Pack. I certainly don't have a copy.

As I said in the message (if you read it). It is available in the
atari/Archivers/
directory at the atari.archive.umich.edu FTP site.

>2. What's wrong with CONTRIBUTING to the existing FAQ?

Because there's a pretty good chance, once anyone has seen it once, they
won't bother to read it again. Hence - any good additional info', will
most probably not be seen by them - so an entirely new one, with some
slightly more advanced/common info' might be more useful to some people!?

5785. Re: lzh unpacker for unix

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 02:13:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ek5vvINNfk3@golem.wcc.govt.nz>
Source record: 214540

The sources for (TOS) LHarc were in the archivers directory on a.a.

Whether compiling the standard sources (which are in assembler) into UN*X
would work - is probably unlikely.

5786. Re: MGIF 4.0 problem (was Re: MGIF 4.0 uploaded to atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 02:59:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.761957@cix.compulink.co.uk>
Source record: 214423

In article <1992Nov19.165420.23954@jyu.fi>, ehs@jyu.fi (Eero H. Sarkkinen) writes:
>In article <1992Nov18.110007.11018@jyu.fi> I wrote:
>
>>Also, anybody else having problems launching this version under
>>tcsh? It works just fine until it says "copy to transform array"
>>at which point it just exits.
>(and so on...)
>To clarify things, further experiments have revealed that
>this seems to happen whenever there's less than some 2.5 meg
>free RAM available. So it was not a tcsh bug/incompatibility,
>only this mgif version being quite the memory hog.
>
>EeroS

i've not got it to work at all (Okami shell) or from Neodesk. That's with
a 4Mb STe, The old one works fine.

Adam.

5787. Re: Cyber-stuff

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 03:27:31 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Nov21.032731.25464@vpnet.chi.il.us>
Source record: 214553

For Cyber stuff, check out E. Arthur Brown. Their catalog lists CAD-3D, CyberSculpt (which is also available from Lexicor now), etc. (I don't recall seeing CyberPaint in there, but then again, I wasn't that interested in it, as I have Lexicor's Prism Paint - which BTW is not all that expensive.) I also have Lexicor's Chronos-3D, which is pretty cool. It seems to have a few bugs, but I haven't talked to Lexicor about them yet - I have one more tutorial to work through, and then I'll have them all in one net :-) Chronos is a bit expensive at about $200, but it's probably the most powerful 3D animation program available for the ST/TT. And Lexicor, unlike Antic, is still around and supporting their stuff (they are even official Silicon Graphics s/w developers now, and are porting some of their Phase IV s/w to SGI machines). One thing though, Lexicor does not have their own 3D modeling program for the Atari - you need CAD-3D (and optionally CyberSculpt, etc.). Or, if you don't want to design your own objects, get Rosetta-3D and you can translate a host of different 3D object formats to Lexicor's .3D4 format to use with Chronos.

Nick DiMasi
nickd@vpnet.chi.il.us Delphi: TURBONICK

5788. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 03:31:54 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Nov21.033154.2194@solace.hsh.se>
Source record: 214542

In <1992Nov20.122035.4010@arizona.edu> paul@jupiter.ame.arizona.edu (Paul Harris) writes:

>In article 86@uoft02.utoledo.edu, jsteiner@anwsun.phya.utoledo.edu (jason 'Think!'
steiner) writes:
>> undermind!Steve_Johnson@overmind.mind.org writes:
>> > The Falcon030's 68030 has a 24-bit address/16-bit data bus. It
>> > get's a little confusing, though, because the COMBEL (the system
>> > controller) has a 32-bit bus to RAM and to the VIDEL (the video
>> > controller). The machine on the whole, though, isn't a 'TRUE' 32-
>> > bit machine (kinda like the Mac LC II/Performa 400). The PDS
>> > (processor-direct slot) is also 24-bit address/16-bit data. There
>> > is some hope, though, that a third party will be able to 'fix' this
>> > (there will, most definitely, be a 32-bit FAST RAM expansion for
>> > the Falcon030 that will allow more RAM, at least, from what I've
>> > heard).
>>
>> this is -really- strange. i was under the impression that all 68k
>> processors after the '020 were 32 bit all the way 'round. can someone
>> post a 'family tree' of the 68k series & what is what? going to
>> 24/16 for a 32 bit processor sounds like something Intel would do,
>> not Motorola.
>>
>> i realize that Motorola doesn't have a lot to do with the bus design,
>> but it seems to me that trying to fit a 32 bit external processor
>> on a 24/16 bus would be a lot more hairy than just making it 32 bits
>> in the first place.
>>
>> jason
>>
>Why is this so strang? In a TT, the 68030 is running at 32 MHz, and
>TT-RAM is 32-bit, 32 MHz. But everything else--ST-RAM, DMA, vidio--
>is all at 16-bit, 16 MHz. And I get about 4x the speed with only ST-
>RAM, running the same program (no 68030 or 68882 commands).

That is totally wrong! The videomemory on a TT is 64 bits wide according
to the docs I read. It multiplex that data to 32 bits for the 68030.
Allthough the videobus only uses 16MHz as you said.

>-Paul Harris @ @
>paul@jupiter.ame.arizona.edu ___/

Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /

/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

5789. Re: Technical wordprocessors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 03:36:53 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1992Nov21.033653.15084@mnemosyne.cs.du.edu>
Source record: 214543

rvenable@helix.nih.gov (Richard M. Venable) writes:

>Well, I also understand there's a version of Word Perfect for the ST line, but
>I can't vouch for it. At a more primitive level, I think ST Writer may allow
>half-line moves and the output of printer codes, so you can access symbol fonts
>and other tricks, if you know your printer real well. But it's hard to beat
>the quality of TeX output.

I have wordperfect 4.1 which I think is the latest atari version.. It's
okay, but I use emacs and TeX/LaTeX more often.

John
--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMBG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

5790. ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 06:55:08 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.2awi@terapin.com>
Source record: 214545

It seems that ATARI may have had it together all along, but kept it a secret, which caused it to loose support and... well you know the rest.

I was reading some messages on the stuff available for the ST, what really interested me, as well as surprised me, was the graphics cards for the ST. I own an ATARI 1040 STE... You can upgrade it to 4 megabytes of ram, put a high resolution/color card in it, get tos 2.07, get a 25 mzh accellerator, 1.44 megabyte disk drive, big hard disk, multi-sync monitor, and some programming software like Lattice C for the ST, and you have a machine which is "up there" with the rest, and a programmable machine with many possibilities.

Of course, I will wait for the Falcon instead.. I am happy to have read that there is already a graphics card waiting for the Falcon, at alot higher resolution on a SuperVGA monitor.. I'm glad, I thought the resolution was to low to begin with..

So with the proper information, software and upgrades.. Those who are interested in developing don't have to feel bad about it.. There is actually enough ST stuff to keep us happy, we just have to look for it.. Not like the other computer companies, that try to help the users.. I still think its worth it..

So I'll get a Falcon, upgrade it, make some nice software and put on the package "REQUIRES 4 MEGAYBTES OF RAM, AND A FALCON SCREENBLASTER". With the DSP chip, sound quality, video and memory, I think one can make a great CD ROM Based game or even a Really proffessional program.. Maybe even a hardware/CD ROM package that can blow away the AMIGA's Video Toaster.

Please tell me what you think about this, and if any of you share these visions with me.

5791. Atari ST Computer For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 08:25:35 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <By24qp.A3G@watserv1.uwaterloo.ca>
Source record: 214546
Cross-posted to: kw.forsale,misc.forsale,comp.sys.atari.st,rec.music.synth

I have the following for sale:

Atari 520STfm upgraded to 1 meg, internal ss drive
Atari SF314 external ds drive
Atari SM124 monochrome monitor
Atari SH204 20 meh hard disk

I would like to get $680cdn for the system. I will sell the computer system
and hard disk separately for $275 for the hard disk and $430 for the computer.

brett maraldo
tel: 519 742 0370
kitchener/waterloo, ont

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

5792. Re: Gulam bombs! Help.

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 10:59:32 UTC
From: jan@janhh.hanse.de
Message-ID: <4425.11.92@janhh.hanse.de>
Source record: 214565

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1992Nov18.053327.754@eskimo.com> gregs@eskimo.com (Greg Sumner) writes:
>>Q: I have just switched to an atari STe from a plain ST. Now Gulam
>> bombs when I use the "mem" command.

>This is a long-standing bug, there is no fix since there haven't been any
>new releases of Gulam since 1987. Just don't use the mem command.

Maybe you want to put "alias mem \my\favorite\mem.prg" into your gulam.g.
So you avoid using it by accident especially when switching shells.

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

5793. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 16:01:45 UTC
From: grier@bnr.ca
Message-ID: <1992Nov21.160145.8701@bnr.ca>
Source record: 214552

> >The December issue had a company trying to teach you about music on computers.
> >They were giving away an ST when you payed their tuition. Their was even a
> >520/1040 style case (couldn't tell which because of the small picture).

> I love this ad. It's been around for years, and it gets my vote for "dumbest
> mistake in a magazine ad". The picture in the ad protrays a man sitting at a
> desk with an ST in front of him, and an electronic keyboard to his right. He
> appears to running some kind of sequencing program. Now, look at the picture.
> Look at the MIDI ports on the left side of the ST... WITH NOTHING PLUGGED INTO
> THEM!

> How can they claim to know anything about the ST's use in music, and not even
> have the computer set up right in their ads?

WHAT YOU DON'T USE VAPOR CABLES FOR YOUR MIDI ??!!??

But Seriously. Whenever you take pictures of equipment you try to present
the concept in the cleanest possible way. If I remember that ad correctly
the mouse appears to be connected to the rear of the system. Next time
you see a person using an electronic gadget in the movies or on TV look
for what's missing. It will surprise you. (Hint on TV you NEVER have to
extend the antenna on your cordless phone.)

BTW did anybody notice the MegaSTe on the Sunday night movie a couple
weeks ago. I forget the title, but this guy was some kind of composer
and in his living room was an Atari "wedding cake". It could have been
a TT, I could not read the label.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

5794. Re: ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 16:04:19 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1elmm3INN5bp@usenet.INS.CWRU.Edu>
Source record: 214550

In a previous article, afonseca@terapin.com (Alberto Fonseca) says:

>It seems that ATARI may have had it together all along, but kept it a secret,
>which caused it to loose support and... well you know the rest.
>
>I was reading some messages on the stuff available for the ST, what really
>interested me, as well as surprised me, was the graphics cards for the ST. I
>own an ATARI 1040 STE... You can upgrade it to 4 megabytes of ram, put a high
>resolution/color card in it, get tos 2.07, get a 25 mzh accellerator, 1.44
>megabyte disk drive, big hard disk, multi-sync monitor, and some programming
>software like Lattice C for the ST, and you have a machine which is "up there"
>with the rest, and a programmable machine with many possibilities.

I'm not an Atari basher or anything, but I definitely believe that the company
doesn't have everything together.

I believe that their marketing strategy for the Falcon030 sucks.

I believe that the Falcon series is doomed unless the Falcon040 is shipping
within six months.

I believe Atari's "12-key keypad, three button joystick" was thought up by
an idiot.

You have the world using JOYPADS and you are going to introduce a complicated
12-key keypad joystick!

Every system on the market in the past that used a 12-key keypad was a FAILURE!

I don't believe that Atari has more than two dozen large developers working
on products for the Falcon030. I believe that Sam was leading us to believe
that there are developers, but in reality he is HOPING that a hell of a lot
more cmpanies will develop for it when it is actually in stores.

I believe Atari was leading us on in September that we will actually see
the Falcon030 in October, November, or December because they didn't want
to see us abandoning them.

I don't believe that Atari will have any CHAIN computer stores selling the
Falcon030. I don't believe more than two dozen dealers will sell the machine
nationwide.

I don't believe Atari will have ANY press for the Falcon030 EVER which will
ultimately destroy the company.

I believe someone that is capable of fixing the above problems should be
running the company.

I don't even know where the problems exist. Is it in Atari USA or Atari Corp.?

>
>Of course, I will wait for the Falcon instead.. I am happy to have read that
>there is already a graphics card waiting for the Falcon, at alot higher
>resolution on a SuperVGA monitor.. I'm glad, I thought the resolution was to
>low to begin with..

Pretty soon, the Falcon030's resolution will suck if Atari doesn't get it on
the market fast.

>
>So with the proper information, software and upgrades.. Those who are
>interested in developing don't have to feel bad about it.. There is actually
>enough ST stuff to keep us happy, we just have to look for it.. Not like the
>other computer companies, that try to help the users.. I still think its worth
>it..

Do you actually believe that there is enough ST stuff to keep you happy?

Do you believe the 2600 will keep you happy even though there is Sega Genesis
and Super NES on the market?

My friend told me to get a clone instead of an ST. I would have except that
I like to be part of the minority.

>
>So I'll get a Falcon, upgrade it, make some nice software and put on the
>package "REQUIRES 4 MEGAYBTES OF RAM, AND A FALCON SCREENBLASTER". With the
>DSP chip, sound quality, video and memory, I think one can make a great CD ROM
>Based game or even a Really proffessional program.. Maybe even a hardware/CD
>ROM package that can blow away the AMIGA's Video Toaster.

Hahahaha, yeah, Atari's developers did their job, now its up to Atari's
management and marketing team.

>
>Please tell me what you think about this, and if any of you share these visions
>with me.
>

My vision is that YOU are a DREAMER!

I don't see any go-getters at Atari, so I dn't believe the company will
ever get going.

--

5795. Re: Warp 9 Upgrade pricing

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 16:05:35 UTC
From: randyh@sr.hp.com
Message-ID: <By2q1B.3A4@srgenprp.sr.hp.com>
Source record: 214551

Not to drift, but does Warp9 work with MiNT .95 and Toswin?
I have an old version of Quickst and it will work except when I start up
Toswin. I get a cursor in the menubar and all console i/o just spits out
all over the top of my toswin windows. I really like the speed improvement
but if it doesn't work with MiNT, what's the use.

Thanks, Randy

5796. sed or 'filename matching' source code

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 16:34:55 UTC
From: sslee@micromed.com
Message-ID: <w9kLuB3w165w@micromed.com>
Source record: 214554

I don't have access to 'ftp', so could someone mail me the source
code to the Unix utility 'sed' or source code to filename matching?
Filename matching would be like the following:
. match exactly one character
* match zero or more characters
[...] match any one character within the square brackets
Example: [ab] matches 'a' or 'b'
[a-z] matches any lower alphabetic character
[!...] match any one character NOT within the square brackets

Thanks,
Steven

--
sslee@micromed.com (Steven Lee)

5797. ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 17:42:09 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Nov21.174209.3246@irscscm.UUCP>
Source record: 214592

ST Software for sale (all items come with original disks and docs):

The Games '92, Espana 20
Daily Double Horseracing 5
Vampire's Empire 5
C.O.L.R. Object Editor 3
Chuck Rock 12
RBI Baseball 2 11
Steve McQueen Westphaser 13
Knight Force (*NOT* STe) 5
Targhan 10
California Games 13
Hard Drivin' 12
Black Lamp 8
Blockbuster 10
Time Bandit 10
Flood 12
Blood Money 12
The Addams Family 15
Another World 15

Please add $1 per order to help cover shipping.

Marshall Lake
POB 7332
Washington, DC 20044-7332
Tel 703-533-2132 (evenings)
202-927-2928 (daytime, weekdays)
Fax 703-538-4598
uucp ...!uunet!{media,mimsy!bogart}!irscscm!mlake
Internet mlake@irscscm.UUCP
CIS 73717,3174
GEnie MLAKE

--
Marshall Lake
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

5798. Re: does Warp9 work with MiNT .95 and Toswin?

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 17:50:49 UTC
From: grier@bnr.ca
Message-ID: <1992Nov21.175049.9459@bnr.ca>
Source record: 214555

> Not to drift, but does Warp9 work with MiNT .95 and Toswin?
> I have an old version of Quickst and it will work except when I start up
> Toswin. I get a cursor in the menubar and all console i/o just spits out
> all over the top of my toswin windows. I really like the speed improvement
> but if it doesn't work with MiNT, what's the use.

> Thanks, Randy

Well It definitely works well on a TT with Mint 0.95B and TosWin 1.1

See my system configuration posted earlier.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

5799. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 18:50:55 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1em0efINN98e@terminator.rs.itd.umich.edu>
Source record: 214556

```
drwxrwx--- root 2048 Nov 21 13:41 .
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5800. Re: 16MHz & GEnie

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 19:05:24 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.cJJJh82NisI@jonh.wimsey.bc.ca>
Source record: 214562

In <1992Nov20.020401.12428@admiral.uucp> dave@admiral.uucp (Dave Litchman) writes:

>In article <1992Nov16.143321@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
>>Two questions...
>>
>>1> Anyone any ideas on getting my Mega/STE into 16MHz mode before
>>running games which boot from the bootsector?

>Here's an idea. Forget it. Most games "break the rules" and are so dependent on
>the system timing of an 8Mhz ST, that they just won't run in 16Mhz.

As i have an ADSpeed with an external switch, I'd like to point out
that most of the incompatabilities tend to be in custom disk load
routines, so with a switchable processor, a lot of games that won't load
at 16 will play at 16. You sghould see Vroom at 16mhz. Blows away some
dedicated arcade machines.
A local store claims to have worked out a way to wire a Mega STe
with a switch, but they won't say how they do it. Maybe someone with
access to the circuit diagrams would be able to figure it out and ost a
text file. One drawback, from what I'm told. If the switch is installed,
you lose the ability to software switch the speed, unlike the ADSpeed.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

5801. Re: Warp 9 Upgrade pricing

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 19:10:19 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Nov21.191019.10342@u.washington.edu>
Source record: 214557

randyh@sr.hp.com (Randy Hosler) writes:

>Not to drift, but does Warp9 work with MiNT .95 and Toswin?
>I have an old version of Quickst and it will work except when I start up
>Toswin. I get a cursor in the menubar and all console i/o just spits out
>all over the top of my toswin windows. I really like the speed improvement
>but if it doesn't work with MiNT, what's the use.

>Thanks, Randy

Yes, it does. I use it all the time! :)

Dan Aylward
dud@u.washington.edu

5802. Re: ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 19:18:54 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Nov21.191854.10625@u.washington.edu>
Source record: 214558

afonseca@terapin.com (Alberto Fonseca) writes:

>So with the proper information, software and upgrades.. Those who are
>interested in developing don't have to feel bad about it.. There is actually
>enough ST stuff to keep us happy, we just have to look for it.. Not like the
>other computer companies, that try to help the users.. I still think its worth
>it..

I think this is very true. So many people seem to be getting caught up in
the PC mindset, but I really don't think they have that much more to
offer. I get everything I need in a computer with my TT; if I want more,
I know where to look. Plus there's aspects of being an Atarian that are
irreplacable when moving to other platforms, like the user community.

>So I'll get a Falcon, upgrade it, make some nice software and put on the
>package "REQUIRES 4 MEGAYBTES OF RAM, AND A FALCON SCREENBLASTER". With the
>DSP chip, sound quality, video and memory, I think one can make a great CD ROM
>Based game or even a Really proffessional program.. Maybe even a hardware/CD
>ROM package that can blow away the AMIGA's Video Toaster.

>Please tell me what you think about this, and if any of you share these visions
>with me.

Right on! We need more people like you!

Dan Aylward
dud@u.washington.edu

5803. Re: Cyber-stuff

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 19:40:08 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.wMynFtVoEaY@jonh.wimsey.bc.ca>
Source record: 214563

In <20NOV92.08890564.0092@UNBVM1.CSD.UNB.CA> Alan Edwards <EDWR@UNB.CA> writes:

>I realize that this must have been covered here before, but I am new
>to this list...
> I was at my friends last night, and he has
>CyberPaint and Cad 3D. These both look like pretty good programs,
>but I can't find them in any catalog. Have they gone away?

>I had been looking at the Lexicor programs to do similar sorts of
>things, but they are pretty expensive. Are they really worth the
>extra $$.

As another poster mentioned, Antic, the original publisher, is gone.
Lexicore is the only source of a Cad 3d like program, and from what I've
seen itt's way better. I read in an ionline magazine that someone got
the rights to Cyberpaint and has hired Jim Kent to update it for the
Falcon. Lexicore's stuff, from the demo's I've seen, would be awfully
slow on a stock ST, but it is very powerful.
Occasionally you'll see people selling Cad 3d on the net when they're
dumping their ST's.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

5804. Re: 16MHz & GEnie

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 19:47:11 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92326.144712JJL101@psuvm.psu.edu>
Source record: 214559

In article <1992Nov20.020401.12428@admiral.uucp>, dave@admiral.uucp (Dave Litchman) says:
>
>In article <1992Nov16.143321@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley)
>writes:
>>Two questions...
>>
>>1> Anyone any ideas on getting my Mega/STE into 16MHz mode before
>>running games which boot from the bootsector?
>
>Here's an idea. Forget it. Most games "break the rules" and are so dependent
>on
>the system timing of an 8Mhz ST, that they just won't run in 16Mhz.
>
>

Bry Edewaard has written such a program... it allows one to use a seperate boot disk to kick the MSTe into 16Mhz mode then allows you to insert game disk with bootsector to continue the bootup process...

Send mail to bryedewaard@delphi.com for more info.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

5805. Re: ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 20:35:46 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1em6j2INNIng@golem.wcc.govt.nz>
Source record: 214560

COmparing the 2600 to the Genesis etc. is STUPID! The thing is over 10-years old!! It was probably the first home-'console' system ever introduced. (Unless someone knows otherwise).

Joy-Pads? Yuck - only small kids can use those things successfully - the buttons, and the 'joy-stick' are far too-small!! They are also crap for delicate operations. A good ole' Quick-Joy Jetfighter will do me nicely... It's big - easy to handle, has auto-fire.

12-key keypads failling? Most IBM compat's these days have 12-key keypads or something very close, and they sure as heck aren't 'failling'!

You are just out to cause trouble, and are taking wild guesses. Try typing 'unsubscribe comp.sys.atari.st' or whatever your systems command is.

5806. Macintosh ST Connection/CompuSeller West

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 22:53:01 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Nov21.175301.23010@newstand.syr.edu>
Source record: 214580

Current Notes (November 1992) has info about Macintosh ST Connection, a program sold by CompuSeller West. Does anybody have this program? How is it?
Also, where can I get it, other than at CompuSeller? If nowhere else, then does anybody have CompuSeller's phone number?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

5807. ATTN: Simon Gornall (was: Re: My MiNT distribution kit)

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 23:23:25 UTC
From: jartsu@vipu.hut.fi
Message-ID: <JARTSU.92Nov22012326@lk-hp-10.hut.fi>
Source record: 214564

In article <1992Nov12.203004@phwoof.ph.kcl.ac.uk> sjg@phwoof.ph.kcl.ac.uk (Simon Gornall) writes:

> While I'm on the subject, if you upload anything for MiNT to a.a.u.e, (or
> anywhere else for that matter), could you email me here at kcl (either
> sjg@dogmatix.ph.kcl.ac.uk or sjg@phwoof.ph.kcl.ac.uk)

Can't reach you via Email from either of these addresses, keeps
bouncing, you don't seem to exist on the net...

Please mail to me so I can get a correct return address!

--
****************** "Jartsu" **********************
*********** Jari Lehto ************
**************** "I hate MS-DOS" ******************
***** Finger jartsu@vipu.hut.fi for more info *****

5808. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 23:24:43 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Nov21.162444.4016@arizona.edu>
Source record: 214561

In article lc@fredrik.atari.no, jornmoe@fredrik.atari.no (Joern Moe) writes:
> In <1992Nov20.122035.4010@arizona.edu>, Paul Harris writes:
> **** A lot deleted *****
>
> >Why is this so strang? In a TT, the 68030 is running at 32 MHz, and

....

> Your TOTALY wrong!!
>
...

Well, then my apologies. To the best of my knowledge, I was merely repeating
what I tought I had learned about the TT in the past many months on this
network. But aparently not... Well, thanks for the correction....

> --
> ____
> / Joern F. Moe / All above is my own personal opinion! \
> / Oslo, Norway / Any lack of opinion above is also mine! \
> ---

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

5809. Re: Freeze Dried Ripoff!

Newsgroup: comp.sys.atari.st
Date: 1992-11-21 23:45:06 UTC
From: gregs@eskimo.com
Message-ID: <1992Nov21.234506.23249@eskimo.com>
Source record: 214569

Mark Kovarski <kovarski@zooid.guild.org> writes:

>I don't know about his dealings but this is not the first time I see
>users complaining about his service. The first time, he said due to
>lack of disks in the country (because of OS/2 and Windows) he couldn't
>get any disks and therefore was not able to send it. I believe the
>average waiting period for his product was 3 months.

>Whatever the case, it will bring negative feedback from users such as
>the above.

>Best Regards,
>Mark K.

I think he's just a home programmer who was not prepared for the demand.
HI know his product is quality -- use the demo until your disk comes in.

--
Gregory Sumner _ _
gregs@eskimo.com (,) (,) Look! He has a new
Seattle, WA " EMAIL address!
O

5810. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 01:15:45 UTC
From: darekm@microsoft.com
Message-ID: <1992Nov22.011545.3921@microsoft.com>
Source record: 214568

> I didn't know the story behind the inclusion of Line-F system before - I
>always thought it seem an extreamly slow way of doing things.
> Interestingly some of the line A functions are actually very well written
>- I tried to write a fast resolution dependant line drawing routine in
>assembler once, using the best algorithms I could find in books and in the end
>used line A because it was so very nearly as fast.

Line A and Line F traps are a good idea and a bad idea, depending on what you use them for. A line A or line F instruction occupies 2 bytes of code, compared to 6 bytes for a typical JSR instruction. So if you make a lot of calls to the same routines, it becomes a great reduction method to use line F, which is exactly what the TOS ROMs did. The line F handler simply had a table of the routines and jumped to the appropriate routine depending on what the full 16-bit line F trap number was. Same goes for line A. The Mac operating system does the same thing with line A.

But, there is a certain amount of overhead with handling each trap, let's just say 100 clock cycles. A JSR RTS combination is only 36 cycles. If the routine you're calling takes thousands of clock cycles, the overhead is minimum. But if you do it every few lines of code like the TOS ROMs, you waste a lot of time in the line F handler. That's exactly why TOS 1.0 on disk (which uses no line F) is about 10% faster than TOS 1.0 in ROM. Of why TOS 1.4 in ROM is slower than TOS 1.6 in ROM. 1.4 has line F and 1.6 doesn't.

> Then sell the source to Derek for recompilation to 386 code for his
>Gemulator which would then be usably fast on a sub #1000 PC (if not too fast).

I'm way ahead of you there. When I sold off Quick ST to Codehead, I kept rights to the source code for just such a purpose. Already, Gemulator 2.0 has parts of Quick ST implemented in it as 386 code. That's what the QUICK option in Gemulator does. oooooh, pretty sneaky, huh? Right now, a chunk of VT52 and a little bit of VDI is implemented, so if you flick QUICK on, you'll notice about a 50% speedup in text and string redraws, and about 10% in VDI. As I do more work on it in the next few months you'll see the numbers go up more and more.

And this is a faster and more compatible thing to do than hooking trap handlers like Quick ST does. The QUICK option actually writes 386 code directly over top the 68000 in the TOS ROMs (since Gemulator loads them into RAM).

I'm not sure what you meant by "sub #1000 PC". Is that 1000 dollars or 1000 pounds? Right now you can buy 25 Mhz 486SX machine for under $1000, and that will give you roughly 8 Mhz 68000 emulation. You can still use the real Quick ST or Warp 9 running on Gemulator to give you the kind of speed ups you get on a real ST, since Quick ST does things in less code, Gemulator has to emulate less code and thus speeds up. Same reason it speeds up a real 68000.

- Darek

>
>- Leo

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are my own, I think. |
\--------------------------------------/

5811. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 01:48:28 UTC
From: dave@admiral.uucp
Message-ID: <1992Nov22.014828.8710@admiral.uucp>
Source record: 214579

>days of Compute! does anyone remember reading the article about the new
>computer being designed that eventually became the Amiga? I remember they
>talked some about the likelyhood of it's becoming part of the Atari stable.
>Anyway....can anyone tell me what the 'working' name for the Amiga was? hint:
>Amiga was part of the name (I think Amiga might have been the name of the
>group/company who developed it)????
> -Matt

Amiga was indeed the name of the company that designed the Amiga, although the working name of their computer escapes me at the moment. All I remember is that before Amiga got into the computer-designing business, they made/sold joysticks for other computers. Kinda appropriate that they should ultimately design a game computer...

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

5812. Re: ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 02:32:40 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1emrg8INNrkm@usenet.INS.CWRU.Edu>
Source record: 214567

In a previous article, wells_s@kosmos.wcc.govt.nz () says:

>COmparing the 2600 to the Genesis etc. is STUPID! The thing is over 10-years
>old!! It was probably the first home-'console' system ever introduced.
>(Unless someone knows otherwise).

Oh, yeah? How old is the Atari ST?

It is getting up there as well.

Its just my opinion, but I DO FEEL like I'm playing with a 2600 (ST)
when I see what other systems are doing...

And PONG was really the first system, but it didn't play anything besides
PONG.

>
>Joy-Pads? Yuck - only small kids can use those things successfully - the
>buttons, and the 'joy-stick' are far too-small!! They are also crap for
>delicate operations. A good ole' Quick-Joy Jetfighter will do me nicely...
>It's big - easy to handle, has auto-fire.

YUCK? How many Nintendos, Super NES, and Genesis systems have been sold
with joypads?

I know many adults that play Nintendo and they don't seem to have any
problem with it. I guess it depends on how FAT your fingers are.

Besides, Atari could always make the buttons bigger.

TRUE, there should be a joystick available, but a joypad should clearly
be sold with the system.

It is not only cheaper to make, but it also won't scare away anyone.
If you hve over 5 buttons on the controller, it may scare away people.

And think about the future. If ever Atari joined the home multi-media market,
can you imagine a wireless joystick controlling the system? What a remote!

>
>12-key keypads failling? Most IBM compat's these days have 12-key keypads
>or something very close, and they sure as heck aren't 'failling'!

Do you know what the hell you are talking about?

Or are you just writing to see yourself write?

So, MOST IBM compatibles have a 12-key keypad on their game controllers, huh?

Mext message...

>
>
>You are just out to cause trouble, and are taking wild guesses. Try
>typing 'unsubscribe comp.sys.atari.st' or whatever your systems command is.

I might be taking wild guesses, but at least I know what the hell I'm
talking about.

I didn't see you respond to any of the othe points that I made.

Also, if I was out to cause trouble, I wouldn't be so involved with the
Atari Community.

Len

Len
>

--

5813. Re: Old Game...what's it called.

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 06:00:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70008@cup.portal.com>
Source record: 214570

Steven John Knezevich asked:

>I have a friend who has a friend who had a game for a 520ST and it
>was this kick butt dungeon game...

Undoubtedly it was "Dungeon Master" from FTL Software.

>Also, what happened to that company who made it? Did they ever
>make anything for IBM or Mac? Please I'd like ALL info. Thanks.

FTL recently released Dungeon Master for the PC, and have done
games for the Mac... call them at (619) 453-5711 for more info..

BobR

5814. Re: 1MB STE SIMMS: - are they 70ns?

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 06:07:07 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70010@cup.portal.com>
Source record: 214572

Re: questions about 1Meg SIMMs for the STe upgrades..

The ST only NEEDS 150ns memory. Buy whatever you can find that's cheapest.. normally that will be a 1 Meg x 9, 70ns SIMM.

Be sure to get either 1Meg x 8 or 1Meg x 9 SIMMs, not any other internal organization (those are usually more expensive anyway).

The STe can use either 1x8 or 1x9 without having to change anything.

BobR

5815. Re: Help! TOS 2.06 requires jumpers set...I have resistors.

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 06:13:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70011@cup.portal.com>
Source record: 214571

Robert Morrison asked about ROM select jumpers relating to installing TOS 2.06..

Those "resistors" marked W102, W103, etc. aren't resistors at all.. they're just jumper wires (thus the designation "Wxxx") which are manufactured to resemble resistors so automatic component insertion machines can handle them. (You could verify that with an ohmmeter).

You could simply snip them off the pc board and solder plain wires into the correct jumper pads for TOS 2.06.

The holes for the other jumpers are likely to be filled with solder from the wavesoldering manufacturing process, so that would have to be removed first.. no problem for anyone with soldering experience.

BobR

5816. Re: Dungeon type games

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 06:33:16 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70012@cup.portal.com>
Source record: 214573

Phil (naffara@uk.ac.crc) asked about Bloodwych II...

Actually, the second game was released as "Bloodwych Data Disks - Vol. 1.

I understand MirrorSoft is out of business, so probably the only way
to find a copy would be to check the mail-order sources who specialize
in import (to the US) games, to see if they have any left. The copyright
date is 1989 though, so it's not very promising...

You COULD try MirrorSoft's old phone number and see if anyone is still
answering there... 01-928-1454

BobR

5817. Re: Llamatron (undocumented feature?)

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 06:37:17 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70013@cup.portal.com>
Source record: 214574

Kenneth Love asked about Llamatron:

>Someone told me that there was a weird 'spiral-thingie' somewhere, but I don
>know how to get it. Maybe it was another pause "icon"?

Sit all the way through the scrolling text at the beginning of the game
and it'll tell how to get into a "sound demo" mode with all the game
sounds and the Tentacle...

BobR

5818. Re: Answer to trivia question (early Amiga)

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 06:43:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70014@cup.portal.com>
Source record: 214575

The Atari 400 and 800 were of course known as Colleen and Candy
during their development by Atari, Inc...

Now, for extra bonus points, what was the name of the company
that started development on the Amiga, and what was their
original product..?

:)

BobR

5819. Ghostscript & 8-bit color: another attempt.

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 08:07:18 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <84137@ut-emx.uucp>
Source record: 214576

Adventurous Ghostscript users:

I have fixed a second bug in the 8-bit color part of the Ghostscript (2.52 beta) screen driver. There was a memory allocation error which may have been causing the crashes after displaying 8-bit images (and other strange behavior).

If you have the stomach for another download, an updated beta distribution and an updated executable are available from lifshitz.ph.utexas.edu in pub/atari/ghostscript/beta. Please let me know if it finally works, or if it doesn't :-(.

Also, I have heard nothing about he G3 fax driver. Has anyone tried it?

Tim Gallivan

5820. Re: Cyber-stuff

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 08:58:06 UTC
From: alien@clinet.fi
Message-ID: <1eni2uINNrq4@clinet.fi>
Source record: 214578

nickd@vpnet.chi.il.us (Nicholas J. DiMasi) writes:
: For Cyber stuff, check out E. Arthur Brown. Their catalog lists CAD-3D,
: CyberSculpt (which is also available from Lexicor now), etc. (I don't
: recall seeing CyberPaint in there, but then again, I wasn't that interested
: in it, as I have Lexicor's Prism Paint - which BTW is not all that
: expensive.)

Prims Paint is a good one too for frame editing but it's _very_ poor
painting program, only standard utilities. CyperPaint 2 is the most
powerfull paint prog. I've seen for ST, but it doesn't work on TT :(
I'm ready to pay a lot of money from working version of CyperPaint 2.
using that with other Phase-4 stuff and you can't find better
animation system for the Atari-line. Of course if Alias-software
starts support TT... PowerAnimator is the best modelling program, but
works only with Iris Power Series and IMB (<- sorry the uppercase)
RS/6000 power stations...

: I also have Lexicor's Chronos-3D, which is pretty cool. It seems to have a
: few bugs, but I haven't talked to Lexicor about them yet - I have one more
: tutorial to work through, and then I'll have them all in one net :-) Chronos
: is a bit expensive at about $200, but it's probably the most powerful 3D
: animation program available for the ST/TT.

Chronos seems okay to me, but it has very little shading options and
the quality could be much better. No raytracing and you need extra
program to do Texturing etc. There is also some German modeller for
the TT (only for TT?) and it isn't that expensive that Phase-4. It has
also Raytracing option and some object editor. InShape makes quite
nice effects, I can see some raytracing made on demo pics and it's not
even expensive: 498DM and there is all you need for nice modelling.

: still around and supporting their stuff (they are even official Silicon
: Graphics s/w developers now, and are porting some of their Phase IV s/w to
: SGI machines). One thing though, Lexicor does not have their own 3D modeling
: program for the Atari - you need CAD-3D (and optionally CyberSculpt, etc.).
: Or, if you don't want to design your own objects, get Rosetta-3D and you can
: translate a host of different 3D object formats to Lexicor's .3D4 format to
: use with Chronos.
:
: Nick DiMasi
: nickd@vpnet.chi.il.us Delphi: TURBONICK

```
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VISUAL ART PRODUCTION

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
---------- Generation X ----------

5821. GFA Basic Compiler Needed!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 09:02:20 UTC
From: stacylee@csd4.csd.uwm.edu
Message-ID: <1eniasINN11b@uwm.edu>
Source record: 214577

Help!!!!!

I accidentaly deleted my only copy of a compiler for GFA Basic.
It was entitled GFA_BCOM.PRG, and was for one of the early versions
of GFA Basic (sold seperately, although I think my version was PD).

Can someone please help me out? Help Much appreciated!

5822. Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 10:21:40 UTC
From: ansga01@mailserv.zdv.uni-tuebingen.de
Message-ID: <ansga01.722427700@mailserv>
Source record: 214581

Maybe my first response on the subject SS1 vs. SS2 was a bit too fast, since
I don't know SS1 well enough. Still, IMHO SS2 is worth its price because
it's one of the very few ST games I didn't have any problems with installing on
hard disk or with any accessories or progs in the auto-folder. It works fine,
sounds fine, looks fine and for me the missions are hard enough.

--
* Thomas Gaiser * ansga01@mailserv.zdv.uni-tuebingen.de *
* Seminar fuer Sinologie * *
* Herrenberger Str. 51 * *
* 7400 Tuebingen, Germany * *

5823. Need help with connecting SCSI drive to ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 11:01:40 UTC
From: <>
Message-ID: <1enpakINN5mf@flop.ENGR.ORST.EDU>
Source record: 214582

I have a Supra 20 Meg HD . The manual says the HD has two components: an interface and a drive with embedded controller. Can I disconnect the drive and connect just the interface to a SCSI drive? I'm thinking of connecting to a SyQuest removable drive. If not, what do I need to connect the SyQuest?

Thanks for the info.

Trung
vovut@prism.cs.orst.edu

5824. Re: 21 meg floptical info

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 11:39:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A40105@K.maus.de>
Source record: 214275

k>Since the floptical is treated as a hard disk, is it possible to partition
k>it to 16 and 5 MBs? I have TOS 1.02 and 2 MBs of RAM.

The floptical is handled just like a removable hard drive is. But why partition it? The 16 MB limit is not in old TOS versions, but in old hard disk drivers (AHDI below 3.00). As these old drivers can't handle removable media anyway, there shouldn't be a problem for you using the floptical media in one 21 MB piece.

so long, Peter

5825. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 14:23:02 UTC
From: saj@chinet.chi.il.us
Message-ID: <By4FyF.I0L@chinet.chi.il.us>
Source record: 214584

In article <SCOTT.92Nov17124603@sfi.santafe.edu> scott@sfi.santafe.edu (Scott D. Yelich) writes:
>>Also a Falcon040 with 32Mhz 32 bit processor + DSP etc will be *released*
>>next November and be available spring '94.
>
>*GIGGLE*

Well, the one thing that makes this sound believable is that once again Atari would have a hot new machine announced but unavailable over Christmas.

Steve

5826. Jekyll v1.38....BIG BUG FIXED!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 16:03:58 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b0fb05c@p15.f202.n281.z2.fidonet>
Source record: 214594

Hi everyone,

Apparently Jekyll v1.36 and v1.37 had one very big bug with the
RTS/CTS-handling in Jekyll's own serial routines. Because my modem doesn't
have RTS/CTS this bug managed to slip by, but Mario van den Heuvel has
notified me of it. I managed to fix the problem immidiately and meanwhile
some bugs in Hyde were fixed.
So please use Jekyll v1.38 and pass on this message. Thank you.

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15 <-- NEW ADDRESS!!!
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: N_JEKYLL: Da place 2 B! (2:281/202.15)

5827. --> ST/Spectre/Hard Drive etc. for sale <--

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 16:35:52 UTC
From: jgondek@pragmatix.cs.uoregon.edu
Message-ID: <1992Nov22.163552.23686@cs.uoregon.edu>
Source record: 214583

```
Atari ST system for sale.

---- Hardware ----
Atari 1040 STf (1MB RAM, Internal Floppy)
Spectre GCR w/ 128K Mac ROMS installed
Supra 40MB hard drive (with clock/SCSI interface)
Atari SM124 Monochrome Monitor
Atari SC1224 Color Monitor
Atari SF314 External Floppy
Astra Monitor Switchbox
VideoKey from Practical Solutions

---- Software ----
Cyber Studio CAD-3D
Cyber Studio Cybermate
Cyber Studio Cyber Control
MegaMax Laser-C
GST Software's 1st Word+
Assempro 68000 assembler
LSL Land of Lounge Lizards
(All original disks and documentation)

---- Books ----
Original computer and software manuals
Abacus Atari ST Machine Language
Abacus GEM Programmer's Reference
Abacus Atari ST Internals

$600 Takes it all.
reply to jgondek@cs.uoregon.edu
```

5828. Re: ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 17:01:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.763620@cix.compulink.co.uk>
Source record: 214426

In article <1elmm3INN5bp@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>I'm not an Atari basher or anything, but I definitely believe that the company
^^^^^^^^^^^^^^^^^^^^^^^^

Could have fooled me :-)

Adam.

5829. Re: Cyber-stuff

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 20:42:21 UTC
From: jsteiner@anwsun.phya.utoledo.edu
Message-ID: <1992Nov22.154222.122@uoft02.utoledo.edu>
Source record: 214585

nickd@vpnet.chi.il.us (Nicholas J. DiMasi) writes:
> For Cyber stuff, check out E. Arthur Brown.

is E. Arthur still around? i don't own an ST anymore, but my dad still
uses his for drafting & wanted to get GFA Draft 2.0. he told me he's
stopped receiving the catalog & didn't know if they were still in business.

any idea?

jason

--
would you could you should you cross thru if i could wipe my eyes a blinding
compromise another pinky shave enlightens the brow now cow to die another day
if you prefer outside be blessed sir ostracize better bastard now forgotten
well instead of favored son of hell in hopes to open eyes - scaterd few, U
,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,` jsteiner@anwsun.phya.utoledo.edu ,`,`,`

5830. Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 20:56:49 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1eos6hINN7i6@golem.wcc.govt.nz>
Source record: 214587

Well I found some Lha files on a site (German one) and have never come across them before, so how do you extract them..???

Roger.............. sheppard_r@kosmos.wcc.govt.nz

5831. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 21:04:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A52438@MS.maus.de>
Source record: 214395

Leo Hendry (leo@dcs.warwick.ac.uk) wrote:
> I agree entirely - I have looked at the VDI/AES code too and it is
>absolutely dire and hasn't changed in later versions of TOS. This lead me to
>the conclusion that Atari must have lost the entire GEM source code at some
>time - this would explain why they haven't recompiled it and why they have had
>such difficultly making modifications to it (And when they do, more bugs creep
>in). However, the source to the example CPX that Atari provide compiles to
>literally half the size using Lattice C5 compared to their precompiled
>version. What is more their code is totally non-ANSI (no prototypes etc.)
>which seems to indicate they are still using the same old compiler.

Wrong.

We've all seen the improvements in GEM since TOS 1.4 (see Newdesk or the new 3D buttons, or MultiTOS' new AES for that matter). As far as I know, Atari currently uses different compilers for TOS development: XControl was compiled with TurboC or PureC, and MiNT is compiled with GCC or Lattice C. I'm sure that the same applies to AES.

> Then sell the source to Derek for recompilation to 386 code for his
>Gemulator which would then be usably fast on a sub #1000 PC (if not too fast).

If he really wanted to, Darek could buy DR's sources of GEM. Or, in fact, he could bundle a run time version of PC GEM and take advantage of it when emulating GEM traps.

5832. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 21:11:47 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Nov22.211147.1377@u.washington.edu>
Source record: 214586

paul@jupiter.ame.arizona.edu (Paul Harris) writes:

>In article lc@fredrik.atari.no, jornmoe@fredrik.atari.no (Joern Moe) writes:
>> In <1992Nov20.122035.4010@arizona.edu>, Paul Harris writes:
>> **** A lot deleted *****
>> >Why is this so strang? In a TT, the 68030 is running at 32 MHz, and

>....

>> Your TOTALY wrong!!
>...

>Well, then my apologies. To the best of my knowledge, I was merely repeating
>what I tought I had learned about the TT in the past many months on this
>network. But aparently not... Well, thanks for the correction....

Um, maybe I'm missing something here... but my TT most certainly runs at
32 MHz...

Dan Aylward
dud@u.washington.edu

5833. Re: GAWK .... and sed

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 21:23:15 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.722467395@vega>
Source record: 214588

Mike Stramba <stramba@zooid.guild.org> writes:

>I was looking for GAWK and this seems to be it (atari.archive)

>Does anybody know what's in these files:

Here is a listing from gawk213b.zoo

```
Length CF Size Now Date Time
-------- --- -------- --------- --------
1100 37% 691 16 May 91 20:43:44-6 acknowle.dge
12737 60% 5041 25 Oct 89 11:56:44-6 copying
2484 48% 1299 30 May 91 21:16:04-6 futures
38461 68% 12794 4 Aug 91 19:24:36-6 gawk.man
141357 54% 65739 4 Aug 91 17:42:04-6 gawk.ttp
681 48% 353 5 Jun 91 22:56:44-6 limitati.ons
719 36% 461 7 Jul 91 00:27:16-6 ports
338 33% 227 7 Jul 91 00:27:16-6 problems
2073 43% 1183 4 Aug 91 19:44:38-6 readme.st
6286 64% 2267 4 Aug 91 19:25:00-6 strftime.man
893 43% 513 4 Aug 91 18:44:12-6 test/a_read.me
365 33% 243 7 Apr 91 02:45:44-6 test/argarray.awk
176 25% 132 20 Apr 91 13:29:56-6 test/argarray.out
211 36% 134 21 Jul 91 12:44:08-6 test/arrayref
6 0% 6 21 Jul 91 12:44:12-6 test/arrayref.goo
1042 46% 560 13 Dec 90 18:32:56-6 test/awf/awf
5046 48% 2619 21 Oct 90 14:13:12-6 test/awf/awf.1
850 56% 374 27 Apr 91 17:34:08-6 test/awf/awf.g
6631 59% 2735 20 Apr 91 13:31:46-6 test/awf/awf_1.out
189 54% 86 21 Oct 90 14:13:14-6 test/awf/common
1044 50% 518 21 Oct 90 14:13:12-6 test/awf/copyrigh
2731 55% 1226 21 Oct 90 14:13:14-6 test/awf/dev.dum
2191 74% 580 21 Oct 90 14:13:14-6 test/awf/mac.man
2462 68% 794 21 Oct 90 14:13:14-6 test/awf/mac.ms
865 50% 432 28 Oct 90 15:11:10-6 test/awf/makefile
5528 66% 1890 20 Apr 91 19:00:54-6 test/awf/pass1
15026 68% 4848 20 Apr 91 18:04:02-6 test/awf/pass1.out
12311 67% 4011 21 Oct 90 14:13:14-6 test/awf/pass2.bas
697 46% 373 21 Oct 90 14:13:14-6 test/awf/pass2.man
752 43% 426 21 Oct 90 14:13:14-6 test/awf/pass2.ms
9502 65% 3365 21 Oct 90 14:13:16-6 test/awf/pass3
1020 45% 565 21 Oct 90 14:13:12-6 test/awf/readme
997 65% 346 22 May 91 15:52:50-6 test/calc1.awk
134 13% 117 28 Oct 90 15:04:24-6 test/chem/chem
12231 65% 4337 20 Apr 91 14:15:06-6 test/chem/chem.awk
```

```
2002 67% 655 5 Feb 90 18:53:28-6 test/chem/chem.mac
224 38% 139 5 Feb 90 18:53:28-6 test/chem/eth.p
6869 80% 1363 10 May 91 17:48:00-6 test/chem/good
0 0% 0 20 Apr 91 18:56:48-6 test/chem/gp_chem.fn
384 43% 218 5 Feb 90 18:53:28-6 test/chem/lsd.p
494 46% 265 5 Feb 90 18:53:28-6 test/chem/morphine.p
175 26% 130 5 Feb 90 18:53:28-6 test/chem/ps-pemac
7958 53% 3779 5 Feb 90 18:53:26-6 test/chem/readme
196 46% 105 3 Jun 91 20:26:34-6 test/compare.awk
20 0% 20 3 Jun 91 09:12:48-6 test/compare.goo
13 0% 13 3 Jun 91 09:12:48-6 test/compare.in
359 31% 247 7 Apr 91 02:35:30-6 test/data
119 24% 91 4 Apr 91 01:16:50-6 test/delete.awk
1311 55% 584 28 Apr 91 16:35:40-6 test/df.awk
384 64% 139 28 Apr 91 16:35:40-6 test/df.inp
11 0% 11 1 Jun 91 17:58:02-6 test/fieldw.in
5 0% 5 1 Jun 91 21:22:52-6 test/fieldw.out
1195 57% 512 7 Apr 91 02:35:30-6 test/fontdata.txt
50 0% 50 7 May 91 12:10:00-6 test/fstabpls
5 0% 5 7 May 91 12:11:40-6 test/fstabpls.goo
6 0% 6 4 Aug 91 17:56:02-6 test/fstabpls.in
1849 49% 946 7 Apr 91 02:35:30-6 test/genscrpt.awk
92 11% 82 7 Apr 91 02:35:30-6 test/header.awk
5 0% 5 1 Jun 91 21:20:34-6 test/ignorec.in
4 0% 4 1 Jun 91 21:21:18-6 test/ignorec.out
278 31% 191 7 Apr 91 02:35:30-6 test/include.awk
19623 67% 6413 31 May 91 23:32:44-6 test/io.c
5320 61% 2097 5 May 91 22:53:00-6 test/iop.c
1578 53% 748 6 May 91 20:45:48-6 test/lastnpag
1957 63% 728 21 May 91 10:53:12-6 test/lisp/compile.w
5057 74% 1336 4 Jun 91 00:06:12-6 test/lisp/good
1225 57% 521 21 May 91 10:53:16-6 test/lisp/numbers.w
38 0% 38 21 May 91 10:53:16-6 test/lisp/p
726 69% 223 21 May 91 10:53:20-6 test/lisp/sets.w
13582 74% 3596 21 May 91 10:53:20-6 test/lisp/walk
14886 65% 5239 21 May 91 10:53:24-6 test/lisp/walk.ms
4991 71% 1464 21 May 91 10:53:24-6 test/lisp/walk.w
487 36% 312 1 Jun 91 15:51:18-6 test/longwrds.awk
296 42% 171 21 Jun 91 20:29:44-6 test/longwrds.out
2152 59% 882 4 Aug 91 18:24:58-6 test/makefile
4342 57% 1850 5 Jun 91 10:23:40-6 test/manpage
154 16% 130 3 Jun 91 20:46:46-6 test/manychk.awk
54 2% 53 3 Jun 91 20:32:52-6 test/manyf.in
68 0% 68 3 Jun 91 20:33:32-6 test/manyfile.awk
365 37% 231 7 Apr 91 02:35:30-6 test/messages.awk
297 37% 186 7 Apr 91 02:35:30-6 test/numfunc.awk
21 0% 21 20 Apr 91 13:30:40-6 test/out1.goo
48 2% 47 20 Apr 91 13:30:34-6 test/out2.goo
14 0% 14 20 Apr 91 13:30:26-6 test/out3.goo
1328 82% 238 20 Apr 91 13:21:00-6 test/pearls/good
```

```
7028 70% 2136 20 Apr 91 13:23:36-6 test/pearls/pearls
1328 82% 238 3 Jun 91 20:51:44-6 test/pearls/tmp
199 54% 91 21 May 91 00:00:44-6 test/plus-min.awk
1622 77% 373 30 May 91 21:17:08-6 test/posix
445 64% 160 30 May 91 21:17:08-6 test/posix.goo
9 0% 9 1 Jun 91 21:29:08-6 test/posix.in
94 5% 89 7 Apr 91 02:35:30-6 test/rand.awk
1186 68% 377 20 Apr 91 15:26:46-6 test/re_data
861 50% 431 20 Apr 91 16:58:32-6 test/re_gen.awk
23 0% 23 30 May 91 21:17:12-6 test/reg/exp-eq.awk
10 0% 10 30 May 91 21:17:12-6 test/reg/exp-eq.goo
9 0% 9 30 May 91 21:17:12-6 test/reg/exp-eq.in
45 0% 45 23 Nov 90 18:55:36-6 test/reg/exp.awk
109 10% 98 30 May 91 21:17:16-6 test/reg/exp.goo
26 0% 26 30 May 91 21:17:16-6 test/reg/func.awk
94 11% 84 30 May 91 22:07:40-6 test/reg/func.goo
51 0% 51 30 May 91 21:17:20-6 test/reg/func2.awk
158 21% 125 30 May 91 22:07:44-6 test/reg/func2.goo
43 0% 43 23 Nov 90 20:18:12-6 test/reg/log.awk
151 15% 129 30 May 91 21:17:20-6 test/reg/log.goo
271 67% 89 1 Jun 91 21:38:28-6 test/regtest.g
225 27% 164 7 Apr 91 02:35:30-6 test/reverse.awk
395 37% 247 7 Apr 91 02:35:30-6 test/sortdir1.awk
169 21% 133 7 Apr 91 02:35:32-6 test/sortdir2.awk
106 0% 106 7 Apr 91 02:35:32-6 test/sqrt.awk
285 64% 103 20 Apr 91 17:02:14-6 test/sub_data
1428 56% 633 20 Apr 91 17:14:52-6 test/sub_gen.awk
66 12% 58 7 Apr 91 02:35:32-6 test/swapln s.awk
368 31% 253 20 Apr 91 13:29:40-6 test/swapln s.out
1655 56% 735 21 Jul 89 16:26:50-6 test/t.re
2957 72% 818 20 Apr 91 13:30:16-6 test/t_re.goo
595 64% 215 20 Apr 91 13:30:04-6 test/t_sub.goo
223 39% 135 7 Apr 91 02:35:32-6 test/up_down.awk
258 26% 192 7 Apr 91 02:35:32-6 test/zap_cpp.awk
-------- --- -------- --------- --------
414245 60% 165884 119 files
```

gawk213s.zoo contains basically sources. There are really the same as sources for every other version of gawk. This program compiles on ST with gcc "right out of the box" with possible minor tweaks for other compilers/libraries.

Full gawk documents (this is a quite hefty package) can be found on many servers with a generic version of gawk. You need for them either TeX - for typesetting, or makeinfo/info from texinfo package (also on a.a.) for on-line screen viewing/printing on a line printer.

cawf2st.zoo is a re-implementation in C of awf (look in test subdirectory) which is an "awk formatter for man pages". Seems to me a little bit strange thing to do if you can have a full nroff/groff runnnig on ST and which will do man pages as well.

If you are not in a big hurry - pretty soon there will be a new release of gawk - 2.14. I am basically just waiting for a word from David Trueman than an official release happened. There are various improvements and fixes although 2.13 works pretty well by itself.

Cheers,
Michal

P.S. Could you, please, include a valid e-mail address in your signature. An attempt to answer directly to an address deduced from a mangled news header bounced back.

5834. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 22:30:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ep1n2INN85k@golem.wcc.govt.nz>
Source record: 214591

Lha=Lharc.

Just use LHarc v2.01L - that should do the trick!

(Probably been archived with the Un*x version)

5835. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 22:33:58 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Nov22.223358.1199@solace.hsh.se>
Source record: 214589

In <1eos6hINN7i6@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>Well I found some Lha files on a site (German one) and have never come across
>them before, so how do you extract them..???

>Roger..... sheppard_r@kosmos.wcc.govt.nz

Use the version of Lharc that can handle lh5. Those files was probably
packed with unix-lha or amiga-lha.

Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

5836. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-22 22:46:52 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Nov22.224652.1316@solace.hsh.se>
Source record: 214590

In <1992Nov22.211147.1377@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:

[stuff deleted]

>Um, maybe I'm missing something here... but my TT most certainly runs at
>32 MHz...

Yes and no. The 68030 and your TT-ram (if you have any) in your TT runs on 32MHz, but all the rest is running on 16MHz (ST-ram, dma etc.)

>Dan Aylward
>dud@u.washington.edu

Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

5837. Re: Sam Tramiel GEnie Conference Transcript!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 00:25:50 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.gDWC_jE8Pws@marsu.tynet.sub.org>
Source record: 214303

In <BxyBy2.I5B@mentor.cc.purdue.edu>, Jody Lenn writes:
>
> Monday Night Real Time Conference
> Host - Lou Rocha
>
> LIVE from COMDEX
> with
> Sam Tramiel
> President, Atari Corporation
>
> <[Sam] STRAMIEL> 1. FSM and Speedo are not compatible and I have
> been using Speedo and it is great, with lots of fonts from
> Bitstream.
I have not been using one of them, but I've been waiting for years
now to see scalable outline fonts on an Atari (without Spectre :-)

> 2. MultiTos is just being released for the TT, i.e. very soon.
"Very soon" ist the term they keep telling us for months now.
In my opinion, the delay in shipping Falcons is caused by the delay
in developing MultiTOS.

> Eric Smith, another fine Canadian, is now living in California and
> is finishing things off.
The only hope why things should turn out better finally.

> 3. No. 4. We are planning on a 040 machine and we have no plans on
> expanding our unix involvement.
Equalling a kick in the ass for all Unix developers who bought Atari
System V for an incredible sum of money. Luckily, I'm not one of them.

> <[Net 23] R.MARTIN22> Any signs of BIG NAME companies porting BIG
> NAME software to Atari (Microsoft Write, PageMaker, QuarkExpress).
> I think this could be one of the biggest draws to current computer
> owners not happy with the computers they have now.
>
> <[Sam] STRAMIEL> As we build up volume, I am sure that some "big
> name" companies will port onto the system. I feel that some of the
> software now available is better than those big names and much
> more price competitive. We just signed up Eastman Kodak as a
> Developer. I think you'll agree that they are a pretty well known
> company.
Does anyone know a BIG NAME software product (compared with Microsoft,
Aldus, Adobe, Quark, Frame, ...) written by Eastman Kodak?
Does anyone know Atari software that is _really_ able to compete with (e.g.)
FrameMaker or Excel? (No, Calamus and KSpread defintely are not, even if

you consider different prices!)

To sum it up, I do not think Atari Corp. will survive the recession we're in now this way, telling "very soon" all the time.
It seems to me like Atari is counting beans while other companies develop and sell.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick Marsu
/etc/motd >> Any kind of work is a little death. << -- ALF

5838. Re: Winx

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 00:36:00 UTC
From: Martin_Osieka@mz.maus.de
Message-ID: <A11294@MZ.maus.de>
Source record: 214396

jhenders@jonh.wimsey.bc.ca:
> From what I've determined, Winx works only on German Roms, so I
>guess the answer to you question is yes and no. I'd heard the author was
>going to add US 1.4 ROM support, but that hasn't happened yet, and no

If everyone sends me US ROM versions I will try to redress the problems.
Until now WINX works on all offical German Roms. Because WINX identifies
the GEM AES by the length of the TEXT segment, versions for other countries
will be accepted if this length is the same.

Please contact Martin_Osieka@mz.maus.de

5839. Wanted: Info on the Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 00:52:37 UTC
From: yonerjp@brandonu.ca
Message-ID: <1992Nov22.185237.2828@brandonu.ca>
Source record: 214441

Greetings, Atarians!

I was wondering if someone could either post or mail (or both) me a copy of all known information about the new Atari Falcon? I am interested in specificiations (memory, drives, video), compatibility (will it primarily be an Atari ST machine, can it run MS-DOS software, etc.), and PRICE!!!

Thanks for your help!

Deanna

5840. Re: Comparing ASCII files

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 00:53:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11142@uqcspe.cs.uq.oz.au>
Source record: 214598

kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:

>I need to be able to compare 2 ASCII files.

>The output should be switchable between matching lines and differing lines.
>Also, it would be nice, but not necessary, to have the program ignore
>white-space before and after text.

Get "diff". Should be in the atari/Utilities directory of atari.archive.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5841. Re: ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 01:55:40 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.2bqq@terapin.com>
Source record: 214596

Well I may be a Dreamer, but it takes Dreamers to get things done. I will support ATARI's effort for the Falcon, and I will watch closely how it works out.. If it doesn't, I guess I'll just have to be another IBM user. I have high hopes for ATARI, but I understand why you don't believe in any of ATARI's Promises.. Why should you? I guess I just have faith in ATARI, but in my mind, this is ATARI's last chance.. If it fails, I'll just be an IBM 386 user. It would be a shame though.. ATARI under the right leadership can be an awesome machine.. Under its current leadership, its up to us.

5842. OPERATION: A.C.T. NOW information reposted

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 01:57:42 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1epdqmINNfbk@usenet.INS.CWRU.Edu>
Source record: 214595

Due to requests, I'm reposting Operation: A.C.T. NOW information.

"OPERATION: A.C.T. NOW"

Atari Community Together Now

Campaign Organizers:

Len Stys, Mark Leair

Supported By:

The Cleveland Free-Net Atari SIG

"OPERATION: A.C.T. NOW" is a series of campaigns that will first help increase support for Atari ST and Falcon computers. If there is enough interest in Atari 8-Bit computers, the Portfolio palmtop, and the Lynx handheld video game system, this operation will support them as well. The main goal of this operation is to strengthen the Atari Community.

"A.C.T. NOW" stands for Atari Community Together Now. The campaign organizers believe that Atari users, developers, dealers, publications, and Atari's management must take action to save the Atari Community. Many people suggested that we forget about Atari's involvement. They claim that Atari Corporation will never participate in this operation, even if it will help the company greatly. They believe Atari's management doesn't care about the Atari Community.

If they are right, Atari Corporation will not be around much longer. The Atari Community is the company's only edge over other PC manufacturers. We can only hope that Atari's management realizes the importance of this operation.

The organization of "OPERATION: A.C.T. NOW" was no easy task. Many things needed to be considered such as who this operation should benefit. Should it benefit Atari users or Atari Corporation? We also didn't know if it should be run in a positive or negative manner. And if it should be "anti-Atari" or "pro-Atari." We decided that this operation should be run in the most positive manner possible. This is because nothing positive ever results from being negative. We also decided that it should benefit ever member of the Atari Community equally. This is the only way the operation will be able to strengthen the Atari Community. And lastly, we decided that this operation should not be "anti-Atari" or "pro-Atari", but "pro-Atari Community."

The first campaign in this operation will give you the opportunity to tell Atari's management everything that you feel the company is doing

right and the things that you believe the company can improve. This campaign will benefit everyone in the Atari Community because Atari Corporation will become stronger by the information that you provide them. And when a member of the Atari Community becomes stronger, the Atari Community becomes stronger.

The second campaign will ask publications to publish articles about Atari's new Falcon030 personal media computer. How will publicity help the Atari Community? Atari dealers will sell more computers, Atari Corporation will sell more computers, Atari developers will sell more products, publishers will have more readers, and Atari users will have more products to purchase and fellow users to talk with. We will also be speaking out for what is fair. Atari announces the new Falcon030 computer at the Boston Computer Society meeting and the nation ignores the company. Apple announces new computers every other week and every major newspaper and computer magazine in the nation publishes an article on them. This is not right. As members of the Atari Community, we need to stick up for each other.

There will be many other campaigns that will directly benefit Atari users, developers, dealers, and publications as the first campaign benefits Atari Corporation. But, every campaign will benefit the Atari Community. If you are interested in strengthening the Atari Community, join us... We can make a difference!

Sincerely,

Len Stys
Mark Leair

Cost?

There is no cost to you in any way to participate in these campaigns. There is no registration fee and no donations are being accepted.

Members Key to Success

The number of people participating in these campaigns are extremely important. We can accomplish anything together. The news of these campaigns must be shared with every member of the Atari Community that you know. "OPERATION: A.C.T. NOW" should be publicized in Atari publications, at Atari user group meetings, Atari shows, and Atari dealerships. If you take action, we can and we will make a difference. If you sit back and watch, we won't do anything.

Official Site

The Cleveland Free-Net Atari SIG is the official site of "OPERATION: A.C.T. NOW". If you wish to add any information or discuss anything related to this operation, a special section has been created specifically

for this purpose on Free-Net.

The Atari SIG can be accessed by the phone number "216/368-3888" at either 300, 1200, or 2400 baud. It can also be accessed by users from around the nation or world for free by using "telnet" at their college or business by the following Internet addresses:

freenet-in-{a,b,c}.cwru.edu = hela.ins.cwru.edu = 129.22.8.38

Type 'go atari' at any menu.

The Cleveland Free-Net Atari SIG's U.S. mailing address is:

Cleveland Free-Net Atari SIG
P.O. Box 364
Mentor, OH 44061-0364

The Cleveland Free-Net Atari SIG's Internet e-mail address is:

xx004@cleveland.Freenet.Edu

Online Newsletter

There will be an "OPERATION: A.C.T. NOW" online newsletter to keep members informed about what is going on.

A.C.T. NOW Directors

If you are interested in becoming an organizer of "OPERATION: A.C.T. NOW", please contact us by the address above. We are interested in having several people from each group of the Atari Community direct this operation.

Independent Operation

"OPERATION: A.C.T. NOW" is in no way affiliated with Atari Corporation. These campaigns are organized by individuals that have an interest in Atari products. The "Atari" name, logo, and any other Atari products mentioned are copyrighted by Atari Corporation.

"OPERATION: A.C.T. NOW" is supported by the Cleveland Free-Net Atari SIG, but individual SysOps and members may or may not endorse this operation.

+------------------+
| CAMPAIGN ONE |
+------------------+

The first campaign will be to compile two lists. One list will consist of things that we believe the company is doing right. Atari is doing great things and if you want to continue seeing the company doing these things, you have to let them know. The other list will consist of things that we believe the company can do better. The company will never

know the problems that you see unless you tell them. We will send these lists to Atari Corporation's Board of Directors and ask that they consider our suggestions. Will Atari listen? There isn't a successful company around that doesn't listen--especially to their customers, developers, dealers, and publications.

What you need to do is write down everything that you see right with Atari and the things that you believe the company can improve. Include any past experiences that you have had with the company.

Here are a few examples:

RIGHT IMPROVE
Users
----- Great products, No easy memory
great price upgrade

Once took 4 months
to get my computer
replaced when sent
to Atari

Developers
---------- Good developers Took 3 months to
area on GEnie get a computer to
develop on

Great computers Atari was rude to
to develop on me when they first
showed me the Falcon

Dealers
------- Good dealer Shortage of products,
support even today

No new products

No co-op advertising
and lack of company
advertising
Publishers
---------- Atari advertises Slow to pay for ads
regularly

Does not give enough
new info to us

The comments made in these examples should not be taken as truth. They are simply examples. Also, your comments can be as long as you want. In fact, the longer and more detailed, the better.

If you wish to remain anonymous, you may send these lists in another envelope.

The goal of this campaign is to inform Atari of things that we believe can help improve the company's position in the computer marketplace.

All of the lists that are received will be compiled and then sent to Atari Corporation.

```
+------------------+
| CAMPAIGN TWO |
+------------------+
```

The second campaign is to concentrate on letting computer publications know that Atari is back.

The Falcon030 has been released in the United States. The amount of press that the Falcon receives will most likely determine when the Falcon will be shipped to the United States and the quantity shipped.

The Boston Computer Society meeting was not as successful as it should have been. This is because there was little press covering the Falcon030 announcement.

What you need to do is list names and addresses of publications that you wish to see have an article about the Falcon030 personal integrated media computer. The campaign organizers will compile everyone's lists into a larger list for everyone to write these publications. At the same time, we will contact Atari Corporation so the company can make arrangements with these publications to see the Falcon030. The one thing that Atari needs is press and this is probably the best way to get press.

You should also list names and addresses of publications that you wish to see support the Atari ST and Falcon computers on a continued basis.

This information should be sent along with the "OPERATION: A.C.T. NOW" registration form.

OTHER CAMPAIGNS WILL BE ANNOUNCED
AT ANOTHER TIME

THESE MAY INCLUDE:

8-BIT, LYNX, AND PORTFOLIO
CAMPAIGNS

THANK YOU AND PLEASE SEND THE

FOLLOWING FORMS AS SOON AS POSSIBLE!

<---------- CUT HERE ---------->

"OPERATION: A.C.T. NOW" REGISTRATION FORM

PLEASE COMPLETE THIS FORM AND MAIL IT TO: OPERATION: A.C.T. NOW
P.O. BOX 364
Mentor, OH 44061-0364

PLEASE PRINT LEGIBLY!

! = CONFIDENTIAL (WILL NOT BE RELEASED PUBLICLY)

NAME _____ !AGE _____ !PHONE (____)_____

!ADDRESS _____

CITY _____ STATE _____ !ZIP _____

!OCCUPATION _____ !PHONE (___)_____

COMPUTER(S) OWNED _____

VIDEO GAME SYSTEM(S) OWNED _____

!ARE YOU AN ATARI DEVELOPER? YES / NO !ARE YOU AN ATARI DEALER? YES / NO

WHAT DO YOU PRIMARY USE YOUR COMPUTER FOR? _____

_____

DO YOU BELONG TO A USER GROUP? YES / NO IF YES, HOW MANY MEMBERS _____

IF YES, WHAT IS THE NAME? _____

IS THERE A(N) ATARI DEALERSHIP(S) NEAR YOU? YES / NO

IF YES, WHAT IS THE NAME(S)? _____

_____

!WHAT IS YOUR OPINION OF EACH OF THEM? _____

_____

_____

!DO YOU SUBSCRIBE TO ANY ATARI PUBLICATIONS? YES / NO

IF YES, WHICH ONE(S)? _____

_____

LIST SOME OF YOUR MOST USED SOFTWARE _____

_____

_____

_____

WHAT IS YOUR FAVORITE DEVELOPER/COMPANY? _____

_____

THANK YOU!

<------------------------------ CUT HERE ------------------------------>

"OPERATION: A.C.T. NOW"

CAMPAIGN INFORMATION

(All of the following information will be compiled together. Your name
will not be tied with any of this information if you choose to leave it.)

YOU MAY WISH TO SEND THIS PART IN A SEPARATE ENVELOPE THAT DOES NOT
INCLUDE YOUR NAME AND RETURN ADDRESS.

CAMPAIGN ONE:

PLEASE CIRCLE WHICH GROUP YOU BELONG TO:

USER / DEVELOPER / DEALER / PUBLICATION / ATARI

PLEASE LIST EVERYTHING THAT YOU SEE ATARI DOING RIGHT:

(include any past experiences, etc.)

(add another sheet if needed)

PLEASE LIST IMPROVEMENTS THAT YOU BELIEVE CAN BE MADE:

(include any past experiences, etc.)

_____
(add another sheet if needed)

<---------- CUT HERE ---------->

PLEASE LIST HOW YOU WOULD MAKE THESE IMPROVEMENTS:

_____

_____

_____

_____

_____

_____

_____

_____

PLEASE LIST ANY SUGGESTIONS FOR NEW PRODUCTS OR ENHANCEMENTS TO OLDER PRODUCTS:

_____

_____

_____

_____

_____

CAMPAIGN TWO:

PLEASE LIST ANY NEWSPAPERS OR MAGAZINES AND THEIR ADDRESSES THAT YOU WOULD LIKE TO SEE HAVE AN ARTICLE ABOUT THE FALCON 030 COMPUTER:

_____

_____

_____

_____

_____

_____

_____

_____

_____
(add another sheet if needed)

<------------------------------ CUT HERE ------------------------------>

PLEASE LIST ANY COMPUTER PUBLICATIONS AND THEIR ADDRESSES THAT YOU WOULD
LIKE TO SEE START SUPPORTING THE ATARI ST AND FALCON COMPUTERS:

ANY COMMENTS THAT MAY HELP THIS OPERATION?

OTHER CAMPAIGN INFORMATION WILL BE REQUESTED FROM YOU AT ANOTHER TIME.

THANK YOU!

--

5843. Re: ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 01:58:50 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.2bqs@terapin.com>
Source record: 214597

Thank you, I'm glad somebody understands what I feel ATARI computers can accomplish. I just hope they get it right this time.

5844. Re: ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 02:10:40 UTC
From: tskaggs@mail.boi.hp.com
Message-ID: <By5Cpu.B7u@scd.hp.com>
Source record: 214599

Sorry for the post, but all of my email to you keeps bouncing. I'd be interested in any or all of the following if you still have them:

Targhan 10
California Games 13
Hard Drivin' 12
Blood Money 12

Let me know which of these are available, and I'll send you a check.

Terry Skaggs
tskaggs@hpdmd48.boi.hp.com
Work: 1-208-323-3482
Home: 1-208-377-8362

5845. Reading file-date from GFA

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 03:19:38 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <722560120.F00001@tdkt.kksys.com>
Source record: 214362

```
In a message of 20 Nov 92 02:02:57, Wells_s wrote:
W> Newsgroups: comp.sys.atari.st
W> Reply-To: wells_s@kosmos.wcc.govt.nz
W>
W> Okay, someone suggested for my little Time & date setter & saver program,
W> that I store the time & date in the .PRG file's Time & Date-stamp. Doing
W> this is easy, I just 'TOUCH' the file. Reading it back in however, it
W> not as easy. How would I go about doing this??
W> I could call list of the directory with 'FILES' searching for the
W> TDSS_1_2.PRG file, then storing the list in a string, then getting the
W> time & date from the string, and setting it - but is there a simpler
W> method (or, more accurately, a SHORTER method, as that way would increase
W> the filesize by almost 1k - and something as simple as this program should
W> not be too big!

Try this. It _should_ work....

~FSETDTA(BASEPAGE+128) ! set Data Transfer Address
e%=FSFIRST("TDSS_1_2.PRG",1) ! What and where to search (default dir)
DO UNTIL e%
d%=DPEEK(BASEPAGE+152)
d$=" "+RIGHT$("0"+STR$(d%/32 AND 15),2)+"/" ! month
d$=d$+RIGHT$("0"+STR$(d% AND 31),2)+"/" ! day of month
d$=d$+STR$(d% DIV 512+1980) ! year
'
t%=DPEEK(BASEPAGE+150)
t$=" "+RIGHT$("0"+STR$(t% DIV 2048),2)+":" ! hour
t$=t$+RIGHT$("0"+STR$(t% DIV 32 AND 63),2)+":" ! minute
t$=t$+RIGHT$("0"+STR$(t%+t% AND 63),2) ! seconds
'
e%=FSNEXT()
LOOP

The above works here, but double-check the code as I typed in the code from an
old set of notes. You may want to use the GEMDOS calls instead of FSETDTA,
FSFIRST and FSNEXT which are 26, 78 and 78 respectivly. If the FSFIRST call
results in a -33 then the program isn't there.

GEMDOS 87 (fdatime) does the 'TOUCH' command, and you may want to use that
instead since it can both read and write the file date and time info.

* Origin: FlightLine PointNet Point 1 (1:282/47.1)
```

5846. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 03:44:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2355824@overmind.citadel>
Source record: 214417

Atari has changed TOS development compilers to Lattice C and they are currently busy rewriting TOS for compilation with Lattice C. Also, the latest PC GEM version actually has LESS features than GEMTOS. There's no lawsuit keeping Atari from updating GEM in their machines and they've bought the right to make unlimited copies of GEM from DRI/Novell, so Atari can do whatever the hell they want with GEM on their machines, pretty much.

5847. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 03:51:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2355831@overmind.citadel>
Source record: 214416

No,
Atari invested some money in the Amiga's development before Commodore took them in. That's Atari, Inc., by the way. When Jack Tramiel bought Atari from Warner, they weren't interested in the Amiga. Anyway, since Atari paid for part of the Amiga's development, they contended in court that they were entitled compensation for it. I can't remember if it was settled out of court or not, but for quite some time Commodore had to pay Atari a specified amount for every Amiga sold (until Commodore redesigned it, that is). Since Atari and Commodore agreed not to comment publicly on the settlement, we probably won't know the specifics of the deal, though.

5848. Re: Falcon speed and bus size.

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 03:54:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2355834@overmind.citadel>
Source record: 214418

No, the Falcon030 has
surface-mounted chips, which are a bitch (even for someone who KNOWS what
their doing) to fiddle around with. At first, Jim Allen said that even a
68030 accelerator for the F030 might not be possible, but now he thinks it
can be done. We just jave to wait and see.

5849. Re: Reply to Matt (floptical)

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 05:27:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A52447@MS.maus.de>
Source record: 214277

csullogg@cc4.crl.aecl.ca wrote:
>Flopticals plug right into any machine with a SCSI port; like the TT. If
>you have a DMA port (like any ST/STE), then you need the ICD LINK DMA-SCSI
>cable. With the LINK cable, just plug in the floptical to you hard disk
>port, boot with the ICD driver that comes with the LINK and that's it.
>You now have a 21 meg floptical that, as far as your computer is concerned,
>is a hard disk! In addition to the 21 meg disks, the floptical reads 720K
>and 1.44 meg floppies. One problem, if you have TOS 1.2 or less, programs
>will not run from the floptical.

Why? (I'm really surprised...)

5850. Falcon specs and price wanted

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 05:52:36 UTC
From: traynor@fnalc.fnal.gov
Message-ID: <1992Nov22.235236.1@fnalc.fnal.gov>
Source record: 214600

Hello--

Can someone send me some tech specs and works in progress regarding the Falcon? I'm kinda curious...also I heard that there will be a 68040 version--is that true? Will there be some sort of connection that will alllow people to use their Falcons as videophones (I read that somewhere). Finally, can someone send me the retail and street price of typical Falcon setups? I would appreciate it.

Thanks again.

-Mike Traynor

NNN NN DDDD Mike Traynor (ND '86)(Rice '93?) ||| Amiga 500 owner ///
N N N D D Fermilab PO Box 500 MS 221 E683 ||| w/MMR 7 Meg DRAM ///
N NN D D Batavia IL, 60510 //|\\ 190 Meg HD \\\///
NN NN DDDD (708) 879-6095 [ans. mach.] /// \\\ 14.4Kbps modem\XX/

5851. Re: Falcon specs and price wanted

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 07:38:43 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov23.073843.26299@elroy.jpl.nasa.gov>
Source record: 214401

In article <1992Nov22.235236.1@fnalc.fnal.gov> traynor@fnalc.fnal.gov writes:
>Hello--
>
>Can someone send me some tech specs and works in progress regarding the Falcon?

George Robbins (from Commodore, how 'bout that. Nice guy, really.) just posted the specs in comp.sys.atari.st.tech. List price for a 1MB machine with no internal hard drive is supposed to be around $799.

>I'm kinda curious...also I heard that there will be a 68040 version--is that
>true? Will there be some sort of connection that will alllow people to use
>their Falcons as videophones (I read that somewhere). Finally, can someone
>send me the retail and street price of typical Falcon setups? I would appreciate
>it.

I've heard a fair amount about a 68040 version, but it's not going to be available any time soon. I wouldn't expect to see it in the next 3 months, anyway.

Hm, videophone, interesting idea, but not something we can do over the current phone network, is it? I've seen some AT&T blurbs about videophone technology, using some new compression scheme and only sending something like 10 frames per second, very low rez. Maybe that's over the existing phone network, but I think it's targeted at a digital optical network... I guess it's a cool idea but I don't think its time has come yet. (Besides, I'm more often thankful that the other end *can't* see me than I'm wishful about seeing the other end. Must be all those callers waking me out of a sound sleep... }-)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

5852. Re: Need help with connecting SCSI drive to ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 07:41:16 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov23.074116.26489@elroy.jpl.nasa.gov>
Source record: 214402

In article <1enpakINN5mf@flop.ENGR.ORST.EDU> @prism.cs.orst.edu writes:
>I have a Supra 20 Meg HD . The manual says the HD has two components: an
>interface and a drive with embedded controller. Can I disconnect the drive
>and connect just the interface to a SCSI drive? I'm thinking of connecting
>to a SyQuest removable drive. If not, what do I need to connect the SyQuest?

You can do better than that, just get yourself a SCSI cable with 3 or more
connectors on it. Then you can have the "interface" ("host adapter") as well
as the 20 MB drive *and* the Syquest connected all at once. The "drive with
embedded controller" is definitely a SCSI drive....
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

5853. Re: 21 meg floptical info

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 08:15:53 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992Nov23.081553.2850@quando.quantum.de>
Source record: 214404

Hi!

Everybody's talking about 21Meg flopticals but in the ads I've seen so far,
the flopticals are compared to 1Meg and 2Meg discs which is, of course,
unformatted capacity.
So can anybody tell me if you can use 21MBytes of a floptical or just about
70% of that?

Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

5854. Re: Help! TOS 2.06 requires jumpers set...I have resistors.

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 08:29:23 UTC
From: sdmw91tw@ap20.rz.tu-harburg.de
Message-ID: <2047@rztsun.rz.tu-harburg.de>
Source record: 214406

In article <morrison.722192142@ee.ualberta.ca> morrison@ee.ualberta.ca (Robert Morrison) writes:
>Greetings,
>
> So, what do I do? Continue using TOS 1.4? Desolder the resistors
>from the system board and resolder them in the correct positions? I am
>hesitant to apply a soldering iron to my system board. Could I install
>jumpers of my own, or are these resistors critical? (I can't tell what
>value they are as they have been painted over.) This makes me quite angry.

Hi Robert,

I had the same problem as you. The thing is that you must remove
those resistors. They are 0-Ohms and the oly reason they are used
is that they are cheaper than real jumpers.
The old ROMs have a very strange pinout, with no --OE and adress pins where
they should not be.

Just desolder them from you mainboard. Then you might want to
put in jumpers (that's what I did ;-)).

The soldering should not affect your mainboard if you're carefull
with it.

And besides, TOS 2.06 is worth it.

Bye,
Thorsten

____
| |
| So long and Thanks for all the Fish, |
| |
| wollweber@tu-harburg.dbp.de |
|_____________________________________|

5855. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 08:36:27 UTC
From: ins739l@lindblat.cc.monash.edu.au
Message-ID: <1992Nov23.083627.23668@monu6.cc.monash.edu.au>
Source record: 214403

wells_s@kosmos.wcc.govt.nz wrote:
: Lha=Lharc.
:
: Just use LHarc v2.01L - that should do the trick!
:
: (Probably been archived with the Un*x version)

I don't think this is quite correct. Lharc uses the lh0 or lh1 compression methods and puts a ".lzh" file extension.

LhA uses lh4 or lh5 compression (tighter giving greating compression) and uses the ".lha" extension.

At least this is how it works on Unix and Amiga. The Atari ST verions of Lharc might be different, but I don't think so...

Regards,

Jim Fang

5856. Re: 1MB STE SIMMS: - are they 70ns?

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 09:01:39 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.722509299@freyr>
Source record: 214409

lynbech@daimi.aau.dk (Christian Lynbech) writes:

>There is not cathes to that about 9-bit SIMM's ? They can just be plugged in,
>or must one disable the 9 bit explicitly ?

I bought my SIMMs and they work. My configuration is:

bank 1 2x1 meg 80ns 8 bits (8x1mbit)
bank 2 2x1 meg 70ns 9 bits (3x3mbit)

conclusion: any combination of anything will work. The 9 bit chips are cheaper
than the 8 bits anyway. Still it feels a bit strange to have 256K in your
computer that's just there for nothing (or for IBM, in a way, but what's the
difference).

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

5857. Another clown who can't get Chaos to work

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 09:11:13 UTC
From: hjb@levi.th.vu.nl
Message-ID: <1992Nov23.091113.10182@cca.vu.nl>
Source record: 214407

After all the lively discussions about Chaos being
either the best game ever or the ultimate pits, I
decided to look for myself. So I picked up a copy
from atari.archive.umich.edu, formatted the
ridiculously large disk (:-), unmsa'd the whole thing
and sure enough: I now have an auto file containing
a loader and chaos.prg. BUT...: When I try to run
the program, it enters a loop, rebooting & telling me
time and again that this boot sector is virus-free.
Now that is great news, of course, but I would like
to see something more happening after a while.
BTW this same thing happened when I tried to run
chaos.prg without the loader, after booting with
another disk.
It even happens with both files outside the AUTO
folder, so it is not simply a matter of crash and
reboot.

Does anybody have any bright ideas about where the
cause of my misery lies?
- is this virus check part of the loader? Is it
included in the msa disk image, or has some other
program (fcopyiii, for instance) put it on there?
- why would even running chaos.prg directly result
in this virus check routine?

thanks,
Hendrik Jan Bosman
hjb@th.vu.nl

5858. Re: Video Phones and the Falcon.

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 09:25:32 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Nov23.092532.24947@bas-a.bcc.ac.uk>
Source record: 214405

In article <1992Nov23.073843.26299@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1992Nov22.235236.1@fnalc.fnal.gov> traynor@fnalc.fnal.gov writes:
>>Hello--

[Much deleted]

>Hm, videophone, interesting idea, but not something we can do over the current
>phone network, is it? I've seen some AT&T blurbs about videophone technology,
>using some new compression scheme and only sending something like 10 frames per
>second, very low rez. Maybe that's over the existing phone network, but I
>think it's targeted at a digital optical network... I guess it's a cool idea
>but I don't think its time has come yet. (Besides, I'm more often thankful that
>the other end *can't* see me than I'm wishful about seeing the other end. Must
>be all those callers waking me out of a sound sleep... }-)
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>All true wisdom is conveyed in one-line witticisms.

The system you are talking of does indeed work on an ordinary phone line,
and will be in sale in Britain in the new year. The company which developed
the phone is Plessey.

The it compresses the data by only sending the differences between pictures,
rather like the video conferencing technology. The frame rate is VERY low,
something like 5 frames per second and it is quite low res.

I'm very sure that the Falcon's hardware could easily cope with the data,
and what with the video phone costing initially about 400 pounds, it
wouldn't be THAT much more of an expensive solution, assuming that the phone
interface could get BABT (the British phone testing agency) approval.

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

5859. Re: ST-Format

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 09:55:26 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Nov23.095526.25140@cs.hw.ac.uk>
Source record: 214408

In article <annius.722285363@freyr> A.V.Groenink@research.ptt.nl writes:
>wells_s@kosmos.wcc.govt.nz writes:
>
>>Over here in NZ, we've only just got ST-Format #38 (September).
>>
>>Can someone tell me what goodies ST-Format have put on their More recent
>>2nd cover disk. (issues #39, #40, #41 and if someone has inside knowledge
>>#42)
>
>I was just gonna give an angry reaction saying: when did ST Format ever put a
>goodie on their cover disk, when I remember last year they put my AutoRaiser on
>the cover disk! The basters did that without even sending me a letter telling
>me they used the program. It was sort of good luck I was in Leeds, UK by the
>time and someone showed me the magazine with my name in it.

You were lucky! At least they acknowledged you as the author. They quoted
Dave Baggetts's picture list over a period of months with not a word about the
source of their info. A bunch of creeps the lot of them.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

5860. Re: Crackart docs in English?

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 10:20:25 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <168A89F7B.BWWL@ibm.rz.tu-clausthal.de>
Source record: 214411

In article <1992Nov20.120546.15471@crc.ac.uk>
naffara@crc.ac.uk (Dr. N.A. Affara) writes:

>The subject says it all. Where can I find the docs for Crackart which are in
>English?
>(I can't even work out how to change colour at the moment!)
>
>Any help is much appreciated,
>Phil
>(E-mail naffara@uk.ac.crc)

Hello!

In the newest package of Crack Art (V 1.34 TT+) english docs are included.
There also exists an extra english-doc. You can get the both via anonymous-
FTP from ftp.tu-clausthal.de (139.174.1.3)
/pub/atari/graphics/painter/crackart.lzh
/pub/atari/graphics/painter/ckartdoc.lzh (english doc to V1.0)
Hope this helps...

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

5861. Re: Comparing ASCII files

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 10:23:30 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <168A8A033.BWWL@ibm.rz.tu-clausthal.de>
Source record: 214410

In article <By0syG.I3G@constellation.ecn.uoknor.edu>
kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:

>
>I need to be able to compare 2 ASCII files.
>
>The output should be switchable between matching lines and differing lines.
>Also, it would be nice, but not necessary, to have the program ignore
>white-space before and after text.
>
>Any ideas?

Hello!

Get a version of 'diff'... this should do the job.
Try anonymous-FTP to ftp.tu-clausthal.de (139.174.1.3) and get
/pub/atari/unixlike/diff30b.lzh

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

5862. Re: Help! TOS 2.06 requires jumpers set...I have resistors.

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 11:24:14 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.1zIYNWTbMwo@nasim.sta.sub.org>
Source record: 214419

hasse@solace.hsh.se (Hans Holmberg) writes:

>In <morrison.722192142@ee.ualberta.ca> morrison@ee.ualberta.ca (Robert Morrison) writes:
>> So, what do I do? Continue using TOS 1.4? Desolder the resistors
^^^^^^^
>>| Robert Morrison morrison@bode.ee.ualberta.ca |

>I assume that you have a STe, and those resistors is on 1 ohm, so they
>practically are (more or less) jumpers. Just unsolder them and move them to
>the right position, and everything will work.

>Hasse

I always thought the TOS Versions for the STe were 1.6 and 1.62? Am I
wrong?

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

5863. Falcon delivery date!

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 11:40:34 UTC
From: kgrubb@cs.hw.ac.uk
Message-ID: <1992Nov23.114034.25385@cs.hw.ac.uk>
Source record: 214414

There has been a lot of talk about when the Falcon will be delivered to shops for sale. There has been numerous people spreading rummors about the Falcon, without hard evidence.

Atari have not said anything on paper (I think). Well, I have seen with my own eyes a fax sent from Atari's U.K distributor that they will deliver a number of 4Mb Falcons on 25/11/92!! And my ordered Falcon is on this delivery!

But I suppose I'd better not get too excited, I'll belive it when the cash has parted from my hand, and I have a Falcon instead. But I think it is the first hard proof? Does anyone else know of a similar delivery date? I'll let you all know on Wednesday if I get one or not.

5864. Re: Released: ASCREEN 3.2 (DVI previewer for Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 12:46:14 UTC
From: lingnau@math.uni-frankfurt.de
Message-ID: <4048@rbiffm.informatik.uni-frankfurt.de>
Source record: 214421
Cross-posted to: comp.text.tex,comp.sys.atari.st

In article <RIDDERBUSCH.PAD.92Nov11084340@nozzle.sni.de>,
ridderbusch.pad@sni-usa.com (Frank Ridderbusch, STO SI211) writes:

> I'm afraid to report, that this new ascreen doesn't run under MiNT. I
> checked it yesterday evening and couldn4t get it run with MiNT (0.96)
> installed. Once I removed MiNT from the auto folder and rebooted with
> plain TOS (2.06 on a 68030) it ran just fine.
>
> From what I've seen the program is well worth some additinal effort to
> get it run under MiNT.

(I know I'm late following up to this but news takes about two weeks to get to
us. Bother. I greatly prefer direct e-mail for bug reports.)

Julian Reschke tells me that the program file header in the distributed
ASCREEN 3.2 isn't set up correctly. Apparently this is because I still use a
slightly outdated Turbo C linker (it seems that it *is* time to upgrade, after
all).

Anyways, it looks as if the program erroneously professes to have a sharable
text segment. I'm told that this can be fixed using toglcr.ttp. I'll have to
try that for myself, though, since I don't use MiNT regularly.

Anselm
--
Anselm Lingnau ..... lingnau@math.uni-frankfurt.de
In operating-system code, log(quality) times quantity is a constant.
--- Henry Spencer

5865. Re: Help! TOS 2.06 requires jumpers set...I have resistors.

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 12:54:52 UTC
From: dba@jet.uk
Message-ID: <1992Nov23.125452.22930@jet.uk>
Source record: 214415

In <morrison.722192142@ee.ualberta.ca> morrison@ee.ualberta.ca (Robert Morrison) writes:

>Greetings,

> I just recieved the TOS 2.06 ROMs I ordered a couple of weeks ago
>from CodeHead. The package is really slick. I popped out my old ROMs, put
>in the new ones, and then hit the section about "jumper" settings. I hunted
>around for about five minutes, looking for the "jumpers" W102, W103, and
>W104 without finding them. Then I started looking closer at the system
>board, at the printing, instead of just looking for jumpers. Aha! There
>they are...right beside the ROMs...only they aren't jumpers, they're
>resistors, soldered right into the board.... So, I said, "S#*t." And that's
>where I'm at still.

> So, what do I do? Continue using TOS 1.4? Desolder the resistors
>from the system board and resolder them in the correct positions? I am
>hesitant to apply a soldering iron to my system board. Could I install
>jumpers of my own, or are these resistors critical? (I can't tell what
>value they are as they have been painted over.) This makes me quite angry.

The "resistors" are 0 ohms, as the automatic insertion machines prefer to
handle standard resistors instead of pieces of wire. :-)

> Oh, yes, I should mention that the "jumpers" are soldered into the
>wrong points for the new ROMs, according to the docs CodeHead sent me, and
>I tend to believe the docs...my system won't come up when I power it on.

> Can anyone give me some advice? What do these jumpers do? Are they
>involved in addressing the new ROMs? Help!

Perhaps it should be in the FAQ list?

TOS ROMS

ATARI STE (Tos 1.6, 1.62, 2.06)
These have 32 pin I/C holders.

My 1.6 and 2.06 tos versions were both the same type (32 pin type 27C010A)
Here follows the jumper settings for other ROM/EPROM types:
From the STE Computer Field Service Manual (C302481-001 REV A Aug 91)

ROM Jumper settings:

ROM/EPROM Part type W102 W103 W104
27256 Don't care 1 and 2 N/C
27512 2 and 3 2 and 3 N/C
571001/27C1000/531000 2 and 3 2 and 3 2 and 3 (the default setting)
27010/571000/27C1001 1 and 2 2 and 3 1 and 2

The jumpers are located next to the HI eprom

W104 W103
1-2-3 1-2-3

----------------. W102
1 | 1-2-3
|
-
HI |
-
|
|

Hope this helps
Dennis

--
_. .________________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

5866. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 13:01:39 UTC
From: tony@microware.co.uk
Message-ID: <1295@mwuk.UUCP>
Source record: 214442

In article <1992Nov19.213205.86@uoft02.utoledo.edu> jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner) writes:
> undermind!Steve_Johnson@overmind.mind.org writes:
> > The Falcon030's 68030 has a 24-bit address/16-bit data bus. It
> > get's a little confusing, though, because the COMBEL (the system
> > controller) has a 32-bit bus to RAM and to the VIDEL (the video
> > controller). The machine on the whole, though, isn't a 'TRUE' 32-
> > bit machine (kinda like the Mac LC II/Performa 400). The PDS
> > (processor-direct slot) is also 24-bit address/16-bit data. There
> > is some hope, though, that a third party will be able to 'fix' this
> > (there will, most definitely, be a 32-bit FAST RAM expansion for
> > the Falcon030 that will allow more RAM, at least, from what I've
> > heard).
>
> this is -really- strange. i was under the impression that all 68k
> processors after the '020 were 32 bit all the way 'round. can someone
> post a 'family tree' of the 68k series & what is what? going to
> 24/16 for a 32 bit processor sounds like something Intel would do,
> not Motorola.
>
> i realize that Motorola doesn't have a lot to do with the bus design,
> but it seems to me that trying to fit a 32 bit external processor
> on a 24/16 bus would be a lot more hairy than just making it 32 bits
> in the first place.

The 68020 and 68030 both have a feature called Dynamic Bus Sizing. This means that instead of a single DTACK to acknowledge the bus cycle, there is a pair of DSACK lines - DSACK0 and DSACK1. When the CPU wants to do a longword (32-bit) access, it places the data on all 32 data lines. The address decoding then determines whether the addressed device or memory can listen to all 32 or just 16 or 8. It then responds to the bus cycle with some combination of the DSACK lines to indicate whether 32, 16 or 8 bits of data have been accepted. In the case of 32 the access is complete. Otherwise the data gets shifted over so the unaccepted part is on the part of the data bus that the accepted part was on, and another bus cycle is run. This keeps happening until all the data has been accepted (i.e. twice for a 16-bit port, and four times for an 8-bit port). Since the address decoding decides which DSACK lines will be used to acknowledge the cycle, it can have different addresses with different bus widths, e.g. 8-bit peripherals, 16-bit ROM, 32-bit RAM, etc.

The 68008, 68000, 68010 and 68070 don't have this facility, and neither does the 68040 (don't ask me why!).

Tony.

--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
----------------------------------| Leylands Farm, Nobs Crook,
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

5867. FLASH vs FLASH][

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 13:21:36 UTC
From: a2509kan@cdf.toronto.edu
Message-ID: <1992Nov23.132136.28759@cdf.toronto.edu>
Source record: 214384

Hiya all,

I've been using Flash for quite a few years now, and I ust want to know what improvements Flash II would offer.... Is it basically Flash with some extra features built in (if so, what are the new things)? Or is it a totally different program (and if so, what is it)?

Basica;;y I'm really interested in the 'command language' (I'd really need conditional branching) and some multitasking (background operations, etc). Is the capture buffer set up the same/similar (I love it.. :)) ?? Thanks a lot.

Damian

P.s. This question was probably answered in the past, so just email me your comments to save bandwidth - I'll post a summary, in case someone else might be also interested. Thanks.

--
Damian R. Kanarek |"I am an insomniac-agnostic-egotist:
Faculty of Libr. & Information Science | I lie awake nights trying to figure
University of Toronto | out whether or not I believe that I'm
email -> kanarek@flis.toronto.edu | as great as I am." - Frank

5868. HELP! Lost files

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 13:27:56 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1992Nov23.132756.17952@unix.brighton.ac.uk>
Source record: 214420

Yesterday, I had a disaster on my hard disk.
I renamed an accessary fomr .ACX to .ACC and then rebooted to install it
but unfortunately I my hard disk hadn't finish doing it.
Subsequently 8 root directories and a few files where lost, gone, dead!!!!!
My drive C is partitioned for 20meg.
I've heard that the commercial program knife ST may help me but I'm not sure?
If not is there anything that will ???
I havn't written to it in the hope that one day everything will be
normal again.

5869. FSM GDOS

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 14:14:26 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <By6A83.Lqn@newcastle.ac.uk>
Source record: 214424

Apparently (I have just spoken to HiSoft) FSM GDOS is at last shipping in the UK.
Now. As I write. Not 'real soon now'. About time as well.

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

5870. Re: Falcon speed and bus size.

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 14:19:01 UTC
From: sanders@sci.kun.nl
Message-ID: <By6AFp.7rK@sci.kun.nl>
Source record: 214422

In <1992Nov20.121209.15613@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:

>Also, isn't it possible to remove the 030 processor and replace it with a
>faster one, like the 50Mhz 030 in the SST accelerator?

Somewhere in a gray past I remember words on the Falcon being designed
to cope with different clock frequencies, i.e. just pop out the quartz
and the CPU and put in faster ones. I found this unbelievable back
then (designing frequency-independent motherboards is not trivial,
especially when high frequencies (like 50 MHz) are involved).
Apparently Atari dropped that idea. Too bad.

>Surely this must make a huge difference in speed?

Should think so...

>Phil
>(E-mail naffara@uk.ac.crc)

Sander STOks
sanders@sci.kun.nl

5871. perl on the st?

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 14:26:52 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Nov23.142652.225@zooid.guild.org>
Source record: 214435

Is there a port of perl for the ST available?

Mike

5872. floptical capacity

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 15:03:42 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <23NOV92.10034206@cc4.crl.aecl.ca>
Source record: 214425

My floptical is at home right now, however, the capacity of the disk when it is formatted is somthing like 20.8 megs (definitely over 20 and less than 21). Hope this helps

5873. no FTP for GEMView 2.01

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 15:46:22 UTC
From: cbvetter@rbg.informatik.th-darmstadt.de
Message-ID: <1992Nov23.164622@rbg.informatik.th-darmstadt.de>
Source record: 214427

Hullo out there,

well, quite nice of you to put a GEMView-sides-list in here, but how the hell
do you get it via ftp w/ your sysop pressing his finger on it ?

I really do like to get GEMView 2.01, but there is no chance to get out via ftp
so what ???

sincerely,
Chris

5874. Re: Macintosh ST Connection/CompuSeller West

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 16:09:59 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3785@richsun.cpg.trs.reuter.com>
Source record: 214429

In article <1992Nov21.175301.23010@newstand.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Current Notes (November 1992) has info about Macintosh ST
>Connection, a program sold by CompuSeller West. Does anybody
>have this program? How is it?
>Also, where can I get it, other than at CompuSeller? If
>nowhere else, then does anybody have CompuSeller's phone
>number?
>Thanks,
>Gerry
>ggreenbe@rodan.acs.syr.edu

Compu Seller West

St. Charles, Ill. 708-513-5220 220 1/2 West Main Street (North Ave.) - two blocks west of river, north side of street, in basement store

Hours:

T R F - 12 to 8pm
M - 10:30 to 8pm
SA - 10:30 to 6pm
SU - 1pm to 5pm
Closed Weds

CUL,
Chuck

5875. Re: Llamatron (undocumented feature?)

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 16:10:18 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1992Nov23.161018.16515@cs.nott.ac.uk>
Source record: 214377

In article <70013@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Kenneth Love asked about Llamatron:
>
>>Someone told me that there was a weird 'spiral-thingie' somewhere, but I don
>>know how to get it. Maybe it was another pause "icon"?
>
>
>Sit all the way through the scrolling text at the beginning of the game
>and it'll tell how to get into a "sound demo" mode with all the game
>sounds and the Tentacle...
>
Alternatively you can pause the game and press `T' (I think it's T -
read the scrolling info) to see the Ozric Tentacle thingy. Hitting
pause just as the "Oh F..." sample is played is also one to show your
grannie.

Sam.

5876. Re: Video Phones and the Falcon.

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 16:19:06 UTC
From: rjt2@bnr.co.uk
Message-ID: <1er09qINNhk1@bHARs12c.bnr.co.uk>
Source record: 214428

To add to Stephen Usher's posting:

I saw a demonstration by British Telecom of a videophone operating over standard 64kb/s phone network bandwidth. The frame rate was variable depending on how much of the picture was changing - thus giving about 12+ frames per second if only your mouth was moving. It had some wickedly impressive signal processing that not just decoded image differences, but would track objects and just transmit their outlines and new positions. The penalty was that the processing took so long that the lip sync was quite dreadful. This may well have improved as it was only a prototype model.

It's quite remarkable to think that you might be able to use a relatively cheap home computer as a videophone.. imagine suggesting that 10 years ago to a Sinclair ZX81 owner!

Richard Thomas

5877. Ideas for new MiNT/MultiTOS specific Desktop replacement, PLEASE.

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 16:35:19 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms.722536519@oxygen.sys.uea.ac.uk>
Source record: 214431

OK, as the tite suggests, I'd like ideas, suggestions etc. for a
MiNT/MultiTOS Desktop replacement.
I have already written the core of a replacement Desktop which so
far has pretty much the same functionality of the standard Desktop (as of
TOS 3.06). I'm currently looking at Gemini/Neodesk to look at the current
state of Atari Desktop's. I'm also trying to find out exactly what NewDesk
(probably tm or something) on the Falcon does or doesn't to.
I've already got quite a lot of nice ideas, some of which I will
mention, some of which I won't (got to protect your ideas, don't you know :-)).
I'm hoping to have a test version ready by approximately Christmas, but don't
quote me on that. I will release it as FREEWARE, possibly giving extra goodies
to financial contributors :-)
If you don't think I should carry on doing this because X is already
doing this but better or because Y, email me by all means... I'll probably
do it anyway just as a kind of exercise/experience trip. Besides, I'm stubborn.

OK, so far my features are (I'll probably forget some and some of
these may only be in a design or semi-implemented form but these
will hopefully all work in the finished program):

- Looks and feels (and smells :-)) like the Atari Desktop generally
- All of the features of the TT Desktop (as of TOS 3.06)
(i.e. customisable power-keys, reasonable configurability...)
- Requires MiNT/MultiTOS to run (OK this is a requirement !!!)
I decided that everbody should have one or the other and besides
it makes it much easier to write that way.
- Completely MiNT savvy (not MultiTOS yet... I'm not a developer)
Understands about processes/pipes/shared memory/file systems/
symbolic links etc
- Communicates with TOSWin i.e. allows you to automagically run a TOS
program in a TOSWin window (assuming it's running)
- File operations are run as separate processes, allowing multiple
move/copy/delete actions while still using the Desktop.
- Much more flexible installation of applications than the Atari
Desktop. Also allows installation of file types.
o Programs are installed with their path, an icon, the file
types which can be dragged onto it, a default flexible command
line.
o File types can be installed with a short description, their
icon, their type (program, text, accessory etc) and an action
to be performed when they are double-clicked... this is not
limited to simply launching an application with the file
passed as a parameter.
- User and auto customisable icons for different files or filetypes.
- Each file window individually customisable (mixed icon/text views,

user-placeable icons etc.) with saveable configuration.
- A mechanism for I/O redirection including piping of applications.
- Full use of the evironment system. Allows automatic initialisation
of environment at startup and full used editing of it.
- Uses Atari Extended Argument system (i.e. ARGV=? <args> in env)
- Extended item information system. File, folder and drive information
as before but special information given about pipes, devices, shm's
symbolic links etc.

Errm... that's all I can think of for now and besides I'm hungry.
Please send EMAIL to sms@sys.uea.ac.uk if you have anything to say and I'll
post a summary if there is enough interest.

I actually have LOTS more ideas but I kind of want to amaze (or at
least impress people... it's kind of trickky to amaze hardened netters :-))
everyone when I finish it...

Thanks in advance for any comments, ideas,
(financial contributions, offers of jobs after I finish my Ph.D. etc)

Steve.

P.S. Please don't ask for copies yet as it's still under very serious
development and I won't give anyone (except perhaps Atari :-)) a copy
until I'm fairly sure it's sound.

- Steve Sowerby, Postgraduate Layabout (sms@sys.uea.ac.uk)
- School of Information Systems, University of East Anglia, Norwich, England.
- # Any opinions expressed above are too stupid to represent UEA etc #

5878. Re: GFA Basic Compiler Needed!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 16:39:30 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov23.163930.25257@newshost.lanl.gov>
Source record: 214430

In article 1eniasINN11b@uwm.edu, stacylee@csd4.csd.uwm.edu (Stacy Lee Sievert) writes:
>Help!!!!!
>
>I accidentaly deleted my only copy of a compiler for GFA Basic.
>It was entitled GFA_BCOM.PRG, and was for one of the early versions
>of GFA Basic (sold seperately, although I think my version was PD).
>
>Can someone please help me out? Help Much appreciated!

I assume you are using the old version 2.0 of GFA BASIC? If your interpreter saves its files as *.BAS, it's the 1.0 or 2.0 verison. If it saves them as *.GFA, it's 3.07 or above.

Although the GFA BASIC 2.0 interpreter was placed into the public domain some time ago, the compiler for 2.0 remains commercial software, not P.D. It is available in the US directly from GFA Software Technologies, 27 Congress Street, Salem, Massachusetts or by calling 1-800-766-6GFA.

Word of advice... if you are trying to do anything in GFA, go ahead and spring for the upgrade to GFA 3.5 with full documentation. It is light years ahead of the old 2.0 version and well worth the upgrade fee. Or you might hold off for the "imminent" release of version 3.7 which promises full Falcon/MultiTOS compatability, new GEM based editor and other goodies.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5879. Re: More Falcon news...

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 17:19:06 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.V5x_c5DBquA@fredrik.atari.no>
Source record: 214446

In <1992Nov22.224652.1316@solace.hsh.se>, Hans Holmberg writes:
>In <1992Nov22.211147.1377@u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward)
writes:
>
>[stuff deleted]
>
>>Um, maybe I'm missing something here... but my TT most certainly runs at
>>32 MHz...
>
>Yes and no. The 68030 and your TT-ram (if you have any) in your TT runs on
>32MHz, but all the rest is running on 16MHz (ST-ram, dma etc.)
>
>>Dan Aylward
>>dud@u.washington.edu
>
>Hasse
>--
>/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
>\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
>/ phone: +46 60 569169, fax: +46 60 569266 \
>\ "In a crazy world a sane person would appear to be crazy." /

Please read the original postings....
The only thing that runs at 32 MHZ in the TT is the CPU/FPU!!!!
TT-Ram have a 16MHZ clock!!

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

5880. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 17:20:56 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.722539256@rw8.urc.tue.nl>
Source record: 214214

ins739l@lindblat.cc.monash.edu.au (William Fang) writes:

>LhA uses lh4 or lh5 compression (tighter giving greating compression) and uses
>the ".lha" extension.

>At least this is how it works on Unix and Amiga. The Atari ST verions of
>Lharc might be different, but I don't think so...
Well it does work as lharc2.01 has lh5 (and probably lh4) compression. I
never had any problems exchanging files between DOS lha and ATARI
lharc2.01.

So, sorry you are wrong, but happy it works fine for me :)

Erlend.

5881. IMG (GEM) to PS (Poscript) converter

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 17:29:42 UTC
From: bellutta@stromboli.ai.mit.edu
Message-ID: <1er4e6INN4s7@life.ai.mit.edu>
Source record: 214436
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.misc

This is posted for a friend who does not have Usenet News posting capabilities at his site. You can reply direclty to him at his e-mail address: orlando@irst.it

I'm looking for software and relative docs (as mail servers and/or FTP sites) which can convert between IMG (GEM) format into PS (Postscript), both for Atari and PC systems. The SW should be usable with Notator. Please forward replies via e-mail to:

orlando@irst.it or orlando@irst.uucp

5882. Re: ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 17:55:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1er5tuINNiqo@usenet.INS.CWRU.Edu>
Source record: 214432

In a previous article, afonseca@terapin.com (Alberto Fonseca) says:

>Thank you, I'm glad somebody understands what I feel ATARI computers can
>accomplish. I just hope they get it right this time.
>

Don't get me wrong.

I have a lot of high hopes for Atari too, but I see too many things wrong
that will transform my hope into a reality...

--

5883. Drop-down menus under Spectre ??

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 18:29:50 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Nov23.112950.1@violet.ccit.arizona.edu>
Source record: 214433

Does anybody know of a utility that will make the Mac menus drop down like
GEM menus (as opposed to "pull" down) ?

Doug Tarico
dtarico@ccit.arizona.edu This message has been brought to you
doug@sie.arizona.edu by the letter E and the number 2.

5884. Pure Pascal For the ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 18:48:43 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1992Nov23.184843.21128@lut.ac.uk>
Source record: 214398

About an week ago I downloaded a demo for the Pure Pascal compiler from a German FTP site. The only thing I could understood from my very limited knowledge of German is that it is compatible with Borland's Turbo Pascal 6.0. The product seems to be a good one and has an integrated debugging facility as as well as an Object Browser, something like Borland C++ 3.1.

Can any German ST user on the net enlighten us as to it's availability ?

- Rahin
(rahin@scs.leeds.ac.uk)

5885. SPICE

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 18:50:34 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <By6n1n.Mzr@ecf.toronto.edu>
Source record: 214434

Hey everybody!

Sorry to bother everyone here in the NET, (I'm a new user.. so forgive me if I do anything stooopid), but I really want to know whether any NEWER version of Spice (Circuit Tester Program) is available at any ftp site.

Oh yes, I have already downloaded the one from nic.funet.fi, but this one is really OLD (circa 1981!!) and only version 2g. So to any kind soul out there who happens to know where I can get a newer version, please e-mail me or post or something, okay???

Thanks
--

AVAILABLE AT
**********alrashi@skule.ecf.toronto.edu**********
**********This has been a publication of the**********

5886. MGIF 'patch' works GREAT!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 19:13:55 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Nov23.151355.1@sscl.uwo.ca>
Source record: 214438

Just wanted to let people know that the patch for the MGIF memory probblem works perfectly...even under TOS 1.0 and Neodesk (v2). With only 1029K (of 2.5meg) free I can now display GIF's up to 430K (haven't tried any bigger). I haven't tried all the image manipulation features but I was VERY impressed with the image quality...at LEAST 10 times better than GEMVIEW in mono! Of course it was designed to be good!!!

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

5887. Re: Cyber-stuff

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 19:24:18 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Nov23.192418.6283@news2.cis.umn.edu>
Source record: 214437

In article <20NOV92.08890564.0092@UNBVM1.CSD.UNB.CA>, Alan Edwards <EDWR@UNB.CA> writes:
> I was at my friends last night, and he has
>CyberPaint and Cad 3D. These both look like pretty good programs,
>but I can't find them in any catalog. Have they gone away?

The software company which produced CAD 3D and CyberPaint is no longer in
business. They were connected with the magazine people who published STart
and Antic.

However, if you're prepared to wait for a few months to collect the programs,
you can obtain CAD 3D and CyberPaint through the UK magazine 'ST Review'. They
will be including these on their cover disks over the next several months ---
at least that is what the advert in the current issue indicates.

-- David Paschall-Zimbel

5888. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 20:41:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1erfksINNogd@golem.wcc.govt.nz>
Source record: 214439

Sorry, Lh5 & Lh1 on the ST both use the LZH extender - which doesn't matter as LHarc will un-LZH either!

The Am*ga & Un*x versions are completely different - and some versions won't recognise older Lh1 archives.

5889. Re: HELP! Lost files

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 20:45:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1erfu6INNogd@golem.wcc.govt.nz>
Source record: 214440

About the only program that is likely to restore your HD without a LOT of work (which doing so with Knife ST requires). Is 'Diamond Back' (or at least - it sounds like it can). Unfortunately, it costs a lot of money. (around $65US from memory)

Chkdsk3 might be able to do it, if all that's been done is corrupted the FAT's. (Knife ST will do this quickly too!)

5890. Re: Macintosh ST Connection (Actually MacSee)

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 21:09:55 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.92Nov23140955@piano.adept.ih.att.com>
Source record: 214352

Current Notes (November 1992) has info about Macintosh ST Connection, a program sold by CompuSeller West. Does anybody have this program? How is it?

It works. I think the human interface is real tacky. It uses a custom scrolling text region and it does not function like a file selector dialog. Also, you cannot select groups of files to transfer (no multiple selections.)

Again, it does work. Since it is version 1, I hope to see improvements soon.

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

5891. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 21:11:35 UTC
From: yonerjp@brandonu.ca
Message-ID: <1992Nov23.151136.2829@brandonu.ca>
Source record: 214374

In article <Bxwx1n.9H5@constellation.ecn.uoknor.edu>, kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:

> The November issue of Compuke! mentioned the Atari Portfolio in one of its
> articles (the one on palmtop computers). The author did a price/feature
> comparison of several palmtops. If you are looking for an entry level
> palmtop computer, I don't see how you could choose anything else. Is this
> just news to me?
>
> The December issue had a company trying to teach you about music on computers.
> They were giving away an ST when you payed their tuition. Their was even a
> 520/1040 style case (couldn't tell which because of the small picture).
>
> On a side note: among the "101 Things to Give for Christmas Presents" was
> an Amiga 500. They said it's great for games and even runs a few serious
> applications. Was this a back-handed compliment or what?
>
> I thought I'd never see the day when Compute! (er... Compuke!) magazine gave
> any non-PC or non-Mac the time of day. The end must be near...
>
> Anybody care?

Maybe Compuke! (I *love* that...! Not the magazine, the...) finally remembered that they used to give excellent Atari support years and years and years . . . ago? A return to their roots, perhaps?

Deanna.

-- --
+--+
! BBS: 1-204-726-9485 !
! 300/1200/2400/9600 (Hayes) !
! 224 Megs of File Storage !
! Immediate access for CMD Owners !
+--+

5892. Re: Ideas for new MiNT/MultiTOS specific Desktop replacement, PLEASE.

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 21:29:50 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1162@usdtsg.DaytonOH.NCR.COM>
Source record: 214355

I'm not sure if this was in your list, but:

-priority settings via a "file settings" box (something similar to the Settings option on a DOS window in Windows (gives the options for: foreground priority, background priority, exclusive/background running)

-running ANY program (say ARC Shell) in a Window or full screen (again a la Windows 3.1)

just my 2 cents...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

5893. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 21:52:53 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov23.215253.28684@dcs.warwick.ac.uk>
Source record: 214443

In article <1992Nov22.011545.3921@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>
>I'm not sure what you meant by "sub #1000 PC". Is that 1000 dollars or 1000 pounds?

Sorry, I realised yesterday that this was ambigious (you know what I mean) - I meant 1000 pounds.

>Right now you can buy 25 Mhz 486SX machine for under $1000, and that will give
>you roughly 8 Mhz 68000 emulation. You can still use the real Quick ST or Warp 9

Today I saw a 25MHz 486SX with VGA Colour monitor and software for 999 pounds inclusive, so I guess either way I'm wrong now!

>running on Gemulator to give you the kind of speed ups you get on a real ST,
>since Quick ST does things in less code, Gemulator has to emulate less code and
>thus speeds up. Same reason it speeds up a real 68000.

Ever thought of implementing some kind of "cache" of the most recent 386 code you have converted from 68000? At a simple level you could keep a record of the 386 translations for the last 100 68000 instructions executed and if you came across a backward branch instruction you could jump back into proper 386 code - this would speed up loops in a big way.
Since most 386 machines have caches, there should be no self-modifying code to f things up.

- Leo

5894. Re: Winx

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 21:54:56 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.UbXtJG0FSks@nasim.sta.sub.org>
Source record: 214354

bossoj@aix.rpi.edu (Joseph Charles Bossolini) writes:

> I just downloaded a copy of Winx in hopes of using it to patch
>my TOS 1.4 to be able to use more than 8 windows. Unfortuanately,
>I don't understand German, and I cannot make heads or tails of the
>instructions!! My question is: What do I have to do to patch
>my TOS 1.4 (they are ROMS)? Do I have to create a new file with
>Winx and then burnthem into a new set of Eproms?

>Any help would be greatly appreciated!

To take full advantage of WINX, you do *not* need to burn new EPROMs! It
just saves booting time and memory!

Simply put WINX.PRG in your AUTO folder and the WINX.CPX in your CPX
folder and reboot. Call the CPX in order to make your settings, then
click the 'Sichern'-button. There is no 'OK' Button because changes will be
made after your next reboot. (Abbruch=Cancel)

I read the manual a long time ago, so I don't know if there will be
problems with non-German ROM Versions. If you are *really* interested in
WINX, I could send you the patched 1.4 ROM file produced by WINX. For me
it would be no problem using an English OS, but maybe it would be a
problem for you using a German one?!

I use WINX with TOS 2.06 in my MEGA ST. I have to copy the GEM into RAM
first (using GEMRAM from the WINX author). After that WINX can patch the
GEM.

But: You will never get more than 7 windows on your desktop! Only
applications or alternative desktops (e.g. Gemini) can make usage of the
more windows! Gemini has some problems with WINX, if you scroll a
window, that is not active and laying particulary under another one. :-(

But there will be a new (MiNT supporting) version of Gemini, soon. Let's
hope this small bug will be fixed!

>Joe (bossoj@rpi.edu)

Knarf

P.S.: Is my English readable? Do you think I can begin to translate some
German Manuals into English?
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

5895. -- Er, what is Atari up to nowadays? --

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 21:55:35 UTC
From: brymastr@eng.umd.edu
Message-ID: <1992Nov23.215535.20897@eng.umd.edu>
Source record: 214444

I just subscribed to this group for the first time and found all
these postings reminiscing about the good ol' days. What is
happening with Atari now? Are they coming out with any new
computers? I haven't seen anything new from them in years.
I remember back about 6 (?) years ago when the ST and Amiga
were coming out, my friend and I would always argue about the
two machines. He tried to argue about how great the ST
was, while I tried to explain how he had an inferiority
complex since the Amiga was so much better.
But anyway, neither machine seemed to do as well as some
predicted. I know Commodore is still doing Amiga-stuff,
what's Atari up to?
-Bryan

5896. Re: Falcon specs and price wanted

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 22:00:44 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov23.220044.28837@dcs.warwick.ac.uk>
Source record: 214445

In article <1992Nov23.073843.26299@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1992Nov22.235236.1@fnalc.fnal.gov> traynor@fnalc.fnal.gov writes:
>>Hello--
>>
>>Can someone send me some tech specs and works in progress regarding the Falcon?
>
>George Robbins (from Commodore, how 'bout that. Nice guy, really.) just posted
>the specs in comp.sys.atari.st.tech. List price for a 1MB machine with no
>internal hard drive is supposed to be around $799.
>
>>I'm kinda curious...also I heard that there will be a 68040 version--is that
>>true? Will there be some sort of connection that will alllow people to use
>>their Falcons as videophones (I read that somewhere). Finally, can someone
>>send me the retail and street price of typical Falcon setups? I would appreciate
>>it.
>
>I've heard a fair amount about a 68040 version, but it's not going to be
>available any time soon. I wouldn't expect to see it in the next 3 months,
>anyway.
>
>Hm, videophone, interesting idea, but not something we can do over the current
>phone network, is it? I've seen some AT&T blurbs about videophone technology,
>using some new compression scheme and only sending something like 10 frames per
>second, very low rez. Maybe that's over the existing phone network, but I
>think it's targeted at a digital optical network... I guess it's a cool idea
>but I don't think its time has come yet. (Besides, I'm more often thankful that
>the other end *can't* see me than I'm wishful about seeing the other end. Must
>be all those callers waking me out of a sound sleep... }-)

BT have a Videophone on the market (for about 500 pounds I think). You are
correct in saying that it uses advanced compression and the frame rate looked
like about 5 per second when they showed it on the News at 10. Apparently
they are selling it abroad. I think GPT manufacture it.

- Leo

>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>All true wisdom is conveyed in one-line witticisms.

5897. ST Format

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 22:39:34 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov23.223934.29672@dcs.warwick.ac.uk>
Source record: 214447

Lots of people seem to be complaining about how crap ST Format is, so I thought I'd post everything interesting in the current issue to save people having to buy it (I bought it for the free copy of Protext V4.3, without dictionary or manual (Available for 20 pounds), but otherwise complete).

Firstly they said that they have been told that a ship load of Falcons was just about to be sent to England as they went to press.
2. They have done some compatability tests with the Falcon030 and apparently no game that attempts to access the STs sound chip directly will work (I assume a crash due to invalid memory access). They suggested that this might be solved in the future. A few serious software packages also failed (including First Word Plus and That's Write) although scanner hardware and software worked perfectly. They said they were generally disappointed with compatability.
3. They showed the insides of a Falcon030 - from what I can remember every chip was surface mounted. TOS is stored on a single chip (Can't remember whether surface mounted). The general board design seemed a bit strange with several very long tracks on the upper side.
4. TOS4 is said to look like earlier versions (They did not have Multi-TOS) except that it has been 3Derised. They couldn't find any bugs in TOS.
5. They claim that a redesigned Falcon030 case will be out after christmas and an 040 machine later in the year.
6. They reported several interesting pieces of software being developed for the Falcon, mostly serious stuff by well known companies.
7. The DSP has 96K words (500K bytes odd?) of zero-wait state RAM - that's 32MHz speed (on a 48 bit data bus?)! (I already knew this really, but it never sunk in how fast and big the private RAM was before).
8. All that Falcon stuff has made me forget what else was in there.
9. Oh yeah, the rest of the news section was taken up by moaning about lack of ST games support (They may have a point - they could only find 4 or 5 games to review in that issue, I remember when they had 15 or so, not that I liked having to skip through that many pages of game reviews).
10.I just couldn't resist making it up to 10

- Leo

5898. Formula One Grand Prix Question??

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 22:45:18 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <By6xvJ.Awv@mentor.cc.purdue.edu>
Source record: 214449

I just bought Grand Prix (used) and disk 1 won't load.

I can still play the game but I would like to get disk 1 working.

If any other owner of Grand Prix (in the U.S.) would be willing to let me send them my ORIGINAL disk 1, so that you may copy the working disk 1 right over my non-working copy, I would sincerely appreciate it.

Thanks,

Jody Lenn

5899. Re: What is g++?

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 22:47:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11155@uqcspe.cs.uq.oz.au>
Source record: 214448

bcc@lanai.Eyring.COM (Brian Cooper) writes:

>>>Could some nice guy help me (a relativly inexperienced programmer) out with
>>>the basics for C programming?
>>
>>First suggestion: do NOT get GNU C/C++ to learn about C programming...

> atari/Languages/sozo133i.zoo

Not meaning to start The War of the Compilers, but I thought Sozobon wasn't
even an ANSI C compiler. Anyone learning C would GREATLY benefit from the
extra protection provided by ANSI C.

In fact, I find the extra protection provided by C++ even more advantageous
for new users (although they don't HAVE to use the C++ extensions if they
don't want to).

IMO, the only difficult part about GCC is that it can be difficult to
install, since it is so large. But the original poster has a hard drive,
so there's no big hassle.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

5900. Corrupted FATs

Newsgroup: comp.sys.atari.st
Date: 1992-11-23 23:41:47 UTC
From: smackiew@nyx.cs.du.edu
Message-ID: <1992Nov23.234147.17675@mnemosyne.cs.du.edu>
Source record: 214450

I'm a little new to this, myself, but whoever had the HD FAT problem...
are BOTH of them corrupt?
Also, a little bias here, you can force a read of the second fat
with Blitzschnell (ver.1.4U +up), though I don't know if it will change
the first to read like the second. I'll find out, though.

Best of luck with it, anyway.
SDMR

5901. Quester

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 01:14:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ervkrINNqte@golem.wcc.govt.nz>
Source record: 214351

Right, I have this UUCP address:

the.fawn@mcshh.hanse.de

Which is Thomas Questers UUCP address. I tried Mailling as I would to a normal USEnet user, but it bounced back. How do I send to a UUCP-Server (or whatever they are called)?? And particular routine, or should that method have worked??

(For those not in the know, Thomas Quester is the main author of the ST versions of LHarc, PFX-Packer, and AFX)

5902. HD fats, continued...

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 02:48:53 UTC
From: smackiew@nyx.cs.du.edu
Message-ID: <1992Nov24.024853.25420@mnemosyne.cs.du.edu>
Source record: 214353

Ok, if both fats are not messed up, you can use Blitzschnell to force a read of the second one, and then do a small cluster move, which should rewrite both fats correctly. However, if they aren't both messed up, the desktop should automatically use the second anyway...
(The above info given to me by someone else..)
Good luck.
SDMR

5903. Re: IBM CGA moniter on ST (?) // connector source (?)

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 03:12:12 UTC
From: tpearson@titan.trl.OZ.AU
Message-ID: <1992Nov24.031212.10951@trl.oz.au>
Source record: 214356
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

lcoe@convex.com (Loren Coe) writes:
> i want to connect a CGA moniter to my 520ST. has anyone done this?
>
> there seems to be two points of concern:
>
>
> 1. the plug is not common, it appears to be din. is there
> a name for this type of plug? can anyone suggest sources?
> it has 13 pins and is the same shell as din.
>
> 2. the CGA has no 'intensity' input. i assume that i can
> do without it, possibly forsaking the best display on
> some software. am i going to have problems here? is it
> required?
>
> the polarity of the ttl outputs is not spec'd, hopefully this is going
> to be okay.
>
> assuming that someone has done this, how did you deal with the audio?
> i am planning to just wire in a small external speaker, from the sound
> pin to one of the grounds.
>
> thanks,
>
>
> loren
>
Yes i have done it, but I would not recommend it to you as you do not
seem to be aware of the problem.
A CGA monitor is TTL input, an Atari computer is Analog output. You need
to make an analog to digital converter to connect them. There was a
circuit published in Elector a few years ago to do this, but I found it
needed extensive modification to be acceptable. Overall it was not worth
the effort. I now use a multisync, but that's another story. The sound
output on the Atari will not drive a speaker directly. Use an amplified
speaker of the type available for
walkmans.

****
* Trevor Pearson * Telephone : +61 3 253 6128 *
* Telecom Research Laboratories * Facsimile : +61 3 253 6144 *
* Clayton, Australia * Email : tpearson@trl.oz.au *

5904. Re: ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 03:43:00 UTC
From: drb@kepler.unh.edu
Message-ID: <1es8c4INNdbi@mozz.unh.edu>
Source record: 214370

Just a couple of comments on the mindless dribble that has been posted by a certain person (claiming not to be an Atari basher).

Item one, this person asserts that no game machine with a twelve button keypad was ever succesful. Hmm.... Ever heard of the ColecoVision? Thought you did. Yes I know that they went caput after the ADAM fiasco and investing ALL of their money in Cabbage Patch dolls. This does not change the fact that the ColecoVision was an tremendously succesful machine.

There was also a question about what the first console game machine was. If by this you mean something that took cartridges, I believe it was the Coleco Tristar. A great little machine, it was shaped liked a big triangle with a steering wheel and shifter controller on one side, a pair of paddle controllers one a second side, and a light gun and holster on the third side. I believe that there were about four or five carts made for it, each with several games. None of the games were much more complex than pong. Anyone else remember this beast? The next major machine (aside from Atari's fine product, which only a couple of years ago could still be purchased at KAY-BEE toy stores, they even had some 7800's) was, I guess , the Oddessy II. Anyone remember the assembler programming cart on THIS beauty? Around the end of it's life span, it even had a voice synthesis module.

--
Dean R Biron drb@escher.unh.edu -><-
University of New Hampshire Research Computing Center -><-
Prefector of the order of St Gulik, Legion of Dynamic Discord -><-

5905. Re: Released: ASCREEN 3.2 (DVI previewer for Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 03:46:10 UTC
From: marshall@cs.uq.oz.au
Message-ID: <11156@uqcspe.cs.uq.oz.au>
Source record: 214359
Cross-posted to: comp.text.tex,comp.sys.atari.st

In <4048@rbiffm.informatik.uni-frankfurt.de> lingnau@math.uni-frankfurt.de (Anselm Lingnau) writes:

>In article <RIDDERBUSCH.PAD.92Nov11084340@nozzle.sni.de>,
>ridderbusch.pad@sni-usa.com (Frank Ridderbusch, STO SI211) writes:

>> I'm afraid to report, that this new ascreen doesn't run under MiNT. I

>Julian Reschke tells me that the program file header in the distributed
>ASCREEN 3.2 isn't set up correctly. Apparently this is because I still use a
>slightly outdated Turbo C linker (it seems that it *is* time to upgrade, after
>all).

Will ASCREEN work with CSTeX on a MegaSte? Has anyone managed to get it to
work? I can't!
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

5906. Re: Answer to trivia question (early Amiga)

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 04:24:39 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov23.232439.12299@bsu-ucs>
Source record: 214357

> Back when everyone had 8-bit computers and all the
> flame wars were between Atari 800/1200/130 folks
> and Commode Door 64 owners, a 16-bit 68000 machine
> was being developed called the Amiga 'Lorraine'
> (or was it Larraine?). This was before the Apple
> Lisa, the MacPredecessor. (More trivia.)
>
> For the grand prize, a week in non-virtual reality,
> what were the code names for the Atari 400 and 800
> during their development?

Good question....I think I'd know but I was only about 8 years old at that time....:-) Shoot, I was only about 10 or 12 when I got my first 800 with _*48K*_Ram installed!!!!!!!! Wow, was I a bad mo-fo then! Speaking of thing that never happened like the Lisa, what ever happened to Atari's super-fantastic sound called the Amy?

-Matt

5907. Re: Cyber-stuff

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 04:36:18 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Nov24.043618.27683@vpnet.chi.il.us>
Source record: 214392

In article <1992Nov22.154222.122@uoft02.utoledo.edu> jsteiner@anwsun.phya.utoledo.edu (jason 'Think!' steiner) writes:
>nickd@vpnet.chi.il.us (Nicholas J. DiMasi) writes:
>> For Cyber stuff, check out E. Arthur Brown.
>
>is E. Arthur still around? i don't own an ST anymore, but my dad still
>uses his for drafting & wanted to get GFA Draft 2.0. he told me he's
>stopped receiving the catalog & didn't know if they were still in business.
>
Well, they sent me a catalog a month or two ago. The address and phone # on it are:

E. Arthur Brown Company, 3404 Pawnee Dr., Alexandria, MN 56308

(612) 762-8847

Nick DiMasi
nickd@vpnet.chi.il.us Delphi: TURBONICK

5908. Venerable ST's and "correct" joysticks

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 04:52:46 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov23.235246.12300@bsu-ucs>
Source record: 214358

> Oh, yeah? How old is the Atari ST?
>
> It is getting up there as well.
>
> Its just my opinion, but I DO FEEL like I'm playing with a 2600 (ST)
> when I see what other systems are doing...

Granted it is old, but like the man who replied before, I have an old Mega ST4 and it _STILL_ does _MORE_ than everything I could ever want it to do. PC compatibles and their software I've been exposed to (at school and friends--not including games) make me wanna barf. The Mac and it's software is nice and slick, but most of it's users I've met make me wanna barf. (The Mac systems seem pretty pricey too.) I guess my point is that the whole bigger-is-better philosophy that IBM has managed to plague the whole computer worl with hasn't seemed to make my word processor any worse or made me want one that's any better. It ain't broke so I'm probably not gonnaa fix it. (Unless I can find a REALLY good price on a FALCON -- I'm not sure how long the Mega will last -- phisically. It's been AROUND the block a few times.)

> YUCK? How many Nintendos, Super NES, and Genesis systems have been sold
> with joypads?

Probably about the same number whose user have said, "This controller sucks!" *8-)

Although I do agree that Atari's marketing a 12-button keypad thing is a mistake--if it's anything like the one they used for ColecoVision it'll be WAY too clumsy to use. They REALLY should've gone leading edge and produced something that could be really functionl for games and produced a copy of the Joystick set-up for StreetFighter II in the arcade -- full arcade-quality joystick and buttons.

-Matt

5909. Megas/1040 st motherboards, inquiry?

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 06:02:19 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Nov24.010219.1@vaxc.stevens-tech.edu>
Source record: 214360
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

It seems that the only viable solution to getting enhanced graphics in my ST tower system is to replace my 1040ST motherboard with one from an old Mega, thus giving me a MegaBus expansion slot. This seems like a good option but the tower case I have is manufactured by a German company called LightHouse and it is designed for a 1040/520.

Does anyone out there know how the 1040ST motherboard compares with the Mega ST motherboard? Some key questions,

1. Are the external (rear) connectors of a 1040 and a Mega in the same locations on the motherboard.

2. Are the two motherboards the same size.

3. Does a Mega motherboard have the same plug in connector on it for its keyboard that the 1040 has. On the motherboard of a 1040 there is a small connector that consists of a number of pins sticking staight out of the motherboard vertically, that a keyboard cable pushes down on.

Many thanks,
Scott Kolodzieski.
scott@dmi.stevens-tech.edu
scott@sparc1.stevens-tech.edu
scott@vaxa.stevens-tech.edu

5910. Re: Winx

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 07:53:36 UTC
From: aweinmann@mzdmza.zdv.uni-mainz.de
Message-ID: <7X78S7Q@minnie.zdv.uni-mainz.de>
Source record: 214363

In article <!_z1s#h@rpi.edu>, bossoj@aix.rpi.edu (Joseph Charles Bossolini) writes:
> I just downloaded a copy of Winx in hopes of using it to patch
>my TOS 1.4 to be able to use more than 8 windows. Unfortuanately,
>I don't understand German, and I cannot make heads or tails of the
>instructions!! My question is: What do I have to do to patch
>my TOS 1.4 (they are ROMS)? Do I have to create a new file with
>Winx and then burnthem into a new set of Eproms?
>
>Any help would be greatly appreciated!
>
>Joe (bossoj@rpi.edu)
>

Hi Joe,

You don't have to patch Your TOS, just put the WINX.PRG in the AUTO-folder
and reboot, that's all. If You have a neuer version of WINX (>=2.00) You'll
even get a CPX to configure it and it runs with other TOS Versions like
3.06 (TT).

Arndt

5911. Z*NET Issue 9219

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 07:53:39 UTC
From: znet@status.gen.nz
Message-ID: <gate.6ZuquB1w165w@status.gen.nz>
Source record: 214378
Cross-posted to: alt.znet.pc,comp.sys.atari.st,comp.bbs.misc

Issue 9219 of Z*NET International has been released into alt.znet.pc

Newsgroups: alt.znet.pc
Date: 24 Nov 92 07:42:19 GMT

Z*NET: ATARI ONLINE MAGAZINE

"Special Comdex Issue"
TOS Birthday - 11/20/85

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- Issue released 24 Novemeber 1992 into alt.znet.pc

5912. ST-Review

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 07:55:26 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <57075@olivea.atc.olivetti.com>
Source record: 214361

Can anyone forward me the Address/Fax number of the UK magazine ST-Review ?
Opinion on that magazine are welcome. I'm currently subscribed to ST-Format
but I find it a little game oriented, so I'm looking for something more serious
I know that probably the best ST mags are Germans but I don't know that language

Savino.

5913. Re: no FTP for GEMView 2.01

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 08:19:38 UTC
From: jartsu@vipu.hut.fi
Message-ID: <JARTSU.92Nov24101938@lk-hp-17.hut.fi>
Source record: 214365

In article <1992Nov23.164622@rbg.informatik.th-darmstadt.de>
cbvetter@rbg.informatik.th-darmstadt.de (Chris Vetter) writes:

> Hullo out there,

> well, quite nice of you to put a GEMView-sides-list in here, but how the hell
> do you get it via ftp w/ your sysop pressing his finger on it ?

> I really do like to get GEMView 2.01, but there is no chance to get out via ftp
> so what ???

> sincerely,
> Chris

Well, It will be available at nic.funet.fi /pub/atari soon... (from
few hours to a day)

--
******************** "Jartsu" **********************
*********** Jari Lehto ************
**************** "I hate MS-DOS" ******************
***** Finger jartsu@vipu.hut.fi for more info *****

5914. Re: SPICE

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 08:25:49 UTC
From: otv@hal.nta.no
Message-ID: <1992Nov24.082549.10349@nntp.nta.no>
Source record: 214364

In article <By6n1n.Mzr@ecf.toronto.edu>, alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
|> Hey everybody!
|>
|> Sorry to bother everyone here in the NET, (I'm a new user.. so forgive me if I do anything stooopid), but I really want to know whether any NEWER version of Spice (Circuit Tester Program) is available at any ftp site.
|>
|> Oh yes, I have already downloaded the one from nic.funet.fi, but this one is really OLD (circa 1981!!) and only version 2g. So to any kind soul out there who happens to know where I can get a newer version, please e-mail me or post or something, okay?|> ??
|>
|> Thanks
|> --
|>
|> AVAILABLE AT
|> **********alrashi@skule.ecf.toronto.edu**********
|> **********This has been a publication of the**********

There is a SPICE in atari.archive.umich.edu, but I don't remember which version it is. Sorry.

Math:
.
.
.
spice.lzh 177 Circuit analysis program

- Oddvar Tveito (otv@nta.no)

5915. Re: ST Format

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 09:11:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1esrjpINNc5p@golem.wcc.govt.nz>
Source record: 214366

In article <1992Nov23.223934.29672@dcs.warwick.ac.uk>, leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>Lots of people seem to be complaining about how crap ST Format is, so I
>thought I'd post everything interesting in the current issue to save people
>having to buy it (I bought it for the free copy of Protext V4.3, without
>dictionary or manual (Available for 20 pounds), but otherwise complete).
>
>Firstly they said that they have been told that a ship load of Falcons was
>just about to be sent to England as they went to press.
>
>- Leo

Well from what I have been reading in GEnie Lamp and ST-Report, there will be very little software for the Falcon, thet stated there will be about 10 pieces ,(2 Grames) when the Machine comes out in March next year, also most of the software will be from Atari, or contracted out by Atari, there is very little instrest by software houses, also you will not be seing much to do with the Falcon till December 1993..

So go read the lastest GEnie Lamp and ST-Report..

I can't see any major software house supporting Atari with there record of droping things..

Would you like the list , its a bit long..!!

Its like betting on a horse and find that Atari has cut one of its legs off..

It also stated that Atari hope to sell some 10,000 machines by December 92, but Commodore reckon they will sell some 30,000 of the A1200 that is all ready out..

So I don't think I will be putting my money on the 3 legged horse,
gee Atari might even cut one of the other legs off...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5916. Re: Corrupted FATs

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 09:16:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1esrtvINNc5p@golem.wcc.govt.nz>
Source record: 214367

In article <1992Nov23.234147.17675@mnemosyne.cs.du.edu>, smackiew@nyx.cs.du.edu (Sherry Mackiewicz) writes:
>I'm a little new to this, myself, but whoever had the HD FAT problem...
>are BOTH of them corrupt?
>Also, a little bias here, you can force a read of the second fat
>with Blitzschnell (ver.1.4U +up), though I don't know if it will change
>the first to read like the second. I'll find out, though.
>
>Best of luck with it, anyway.
>SDMR

I think that Atari uses both of the Fats, I did have a problem once, but ST-Knife stated that one of the Fats was different, ST-Knife can be set for one Fat, and to copy one Fat into the other....

I did find a Big problem with ST-Knife , you can't trace the clusters in a folder..

ICD's CleanUP is good for fixing Hard Disk problems...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5917. Mad Max Music

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 09:54:54 UTC
From: mackie@meena.cc.uregina.ca
Message-ID: <24NOV92.09545441@meena.cc.uregina.ca>
Source record: 214383

Is there an FTP site with Mad Max music on it? I have the code to play it in STOS, and would like to put some in a game I am making, but I don't have access to any. Also, is there a "Ripper" program with which I could get it myself?

Thanks.

Brook
Mackie@meena.cc.uregina.ca

5918. Re: Back-up program sought

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 10:14:28 UTC
From: marc@targon.UUCP
Message-ID: <2715@targon.UUCP>
Source record: 214373

In article <1992Nov20.141217.1@uwovax.uwo.ca> you write:
>
>Well, I am in the process of trying to back up my hard drive. I thought
>that I would get clever and arc together a whole bunch of files along
>a certain path and then just back up my collection of arc files.
>(Figured that this would mean less floppies needed.)
>This process led to a couple of arc files
>in the size of about 1200K or more. I thought that turtle could handle
>long files by just splitting them up (in the sense that uue does); but I
>was wrong. Is there some other good back-up (public domain or shareware)
>program for which this feature is available?

Try backupst. It is quite fast, uses all available space on floppies
and splits files. It should be capable of doing incremental backups
as well (I never tested that). It does not do compression (but you
did that already). There's just that bug with not hiding the mouse
pointer...

Hint: if you want to compress even more than with arc you might
try zoo or lharc as well.

>Adele

Kind regards,

---------- EARTH
Marc Dierikx smog | bricks
marc@targon.UUCP AIR -- mud -- FIRE
dierikx.via@sni.de soda water | tequila
dierikx.via@sni-usa.com WATER

5919. Re: ST Format

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 10:21:21 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <By7u3M.JAC@dcs.ed.ac.uk>
Source record: 214369

Just to continue the STF slagging, here's my thruppence's worth:

I won a SUpercharger 286 emulator from an STF competition. Unfortunately, the company who produced these never got them working and went bust. So did STF contact me to tel me? Did they hell. I contacted the then editor, Mark Higham, many times and he agreed to get some stuff sent to me, but was it sent? No. Finally, in July 1992, having won the prize in October 1991, I recieved the last part of my replacement prize, an SM144 monitoer (apparently only 1 of 2 knocking about the country at the time) So, if you want speed and efficiency, you know where to avoid.

--

!! Andy MacCormack - armless on monochrome !!

```
char*M,A,Z,E=40,J[40],T[40];main(C){for(*J=A=scanf(M="%d",&C);
-- E; J[ E] =T
[E ]= E) printf("._"); for(;(A-=Z=!Z) || (printf("\n|"
) , A = 39 ,C --
) ; Z || printf (M ))M[Z]=Z[A-(E =A[J-Z])&&!C
& A == T[ A]
|6<<11<rand()||!C&!Z?J[T[E]=T[A]]=E,J[T[A]=A-Z]=A,"_.":" |"];}
```

5920. Re: Comparing ASCII files

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 10:28:32 UTC
From: kllove@vigilanti.ecn.uoknor.edu
Message-ID: <By7uFM.FAA@constellation.ecn.uoknor.edu>
Source record: 214371

To all who replied/followed-up: thanks!

I'll check out DIFF.

Later,
Kenneth Love

5921. Modem transfers

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 10:47:27 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <13900@texsun.Central.Sun.COM>
Source record: 214368

I would like to send files of around 30~50Kbytes over a modem, what would be the best way to do this and what software should I use at both ends, Both systems are atari's but the modems differ. The max transfer rate is 9600 at one end.

Craig

5922. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 10:51:09 UTC
From: kllove@vigilanti.ecn.uoknor.edu
Message-ID: <By7vHA.FrM@constellation.ecn.uoknor.edu>
Source record: 214372

undermind!Steve_Johnson@overmind.mind.org writes:

>Atari has changed TOS development compilers to Lattice C and they are
>currently busy rewriting TOS for compilation with Lattice C. Also, the
>latest PC GEM version actually has LESS features than GEMTOS. There's no

Is this PC GEM shipped with DR DOS 6.0? I ran a program called TASKMAX
and got something very similar to an Atari desktop. Too bad it was so
bleeping SLOW or I might use it. Why is it slow compared to GEMTOS? Does
it have something to do with memory limitations? Hard drive "Windows"-like
disk swapping?

Sorry about this (somewhat) non-Atari posting to c.s.a.st.

adTHANKSvance,
Kenneth Love

5923. more than 4 GEM windows

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 12:46:29 UTC
From: ea121@city.ac.uk
Message-ID: <ea121.722609189@Paddington>
Source record: 214376

Does anyone know of any routines available that I can incorporate into a program that I'm creating that will allow more than four windows. I am restricted to using the early version of TOS that will only allow four windows. I am assuming it is possible to some how patch GEM to allow more than four windows as it is possible on the later versions of TOS. These allow up to seven windows which would probably be adequate for my program.

Any help is welcome, be it a suggestion of a method that may make this possible or actual source code of a routine to do this, or even an executable program (with source code if poss)
that can be run from the Auto folder to patch GEM. Source code can be in any programming language but C is prefered most.

All messages to Paul Brewer, Email address ea121@uk.ac.city.

5924. Cheetah Copier problems

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 12:49:44 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1992Nov24.124945@cs.bham.ac.uk>
Source record: 214375

Has anyone had problems using the Cheetah copier?
Last year I used an older version of it and it trashed my
D: drive (it took a week of FAT reorganisation to recover
75% of its contents.
Last week I got v3 from a.a and tried it. 10 minutes later
the directory contained files that looked suspiciously
like a file allocation table. I zeroed the drive - there
was nothing else for it.

Not happy. I wouldn't recommend this prog for writing anything
to a harddisk. Having said that, it ain't half fast!

David.

David Oakley *
Software Engineering **_**
University of Birmingham */ *
_/
***
** ** ***
****** ** **** ***
****

5925. Re: Llamatron (undocumented feature?)

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 13:47:27 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <By83n3.MpD@newcastle.ac.uk>
Source record: 214379

Actually, these 'features' are documented if you sit through the scrolling instructions page (wait about a minute on the main title screen with the bouncing llamas for this to begin).

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

5926. Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 14:40:00 UTC
From: judy.ranelli@the-matrix.com
Message-ID: <3903.405.uupcb@the-matrix.com>
Source record: 214397

To: 01mbmccabe@leo.bsuvc.bsu.edu

My brother gave me his Silent Service 1 and I don't have any instructions. I figured most of it out but haven't found how to fire those rear torpedoes. Help!

5927. Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 14:51:39 UTC
From: g.coulter@daresbury.ac.uk
Message-ID: <1992Nov24.145139.28075@gserv1.dl.ac.uk>
Source record: 214380

Hi Everyone ... (Sorry if this is a FAQ, I am new here)

If I understand the facts floating about regarding the Falcon
correctly it is about 5 times faster than the STE. How much
will this increase by if a 68882 is added.

Also how much faster is the STE than the standard old 512ST.
I'm just looking for round about speeds not benchmarks.

Thanks Gary

PS If anyone knows how many MIPS / SPECMARKS the Falcon + 68882
will run at I would like to know.

Thanks again for any help

5928. IBM CGA moniter on ST (?), answer = no

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 15:42:27 UTC
From: lcoe@convex.com
Message-ID: <1992Nov24.154227.7982@news.eng.convex.com>
Source record: 214381

Xref: convex comp.sys.atari.st.tech:9301 comp.sys.atari.st:50567
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st
Path: convex!convex!darwin.sura.net!spool.mu.edu!uunet!munnari.oz.au!titan!titan!tpearson
From: tpearson@titan.trl.OZ.AU (Trevor Pearson)
Subject: Re: IBM CGA moniter on ST (?) // connector source (?)
Message-ID: <1992Nov24.031212.10951@trl.oz.au>
Sender: root@trl.oz.au (System PRIVILEGED Account)
Organization: Telecom Research Labs, Melbourne, Australia
References: <1992Nov23.142715.4047@news.eng.convex.com>
Date: Tue, 24 Nov 1992 03:12:12 GMT
Lines: 42

lcoe@convex.com (Loren Coe) writes:
> i want to connect a CGA moniter to my 520ST. has anyone done this?
>
Yes i have done it, but I would not recommend it to you as you do not
seem to be aware of the problem.
A CGA monitor is TTL input, an Atari computer is Analog output. You need
to make an analog to digital converter to connect them. There was a
* Trevor Pearson * Telephone : +61 3 253 6128 *
* Telecom Research Laboratories * Facsimile : +61 3 253 6144 *
* Clayton, Australia * Email : tpearson@trl.oz.au *

---

i have several repsonses, thanks to all. i should have guessed that a
procedure would be in the FAQ if this was a viable option.

regards,

loren

5929. Re: Answer to trivia question (early Amiga)

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 15:43:39 UTC
From: peter@blade.stack.urc.tue.nl
Message-ID: <6404@tuegate.tue.nl>
Source record: 214216

Bob_BobR_Retelle@cup.portal.com wrote:
: Now, for extra bonus points, what was the name of the company
: that started development on the Amiga, and what was their
: original product..?

Wasn't the company called Amiga Computers or something like that? I think
they made joysticks before three businessmen invested into a game console
that was to become the Amiga...

Peter.
--
Peter Korsten, on the ~ There's no chance for us - It's all decided for us
Net better known as: ~ This world has only one sweet moment set aside for us
peter@stack.urc.tue.nl ~ Who want to live forever? Who dares to love forever?
<Amigas and Frisbees> ~ When love must die -- Queen, from "A kind of Magic"

5930. Re: NOTE: 16-bit Falcon bus may not be so bad.

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 15:55:24 UTC
From: peter@blade.stack.urc.tue.nl
Message-ID: <6405@tuegate.tue.nl>
Source record: 214217

Warwick Allison (warwick@cs.uq.oz.au) wrote:
: I have heard that a 16-bit bus attached to a 68030 is not as bad as
: I'd first thought. The 16-bit bus does not NECESSARILY cripple the
: architecture. I don't have the details, but apparently you can use
: a 16bit bus and multiplex it for upper and lower 16 bits.

OK, but it will cost you twice as much time, compared with a 32 bit
bus. This is why the 16 bits 030 Macs are that slow.

: Remember that the Quickindex figures showed the Falcon to be approx 50%
: of the speed of the TT for CPU-memory related tests (not 25%) - indicating
: that the Falcon does not suffer a 50% loss in speed from the 16-bit bus,
: or the TT is 16bit... or 16MHz :-).

I don't know too much about Atari stuff, but wasn't the TT originally
a 16 Mhz design, on which a 32 Mhz 030 was put? This may explain why
the speed is 50% of the TT (32 bits & 16 Mhz <-> 16 bits & 16 Mhz)
instead of 25% (32 bits & 32 Mhz <-> 16 bits & 16 Mhz).

Correct me if I'm wrong.

Peter.
--
Peter Korsten, on the ~ There's no chance for us - It's all decided for us
Net better known as: ~ This world has only one sweet moment set aside for us
peter@stack.urc.tue.nl ~ Who want to live forever? Who dares to love forever?
<Amigas and Frisbees> ~ When love must die -- Queen, from "A kind of Magic"

5931. Musician Sample famine!

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 15:55:46 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1992Nov24.155546.1761@dct.ac.uk>
Source record: 214382

Hi!

I've just started doing Tracker Music with my STE, but I do not yet have a sampler. Is there a program out there that will allow me to rip samples straight from the memory of a game in memory that has just been reseted?

Alternatively, is there any way that I can use my 8-bit Sampler for my commodore 64 to sample, and then port down (up?) to ST?

Can anyone help?

FeekZoid

5932. Re: Let`s find out where the FALCONS are

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 16:26:16 UTC
From: peter@blade.stack.urc.tue.nl
Message-ID: <6406@tuegate.tue.nl>
Source record: 214213

Morten Leikvoll (leikvoll@hsr.no) wrote:
: Does anybody know a person (email addr) working for Atari, wich everyone who
: want's to know could send the following lines:
:
: "Tell us what`s happening to the falcon, OR we will buy an Amiga 1200!"
:
: A couple of hundred of these to the right person, would start things I guess.

But would you really do it? :-)

Peter.
--
Peter Korsten, on the ~ There's no chance for us - It's all decided for us
Net better known as: ~ This world has only one sweet moment set aside for us
peter@stack.urc.tue.nl ~ Who want to live forever? Who dares to love forever?
<Amigas and Frisbees> ~ When love must die -- Queen, from "A kind of Magic"

5933. Re: Ideas for new MiNT/MultiTOS specific Desktop replacement, PLEASE.

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 16:59:24 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.722624364@freyr>
Source record: 214388

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

> -running ANY program (say ARC Shell) in a Window or full screen
> (again a la Windows 3.1)

No. I think full screen programs should be banned as quickly as possible.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

5934. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 17:00:20 UTC
From: grier@bnr.ca
Message-ID: <1992Nov24.170020.15875@bnr.ca>
Source record: 214385

> If I understand the facts floating about regarding the Falcon
> correctly it is about 5 times faster than the STE. How much
> will this increase by if a 68882 is added.

The 68882 will not help out any software that does not specifically
use it. Another problem is the floating point processors are accessed
differently on a 68000 vs 68020/68030. If Atari had made their
software floating point package readily available maybe we would
have software that could automatically take advantage to a floating
point processor.

If you do get software that is 68030/68882 compatible then the increase
in throughput depends upon how much the software package uses floating
point math.

> Also how much faster is the STE than the standard old 512ST.
> I'm just looking for round about speeds not benchmarks.

The ST and STe, not MegaSTe, are equivalent machines with regards to
CPU power.

> Thanks Gary

No problem.

> PS If anyone knows how many MIPS / SPECMARKS the Falcon + 68882
> will run at I would like to know.

Don't know exactly but I would guess the MIPS of a 16Mhz 68030 attached
to a 16 bit bus with 2 wait states would be somewhere in the 2.0->3.0 range.
(2.0 = both caches off, 3.0 = both caches on)

> Thanks again for any help

Again, no problem. Just hope this does not start a flame war, or useless
statements about memory being any MHz.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

5935. Re: Modem transfers

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 17:29:36 UTC
From: heraud@boole
Message-ID: <By8DxD.60F@ufrima.imag.fr>
Source record: 214386

If you want to do good transfers take a good terminal...
The best Term you can access freely is Freeze Dried Terminal
There is a demo version available on atari.archive.umich.edu
With this version yoo'll be able to do transfers ase easily
as a disk transfer...
This is the best soft for making this...
bye.
--
////HERAUD|SELDON|CAPTAIN BUG//heraud@ufrima.imag.fr////
Game over..Insert coins

5936. Re: Answer to trivia question (early Amiga)

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 18:35:23 UTC
From: spacek@cactus.org
Message-ID: <1992Nov24.183523.25053@cactus.org>
Source record: 214394

In article <70014@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>The Atari 400 and 800 were of course known as Colleen and Candy
>during their development by Atari, Inc...
>
>Now, for extra bonus points, what was the name of the company
>that started development on the Amiga, and what was their
>original product..?
>
Amiga or Amiga corp., Lorraine was the name of the computer originally. And
they made joysticks, I have one! Jay Miner designed the custom graphics chips.
He also designed those of the Atari 8bits. He said that he designed the Amiga
because he wanted a better flight simulator. Mark..

5937. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 18:45:24 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov24.184524.3830@newshost.lanl.gov>
Source record: 214390

In article 28075@gserv1.dl.ac.uk, g.coulter@daresbury.ac.uk (G. Coulter) writes:
>Hi Everyone ... (Sorry if this is a FAQ, I am new here)
>
>If I understand the facts floating about regarding the Falcon
>correctly it is about 5 times faster than the STE. How much
>will this increase by if a 68882 is added.
>
>Also how much faster is the STE than the standard old 512ST.
>I'm just looking for round about speeds not benchmarks.

Gary, the STE is not actually any faster than the ST since they both use the same 8MHz 68000 processor. Granted, STE's may benefit from a newer TOS, blitter chip or other add-ons which help out. The MegaSTe uses a 16MHz 68000, of course.

The addition of an FPU such as the 68882 does not speed up a machine. It only helps crunch floating point math operations _if_ the software is written so as to address an FPU if one exists.

Also, the Falcon's speed is once again relative to the task at hand. But if people insist on a speed comparison based on generalities, try this:

TT = 2 x Falcon 030 = 2 x MegaSTe = 2 x ST (or STe)

This is _very_ simplistic (and unfair to the TT) but a fair rule of thumb. And really, let's NOT talk about MIPS as that is one absolutely useless indicator of performance, IMHO. What is is? "Mindless Information about Processor Speed" (or something like that). :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5938. WAV

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 18:57:23 UTC
From: algo35@informatik.uni-Bremen.de
Message-ID: <1992Nov24.185723.21990@informatik.uni-bremen.de>
Source record: 214389

Does anybody know, if i can convert WINDOWS WAV-Files to ST-readable and playable format ?
Mail me please

5939. Re: ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 19:00:12 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <92329.140013JJL101@psuvm.psu.edu>
Source record: 214391

Ouch you brought up some old memories with the assembler cart on the Odessey II and the membrane keyboard. I remember that as being a heck of a first foray into the 'programming' arena. I remember spending long hours on the one game that came out for it with a cloth map... was a adventure of some sorts, highly touted at the time if I remember correctly but for the life of me I can not remember its name!

Oh well... rehashing memories enough for today.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

5940. Re: Video Phones and the Falcon.

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 19:19:34 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <722632773.17868@minster.york.ac.uk>
Source record: 214305

In article <1992Nov23.092532.24947@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>In article <1992Nov23.073843.26299@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>Hm, videophone, interesting idea, but not something we can do over the current
>>phone network, is it? I've seen some AT&T blurbs about videophone technology,
>>using some new compression scheme and only sending something like 10 frames per
>>second, very low rez. Maybe that's over the existing phone network, but I
>>think it's targeted at a digital optical network... I guess it's a cool idea
>>but I don't think its time has come yet. (Besides, I'm more often thankful that
>>the other end *can't* see me than I'm wishful about seeing the other end. Must
>>be all those callers waking me out of a sound sleep... }-)
>>--
>> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>>
>>All true wisdom is conveyed in one-line witticisms.
>
>The system you are talking of does indeed work on an ordinary phone line,
>and will be in sale in Britain in the new year. The company which developed
>the phone is Plessey.
>
>The it compresses the data by only sending the differences between pictures,
>rather like the video conferencing technology. The frame rate is VERY low,
>something like 5 frames per second and it is quite low res.
>
>I'm very sure that the Falcon's hardware could easily cope with the data,
>and what with the video phone costing initially about 400 pounds, it
>wouldn't be THAT much more of an expensive solution, assuming that the phone
>interface could get BABT (the British phone testing agency) approval.

Having been to Disney's EPCOT centre last week, I saw the AT&T video phone in one of the displays (I forget which one). I talked to the AT&T guy there about it, and he'd never heard of the Plessy one, which suggests that the two phones were independently developed.

The AT&T man was reluctant to talk about data compression, but I believe the Plessy phone solves some of the problem by only transmitting the parts of the image that have changed from one frame to the next. I imagine that things would get jerky over a transatlantic link, but the demo was quite impressive. The screen was full colour active matrix LCD, but rather small -- I guess this is why the low resolution doesn't matter. The frame rate appeared to be well above 5 frames per second, but below the magic 25 frames per second.

>Steve

Just for your information,

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

5941. Re: ** Midi Equip for sale **

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 20:50:12 UTC
From: kslate@MtHolyoke.edu
Message-ID: <By8n7r.Exz@mtholyoke.edu>
Source record: 214393

I also have some midi software to go with it.

CZ- Android B/O
DR. T's Tiger Cub B/O

email offers.

5942. Micropolis Hard disk drive - help !

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 21:03:40 UTC
From: geoffc@zebedee.uucp
Message-ID: <H.1sqnrhhONfE@zebedee.uucp>
Source record: 214302
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone help me get a hard disk drive I have recently acquired working.
The drive is a Micropolis 330Mb Half-height drive, Model no 1684-7
manufactured in 1988.

On the back of the hard disk drive is the power connection, the SCSI
connection and 12 jumper connections. On the circuit board by the
jumper connections are labelled:

<nothing> ID1 ID2 <nothing> TP3 <nothing> .... <P4>

The drive spins up OK but the ICD software doesn't recognise the drive
as being present on the bus at all - I know I have the SCSI cable in
the correct way around because the ICD clock is there OK.

The only instructions I have are for setting the SCSI address which involves
putting jumpers accross the first 3 connections in various combinations.
I've got no jumpers on so it should be SCSI ID 0. The drive does have the
terminating resistor pack in OK.

I have tried putting jumpers in the TP3 and 24 positions but the drive still
wasn't recognised.

I know the drive is OK because it used to work OK on a friends PC.

I suspect that I need to change the parity setting but I don't know which
one it is - any ideas or can someone give me contact details for Micropolis
(preferably in the UK)

AdvThanks

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!ibmpcug!jshark!zebedee!geoffc

5943. (IBM) 1.44 drives - am I silly or what??

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 21:18:14 UTC
From: wsbusr3@rw6.urc.tue.nl
Message-ID: <wsbusr3.722639894@rw6.urc.tue.nl>
Source record: 214215

Hi ST - boys & girls,

I've got a major problem with my 1040ST's internal 720K drive.
It's broke.

It has rumour that most internal IBM-drives can replace it
effortless - with some modifications to the ST's cover that is.

So I tried a TEAC 1.44 (internal) drive.
Without a HD-kit an/or different controller it would act like a 720K-
drive, and I could always upgrade it later with a kit/controller.
So I'm told by several people.

<CLICK> ST ON
TEAC 1.44 drive starts spinning, yet fails to read my 720K bootfloppy.
After 30 sec's the dektop shows up anyhow.
The drive simply continues spinning !! (without reading anything.)
<CLICK> ST OFF
I tried the same with the big black connector upside-down
(as was the power-connector, so "who knows..", I figured)
The drive then didn't do a thing, though. (which was better than
exploding in my face, ofcourse).

QUESTIONS:

* My dealer offered me to try his Mitsumi 1.44 and Y-E-Data 1.44
drives as well. If they don't do the job,
I'll get a 80% refund :-(.
Will they be any good?
What brands usually would?

* Can a 1.44 plugged into the ST as is indeed perform like a 720K drive?

* The black connector is way to the right compared to my ST-drive.
Should I solve this with more flat-cable?
Are those cables available with pins on one end,
and holes on the other?
(otherwise I can't even build those drives in properly)

* These IBM-drives are also 1/2 an inch lower than the usual
internal ST-drive.
How does one normally go about building them in neatly?

Suggestions, shared experiences, solutions and sheer laughter
with respect to some, most or all of these 4 questions
please to this group or else to: at073@cleveland.freenet.edu

Thanks in advance!

Already regretting this IBM-drives circus,
cheers,

Rowdy Blokland,
The Netherlands.

Manual .sig: Keep Granny Off the streets - Legalize Bingo!

5944. Re: IBM CGA moniter on ST (?) // c

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 22:07:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A40536@K.maus.de>
Source record: 214276

```
l>i want to connect a CGA moniter to my 520ST. has anyone done this?
l>
l>there seems to be two points of concern:
l>
l>
l> 1. the plug is not common, it appears to be din. is there
l> a name for this type of plug? can anyone suggest sources?
l> it has 13 pins and is the same shell as din.

There is no easy way to connect a CGA monitor to an ST, since CGA is _digital_
RGB (signal levels 0V and 5V), whereas ST color signals are _analog_ RGB, with
voltages from 0V to 1V with 8 or 16 levels, depending on whether you have an
ST or STE.
You'd have to convert the analog signals to digital ones, thus convert 512/4096
colors to eight. Even if it could be done, screens will look quite strange.

So just forget it. I tried to do it about six years ago, and failed to achieve
a precise threshold for pixel on or off and sharp pixel edges.

- Peter -
```

5945. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 23:50:15 UTC
From: abs0@coos.dartmouth.edu
Message-ID: <1992Nov24.235015.18623@dartvax.dartmouth.edu>
Source record: 214399

kllove@wildcat.ecn.uoknor.edu (Kenneth L Love) writes:

>On a side note: among the "101 Things to Give for Christmas Presents" was
>an Amiga 500. They said it's great for games and even runs a few serious
>applications. Was this a back-handed compliment or what?

>I thought I'd never see the day when Compute! (er... Compuke!) magazine gave
>any non-PC or non-Mac the time of day. The end must be near...

>Anybody care?

> Later,
> Kenneth Love

Compute! is still covering Amiga and C64...

Yours Sincerely,
Kelvin
e-mail: abs0@coos.dartmouth.edu

5946. Re: Atari seen in Compuke! magazine

Newsgroup: comp.sys.atari.st
Date: 1992-11-24 23:56:25 UTC
From: abs0@coos.dartmouth.edu
Message-ID: <1992Nov24.235625.18933@dartvax.dartmouth.edu>
Source record: 214400

dave@admiral.uucp (Dave Litchman) writes:

>>days of Compute! does anyone remember reading the article about the new
>>computer being designed that eventually became the Amiga? I remember they
>>talked some about the likelyhood of it's becoming part of the Atari stable.
>>Anyway....can anyone tell me what the 'working' name for the Amiga was? hint:
>>Amiga was part of the name (I think Amiga might have been the name of the
>>group/company who developed it)????
>> -Matt

>Amiga was indeed the name of the company that designed the Amiga, although the
>working name of their computer escapes me at the moment. All I remember is that
>before Amiga got into the computer-designing business, they made/sold joysticks
>for other computers. Kinda appropriate that they should ultimately design a
>game computer...

Was it something called "Lorraine?" I seem to remember that name from
somewhere...

Did you say Compute! had a coverage on the history of Amiga? Can anyone
verify it? is anyone willing to sell that issue?? :)

Yours Sincerely,
Kelvin
e-mail: abs0@coos.dartmouth.edu

PS: I somehow think Commodore and Atari are in fact the same company... :)

5947. Re: CUMANA OS/9

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 01:37:35 UTC
From: mjmcken@unixg.ubc.ca
Message-ID: <mjmcken.722655455@unixg.ubc.ca>
Source record: 214301
Cross-posted to: comp.sys.atari.st,comp.os.os9

>They include OS-9/68000 ver2.3 (one step back from the latest), assembler,
>C compiler, a bunch of ported Unix tools, and I think a version of Sculptor
>(a powerful 4GL database management system, which used to sell for $1000).

I recently ordered this package from Cumana and was told it included the
following:

Professional OS-9/68000 ver. 2.3
C compiler
Assembler, Linker, Debugger
BASIC
Stylograph (word processor)
DynaCalc (spreadsheet)
Sculptor

> The Cumana version doesn't include networking.

Kevin, does your US version for the ST include networking? NFM?

>kevin <kdarling@catt.ncsu.edu> <76703.4227@compuserve.com>

People interested in this deal can contact Cumana at:

Cumana
Pines Trading Estate
Broad St
Guildford
Surrey, GU3 3BH
Tel: +44 483 503 121

The price is 99.95 pounds plus shipping.

Mike.
mjmcken@unixg.ubc.ca

5948. Re: Falcon specs and price wanted

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 03:08:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2358668@overmind.citadel>
Source record: 214312

Yes, there
will be a 68040-based Falcon, but it won't see production until at least late Spring or Summer '93, possibly not until Fall '93, though. There is a developer (or are developers) that are working on videophones for the Falcon, but they won't be ready for a few months yet.

5949. Re: Falcon delivery date!

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 03:15:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2358675@overmind.citadel>
Source record: 214313

Falcon030's STARTED shipping in
England (and maybe other European countries) just a few days ago (like
21/11/92-23/11/92 sometime), so they ARE selling to the public AT THIS TIME.
North American dealers are supposed to be receiving demo units within the
next week followed by 'real' shipments in mid-late December and into mid
January.

5950. Re: CUMANA OS/9

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 05:06:59 UTC
From: kdarling@garfield.catt.ncsu.edu
Message-ID: <kdarling.722668019@garfield.catt.ncsu.edu>
Source record: 214316
Cross-posted to: comp.sys.atari.st,comp.os.os9

M J McKenzie writes:
>I recently ordered this package from Cumana and was told it included the
>following:
>
>Professional OS-9/68000 ver. 2.3
>C compiler
>Assembler, Linker, Debugger
>BASIC
>Stylograph (word processor)
>DynaCalc (spreadsheet)
>Sculptor

Thanks!

>> The Cumana version doesn't include networking.
>
>Kevin, does [the MW] version for the ST include networking? NFM?

Nope, it doesn't include it either. I was correcting someone else
(in my reply to someone on comp.sys.atari.st about the Cumana port)
who had said he thought that the Cumana port did.

regards - kevin <76703.4227@compuserve.com>

5951. Re: Modem transfers

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 06:47:57 UTC
From: ins739l@lindblat.cc.monash.edu.au
Message-ID: <1992Nov25.064757.16589@monu6.cc.monash.edu.au>
Source record: 214304

Craig Barnes - Sun UK - Senior Systems Admin N + SW Group Regio (craig@hadrian.uk.sun.com) wrote:
: I would like to send files of around 30~50Kbytes over a modem, what would be the best way to do this and what software should I use at both ends, Both systems are atari's but the modems differ. The max transfer rate is 9600 at one end.
:
: Craig

Once you get your modem program, you'll have to set the speed to the lowest speed. A 9600 baud modem connected to a 2400 baud modem won't transfer very well at 9600 baud, as the slower one will get lots of garbage and errors.

Regards,

Jim Fang

PS. Don't forget to press the [RETURN] key every 80 characters (some of us don't have super-duper 250 column screens :-)

5952. Re: Megas/1040 st motherboards, inquiry?

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 06:56:00 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70277@cup.portal.com>
Source record: 214387
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Scott Kolodzieski asked:

>1. Are the external (rear) connectors of a 1040 and a Mega in the same
> locations on the motherboard.

No.. every model Atari has ever released has been different.

>2. Are the two motherboards the same size.

No.. the 1040 motherboard is the full width of the integrated CPU/keyboard case, while the Mega ST is several inches narrower.. actually, the Mega ST motherboard looks like it would fit in a mini-tower case much easier.

>3. Does a Mega motherboard have the same plug in connector on it for its
> keyboard that the 1040 has.

Yes.. I believe the later ST models all had the same internal connector to the keyboard (six or so connections versus something like 16 in the original 520ST)

Sorry.. there's no easy answer for upgrading an ST...

BobR

5953. Best ST/Falcon Word Processor

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 07:13:55 UTC
From: anderss@colargol
Message-ID: <1992Nov25.071355.9951@ugle.unit.no>
Source record: 214306

Could anybody tell me what ST/Falcon WP they think is best?
I'm planning to buy one of these: Wordflair 2.1.1, Redacteur 3/4,
Calligrapher Professional. But I don't know which one.

BTW! Does anyone know of a WP with Norwegian spell checker other than
1st Word Plus ?

_
| | | Anders Skar
|_| _ _| _ _ _ Trondheim College of Engineering
| | | | | | |_| | |_ anderss@edb.tih.no
| | | | |_| |_ | _| 68040 - You can't outrun the lightning

5954. Re: HD loadable games (was:Formula One simulat

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 07:33:54 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <b157389a@Kralizec.fido.zeta.org.au>
Source record: 214158

Original to: hutch@bellman.lanl.gov
h> Mike, since you asked, "CyberDrome-The Hoverjet Simulator", is
compatible
h> with all ST, STe, TT machines with 1Mb or more RAM and color monitor.

However I should point out that the demo (a desk accessory? bizarre!) does
not run on my TT. (Raw system, UK TOS 3.05, 8M of memory)

Is this a known problem? It seems to be loading okayishly, but the screens
are scrambled, and it bombs eventually (2 or 3, can't remember offhand)

h> John "HUTCH" Hutchinson

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

5955. Re: 21 meg floptical

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 07:45:10 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <b157389b@Kralizec.fido.zeta.org.au>
Source record: 214156

Original to: csullogg@cc4.crl.aecl.ca
c> Netters, please READ postings carefully. I said LINK cable not LYNX
c> cable. Also, if you do not have a SCSI port you MUST use the LINK cable
to
c> convert your DMA to SCSI (the LINK cable lets you use most SCSI
c> peripherals without the need for a host adaptor (the ICD host adapter
c> converted SCSI to DMA).

And read advertising carefully, too. The ICD LINK cable is an ICD host
adapter on the end of a DMA cable 8).

It is, hoever, very small & sexy, and deserves to sell stupidly well.

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

5956. Re: Reading file-date from GFA

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 07:49:16 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <b157389c@Kralizec.fido.zeta.org.au>
Source record: 214157

Original to: minidis@urz.unibas.ch
In a message of <20 Nov 92 10:58:43>, minidis@urz.unibas.ch (3:713/602) writes:

>> I could call list of the directory with 'FILES' searching for the
>> TDSS_1_2.PRG file, then storing the list in a string, then getting the
>> time & date from the string, and setting it - but is there a simpler
>> method (or, more accurately, a SHORTER method, as that way would
>> increase the filesize by almost 1k - and something as simple as this
>> program should not be too big!!)
m>
m> - How about using Assembler ? You can`t get it any shorter than with
m> that!
m> - Try reading the DTA, then you can read the date/time of the file
m> out the DTA-structure.
m>
m> - Another simpler, faster way is to write a NAME.INF file. Okay, so you
m> two files now, but I guess a prog like that will probably run
m> in the AUTO folder, so what, you`ll never get to see that file than
m> anyway.
m> This way however you can output/input the date-time via get/put
m> (input/output) fast and efficient. When using GFA-Basic, better
m> use Gemdos (or was it Bios one should better use, when
m> thinking of the new TOS versions?) commands, that way your prog is
m> `cleaner`.

Or simply use Fdatime() (or the GFA equivalent) on your exectuable. Much easier still.

m> Alexander <minidis@urz.unibas.ch>

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

5957. Re: ST Format

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 08:17:29 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.722679449@freyr>
Source record: 214307

sheppard_r@kosmos.wcc.govt.nz writes:

>So I don't think I will be putting my money on the 3 legged horse,
>gee Atari might even cut one of the other legs off...

Well I guess Commodore has no problems producing their two-legged chickens
called Amigas.

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
annius@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

5958. Re: Cheetah Copier problems

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 09:01:42 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1evfdmINN1dnf@obelix.uni-muenster.de>
Source record: 214308

In article 124945@cs.bham.ac.uk, dxo@cs.bham.ac.uk (David Oakley) writes:
>Has anyone had problems using the Cheetah copier?
>Last year I used an older version of it and it trashed my
>D: drive (it took a week of FAT reorganisation to recover
>75% of its contents.
>Last week I got v3 from a.a and tried it. 10 minutes later
>the directory contained files that looked suspiciously
>like a file allocation table. I zeroed the drive - there
>was nothing else for it.
I had some similar experiences with cheeth version 3, it trashed
my drive c:, so I had to reinstall even the hd driver. After copying
the program itself from e: to c:, there was nothing left on the drive
exept the clipboard directory, but I think it was made by Gemini after
the wipeout.

Ulrich

+---------------+----------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |
+---------------+----------------------------+-------------------------+

5959. Re^2: Winx

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 09:42:31 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <By9Myw.5wn@hermes.hrz.uni-bielefeld.de>
Source record: 214309

In article <...>, Martin_Osieka@mz.maus.de (Martin Osieka) writes:
|> (...)
|> Until now WINX works on all offical German Roms.
|> (...)

stop, stop, stop: Isn't there a note in the readme's that only the (german)
tos version 1.0 up to 1.4 are supported? And wasn't I really unable to run
it on a M/STE with 2.05? Or did I just miss the newest version?

|> Please contact Martin_Osieka@mz.maus.de

done hereby

greetings, TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D-W4800 Ciudad de Bielefeld
****
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
**(EOT)*

5960. Re: Exchangable Harddisk: How well does they work?

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 09:45:12 UTC
From: yonerjp@brandonu.ca
Message-ID: <1992Nov25.034512.2838@brandonu.ca>
Source record: 214251

In article <1992Nov19.152157.24803@dde.dk>, cpr@dde.dk (Claus Priisholm) writes:
>
> I am considering buying a harddisk with removable media, but I no idea how
> well they work, and which one to use (so far I have seen an advert for a
> SyQuest 44M drive).
>
> It must be able to work with my AdSCSI Plus controller and harddisk (Seagate
> something). I am looking for a way of getting a larger disk capacity and a
> convenient way of making backups (just lost the entire disk contents by means
> of DLII and Reorg the other night).
>
> thanks - also for any hints towards any good disc-recovering tools :-(

I cannot give you any ST-specific information when it comes to removeable
media, but I am familar with the SyQuest technology. I've quite a bit of
experience with the 44MB SyQuest for IBM Compatibles. I can tell you without
hesitation that it is a fantastic product. The removeable disks themselves
are sturdy, and we never had a problem with one of them losing data. We
got fast enough access time on the SyQuest that we used it as a normal
hard drive - not a backup device. In fact, we got to using the SyQuest
so much, that we purchased a tape backup system just because we were backing
up SyQuests, too!

SyQuest also makes an 88MB version, which you might want to look into, and
a dual 88MB version, too. I would not hesitate to recommend a SyQuest
product to anyone requiring hard drive space...who doesn't want to be
limited to just one set amount! It's a great way to increase your hard
drive space - just switch disks from your games to your applications disk
and voila! Another 44 MB of files.

Hope this helps!

Deanna (Hoping to be a Future Falcon owner!).

```
+----------------------------------------+
! BBS: 1-204-726-9485 !
! 300/1200/2400/9600 (Hayes) !
! 224 Megs of File Storage !
! Immediate access for CMD Owners !
+----------------------------------------+
```

5961. Re: Pure Pascal For the ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 09:56:39 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <By9nMF.622@hermes.hrz.uni-bielefeld.de>
Source record: 214310

```
In article <...>, rahin@scs.leeds.ac.uk (M A Rahin) writes:
|> About an week ago I downloaded a demo for the Pure Pascal compiler from
|> a German FTP site. The only thing I could understood from my very
|> limited knowledge of German is that it is compatible with Borland's
|> Turbo Pascal 6.0.

wasn't it 5.0?

|> The product seems to be a good one and has an integrated debugging
|> facility as as well as an Object Browser, something like Borland C++ 3.1.
|> Can any German ST user on the net enlighten us as to it's availability ?
|> - Rahin
|> (rahin@scs.leeds.ac.uk)

It should be available from Application Systems in Heidelberg, but, what
I want to say: Be careful with the compatibility argument! For example if
you declare a procedure like:

procedure xyz(var some_text:string);

but call it later with something like:

var to_be_computed:string[80];
begin
xyz(to_be_computed);
end.

you'll get an "actual and formal var parameters don't match" error or
something like this. As far as I know this does not occur in TP. At least
not if length(actual)<length(formal). Don't know if there are more
incompatibilities, just this one.
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D-W4800 Ciudad de Bielefeld
*******************************************************************************
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
*********************************************************************(EOT)*
```

5962. gcc1.40 versus Sozobon

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 10:02:26 UTC
From: ari@fwi.uva.nl
Message-ID: <1992Nov25.100226.23940@fwi.uva.nl>
Source record: 214311

Hello Atarians,

A simple question (?, I hope). I just installed the gcc1.40 compiler
and compiled my first program (Hello world). The size of the executable
was something in the order of 35 KByte. After giving the -mshort and
-O and -s flag, it was reduced to something of the order of 25KBytes.

I reduced the program to the next line:

```
main(){}
```

Even now the executable had a size of 25683 bytes. After this I used
the Sozobon compiler to compile this simple one-liner. It had now
a size of 3730 bytes.

Is there a way to avoid this big size with the Gnu compiler ?
I think it has something to do with crt0.o and the standard libraries.
Could someone give me a hint/trick

Thanks in advance
Arie
--
Arie Maaskant University of Amsterdam
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Phone: +31 20 525 6438 Plantage Muidergracht 24
Fax: +31 20 525 5101 1018 TV Amsterdam

5963. Re: Warp 9 Upgrade pricing

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 11:59:41 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <722692779.22513@minster.york.ac.uk>
Source record: 213609

In article <By2q1B.3A4@srgenprp.sr.hp.com> randyh@sr.hp.com (Randy Hosler) writes:
>Not to drift, but does Warp9 work with MiNT .95 and Toswin?
>I have an old version of Quickst and it will work except when I start up
>Toswin. I get a cursor in the menubar and all console i/o just spits out
>all over the top of my toswin windows. I really like the speed improvement
>but if it doesn't work with MiNT, what's the use.

The symptoms you describe are due to a common problem with ST screen
accelerators. In order to speed up text output, they clobber the ability to
redirect console output -- this is why the text goes all over the screen
rather than into the window.

I have Turbo-ST, and I just switch it off (via the accessory) when I need
to run text stuff in windows.

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

5964. Re: Mad Max Music

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 12:02:33 UTC
From: dannett@nyx.cs.du.edu
Message-ID: <1992Nov25.120233.4535@mnemosyne.cs.du.edu>
Source record: 214315

References: <24NOV92.09545441@meena.cc.uregina.ca>

There is no FTP site with Mad Max music on that i know of.However if you
want to rip that music then buy the Ultimate Ripper cartridge from Power
Computing.It will allow you to rip chip music as well as Soundtrackers an

samples.If you do this save the music as a .BIN file and you can play it
through STOS.
The cartridge costs about #25.and it is bloody good.

Duncan.

5965. Re: Micropolis Hard disk drive - help !

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 12:17:55 UTC
From: meulenbr@ce.philips.nl
Message-ID: <1992Nov25.121755.26721@philce.ce.philips.nl>
Source record: 214317
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the address of micropolis in the UK at home.
If you do not have it yet, I can look it up for you.

--
Frans Meulenbroeks Philips Research Laboratories
preferred email address: meulenbr@prl.philips.nl

5966. Re: Released: ASCREEN 3.2 (DVI previewer for Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 12:37:20 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Nov25.083720.9127@ac.dal.ca>
Source record: 214328

In article <11156@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall Harris (G.M.)) writes:
> In <4048@rbiffm.informatik.uni-frankfurt.de> lingnau@math.uni-frankfurt.de (Anselm Lingnau) writes:
>
>>In article <RIDDERBUSCH.PAD.92Nov11084340@nozzle.sni.de>,
>>ridderbusch.pad@sni-usa.com (Frank Ridderbusch, STO SI211) writes:
>
>>> I'm afraid to report, that this new ascreen doesn't run under MiNT. I
>
>>Julian Reschke tells me that the program file header in the distributed
>>ASCREEN 3.2 isn't set up correctly. Apparently this is because I still use a
>>slightly outdated Turbo C linker (it seems that it *is* time to upgrade, after
>>all).
>
> Will ASCREEN work with CSTeX on a MegaSte? Has anyone managed to get it to
> work? I can't!
> --
> _-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
> / B <--+ Department of Computer Science :fx:+61 7 365 1999
> _.-._/ | University of Queensland, St.Lucia
> v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

Don't know about CSTeX (I haven't got it), but ASCREEN does work fine on a MegaSTE. If you want to use FLIB's they need to be in the Eberhard Mattes (sp?) format, not those used by SHOWDVI.

John Cordes, Dept. of Physics,
Dalhousie University, Halifax, N.S.,
Canada B3H 3J5 Internet: cordes@ac.dal.ca

5967. Re: Ideas for new MiNT/MultiTOS specific Desktop replacement, PLEASE.

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 13:12:13 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1163@usdtsg.DaytonOH.NCR.COM>
Source record: 214334

In article <annius.722624364@freyr> A.V.Groenink@research.ptt.nl writes:
>anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>
>
>> -running ANY program (say ARC Shell) in a Window or full screen
>> (again a la Windows 3.1)
>
>No. I think full screen programs should be banned as quickly as possible.

I should clarify myself a little bit. I'd request the window/full screen
option ONLY for use with those programs that pretty much take over the
screen (ARC Shell, etc) where you can't really get to any other task
while in it (aside from say using the file selector). That way, the
program would run as originally intended (full screen) or more
conveniently in a window (which would be more convenient in a
multitasking environment. Personally, I wouldn't mind seeing more
programs that are GEM designed (perhaps using GDOS as well).

The "full screen" dilemma hits me while running under MultiGEM. While
in a full screen program, I can't get to the menu bar to switch tasks,
which basically stops me from multitasking to something else.
Oh well, when MultiTOS comes out, we'll probably see more GEM-based
programs anyways...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

5968. Re: WAV

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 13:14:37 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1164@usdtsg.DaytonOH.NCR.COM>
Source record: 214335

In article <1992Nov24.185723.21990@informatik.uni-bremen.de>
algo35@informatik.uni-Bremen.de writes:
>Does anybody know, if i can convert WINDOWS WAV-Files to ST-readable and playable format ?
>Mail me please

I believe I just saw a new file on GEnie that's supposed to play
WAV files on the STE/TT (maybe STs as well). No doubt it'll be
uploaded to atari.archive pretty soon...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

5969. Re: ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 13:20:01 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1165@usdtsg.DaytonOH.NCR.COM>
Source record: 214336

In article <92329.140013JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
> Ouch you brought up some old memories with the assembler cart on the Odessey
>II and the membrane keyboard. I remember that as being a heck of a first
>foray into the 'programming' arena. I remember spending long hours on the one
>game that came out for it with a cloth map... was a adventure of some sorts,
>highly touted at the time if I remember correctly but for the life of me I can
>not remember its name!
>
> Oh well... rehashing memories enough for today.
>------------------
>J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

Might it possibly have been "Lord of the Rings"? That's pressing
my memory a little hard as well.

You know what would be cool? I'd love to see some of the classic 2600
games made on the ST (as say shareware or something). I've seen the
Combat program already, but would love seeing stuff like "Yar's Revenge,"
"Adventure," "Warlords" and other such programs. Hmm, maybe if I ever
get GCC set up...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"nothing is sure in life but Death and Texas" - Kelly Bundy

5970. Falcon bus again

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 13:38:50 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Nov25.133850.12073@crc.ac.uk>
Source record: 214319

This is a mail message from someone who can't post messages.

From A.Mahmood@uk.ac.ucl.cs Wed Nov 25 12:23:43 1992
To: naffara@uk.ac.mrc-crc
Subject: Falcon bus width
Date: Wed, 25 Nov 92 12:22:51 +0000
From: A.Mahmood@uk.ac.ucl.cs

I am sorry to pick you at random but I do not have the ability to send
messages to any bulletin boards. Atari U.K. have stated categorically
in a lengthy phone call I made to them that the internal data bus is a
full 32 bits in width and that the address bus is the same size. Not
being content with this I phoned ST Format who have a Falcon 030 and
they examined their manual in detail and it clearly states that both
data and address buses are 32 bits wide. They were also very impressed
with the quality of the manual which is unlike any manual that has ever
been supplied with an atari machine. I am telling you this in the hope
that you will post this information onto comp.sys.atari.st so that it
may allay some of the confusion currently occurring. Atari U.K. can be
contacted on (U.K.)+(0753)+(533344) and the person to speak to is on
extension 219.

Thank you for taking the time to read this and my apologies once again
for picking you at random.

Amar Mahmood < amahmood@uk.ac.ucl.cs >

What I would like to know is:-
Is there a 32bit bus to some parts and a 16/24 bit bus to the parts which
don't need a 32bit bus?

Phil
(E-mail naffara@uk.ac.crc)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

5971. Re: Technical wordprocessors for ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 13:39:45 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.21.722698785@dhhalden.no>
Source record: 214320

In article <19NOV199210402805@vxcrna.cern.ch> mmunoz@vxcrna.cern.ch (MUNOZ,MARC./DG) writes:
>From: mmunoz@vxcrna.cern.ch (MUNOZ,MARC./DG)
>Subject: Re: Technical wordprocessors for ST
>Date: Thu, 19 Nov 1992 09:40:00 GMT
>Other than TeX, they exist a french word processing program called "Le
>Redacteur" that have a module of formula display. The program is excellent,
>even better than Word 5 for Mac and faster. The current version is 4. I don't
>know is an english version exist.
> MArc

ST Application in England sells an english version of Le Redacteur

5972. Poorly ST (+ FAQ suggestion)

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 13:42:51 UTC
From: strgh@csv.warwick.ac.uk
Message-ID: <1evvsrINNiqg@violet.csv.warwick.ac.uk>
Source record: 214318

Please can anyone suggest likely causes for the following problem(s)?

When I switched on my ST (F, no M, recently upgraded to 4Mb + TOS1.4)
today, the keyboard light remained very dim and the (mono) monitor
remained black. On retrying, I got various combinations of:

black screen / 8 thick white + 7 thin black vertical stripes /
white screen with 2, 4 or many (9?) bombs

dim / OK keyboard `on' light

silence / pathetic quiet feeping noises from the floppy drive

I'd be very grateful for suggestions as to where the problem might lie
- I don't want to complain to the upgrader if it's `obviously' not his
fault (the upgraded ST has been fine for ~2 months), but my ignorance
of hardware is both broad and deep.

* SUGGESTION *
It might be useful to have a section on `Common Symptoms of Faults'
in the FAQ - symptoms of TOS bugs, viruses, hardware faults. My
problem may well have come up on the group before, but I'll have
skipped over it.

Many Thanks -- Ewart Shaw
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick
University of Warwick, | BITNET: strgh%uk.ac.warwick.cu@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
Sarah (20 months) on first seeing juggling: `Balls skipping in the sky'.

5973. Re: Pure Pascal For the ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 15:01:27 UTC
From: ruth@fwi.uva.nl
Message-ID: <1992Nov25.150127.19796@fwi.uva.nl>
Source record: 214323

rahin@scs.leeds.ac.uk (M A Rahin) writes:

>About an week ago I downloaded a demo for the Pure Pascal compiler from
>a German FTP site. The only thing I could understood from my very
>limited knowledge of German is that it is compatible with Borland's
>Turbo Pascal 6.0. The product seems to be a good one and has an integrated
>debugging facility as as well as an Object Browser, something like
>Borland C++ 3.1.

>Can any German ST user on the net enlighten us as to it's availability ?

>- Rahin
> (rahin@scs.leeds.ac.uk)

********* NOT ONLY FOR GERMAN USERS ***************

Talking about Pascal, is there a working Pascal complier in the PD?
I might need such a thing in a couple of weeks.

thanx anyway

Joeri van Ruth
ruth@fwi.uva.nl

5974. UK Magazines

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 15:03:38 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov25.150338.20676@newshost.lanl.gov>
Source record: 214321

Could anyone who has a copy of ST Format and any of the other UK ST magazines kindly look up their postal addresses and send them on to me?

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5975. Re: more than 4 GEM windows

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 15:05:52 UTC
From: clausb@hpbeo20.bbn.hp.com
Message-ID: <ByA1xs.D8D@hpbeo20.bbn.hp.com>
Source record: 214341

BREWER P (ea121@city.ac.uk) wrote:
:
: Does anyone know of any routines available that I can incorporate into a program
: that I'm creating that will allow more than four windows. I am restricted to
: using the early version of TOS that will only allow four windows.

The window limit is 7 (NOT 4!) for all TOS versions; TOS 4.x and later
versions have no limit for the number of windows.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

5976. sources of arc602 available?

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 15:10:37 UTC
From: decouty@irisa.fr
Message-ID: <1992Nov25.151037.7711@irisa.fr>
Source record: 214322
Cross-posted to: comp.sys.atari.st,comp.sources.wanted

Does anybody know where i could find the sources for arc 6.02 (i have 5.21e)?

I have looked with archie and either i find .ttp (Atari) or .exe (PC),
or ttp and doc but when i could have source, the arc file is corrupted
(size of 110917, available on dsrbg2.informatik.tu-muenchen.de)!

Thanks for your help.

Bertrand DECOUTY	EMAIL : Bertrand.Decouty@IRISA.fr
IRISA - INRIA (Atelier)	{uunet,mcsun,inria}!irisa!decouty
Campus de Beaulieu	PHONE : +33 99 84 73 46
F-35042 Rennes Cedex - FRANCE| FAX : +33 99 38 38 32	TELEX: 950473 UNIRISA

5977. Re: Video Phones and the Falcon.

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 15:29:16 UTC
From: psurge@cs.utexas.edu
Message-ID: <lh76ucINNicr@levelland.cs.utexas.edu>
Source record: 214324

In article <722632773.17868@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
>
>Having been to Disney's EPCOT centre last week, I saw the AT&T video phone
>in one of the displays (I forget which one). I talked to the AT&T guy there
>about it, and he'd never heard of the Plessy one, which suggests that the
>two phones were independently developed.
>

If you just head down to your local AT&T phone center, they should have a demo of the video phone there. It is running on what appears to be the final body with a 2-3" color LCD screen. The video shown is jerky and fuzzy, but it does let you see the other party (standing back from the screen helped a bit). Very impressive.

Note that the demo is not a working model. I looked at the back of the unit the only connectors were for power, audio in, and video in. Obviously they were running a video machine though the unit, I would imagine those ports will disappear, unless AT&T will allow us to watch our favorite movie on the phone.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

5978. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 15:35:30 UTC
From: ron@zooid.guild.org
Message-ID: <722705730.16686@zooid.guild.org>
Source record: 214343

From: Julian_Reschke@ms.maus.de (Julian Reschke)
>Leo Hendry (leo@dcs.warwick.ac.uk) wrote:
>
>> Then sell the source to Derek for recompilation to 386 code for his
>>Gemulator which would then be usably fast on a sub #1000 PC (if not too fast).
>
>If he really wanted to, Darek could buy DR's sources of GEM. Or, in fact,
>he could bundle a run time version of PC GEM and take advantage of it
>when emulating GEM traps.

The PC GEM is pretty ancient, and doesn't use prototypes at all. (It also
uses longs to hold far pointers and other such horrors.) The VDI is REALLY
dense assembler, and I pity anyone who would want to make changes in it.

5979. Help w/ Timeworks DataManager ST program needed

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 15:39:09 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1992Nov25.153909.22976@murdoch.acc.Virginia.EDU>
Source record: 214327
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello. we're using Timeworks DataManager ST on a 1040 STf.
We've run out of room for records at 3000, saving to a single
DS floppy. So we bought a hard drive.

Question is:
Will the 1 meg of memory be the next limit?
Is there a way to combine two data files w/ same format?

Your answers appreciated if you have experience w/ TDM-ST. No
guesses, please.

thanx in advance. Please reply email to lch3e@virginia.edu

5980. Re: Sam Tramiel GEnie Conference Transcript!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 15:49:41 UTC
From: plate@cdsmn.mn.org
Message-ID: <ByA3yt.HzB@cdsmn.mn.org>
Source record: 214331

In article <H.ea.gDWC_jE8Pws@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org writes:

[...]

>> <[Sam] STRAMIEL> As we build up volume, I am sure that some "big
>> name" companies will port onto the system. I feel that some of the
>> software now available is better than those big names and much
>> more price competitive. We just signed up Eastman Kodak as a
>> Developer. I think you'll agree that they are a pretty well known
>> company.

>Does anyone know a BIG NAME software product (compared with Microsoft,
>Aldus, Adobe, Quark, Frame, ...) written by Eastman Kodak?
[...]
>Regards, Markus.
>

Can you say "PhotoCD"? :-) If Kodak is involved with the Falcon, I'm sure it's
a PhotoCD application.

Regards,
Doug Sr.

--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)

5981. Re: FSM GDOS

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 16:05:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2358725@overmind.citadel>
Source record: 214314

FSM GDOS has been discontinued by Atari. Now they have SpeedoGDOS
which uses Bitstream's Speedo format outline fonts. Still, SpeedoGDOS won't
be available for another month or so.

5982. Big name hype (was: Sam Tramiel GEnie Conference Transcript!!)

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 16:07:14 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1f08biINN17ue@rs1.rrz.Uni-Koeln.DE>
Source record: 214325

In <H.ea.gDWC_jE8Pws@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:

>In <BxyBy2.I5B@mentor.cc.purdue.edu>, Jody Lenn writes:

>> <[Net 23] R.MARTIN22> Any signs of BIG NAME companies porting BIG
>> NAME software to Atari (Microsoft Write, PageMaker, QuarkExpress).
>> I think this could be one of the biggest draws to current computer
>> owners not happy with the computers they have now.
>>
>> <[Sam] STRAMIEL> As we build up volume, I am sure that some "big
>> name" companies will port onto the system. I feel that some of the
>> software now available is better than those big names and much
>> more price competitive. We just signed up Eastman Kodak as a
>> Developer. I think you'll agree that they are a pretty well known
>> company.

>Does anyone know a BIG NAME software product (compared with Microsoft,
>Aldus, Adobe, Quark, Frame, ...) written by Eastman Kodak?
>Does anyone know Atari software that is _really_ able to compete with (e.g.)
>FrameMaker or Excel? (No, Calamus and KSpread defintely are not, even if
>you consider different prices!)

Who the heck cares if a piece of software comes from a "big name company"?? I, for my part, am glad there's no Microsoft ("the people who brought you edlin" -- found in a .signature a while ago) trash around for the ST/TT/Falcon. Big name software definitely means big prices, but not necessarily great quality. It seems to me that it's the lawyers, not the programmers, who make big money in big name companies, and those who buy "big name software" pay them.
Regarding the examples above, I can't comment on the Kspread vs. Excel stuff, but if you don't like Kspread, you might want to look at X-act. The only reason why Calamus should not compete with FrameMaker is that FrameMaker doesn't stand a chance.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

5983. ST and Touch Tablet

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 16:21:44 UTC
From: jtrimble@sdf.lonestar.org
Message-ID: <ByA5G9.vq@sdf.lonestar.org>
Source record: 214291

I just saw an atari cx77 in a bargain bin. Has anyone figured out a way
to hook one of these pups up to an ST. Surely you can't just plug it in
the mouse port, fire up Degas or some other drawing program, and draw away,
can you?
Thanks
jtrimble@sdf.lonestar.org

5984. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 16:24:23 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1f09bnINNkbo@rs1.rrz.Uni-Koeln.DE>
Source record: 214326

In <1992Nov24.184524.3830@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:

>The addition of an FPU such as the 68882 does not speed up a machine. It
>only helps crunch floating point math operations _if_ the software is
>written so as to address an FPU if one exists.

True, the mere addition of an FPU doesn't speed up anything, the FPU has to be used by the software, otherwise it's utterly useless. But if the software using the FPU ist the OS itself, the addition of an FPU can very well lead to a general speedup.
My question is therfore, do MiNT, MultiTOS, or TOS 4.0 support an 68882 FPU? It is my understanding that Motorola once intended the line F calls for implementing a software FPU emulator. Will such a software FPU emulator be part of any of the forthcoming OS versions? Is it possible, in principle, to write an AUTO folder program for existing Ataris that implement such a virtual FPU? This would create a large base of machines that can run FPU-dependent software. But I know this is not possible for TOS 1.2 and the dreaded TOS 1.0, since these use line F calls internally.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

5985. Falcon bus size...

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 17:05:58 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Nov25.170558.16896@u.washington.edu>
Source record: 214330

I was sent this in E-mail....

I am sorry to pick you at random but I do not have the ability to send messages to any bulletin boards. Atari U.K. have stated categorically in a lengthy phone call I made to them that the internal data bus is a full 32 bits in width and that the address bus is the same size. Not being content with this I phoned ST Format who have a Falcon 030 and they examined their manual in detail and it clearly states that both data and address buses are 32 bits wide. They were also very impressed with the quality of the manual which is unlike any manual that has ever been supplied with an atari machine. I am telling you this in the hope that you will post this information onto comp.sys.atari.st so that it may allay some of the confusion currently occurring. Atari U.K. can be contacted on (U.K.)+(0753)+(533344) and the person to speak to is on extension 219.

Thank you for taking the time to read this and my apologies once again for picking you at random.

Amar Mahmood < amahmood@uk.ac.ucl.cs >

I'm not sure this agrees with what I've heard however... I thought the data bus was 24 bits to allow for more compatability... I heard there is an option ofr 32 bit RAM if you want it though...

Dan Aylward
dud@u.washington.edu

5986. Re: Poorly ST (+ FAQ suggestion)

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 17:59:40 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Nov25.175940.11441@a.cs.okstate.edu>
Source record: 214337

In article <1evvsrINNiqg@violet.csv.warwick.ac.uk> strgh@csv.warwick.ac.uk (J E H Shaw) writes:
>Please can anyone suggest likely causes for the following problem(s)?
>
>When I switched on my ST (F, no M, recently upgraded to 4Mb + TOS1.4)
>today, the keyboard light remained very dim and the (mono) monitor
>remained black. On retrying, I got various combinations of:
>
> black screen / 8 thick white + 7 thin black vertical stripes /
> white screen with 2, 4 or many (9?) bombs
>
> dim / OK keyboard `on' light
>
> silence / pathetic quiet feeping noises from the floppy drive

Sounds like a weak PS to me.

I grabbed a PC ps, (old, but working) for $20US and grafted all the +5 wires into one bundle, and all the +12 wires likewise, also the GND wires.

I jumpered it into the power connector (where the PS plugs into the motherboard). It works.

I would buy a new PS... but at $80 for a whimpy PS.... I'll keep my "macho" $20 unit.

jc

5987. Re: Pure Pascal for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 18:05:40 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1992Nov25.180540.23946@lut.ac.uk>
Source record: 214333

Since my last posting about Pure Pascal I received few queries as to from where I downloaded the demo software. Unfortunately, I did not note down the site name. However, I have the copy of the program at home & I'll try my best to upload it to atari.archive tomorrow.

- Rahin
(rahin@scs.leeds.ac.uk)

5988. TT For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 18:07:02 UTC
From: aking@BBN.COM
Message-ID: <lh7g66lNNr8o@news.bbn.com>
Source record: 214332

Atari TT For Sale:

CPU -- 32MHz, 030
RAM -- 8 Meg
DISK -- 80MB
MONITOR -- NEC 2A Color
FLOPPY -- 720K

Software Installed on Disk:
Lattice C 5, Mark Williams C, Alcyon C, STOS, DBMAN-5,
Neodesk 3.0, Dr T's Tiger Cub, Dr T's KCS 1.6, Many Others...

It's been used for about a year (1/91 to 1/92) at which point my
priorities changed. I occasionally turn it on to get files off of it,
and it seems in excellent condition. But I need the desk space and
cash. Priced to move:

Origional List Price
CPU/Disk/8MB-ram/KBD $4800
Monitor $400
Total: $5200
Pricing 6/92:
Basic TT $1666
upgrade to 8MB $500
80MB disk $400
monitor $400
Total: $2966

Asking $1400

That's less than half list, with lots of software thrown in. Send
your affirmative responses directly to me:

email: aking.bbn.com
day phone 1-617-873-2547
evenings 1-617-449-3359

5989. Atari 130ST and 260ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 18:37:53 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Nov25.183753.26298@sactoh0.sac.ca.us>
Source record: 214340
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Another comment on an Atari "200", yes, in Europe there was a 260ST. In 1983-84 before the ST line was released, Atari had a center pull-out in the Atari magazines back then introducing the 130 and 260STs with 128k and 256k respectively.

Remember, these were the days that memory was expensive, and the largest home machines were 64k-128k. IBM PC were originally 64k and used tape drives, and the Apple Macintosh was a 128k machine.

So Atari prototyped the 130 and 260STs, with a disk based OS (TOS 1.0)

Also in the pull-out, Atari showed screen shots of the original GEM desktop, that was changed when the 520ST was released.

If anyone would like a photocopy of the pull-out, let me know.

--

##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
##################### default .signature file ######################

5990. Re: 1MB STE SIMMS: - are they 70ns?

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 19:03:06 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.FEvld_jv3Qk@discworld.oche.sub.org>
Source record: 214347

In <annius.722509299@freyr>, Annius Groenink writes:
>I bought my SIMMs and they work. My configuration is:
>
> bank 1 2x1 meg 80ns 8 bits (8x1mbit)
> bank 2 2x1 meg 70ns 9 bits (3x3mbit)
>
>conclusion: any combination of anything will work. The 9 bit chips are cheaper
>than the 8 bits anyway. Still it feels a bit strange to have 256K in your
>computer that's just there for nothing (or for IBM, in a way, but what's the
>difference).
You can remove the ninth or third (depending on type) chip from the
SIMM if you want to :-)

However, when buying SIMMs for the ST, take care not to get ones
which are *faster* than 70ns, eg 60ns - this can cause troubles, too !

cu
Michael

--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"The only way housework could be done in this place was with a shovel or, for
preference, a match." Terry Pratchett, Witches Abroad

5991. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 19:17:52 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.6jsvQ9VSW9k@discworld.oche.sub.org>
Source record: 214348

In <1992Nov23.083627.23668@monu6.cc.monash.edu.au>, William Fang writes:
>: Just use LHarc v2.01L - that should do the trick!
>:
>: (Probably been archived with the Un*x version)
>
>I don't think this is quite correct. Lharc uses the lh0 or lh1 compression
>methods and puts a ".lzh" file extension.
>
>LhA uses lh4 or lh5 compression (tighter giving greating compression) and uses
>the ".lha" extension.
>
>At least this is how it works on Unix and Amiga. The Atari ST verions of
>Lharc might be different, but I don't think so...

It *is* correct - the ST lharc V2.x uses lh5 but creates .lzh
archives (it can, of course unpack lh1 etc.)

cu
Michael

--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"The only way housework could be done in this place was with a shovel or, for
preference, a match." Terry Pratchett, Witches Abroad

5992. inquiry: "Matix Datensystem-Germany"

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 19:57:35 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Nov25.145735.1@vaxc.stevens-tech.edu>
Source record: 214338
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello World,

I found after much inquiriy that I cannot put a mega motherboard into my 1040-designed tower case. The reason I wanted this is so that I would have a megabus slot to add a third party graphics card to my system. Well I also found out that one can add a megabus to a 1040 via JRI's FPU upgrade, but a number of people that I have spoken with (all extremely competent hardware guru's), have told me that the megabus added this way works only marginally and cannot be trusted to fully function.

Rio/Datel advertised the reSOLUTION graphics card for a plain 1040, but alas I have found that it is not yet (maybe never will be) produced. So the only option that I see right now that does not require me to buy a new mega STE or TT (this would mean scraping a most incredible Tower Case!) is a graphics card manufactured in germany that is supposedly made for the original ST's.

This graphics card if manufactured by "Matrix Datensystem" and is called the "C32 board" it supposedly does 800x600 in 256 colors. Ideally I would like a resolution of 1280x1024 (i don't care if it is monochrome), but 800x600 would be acceptable.

If there is anyone who has any experience with this card or company could you please pass some information my way. They apparently have over 15 different graphics cards for the ST. I have not found one place in the US that stocks these cards. Perhaps a kind german could give them a call and find out about thereselection of graphics cards for stock ST's, I am sure that there are other interested parties besides myself in the US. If they have someone who would not mind a call from a ignorant american who only speaks english, then I would be happy to call them myself, but again I do not have a number for them.

Thanks to all the folks who responed to my ealiar posts about the megaST Motherboard, and Megabuss inquiries. If I get some information on these graphics cards my "Matrix Datensystem" I will post to the net.

Cheers,
Scott J Kolodzieski
skolodzieski@vaxc.stevens-tech.edu

5993. Re: Sam Tramiel GEnie Conference Transcript!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 20:48:06 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <1601@tekgen.bv.tek.com>
Source record: 214339

In article <ByA3yt.HzB@cdsmn.mn.org> plate@cdsmn.mn.org (Doug Plate) writes:
>Can you say "PhotoCD"? :-) If Kodak is involved with the Falcon, I'm sure it's
>a PhotoCD application.
>

You're right. A Kodak PhotoCD application was shown at Comdex. It was
phenomenal quality. We were very impressed by that and all the other
exciting things revolving around the Falcon. It was a very positive show
with significant development interest from developers who had left the market
and also a large number of PC/Mac developers expressing serious interest in
entering the market for the Falcon.

---- ----
/\/\/\ Bob Luneski Diamond Back II, Diamond Edge and HiSoft Support: /\/\/\
\/\/\/ Oregon Research Associates boblu@tekgen.bv.tek.com \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Genie: ORA.TECH \/\/
\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 639-6182 \/

5994. Falcon '030 has 16 bit data bus - REALLY?

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 21:56:38 UTC
From: fwells@slc1.UUCP
Message-ID: <426@slc1.UUCP>
Source record: 214253

Is it true that the Falcon will have a 16bit 68030?

I'm sure I'll get some flames for this, but I have a real hard time envisioning ATARI going ANYWHERE with a 16 bit computer in today's industry. Having said that, let me also say that I really do prefer my 16bit STf, which I use regularly, over my 32bit 386PC at work, which I use even more regularly (although I do favor the speed of the 386 more). However, I really don't see myself -or many other folks- investing in a 16bit computer these days, considering that the new standard for the industry will likely soon become 64bits.

I've been following the Falcon thread in this group for many months now, and with much enthusiasm. But the prospect that the Falcon will really be a 16 bit machine is somewhat saddening. :(I am one of the many who would like to see this machine become a real competitor, but I fear it's demise if this is true.

Another point of confusion for me is the fact that I thought that the '030 was a 32 bit CPU.

Can someone accurately (key word here) confirm or deny this?
--
Fred Wells fwells@arinc.com
Aeronautical Radio, Inc.
2551 Riva Rd. Annapolis, MD 21401
+1 410 266-2377

5995. Re: Answer to trivia question (early Amiga)

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 22:08:19 UTC
From: dudley@cebaf4.cebaf.gov
Message-ID: <1992Nov25.220819.928@murdoch.acc.Virginia.EDU>
Source record: 214342

In article <1992Nov24.183523.25053@cactus.org>, spacek@cactus.org (Mark
S. Spacek) writes:
> In article <70014@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
> >The Atari 400 and 800 were of course known as Colleen and Candy
> >during their development by Atari, Inc...
> >
> >Now, for extra bonus points, what was the name of the company
> >that started development on the Amiga, and what was their
> >original product..?
> >
> Amiga or Amiga corp., Lorraine was the name of the computer originally. And
> they made joysticks, I have one! Jay Miner designed the custom
graphics chips.
> He also designed those of the Atari 8bits. He said that he designed
the Amiga
> because he wanted a better flight simulator. Mark..
>

Actually, the company was originally called "Hi-Torro", but people
thought it sounded
too much like a lawn mower company, so they changed it to Amiga Corporation.
Check out the video "History of the Amiga"...

They also made something called a "joyboard". Lorraine was named after
the presidents
wife's name.

5996. Hybrid Arts DX-Android (librarian/editor) for sale

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 22:26:21 UTC
From: despair@netcom.com
Message-ID: <1992Nov25.222621.19291@netcom.com>
Source record: 214344
Cross-posted to: comp.sys.atari.st,comp.music

The Atari ST version, for Yamaha DX-7 and TX-Series.

This program is a powerful sysex editor/librarian with many features,
including "android" hybrids of voices, sophisticated parameter randomization,
etc.

I'm asking $30, including shipping.

Regards.
--
Scott Hanson This has been a recording.
despair@netcom.com

5997. Re: Video Phones and the Falcon.

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 23:18:51 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov25.231851.12944@elroy.jpl.nasa.gov>
Source record: 214345

In article <lh76ucINNicr@levelland.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>If you just head down to your local AT&T phone center, they should have a
>demo of the video phone there. It is running on what appears to be the final

>Note that the demo is not a working model. I looked at the back of the unit
>the only connectors were for power, audio in, and video in. Obviously they
>were running a video machine though the unit, I would imagine those ports will
>disappear, unless AT&T will allow us to watch our favorite movie on the phone.

As I recall, AT&T has been poised to enter the home television market for some time now, as a competitor to the local cable companies. So, it's not such a far-fetched notion. The last scheme I heard involved a home unit that was pretty much a huge RAM buffer; you would dial up the AT&T video store and select a movie and they'd download the compressed movie right over the phone, and the box would handle decompression and playback...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

5998. $800, moto 030

Newsgroup: comp.sys.atari.st
Date: 1992-11-25 23:26:02 UTC
From: eburk@lisa.sfsu.edu
Message-ID: <1992Nov25.152603.3342@nic.csu.net>
Source record: 214346

hello

In the next advocacy group I heard about an atari based on the 030 moto
chip that costs about $800 US. - can someone mail me information about it?
I have questions such as: what C compilers are avaliable, what C++
compilers, and what graphics programs, etc...

eli

** email reply, please **

--
Basic training in the techniques of cheerleading, including arm motions, cheer-
leading rountines, voice projection, double stunts, pyramid design, along with
a development of safety guidelines, crowd control and teamwork. [class at UNLV]
eburk@futon.sfsu.edu -or- eburk@sutro.sfsu.edu -or- eburk@sfsuvax1.sfsu.edu

5999. Re: Ideas for new MiNT/MultiTOS specific Desktop replacement, PLEASE.

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 00:05:39 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11175@uqcspe.cs.uq.oz.au>
Source record: 214349

annius@eri.research.ptt.nl (Annius Groenink) writes:

> I think full screen programs should be banned as quickly as possible.

Annius doesn't like games.

As far as full-screen GEM applications go, it is those that have there
own desktop that cause most of the trouble (so do any that use the menubar,
but to far less an extent).

So, what's needed is a way of allowing applications to install icons on
some sort of global desktop, perhaps.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6000. Moniterm Viking on a TT- Help! Need GENIE info.

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 00:33:16 UTC
From: ax@sag4.ssl.berkeley.edu
Message-ID: <1f160clNNafp@agate.berkeley.edu>
Source record: 214350

In the latest ST report there was mention of a GENIE posting of how
to hook up a Moniterm Monitor to a TT. There was also mention of
a place called ASX that fixed Moniterms.

Does anyone have this information? It was in Cat. 4, Topic 25,
and Cat. 4, Topic 32 on GENIE.

If you have it, could you please email it, or post it here?
I'm sure any Moniterm owner would find this information valuable.
(I'm anxious to find out how to hook up my Moniterm to my TT when
I get it.)

Thanks a lot for your efforts!
Ax

6001. Z*NET International Atari On-line

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 00:39:00 UTC
From: jonc@status.gen.nz
Message-ID: <PZosuB2w165w@status.gen.nz>
Source record: 214329

Greetings from Z*NET Pacific,

Many of you will be happy to know we have fixed the big "control black hole" and propogation of the alt.znet groups have taken place over the last week.

Each week we will be placing the current issue of Z*NET in a news group called alt.znet.pc. For those of you who have not been getting this feed please ask or re-ask your system administrators to add this news group to your feeds.

CNEWS sites should by now have all auto created this newsgroup and you should see Z*NET Issue 9219 (this weeks issue) in alt.znet.pc.

If you have any questions about this news group or the other Z*NET groups please drop us a not in alt.znet.pc or any of the other znet groups.

Kind regards and long live the Atari!

Jon Clarke Z*NET Pacific
==========
Phone (+649) 358-5589 GEnie : J.CLARKE6 CI$: 75300,1642
Fax (+649) 302-2672 Hexagon : HSBC NZ EBD IFNA: 3:772/105

"The problem is between the chair and the Keyboard" JimT NCR'91

6002. Re: Silent Service 2

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 01:28:14 UTC
From: ritz@ritz.mordor.com
Message-ID: <9211251600@ritz.mordor.com>
Source record: 214252

Judy Ranelli (judy.ranelli@the-matrix.com) wrote:
:
: My brother gave me his Silent Service 1 and I don't have any
: instructions. I figured most of it out but haven't found how to fire
: those rear torpedoes. Help!

There is no way to specifically fire them. They fire automatically
if your ass-end is facing the target. That is why it is better to
face away from your targets after you fire your first spread of
torpedoes because you can:

a> run away faster
b> let 'em have it with 4 loaded topedoes from the aft

Good luck. IMHO, SSI was the best ST game around.

Cheers,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
ritz%ritz.mordor.com@spcvxa.spc.edu | Ritz International, Inc.
{backbone}!rutgers!spcvxb!ritz!ritz | Import/Export Consultants

6003. ST/UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 01:36:24 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.2dae@terapin.com>
Source record: 214254

I am not very familiar with UNIX systems at all, but it seems that alot of people are trying to get UNIX, or the UNIX "feel" on the ST. I would like to learn more about what kind of ST software there is that you guy's use.. I have heard that alot of people use MINT. What version are they on, and where can I get it from? What will it do for me? I just got a copy of GCC 1.40 and it seems really interesting.. It came with no docs just a huge program spread out in 4 disks.. Also GULAM was included.. It has some "docs", if thats what their called, more like a reference manual.. It is an interesting CLI with some wierd features, I like the MICROEMACS editor built in though.. I would like more info on this side of the world, I've been stuck in .PRG programs for my whole ST experience.. And how compatible is this stuff with windows and .PRG's, I want to learn something new, but not go "back" to MS-DOS.

6004. Programming Question

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 03:06:03 UTC
From: Roger.Mier@f47.n282.z1.tdkt.kksys.com
Message-ID: <722763804.F00002@tdkt.kksys.com>
Source record: 214228

OK, I have a problem. I would like to learn how to write a
program in GFA Basic (or anything else for that matter) that runs in the
background and waits for a certain event to take effect. Such as a screen
saver, or password protection for certain folders or partitions. I'm
stumped, I have alot of Ideas, but I don't know how to make it run in the
background.
HELP!!

Roger Mier Yo!
Resident of nowhere We be cool!
Representative of Noplace You be not!
I.dont.know.my!usenet!address

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

6005. software/hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 03:10:16 UTC
From: darekm@microsoft.com
Message-ID: <1992Nov26.031016.14106@microsoft.com>
Source record: 214285

I'm posting this for someone else, so please respond to the person listed at
the of the file.

SALE OF THE CENTURY!!! update

ONLY TILL NOVEMBER 28th!

1. Calamus Font Resource Guide $7 each
These are the last 3 Font Guides that I know of. Hurry cause
once they're gone, they're gone!

2. K-Data $12
Only 3 left, nice GEM Database with complete manual in shrink wrap.

3. K-Word 2 $14
2 left of this solid GEM Word Processor, the price can't be beat,
includes manual in shrink wrap.

4. Docubind Binding System $59
Great deal. Total system to punch holes and bind the circular
like bindings to make small booklets.

5. K-Graph 3 $16
Extremely powerful graphing package. One left.

6. K-Spread 4 $59
An excellent spreadsheet on par with LDW Power. One left.

7. K-Roget $18
A great thesaurus at a great price. 1 left.

8. Forget-Me-Clock II $29
The best clock cartridge every made for the ST, 1 left.

9. TCB Tracker $19
The original MOD maker, you can make beautiful music with your ST!

10. MacSee $29
New copy of MacSee, Macintosh to ST file transfer

12. GEnie Manual $7
Includes entire manual and several pocket reference guides

13. Moniterm 19" Monitor $749obo
Mint condition, used less than 60 hours. Gel-anti-glare
reduction screen, includes interface board, and all cabling
original box and packing.

16. VGA Data Switch $49
Switch between 2 VGA monitors (for PC's)

17. Anti-Glare screen $14
Awesome deal, cut glare on your screen. Only 1 available.

18. 30 - 5.25" floppy disks $3
Perfect pre-used disks for PC or ST use.

19. National 5 Digit Zip Code & Post Office Directory 1990 $5
Great for businesses and individuals for sending stuff!

21. Shrink Wrapping System $179obo
Includes heat gun, shrink wrap, and shrink wrap holder. Works great.

22. PC VGA Card $75
Excellent, quick 16 bit video VGA card for PC's, awesome deal!

PRINTERS
----

1. AB Printer Switchbox $14

2. Printer cable $5

3. Juki 6100 Daisywheel $99
This is a powerful printer that includes the optional
tractor-feed to output typewriter quality print. Awesome deal!

4. SLM804 Laser Printer $349
Works great, just needs a new drum, still prints drafts fine.

5. Legend 880 Dot Matrix printer $69
Great printer for all common needs!

DISKS/DRIVES
----
1. IB Drive $89
5.25" Drive that plugs right into the ST, 2 left.
Includes FREE 24 (Twenty-four!) pre-used 5.25" disks!!

2. Disk/manual holders $2 each
These are perfect for your software product, they hold a manual
and disk as well as a slip sheet in front. 24 available, a very
good deal; lighter than 3 ring binders and much cheaper.

3. Disk labels $1 per 400
Colorful disk labels, incredibly cheap price!!

PARTIAL ITEMS
----
1. Leader Board $1
Missing key dongle.

2. Stormtrooper, Soldier 2000, Alien Syndrome, Galactic Conqueror $1 each
Rubber Stamp ST

Don't work correctly

3. Maxpak $1
Box w/ manual, missing disk.

4. Tetris, Police Quest 3 $1 each
Disks only (Tetris - 2 disks, PQ 3 - 3 disks)

5. San Francisco, NY, and Boston Flight Simulator II charts $1

6. Flash $1
Docs/binder only.

MISC
----
1. Migraph Hand Scanner w/ Touchup $250

2. Wico Command Control Joystick $9
1 available, still new in plastic bag. 3 Joysticks in 1!
Ball, Grip, and Stick handle swivel on, your choice.

5. Digisound ST $49
Sound digitizer for ST.

6. Computer Eyes Color Video Digitizer $89
Only one left.

7. Monster Stereo Cartridge $39
Plays sounds through speakers (RCA jacks).

OTHER COMPUTERS
----
1. XT VOICE MAIL SYSTEM $600 obo
Includes Big Mouth Voicemail card/software (which itself costs about
$300), XT computer with 30 meg hard drive, and monitor.

2. Macintosh w/ 2 MB and 20 MB Hard Drive $600 obo
Macintosh in great condition includes manuals, software, etc.

Cables 'n' Thangs

Funcion-Aid, function key template holder (fits next to Function Key spot
on your ST) includes 5 double sided cards to write down the functions for
different programs. - $2
----
3 Floppy Drive cables - $4 each
----
3 TV Hookup things - screw to TV antenna - $1 each
----
2 Computer hookup to TV Hookup thing - $1 each
----
1. Video Cable for TT computer - $14
2. TT modem cable - $9
3. 25 pin male centronics to 25 pin male centronics cable - $4

4. RS-232 cable - $6
5. Power Cords - $3 each (plug in almost universally to all computer components)

1040 ST keyboard covers, simulated leather - $3 each

External drive cover, simulated leather - $2

ST Software Sale

Cyber Studio/CAD 3D 2.0 Antic $8
Death Sword Epyx $3
Dive Bomber Epyx $3
Flight Simulator 2 Sublogic $8
Galdregon's Domain $5
Guild of Thieves Rainbird $3
High Roller $2
Jet Sublogic $8
Leatherneck microdeal $4
MultiDesk Codehead $4
Publishing Partner Pro SoftLogik $15
Printmaster Unison World $7
SDI Cinemaware $4
Shadowgate $4
Silent Service Microprose $5
Sinbad Cinemaware $5
Space Station Oblivion Epyx $4
Starglider Rainbird $3
STOS Mandarin $9
Time Bandits MichTron $3
Tweety Board Practical $14
Tracker Rainbird $2
WishBringer Infocom $3
Wizard's Crown SSI $5
World Championship Karate Epyx $4

SHIPPING: Most items shipping will be $5 for the total order (shipped via UPS/Air Mail, a SLOW method). We recommend you opt for Fed Ex shipping which is $10 for the total order. Insurance is $2.50 extra, it's recommended. We are not responsible for a missing shipment unless it is insured. Heavier items will cost more to ship.

Contact me on GEnie (O.STEELE) on CIS at 72567,302 or by phone/FAX at 206-747-1519 before Nov. 28th to reserve items you want.

Payment: postal money order or GEnie Gift of Time (for small amounts).
--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are my own, I think. |
\--------------------------------------/

6006. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 06:20:57 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov26.062057.24969@elroy.jpl.nasa.gov>
Source record: 214255

In article <1f09bnINNkbo@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>True, the mere addition of an FPU doesn't speed up anything, the
>FPU has to be used by the software, otherwise it's utterly
>useless. But if the software using the FPU ist the OS itself, the
>addition of an FPU can very well lead to a general speedup.

An operating system has no use for floating-point arithmetic, though,
so that question is somewhat academic.

>My question is therfore, do MiNT, MultiTOS, or TOS 4.0 support an
>68882 FPU? It is my understanding that Motorola once intended the

MiNT, MultiTOS, and TOS 4.0 will all check for the existence of an FPU.
MiNT and MultiTOS will save and restore the FPU's registers during a
process context switch.

>line F calls for implementing a software FPU emulator. Will such
>a software FPU emulator be part of any of the forthcoming OS
>versions? Is it possible, in principle, to write an AUTO folder
>program for existing Ataris that implement such a virtual FPU?
>This would create a large base of machines that can run FPU-
>dependent software. But I know this is not possible for TOS 1.2
>and the dreaded TOS 1.0, since these use line F calls internally.

Now who was it who said they had worked up a scheme to make the line-F
handler work with both the old TOS and the FPU emulation... I thought
that was mentioned on the net here a little while ago?

It would be no problem to write such an emulator. I thought Motorola
even had one of their own, don't remember offhand. I don't think many
people would want to use it though; the overhead for trap-handling is
rather high and so you would get much poorer floating-point arithmetic
performance than you would have got by using regular subroutine calls
to your own math library. In other words, it's a poor solution for
machines without FPUs.

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6007. Re: TT and llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 07:18:36 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <b17ab86d@Kralizec.fido.zeta.org.au>
Source record: 213920

Original to: paul@jupiter.ame.arizona.edu
In a message of <20 Nov 92 19:15:46>, paul@jupiter.ame.arizona.edu
(3:713/602) writes:

p> All right, I tried all the suggestions to get Llamatron to work on a TT
p> (i.e., ST-low, cache off, internal speaker off, RCA jacks connected) and
p> none of it works. It loads, the screen turns red, and it locks up.
p> (FYI: I have TOS 3.05).

Did you boot from floppy? A harddisk driver will kill it in a big way.

Boot normally, then alt-ctl-del, then press & hold alt.
After the floppy has blinked for the first time, still holding alt, tap the
spacebar. (make sure you have a floppy in a:).

You should get a low-rez screen, with no \auto stuff & no HD. Turn off the
cache, the rest doesn't matter. Then run Llamatron from floppy.

Works for me. (3.05)

p> -Paul Harris @ @

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

6008. Re: IBM CGA moniter on ST (?) // connector source (?)

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 07:25:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2360365@overmind.citadel>
Source record: 214278

As far as I know, you CANNOT hook up a CGA monitor to an ST. TTL is a digital video format and the ST uses analog video. It just won't work!

6009. Wanted:

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 07:31:05 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1f1ufpINN5m0@golem.wcc.govt.nz>
Source record: 214256

I'm trying to find a copy of the Lucasfilm adventure game, 'Indiana Jones and the holy grail' (I think that's what it's called)

The control mechanism is similar to Zak-McKraken, or Maniac Mansion. I started playing it a while back on a friends machine, but didn't get too far, although I was quite enjoying it. I was wondering if anyone out there had a 2nd hand (or even new) copy they'd be willing to sell me for not-too-much! (I would of course pay postage etc.)

Thanks in advance.

|\ /|
|\ /|
| \/ |
| |

6010. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 07:42:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2360382@overmind.citadel>
Source record: 214279

Yes,
DR DOS 6.0 comes with a GEM-like shell (I'm not exactly sure as I haven't really seen it), which isn't surprising since it's Digital Research. Due to the lawsuits and such that Apple and others made in the past, DR had to 'cripple' the PC version of GEM (I think the current version of PC GEM is GEM3). The Atari GEM was unaffected by this. As for why PC GEM is slower, that's partially due to the inherent inefficiency of the 80x86 processors and possibly due in part to the coding of it.

6011. Re: Cheetah Copier problems

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 07:47:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2360387@overmind.citadel>
Source record: 214280

I think Cheetah has problems
(OBVIOUSLY! <grin>) with non-TOS partitions, so if you have any BGM
partitions or whatever, it's not a good thing to use. Same goes for older
versions of Michtron's Hard Drive Toolkit (except it doesn't recogise
partitions over 16MB in capacity).

6012. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 07:50:00 UTC
From: undermind!Steve_Johnson@overmind.mind.org
Message-ID: <2360390@overmind.citadel>
Source record: 214281

If I remember correctly, the Falcon030
runs at around 3.2MIPS (give or take a few hundredths). I don't know about
in combination with a 68882, but the DSP56001 runs at around 16MIPS by
itself.

6013. Modem info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 10:37:38 UTC
From: bcballi@cs.vu.nl
Message-ID: <ByBK6r.LEs@cs.vu.nl>
Source record: 214258

Hello,

I recently bought a modemm, a PTT moduvox 101M+. But I can't
get it to work. There are two major problems. The first one
is that the modem doesn't recognise the carier (no dcd). And
the second is that it doesn't recognize any hayes commands.
There is a loop-switch, and when I've pressed it, everthing is
copied back to my ST. There is also a test-switch, and when I
press that one all lights turn on, except the dcd-light, and
the cts-light starts blinking.
If any one out there has the same modem I would welcome any
information I can get my hands on. But more importantly, are
there any other standarts like the hayes which I can try?

Groeten,

Gerco Ballintijn (bcballi@cs.vu.nl)

PS: The reason I know so little is that the modem-package
didn't contain any manual.

6014. Re: Ideas for new MiNT/MultiTOS specific Desktop replacement, PLEASE.

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 11:01:20 UTC
From: richard@op.ph.ic.ac.uk
Message-ID: <1992Nov26.110120.4736@sol.ctr.columbia.edu>
Source record: 214257

In article <11175@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> annius@eri.research.ptt.nl (Annius Groenink) writes:
|>
|> > I think full screen programs should be banned as quickly as possible.
|>
|> Annius doesn't like games.
|>
|>
|> As far as full-screen GEM applications go, it is those that have there
|> own desktop that cause most of the trouble (so do any that use the menubar,
|> but to far less an extent).

I agree, I was having a discussion with a firend about how applications
with their own desktop will cope --- I've seen a few things on the mac
which were written before multifinder was available, and they scrawl the
grey hash pattern all over your lovely colour squigles. The original desktop
redraws itself OK if you move windows around though.

|>
|> So, what's needed is a way of allowing applications to install icons on
|> some sort of global desktop, perhaps.
But this would only work for new programs - any existing programs (and there
must be quite a few) which assume they have complete control of the screen
(resource editors, midi stuff etc.) will need something more. Possibly a key
sequence or a small button in ome corner of the screen which will always bring
up a dialog giving the option of bringing a new application to the top - and
letting the top application do what it wants with the desktop.

|>
|> --
|> Warwick
|> --
|> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
|> / * <-- Computer Science Department, /
|> _.-._/ University of Queensland, / C references are NULL && void*
|> v Brisbane, Australia. /

Richard

6015. Re: perl on the st?

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 11:18:10 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <168ABAD04.BWWL@ibm.rz.tu-clausthal.de>
Source record: 214259

In article <1992Nov23.142652.225@zooid.guild.org>
Mike Stramba <stramba@zooid.guild.org> writes:

>Is there a port of perl for the ST available?
>
>Mike

Yes. Get the follwing via anonymous FTP from ftp.tu-clausthal.de
(139.174.1.3):
/pub/atari/languages/other/perl4_10.lzh

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

6016. Flash 1.6 RTS/CTS Flow Control

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 11:36:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1f2cseINN6su@golem.wcc.govt.nz>
Source record: 214260

For those that don't know, Flash 1.6 does not support RTS/CTS
flow control, but there are Fixes...

1. use serfx11, that will patch TOS to fix the software problem and
you also have to use a CPX to help with the problem with Flash not
using RTS/CTS Flow control..

But the is another way, its a File called HISPEED, it has a program
to patch Flash, so that RTS/CTS flow control works...

This I have tried and found that it works...

Except that I had a dip switch wrong and a Hayes command set wrong,
in my MultiTech 224E modem..

There is a simple way I used to test my setups, place the modem
in anolog loop back, and just send it a ascii file, this was ok, for
a slow 2400 bps modem, but could also be used for a faster modem by just
reading the text file in the buffer, you would soon see if data got droped..

Roger..... sheppard_r@kosmos.wcc.govt.nz

6017. Re: Pure Pascal For the ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 11:51:03 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1992Nov26.115103.25778@lut.ac.uk>
Source record: 214262

In article <By9nMF.622@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>In article <...>, rahin@scs.leeds.ac.uk (M A Rahin) writes:
>|> About an week ago I downloaded a demo for the Pure Pascal compiler from
>|> a German FTP site. The only thing I could understood from my very
>|> limited knowledge of German is that it is compatible with Borland's
>|> Turbo Pascal 6.0.
>
>wasn't it 5.0?
>

I am sure it says it's compatible with Turbo Pascal 6.0.

>|> The product seems to be a good one and has an integrated debugging
>|> facility as as well as an Object Browser, something like Borland C++ 3.1.
>|> Can any German ST user on the net enlighten us as to it's availability ?
>|> - Rahin
>|> (rahin@scs.leeds.ac.uk)
>
>It should be available from Application Systems in Heidelberg, but, what
>I want to say: Be careful with the compatibility argument! For example if
>you declare a procedure like:
>
>procedure xyz(var some_text:string);
>
>but call it later with something like:
>
>var to_be_computed:string[80];
>begin
> xyz(to_be_computed);
>end.
>
>you'll get an "actual and formal var parameters don't match" error or
>something like this. As far as I know this does not occur in TP. At least
>not if length(actual)<length(formal). Don't know if there are more
>incompatibilities, just this one.

On the whole it seems Pure Pascal is more strict than TP. I compiled a moderate sized application (about 6000 lines spread over 4 units) that I developed under TP 5.5 with Pure Pascal demo. It gave me two warnings, both related to unused local identifiers in procedures & refused to run. When I fixed these, program compiled OK and ran OK as well. There were strings (unsized) everywhere & I did not receive the error messages you mentioned above. Perhaps, it's to do with the strict var string checking flag in the compiler option menu.

I have uploaded the demo to atari.archive this morning.

>--
>TeSche (Torsten Scherer), Estudiante de la computacion en la
>Universidad de Bielefeld, Calle de la Universidad 25, D-W4800 Ciudad de Bielefeld
>***
>paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
>internet e-mail : itschere@techfak.uni-bielefeld.de
>***(EOT)*

- Rahin
(rahin@scs.leeds.ac.uk)

6018. GEM-fileselctor for MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 12:15:11 UTC
From: prissi@marie.physik.tu-berlin.de
Message-ID: <1f2f4flNNa3c@mailgzrz.TU-Berlin.DE>
Source record: 214261

Hello,

has anyone a replacement for the fileselector that uses MiNT. That means, it should operate only on drive U: and supportes long names and is casesensitive? Or are there any free sources for do it yourself?

Bye, Markus

email:
prissi@marie.physik.tu-berlin.de

6019. Re: Megas/1040 st motherboards, inquiry?

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 12:24:22 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.722780662@groucho.phil.ruu.nl>
Source record: 214263
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bob_BobR_Retelle@cup.portal.com writes:

>>2. Are the two motherboards the same size.
>
>No.. the 1040 motherboard is the full width of the integrated CPU/keyboard
>case, while the Mega ST is several inches narrower.. actually, the Mega ST
>motherboard looks like it would fit in a mini-tower case much easier.

If you mean a PC-minitower: Mega motherboards do *not* fit in this kind of
mini-towers -- it's even a pain to stuff them in big towers. And then...
all the re-wiring, (expensive) cables, floppy&HD placement... Yack...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

6020. Re: Best ST/Falcon Word Processor

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 13:10:41 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <722783441.562@minster.york.ac.uk>
Source record: 213607

In article <1992Nov25.071355.9951@ugle.unit.no> anderss@colargol (anderss) writes:
> Could anybody tell me what ST/Falcon WP they think is best?

That's Write, from Compo.

> I'm planning to buy one of these: Wordflair 2.1.1, Redacteur 3/4,
> Calligrapher Professional. But I don't know which one.

I haven't seen or used Redacteur or Wordflair. However, I have used Calligrapher Professional, and stopped using it again. Although it has a lot of good features, its user interface is incredibly annoying. It's _very_ slow -- though I hear there's now a version that doesn't need GDOS, so that might improve things (as would an accelerated processor). Secondly, the keyboard shortcuts are few and far between.

My personal hate was the font styling -- you pressed the control combination to change a block to italics, and a little pop-up menu appears. This invites you to turn italics on or off.

First of all, why does it have to ask? Every other word processor simply inverts the status of the selected text (i.e. non italic -> italic, italic -> non-italic, mixed status -> all italic). You also have to momentarily pause while the box appears. You can click on either option (but that involves the hand-to-mouse experience), or press + or -. Now, pressing + or - involves releasing the control key (which you had pressed down for the short-cut). Then you have to press shift with the left hand for plus, and anyway move the right hand up to + or -.

That's Write is better, IMHO, because it has consistency. You can use the mouse for almost everything if you want. But the shortcuts are logical, and involve the first letter of the menu and (usually) the initial letter of the option on the menu. Hence "Load" off the "File" menu is ^FL. "Italic" off the "Style" menu is ^SI. And you don't have to release Control when you type the second letter, if you don't want to.

So, this is why I *personally* prefer That's Write (and you may not agree -- that's your prerogative).

> | | | Anders Skar
> | | | | | | |_| | |_ anderss@edb.tih.no

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

6021. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 13:13:41 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <722783621.608@minster.york.ac.uk>
Source record: 213608

In article <1f09bnINNkbo@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>My question is therfore, do MiNT, MultiTOS, or TOS 4.0 support an
>68882 FPU?

The recent versions of MiNT and MultiTOS do support the FPU -- indeed, FPU
support is essential to MiNT, as it *must* save the FPU context when it does
a context switch (in the same way as it must save processor context).

> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

6022. Re: ST-Review

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 13:23:45 UTC
From: dba@jet.uk
Message-ID: <1992Nov26.132345.8058@jet.uk>
Source record: 214271

In <57075@olivea.atc.olivetti.com> grillo@flash.ATC.Olivetti.Com (GUEST Savino Grillo) writes:

>Can anyone forward me the Address/Fax number of the UK magazine ST-Review ?
>Opinion on that magazine are welcome. I'm currently subscribed to ST-Format
>but I find it a little game oriented, so I'm looking for something more serious
>I know that probably the best ST mags are Germans but I don't know that language

Atari ST Review
Priory court
30-32 Farringdon Lane
London EC1R 3AU

Distribution by:
BBC Frontline Ltd
Park House
Park Road
Peterborough PE1 2TR
Tel uk (0733) 555161

Subscriptions:
PO Box 500 Leicester LE99 0AA
Tel uk (0858) 410510

You may however be more interested in the ST Applications magazine which IMHO is much better.

Published by:
ST Club
2 Broadway
Nottingham NG1 1PS
Tel uk (0602) 410241
Fax uk (0602) 241515

Contains - Source code, Extensive reviews of hardware and software
midi, DTP and show reviews.
Complimentary copies are availiable just ask.

regards
--
_. .________________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

6023. Re: ST-Review

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 14:52:13 UTC
From: djs@jet.uk
Message-ID: <1992Nov26.145213.13113@jet.uk>
Source record: 214270

In <1992Nov26.132345.8058@jet.uk> dba@jet.uk (Dennis B Armstrong) writes:

>In <57075@olivea.atc.olivetti.com> grillo@flash.ATC.Olivetti.Com (GUEST Savino Grillo) writes:

>>Can anyone forward me the Address/Fax number of the UK magazine ST-Review ?
>...
>You may however be more interested in the ST Applications magazine which IMHO
>is much better.

>Published by:
>ST Club
>2 Broadway
>Nottingham NG1 1PS
>Tel uk (0602) 410241
>Fax uk (0602) 241515

>Contains - Source code, Extensive reviews of hardware and software
>midi, DTP and show reviews.
>Complimentary copies are availiable just ask.

I agree wholeheartedly with Dennis and would also recommend ST Applications as the best UK Atari magazine. (In fact, I actually started reading it on his recommendation some time ago). It is more along the lines of the late, lamented ST World. Personally, I'll only be ST Review, ST Format or ST User on the rare occasions that their cover disks contain anything interesting. (ST Review's Timeworks offer was pretty good).

ST Applications is the only UK mag that a developer, or more experienced user, would be interested in. If you do have a need for one of the 'glossies', then ST Review is probably, marginally, the least bad. But be *very* careful about what you believe in it!

--
+--+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+--+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

6024. Re: more than 4 GEM windows

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 15:53:13 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1f2rt9INN1gm0@rs1.rrz.Uni-Koeln.DE>
Source record: 214264

In <ByA1xs.D8D@hpbeo20.bbn.hp.com> clausb@hpbeo20.bbn.hp.com (Claus Brod) writes:

>The window limit is 7 (NOT 4!) for all TOS versions; TOS 4.x and later
>versions have no limit for the number of windows.

Does this mean that the Falcon's SingleTOS (this is TOS 4.0,
isn't it?) will not have the annoying 7 window limit anymore?
That would definitely be good news!

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6025. Generic MIDI util

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 16:37:25 UTC
From: cwa@oasis.icl.co.uk
Message-ID: <1442@ozz.oasis.icl.co.uk>
Source record: 214266

Does anyone know of a generic MIDI program for the ST, like CHAMELEON, or SATELLITE?

If so could someone post a uuencoded version to the net. I need some way of saving the sounds off my K4 without having to buy loads of RAM cards.

Thanks


```
.-----------------------------.-----------------------------.
| . . ____ _ | Organising C programmers is |
| /| /| .-. / _ |_> | like trying to herd cats. |
| / |/ | | /___ |-| | `-----------------------------|
| aka Chris Adams cwa@getafix.oasis.icl.co.uk |
`-------------------------------------------------------------'
```

6026. Re: Falcon '030 has 16 bit data bus - REALLY?

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 16:55:32 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.wmn0wR7O4rU@fredrik.atari.no>
Source record: 214282

In <426@slc1.UUCP>, Fred Wells writes:
>I'm sure I'll get some flames for this, but I have a real hard time
>envisioning ATARI going ANYWHERE with a 16 bit computer in today's industry.
>Having said that, let me also say that I really do prefer my 16bit STf,
>which I use regularly, over my 32bit 386PC at work, which I use even more
>regularly (although I do favor the speed of the 386 more). However, I really
>don't see myself -or many other folks- investing in a 16bit computer these
>days, considering that the new standard for the industry will likely soon
>become 64bits.
>
>I've been following the Falcon thread in this group for many months now, and
>with much enthusiasm. But the prospect that the Falcon will really be a 16
>bit machine is somewhat saddening. :(I am one of the many who would like to
>see this machine become a real competitor, but I fear it's demise if this is
>true.
>
>Another point of confusion for me is the fact that I thought that the '030 was
>a 32 bit CPU.
>
>Can someone accurately (key word here) confirm or deny this?

OK. Listen closly to this, because this is HARD facts from reliable sources:

The 68030 is a 32 bit CPU (data and addressbus have 32 pins).

The Falcon 030 is (mainly) a 32 bit machine, BUT, for cost and compatibility
reasons, the bus between CPU and RAM is 'only' 16 bit.

Some of the customchips have 32 bit access to the ram, which is 32 bit.

The 68030 can reside on anny bus size of either 8, 16 or 32 bit and even on
anny combination of these! This is called 'dynamical bus sizing'

The coprocessor interface between CPU and FPU in the falcon is full 32 bit.

Sources to this is Motorolas 68030 User's Manual, Wilfred Kilwinger who is
technical manager at Atari Benelux and John Townsend at Atari Corp. US.

Before people start flaming the 16 bit databus between CPU and memory,
lets check out the performance when we have it on hand, and not deem
it to be a nogood befor that!!!

--

____
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \

6027. Re: ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 17:08:37 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1f30alINN7lc@usenet.INS.CWRU.Edu>
Source record: 214265

In a previous article, drb@kepler.unh.edu (InigoMontoya) says:

>Just a couple of comments on the mindless dribble that has been posted by
>a certain person (claiming not to be an Atari basher).

I claim to be a realist, not a basher.

If I was a basher, I wouldn't give any reasons, I would just say
that Atari sucked.

>
>Item one, this person asserts that no game machine with a twelve button
>keypad was ever succesful. Hmm.... Ever heard of the ColecoVision? Thought
>you did. Yes I know that they went caput after the ADAM fiasco and investing
>ALL of their money in Cabbage Patch dolls. This does not change the fact
>that the ColecoVision was an tremendously succesful machine.

The ColecoVision was a failure.

Coleco brought out their 12-key keypad and Atari brought out their
2600 with a joystick with one button.

WHICH is considered a success and failure my friend?

Ever believe in "Make it SIMPLE, STUPID?"

Atari will be making a complexed joystick controller that will only
be attractive by COMPUTER USERS like OURSELVES.

They need to separate their computer thinking from their video game
thinking because even though they are closely related, they are different.
And there is a different market.

>

And to the last part of your question relating to KAY-BEE toy stores
and the Oddesy II, the Lynx can't even be purchased at KAY-BEE.

This is another reason I'm upset with Atari.

There is only one product that Atari has ready and will have at least
60 games available for it by Christmas. This is the Lynx.

It is a fantastic machine, yet, Atari's management has obviously
decided to forget about it this year (which is the only year left for it)
and save up for pushing the Falcon next year.

I'm sure if Atari pushed the Lynx this year, they would have plenty
of cash to push the Falcon next year.

>
>
>--
>Dean R Biron drb@escher.unh.edu -><-
>University of New Hampshire Research Computing Center -><-
>Prefector of the order of St Gulik, Legion of Dynamic Discord -><-
>

--

6028. Font file format for DVIPS?

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 17:54:28 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Nov26.135428.9157@ac.dal.ca>
Source record: 214268

I've just retrieved a dvi->ps converter (dvips.ttp) and have the impression, after a brief look at the docs, that it may not handle pk's in the form of flib's; i.e. you need the individual pk font files. Anybody know if that is correct? and if so, if there's any way around it? Thanks.

John Cordes, Dept. of Physics,
Dalhousie University, Halifax, N.S.,
Canada B3H 3J5 Internet: cordes@ac.dal.ca

6029. Re: Best ST/Falcon Word Processor

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 19:03:35 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <ByC7Lz.DyL@dcs.ed.ac.uk>
Source record: 214273

I believe that Protext has non-English dictionaries available for it, but I could be wrong (it has been known).

--
Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
--

6030. Re: Wanted: Info on the Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 19:07:12 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.722804832@unix2.tcd.ie>
Source record: 214267

In <1992Nov22.185237.2828@brandonu.ca> yonerjp@brandonu.ca (Jerome P. Yoner) writes:

>Greetings, Atarians!

>I was wondering if someone could either post or mail (or both) me a copy
>of all known information about the new Atari Falcon? I am interested in
>specificiations (memory, drives, video), compatibility (will it primarily
>be an Atari ST machine, can it run MS-DOS software, etc.), and PRICE!!!

>Thanks for your help!

Same goes for me

sean.

smcc@ampere.mee.tcd.ie
jmcrmack@unix2.tcd.ie
jmcrmack@vax1.tcd.ie

>Deanna

6031. Re: Winx

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 19:55:36 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.Amq02h&dmmk@nasim.sta.sub.org>
Source record: 214232

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

>In article <...>, Martin_Osieka@mz.maus.de (Martin Osieka) writes:
>|> (...)
>|> Until now WINX works on all offical German Roms.
>|> (...)

>stop, stop, stop: Isn't there a note in the readme's that only the (german)
>tos version 1.0 up to 1.4 are supported? And wasn't I really unable to run
>it on a M/STE with 2.05? Or did I just miss the newest version?

If you want to use WINX with any STE or with an ST with TOS 2.06 you
have to copy your GEM into RAM using GEMRAM.PRG in the AUTO folder
before starting WINX.PRG!

The newest version of WINX is still the 2.0 but Martin Osieka seems to
work on a newer one! Let's wait! :-)

>|> Please contact Martin_Osieka@mz.maus.de

He told us to send him some ROM files of non-German ROMs so that he
could adapt WINX to them!

>done hereby

>greetings, TeSche

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

6032. Re: ** Midi Equip for sale **

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 20:26:54 UTC
From: kslate@MtHolyoke.edu
Message-ID: <ByCBGv.J3n@mtholyoke.edu>
Source record: 214269

Bob Horvath, I'm having a real hard time getting a hold of you
I seem to be recieving your email ok but cant seem to send it to you.
If you have gotten any of my messages let me know.

Kevin - midi stuff for sale

6033. MiNT Desktop Ideas - Thanks + Summary of some ideas

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 20:37:31 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms.722810251@oxygen.sys.uea.ac.uk>
Source record: 214272

First of all: Thanks to everyone who mailed me.

I'm still open to any and all suggestions... keep 'em coming.

OK, here's another list of features. Some of these were ones I forgot in
the original post, some of these I've thought of since the last post possibly
spurred by someone's comments, some are attempts to clarify queries, some are
the idea of a sole poster, some were mentioned by many people. I haven't
credited the people as I'm far too disorganised to do that. The other reason
is that I kind of lost a load of email. I didn't miss anything, I just went
and lost ones I'd read. Besided, you know who you are... credits start
getting dished out nearer the finished product.

OK here we go...

- Full support of MiNT extended filesystems :
Extended filenames
Non-standard (in TOS) chars
- Lots and lots of configurable icons :
Connected to file type/installed program or any common-or-garden file.
Support for 256 colour IF YOU HAVE THE NEW AES - as and when I find
out how to use the new features... testing may be tricky :-)
Special file format (what another ******* file format !!!)
Loading of Atari/Gemini/Neodesk icon files... so that's OK then.
- Applications menu.
Probably 16 menu slots into which your favourite applications can
be installed. The menu item will be independent to the program name.
If and when I get MultiTOS, the menu will provide the same kind of
functionality as the application list in the Desk menu of NewDesk(tm)
- Full "clean" use of XXX-GDOS (replace XXX with suitable prefix)
Each text view window can have its own font/size setting.
No, I'm not providing dynamic font handling on the desktop get one of
the new Atari GDOS's (SpeedoGDOS, FontGDOS or whatever)
- Custom sounds triggered by special actions.
Fully configurable settings within desktop (or maybe a CPX...)
Use of signed/unsigned raw sound files, AVR files and any other
ones I find a easily usable format for.
Support for Falcon's 16-bit stereo sound as and when..
- Use of TOSWIN
TOS/TTP can be configured (individually or globally) to run in a TOSWIN
window or use the whole screen with the setting toggleable via a key
modifier when the program is double-clicked.
Possibly provide a TOSWIN/MW like ACC instead which is configures
specially for use with my program. And perhaps bug-fixes...
I seem to be able to lock up TOSWIN. It may or may not be my

program though I think I can do it with other programs...
This needs investigation.
- Support for both ARGV and xARG (anybody want MWC-style args too?)
- Batch file of some form.
Startup and shutdown scripts as well as double-clickable ones.
No idea of the syntax/features provided... any suggestions?
- Customisable window decorations (like TOSWIN)
- Full clipboard facility
Memory based for speed
Full file handling facilities as if it were a directory
Dump to disk option... Menu option plus auto-dump on quit(configurable)
- Recoverable trash can
Of course I mean to implement this even though I didn't mention it.
Did everyone just assume it would be there or what ?
- Expandable file viewer
Simple file text viewer... to screen or window, windows permitting etc
External modules for different file types, RAM resident ability
Of course, double-clicking a file can always be made to run a suitable
program but most-likely that program will not like being made resident
-- Standard ASCII config files
Lots at the moment. Hope to trim it down, possibly to 1 maybe to 2-3.
Configuration allowed within the program.
Can read in DESKTOP.INF/NEWDESK.INF files and act appropriately
(Such as say "What kind of **** is this ?" :-))

Well that's about it on the ideas... I probably missed some again but that
just allows me to make more posts later...

So far I have implemented only a small fraction of this and the list of
required features is growing rapidly. I hope to allow the finished product
to run on a 1MB+HD machine... 1Meg is minimum for MiNT+anything and even that's
pushing it. I'm not sure about the HD requirement but this thing may be
fairly disk-intensive, especially if you've got only a small amount of RAM.
Initially I'm just going to produce a test version which will run in however
much RAM it will run on but later I hope to trim it as much as possible and
perhaps provide some sort of modular system which optimises disk/RAM usage
(or not if you configure it wrongly :-))

Please bear in mind that I've only just started this and there's a lot of work
to be done so don't expect anything too soon. Early January is my current
target for a reasonably functional test version... I'm going home for Xmas
but I intend to take my machine with me.

Again thanks for all the feedback and keep it coming...

Oh yes, first prize for the number of comments and suggestions goes to...
(DRUM ROLL)... Chris Herborth <herborth@pinot.waterloo.ncr.com> (APPLAUSE)

I hope to produce some sort of full rundown of the existing and planned
features to be available by request via EMAIL next week sometime.

Finally, I am, as all sensible people should be, looking for testers for next January (maybe midDecember if you're lucky). I'm going to try and get a representative sample of ST/TT/Falcon(yeah,right) owners covering all possible TOS's, machines and popular add-ons etc. So please send your setup and offers of help to me within the next fortnight or so....

Bye for now,

Steve.

-Steve Sowe.... (I can't be bothered to type the rest)

6034. WANTED: LeaderBoard or other golf game for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 21:48:12 UTC
From: jared@midiline.la.ca.us
Message-ID: <239uuB2w165w@midiline.la.ca.us>
Source record: 214274

I know that LB is no longer made for the ST, but does anyone still have it (with the dongle, naturally, unless they did some super fantastic hack on it so that the dongle is no longer required), or aother golf game as good as LB they can sell me or advise me towards to buy elsewhere?

Reply in Email to: jared@midiline.la.ca.us

Jared

---

jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

6035. Next Developers

Newsgroup: comp.sys.atari.st
Date: 1992-11-26 23:51:41 UTC
From: oyakea@warren1b.its.rpi.edu
Message-ID: <_c71+_q@rpi.edu>
Source record: 214283

To quell the rumours and myths going round here something fresh out of my mail box:
**********MAIL STARTS HERE **************************************

Received: from CUNYVM.BITNET by VM.ITS.RPI.EDU (Mailer R2.07) with BSMTP id
1244; Thu, 26 Nov 92 00:16:13 EST
Received: by CUNYVM (Mailer R2.08) id 9001; Thu, 26 Nov 92 00:15:38 EST
Date: Wed, 25 Nov 92 23:55:36 EST
From: H46CC%CUNYVM.BITNET@VM.ITS.RPI.EDU
Subject: Re: is it true-ATARI SUPPORT ?
To: oyakea@rpi.edu
Status: RO

(sorry, don't know how to quote previous articles, but...) It's true about NeX
T developers on the Falcon. At Comdex two NeXT developers were showing their pr
oducts for the Falcon. One was a Voice Mail system (the company's name I don't
remember and can't find in the Winter 92 NeXT Software and Peripherals Catalog)
. The other was Singular Solutions' A/D64x sound recording system (page 55 of t
hat catalog). Besides these developers, Kodak also signed a contract with Atari
for the development of their PhotoCD system on the Falcon, bringing the power
of Multisesion photoCd's to the home (the software package is about $2-300, and
the Falcon can accept about any CDrom drive available). The reason that people
are choosing to develop on the Falcon (coming from such a nice env as NeXTstep
) is that the Falcon is the only other system on the market with as fully inte
rgrated a DSP as the NeXT (with a faster DSP to boot at 32mhz compared to the N
eXT's 25mhz) and is the lowest priced system with DSP of any system (DSP boards
on an Intel machine run about $3-500 alone and the aren't full functioning/Ful
ly integrated DSP's). So, programmers wanting to use DSP and do so on a machine
that should sell in relatively large quantities, then they would at least look
at a Falcon. (And Gem/Multitos is a MUCH nicer and better Multitasking OS to wo
rk in compared to Dos/Windows (can't say OS/2 since I haven't used/programmed
on it yet)!!!)
Jarius Jenkins

************************** MAIL ENDS HERE ************************************

Apparently some next developers like the Falcon. On the other hand the guys on
Amiga advocacy group have a discussion who needs a DSP ? They also call the
56001 DSP a cheap gimmick and claim one only needs a dsp board for thier A1200
or A4000. True, but at least there is a consistent DSP implementation across
the Falcon line, something which no Amiga has. And as seen people apparently like this.
January is less than six weeks away so all Falcon lovers may soon have their wish.

6036. ATARI GRAPHICS CARDS

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 00:16:11 UTC
From: oyakea@warren1b.its.rpi.edu
Message-ID: <zc719-q@rpi.edu>
Source record: 214284

I have just finished reading an Atari mag which reviewed several Atari graphics cards I will list them below:

The Leonardo Card:
From Lexicore- A TT / Mega STE 16 bit graphics card, includes genlock capabilities and SVGA support, compatible with Phase-4 packages,
price - $599
availability - unknown (BTW last time I heard of Lexicore they were in possosion of a Parsec Graphic Interface).

The Cyrel Sunrise:
From Cybercube Research ltd.- VME based video card, compatible with the TT and Mega STE. Resolutions are 256*200 mono to 2048*1024 color. Provides a 16.7 million color palette, a 32 bit frame virtual rez for video, and is NTSC/PAL compatible with genlock. Also to come is their Vidimix 16 card, which adds real time frame grabbing in true color, and can display video in a gem window, and can combine Atari graphics and video to allow animation-video mixing and other effects.
price - $1500.00
availability - unknown

I have not heard anything else about these cards and presume they could be vapor-ware victims. That is why I wrote availability unknown. If one of you dear readers could please call Lexicore and find out what is going on ? that would really be helpful to some of us.

Any one know of an Atari installed in a 19" rack ?

responses are very welcome.

6037. Re: Need help with connecting SCSI drive to ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 00:36:29 UTC
From: rvenable@helix.nih.gov
Message-ID: <1992Nov27.003629.11598@alw.nih.gov>
Source record: 214286

In article <1enpakINN5mf@flop.ENGR.ORST.EDU> @prism.cs.orst.edu writes:
>
>I have a Supra 20 Meg HD . The manual says the HD has two components: an
>interface and a drive with embedded controller. Can I disconnect the drive
>and connect just the interface to a SCSI drive? I'm thinking of connecting
>to a SyQuest removable drive. If not, what do I need to connect the SyQuest?

The SCSI controller is integrated into the drive, but many Supras have an external SCSI connector which can be used for additional devices, like a SyQuest drive. You may be able to use the SyQuest with the Supra, but not instead of it, without buying another controller.

ICD now sells their AdSCSI controller in a stand-alone box for under $100, and you can connect a wide range of SCSI devices to it. Another option is to buy an integrated package (SyQuest w. AdSCSI) from someone like Toad Computers in Severna Park, MD. I have one of their combination systems, the "96+" with the ICD AdSCSI, a 52 Mb Quantum drive, and a 44 Mb SyQuest for both backup and extra storage, and I quite pleased with it.

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
rvenable@helix.nih.gov | -- the Phantom Nerd

6038. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 00:39:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11193@uqcspe.cs.uq.oz.au>
Source record: 214288

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>It would be no problem to write such an emulator. I thought Motorola
>even had one of their own, don't remember offhand. I don't think many
>people would want to use it though; the overhead for trap-handling is
>rather high and so you would get much poorer floating-point arithmetic
>performance than you would have got by using regular subroutine calls
>to your own math library. In other words, it's a poor solution for
>machines without FPUs.

I think that's a pretty major exageration. The difference between a
TRAP and a JSR isn't all that great, plus it save on space! When you
consider the time taken to do even a floating-point multiplication,
the overhead of the TRAP is absolutely insignificant.

Besides, applications that use floating point are generally quite
serious applications - the sort that people upgrade computers just
to run them (CAD packages, 3D rendering, etc).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6039. Need hard drive advice.

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 03:02:23 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1f433vlNNjda@tamsun.tamu.edu>
Source record: 214287

Please suggest what I should do.

I had a Supra 60Mb and Supra 20Mb hard drive. The Supra 60Mb hard drive
died in a power failure. I belive that the hard drive only is damaged.

I want more disk space that 20Mb. I want around 100Mb+.

What I am currently looking at is buying a new 120Mb hard drive new for about
$500. The drive will have a clock and a controller and be a "monitor" style
drive (I don't know what that is). The new drive will have an ICD or Supra
host adapter.

Since neither or my Supra drives have a DMA output, I don't think I could
use the controller's in them to perform daisy chaining. The 20Mb drive have
a SCSI 25-pin port on the back though. The 60Mb has the controller soldiered
directly to the drive, no slide-on connector.

My question is: What are my options? and what kind of setup can I get
so that I can backup my data on my 20Mb drive?

Forgive my ignorance in this area. While I am a student of computer
engineering, I am not familiar with the Atari ST hard drive scheme.

--
Mark Lehmann
lehmann@cs.tamu.edu
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu UPE Honor Society - Vice President

6040. Modem games between ST & PC?

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 04:48:01 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <qisVuB3w165w@sys6626.bison.mb.ca>
Source record: 214203

Are there any known games/software that allow you to play against someone
on an IBM via the modem?

6041. GCC 2.3.1 Distribution Question

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 04:50:06 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Nov27.045006.13958@csi.uottawa.ca>
Source record: 214202

There's not much in the way of documentation with the 2.3.1 archives.
Thus, I have two quick questions:

1) Is there any kind of listing of major changes between 2.2 and 2.3?
I've been using 2.3 for a few days now without any compatibility
difficulties thus far. Are there actually any notable bug fixes?

2) There seems to be an additional compiler executable. Something
resembling gcc-cc1obj.ttp (which installs to gcc-cc1o.ttp, after the 8
character limit). What is this? Could it be the compiler executables
for the Objective C compiler? (In which case, it's probably not a
WHOLE lot useful, because there's a LOT more C++ code out there.)

Inquiring minds want to know.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

6042. Re: Ideas for new MiNT/MultiTOS specific Desktop replacement, PLEASE.

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 05:40:15 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11209@uqcspe.cs.uq.oz.au>
Source record: 214296

richard@op.ph.ic.ac.uk (Richard Syratt) writes:

>warwick@cs.uq.oz.au (Warwick Allison) writes:

>|> So, what's needed is a way of allowing applications to install icons on
>|> some sort of global desktop, perhaps.

>But this would only work for new programs - any existing programs (and there
>must be quite a few) which assume they have complete control of the screen
>(resource editors, midi stuff etc.) will need something more.

Hmm. I didn't communicate my idea very well at all. It has to be
something that works for many existing applications. One fairly simple
technique could be to make the wind_set(NEWDESK,..) objects that
applications install stack up. PLUS, have an attribute in the objects
that mkes that object logically transparent. Then, it's only a matter
of making the root window object physically and logically transparent.
It really can't be that difficult. It's really just a slight change in
the semantics of the wind_set(NEWDESK,...) call to mean "Add the
children of this object to the list of children for the current desktop
object", rather than "Replace the desktop object with this object".
And of course "wind_set(NEWDESK,0,0)" then means "delete this applications
new desktop children".

Sure, tricky, but what's the problem? Do we want the UGLY X-windows
and MS-Windows view of things where windows are all there is?

If you say YES, then the other solution is to make the "NewDesk" call simple
create another window containing the given object. Or perhaps allow the users
to drag an area for the application to use when it is run.

Think of all the programs that grab the desktop...

I think Calamus does - to put it's logo on it. PageStream used to, but now
doesn't.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6043. Re: Wanted: Info on the Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 05:56:51 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1f4db3INNdg7@golem.wcc.govt.nz>
Source record: 214298

Anyone wishing information (specifications, price etc.) about the Falcon 030 computer. Read on:/

If you have access to FTP then call the site:

atari.archive.umich.edu

type in

cd atari/Falcon

get

2nd thoughts, call up a directory with:

dir

and download the files contained within - extract them, and you have mucho information about the falcon!

6044. LO RAD MULTSYNC 4 ST??

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 05:58:01 UTC
From: antony@milton.u.washington.edu
Message-ID: <antony.722843881@milton>
Source record: 214299

'I'm wondering if anyone has any information on a multisync monitor
for the ST that meets the all of the Swedish emission standards.
I spend many hours in front of VTDs at work and would like to
minimize ELF exposure during the hours I spend on the computer at home.

It seems that there are a number of non-interlaced, analog monitors that
don't work with the ST and that one needs to use care in picking out a
workable multisync.

If there were such a monitor that would also display the Mac Hi resolution
of 832 by 624 that would be marvelous.

Thanks,

Tony

I'M NOT GOING BALD, I'M JUST GROWING TALLER THAN MY HAIR!

6045. Interested in improving Mandelbrot/Julia Generator ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 06:00:07 UTC
From: mjuschke@tartarus.uwa.edu.au
Message-ID: <1f4dh7INN7a6@uniwa.uwa.edu.au>
Source record: 214201

Hi,

last year a friend sent me an algorithm for Mandelbrot and Julia set generation in GFA basic. I wrote a program having menus, internal picture save/data save, disk save/load, step size for very course to pixel fine, redraw/enlarge, and some others.

The problem is, it isn't the fastest (about 2 hours for low res in fine mode at 100 iterations and a limit of 4). Now I have seen a program from 1988 by M.S Powell, UK.It is in assembler and QUITE FAST (about 10-30 minutes), but does not offer all the features I put in mine. Since I cannot contact him to ask (probably left the address given in the 1988 documentation), I decided to post this bold inquiery/request.

As my GFA compiler seems to be as fast as my Turbo C, and I don't have a clue about assembler, would some assembler freak be interested in probably a lot of work to improve my PD program (credits included!) and partially or completely rewrite the thing in assembler ?

If so, or if you are just interested in a copy of a slow program, mail me for a source code or a uue program :
mjuschke@tartarus.uwa.edu.au

Till then
Michael

6046. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 06:06:59 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov27.060659.9339@elroy.jpl.nasa.gov>
Source record: 214297

In article <2360382@overmind.citadel> undermind!Steve_Johnson@overmind.mind.org writes:
>Yes,
>DR DOS 6.0 comes with a GEM-like shell (I'm not exactly sure as I haven't
>really seen it), which isn't surprising since it's Digital Research. Due to
>the lawsuits and such that Apple and others made in the past, DR had to
>'cripple' the PC version of GEM (I think the current version of PC GEM is
>GEM3). The Atari GEM was unaffected by this. As for why PC GEM is slower,
>that's partially due to the inherent inefficiency of the 80x86 processors and
> possibly due in part to the coding of it.

From what I can tell, the major differences are that the menu bar has the
desk accessories entry on the far right of the screen instead of the far
left, and there are no more zoom boxes in the PC version. Anything else
about it that's "crippled" ? (No real curiosity here, god forbid I should
write for Intel platforms ever again....)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6047. Re: Need hard drive advice.

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 06:27:11 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov27.062711.9944@elroy.jpl.nasa.gov>
Source record: 214300

In article <1f433vINNjda@tamsun.tamu.edu> lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>Please suggest what I should do.
>
>I had a Supra 60Mb and Supra 20Mb hard drive. The Supra 60Mb hard drive
>died in a power failure. I belive that the hard drive only is damaged.

It's likely that only the controller board is dead, and by replacing that
board you can revive the drive and get your data off of it.
>
>What I am currently looking at is buying a new 120Mb hard drive new for about
>$500. The drive will have a clock and a controller and be a "monitor" style
>drive (I don't know what that is). The new drive will have an ICD or Supra
>host adapter.

Ah, you're going to buy a complete package with case and power supply and
host adapter? That seems rather wasteful since you must already have cases
and power supplies for your current 20 & 60MB drives, and you must already
have at least 1 host adapter. You only need one host adapter total in your
system. That converts from Atari DMA to SCSI, and from there you just hook
up any SCSI device you want. (Well, it has to support async transfers, which
all SCSI devices are required to do, and it must support no-parity transfers,
which not all devices will do.)
>
>Since neither or my Supra drives have a DMA output, I don't think I could
>use the controller's in them to perform daisy chaining. The 20Mb drive have
>a SCSI 25-pin port on the back though. The 60Mb has the controller soldiered
>directly to the drive, no slide-on connector.

You don't need the DMA daisy-chain since you already have SCSI access.
>
>My question is: What are my options? and what kind of setup can I get
>so that I can backup my data on my 20Mb drive?
>
>Forgive my ignorance in this area. While I am a student of computer
>engineering, I am not familiar with the Atari ST hard drive scheme.

Here's the scoop:

ST --(Atari DMA)-- host adapter --(SCSI bus)-- device
device
device

If the devices don't have dual SCSI connectors on them, you can just get
a cable that has extra connectors on it. You can have up 20 feet of cable
in the SCSI chain, just get a good strand of ribbon cable (say 6 feet or so)
and clamp dual-inline connectors on it where you need 'em. One at one end

to plug into the host adapter, one at the other end for a device, and extras somewhere in between for additional devices...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6048. Re: software/hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 07:09:28 UTC
From: marc@targon.UUCP
Message-ID: <2723@targon.UUCP>
Source record: 214210

In article <1992Nov26.031016.14106@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
|I'm posting this for someone else, so please respond to the person listed at
|the of the file.
|
|
|SALE OF THE CENTURY!!! update
|
|ONLY TILL NOVEMBER 28th!
|
|4. SLM804 Laser Printer $349
| Works great, just needs a new drum, still prints drafts fine.
---
^
For anyone who does not know: that costs about an extra $150.

|/--------------------------------------\
|| Darek Mihocka. net: darekm@microsoft |
|| Views expressed are my own, I think. |
|\--------------------------------------/

---------- EARTH
Marc Dierikx smog | bricks
marc@targon.UUCP AIR -- mud -- FIRE
dierikx.via@sni.de soda water | tequila
dierikx.via@sni-usa.com WATER

6049. How to install new Deskicons under TOS 2.0[56] ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 08:05:02 UTC
From: mk@Materna.DE
Message-ID: <mk.722851502@materna>
Source record: 214204

Hello,

I've got a Mega/STE with TOS 2.05. As far as I know I can install a file
called "\deskicon.rsc" in the boot-partition of my system and use the
icons defined in this file.

My question is: How can I edit this file ? How can I merge new Icons, that
are supplied with programs like GemView et al into this file ?

If possible I would prefer to use PD software.

Thanks,
-Mic

--
Michael Kuschke e-mail : mk@materna.uucp
Dr. Materna GmbH Voice : +49 231 5599 200
Vosskuhle 37 FAX : +49 231 5599 100
D-4600 Dortmund 1, West Germany

6050. Re: Sam Tramiel GEnie Conference Transcript!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 09:53:57 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Nov27.095357.5196@rhrk.uni-kl.de>
Source record: 214206

wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:

>> 3. No. 4. We are planning on a 040 machine and we have no plans on
>> expanding our unix involvement.
>Equalling a kick in the ass for all Unix developers who bought Atari
>System V for an incredible sum of money. Luckily, I'm not one of them.

Luckily I'm one of them. On my machine it works perfectly stable, no
problems at all. I'm satisfied with it even it won't be expanded.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

6051. Re: Pure Pascal For the ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 10:16:34 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <ByDDvn.7FA@newcastle.ac.uk>
Source record: 214207

There are TWO distinct versions of the Pure Pascal demo doing the rounds at the moment (that I am aware of, perhaps there are more)...
One is a pre-release version, and the other is a post release demo which includes the object browser & stuff. Unfortunately only the PRE-release demo works properly, the post-release demo crashes on my system.....

But, I love the enviroment to death anyway....shame the online help is in german (I always intended to learn another language but didn't have time....).

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

6052. Prg for bit-image copy of floppy?

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 10:20:57 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.722859657@groucho.phil.ruu.nl>
Source record: 214212

Yes, that's what I'm looking for... a program that makes a bit-image copy
of a floppy disk - i.e. just a 720k (or whatever) file containing the
exact data that is on the floppy. I suppose there's such a beast on a.a,
but don't feel like downloading all the 1000+ copy-programs, just to
check if they have the right feature... Hints, clues, etc, appreciated.

Thanks in advance,
Hendrik Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

6053. Re: Ideas for new MiNT/MultiTOS specific Desktop replacement, PLEASE.

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 10:21:23 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <ByDE3o.7qv@newcastle.ac.uk>
Source record: 214208

Why not replace the pull down menu manager with a pop-up menu manager that works off the right hand mouse button (like those used in MGR and X-Windows) ??? That would make the menu dependant on the window, and no appilcation would need to own the menu bar at all....just a thought....

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

6054. Cubase for Windows (grin)

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 10:26:14 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <ByDEBq.80F@newcastle.ac.uk>
Source record: 214209

For those of you depressed about the fact that PC versions of software tend to be more advanced than ST versions, I've just read the Future Music review of Cubase for Windows. Smug grins all round, because the conclusion was that it wasn't a match for the ST version (no score editor, no phrase editor, timing glitches....).

It looks pretty though.....

Craig Graham | E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems | Phone : (UK) 091 2737650
Stevenage, England.| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.

6055. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 10:36:02 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Nov27.103602.16852@Informatik.TU-Muenchen.DE>
Source record: 214205
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1992Nov25.183753.26298@sactoh0.sac.ca.us>, mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
|> Another comment on an Atari "200", yes, in Europe there was a
|> 260ST.
RIGHT
|> In 1983-84 before the ST line was released, Atari had a
WRONG ... In '83 ATARI was at WarrenerBros. the first STs were developed from 6'84 to 12'84

|> center pull-out in the Atari magazines back then introducing the
|> 130 and 260STs with 128k and 256k respect
NO the 260ST had 512K

|> So Atari prototyped the 130 and 260STs, with a disk based OS (TOS
|> 1.0)
The 260ST had TOS 1.0 in ROMs!!

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

6056. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 10:51:06 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Nov27.105106.26934@donau.et.tudelft.nl>
Source record: 214218

In <X0c00424@Kralizec.fido.zeta.org.au> michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>Well, if my sources can be trusted, the real story goes something like this
>: There _are_ falcons around - the STe cased ones, and they've been around
>for well over a month now - the problem is that _not_one_ dealer anywhere in
>the world (in some countries the decision was made by atari themselves)
>wants to sell them in this case - so, what we are doing now is waiting for
>the tooling involved in putting the falcon in a three-box style case. Go
>thank your dealers and so forth - the facon was a going concern a long time
>ago.

If this is true, I think it is a smart move for Atari, at least if they can pull it of fast enough. I know *I* wouldn't want to go back to the STe case, and I think a large portion of the potential customers agrees; I have heard the same from other people.

In my opinion they might even consider a tower configuration with some expansion slots. Perhaps that would be too expensive for their base model.

=-=-=-=
C. van Reeuwijk e-mail: C.vReeuwijk@ET.TUDelft.NL

6057. Re: Sam Tramiel GEnie Conference Transcript!!

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 12:54:02 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <722868841.7010@minster.york.ac.uk>
Source record: 213605

In article <1601@tekgen.bv.tek.com> boblu@tekgen.bv.tek.com (Robert Luneski) writes:
>In article <ByA3yt.HzB@cdsmn.mn.org> plate@cdsmn.mn.org (Doug Plate) writes:
>>Can you say "PhotoCD"? :-) If Kodak is involved with the Falcon, I'm sure it's
>>a PhotoCD application.
>
>You're right. A Kodak PhotoCD application was shown at Comdex. It was
>phenomenal quality. We were very impressed by that and all the other
>exciting things revolving around the Falcon. It was a very positive show
>with significant development interest from developers who had left the market
>and also a large number of PC/Mac developers expressing serious interest in
>entering the market for the Falcon.

>/\/\/\ Bob Luneski Diamond Back II, Diamond Edge and HiSoft Support: /\/\/\

HiSoft (who coincidentally support Bob's Diamond stuff in the UK) sent me a
glossy newsletter yesterday. Among all the snazzy True Paint Falcon stuff,
there was a coy little paragraph about Superbase:

"Following the sale of the ST and Amiga versions of Superbase to Oxxi Inc,
with whom we are working closely on a project for the Falcon030... [more
about Superbase Professional availability deleted]"

So, sounds like there's a good relational database on its way for the
Falcon!

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

6058. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 12:56:37 UTC
From: sanders@sci.kun.nl
Message-ID: <ByDLAE.3w8@sci.kun.nl>
Source record: 214220
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well, I had a 260ST. The only difference with the 520, if I remember correctly, was that the drive and the keyboard were sold separately. It had 512K standard, as did the 520.

There is no 130ST, this is a 130XL, which is basically more of a high-end 8 bitter. It did have sort of an ST casing, though. And frankly, the graphics and sound were not too bad at all, compared to an ST.

Sander STOks
sanders@sci.kun.nl

6059. GDOS plotter driver

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 13:02:24 UTC
From: JOCKEL89@dosuni1.rz.uni-osnabrueck.de
Message-ID: <168ACC570.JOCKEL89@dosuni1.rz.uni-osnabrueck.de>
Source record: 214225

Hello everybody!

I'm looking for a GDOS plotter driver (HPGL). Does anyone know
if such a beast exists?

If not, maybe there is a GEM-metafile to HPGL converter?

Joachim

--

==
Joachim Hoehne "Wie Du Dir, so ich mir!"
Fachbereich Physik
Universitaet Osnabrueck
# #
Bitnet : JOCKEL89@DOSUNI1.BITNET
Internet: jockel90@charon.physik.uni-osnabrueck.DE
==

6060. Re: Interested in improving Mandelbrot/Julia Generator ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 13:03:54 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1992Nov27.130354@cs.bham.ac.uk>
Source record: 214219

In article <1f4dh7INN7a6@uniwa.uwa.edu.au>, mjuschke@tartarus.uwa.edu.au (Michael Juschke) writes:
|> Hi,
|>
|> last year a friend sent me an algorithm for Mandelbrot and Julia set
|> generation in GFA basic. I wrote a program having menus, internal
|> picture save/data save, disk save/load, step size for very course to
|> pixel fine, redraw/enlarge, and some others.
|>
|> The problem is, it isn't the fastest (about 2 hours for low res in fine
|> mode at 100 iterations and a limit of 4). Now I have seen a program from
|> 1988 by M.S Powell, UK.It is in assembler and QUITE FAST (about
|> 10-30 minutes), but does not offer all the features I put in mine. Since
|> I cannot contact him to ask (probably left the address given in the 1988
|> documentation), I decided to post this bold inquiery/request.
|>
|> As my GFA compiler seems to be as fast as my Turbo C, and I don't have a
|> clue about assembler, would some assembler freak be interested in
|> probably a lot of work to improve my PD program (credits included!) and
|> partially or completely rewrite the thing in assembler ?
|>
|> If so, or if you are just interested in a copy of a slow program, mail
|> me for a source code or a uue program :
|> mjuschke@tartarus.uwa.edu.au
|>
|>
|> Till then
|> Michael

Yeah i'm also interseted in Mandlebrots and stuff but cant get them fast enough..

I do however have two PD programs that take approximately 40 SECONDS each for the initial 'snowman' mandlebrot... I have the source to one of these and will try to mail it too you when i figure out how. It is however very complex with almost NO docs or comments at all... Either that or you should be able to find it in any decent FTP site I think it was called MANDEL (aren't they all ???).

Hope this will help you, Ian.

6061. Re: Ideas for new MiNT/MultiTOS specific Desktop replacement, PLEASE.

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 13:10:09 UTC
From: annius@loki.research.ptt.nl
Message-ID: <annius.722869809@freyr>
Source record: 214221

warwick@cs.uq.oz.au (Warwick Allison) writes:

>annius@eri.research.ptt.nl (Annius Groenink) writes:

>> I think full screen programs should be banned as quickly as possible.

>Annius doesn't like games.

All right, action games should be able to hack the system (they can do so in the AUTO folder). What's wrong with xtetris, for example, which neatly works in a window? Isn't that a lot better?

>So, what's needed is a way of allowing applications to install icons on
>some sort of global desktop, perhaps.

Just wait and see :) or just have a look in the TOSWIN 1.4 sources. (hint: icon=window).

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
a.v.groenink@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

6062. Re: gcc1.40 versus Sozobon

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 13:30:42 UTC
From: dc@presto.ruhr.de
Message-ID: <1356686@presto.ruhr.de>
Source record: 214223

```
>
> A simple question (?, I hope ). I just installed the gcc1.40 compiler
> and compiled my first program ( Hello world ). The size of the executable
> was something in the order of 35 KByte. After giving the -mshort and
>
> Is there a way to avoid this big size with the Gnu compiler ?

There are several ways of reducing the size of the executable:
- use the MiNT library
- if you are using the MiNT library and you don't need stream-orientated
input/output you can #include <minimal.h> instead of <stdio.h> to further
decrease the size
- if you don't need formatted output puts() is smaller and faster than
printf()
- remove the symbol table from the executable with 'xstrip' if you don't
need it

--
dc@presto.ruhr.de
dc@presto.ruhr.sub.org
```

6063. Re: Quester

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 13:35:00 UTC
From: Gerhard_Oppenhorst@bn.maus.de
Message-ID: <A11631@BN.maus.de>
Source record: 214162

Question from wells_s@kosmos.wcc.govt.nz (24.11.92 02:14)

> Which is Thomas Questers UUCP address. I tried Mailling as I would to

Thomas_Quester@hh.maus.de

Gerhard (LogiLex)

6064. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 14:04:32 UTC
From: herbert@let.ruu.nl
Message-ID: <1992Nov27.140432.28352@let.ruu.nl>
Source record: 214222
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In <1992Nov25.183753.26298@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:

>Another comment on an Atari "200", yes, in Europe there was a
>260ST.

There was indeed, there still are even. I still use my original 260 ST (dated September '85, if I remember correctly) and original monochrome monitor. It has survived two ROM upgrades (to 1.0 and 1.4) and one RAM upgrade (to 2.5 Meg), one self-built TV-signal modulator and several MMUs. Oh, before I forget, the single-sided diskdrive is still with me, but I no longer use it.

>So Atari prototyped the 130 and 260STs, with a disk based OS (TOS >1.0)

I don't know about the 130. But not only was the 260 prototyped with a disk-based OS, it was sold with a diskbased OS, version 1.0. I still got the disks, and the original two ROM-chips. But, it was no fun having only .5 Meg and using some 195 K for the OS. So I bought TOS 1.0 on the six ROMs and stuck 'm in.

I really can't remember the difference between the 260 and the 520. Was it that the 520 had TOS in ROM (.5 Meg - OS = .25 Meg?)? Was it that the 520 came with a double sided disk-drive?

--
Bytes : Herbert.Ruessink@let.ruu.nl | Paper : Herbert Ruessink
Voice : +31 30 53 6369 | OTS/STT, Trans 10
Fax : +31 30 53 6000 | NL-3512 JK Utrecht
** felix noctu exponendus ** | The Netherlands
** quidquid latine dictum sit altum viditur **

6065. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 15:00:17 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Nov27.150017.10497@ulrik.uio.no>
Source record: 214224
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1992Nov27.140432.28352@let.ruu.nl>, herbert@let.ruu.nl (Herbert Ruessink) writes:
|>>So Atari prototyped the 130 and 260STs, with a disk based OS (TOS >1.0)
|>
|>I don't know about the 130. But not only was the 260 prototyped with a
|>disk-based OS, it was sold with a diskbased OS, version 1.0. I still
|>got the disks, and the original two ROM-chips. But, it was no fun
|>having only .5 Meg and using some 195 K for the OS. So I bought TOS 1.0
|>on the six ROMs and stuck 'm in.
|>
|>I really can't remember the difference between the 260 and the 520. Was
|>it that the 520 had TOS in ROM (.5 Meg - OS = .25 Meg?)? Was it that the
|>520 came with a double sided disk-drive?
|>
|>--

NOO! Well, I have my good'n'old 520 ST, which I bought Summer 1986, but then it had been out a while in Norway. It came with .5 Meg, TOS on _disk_ and with a single sided drive.

But as far as I've heard (another rumour :-), the 260 and 130 were initially designed with 128 and 256 Kb, but then Atari changed it's mind. I even heard that some 260 with 256 Kb were sold in Germany before the upgrade to 520 came. Can anyone fill out or rule out anything of this ?

Jarle.

6066. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 15:22:54 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Nov27.152254.114@dcs.warwick.ac.uk>
Source record: 214226

In article <11193@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
>>It would be no problem to write such an emulator. I thought Motorola
>>even had one of their own, don't remember offhand. I don't think many
>>people would want to use it though; the overhead for trap-handling is
>>rather high and so you would get much poorer floating-point arithmetic
>>performance than you would have got by using regular subroutine calls
>>to your own math library. In other words, it's a poor solution for
>>machines without FPUs.
>
>I think that's a pretty major exageration. The difference between a
>TRAP and a JSR isn't all that great, plus it save on space! When you
>consider the time taken to do even a floating-point multiplication,
>the overhead of the TRAP is absolutely insignificant.

Have you actually looked at the instruction timings? I can't remember the
exact details, but I think JSR takes about 10 cycles and TRAP about 50 (on
a 68000). Also RTE takes longer than RTS and you would use BSR not JSR.
I expect TRAPs/LineFs have been considerably optimised on a 68030 though,
and since only on these processors and above are you likely to have a FPU
it would be a good idea to use the Line F system for floating point on the
Falcon (Does anybody know if Atari have put a Line F FPU emulator in TOS 4?).

- Leo

>Besides, applications that use floating point are generally quite
>serious applications - the sort that people upgrade computers just
>to run them (CAD packages, 3D rendering, etc).
>
>--
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> _.-._/ University of Queensland, / C references are NULL && void*
> v Brisbane, Australia. /

6067. RE: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 15:36:00 UTC
From: mackie@meena.cc.uregina.ca
Message-ID: <27NOV92.15360074@meena.cc.uregina.ca>
Source record: 214237

It was reported in ST Format that the Falcon runs between 30 and 35 MIPS.

6068. Printing multi-page files to SLM, in Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 15:36:05 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Nov27.113605.9177@ac.dal.ca>
Source record: 214227

In using Ghostscript to try to print the file f2c.ps with the SLM driver, I found that only the first two pages (out of, I think, around 26 pages) get printed. When gs starts working on the third page, two or three fonts get loaded, then comes an error message:
gdevslm: Could not allocate memory for printer bitmap!

I'm running on a MegaSTE 4, with over 3Meg free showing in gulam. Would anyone happen to know what the source of this problem might be? I haven't tried printing any other ps files with more than two pages, by the way.

On a related note, there doesn't seem to be any way to select pages for printing in ghostscript; i.e. you can't start at page 3 and go to page 6, say. Too bad!

The version of gs I have is Revision 1 of v2.31 (from the file gs231upd.zoo). Has v2.4 appeared yet?

Thanks in advance for any helpful comments.

John Cordes, Dept. of Physics,
Dalhousie University, Halifax, N.S.,
Canada B3H 3J5 Internet: cordes@ac.dal.ca

6069. Re: ATARI GRAPHICS CARDS

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 18:18:36 UTC
From: ekrimen@wet.UUCP
Message-ID: <4810@wet.UUCP>
Source record: 214230

In article <zc719-q@rpi.edu> oyakea@rpi.edu writes:
>
> I have just finished reading an Atari mag which reviewed several Atari graphics cards I will list them below:

Which Atari mag?

Regarding the graphics cards, I had asked Lee Seiler of Lexicor (no 'e' on the end) several months ago when Leonardo would be out and he said a conservative estimate would be November. Well, I can tell you that it's not out. Apparently, he's been trying desparately to get Atari to make a 24-bit VDI for it, and they've just started doing this recently. That seems to be the major hold-up. I'm on the waiting list for the card.

As for the CyberCube cards, DMC Publishing (of Canada) uses these cards wherever they go for a show, so they should be available, but I've never heard of anyone buying them. I don't even know how much they cost; they may be very expensive.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

6070. Printer and Atari ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 18:21:27 UTC
From: leonard@cs.UAlberta.CA
Message-ID: <leonard.722888487@genesee>
Source record: 214229
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers

I have the following items for sale -

1- Olympia NP compact 9 pin printer.
Has both serial and parallel interfaces - good workhorse of a
printer - also has NLQ mode - about 100 cps
Price: $100 or best offer

2- Atari ST - 4 meg memory and 16Mhz upgrade with mouse etc.
Price: $ 150.00

3- 2 800K SF314 floppy drives with power supplies
Price: $ 45.00 each

4- SM125 Monochrome monitor
Price: $ 100.00

5- SM1224 Colour monitor
Price: $ 100.00

6- Spectre GCR with 128K MAC ROMS
Price: $ 150.00

7- Supra 30 Meg hard drive partitioned as 20 Meg MAC drive and
10 Meg ST drive - Tons of Mac software to use with GCR
Price: $ 200.00

I would prefer to sell all together if possible.
Prices are negotiable as is shipping

Contact: Leonard Harris
(403) 438-7134 or EMAIL
/leonard

6071. Re: Programming Question

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 19:38:46 UTC
From: rvenable@helix.nih.gov
Message-ID: <1992Nov27.193846.26749@alw.nih.gov>
Source record: 214231

In article <722763804.F00002@tdkt.kksys.com> Roger.Mier@f47.n282.z1.tdkt.kksys.com (Roger Mier) writes:
>
> OK, I have a problem. I would like to learn how to write a
>program in GFA Basic (or anything else for that matter) that runs in the
>background and waits for a certain event to take effect. Such as a screen
>saver, or password protection for certain folders or partitions. I'm
>stumped, I have alot of Ideas, but I don't know how to make it run in the
>background.

That's exactly what a desk accessory (.ACC) does; it stays resident in memory and waits for a GEM event, usually selection of the accessory from the Desk menu. I suppose other GEM events could be used, but conflicts could exist with some .PRG which uses the same event for something else.

It is also possible to write programs for the AUTO folder which terminate and stay resident; I've seen a couple programs which trap the Alt-Help keystroke and save DEGAS images of the screen rather than print. Anyone care to reveal how this is done? It may require a few GEMDOS calls, and trapping keyboard events before they're passed to GEM.

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
rvenable@helix.nih.gov | -- the Phantom Nerd

6072. Re: NOTE: 16-bit Falcon bus may not be so bad.

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 21:19:42 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Nov27.211942.252@solace.hsh.se>
Source record: 214233

In <6405@tuegate.tue.nl> peter@blade.stack.urc.tue.nl (Peter Korsten) writes:

>Warwick Allison (warwick@cs.uq.oz.au) wrote:
>: I have heard that a 16-bit bus attached to a 68030 is not as bad as
>: I'd first thought. The 16-bit bus does not NECESSARILY cripple the
>: architecture. I don't have the details, but apparently you can use
>: a 16bit bus and multiplex it for upper and lower 16 bits.

>OK, but it will cost you twice as much time, compared with a 32 bit
>bus. This is why the 16 bits 030 Macs are that slow.

>: Remember that the Quickindex figures showed the Falcon to be approx 50%
>: of the speed of the TT for CPU-memory related tests (not 25%) - indicating
>: that the Falcon does not suffer a 50% loss in speed from the 16-bit bus,
>: or the TT is 16bit... or 16MHz :-).

>I don't know too much about Atari stuff, but wasn't the TT originally
>a 16 Mhz design, on which a 32 Mhz 030 was put? This may explain why
>the speed is 50% of the TT (32 bits & 16 Mhz <-> 16 bits & 16 Mhz)
>instead of 25% (32 bits & 32 Mhz <-> 16 bits & 16 Mhz).

>Correct me if I'm wrong.

Well, you are basicly right, but the TT has 64 bits wide ram, which means
64bits*16MHz=1024kbits/s or more properly 128Mbyte/s. The CPU runs on
32MHz and a 32 bits bus which also gives 1024kbits/s or 128Mbyte/s, so
the TT was souped up in a very nifty way. :)

On the Falcon the videobus is 32 bits wide and runs on 16MHz which gives
50% of the performance of the TT's videobus. Tests showed that the Falcon
has 50% of the TT's performance, which gives us the clue that maybe the
16bits bus between CPU and COMBEL may be faster than 16MHz. I say *maybe*
because I don't know enough, and don't have enough facts about the
hardware specs. Maybe they use the burstmode that's available on the 68030
to and from the COMBEL chip, that would be a real smart solution. (If it's
possible to do).

Whatever the answers are I'm going to buy me a Falcon because it's a good
enough machine for me, and I'm not complaing about unimportant details.

> Peter.

Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \

\ "In a crazy world a sane person would appear to be crazy." /

6073. Re: Wanted: Statistics packages for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 21:41:09 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Nov27.174109.9183@ac.dal.ca>
Source record: 214235

In article <X0c73bdc@Kralizec.fido.zeta.org.au>,
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
> Original to: cordes@ac.dal.ca
> In a message of <12 Nov 92 08:18:00>, cordes@ac.dal.ca (3:713/602) writes:
>
> c> BSTAT, available on the atari.archive (or was before the move, anyway)
> c> is large, comprehensive, and good for graphics. I haven't actually
> tested
> c> its statistical features, of which there are many, since my own interest
> c> was in using it to graph (and print) data arrays. It is shareware.
>
> And doesn't work on the TT. It was written, I seem to remember, with GFA
> basic - so with any luck there will be an update comipled with a later
> version.
>
> c> John Cordes, Dept. of Physics,
>
> \`miff` /|\
>
> --- ScanMail 0.68 X0501
> * Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

The registered version which I have had for a year or more (2.41g I think)
was compiled with GFA Basic v3.6, which I believe is the version designed
for use with a TT. I know that doesn't mean that it necessarily runs on the
TT; perhaps someone out there has tried it??

John Cordes
cordes@ac.dal.ca

6074. Help w/ Timeworks DataManager ST program needed

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 22:04:46 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <722979515.F00001@tdkt.kksys.com>
Source record: 214173

In a message of 25 Nov 92 15:39:09, Lauren C. Howard wrote:
LC> Hello. we're using Timeworks DataManager ST on a 1040 STf.
LC> We've run out of room for records at 3000, saving to a single
LC> DS floppy. So we bought a hard drive.
LC> Question is:
LC> Will the 1 meg of memory be the next limit?

Yes, but you'll hit the limit at at far less then the 1 meg of data shown on the disk drive dirctory.

LC> Is there a way to combine two data files w/ same format?

Sorry, I don't know. I never tried. I gave up on DM-ST because of it's lack of a import feature.

* Origin: FlightLine PointNet Point 1 (1:282/47.1)

6075. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 22:22:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1f673kINNiur@golem.wcc.govt.nz>
Source record: 214238
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <ByDLAE.3w8@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>Well, I had a 260ST. The only difference with the 520, if I remember
>correctly, was that the drive and the keyboard were sold separately.
>It had 512K standard, as did the 520.
>
>There is no 130ST, this is a 130XL, which is basically more of a
>high-end 8 bitter. It did have sort of an ST casing, though. And
>frankly, the graphics and sound were not too bad at all, compared to
>an ST.
>
>Sander SToks
>sanders@sci.kun.nl

Nope, there *was* a 130ST. But it was basically a beta-release of the machine.
This was *really* primitive, it didn't even have enough base-RAM to run
TOS without a RAM upgrade!! Upgrading it to 256k let you run programs of
about 50k in length!!

It was a pretty sad machine - why Atari even *thought* of releasing such a
thing is beyond me. Although it never (along with the 260ST) made it onto
the commercial market!

TOS 1.0, 128k of RAM, external disk drive, no RF-Modulator (but no one actually
uses them right 8-) What a great machine... *NOT*!

Although, compared to the 800XL, it was an improvement! (Ahhh... Those were
great little computers those things!! Great games like Dropzone,
Biffdrop, Montezuma's Revenge, Jet Set Willy.... A lot of which have never
been duplicated on 16/32-bit machines. (There are rumours about a
ST version of Jet Set Willy, which'd be worth looking out for, very simple,
and very wierd game!)

6076. Re: ** 100+ Atari ST/8bit HW/SW sale **

Newsgroup: comp.sys.atari.st
Date: 1992-11-27 22:51:18 UTC
From: boyd@cs.unca.edu
Message-ID: <1992Nov27.225118.23686@cs.unca.edu>
Source record: 214234
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,comp.sys.atari.8bit,co.general,co.ads

I would advise some caution in dealing with Chris Wiliams. I've done many deals on the net with no problems except for the one time I dealt with Chris. He misrepresented what he was selling, demonstrated lack of good faith, shipped COD with a much higher amount than agreed upon (this was probably an honest mistake, but he still did it), shipped only part of what he promised, shipped defective merchandise - (junk really) as fully functional, and generally made me regret dealing with him. If you want more details, please email me.

Mark

PS I think that the ST chip set he is selling for $29 came out of one of my STs. He gave me $15 for them.

6077. Re: ** 100+ Atari ST/8bit HW/SW sale **

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 00:16:12 UTC
From: pattons@CS.ColoState.EDU
Message-ID: <Nov28.001612.30312@yuma.ACNS.ColoState.EDU>
Source record: 214236
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,comp.sys.atari.8bit,co.general,co.ads

In article <1992Nov27.225118.23686@cs.unca.edu> boyd@cs.unca.edu (Mark Boyd) writes:
>I would advise some caution in dealing with Chris Wiliams. I've done
>many deals on the net with no problems except for the one time I dealt
>with Chris. He misrepresented what he was selling, demonstrated lack
>of good faith, shipped COD with a much higher amount than agreed upon
>(this was probably an honest mistake, but he still did it), shipped
>only part of what he promised, shipped defective merchandise - (junk
>really) as fully functional, and generally made me regret dealing with
>him. If you want more details, please email me.
>
> Mark

I purchased a color composite monitor for my 1200XL from Chris and had no
problems whatsoever.

I only live half an hour away and I picked it up from him. Price was the
same and the monitor has not failed or given me any trouble at all.

I have seen his closet and it IS truly full of atari....

Sam

--

____
Sam Patton -=> pattons@beethoven.cs.colostate.edu	
spatton@lamar.colostate.edu	Emotion 13
____	_____________________

6078. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 03:24:00 UTC
From: only_bbs!Pizza_Thief@overmind.mind.org
Message-ID: <2363004@overmind.citadel>
Source record: 214177

Anisko @ usdtsg.UUCP and related Odessey II rememberers:
I think the game in question (cloth map for kyboard) was called "Quest for the rings" - it was actually one of the funnest computer games I've ever played even though it doesn't even match the graphics of today's games. Then again - it could be because I was something like 8 years old also (maybe a little older). Concerning that AND old 2600 games: I wish someone would make some silly th8ing that perhaps plugged into the ST (and newer) computers, whose purpose would be to plug in an old 2600 (or 7800, or Odessy, or whatever) game and run it through some emulator software.

6079. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 03:24:52 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1f6oq4INNigu@usenet.INS.CWRU.Edu>
Source record: 214239

In a previous article, reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) says:

>In <X0c00424@Kralizec.fido.zeta.org.au> michael.smith@f842.n800.z3.fido.zeta.org.au
(michael smith) writes:
>
>>Well, if my sources can be trusted, the real story goes something like this
>>: There _are_ falcons around - the STe cased ones, and they've been around
>>for well over a month now - the problem is that _not_one_ dealer anywhere in
>>the world (in some countries the decision was made by atari themselves)
>>wants to sell them in this case - so, what we are doing now is waiting for
>>the tooling involved in putting the falcon in a three-box style case. Go
>>thank your dealers and so forth - the facon was a going concern a long time
>>ago.
>
>If this is true, I think it is a smart move for Atari, at least if they
>can pull it of fast enough. I know *I* wouldn't want to go back to the
>STe case, and I think a large portion of the potential customers agrees;
>I have heard the same from other people.
>
>In my opinion they might even consider a tower configuration with some
>expansion slots. Perhaps that would be too expensive for their base model.

I really don't see the BIG problem with the STE case...

The system was built as a home computer, not a serious business
system.

Besides, if Atari sticks a 16 MHz computer into a PC or tower case,
they will get laughed at big time.

If they are coming out with a PC case, they as might as well push
the clock speed up to 33 MHz.

A tower case, let's see a 68040 at 40 MHz.

In my opinion, if they make the keyboard a little better, I wouldn't
mind a Falcon030 in a 1040STe case.

>
>=-=-=-=
>C. van Reeuwijk e-mail: C.vReeuwijk@ET.TUDelft.NL
>

--

6080. Kiel Uni..??

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 03:38:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1f6pkdINNkkp@golem.wcc.govt.nz>
Source record: 214240

Can some helpfull German tell me if,

Christian-Albrecht Universitat of Kiel Germany,

is on Internet, and can I IRC to it..??

There is a very home sick person, living next to me that would like
to contact a friend there..??

Thanks....

Roger.................. sheppard_r@kosmos.wcc.govt.nz

6081. Re: Exchangable Harddisk: How well does they work?

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 04:27:34 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1992Nov28.042734.22483@msuinfo.cl.msu.edu>
Source record: 214241

cpr@dde.dk (Claus Priisholm) writes:

>I am considering buying a harddisk with removable media, but I no idea how
>well they work, and which one to use (so far I have seen an advert for a
>SyQuest 44M drive).

Mine's working GREAT. I find that I prefer booting from a fixed drive
mech, though. It's a real pain to have to change every cart whenever
I get a new update to the ICD uitilities.

--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

6082. Re: Exchangable Harddisk: How well does they work?

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 04:32:57 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1992Nov28.043257.23133@msuinfo.cl.msu.edu>
Source record: 214242

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>I've been using a Syquest 44MB drive for 2 years, it works fine with ICD
>AdSCSI. Just plug it in and partition it, nothing to it. Btw, if anyone would
>like to buy my 44MB drive (so I can buy an 88MB unit, heh) drop me a line.

A customer came into the store today saying that he was trying to add a
Maxtor 130meg drive to his system, to fit next to his Syquest 44meg. Seems
he had some problems so he called ICD and was informed that he had to buy
an AdSCSI+ host adapter because the old h.a. he was using "wouldn't work"
in that configuration. Well, he was mighty upset when I told him that _I_
use that same config (old h.a...) and then he started telling me about how
rude the guys at ICD were on the phone. Myself, I've never had a bit of
trouble from them (although I get really irked when they automatically
presume I'm using an AMiga... I make a point of reminding them where their
roots are.)

Anybody know any reason why my old host adapter SHOULDN'T be working with
my Maxtor/Syquest combo?
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

6083. Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 04:52:16 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.2eqx@terapin.com>
Source record: 214248

I'm somewhat insecure as to how the Falcon will be supported by ATARI Corp. after its realeased to the general public and at our local dealers... I feel that ATARI is really playing a cruel joke with us.. I just heard that FSM GDOS was discontinued because SpedoGdos or whatever its called, *WILL BE OUT* soon. Geez.. What about the people that invested in FSM GDOS programs? I really hate the way ATARI makes new computers and doesn't give you the capability to upgrade to the new system.. Example: IBM 386, you can upgrade to a 486... Can I, an ATARI 1040 STE user upgrade to a TT030? To a Falcon 030? I don't think so..

Will ATARI Corp. make the Falcon 030 and then an 040 in a mini-tower with new addon cards that I won't be able to use if I buy a Falcon 030? Then they'll say, buy an 040..

I don't know, I'm getting frustrated.. I will take a look at the 030 and compare it to a 486, sorta within the same price range.. I think I'm confused.. Any help is appreciated.

6084. znet magazine in the comp.sys.atari heirarchy? PLEASE READ

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 05:40:59 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <1esXuB4w165w@dogbox.acme.gen.nz>
Source record: 214250

As many people are aware, alt.znet.* was created some time ago.

However, due to misunderstandings of newsgroup creation, these groups
are being 'x'd to oblivion at many sites around the world, due to
system administrators getting sick of seeing them appear in their
junk area.

I propose that the alt.znet groups be brought under the comp.sys.atari.*
banner, to eliminate confusion over their origins, and to allow greater
propagation.

I had in mind the following:

alt.znet.pc -> comp.sys.atari.znet (moderated) - Znet online magazine
alt.znet.aeo -> comp.sys.atari.aeo (moderated) - Atari Online Explorer Mag
alt.znet.fnet -> comp.sys.atari.fnet (unmoderated) - Atari Fidonet gateway

Alternatively, if there is insufficient interest in doing this, I propose
creation of an alt.sys.atari.* area.

This proposal has not been crossposted to news.groups or alt.config, as
I wish to gauge the response to the proposal from atari users.

If the current users of Atari groups are in agreement, this change would
take place early in 1993. Official proposals will now have to wait until
January 1993 as the moderator of news.announce.newsgroups has gone on
vacation. (Or is about to)

For this proposal to succeed, it will take the agreement of the majority
of Atari users.

OK People - the proposal is there, how do YOU feel about the creation of
these groups?

Either post here, or email to: atari@dogbox.acme.gen.nz

Alan B "Well, we were just laying there
Dogbowl@dogbox.acme.gen.nz And this ghost of your other lover walked in
Dawghaus BBS +64 6 357-9245 And stood there.
Palmerston North, New Zealand Made of thin air. Full of desire..

...Why these mountains? Why this sky? This long road? This empty room?"
- Laurie Anderson

6085. Re: Megas/1040 st motherboards, inquiry?

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 06:34:05 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70423@cup.portal.com>
Source record: 214243
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hendrik Jan Veenstra writes:

>If you mean a PC-minitower: Mega motherboards do *not* fit in this kind of
>mini-towers -- it's even a pain to stuff them in big towers. And then...
>all the re-wiring, (expensive) cables, floppy&HD placement... Yack...

Admittedly, the last time I saw the insides of a Mega ST was over a
year ago when Dave Small and I demonstrated the SST030 board at the
Detroit/Windsor Atari Fest, but my impression was that the board was
quite similar in size to a full size '386 motherboard...

I have a nice little mini-tower PC case right here ($69 including a
200 watt powersupply) that would almost hold my full sized 520 ST
motherboard.. I was assuming that the Mega ST board would fit inside
quite easily.

Obviously all the connectors on the boards would have to be desoldered and
moved to the back of the case, and probably new openings cut in the metal
case to fit them, but the disk drives should fit in the pc bays easily
enough, and there should be plenty of room for host adapter boards
(although again, the mounting points might be a problem).

From the sound of your message though, it appears that you've already
tried this modification, so if that's the case, I'll defer to your
experience... (but I still think that if I could find a *cheap* Mega,
I might just give it a shot..)

BobR

6086. Re: Big name hype (was: Sam Tramiel GEnie Conference Transcript

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 06:56:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70424@cup.portal.com>
Source record: 214244

Jan Kim writes:

>Who the heck cares if a piece of software comes from a "big name
>company"??

Interesting attitude, but not one which will sell very many
computers.

Computer geeks will buy programs no one else has ever heard of, with
names like Kspread and X-act, but real people want something they've
heard of before. If your computer doesn't have anything available
like that, you won't sell your computer... except to other computer
geeks..

And Atari needs to sell computers to real people... us geeks already
own their products.

BobR

6087. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 07:02:28 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b1719d5@p15.f202.n281.z2.fidonet>
Source record: 214175

In a message of <Sun 22 Nov 92 21:56>, sheppard r (2:281/202.33) writes:

sr> Well I found some Lha files on a site (German one) and have never
sr> come across
sr> them before, so how do you extract them..???

I think you can just depack them with LHArc v2.01, I though lha was some
new compression algorithm, but it was the same as lh5, that LHArc v2.01
has.
Ta!
Vincent

--- MARSmail v1.20/4D
* Origin: Verloor m'n koekje in de disco (discotheek) (2:281/202.15)

6088. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 07:03:56 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b171a1a@p15.f202.n281.z2.fidonet>
Source record: 214174

In a message of <Mon 23 Nov 92 09:36>, William Fang (2:281/202.33) writes:

WF> I don't think this is quite correct. Lharc uses the lh0 or lh1
WF> compression methods and puts a ".lzh" file extension.

LHArc v2.01 also has -lh5- compression. That's why it is not v1.13 or
v0.60, but v2.01.

Ta!
Vincent

--- MARSmail v1.20/4D
* Origin: For chit-chat about Jekyll: N_JEKYLL (2:281/202.15)

6089. Re: Cheetah Copier problems

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 07:05:52 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.jmPk73naW86@elfhaven.ersys.edmonton.ab.ca>
Source record: 214195

In <2360387@overmind.citadel>, undermind!Steve_Johnson@overmind.mind.org writes:

>I think Cheetah has problems
>(OBVIOUSLY! <grin>) with non-TOS partitions, so if you have any BGM
>partitions or whatever, it's not a good thing to use. Same goes for older
>versions of Michtron's Hard Drive Toolkit (except it doesn't recogise
>partitions over 16MB in capacity).

Actually, I think Cheetah has problems with TOS partitions as well. All of
my partitions are less than 16 megabytes, and Cheetah still destroyed D: when
I used it. Needless to say, I never touched the program again! :)

--
<< -- >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

6090. Re: Cheetah Copier problems

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 07:05:56 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b171abd@p15.f202.n281.z2.fidonet>
Source record: 214176

In a message of <Tue 24 Nov 92 13:49>, David Oakley (2:281/202.33) writes:

DO> Has anyone had problems using the Cheetah copier?

i heard similar problems to those you describe. I have never dared to use it, but i have found that Fast File Mover and it's successor Kobold are also very quick and they do not trash your HD. When you have the alternate desktop Ease it will even let Kobold do the copying for you automatically!

Ta!
Vincent

--- MARSmail v1.20/4D
* Origin: For the best host-mode, use Jekyll (2:281/202.15)

6091. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 07:27:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70425@cup.portal.com>
Source record: 214245

Re: Fairy tale about Falcons already being available, but dealers
refusing to sell them in 1040 style cases..

IF there were Falcons available, dealers could sell all they could
get their hands on, no matter what case it came in...

Just read all the messages here and on any online service from
ST owners drooling to get hold of a Falcon.

Sorry.. .that's one from the Fantasy Zone..

BobR

6092. HISPEED

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 07:54:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1f78jdINNlru@golem.wcc.govt.nz>
Source record: 214246

I have just uploaded hispeed.lzh, a lh5 type archive to
the New directory on A.A...

This includes 3 programs, one to patch Flash 1.6 so that RTS/CTS
flow control works..

HS_FIX Version 1.0, this patches TOS so that the RTS/CTS now works,
it also has a option in the program to set the RS232 buffers, but
you have to patch a string inside the program for that,
there is a text string I/O-buf:00/00 KB

just change the 00/00's to the size of the buffer you need, max 32k,
the fist 00/ is for the input buffer and the /00 is for the output buffer..

Use any good binary file editor, even the old Dust will do, the string is at
the start of the program just after the branch ins..

so I/O-buf:05/05 KB will set both input/output buffers to 5k bytes..

and a version for Megas STE's for 16 mhz..

plus a program to set up HS modems....

Roger..... sheppard_r@kosmos.wcc.govt.nz

6093. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 08:02:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1f791tINNlru@golem.wcc.govt.nz>
Source record: 214247

In article <70425@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>Re: Fairy tale about Falcons already being available, but dealers
>refusing to sell them in 1040 style cases..
>
>Just read all the messages here and on any online service from
>ST owners drooling to get hold of a Falcon.
>
>Sorry.. .that's one from the Fantasy Zone..
>
>BobR

BobR, one of the chaps here rang Silica Shop in the U.K last Friday,
they would be one of the bigest Atari dealers in the U.K. but they
are hoping, but not to well that they might get Falcons in December...

So why are people posting lyes that they have Falcons in the U.K,
I have been told that we all will have to wait till March next year...

Roger..... sheppard_r@kosmos.wcc.govt.nz

6094. Chris Wiliams (was Re: ** 100+ Atari ST/8bit HW/SW sale **)

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 09:19:09 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <ByF5vz.IMv@watserv1.uwaterloo.ca>
Source record: 214249
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,comp.sys.atari.8bit,co.general,co.ads

In article <1992Nov27.225118.23686@cs.unca.edu> boyd@cs.unca.edu (Mark Boyd) writes:
>I would advise some caution in dealing with Chris Wiliams. I've done
>many deals on the net with no problems except for the one time I dealt
>with Chris. He misrepresented what he was selling, demonstrated lack
>of good faith, shipped COD with a much higher amount than agreed upon
>(this was probably an honest mistake, but he still did it), shipped
>only part of what he promised, shipped defective merchandise - (junk
>really) as fully functional, and generally made me regret dealing with
>him. If you want more details, please email me.
> Mark
>PS I think that the ST chip set he is selling for $29 came out of one
>of my STs. He gave me $15 for them.

He sent me mail stating that he has so much interest for an article
he was selling for $9 that he raised the price to $29. This is bullshit,
for the most part. I am still going to go for it, unless he decides not
to sell it to me because I am posting this. If so, I won't be too hurt :-)

brett maraldo

ps. After doing *lots* of buying and selling on the net for 7 years I have
come to expect certain things: not raising prices due to greater interest
and not using $...9.99 format.

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

6095. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 10:01:37 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1f7g21INNed6@terminator.rs.itd.umich.edu>
Source record: 214151

```
drwxrwx--- root 2048 Nov 24 01:12 .
drwxrwxr-x weiner 2048 Nov 25 10:50 ./8bit/New
-rw-r----- 32766 2619 Nov 25 10:50 ./8bit/New/digistud.txt
-rw-rw-r-- weiner 4073 Nov 24 00:52 ./Applications/0index
drwxrwxr-x weiner 2048 Nov 24 00:49 ./Applications/Math
-rw-r----- weiner 58437 Nov 24 00:49 ./Applications/Math/cl098st.zoo
-rw-r----- weiner 56989 Nov 24 00:49 ./Applications/Math/classdoc.zoo
-rw-rw-r-- weiner 6693 Nov 23 10:32 ./Demos/0index
drwxrwxr-x root 2048 Nov 24 01:06 ./Gnustuff
drwxrwxr-x root 2048 Nov 24 01:06 ./Gnustuff/Tos/G++
-rw-r----- weiner 95526 Nov 24 01:06 ./Gnustuff/Tos/G++/gpincl15.zoo
-rw-r----- weiner 3230 Nov 24 01:06 ./Gnustuff/Tos/G++/gplibd15.zoo
-rw-r----- weiner 135807 Nov 24 01:06 ./Gnustuff/Tos/G++/gplibo15.zoo
-rw-r----- weiner 200912 Nov 24 01:06 ./Gnustuff/Tos/G++/gplibs15.zoo
drwxrwxr-x root 2048 Nov 24 01:02 ./Gnustuff/Tos/Gcc
-rw-r----- weiner 558290 Nov 24 00:59 ./Gnustuff/Tos/Gcc/gcc231b1a.zoo
-rw-r----- weiner 546688 Nov 24 00:59 ./Gnustuff/Tos/Gcc/gcc231b1b.zoo
-rw-r----- weiner 422210 Nov 24 00:59 ./Gnustuff/Tos/Gcc/gcc231b1c.zoo
-rw-r--r-- weiner 167 Nov 24 01:01 ./Gnustuff/Tos/Gcc/aa.gnu.gcc
-rw-r--r-- weiner 1027 Nov 24 01:02 ./Gnustuff/Tos/Gcc/contents
-rw-r--r-- weiner 18119 Nov 24 01:09 ./Gnustuff/0index
drwxrwxr-x root 4096 Nov 24 23:40 ./Languages
-rw-r--r-- weiner 3827 Nov 24 23:42 ./Languages/0index
-rw-r--r-- weiner 255252 Nov 24 23:41 ./Languages/f68k.zoo
drwxrwxr-x root 4096 Nov 23 10:25 ./Telecomm
-rw-r--r-- weiner 4281 Nov 23 10:26 ./Telecomm/0index
-rw-r----- weiner 133823 Nov 23 10:24 ./Telecomm/jekl138.arc
-rw-rw-r-- weiner 145994 Nov 24 01:11 ./0index
-rw-rw-r-- weiner 65073 Nov 24 01:11 ./0compind.Z
drwxrwx--- root 2048 Nov 26 18:22 .
drwxrwxr-x root 4096 Nov 26 18:42 ./Mint
-rw-rw-r-- weiner 3046 Nov 26 18:47 ./Mint/0index
drwxr-xr-x hyc 2048 Nov 26 18:43 ./Mint/Gcc
-rw-r----- hyc 52090 Nov 26 10:56 ./Mint/Gcc/bgas138p4.zoo
-rw-r----- hyc 463293 Nov 26 12:22 ./Mint/Gcc/bgcc231p1.zoo
-rw-r----- hyc 163092 Nov 26 12:46 ./Mint/Gcc/butil33.zoo
-rw-r----- hyc 544 Nov 26 14:17 ./Mint/Gcc/readme.bgcc
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

6096. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 11:42:03 UTC
From: alien@clinet.fi
Message-ID: <1f7lubINNl2f@clinet.fi>
Source record: 214152

afonseca@terapin.com (Alberto Fonseca) writes:
: I'm somewhat insecure as to how the Falcon will be supported by ATARI Corp.
: after its realeased to the general public and at our local dealers... I feel
: that ATARI is really playing a cruel joke with us.. I just heard
: that FSM GDOS
: was discontinued because SpedoGdos or whatever its called, *WILL BE
: OUT* soon.
: Geez.. What about the people that invested in FSM GDOS programs? I
: really hate
: the way ATARI makes new computers and doesn't give you the capability to
: upgrade to the new system.. Example: IBM 386, you can upgrade to a 486...
: Can I, an ATARI 1040 STE user upgrade to a TT030? To a Falcon 030? I don't
: think so..
:
Yes you can, I've done it. It was even easier if I would be upgrading
386 to 486. What's the problem here?

: Will ATARI Corp. make the Falcon 030 and then an 040 in a mini-tower with new
: addon cards that I won't be able to use if I buy a Falcon 030? Then they'll
: say, buy an 040..
:
Possible, so I would by 040. There is no reason to live atari-line
'cause you don't like atari corp. policy: just like the computer they
do.

: I don't know, I'm getting frustrated.. I will take a look at the 030 and
: compare it to a 486, sorta within the same price range.. I think I'm
: confused.. Any help is appreciated.

I've done this too. But, when I look what 486 really can give me what
TT030 can't, I'm happy again. Don't like windog-programs,
brain-damaged memory architecture, etc. Easier to use TT, I've no time
to use 60% of my work time to look after the damn computer!

alien

6097. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 12:14:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A41106@K.maus.de>
Source record: 214187

m>Another comment on an Atari "200", yes, in Europe there was a
m>260ST.

...which finally was identical to the 520, except for the "260" label. They
planned to do a 256 KB version, but fortunately they never did it.

6098. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 12:17:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A41107@K.maus.de>
Source record: 214186

k>versions? Is it possible, in principle, to write an AUTO folder
k>program for existing Ataris that implement such a virtual FPU?

It is possible, there even are sources on how to emulate a 68881 available at
Motorola.
It even is possible on machines that use LineF for the operating system, as TOS
1.00 to 1.04 do, because an interrupt routine can distinguish between OS LineF
and FPU LineF without problems.

Such a program would have to:

Emulate the 68881 if there's none in the machine
AND do the following things on machines w/ coprocessor:

68000-based machines (STs, that is)
- catch LineF and serve the register-based 68881

68020-based machines (do they exist?)
and 68030-based machines
- nothing

68040 based machines
- emulate the few FPU commands that are no longer integrated
in the FPU. (sin, cos...)

As I said, there are emulation sources available, and a LineF server for STs w/
coprocessor has already been published in german magazine c't long ago.

Who throws these things together to form a nice small AUTO folder thingie?

6099. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 12:29:58 UTC
From: qsi@contrast.wlink.nl
Message-ID: <723039692.AA00480@contrast.wlink.nl>
Source record: 214199

In a message of <27 Nov 92 15:36:00>, mackie writes:

> It was reported in ST Format that the Falcon runs between 30 and 35
> MIPS.

Utter nonsense. The 16 MHz 68030 runs at about 4 MIPS, which is the
abbreviation of "Meaningless Indication of Processor Speed."

YHS:QSI!

6100. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 13:17:50 UTC
From: ins739l@lindblat.cc.monash.edu.au
Message-ID: <1992Nov28.131750.22629@monu6.cc.monash.edu.au>
Source record: 214154

mackie@meena.cc.uregina.ca wrote:
: It was reported in ST Format that the Falcon runs between 30 and 35 MIPS.

That's pretty good for a 16mhz 68030.

I wonder why the 68040 running at 28Mhz provides only 22.0 MIPS (3.75 Mflops)
at 33Mhz provides over 25.3 MIPS....
[Source: GVP advertisement about 68040 G-force accelerator board]

Regards,

Jim Fang

6101. Re: Chris Wiliams (was Re: ** 100+ Atari ST/8bit HW/SW sale **)

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 13:56:57 UTC
From: brs@cs.brown.edu
Message-ID: <BRS.92Nov28085657@tahiti.cs.brown.edu>
Source record: 214153
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,comp.sys.atari.8bit,co.general,co.ads

> He sent me mail stating that he has so much interest for an article
>he was selling for $9 that he raised the price to $29. This is bullshit,
>for the most part. I am still going to go for it, unless he decides not
>to sell it to me because I am posting this. If so, I won't be too hurt :-)
>
>brett maraldo

Isn't it plain illegal to advertiser one price, and then when someone goes to buy it, say the price is now higher? I thought I recalled some item by the Better Business Bureau stately some such info....perhaps I mis-remembered.

-Brian

6102. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 14:57:38 UTC
From: jonord@solace.hsh.se
Message-ID: <1992Nov28.155738.21687@solace.hsh.se>
Source record: 214155

In <1992Nov28.131750.22629@monu6.cc.monash.edu.au> ins739l@lindblat.cc.monash.edu.au (William Fang) writes:

>mackie@meena.cc.uregina.ca wrote:
>: It was reported in ST Format that the Falcon runs between 30 and 35 MIPS.

>That's pretty good for a 16mhz 68030.

>I wonder why the 68040 running at 28Mhz provides only 22.0 MIPS (3.75 Mflops)
> at 33Mhz provides over 25.3 MIPS....
>[Source: GVP advertisement about 68040 G-force accelerator board]

>Regards,

>Jim Fang

Well, maybe with som help from the ole' DSP? :-)It sounds much...

/Jocke

6103. Re: Exchangable Harddisk: How well does they work?

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 16:19:56 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.0cQYbCAC20c@jonh.wimsey.bc.ca>
Source record: 214066

In <1992Nov28.043257.23133@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:

>Anybody know any reason why my old host adapter SHOULDN'T be working with
>my Maxtor/Syquest combo?

Well, you didn't say what drive you run with your Syquest. With my ancient ICD HA, I had to add new Roms to get iot to talk to a Syquest. While ICD wasn't rude on the phone, I was a bit upset that a): they wouldn't ship just the Roms, so I had to buy Cleanup to make up a minimum order, and the version of Cleanup they shipped was older than the one on my local dealer's shelf, and b): They told me the Roms were socketed, which they weren't.
Also, this was while I was running an MFM drive. Later, I upgraded to a Quantum 52 lps, and sure enough, I had to get a new host adapter to make it work. Even with the new Roms, the old HA would not recognise the Quantum. I beleive the Maxtor is even newer than the Quantum, so the same problem may apply.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

6104. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 18:23:21 UTC
From: ekrimen@wet.UUCP
Message-ID: <4811@wet.UUCP>
Source record: 214160

In article <afonseca.2eqx@terapin.com> afonseca@terapin.com (Alberto Fonseca) writes:
>that ATARI is really playing a cruel joke with us.. I just heard that FSM GDOS
>was discontinued because SpedoGdos or whatever its called, *WILL BE OUT* soon.
>Geez.. What about the people that invested in FSM GDOS programs?

Not many people have FSMGDOS, and those people will more than likely be able
to upgrade very inexpensively. FSMGDOS hasn't been widely released. As far
as I know, Goldleaf in the US is the only company distributing it.

> I really hate
>the way ATARI makes new computers and doesn't give you the capability to
>upgrade to the new system.. Example: IBM 386, you can upgrade to a 486...
>Can I, an ATARI 1040 STE user upgrade to a TT030? To a Falcon 030? I don't
>think so..

I'm not familiar with IBM or Apple or any other company offering upgrades
for their computers. Why should Atari do it differently? It's not cost
effective.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

6105. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 18:32:44 UTC
From: ritz@ritz.mordor.com
Message-ID: <921128152@ritz.mordor.com>
Source record: 214159

William Fang (ins739l@lindblat.cc.monash.edu.au) wrote:
: mackie@meena.cc.uregina.ca wrote:
: : It was reported in ST Format that the Falcon runs between 30 and 35 MIPS.
:
: That's pretty good for a 16mhz 68030.
:
: I wonder why the 68040 running at 28Mhz provides only 22.0 MIPS (3.75 Mflops)
: at 33Mhz provides over 25.3 MIPS....
: [Source: GVP advertisement about 68040 G-force accelerator board]

The answer is simple. The ST Format figures are not accurate. Those
figures place it in the SPARC speed range which we all know is completely
ridiculous. 30-35 mips indeed...haha.

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
ritz%ritz.mordor.com@spcvxa.spc.edu | Ritz International, Inc.
{backbone}!rutgers!spcvxb!ritz!ritz | Import/Export Consultants

6106. Re: GFA Basic goes on!

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 20:00:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov28.200012.8079@newshost.lanl.gov>
Source record: 214161

In article A18494@KI.maus.de, Nils-Henner_Krueger@ki.maus.de (Nils-Henner Krueger) writes:
>LS>the GFA BASIC is now developed by Richter Distributor germany. Everyone,
>LS>who wants to know more about GFA BASIC 4.0, can send me a pm to the
>LS>MAUS-Net to Lars-Thorsten Sudmann @ RS.
>
>The correct Usenet-Adress would be: Lars-Thorsten_Sudmann@rs.maus.de

Well... according to John Barger of GFA Software Technologies in Salem, Massachusetts, the Richter company did _not_ procure the rights to the Atari version of GFA BASIC. The word, from this side of the pond, anyway, is that Richter will be doing some developmental work for the fabled version 4.0 but GFA Systemtechnik still owns the rights and furthermore, version 3.7 of GFA for the Atari is due out "RSN."

Personally, I don't care WHO owns it, as long as they continue development and support of the Atari platform!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6107. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 21:03:25 UTC
From: scott@sfi.santafe.edu
Message-ID: <SCOTT.92Nov28140325@sfi.santafe.edu>
Source record: 214165

> The answer is simple. The ST Format figures are not accurate. Those
> figures place it in the SPARC speed range which we all know is completely
> ridiculous. 30-35 mips indeed...haha.
> Chris

Is it rediculous? Or are you happy comparing apples and oranges and
just simply looking for another excuse to make a noise about how bad
Atari stuff is?

It's simple market advertising. CPU + DSP = 30-35MIPS.
(I do find that "range" a bit misleading :-))

Sun counts each CPU for MIPS... What's the difference with the Falcon?
Oh, the DSP isn't the same as the main CPU.

It's still marketing. It's still MIPS. Although this does put a new
twist on "Meaningless Instructions Per Second." ...

6108. Re: Modem games between ST & PC?

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 21:08:05 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov28.210805.11527@newshost.lanl.gov>
Source record: 214163

In article qisVuB3w165w@sys6626.bison.mb.ca, winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>Are there any known games/software that allow you to play against someone
>on an IBM via the modem?

"CyberDrome-The Hoverjet Simulator", by Rhea-FX and Fair Dinkum Technologies,
is available now for the Atari ST/STe/TT and the PC version is currently
under development. You may run the simulation between two computers using
a null modem cable or two modems. There is also a one-player training mode.
We had an Amiga version planned but that's currently on hold.

Send email if you would like more information about CyberDrome.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6109. Re: HD loadable games (was:Formula One sim

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 21:20:19 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Nov28.212019.12507@newshost.lanl.gov>
Source record: 214164

In article b157389a@Kralizec.fido.zeta.org.au, michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>Original to: hutch@bellman.lanl.gov
> h> Mike, since you asked, "CyberDrome-The Hoverjet Simulator", is
>compatible
> h> with all ST, STe, TT machines with 1Mb or more RAM and color monitor.
>
>However I should point out that the demo (a desk accessory? bizarre!) does
>_not_ run on my TT. (Raw system, UK TOS 3.05, 8M of memory)
>
>Is this a known problem? It seems to be loading okayishly, but the screens
>are scrambled, and it bombs eventually (2 or 3, can't remember offhand)

CyberDrome will run just fine on a TT but you must first change the filename from ACC to PRG. You can then load and run it from a hard disk, if you wish. CyberDrome is very sensitive to things like screen accelerators which will trash the graphics so make sure you boot from a "clean" system. By the way, the ACC scheme was just a way to insure that CyberDrome can autobooot and grab all the memory possible... important on a "small" 1Mb system. :)

Another thought is that this may be one of the very early demos. We should have a new demo available sometime next week. If some kind soul would volunteer to upload it to a.a for me I'll mail them a disk and be most appreciative.

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6110. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 22:08:39 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1992Nov28.220839.18137@sol.ctr.columbia.edu>
Source record: 214166

> Is it rediculous? Or are you happy comparing apples and oranges and
> just simply looking for another excuse to make a noise about how bad
> Atari stuff is?

No, but it is ridiculous. There will be no comparison between a un*x
workstation and an Atari Falcon 030. The operating system will be
running on a 3-5 MIPS chip. Adding 30 MIPS because of a DSP chip does
not make sense. I'm the last person people would call an Atari-basher
(ask my friends :-), but lets be realistic, huh ?

[stuff deleted]

> Sun counts each CPU for MIPS... What's the difference with the Falcon?
> Oh, the DSP isn't the same as the main CPU.

The difference is that any program can be run on each of those CPU's,
and in fact the operating sytstem particularly supports multi-threaded
operation (vital for multi-processor architectures). Yes I know MiNT
does as well, but not in the same context. I can't run 'ls' on the
DSP because the 030 is working out which window to draw next.

Simon.
--
\ Simon Gornall - Kings College London. Email: sjg@unhygienix.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \

6111. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 22:16:27 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov28.221627.21811@elroy.jpl.nasa.gov>
Source record: 214167

In article <SCOTT.92Nov28140325@sfi.santafe.edu> scott@sfi.santafe.edu (Scott D. Yelich) writes:
>> The answer is simple. The ST Format figures are not accurate. Those
>> figures place it in the SPARC speed range which we all know is completely
>> ridiculous. 30-35 mips indeed...haha.
>> Chris

>Is it rediculous? Or are you happy comparing apples and oranges and
>just simply looking for another excuse to make a noise about how bad
>Atari stuff is?

Yes, it is completely ridiculous. The Falcon manual lists the 16 MHz 68030 at 3.84 MIPS in one of the appendices. The DSP is 16 MIPS at 32 MHz. There you go, not even 20 MIPS, tops. Of course, MIPS isn't the full story for the DSP; since it has a highly parallelized internal architecture it can actually perform 3 operations per cycle, yielding 96 a figure of 96 MOPS. Typically this means a multiply and an add with an independent data movement (load, store, register-register, etc.).
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6112. TAB (Tos Adapter Board?)

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 22:21:35 UTC
From: elvis@watserv.ucr.edu
Message-ID: <24108@galaxy.ucr.edu>
Source record: 214169

Hi,
I was looking through an add in AtariUser yesterday and I saw a listing for something called TAB, and I believe it said after it Tos Adapter Board. The price listed was 84.99 with ROMS. Has anyone heard of this board or know of a review somewhere? Is it like the TEC board? Any replies would be appreciated.

Thanks,
Andrew Cullum (elvis@watserv.ucr.edu)

6113. Re: Chris Wiliams (was Re: ** 100+ Atari ST/8bit HW/SW sale **)

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 23:25:31 UTC
From: cgw@sol.acs.unt.edu
Message-ID: <cgw.722993131@sol>
Source record: 214168
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,comp.sys.atari.8bit,co.general,co.ads

Please, *PLEASE* note that this is NOT ME. Ever net.deal I've ever done
(both buying and selling) has come off rather smoothly, except for
a bit of delay with one deal, which was entirely my fault, and the
buyer didn't even mind terribly. I *do* wish you'd post the address
of the 'other' Chris Williams, instead of not telling us who he is.
[It's CERTAINLY not me! the only Atari equipment *I* have is an
old Atari 400 (which, btw, if you're interested, send mail)]. IMHO,
it's just not fair to _me_. There are several of us Chris Williams'
out on the net (one in the UK, one on the east coast somewhere, I think,
and now this one (and me)). It's not fair to ANYBODY named 'Chris
Williams'.

Thank you,
-cgw-

In <ByF5vz.IMv@watserv1.uwaterloo.ca> bmaraldo@watserv1.uwaterloo.ca (Commander Brett
Maraldo) writes:
>In article <1992Nov27.225118.23686@cs.unca.edu> boyd@cs.unca.edu (Mark Boyd) writes:
>>I would advise some caution in dealing with Chris Wiliams. I've done
>>many deals on the net with no problems except for the one time I dealt
>>with Chris. He misrepresented what he was selling, demonstrated lack
>>of good faith, shipped COD with a much higher amount than agreed upon
>>(this was probably an honest mistake, but he still did it), shipped
>>only part of what he promised, shipped defective merchandise - (junk
>>really) as fully functional, and generally made me regret dealing with
>>him. If you want more details, please email me.
>> Mark
>>PS I think that the ST chip set he is selling for $29 came out of one
>>of my STs. He gave me $15 for them.
>
> He sent me mail stating that he has so much interest for an article
>he was selling for $9 that he raised the price to $29. This is bullshit,
>for the most part. I am still going to go for it, unless he decides not
>to sell it to me because I am posting this. If so, I won't be too hurt :-)
>
>brett maraldo
>
>ps. After doing *lots* of buying and selling on the net for 7 years I have
>come to expect certain things: not raising prices due to greater interest
>and not using $...9.99 format.
>
>--
> -------- Unit 36 Research ---------
> "Alien Technology Today"

> bmaraldo@watserv1.UWaterloo.ca
> {uunet!clyde!utai}!watserv1!bmaraldo

6114. Re: Quester

Newsgroup: comp.sys.atari.st
Date: 1992-11-28 23:57:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A18356@UN.maus.de>
Source record: 213984

```
>> Which is Thomas Questers UUCP address. I tried Mailling as I would to
>
>Thomas_Quester@hh.maus.de

I think his current address is 'Thomas_Quester@hh2.maus.de'

Martin

-------------------------------------------------------
| e-mail: Martin_Koehling @ un.maus.de |
| Please don't mail any replies longer than 16 KBytes - |
| the Mausnet can't handle large data quantities! |
-------------------------------------------------------
```

6115. Re: HD fats, continued...

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 00:39:27 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1992Nov29.003927.7152@msuinfo.cl.msu.edu>
Source record: 214172

Hiya!

--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

6116. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 00:48:06 UTC
From: ritz@ritz.mordor.com
Message-ID: <9211281024@ritz.mordor.com>
Source record: 214170

Ed Krimen (ekrimen@wet.UUCP) wrote:
: In article <afonseca.2eqx@terapin.com> afonseca@terapin.com (Alberto Fonseca) writes:
:
: > I really hate
: >the way ATARI makes new computers and doesn't give you the capability to
: >upgrade to the new system.. Example: IBM 386, you can upgrade to a 486...
: >Can I, an ATARI 1040 STE user upgrade to a TT030? To a Falcon 030? I don't
: >think so..
:
: I'm not familiar with IBM or Apple or any other company offering upgrades
: for their computers. Why should Atari do it differently? It's not cost
: effective.

That simply isn't true. You can upgrade a Mac/PC usually with a motherboard swap. Many PC companies now either have the processor in a ZIF socket (so you can plug in a higher powered processor), the processor on a daughter-board or card (so you can pop in your upgrade card) or offer an overdrive socket (you plug in your overdrive chip for ~70% more horses).

An Atari owner can bypass the idiots in Sunnyvale altogether and buy a 68030 board from Dave Small. At least they know they will be supported in the future. I'm not sure what Gadgets have in store as far as a 68040 board goes.

And Ed, why don't you tell us why it isn't cost effective to make a system upgradable? It would seem that many manufacturers either (A) don't agree with you or (B) did it anyway because that is what the market is dictating. In Atari's case, I think it is neither... just a short-sighted strategy designed to push out more machines.

Regards,

Chris
--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
ritz%ritz.mordor.com@spcvxa.spc.edu | Ritz International, Inc.
{backbone}!rutgers!spcvxb!ritz!ritz | Import/Export Consultants

6117. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 00:48:06 UTC
From: ritz@ritz.mordor.com
Message-ID: <921128377@ritz.mordor.com>
Source record: 214171

Scott D. Yelich (scott@sfi.santafe.edu) wrote:
: > The answer is simple. The ST Format figures are not accurate. Those
: > figures place it in the SPARC speed range which we all know is completely
: > ridiculous. 30-35 mips indeed...haha.
: > Chris
:
: Is it rediculous? Or are you happy comparing apples and oranges and
: just simply looking for another excuse to make a noise about how bad
: Atari stuff is?

OK, we all know that I turned in my Atari pom poms long ago, however,
I don't think I exaggerated at all. The 30-35 mip figure is completely
out of the ballpark...not even remotely close. If I had to guess
(which I am doing) I would say that it is off by almost an order of
magnitude. The 68030 is certainly a fine chip, but at 16mhz it is
no screamer.

Regards,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
ritz%ritz.mordor.com@spcvxa.spc.edu | Ritz International, Inc.
{backbone}!rutgers!spcvxb!ritz!ritz | Import/Export Consultants

6118. Ghostscript 2.52, gemGS 1.3 on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 05:59:54 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <84455@ut-emx.uucp>
Source record: 214178

The executables and atari sources for Ghostscript 2.52 and gemGS 1.3 have been uploaded to atari.archive. They should show up in the Gnustuff/Tos/Ghostscript directory someday soon.

The screen driver in GS has (pseudo-working) code for 8-bit color, but I don't have the hardware to debug it myself. Any input from people with 8-bit hardware is welcome.

Gemgs 1.3 has a new menu for the page size option of GS 2.52.

Tim Gallivan
timg@landau.ph.utexas.edu

6119. Re: Answer to trivia question (early Amiga)

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 08:07:04 UTC
From: grr@cbmvax.commodore.com
Message-ID: <37344@cbmvax.commodore.com>
Source record: 214179

In article <1992Nov23.232439.12299@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
> > Back when everyone had 8-bit computers and all the
> > flame wars were between Atari 800/1200/130 folks
> > and Commode Door 64 owners, a 16-bit 68000 machine
> > was being developed called the Amiga 'Lorraine'
> > (or was it Larraine?). This was before the Apple
> > Lisa, the MacPredecessor. (More trivia.)

Actually the "Lorraine" was the designation for the early prototype system
board used in the "Black Box" developer systems. I'm not sure of the exact
dates, but this was only in developer hands while Apple was shipping]
productions Lisa systems (or at least trying to find customers wiling to
buy them for > $10K).

--
George Robbins - now working for, work: to be avoided at all costs...
but no way officially representing: uucp: {uunet|pyramid|rutgers}!cbmvax!grr
Commodore, Engineering Department domain: grr@cbmvax.commodore.com

6120. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 10:43:50 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov29.104350.17246@elroy.jpl.nasa.gov>
Source record: 214180

In article <9211281024@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
>Ed Krimen (ekrimen@wet.UUCP) wrote:
>: I'm not familiar with IBM or Apple or any other company offering upgrades
>: for their computers. Why should Atari do it differently? It's not cost
>: effective.
>
>That simply isn't true. You can upgrade a Mac/PC usually with a motherboard
>swap.

That's always struck me as one of the most laughable things imaginable. What else is there to the computer besides the motherboard? Here, keep your case and power supply and keyboard, but we'll just swap out all the guts that actually make up the computer. Look, if you consider that a valid upgrade path then take a second look at Atari: The Falcon is released in a 1040STe case. All it would take to turn a 520, 1040 or STe into a Falcon is a mere motherboard swap. There ya go, and you said Atari didn't provide you with an upgrade path. Geeze, man, the reality is that Apple and the clonemakers sell you a story that they're giving you an upgrade path, but it's a totally ludicrous path!

>Many PC companies now either have the processor in a ZIF socket
>(so you can plug in a higher powered processor), the processor on a daughter-
>board or card (so you can pop in your upgrade card) or offer an overdrive
>socket (you plug in your overdrive chip for ~70% more horses).

There's no such thing as magic, even in computer technology or PC-clones. When you have a machine with "upgradeability built-in" what that means is you've paid more for a system that has a crippled processor, and you'll pay more yet again to put in the processor that was originally spec'd for the system. Or you're putting an over-clocked processor into a slower bus, just like plugging a 16 MHz 68000 straight into a stock ST. Except that with the ST, folks tend to be honest and tell you "you're nuts if you expect to see any improvement without using a cache." Or better yet, you're buying a 486SX with "built-in upgradeability" (read "486 with intentionally disabled FPU so we can get you to buy a brand new 486 chip again later..."). All of that upgradeability hype is pure crap. If the machine can run the bus at 33 MHZ then it should have come with a 33 MHz processor. If you later pop in a 66 MHz "clock-doubler" processor all you'll do is speed up internal operations. Without a cache that will mean a 5-10% speedup at best; with a cache that could get you as good as 30-40%. If you can plug an "upgrade board" into your machine and get 100% faster performance that means your original configuration was an intentionally crippled lemon. Plain and simple.

>An Atari owner can bypass the idiots in Sunnyvale altogether and buy
>a 68030 board from Dave Small. At least they know they will be
>supported in the future. I'm not sure what Gadgets have in store
>as far as a 68040 board goes.
>
>And Ed, why don't you tell us why it isn't cost effective to make
>a system upgradable? It would seem that many manufacturers either
>(A) don't agree with you or (B) did it anyway because that is what
>the market is dictating. In Atari's case, I think it is neither...
>just a short-sighted strategy designed to push out more machines.
>
>Regards,
>
>Chris

Y'know Chris, despite your other biting comments and such in this group,
I've always figured you to be pretty insightful in your postings. This time,
however, if you've really bought this upgradability story that you seem to be
endorsing, I think you've just swallowed a line...

I can't say "anyone with half a brain would know better" because there
are a lot of people with full mental faculties who obviously *don't*
know better. Folks who obviously haven't taken the time to reason things
out...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6121. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 11:15:54 UTC
From: jonord@solace.hsh.se
Message-ID: <1992Nov29.111554.972@solace.hsh.se>
Source record: 214181

In <1992Nov29.104350.17246@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <9211281024@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
>>Ed Krimen (ekrimen@wet.UUCP) wrote:
>>: I'm not familiar with IBM or Apple or any other company offering upgrades
>>: for their computers. Why should Atari do it differently? It's not cost
>>: effective.
>>
>>That simply isn't true. You can upgrade a Mac/PC usually with a motherboard
>>swap.

>That's always struck me as one of the most laughable things imaginable. What
>else is there to the computer besides the motherboard? Here, keep your case
>and power supply and keyboard, but we'll just swap out all the guts that
>actually make up the computer. Look, if you consider that a valid upgrade
>path then take a second look at Atari: The Falcon is released in a 1040STe
>case. All it would take to turn a 520, 1040 or STe into a Falcon is a mere
>motherboard swap. There ya go, and you said Atari didn't provide you with
>an upgrade path. Geeze, man, the reality is that Apple and the clonemakers
>sell you a story that they're giving you an upgrade path, but it's a
>totally ludicrous path!

Well, you has to do some slight modifications to the case too, the STE and Falcon has the habit of having more ports than an old STfm... :)

/Jocke

Hernosand, Sweden

6122. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 12:33:00 UTC
From: Ralf_Czekalla@st.maus.de
Message-ID: <A5151@ST.maus.de>
Source record: 213988

m>Another comment on an Atari "200", yes, in Europe there was a
m>260ST. In 1983-84 before the ST line was released, Atari had a
m>center pull-out in the Atari magazines back then introducing the
m>130 and 260STs with 128k and 256k respectively.

There has never been a 256kByte ST named 260ST. When I got that 260ST in winter 1985 it had 512k, disk-boot-ROMs like the 520ST but was available as a nonbundle. It would be impossible to work on these 256k machines when you must even load a disk-TOS and then install the 128k(4*32k) Screenbuffer. When you add this you get 192+128 = 320kByte. So it would be even impossible to boot the system completely - the same thing as in a 1Meg Falcon030 in 64k-HiCol.

On the CeBIT 1985 - oh it's so long ago - some of the Atari-crow annonced a ST-version with 256k, but they never released it, because it would not opperate.

And the 130ST you mentioned, was a Atari 130XE/XL - a 6502-based Atari as a follow of the 800XL - shown on that '85 CeBIT too.

Tschau Ralf

Internet: MausNet:
<czekall@obelix.uni-muenster.de> <Ralf_Czekalla@ST.maus.de>
(private, no binaries/UUEs)

6123. Re: Exchangable Harddisk: How well does they work?

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 12:39:56 UTC
From: qsi@contrast.wlink.nl
Message-ID: <723113234.AA00486@contrast.wlink.nl>
Source record: 214144

In a message of <28 Nov 92 04:32:57>, Michael Olin writes:

> From: molin@ptb.cl.msu.edu (Michael Olin)
>
> Anybody know any reason why my old host adapter SHOULDN'T be working
> with my Maxtor/Syquest combo?

Assuming that the problem is not due to your configuration of the drives (SCSI address, parity, terminators), it is possible that some older hostadapters don't work. I had this problem with my GE Soft III adapter, which failed to work when I upgraded to a 210 megabyte Maxtor; I had to update to the GE Soft IV, which worked fine.

YHS:QSI!

6124. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 12:48:40 UTC
From: qsi@contrast.wlink.nl
Message-ID: <723113234.AA00487@contrast.wlink.nl>
Source record: 214146

In a message of <28 Nov 92 21:03:25>, Scott D. Yelich writes:

>> The answer is simple. The ST Format figures are not accurate.
>> Those figures place it in the SPARC speed range which we all know is
>> completely ridiculous. 30-35 mips indeed...haha.
>> Chris
>
> Is it rediculous? Or are you happy comparing apples and oranges and
> just simply looking for another excuse to make a noise about how bad
> Atari stuff is?

It _is_ utterly ridiculous.

> It's simple market advertising. CPU + DSP = 30-35MIPS.
> (I do find that "range" a bit misleading :-))

Even with the DSP added in, it doesn't add up to 30 to 35 MIPS. In the ideal case, the DSP can handle 15 MIPS or thereabouts, and that's only for programs and data in its own RAM (96K). In practice, neither the DSP nor the 68030 will be running at full speed, largely because the CPU shares RAM with video (which slows it down) and the DSP needs data from main RAM, which comes through the 68030. I think 2 to 3 MIPS would be a better estimate of the Falcon's performance. But then again...

> It's still marketing. It's still MIPS. Although this does put a new
> twist on "Meaningless Instructions Per Second." ...

Marketing or not, it is absurd, misleading and simply false.

YHS:QSI!

6125. Re: Megas/1040 st motherboards, inquiry?

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 13:46:34 UTC
From: SPAC000 <SPAC@UNB.CA>
Message-ID: <29NOV92.10558233.0038@UNBVM1.CSD.UNB.CA>
Source record: 214182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>If you mean a PC-minitower: Mega motherboards do *not* fit in this kind of
>mini-towers -- it's even a pain to stuff them in big towers. And then...
>all the re-wiring, (expensive) cables, floppy&HD placement... Yack...
>
I doubt that it can be much of a pain to put the mega boards in full
tower cases. I put my LARGE 1040 ST board in a tower case, together
with a 50 meg drive, a DD DS floppy, and a four-meg RAM upgrade. I ood
used inexpensive ribbon cable to run the original (I desoldered them)
plugs and sockets out to the backplate, and I bought ONE new cable--
$ 4.99, a universal joystick extension which I used for my detached
keyboard (the original keyboard mounted in the original 1040 plastic
case, suitably cropped. Now I have a very reliable power supply, and
the (admittedly) ludicrous size of the box is unimportant because it
stands on the floor by itself. The floppy and hard drives slipped
neatly into the standard bays, and I rewired the rear reset so that
it is now controlled by the friendly front-mounted tower reset switch.
All in all, it is about as cheap as making your own external hard
drive unit, and only a bit more work! But Falcons weren't available
when I put that unit together. . . .

6126. Re: Ideas for new MiNT/MultiTOS specific Desktop replacement, PLEASE.

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 14:27:24 UTC
From: richard@star.ic.ac.uk
Message-ID: <1992Nov29.142724.28810@sol.ctr.columbia.edu>
Source record: 214183

In article <11209@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> richard@op.ph.ic.ac.uk (Richard Syratt) writes:
|>
|> >warwick@cs.uq.oz.au (Warwick Allison) writes:
|>
|> >|> So, what's needed is a way of allowing applications to install icons on
|> >|> some sort of global desktop, perhaps.
|>
|> >But this would only work for new programs - any existing programs (and there
|> >must be quite a few) which assume they have complete control of the screen
|> >(resource editors, midi stuff etc.) will need something more.
|>
|> Hmm. I didn't communicate my idea very well at all. It has to be
|> something that works for many existing applications. One fairly simple
|> technique could be to make the wind_set(NEWDESK,..) objects that
|> applications install stack up. PLUS, have an attribute in the objects
|> that mkes that object logically transparent. Then, it's only a matter
|> of making the root window object physically and logically transparent.
|> It really can't be that difficult. It's really just a slight change in
|> the semantics of the wind_set(NEWDESK,...) call to mean "Add the
|> children of this object to the list of children for the current desktop
|> object", rather than "Replace the desktop object with this object".
|> And of course "wind_set(NEWDESK,0,0)" then means "delete this applications
|> new desktop children".

If what you're saying is what I think you're saying then each application
running could install it's icons on a generic desktop... Does that mean
e.g. 3 dustbins and 15+ filing cabinets to choose from when you try to
use the icons from just one of the applications you have running?
If you're going to start blinking the icons on and off when you're actively
using an application, why not just flip the desktop as well?

Richard

6127. Re: znet magazine in the comp.sys.atari heirarchy? PLEASE READ

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 16:29:00 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <92334.112900EENG6826@RyeVm.Ryerson.Ca>
Source record: 214145

I vote for comp.sys.atari.st.programming and comp.sys.atari.st.magazines.
I think these groups are missing. c.s.a.s.magazines should be moderated.

Carlos Varela

6128. Re: Flash 1.6 RTS/CTS Flow Control

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 17:24:00 UTC
From: Matthias_Murra@hb2.maus.de
Message-ID: <A1496@HB2.maus.de>
Source record: 213987

s>But the is another way, its a File called HISPEED, it has a program
s>to patch Flash, so that RTS/CTS flow control works...

I don't know which program is included in that particular file, but there is one that works great and does even more than fixing RTS/CTS. It is called FLASH-Patch V2.0 and was written by Juergen_Meyer@hh2.maus.de. You can alter Flash in four ways:

(1) Make Flash use RTS/CTS.
(2) Tell Flash to enable RTS on startup (there's supposed to be a fax program that disables RTS, making it impossible to access the modem).
(3) Keep Flash from installing its own RS 232 receive-buffer-full routine. I used to have a lot of trouble downloading (14400 Baud), now all my problems are history.
(4) Change Flash into a terminal program that uses MIDI for I/O.

Greets, Matt

| Matthias Murra | DW-2800 Bremen 1 | E-Mail: Matthias_Murra@hb2.maus.de |

6129. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 17:49:19 UTC
From: ekrimen@wet.UUCP
Message-ID: <4813@wet.UUCP>
Source record: 214188

In article <9211281024@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
>An Atari owner can bypass the idiots in Sunnyvale altogether and buy
>a 68030 board from Dave Small. At least they know they will be
>supported in the future. I'm not sure what Gadgets have in store
>as far as a 68040 board goes.

I'm not so sure Dave is doing any better than "the idiots in Sunnyvale" in the support department. How often does Dave Small get on GEnie as opposed to Bob Brodie? I get people all the time asking me, "What's up with Dave Small, what's up with Dave Small?"

As for 68040 boards, I seriously doubt Dave (and George) have been thinking about them much. I wouldn't be surprised if Jim Allen has something up his sleeve. But at the Dusseldorf show, there was only one (prototype) 68040 board there, from what I hear from this net, so I wouldn't expect one on the market anytime soon. Atari's Falcon will be out before a 68040 board will; at least I hope the machine will be out before then. :^)

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

6130. Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 19:42:36 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <76457@hydra.gatech.EDU>
Source record: 214184

I read in the November 1992 issue of Atari Advantage Magazine that Mike Vederman has dissolved Double Click Software. All DC products will be released into the public domain except for Data Diet, which has been picked up by Keith Gerdes new company Trace Technologies and Storm which has been picked up by Advantage Software. Nothing was said of the Game Workbench.

Mike V. is supposed to be uploading the DC stuff to CompuServe real

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

6131. Carrier Command and Gunship - Are they good?

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 19:48:35 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <76458@hydra.gatech.EDU>
Source record: 214185

I'm considering buying Carrier Command and Gunship. I would like to
hear anyones opinions based on their experience from playing these
games. Thank you!

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

6132. Re: more than 4 GEM windows

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 21:51:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A41471@K.maus.de>
Source record: 213983

```
a>Does this mean that the Falcon's SingleTOS (this is TOS 4.0,
a>isn't it?) will not have the annoying 7 window limit anymore?
a>That would definitely be good news!

Last Friday I opened 10 windows in TOS 4.01 desktop. So there are definitely
more than 7.
```

6133. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 21:55:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A52903@MS.maus.de>
Source record: 213985

Alberto Fonseca (afonseca@terapin.com) wrote:
>I'm somewhat insecure as to how the Falcon will be supported by ATARI Corp.
>after its realeased to the general public and at our local dealers... I feel
>that ATARI is really playing a cruel joke with us.. I just heard that FSM GDOS
>was discontinued because SpedoGdos or whatever its called, *WILL BE OUT* soon.
>Geez.. What about the people that invested in FSM GDOS programs? I really
hate

SpeedoGDOS is compatible to FSMGDOS. So for the applications, (practically)
nothing changes.

>the way ATARI makes new computers and doesn't give you the capability to
>upgrade to the new system.. Example: IBM 386, you can upgrade to a 486...
>Can I, an ATARI 1040 STE user upgrade to a TT030? To a Falcon 030? I don't
>think so..

Of course you can.

6134. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 21:58:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A41472@K.maus.de>
Source record: 213986

j>heard that some 260 with 256 Kb were sold in Germany before the upgrade to
j>520 came. Can anyone fill out or rule out anything of this ?

No! They had 512 KB from the very beginning. The only difference was in
packaging: The 520 came with ROM TOS and bundled with monitor and disk drive,
and the 260 could be purchased alone and came with TV cable (SCART connector)
and disk basedTOS only.

- Peter -

6135. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 22:04:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A41473@K.maus.de>
Source record: 213989

```
r>>the world (in some countries the decision was made by atari themselves)
r>>wants to sell them in this case - so, what we are doing now is waiting for
r>>the tooling involved in putting the falcon in a three-box style case. Go

This is not true for Germany. We have the 1040 style falcons, and we do sell
them. Besides, people buy them.
```

6136. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 22:10:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A41474@K.maus.de>
Source record: 213991

a>Geez.. What about the people that invested in FSM GDOS programs? I really

Speedo GDOS is FSM compatible, except for the fonts, which now come from
Bitstream (HUGE amounts of fonts there!).

6137. read/new

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 22:21:41 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Nov29.172141.12364@bsu-ucs>
Source record: 214189

Just as a trivial side-note, I was doing some research on our schools Computer Select CD-ROM system (collection of computer magazine articles) and saw that Atari and CBM are both losing aproximately the same amount of money per quarter. Atari is progressively losing less and less money though. Maybe the same for CBM. CBM's loss figures were, on the average, less than ATari's though.

Also, as of this weekend of November 27, Atari has NO stores selling ANY of their products in Columbus, Ohio -- population, over 2,000,000.

This was not the case until a few months ago. 8-(

-Matt

6138. What are the best BBS programs?

Newsgroup: comp.sys.atari.st
Date: 1992-11-29 22:42:37 UTC
From: n8742883@gonzo.cc.wwu.edu
Message-ID: <n8742883.723076957@gonzo>
Source record: 214190

Pretty soon I need to set up a bulletin board system for a project that I am working on. I have downloaded two public domain BBS programs called "stadel" and "minibbs", but am also interested in purchasing a multifeature BBS.

My requirements aren't that great: All I need to have is user password protection, the ability to send/receive mail between users, and it would be nice to support Kermit, X/Y/Z modem downloads. Other than that I don't have any real specifications. Users will be dialing into this BBS with Macs and IBM's, if that makes any difference with the software.

Thanks in advance for any info on BBS systems!

Thanks,

Perry Pederson

6139. Re: Carrier Command and Gunship - Are they good?

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 00:07:05 UTC
From: remyh@cco.caltech.edu
Message-ID: <1fblv9INNftu@gap.caltech.edu>
Source record: 214192

gt1448b@prism.gatech.EDU (David P. Forrai) writes:

>I'm considering buying Carrier Command and Gunship. I would like to
>hear anyones opinions based on their experience from playing these
>games. Thank you!

Carrier Command is very cool. Excellent graphics, very well thought-out and put together, I highly recommend it (challenging as well). Gunship is pretty good, decent graphics, somewhat cumbersome implentation, but probably worth getting as well.

>--
>David P. Forrai
>uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
>Internet: gt1448b@prism.gatech.edu
--
Remy A. Hathaway	"If you were right,
Goat Dancer Extraordinaire	I'd agree with you."
remyh@cco.caltech.edu	"Everbody has a right to
remy@3cpu.rain.com	an opinion. Mine."

6140. music on atari (summary) (longish)

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 00:14:46 UTC
From: map@cs.brown.edu
Message-ID: <1fbmdmINNgit@cat.cis.Brown.EDU>
Source record: 214191

hello again.

a while back i inquired about buying an inexpensive old atari solely
for the purpose of making music. i received a number of helpful and informative
replies and thought it was only just that i try to summarize this information
back to the net.

thanks to:
Brain Rost (rost@tecrus.enet.dec.com rost@rgb.enet.dec.com)
Forrest Chang (chang@adelphi-assb01.army.mil)
Chris Herborth (herborth@pinot.waterloo.NCR.COM)
Russ Evans (e_gs18@unixb.nerc-murchison.ac.uk)
Ton Koelman (koelman@stc.nato.int)
Dave Wade (DAVEW@D.SSS.CO.UK)

---

to clarify what (i think) i'd like to do with a computer for music:

hmm. thanks for all the advice. what i'd really like to do - and i don't
know how feasible this is, particularly within a budget - is do everything
in recording music from the computer. i'd like to be able to sample sounds
(whether interesting voice samples or drum sample or whatever). i'd also
like to be able to create good synthesized voices and perhaps use existing
sound libraries (particularly for percussion). then i'd like to be able to
create drum tracks on the computer by specifying patterns of these
available sounds, just as if i were programming my drum machine. then be
able to compose melody tracks, still using online sounds. then add in
samples. and do things like rearrange, move things around, cut, copy,
paste, stretch and compress things, put effects on them and have the whole
thing defined online. then i hook up a stereo out from my computer to a
tape deck and hit play. voila, a song on tape. notice this shouldn't
require i necessarily have enough hard disk space to store every second of
music. i should be able to specify a drum track and some sounds, hit play,
and then it will retrieve them and play them without having to save the
piece to disk before saving it to tape. i don't know how possible all this
is, or how affordable if possible. that's what i want though. :)

---

hardware:

summary: old ataris are inexpensive and easy to find and can do an awful
lot. but there are limitations, particularly in the line of sound quality,
as for sampling.

comments:

You can get an Atari computer with monitor for $250-350 used. Since MIDI is built into the computer, that's all the hardware you'll need.

A few weeks ago, someone was dumping a 520 ST for (get this!) $75 US. Yup, that's right, less than $100 for a .5M computer with MIDI ports, etc built in. There's no way you could get a klone that cheaply...

Sampling requires some external hardware as well as software. The cheapest commercial packages run about $75. Sample *playback* is possible with PD software and many PD samples are available.

If sampling, or direct to disk is in your goals, you might want to wait for the Falcon which supports direct to disk in stereo out of the box, and 8 track with external hardware. I'll be keeping an eye out for this myself.

Me -- I bought a Mac, as I have plans to do some heavy work!

Do keep an eye out for the falcon, as it will be cheap, supposedly is _very_ backwards compatible with the ST and has much more potential...

I hate to be a damp squib, but I suspect that these days you might be able to do nearly as well with a PC Clone and a sound blaster card. The main problem is that samples tend to be large so you will almost certainly need more that 1/2 Meg of memory. You will also find a hard disk very usefull. Plus a proper monitor <either MONO or Colour>.... Then you will need a sampling cartridge.

The following is my *opinion*: Atari is fading as a platform, but its one strong remaining niche is MIDI. You cannot do MIDI with any other PC as easily or inexpensively as on a used Atari. If you can dedicate the machine to just MIDI, it's a real good way to go.

---

software:

summary: again, plenty is available free in PD. but it's not too hard to hit the limits of what's available. for a little money, there seem to be plenty of options in packages to buy.

comments:

For software: There are a few PD sequencers out there. Alchimie Jr. is one I tried that looks nice but was buggy anmd crashed on me. EKSEQ and the Cosh sequencer from the UK are better. But commercial packages are so cheap these days (for $100 you can buy Dr. T's Tiger Cub, which even prints out sheet music!), I'd go that way myself. If you're really strapped for $$, buy used, I got Master Tracks Pro for $75 (new is about $250).

Patch editing and librarian programs are pretty common. Over the years I've used ones for a number of synths. You can easily come up with a synth that has no PD librarian support, but a large number do. There are also "generic" librarian programs that let you store patch banks but not manipulate them.

Sampling requires some external hardware as well as software. The cheapest commercial packages run about $75. Sample *playback* is possible with PD software and many PD samples are available.

You can get by on PD/shareware, but eventually you'll probably want to buy stuff (like if you want to need to FSK or SMPTE sync with real tape -- I do).

The PD stuff for all platforms is really not up to much apart from a quick play, but there are programs in the $50-100 range which are quite reasonable, and the $500 programs for the Atari are about the only serious professional software still maintained for the platform. Consider Sequencer One from Gajits, and Band-in-a-Box. There is some sampling soft- and hard-ware from MicroDeal. The classy stuff is Cubase and Notator.

---

in general:

my impression was that you can do an awful lot with an atari, but, given my vision (see above), i'm deceived if i think i can do what i want inexpensively, on an atari or otherwise. an atari seems to be an excellent companion to an existing hardware studio with synths, samplers, drum machines. whether it's possible to do most or all of your work on any computer is something i'd like to find out. in the meantime, i doubt i'm going to buy any more hardware until i understand things better.
perhaps i and others interested in music should wait and check out the falcon.

comments:

For sampling, etc. the ST is not as well suited as a PC with a sound board or an Amiga. The Falcon, which is the newest Atari (due to ship in December) would be better, but at lots more $$ ($800-1300 new depending on memory config)...it even has direct-to-hard disk digital recording software bundled with it! My feeling is that for sound generation, the STs are not that good, you're better off with external synths. The (newer) STe models have better audio, they have stereo D/A outs; if you can get one of these it'll be better suited to sampling applications.

For a budget, What you want is pretty much impossible. I think everything except the computer making all the sounds is possible on a budget. I am assuming that u r expecting a certain threshold of quality here. More or less what you are describing is possible by sound/noisetracker sort of programs. Unfortunately these are limited by 4 tracks and sound quality, 8 bit sound.

The sampling stuff I've seen, doesn't really make your computer into an all purpose sample, i.e. like an akai or ensoniq. They give you sampling ability but not with very much flexibility. Seems like the optimal platform for what you want to do is the falcon (with the built in DSP). If atari can get it out the door, keep the optimistic (thus far) developers interested, then that would be the way to go. I think people have bought NeXT machine (the other much

more expensive computer w/DSP) to do what you are saying. As far
as I know, nothing does what you want that you could afford. If
you're a talented and high output producing coder, maybe you can buy it
yourself.

---

mike

---
t i n t i n n a b u l a t i o n

Mike Perkowitz map@cs.brown.edu

6141. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 01:02:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70527@cup.portal.com>
Source record: 214193

Sorry Howard.. sounds like YOU've bought into the "anything that doesn't say Atari on it has to be crap" line..

Here's a "laughable" upgrade scenario for you..

I can take my 12mhz Turbo XT, pull all the cards, yank the motherboard, and for $185 I can slip in a 33Mhz 80386DX motherboard with 64K of cache on board.

ALL the peripheral cards just pop back into their slots, the motherboard lines up with all the case openings (ie: I don't have to hack the case to make the upgrade fit).

OK, sure it's still got an 8bit MFM drive controller.. the point is that I *can* upgrade to an IDE or SCSI controller LATER, when I've got the cash.. and when I do upgrade the drive and controller, I don't have to hack and slash to get it to fit, or work.

If an Atari owner CAN'T afford a TT or Falcon, he CAN'T upgrade his computer (other than the "hack and slash" method).

BobR

6142. PD GIF viewer recommendations wanted

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 03:13:11 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1992Nov30.031311.13935@gmuvax2.gmu.edu>
Source record: 214198

I'm looking to acquire a public domain GIF viewer; can anyone give me some recommendations? I have a monochrome monitor, so there is that restriction.

Thanks in advance!

-Steve Coile

6143. Re: Ideas for new MiNT/MultiTOS specific Desktop replacement, PLEASE.

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 03:19:46 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Nov30.031946.23725@magnus.acs.ohio-state.edu>
Source record: 214194

In article <1992Nov26.110120.4736@sol.ctr.columbia.edu> richard@op.ph.ic.ac.uk (Richard Syratt) writes:
>In article <11175@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>|> annius@eri.research.ptt.nl (Annius Groenink) writes:
>|>
>|> > I think full screen programs should be banned as quickly as possible.
>|>
>|> Annius doesn't like games.
>|>
>|>
>|> As far as full-screen GEM applications go, it is those that have there
>|> own desktop that cause most of the trouble (so do any that use the menubar,
>|> but to far less an extent).
>
>I agree, I was having a discussion with a firend about how applications
>with their own desktop will cope.

Um, am I the only one out here thinking Degas Elite? Crack-Art? CyberPaint? All the best paint programs for the Atari work on full screens. Now maybe I'm confused an I'm missing something here, but won't these programs have problems with MultiTOS as well? If so, we'll be losing some of the staples of the ST software repertoire.

I think that the user should be able to run a full screen program in a window on MultiTOS. If you wan't to be REALLY clever, let the window be a window onto a screen-sized area that the program could work on. Then the user could scroll the window and scroll around the screen.

Oh, and while we're on the subject of MultiTOS and compatibility with old ST programs, there was some discussion about programs that run just from a Dialog Box, with no windows, menus, etc. These will have problems with MultiTOS because the dialog will hold up the system and you won't be able to select any other applications. Why can't the dialog code (form_do) be rewritten to behave (as far as the graphical system is concerned) like a window? It would be just like on X-Windows or the NeXT where a dialog box can be moved around the screen, pulled to the front or placed behind other windows, etc. I don't know what implementational difficulties this would present, but it seems ideal from a user's standpoint.

Just my $.02.
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | Golly, gee whiz, Sir. My experiment disabled our warp

`---- | engines, and weapons, and left us inside Romulan space!

6144. Re: Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 04:14:09 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fc4ehINN76p@golem.wcc.govt.nz>
Source record: 214196

DC-Desktop? Dc-Shower? DC-Xtract? DC-Squish?

6145. Re: Carrier Command and Gunship - Are they good?

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 04:17:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fc4I7INN76p@golem.wcc.govt.nz>
Source record: 214197

Graphically Carrier Command is excellent! The gameplay is suitably involved - but don't buy it for fast-action gameplay. Even the 'action' mode is very strategic & the whole thing is real time. (e.g. travelling time takes almost as long as it should!)

Gunship is very involved, but I found it too slow, and the graphics were a bit kludgy. The control method is also not the easiest! (But most chopper sim's are pretty complex)
However, it's suitably realistic, and the graphics are pretty detailed (probably explaining the speed loss) - although the choice of colors could have been better!

6146. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 06:24:50 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Nov30.062450.25920@elroy.jpl.nasa.gov>
Source record: 214200

In article <70527@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Sorry Howard.. sounds like YOU've bought into the "anything
>that doesn't say Atari on it has to be crap" line..

Not at all, I just have a very strong bias against Macs and PCs. I use a lot of Suns and other such at work, I don't call them crap. (Most of the time, any way... }-)
>
>Here's a "laughable" upgrade scenario for you..
>
>I can take my 12mhz Turbo XT, pull all the cards, yank the
>motherboard, and for $185 I can slip in a 33Mhz 80386DX
>motherboard with 64K of cache on board.

"pull all the cards" ok...
>
>ALL the peripheral cards just pop back into their slots, the
>motherboard lines up with all the case openings (ie: I don't
>have to hack the case to make the upgrade fit).
>
>OK, sure it's still got an 8bit MFM drive controller.. the point
>is that I *can* upgrade to an IDE or SCSI controller LATER, when
>I've got the cash.. and when I do upgrade the drive and
>controller, I don't have to hack and slash to get it to fit, or
>work.

So what you're saying is you wish Atari would make an ST motherboard that didn't have two MIDI ports onboard, onboard DSP, onboard SCSI-2, onboard RS-232 and Centronics ports, onboard high-speed serial port, onboard joystick/analog ports, onboard digital stereo audio, or onboard graphics system. You'd rather Atari made a motherboard that just had a CPU, some RAM, and some slots, so you can go out and buy all those options separately, and have the privilege of buying software that may or may not work with your particular brand or model of hard drive controller, floppy controller, video system, audio system, serial port, printer port, joystick port, etc. ad absurdum. You're demanding your right to use bass-ackward disk-controller technology and enjoy sub-megabyte/sec disk and overall system throughput. You want to experience the thrill of configuring a passel of cards with conflicting interrupt vectors and control addresses. Fine...

What you want is obviously not what Atari makes. Hey, if you like Intel-based architectures, go ahead and buy 'em and use 'em. Or if you just want that ability to start with a bare-bones system and pick your own expansions, but ya wanna stay 680x0, go thru a VME product catalog. Buy

a chassis, buy any of a number of 680x0-based single-board computers, pick out your favorite network, terminal, and graphics interface, pick out an operating system. Toss the old CPU board when Motorola introduces a new processor, keep your other cards, just like that PC system. Dunno if your OS device drivers will need any new work, ya never know.
>
>If an Atari owner CAN'T afford a TT or Falcon, he CAN'T upgrade
>his computer (other than the "hack and slash" method).

And if an IBM PS2/25 owner can't afford a Model 50, he CAN'T upgrade his computer. And if an Apple Mac Classic owner can't afford a //fx or a Quadra, he CAN'T upgrade his computer. If an Amiga 600 owner can't afford an A4000, he's stuck. What is so different about the Atari situation from anyone else's? (Not saying that "just because everyone else does this makes it OK," just asking, why are you singling out Atari on this issue?)

That $185 for a 386 motherboard is an interesting figure. Competition has driven the price of clone components to artificially low levels, and a lot of companies are going out of business now because they haven't been selling at enough profit to stay afloat. That market is bound to recoil hard in the opposite direction as more companies are weeded out, and only the most flexible groups remain. I suppose consumers are winning in the meantime, but the situation won't last forever. It would certainly be nice if some other companies reverse-engineered some Motorola processors and started selling clone chips for cheap. But I figure if it were easy to do, someone would have done it by now. As it is, the rapidity with which x86 clones are introduced is a testament to the sophistication of the architecture...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6147. Re: Cheetah Copier problems

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 06:26:15 UTC
From: jonord@solace.hsh.se
Message-ID: <1992Nov30.072615.5952@solace.hsh.se>
Source record: 214104

In <H.jmPk73naW86@elfhaven.ersys.edmonton.ab.ca> mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:

>In <2360387@overmind.citadel>, undermind!Steve_Johnson@overmind.mind.org writes:

>>I think Cheetah has problems
>>(OBVIOUSLY! <grin>) with non-TOS partitions, so if you have any BGM
>>partitions or whatever, it's not a good thing to use. Same goes for older
>>versions of Michtron's Hard Drive Toolkit (except it doesn't recogise
>>partitions over 16MB in capacity).

>Actually, I think Cheetah has problems with TOS partitions as well. All of
>my partitions are less than 16 megabytes, and Cheetah still destroyed D: when
>I used it. Needless to say, I never touched the program again! :)

I had the same problem, Cheeta screwed up my harddisk pretty bad, but I managed to fix it, with no loss of files... BTW, that is the latest version of TOOLKIT? My version works good as long it is no errors on the HD or bad sectors. It would be nice to have a full working version...

/Jocke

6148. Remote EMACS

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 07:13:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fceukINN83s@golem.wcc.govt.nz>
Source record: 214101

We have a copy of a TTP called R_EMACS but no Doc's with it or no Authors name in it..

Is there a site any ware that has the full thing, or a better one that works..

This is EMACS to run on a BBS...

Thanks.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

6149. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 07:18:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fcf90INN83s@golem.wcc.govt.nz>
Source record: 214102

In article <1992Nov28.131750.22629@monu6.cc.monash.edu.au>,
ins739l@lindblat.cc.monash.edu.au (William Fang) writes:
>mackie@meena.cc.uregina.ca wrote:
>: It was reported in ST Format that the Falcon runs between 30 and 35 MIPS.
>
>That's pretty good for a 16mhz 68030.
>
>[Source: GVP advertisement about 68040 G-force accelerator board]
>
>Regards,
>
>Jim Fang

I think you will find that its a miss-print, it should read 3.0 mips,
even the Great Acorn A5000, a real 32 bit RISC machine gives 13-26 mips..

Roger..... sheppard_r@kosmos.wcc.govt.nz

6150. A North American BBS that gets new files regularly?

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 07:24:40 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ZYr4yhx8N6Y@elfhaven.ersys.edmonton.ab.ca>
Source record: 213995

Could someone tell me of a BBS in North America that:

1) Gets new files regularly.
2) Accepts LD callers.
3) Supports 9600/14400 BPS.

I do not have access to FTP, BART, or atari.archive.umich.edu which is why
I am asking. Also (perhaps this is a pipe dream) it would be even better if
the BBS in question did not have an access fee.

To avoid wasting bandwith (any more than I have) I'll keep this short.

--
<< -- >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

6151. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 07:27:08 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fcfocINN83s@golem.wcc.govt.nz>
Source record: 214103

>>I think you can just depack them with LHArc v2.01, I though lha was some
>new compression algorithm, but it was the same as lh5, that LHArc v2.01
>has.
>Ta!
> Vincent
>
>--- MARSmail v1.20/4D
> * Origin: Verloor m'n koekje in de disco (discotheek) (2:281/202.15)

This file was a LH5 archive but some thing is wrong with it, I looked at the
Header and found the file name further down that the Quester ones, is some one
out there using a none standard Lha archiver...???

Roger..... sheppard_r@kosmos.wcc.govt.nz

6152. Re: What are the best BBS programs?

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 07:33:18 UTC
From: jonord@solace.hsh.se
Message-ID: <1992Nov30.073318.6050@solace.hsh.se>
Source record: 214105

In <n8742883.723076957@gonzo> n8742883@gonzo.cc.wwu.edu (Perry Pederson) writes:

> Pretty soon I need to set up a bulletin board system for a
>project that I am working on. I have downloaded two public domain BBS
>programs called "stadel" and "minibbs", but am also interested in
>purchasing a multifeature BBS.

> My requirements aren't that great: All I need to have is user
>password protection, the ability to send/receive mail between users,
>and it would be nice to support Kermit, X/Y/Z modem downloads. Other
>than that I don't have any real specifications. Users will be dialing
>into this BBS with Macs and IBM's, if that makes any difference with
>the software.

> Thanks in advance for any info on BBS systems!

>Thanks,

>Perry Pederson

I should suggest QBBS or Ratsoft. If you want to have Fidoaccess youre stuck
with QBBS, since RatSoft (as far as I know) doesn't support Fido yet. Another
option is a rather new swedish boardsystem called ZeBra but it is
still under developement... I think that RatSoft comes from USA, QBBS ST comes
from Holland...

Greetings Jocke (Hernosand, Sweden)

6153. Message for ORTEGA@???

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 08:46:20 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <XJN2uB1w165w@sys6626.bison.mb.ca>
Source record: 214106

Send me your net-address...lost it :(

6154. DC Internet address wanted

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 08:47:23 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <oLN2uB2w165w@sys6626.bison.mb.ca>
Source record: 214107

Anyone have a net address for Double Click?

6155. Re: znet magazine in the comp.sys.atari heirarchy?

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 09:28:25 UTC
From: s19184@seb.se
Message-ID: <1992Nov30.102825.1@seb.se>
Source record: 214108

In article <1esXuB4w165w@dogbox.acme.gen.nz>,
dogbowl@dogbox.acme.gen.nz (Kennelmeister) writes:
> alt.znet.pc -> comp.sys.atari.znet (moderated) - Znet online magazine
> alt.znet.aeo -> comp.sys.atari.aeo (moderated) - Atari Online Explorer Mag
> alt.znet.fnet -> comp.sys.atari.fnet (unmoderated) - Atari Fidonet gateway

I would support such a move for 2 reasons:
1. The Atari population is dwindling and needs to keep together.
2. Our site does not take the alt. hierarchy, so I sometimes get Znet by
email. It would be easier to get it as News.

/Mike
--
Michael Evans Telephone: +46-8-639 33 70
SEB Data R Fax: +46-8-639 37 62
S-106 40 Stockholm Internet: mike@seb.se
Sweden

6156. Re^2: WINX

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 12:28:36 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <ByJ3zp.Ktq@hermes.hrz.uni-bielefeld.de>
Source record: 214110

In article <...>, knarf@nasim.sta.sub.org (Frank Bartels) writes:

|> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
|>
|> >In article <...>, Martin_Osieka@mz.maus.de (Martin Osieka) writes:
|> >|> (...)
|> >|> Until now WINX works on all offical German Roms.
|> >|> (...)
|>
|> >stop, stop, stop: Isn't there a note in the readme's that only the (german)
|> >tos version 1.0 up to 1.4 are supported? And wasn't I really unable to run
|> >it on a M/STE with 2.05? Or did I just miss the newest version?
|>
|> If you want to use WINX with any STE or with an ST with TOS 2.06 you
|> have to copy your GEM into RAM using GEMRAM.PRG in the AUTO folder
|> before starting WINX.PRG!
|>

That exactly was and is the problem! It's not encluded! And I don't know
how to cope with the information: "It's on the maus.xyz mailbox"!

|> (...)

so far nothing new...

TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D-W4800 Ciudad de Bielefeld
****
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
**(EOT)*

6157. Sequencer One/ST Format

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 12:46:08 UTC
From: scst73@csc.liv.ac.uk
Message-ID: <ByJ4sx.6IG@compsci.liverpool.ac.uk>
Source record: 214133

I am presently trying to track down a copy of
"sequencer one" which I believe came free with a
summer issue of ST Format magazine. The actual
magazine it came with cannot be order as a back
issue as they are all sold out.
If anyone could supply me with a copy I would of
course be willingto pay for the cost of the disc
and all postage fees incurred.

If you can help please mail me on:-

scst73@csc.liv.ac.uk

Thanks........

6158. Re: Interested in improving Mandelbrot/Julia Generator ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 12:47:23 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Nov30.124723.8418@email.tuwien.ac.at>
Source record: 214111

imr@cs.bham.ac.uk (Ian M Rae) writes:
: In article <1f4dh7INN7a6@uniwa.uwa.edu.au>, mjuschke@tartarus.uwa.edu.au (Michael Juschke) writes:
: [...]
: Yeah i'm also interseted in Mandlebrots and stuff but cant get them fast enough..
:
: I do however have two PD programs that take approximately 40 SECONDS each for the
: initial 'snowman' mandlebrot... I have the source to one of these and will try to
: mail it too you when i figure out how. It is however very complex with almost NO
: docs or comments at all... Either that or you should be able to find it in any
: decent FTP site I think it was called MANDEL (aren't they all ???).
:
: Hope this will help you, Ian.

If you have a ST with 68000 processor and colour monitor, have a look at the 'Punish Your Machine' demo by Delta Force... There is a Mandelbrot demo in there which takes ca. 3.5 seconds for the Mandelbrot Set (the 'mandelbrot man') in 320x256 or so...

-MY

6159. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 12:57:54 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.V6DnoaqM8n6@nathan.do.open.de>
Source record: 214125

In <1fcfocINN83s@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

Hi,
>This file was a LH5 archive but some thing is wrong with it, I looked at the
>Header and found the file name further down that the Quester ones, is some one
>out there using a none standard Lha archiver...???
sound like some extended header from some strange (non-ST) LHArc. Try to add
the "compatible header" switch (-k?) when extracting. On the other hand, the
minilzh hidden inside lharc.ttp could be a good try.
/s/
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

6160. Midwinter II on a hard disk?

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 13:19:30 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Nov30.131930.16283@crc.ac.uk>
Source record: 214114

Will I be able to put Midwinter II on to a hard disk when I finally get one?
Thanks,
Phil
(E-mail naffara@uk.ac.crc)
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

6161. Re: Big name hype (was: Sam Tramiel GEnie Conference Transcript

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 13:20:07 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1fd4e7INN1icf@rs1.rrz.Uni-Koeln.DE>
Source record: 214113

In <70424@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Jan Kim writes:

>>Who the heck cares if a piece of software comes from a "big name
>>company"??

>Interesting attitude, but not one which will sell very many
>computers.

>Computer geeks will buy programs no one else has ever heard of, with
>names like Kspread and X-act, but real people want something they've
>heard of before. If your computer doesn't have anything available
>like that, you won't sell your computer... except to other computer
>geeks..

I'd say those so-called "real people" do have an interesting
attitude -- if they don't care to look at new things it's no
surprise that they still use computers which are backward
comtemptible to the stone ages...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6162. Re: znet magazine in the comp.sys.atari heirarchy? PLEASE READ

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 13:34:24 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992Nov30.133424.25761@rdg.dec.com>
Source record: 214115

In article <1esXuB4w165w@dogbox.acme.gen.nz>, dogbowl@dogbox.acme.gen.nz (Kennelmeister) writes:
>I propose that the alt.znet groups be brought under the comp.sys.atari.* >banner, to eliminate confusion over their origins, and to allow greater >propagation.
>
>I had in mind the following:
>
>alt.znet.pc -> comp.sys.atari.znet (moderated) - Znet online magazine
>alt.znet.aeo -> comp.sys.atari.aeo (moderated) - Atari Online Explorer >Mag
>alt.znet.fnet -> comp.sys.atari.fnet (unmoderated) - Atari Fidonet >gateway

While I don't want to be negative, aren't you bundling two seperarate issues (the magazines & Fidonet) here that might be better keep apart?

As far as the online-magazines go, would the envisaged traffic be worth seperate groups? What's the thoughts on just posting them to c.s.a.st? IMHO, if we're going to go through the RFD/CFV route, we ought to be doing so to create comp.sys.atari.falcon, although I suppose that that combined with comp.sys.atari.online_mags would be my preference.

To clarify, my suggestions are to RFD/CFV comp.sys.atari.falcon to lower the current traffic and then post the online mags to comp.sys.atari.st.

Comments?

>Alternatively, if there is insufficient interest in doing this, I propose >creation of an alt.sys.atari.* area.

Why would these do any better that alt.znet.* ?

Gwyn
--
+===+
| Gwyn Evans | evansg@uproar.enet.dec.com | Uxbridge, Middlesex, UK |
| DESISCo - Digital Equipment Service Industries Solutions Company Ltd |
| Views expressed and statements made are mine and not those of DEC |
+===+

6163. Re: Carrier Command and Gunship - Are they good?

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 14:02:31 UTC
From: csg022@cch.coventry.ac.uk
Message-ID: <ByJ8C9.CK9@cck.coventry.ac.uk>
Source record: 214117

In article <76458@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:

>I'm considering buying Carrier Command and Gunship. I would like to
>hear anyones opinions based on their experience from playing these
>games. Thank you!

Well Carrier Command is great. You'll find yourself playing into
the early hours. 'Just one more island....just one more island...
oh...is it 5am already?'
I haven't played Gunship.

--
CSG022 is MARK B PROCTER | "*You* want to complain, look at these shoes, I've
only had them three weeks and the heels have worn right through, and if you
complain nothing happens so you might as well not bother, and my back hurts and
we never get a fine day and I'm sick and tired of this office."

6164. Re: WANTED: LeaderBoard or other golf game for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 15:38:13 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Nov30.093815.162@janus.arc.ab.ca>
Source record: 214121

In article <239uuB2w165w@midiline.la.ca.us>, jared@midiline.la.ca.us (Luposian Knightwolf) writes:
>I know that LB is no longer made for the ST, but does anyone still have
>it (with the dongle, naturally, unless they did some super fantastic hack
>on it so that the dongle is no longer required), or aother golf game as
>good as LB they can sell me or advise me towards to buy elsewhere?
>

My brother recently picked up Microprose Golf and he really likes it.

Bob

6165. Re: Modem games between ST & PC?

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 15:56:54 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <723139013.13048@minster.york.ac.uk>
Source record: 213602

In article <qisVuB3w165w@sys6626.bison.mb.ca> winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>Are there any known games/software that allow you to play against someone
>on an IBM via the modem?

Flight Simulator 2 from Sublogic.

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

6166. Re: How to install new Deskicons under TOS 2.0[56] ?

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 15:59:36 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <723139176.13078@minster.york.ac.uk>
Source record: 213603

In article <mk.722851502@materna> mk@Materna.DE (Michael Kuschke) writes:
>Hello,
>
>I've got a Mega/STE with TOS 2.05. As far as I know I can install a file
>called "\deskicon.rsc" in the boot-partition of my system and use the
>icons defined in this file.
>
>My question is: How can I edit this file ? How can I merge new Icons, that
>are supplied with programs like GemView et al into this file ?

You need a GEM resource file editor, such as HiSoft WERCS (I was going to
recommend Kuma K-Resource, but as HiSoft has taken over Kuma's stuff I
expect K-RSC will sink without trace).

>If possible I would prefer to use PD software.

There are (I believe) some PD resource editors on atari.arhcive, but since I
have both WERCS and K-Resource...

>Michael Kuschke e-mail : mk@materna.uucp

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

6167. Re: Programming Question

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 16:07:34 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <723139654.13309@minster.york.ac.uk>
Source record: 213601

In article <1992Nov27.193846.26749@alw.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:
>In article <722763804.F00002@tdkt.kksys.com> Roger.Mier@f47.n282.z1.tdkt.kksys.com (Roger Mier) writes:
>>
>> OK, I have a problem. I would like to learn how to write a
>>program in GFA Basic (or anything else for that matter) that runs in the
>>background and waits for a certain event to take effect. Such as a screen
>>saver, or password protection for certain folders or partitions. I'm
>>stumped, I have alot of Ideas, but I don't know how to make it run in the
>>background.
>[accessory stuff deleted]

>It is also possible to write programs for the AUTO folder which terminate
>and stay resident; I've seen a couple programs which trap the Alt-Help
>keystroke and save DEGAS images of the screen rather than print. Anyone
>care to reveal how this is done? It may require a few GEMDOS calls, and
>trapping keyboard events before they're passed to GEM.

> Rick Venable | "Eschew
> FDA/CBER Biophysics Lab | Obfuscation"
> rvenable@helix.nih.gov | -- the Phantom Nerd

The Alt-help thing is done by changing a vector in the low memory system variables -- so that's fairly easy.

Screen savers et al. are considerably harder. For the saver I wrote, I intercepted the keyboard processor interrupt handler. Whenever this handler is called, information from the keyboard or mouse is heading into the ST -- this constitutes "activity". I also intercepted BIOS output calls -- these also constitute "activity".

The countdown-to-blank was done by chaining another interrupt handler onto one of the system timer interrupts (I forget which one). Any "activity" caused the counter to be reset. Yet another interrupt handler on the VBL queue checked for counter=0. When this occurred, the screen saver kicked in until the counter became non zero.

The whole thing was implemented in two parts. An AUTO resident .PRG bit that installed a cookie, which the auto-selecting .ACC or .PRG could pick up. The ACC or PRG would manipulate shared variables to control the PRG bit.

If anyone's interested in the code...

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

6168. Re: ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 17:12:44 UTC
From: kllove@fury.ecn.uoknor.edu
Message-ID: <ByJH5A.8rx@constellation.ecn.uoknor.edu>
Source record: 214119

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
{ Much deleted }
> You know what would be cool? I'd love to see some of the classic 2600
>games made on the ST (as say shareware or something). I've seen the
>Combat program already, but would love seeing stuff like "Yar's Revenge,"
>"Adventure," "Warlords" and other such programs. Hmm, maybe if I ever
>get GCC set up...

I'll second "Yar's Revenge" and "Warlords" (haven't heard of "Adventure").
And, I'll add "Pitfall" and "Pitfall II".

Anybody up to the task?

Later,
Kenneth Love

6169. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 17:13:44 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <70569@cup.portal.com>
Source record: 214116
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

All this reminicing about old computers got me thinking about the
"Rumored 64 bit Atari Game Machine" My bet is if this thing ever sees
the light of day it well just be two SLOW 68000s in a box. I really
believe it may come out since Atari Sunnyvale has been advertising in
the paper for 68000 assembly language programmers. Despite the success
Atari is still having in the game field (34% of all Atari sales) they will
probably just use it as a dumping ground for parts that were bought/intended
for ST production, but left over when sales of that machince dropped off.
We'll see when it comes out *IF* it has the same part numbers on the chips,
uses 256k DRAMs, & no surface mount parts. Not that there's anything wrong
with two 68000s in a box running at 8 mHz. It'd compare favorably with the
other stuff it's competing against. & there are a lot of M/L programmers

6170. Z*NET Issue 9220 released into alt.znet.pc

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 18:20:43 UTC
From: jonc@status.gen.nz
Message-ID: <9sg2uB4w165w@status.gen.nz>
Source record: 214109

Hi fellow Atarians,

Issue 9220 of Z*NET Atari International has been posted in alt.znet.pc
for you to read. This week carries alot of news from Bob Brodie and
the release of the FALCON.

Happy reading, and thanks for the email chaps.

Usual notice:

If your site does not carry the alt.znet groups please ask your sysadmin
to get it for you. If they say it is not there tell them their mail site
must have an "X" and to fix it.

Kind regards from the Z*NET CREW worldwide.

Jon Clarke Z*NET Pacific
-=-=-=

6171. SALE (CHEAP): 520ST System

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 18:31:39 UTC
From: mcalear@diag.amdahl.com
Message-ID: <d6mL02rd2cnX01@JUTS.ccc.amdahl.com>
Source record: 214118

```
Atari 520 ST System: $500
- 1 Meg RAM
- Atari SS-354 3.5" Floppy Drive - SS :(
- Atari SH-204 20 Meg HD
- Atari SM-124 Hi-Res B/W Monitor
- Atari SC-1224 Color Monitor
- Avatex 1200 baud modem
- Panasonic KX-P1080 dot matrix printer
- Logikhron clock card
- monitor master
- lots of software/games
- all cables, mouse, joysticks, box of manuals

I want to sell the system as a whole unit (I don't want any spare
parts sitting around my apartment). There is quite a bit of stuff to
ship, but I will split the shipping costs with the buyer. Please
contact me via e-mail (which is preferred) or by phone for more info.

e-mail: mcalear@diag.amdahl.com
work: (408) 992-3181
home: (408) 741-3439
```

6172. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 18:43:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fdncgINNccb@golem.wcc.govt.nz>
Source record: 214120

No, the Falcon is said to run at 4 Million Instructions per Second, the DSP chip is the one supposed to handle 30-35mips, which is *fast*!

(As long as they can get it going)

6173. Re: Carrier Command and Gunship - Are they good?

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 19:44:46 UTC
From: techno@zelator.in-berlin.de
Message-ID: <X6D9XZI@zelator.in-berlin.de>
Source record: 214148

In <76458@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:

>I'm considering buying Carrier Command and Gunship. I would like to
>hear anyones opinions based on their experience from playing these
>games. Thank you!

Both are absolutely great games, albeit a little dated. Get them by
all means !

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

6174. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 21:05:10 UTC
From: gert@targon.UUCP
Message-ID: <2731@targon.UUCP>
Source record: 214124

In article <1992Nov27.060659.9339@elroy.jpl.nasa.gov= hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
=In article <2360382@overmind.citadel> undermind!Steve_Johnson@overmind.mind.org writes:
=>Yes,
=>the lawsuits and such that Apple and others made in the past, DR had to
=>'cripple' the PC version of GEM (I think the current version of PC GEM is
=>GEM3). The Atari GEM was unaffected by this. As for why PC GEM is slower,
=
=From what I can tell, the major differences are that the menu bar has the
=desk accessories entry on the far right of the screen instead of the far
=left, and there are no more zoom boxes in the PC version. Anything else
=about it that's "crippled" ?
= -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

How about those 2 fixed size windows ? :-(
--
Gert Kanis, AP SWZ +----------------------+
Siemens Nixdorf Information systems | I do not represent |
P.O.box 29, 4130 EA Vianen, Netherlands. | anyone elses opinion.|
E-mail: outside Europe: kanis.via@sni-usa.com +----------------------+

6175. Re: DC Internet address wanted

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 21:13:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fe052INNdhs@golem.wcc.govt.nz>
Source record: 214122

In article <oLN2uB2w165w@sys6626.bison.mb.ca>, winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>Anyone have a net address for Double Click?

They have closed there doors, they no longer exist...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6176. Re: FSM GDOS

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 21:39:16 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Nov30.213916.2994@sfu.ca>
Source record: 214123

In article <2358725@overmind.citadel> undermind!Steve_Johnson@overmind.mind.org writes:
>FSM GDOS has been discontinued by Atari. Now they have SpeedoGDOS
>which uses Bitstream's Speedo format outline fonts. Still, SpeedoGDOS won't
>be available for another month or so.

Now this is really annoying. I've had FSM for almost a year, now, and then
Atari goes and changes it. This wouldn't be so bad if I hadn't paid for
an upgrade to FSM and Wordflair II a few months ago (both of wich were
completely useless and I have since gone back to the previous versions).

As an FSM user, I want to see Speedo soon, and I want to see it cheap.
Also, it had better work on a TT (unlike the last release of FSM!).

Sorry about the raving, but I can't help but feel that I've been paying
to be a beta-tester for Atari on this product, and I don't appreciate it.

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

6177. Re: Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-11-30 23:14:43 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1fe793INN20up@rs1.rrz.Uni-Koeln.DE>
Source record: 214126

In <76457@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:

>I read in the November 1992 issue of Atari Advantage Magazine that
>Mike Vederman has dissolved Double Click Software. All DC products
>will be released into the public domain except for Data Diet, which
>has been picked up by Keith Gerdes new company Trace Technologies and
>Storm which has been picked up by Advantage Software. Nothing was
>said of the Game Workbench.

>Mike V. is supposed to be uploading the DC stuff to CompuServe real

... soon? Will someone upload it to a.a then?

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6178. Re: znet magazine in the comp.sys.atari heirarchy? PLEASE READ

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 00:01:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11237@uqcspe.cs.uq.oz.au>
Source record: 214127

evansg@uproar.enet.dec.com (Gwyn Evans @ IME) writes:

> To clarify, my suggestions are to RFD/CFV comp.sys.atari.falcon to lower
>the current traffic and then post the online mags to comp.sys.atari.st.

> Comments?

Considering how long it takes to get a group created, I'd say RFD right now,
that way when Atari has Falcons shipping in numbers - and about half the
people in comp.sys.atari.st go out and buy one - there'll be a place for
the discussion to appear. Also, with the interest from NeXT programmers
and other DSP enthusiasts, and the discussion of the machine itself we
see in comp.sys.atari.st, I think it is justified.

>>Alternatively, if there is insufficient interest in doing this, I propose
>>creation of an alt.sys.atari.* area.

BLEAUCH! Atari owners are already though of as Alternative. :-)

> Why would these do any better that alt.znet.* ?

Because "alt.znet.*" doesn't have the word "atari" in it.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6179. <None>

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 00:10:36 UTC
From: mfallero@doc.bmd.trw.com
Message-ID: <1992Nov30.171036.499@doc.bmd.trw.com>
Source record: 214128

Can someone please post the phone number of a reputable mail order house that sells Sierra On-Line games? The kids would like one for Christmas and there are no dealers where I live.

Thanks,
Mark Falleroni

6180. Gameboy emulator

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 00:24:44 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Dec1.002444.27948@cs.nott.ac.uk>
Source record: 214139

Looking thru' the ST Format Reviews Special, I spied the panee with the Gameboy emulator in.. If anybody has this, could they either mail it to me or post it to a.a

Thanks,
Martin

6181. Re: Atari seen in Compuke! Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 00:33:02 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <Dec01.003302.40539@yuma.ACNS.ColoState.EDU>
Source record: 214130

I know this is an old post but...

>|>>I thought I'd never see the day when Compute! (er... Compuke!) magazine gave
>|>>any non-PC or non-Mac the time of day. The end must be near...
>|>
>|>Actually, Ken, back in the days of 'Compute ST', it used to be a
>fairly decent
>|>magazine. Ah, those were the days. <sigh>
>|>
>
>Back in the days of the 8-bit, Compute was great! I learned a
>heck-of-lot about
>computers and programming by typing in Compute program listings and then
>debugging
>and/or enhancing the code. It may have been BASIC, but I learned enough
>to land
>a programming job with only one computer class in college (FORTRAN; EE major).
>Yes, those were the days.
>
>RandyH

Same here. The main thing I liked about Compute! is it was not computer-specific, unlike a lot of the other magazines of that time. It covered just about any computer that was on the market, even the ones that were in a minority. They covered the TI-99/4A long after TI stopped making them. I had access to many different computers at that time, through many resources (friends and school). I came to like portability in code, because of the fact that Compute! would get one version of a program, and they would make versions of it for all the other computers they covered. I could see what the other computers' strengths and weaknesses were, because of this, and it was interesting to see how different the versions of a program looked on the different computers. I also liked their general coverage of all the different computers. I didn't have to look at lots of different magazines in order to know what was going on with all the different makes.

Probably one of the best Atari 8-bit programs they ever produced was, ironically, the last. It was a screendump program that recognized lots of different formats of graphics file and printed them almost equally well. It was one of their programs that I used the most. I just let my subscription run out when the made the big change, which was in 1988. I was looking forward to the changes because they put them in such glorified terms. They said they had gotten feedback from their reader's survey, which I am sure I participated in, and were ready to make some sweeping changes, "that we're sure you will

enjoy."

I got my next issue and it definitely looked different. The first thing I noticed was the change in graphics on the front cover. There used to be art done by this guy (I forget his name), and it was usually whimsical. I looked through the issue like I usually did. I came to the last pages of the magazine and I was getting this sinking feeling. I did not notice a SINGLE type-in program for any computer!! I looked through the magazine again just to make sure (surely I had missed SOMETHING). I was right the first time. There were no type-in programs. Then I read the editor's column and found out why. They said the majority of their readers were computer users instead of hobbyists, who had no time for or interest in type-in programs, and basically felt they were a waste of space. So to go with the majority, they got rid of their space for type-ins altogether. They said that if you owned a PC, an Amiga, ST, Apple II, or C-64, you could still get type-ins by getting the computer-specific publications they had been putting out for those computers. The unfortunate thing was the first casualty was support for the Atari 8-bit. There was no computer-specific magazine from them that supported it. It was the first time they had abandoned a computer that they used to cover, while that computer was still being made. A year or two later they did the same thing to the ST. They encouraged those people that still wanted type-ins to subscribe to the computer-specific magazine of their choice from Compute!, but still subscribe to the original "Compute! Magazine" which would have general industry news.

I think one of the reasons this happened is it seemed they kept on changing chief editors. I think Charles Brannon was in charge of the magazine for a long time (he may have been a co-founder of it), and he eventually left in 1986 or '87. It was after that that it looked like the magazine started changing quickly, until eventually all unpopular computers have been weeded out of it. It may have been that before, Compute! covered as many computers as possible on principle. They saw the plurality as their strength, drawing in as many readers from as many diverse backgrounds as possible. They have shifted from that to majority rule, it seems, going in favor of the majority at the expense of the minority.

One of the last times I looked they had sections within Compute! for Mac and Amiga. In one issue I saw that the Amiga section was actually bigger than the Mac section. The majority of the magazine was PC stuff. When I've looked most recently, there was no Amiga or Mac section at all, just PC stuff.

Anyway, I even went so far as to write them a letter saying I was very disappointed with their choice. I emphasized that a good part of my interest in computers came from them. I think it was later, when I noticed that their computer-specific publications were disappearing right and left, I wrote them a second letter saying maybe they should bring type-ins back. After all, no other magazine at that time had

type-ins, except the other 8-bit-computer-specific magazines. And how would people learn how to program computers if they wanted to explore that? Type-ins from magazines seemed like such a nice introduction to programming before. There's got to be some people out there interested in such a thing. After all where will the future programmers come from, who will make the software of the future? I don't know if they ever listened to my recommendations seriously. Anyone else know what happened with Compute!? I think all of their computer-specific publications eventually left the scene, and I know they were bought by the publisher of Omni magazine a while back. As far as I know, they've really become just another PC-only magazine.

I used to like them so much because they were diversified, supporting even unpopular computers. Recently they've gone the way of all other computer magazines, going into a specific camp and ignoring everything else.

Mark Miller, computer science	"The most important human endeavor is the
major at C.S.U.	striving for morality in our actions. Our
millerm@cs.colostate.edu	inner balance and even our very existence
mmiller@nyx.cs.du.edu	depend on it. Only morality in our
/ Atari friend! ||| |actions can give beauty and dignity to
\/ --- The Mark)|(|life." --- Albert Einstein
World Peace /	\ There's nothing else quite like it.

6182. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 00:42:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70592@cup.portal.com>
Source record: 214129

Actually, I *do* wish someone had reverse-engineered the ST line long ago. If nothing else, it would have given us a much larger installed base of machines for software and hardware developers to sell to, and who knows.. if Atari actually had some competition in their own little pond, maybe they would have had to wake up and DO something, long ago..

A couple of times we heard about "ST clones", but nothing ever came of it... too bad...

(and yes, I wish I had the option of paying for, or not paying for MIDI ports I never use, or a DSP that I most likely won't use.. and yes, I'd like an open architecture so I could upgrade my disk drives without having to hack the machine to death..)

BobR

6183. Re: Video Phones and the Falcon.

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 00:49:47 UTC
From: bill@mwca.UUCP
Message-ID: <2005@mwca.UUCP>
Source record: 214143

In <1992Nov25.231851.12944@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <lh76ucINNicr@levelland.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>>Note that the demo is not a working model. I looked at the back of the unit
>>the only connectors were for power, audio in, and video in. Obviously they
>>were running a video machine though the unit, I would imagine those ports will
>>disappear, unless AT&T will allow us to watch our favorite movie on the phone.

>As I recall, AT&T has been poised to enter the home television market for
>some time now, as a competitor to the local cable companies. So, it's not
>such a far-fetched notion. The last scheme I heard involved a home unit that
>was pretty much a huge RAM buffer; you would dial up the AT&T video store and
>select a movie and they'd download the compressed movie right over the phone,
>and the box would handle decompression and playback...

Methinks the 3" LCD screen would make rather a poor device for the family to gather 'round for watching Star Wars!

Competition for the cable system is being tested using CD-I players as the front end (with MPEG for full motion video) with a 1.5Mbit/sec data rate to the player over standard phone lines. Since (hopefully) many homes will have CD-I players within a few years, and these will already be attached to the home's TV and stereo, it makes a logical front end. There is also enough intelligence present that a smart interface to Electronic Yellow Pages or interactive news services would be trivial...

The cable companies are also looking at doing the same thing by using a portion of their bandwidth for sending data digitally rather than the current analog system.

Bill
--

##
Bill Sheppard -- Western Regional Sales Manager -- bills@microware.com
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
################ Opinions expressed are my own and usually wrong ################

6184. Re: Atari appears in Compuke! Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 00:55:45 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <Dec01.005545.45614@yuma.ACNS.ColoState.EDU>
Source record: 214134

abs0@coos.dartmouth.edu (Kelvin Leung) writes:

>dave@admiral.uucp (Dave Litchman) writes:
>
>>>days of Compute! does anyone remember reading the article about the new
>>>computer being designed that eventually became the Amiga? I remember they
>>>talked some about the likelyhood of it's becoming part of the Atari stable.
>>>Anyway....can anyone tell me what the 'working' name for the Amiga was? hint:
>>>Amiga was part of the name (I think Amiga might have been the name of the
>>>group/company who developed it)????
>>> -Matt
>
>>Amiga was indeed the name of the company that designed the Amiga, although the
>>working name of their computer escapes me at the moment. All I remember is that
>>before Amiga got into the computer-designing business, they made/sold joysticks
>>for other computers. Kinda appropriate that they should ultimately design a
>>game computer...
>
>Was it something called "Lorraine?" I seem to remember that name from
>somewhere...

Yes. It was code named the Amiga Lorraine.

>Did you say Compute! had a coverage on the history of Amiga? Can anyone
>verify it? is anyone willing to sell that issue?? :)

They had some coverage of the history. In one of the issues from 1984
or '83, when they were reporting on a CES show, they had a special
report on a computer from Amiga. They said it was only in
prototype form at that time. They reported that they saw a demo of
all 4,096 colors being displayed at once in its hold-and-modify
mode, and they listened to some samples from its built-in speech
synthesizer. They hailed it as a generational leap, rather than an
evolutionary move, if it came out. Its specs were something like
this: 68000 processor, 512K RAM, 4 sound channels, 4096 color
palette, built-in speech synthesis, a "smoke stack" expansion port (or
something weird like that). I think that was about it at the time.
They didn't talk about what would later become one of the Amiga's
most revered features: Multitasking. I think they said that a
physical computer was not even on display in the booth, because it was
not all together yet, so to speak. It might've been a big pile of
chip boards and wires at that time. All you could see or hear was
from the monitor that was on display.

I have the issue where this article appeared. As a matter of fact I
have all the issues from March 1983, up to some point in 1989, except

for the April 1983 issue. The only other time they talked about the Amiga before it was introduced is when they did a hands-on review of the Amiga 1000 from Commodore in 1985.

Contrary to another claim, I am almost positive they made no mention of Atari having anything to do with Amiga in that article. The story about that, as far as I know, didn't come out until a couple years ago.

>PS: I somehow think Commodore and Atari are in fact the same company... :)

Oooohhh!! That was a low blow!! :-)

Mark Miller, computer science	"The most important human endeavor is the
major at C.S.U.	striving for morality in our actions. Our
millerm@cs.colostate.edu	inner balance and even our very existence
mmiller@nyx.cs.du.edu	depend on it. Only morality in our
/ Atari friend! ||| |actions can give beauty and dignity to
\/ --- The Mark)|(|life." --- Albert Einstein
World Peace /	\ There's nothing else quite like it.

6185. Re: Ideas for new MiNT/MultiTOS specific Desktop replacement, PLEASE.

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 00:58:48 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1fedc8INN7cd@phakt.usc.edu>
Source record: 214131

In article <annius.722869809@freyr> A.V.Groenink@research.ptt.nl writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:
>
>>annius@eri.research.ptt.nl (Annius Groenink) writes:
>
>>> I think full screen programs should be banned as quickly as possible.
>
>>Annius doesn't like games.
>
>All right, action games should be able to hack the system (they can do so in
>the AUTO folder). What's wrong with xtetris, for example, which neatly works
>in a window? Isn't that a lot better?

Please PLEase PLEASE! do not do this bit of needing to put the game in
the auto folder! If you do that, you are more than likely killing any chance
of making the game HD loadable. I realize that you _can_ put a game in your
/auto, its just that the thought is not appealing, not to mention a pain in the
butt to change to a normal boot sequence.

I personally like the idea of having a key-sequence to toggle between
full-screen for top window/process and normall completely windowed environment.

>--
>Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
>a.v.groenink@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

-Mike

6186. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 01:03:16 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1fedkkINN7tr@phakt.usc.edu>
Source record: 214132

In article <27NOV92.15360074@meena.cc.uregina.ca> mackie@meena.cc.uregina.ca writes:
>It was reported in ST Format that the Falcon runs between 30 and 35 MIPS.

That's way off. They probably forgot the decimal points. It should
be more like 3.0-3.5 MIPS.

-Mike

6187. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 01:18:51 UTC
From: sourada@iastate.edu
Message-ID: <sourada.723172731@vincent2.iastate.edu>
Source record: 214135
Cross-posted to: comp.sys.atari.st,news.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
*MAIL E-Mail file servers
FTP Anonymous FTP servers
COMP Atari-related companies
IAAD Independent Atari Developers
*CREDIT Who has contributed to the FAQ?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
```

comp.sources.atari.st ! uuencoded/shar sources

:EMILY:
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of
humor.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways),
Emily has taken time out of her busy schedule to answer a few commonly
asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.
Flame wars are fun. They're the main reason people creted Usenet,

and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS:
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public. See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &
docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa

(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is based on the 31 articles that Clayton Walnum wrote for Analog. It was written on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very large and takes quite a while to make a hard copy if you desire to do so. The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar (.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

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*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV:
How do I become a developer for the Atari ST?
==========

Contact Gail Bacani, Atari Rep Person, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Gail for
more information.

Atari is now selling the developer's kit (or parts of it) seperately. No
project-in-development or non-disclosure agreement is necessary.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5
Invalid handle.....-37.....6
Insufficient memory.....-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46.....15

No more files..................-49...........18
Range error....................-64...........33
Internal error.................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
==
Reset: Initial PC2..............1
Bus Error.....................2
Address Error.................3
Illegal Instruction............4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation............8
Trace.........................9
Line 1010 Emulator...........10
Line 1111 Emulator...........11
[unassigned, reserved].......12
[unassigned, reserved].......13
Format Error.................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt...........24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

:FREE:
What is Free-Net and how can I get access?
==

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG

P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS:
What magazines are available for the Atari ST?
==========

If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so polished. 2 cover disks per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this information, DP-Z]. Hardware and Software reviews, some commercial software reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100 Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Bretonischer Ring 13, 8011 Grasbrunn, West Germany, Phone: ++49 89 456 160

ST Computer:
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11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France
(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

Monthly, includes a cover disk. 11 issues per year. 64 + 16 (separated) pages.
Price: FF38 per issue, subscription: FF360. Subjects: Desktop publishing,
graphics, initiations to C and GFA Basic, survey of outcoming software, music,
folders. Minitel access: 3615 code ATARI. Address: FC Press, 57 rue Danton,
92300 Levallois-Perret, France.

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
---
cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.
60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

START, published by Divo , M. Gijzenburg 14, 2907 HG Capelle a/d IJssel
---
cover price: fl 7,50 (may be more now)
All round magazine, floppy-service available for published programs.
68 pages. 2 color print

6 publications a year. One year subscription fl 39,95
including floppydisk fl 119,95

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format
back in 1986 but from the 6th issue on it included a readerprogram
both for color and monochrome. Even with music.
price is fl 10,00
adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

:TIPS:
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used
with the ST; the custom cable involves no tricks, or commercial ones are
available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are
tricky.

An ST-formatted disk which is not readable by a PC can be made readable by
putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning
of the boot sector (sector 1 of track 0, I believe). This can be done with
either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and
higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced
by ST formatters. On those drives, ST-formatted disks are not readable,
independent of their boot sector contents. The other way, however, does
always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access
a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick
extender cable will make life easier. The Y-cable joystick extenders make
it extremely easy to keep mouse and joystick connected to port 0, and a
joystick extender cable in port 1 makes for easy hookup after you've moved
the machine.

BARREL is a program which can redirect printer-data to a file. It comes in
handy when your printer is unavailable, and the program does not already
have an option to 'print-to-a-file'. (It is available on the atari.archive
server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to
drive B. Handy when a program 'hard-codes' the data drive, and you
wish to use your hard drive instead. (It is available on the atari.archive
server.)

On the Desktop of TOS 1.4 or higher, holding the right mouse button allows
you to manipulate files in other windows. This is useful for a number
of reasons. An example is this: say D:\BLAH.ARC is a file you would
like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then

hold the right button while double-clicking ARC.TTP in an inactive window.
(I've been told this will work on 1.2, and possibly other TOSi.)

:ZNET:
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR:
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can
also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg
Lindahl provides an excellent service to the networking community by sending
these out.

Atari Explorer Online and some information from the Current Notes user
magazine are also available from the atari.archive server under
/atari/magazines.

:PD:
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL:
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu, jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

:COMP:
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that
might be of use to Atari ST users. Please send me addresses for the blank ones
on this list. See also IAAD, it lists many more companies that are not on
this list.

BMS

E.A. Brown
3404 Pawnee Drive
Alexandria

Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem

Supra
7101 Supra Drive
Tangent, Oregon 97389
(503) 967-9075

TKR GmbH & Co. KG
Stadtparkweg 2
W-2300 Kiel 1
Tel. +49-431-3378881
Fax. +49-431-35984

Wittich Computer

:IAAD:
Independent Atari Developers
==========
(Thanks to Ed Krimen (ekrimen@wet.com) for sending this along)
(And to Joachim Vance (jvance@einstein.oac.uci.edu) for reformatting)

The Independent Association of Atari Developers
Member Directory
Compiled 6/7/92

Please note: Most IAAD members support users through the bulletin board areas on GEnie. References in this file to "Cat" or "Top" refer to the ST RT bulletin board area; other RTs are designated by name. We welcome your comments and inquiries!

James C Allen Todd Bane
FAST TECHNOLOGY Soft-Aware Unlimited
P.O. Box 578 334B North Euclid Avenue
Andover, MA 01810 Upland, CA 91786
508 475 3810 (fax) 714 985 2348 (fax)
508 475 3810 714 982 8409
GEnie: J.ALLEN27 GEnie: R.SKRALY
Cat4 Top11 Cat6 Top4

Steve Barker David Beckemeyer
Flying Pigs Software Beckemeyer Development Tools
P.O. Box 688 P.O. Box 21575
St. George, UT 84771 Oakland, CA 94620

801 628 5764 (fax) 510 530 0451 (fax)
801 628 5713 510 530 9637
GEnie: STEVE-B GEnie: D.BECKEMEYER
BBS: 801 628 5773 Intrnt: david@bdt.CO
Cat2 Top34

Robert M Birmingham Dorothy A Brumleve
13630 SW 101 Lane D.A. Brumleve
Miami, FL 33186-2814 P.O. Box 4195
305 385 1942 Urbana, IL 61801-8820
GEnie: R.BIRMINGHA4 217 337 1937
CIS: 73637,1120 GEnie: D.A.BRUMLEVE
Cat25 Delphi: DABRUMLEVE
CIS: 71451,1141
Cat29 Top6

Gilbert Callaghan Phil Comeau
Double Click Software Phil Comeau Software
P.O. Box 741206 43 Rueter Street
Houston, TX 77274-1206 Nepean, Ontario Canada K2J 3Z9
713 977 6520 (fax jack) 613 596 4081 (fax P.C. Soft)
713 977 6520 613 825 6721
GEnie: DOUBLE-CLICK GEnie: P.COMEAU1
CIS: 75300,577 Cat13 Tops7,20
BBS: 713 944 0108
Cat30

Jay Craswell Craig W Daymon
Dover Research Corp. ICD Inc.
321 W. 4th Street 1220 Rock Street
Jordan, MN 55352 Rockford, IL 61101
612 492 3913 815 968 6888 (fax)
GEnie: J.CRASWELL 815 968 2228
CIS: 73016,27 GEnie: C.DAYMON
ICD RT

John Eidsvoog Lauren Flanagan-Sellers
CodeHead Technologies Goldleaf Publishing Inc.
P.O. Box 74090 700 Larkspur Landing Circle, Suite 199
Los Angeles, CA 90004 Larkspur, CA 94939
213 386 5789 (fax) 415 257 3515
213 386 5735 GEnie: WORDFLAIR
GEnie: J.EIDSVOOG1 Cat35
Cat32

Rick Flashman David Fletcher
Gribnif Software Ditek International
P.O. Box 350 2800 John Street, Unit 15
Hadley, MA 01035 Markham, Ontario Canada L3R 0E2
413 584 2565 (fax) 416 479 1882 (fax)
413 584 7887 416 479 1990
GEnie: R.FLASHMAN GEnie: DITEK

Cat17 Cat6 Top9 / Cat7 Top7

George Geczy Keith Gerdes
JMG Software International, Inc. Double Click Software
892 Upper James Street P.O. Box 741206
Hamilton, Ontario Canada L9C 3A5 Houston, TX 77274-1206
416 575 0283 (fax) 713 977 6520 (fax jack)
416 575 3201 713 977 6520
GEnie: JMGSOFT GEnie: DOUBLE-CLICK
BBS: 416 389 9064 CIS: 75300,577
Cat6 Top32 BBS: 713 944 0108
Cat30

Tyson T Gill Tom Harker
GT Software ICD, Inc.
12114 Kirton Avenue 1220 Rock Street
Cleveland, OH 44135-3612 Rockford, IL 61101
216 252 4272 815 968 6888 (fax)
GEnie: T.GILL7 815 968 2228
CIS: 73467,777 GEnie: ICDINC
Cat17 ICD RT

Doug Harrison Craig Harvey
1018 Quail Creek #303 Clear Thinking
Shreveport, LA 71105 P.O. Box 715
318 869 1292 Ann Arbor, MI 48105
GEnie: D.S.HARRISON 313 971 8671
Cat2 Top15 GEnie: C.HARVEY
BBS: 313 971 6035
Cat2 Top40

John 'Hutch' Hutchinson Hagop Janoyan
Fair Dinkum Technologies PDC, Inc.
P.O. Box 2 515 Wing Street
Los Alamos, NM 87544 Glendale, CA 91205
505 662 7236 206 348 4276 (fax)
GEnie: FAIR-DINKUM 818 242 5692 or 206 745 5980
Cat29 Top4 GEnie: H.JANOYAN3 or PDC.SW
Cat13 Tops12,21,22 / Cat10 Top11 /
others

Charles F Johnson Todd Johnson
CodeHead Technologies Cherry Fonts
P.O. Box 74090 Unit #4, 2250 Tyner Street
Los Angeles, CA 90004 Port Coquitlam, B.C. Canada V3C 2Z1
213 386 5789 (fax) 213 386 5735 (CodeHead)
213 386 5735 GEnie: CHERRY.FONTS
GEnie: C.F.JOHNSON Cat32 Top27
Delphi: CFJ
CIS: 76004,2232
Cat32

Deron Kazmaier Gene Kane
Soft-Logik Publishing Xerox Corp
P.O. Box 290070 101 Continental Blvd. M/S ESC1-945
St. Louis, MO 63129 El Segundo, CA 90245
314 894 8608 310 333 2707
GEnie: DERON.K GEnie: GENEXRX
SOFTLOGIC RT CIS: 70475,440

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The Old School, Greenfield ICD Europe GmbH
Bedford, England MK45 5DE Postfach 13 17 Am Goldberg 9
+44 525 713716 (fax) 6056 Heusenstamm Germany
+44 525 718181 +49 6104 67581 (fax)
GEnie: HISOFT +49 6104 6403
Cat3 Top11,14,15 / Cat2 Top30 GEnie: ICD.GMBH
ICD RT

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P.O. Box 741206 The Old School, Greenfield
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713 977 6520 (fax jack) +44 525 713716 (fax)
713 977 6520 +44 525 718181
GEnie: DOUBLE-CLICK GEnie: HISOFT
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Cat30

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16200 S.W. Pacific Hwy. Suite 162 611 West Illinois Street
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503 638 6182 (fax) 217 351 6412 (fax)
503 620 4919 217 384 8469
GEnie: B.LUNESKI1 GEnie: H.MURPHY
Cat2 Top42 Cat5 Top2

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Cat29 Top7 Cat3 Top11,14,15 / Cat2 Top30

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P.O. Box 45 3235 Wright Avenue
Girard, OH 44420 Bremerton, WA 98310
216 539 5623 206 373 4840
GEnie: W.PARKS3 GEnie: BPENNER

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606 W. Cross Street 2800 John Street, Unit 15
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916 666 1813 (fax) 416 479 1882 (fax)
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GEnie: J.PIERSTORFF GEnie: ISD
CIS: 76004,2246
Delphi: ISDMARKETING
Cat16

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Synergy Resources Merlin Group, Inc.
754 N. Bolten Avenue 96 Hoyt Street
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317 231 4158 (fax) 201 998 0932 (fax)
317 356 6946 201 998 4441
GEnie: R.RICHARDS2 GEnie: G.RICHARDSO1
Cat2 Top19

A Ridley Chris Roberts
Canoe Computer Services DragonWare Software Inc.
GEnie: A.RIDLEY1 P.O. Box 1719
Havre, MT 59501-1719
406 265 9609
GEnie: DRAGONWARE
Cat13 Top4

Eric Rosenquist Scott Sanders
Strata Software Software Development Systems
94 Rowe Drive 996 Redondo Avenue, #404
Kanata, Ontario Canada K2L 3Y9 Long Beach, CA 90804
613 591 1922 (fax) 310 987 2205 (fax)
613 591 1922 310 595 9799
GEnie: E.ROSENQUIST Orders: 800 237 4SDS
CIS: 72711,2503 GEnie: S.SANDERS2
BIX: e rosenquist CIS: 71760,2140
Cat17 Cat2 Top39

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415 453 0271 496-A Hudson Street, Suite F39
GEnie: L.SEILER New York City, NY 10014
Cat25 212 627 5830
GEnie: NEVIN-S
Cat6 Top23

David M Small Carl Stanford
Gadgets by Small, Inc. MS Design
40 West Littleton Blvd., #210-211 611 West Illinois Street

Littleton, CO 80120 Urbana, IL 61801
303 791 0253 (fax) 217 351 6412 (fax)
303 791 6098 217 384 8469
GEnie: DAVESMALL GEnie: C.STANFORD
GADGETS RT Cat5 Top2

John Stanley Chuck Steinman
DynaSoft Systems DataQue Products
4157 Lyndale Avenue South P.O. Box 134
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612 825 4215 419 529 5197 (fax)
GEnie: JLS 419 529 9797
Internet: jls@dynasoft.mn.org GEnie: DATAQUE.1
CIS: 71777,3223
Delphi: DATAQUE

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Lougheed Mall Postal Outlet Rockford, IL 61101
Burnaby, B.C. Canada V3J 7W2 815 968 6888 (fax)
604 420 6266 (fax) 815 968 2228
604 444 4424 GEnie: CRAIG.S.THOM
GEnie: MINDOVERMIDI ICD RT
Cat 10 Top 15

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892 Upper James Street 354 N. Winston Drive
Hamilton, Ontario Canada L9C 3A5 Palatine, IL 60067-4132
416 575 0283 (fax) 708 359 9565
416 575 3201 GEnie: J.TRAUTSCHOL
GEnie: D.THOMPSON66 BIX: jtrautschold
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5575 Baltimore Drive, Suite 105-127 P.O. Box 1822-3
La Mesa, CA 91942 Fairfield, IA 52556
619 469 7194 515 472 2293
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Double Click Software Taylor Ridge Books
P.O. Box 741206 P.O. Box 78
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713 977 6520 (fax) 203 643 9673
713 977 6520 GEnie: C.WALNUM1
GEnie: DOUBLE-CLICK Delphi: ANALOG4
CIS: 75300,577
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Cat30

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216 539 5623 213 876 7704
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Cat7 Top13 Cat4 Top12

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ICD, Inc. 655 South Fair Oaks Avenue, I-103
1220 Rock Street Sunnyvale, CA 94086
Rockford, IL 61101 815 968 6888
815 968 6888 (fax) GEnie: S.WHITNEY
815 968 2228 Cat13 Top14
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ICD RT

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P.O. Box 350 One Technology Drive, Bldg 1E, Suite 301
Hadley, MA 01035 Irvine, CA 92718
413 584 2565 (fax) 714 753 9255 (fax)
413 584 7887 714 753 9253
GEnie: GRIBNIF GEnie: WUZTEK.OPI
Cat17 Delphi: OPI
Cat4 Tops12,17,31,32
:CREDIT:
Who has contributed to the FAQ?
==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

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Mark Leair (aa338@Cleveland.Freenet.edu)
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Jari Lehto
Sam Marshall (samm@aisb.edinburgh.ac.uk)
Darryl May
Erlend Nagel <wmtwen@urc.tue.nl>
Frederic Mora (mora@geocub.greco-prog.fr)
Thomas Omerzu (omerzu@quando.quantum.de)
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James Reno (James_Reno.Wbst129@xerox.com)
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Oddvar Tveito FTO (Oddvar.Tveito@nta.no)
Wayne (?) (trek@ihlpb.att.com)
John Townsend
Joachim Vance (jvance@einstein.oac.uci.edu)
Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

6188. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 01:21:24 UTC
From: sourada@iastate.edu
Message-ID: <sourada.723172884@vincent2.iastate.edu>
Source record: 214136
Cross-posted to: comp.sys.atari.st,news.answers

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
*MSA Some info on Magic Shadow Archiver
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
*MINT What is MiNT?
XWIN Is there a version of XWindows for the ST?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
*MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS:
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using zoo21.ttp.

:MSA:
Some info on Magic Shadow Archiver
==================================
(This was provided by Chris Herborth)

MSA Archives

The Magic Shadow Archiver (MSA) is a disk archiving program that allows an entire disk to be compressed into one file for transmission. The Magic Shadow Archiver (in shadow.[arc?|lzh?|zoo?] on atari.archive.umich.edu in ~/Archivers) creates .MSA files, which are often compressed using a normal archiver, such as zoo or lharc.

Magic Shadow is notoriously bad when used on a 1/2 meg ST and only one floppy drive. Its disk access and memory use are very badly thought out, and could result in over 160 disk swaps when unpacking an 80 track, double-sided disk.

Due to the fact that it was the _only_ disk image archiver around for quite a long time, Magic Shadow is the de-facto standard for creating disk images of computer demos and other pieces of software that cannot be easily compressed as files.

Because MSA files are disk images, they can only be used to recreate a floppy disk. There is (currently, see below) no way to extract the files from an MSA archive without writing it to a floppy disk.

Magic Shadow works perfectly with any legal TOS floppy format, even high density disks found in modified STs and most MegaSTes and TTs.

Chris Herborth (herborth@pinot.waterloo.ncr.com at work, cherborth@semprini.tdkcs.waterloo.on.ca at home, C.HERBORTH on GEnie) is writing a much more efficient MSA extractor, called UnMSA. UnMSA will minimize the number of disk swaps, and speed decompression considerably.

Daryl Richards (no email address, yet) is working on an MSA-Mounter, which will allow someone to unpack an MSA archive to RAM or a file on a hard disk. This uncompressed disk image will then be added to the system as a logical drive (much the same way a RAMdisk adds a drive to the system). MountImage on the Mac is an example of the way MSA-Mounter will eventually work (MountImage is so good, you can install new versions of the Mac OS using floppy disk images stored on your hard drive).

:CLI:
What Command Line Interpreters are available?
===

There are a large number of Command Line Interpreters for the Atari ST. Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12

```
Write protect..................-13
Media change...................-14
Unknown device.................-15
Bad sectors on format..........-16
Insert other disk..............-17
Invalid function number.........-32.............1
File not found.................-33.............2
Path not found.................-34.............3
No handles left................-35.............4
Access denied..................-36.............5
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified.........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.....................2
Address Error.................3
Illegal Instruction............4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation............8
Trace.........................9
Line 1010 Emulator............10
Line 1111 Emulator............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error..................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt............24
Level 1 Interrupt Autovector....25
```

Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

:GDOS:
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called FSMGDOS, which should be available commercially from Atari. It is currently included with WordFlair II. FSMGDOS uses scaleable fonts - you do not need to create a font file for every point size. Current word is that the street price for FSMGDOS will be about $50. The Lucida font family comes with FSMGDOS, and the output is very nice, even on a 9-pin Epson printer. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within FSMGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

:GNU:
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.2.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.1 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System
SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM:
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG:
Public Domain/Shareware languages...
====================================

There are a large number of programming languages available for use with the Atari ST. Programmers seem to flock to the Atari ST, and if you know of a language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN
FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME
SIOD
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX:
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386,
and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and
later in 1991, Sun SPARC. It is available with all the source code for
the entire operating system, the libraries, and nearly 200 UNIX-like
utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free
via anonymous FTP for people on the Internet. A Macintosh version will be
online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to
ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME
file describes the contents of the directory and how to use it. Be sure to
fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-
Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T
ask me to send it by email. I have quite enough work already thank you.
The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line,
MINIX itself is copyrighted software and is not available on line. The
demo disks are also copyrighted, but permission is hereby granted to
upload and use them for evaluation purposes. The READ_ME file tells how
MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN
TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix
newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT:
What is MiNT?
==========
MiNT is a free multitasking operating system extension for TOS. It is somewhat
like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM
program along with a lot of character-based programs simultaneously. MGR
and MW2 can both put multiple terminal windows on screen, and bgacc can
put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go
with it can be found at atari.archive.umich.edu:/atari/mint.

TOSWIN is the new replacement for bgacc: it provides lots of nice features like
variable fonts, menus, selectable window gadgets, etc. GEMTERM is a similar

package (it's not part of the standard MiNT distribution) modelled after TOSWIN and XTerm.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now 'MiNT is Now TOS'. :-)

:XWIN:
Is there a version of XWindows for the ST?
==========

Currently, there is no XWindows port for the ST. It is quite unlikely that there will be one, although you are free to port it if you like :-). There does exist a port for the TT (and presumably Falcon) as part of Atari's Unix distribution.

:DEMOS:
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from atari.archive to allow this.

:PAINT:
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett. The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD:
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL:
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a

help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

:TEX:
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the minimum files needed to get a working TeX/LaTeX system up and running on the Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0. This consists of 8 disks full of TeX stuff, plus an installation program that takes care of the details for you.

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

6189. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 01:23:44 UTC
From: sourada@iastate.edu
Message-ID: <sourada.723173024@vincent2.iastate.edu>
Source record: 214137
Cross-posted to: comp.sys.atari.st,news.answers

Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks?
GRAPHIC How can I enjoy enhanced graphics on my ST?
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL:
Welcome to comp.sys.atari.st
==========

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:FALCON:
What are the specs on the Falcon?

==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

Distribution is beginning soon in Europe, and by late October in North
America

:ACCEL:
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:DRIVES:
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put the drive internally, you will need a case with power supply to house the adapter and hard drive. IBM case is very easy to get and has a lot of space for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive they use about 20 watts or less, Quantum LPS drive use about 10 watts each, make sure your power supply has more than the drives need. Again if you use IBM case, the 150 watts power supply for that type case can drive at least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL), it's 50pins IDC female connector on each end with 50 conductors cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again. And check the jumper setting on the drive (consult the drive's manual). If you are using more than one drive with the system, make sure only the last drive has the terminator (either a DIP or a signle inline package of resistor, which usually is socketed and close to the SCSI connector on the drive circle board. Remove the terminator from other drives. [only the last drive should have the terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5 from ftp sites.

:FLOPPY:
Can I use 1.44 meg floppy disks?

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe and TT machines. If you own an older Atari ST, there is a company which offers a $199 kit (including floppy) to install and use the drive. (I will supply the name next month, sorry...)

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the desktop.

:GRAPHIC:
How can I enjoy enhanced graphics on my ST?

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync
monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome

* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Here's a few more cards, available from OverScan GbR, Saentisstrasse 166,
1000 Berlin 48, West Germany, ++49 30 721 94 66, ++49 30 721 56 92 (FAX),
++49 30 727 05 6 (Mailbox, language: German)

Autoswitch OverScan for the ST (NO STE compatibility) is DM 129.--, you
don't have to buy a new monitor. The maximum resolution on a SM 124
is variable, but in most cases at about 732*480.
AutoSwitch OverScan TT is a VME board. It's about 249.-- DM, you also can use
your old monitor, but it only works in the TTs five color modes
(3 ST-compatible modes, 2 TT-modes). Resolutions are variable, ask
OverScan about the values for your monitor.
Falcon ScreenBlaster blows up your Falcons resolution to a maximum of nearly
900*600 on SVGA-monitors. It'll be shipping as soon as Falcon030s
become available, and the pricing will be near 150.-- DM.

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:JOY:
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style
joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of
time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable
units"

:MODEM:
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOW to you!

You will probably need a serial port patch program to use high speed modems on your ST; most versions of TOS have a bug in CTS/RTS handling.

:MONITOR:
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM:
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE:
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases. The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and

the excessive use of disk accesses in Mac software will have you wanting
a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File
Exchange if you are needing MS-DOS data disks for Mac work. Language
configuration support, keyboard support, A4 paper size support for
Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a
MacIntosh with a decent screen is indescribable. The extra flexibility
that you get will also make you feel more confident in the greatness of
your Atari. You will also get to see some of the frustrations with one
of the other sides of the fence - frustrations like excessive disk access,
remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating
philosophies of an ST and of a MacIntosh. You really must read the
documentation that comes with the Spectre GCR (and I for one found that
a real delight. Dave and Sandy have a very different approach to software
documentation that makes it enjoyable reading.) You should also read the
Mac Operating System docs. One other reference you may need if you are
going to do much with Mac software is one of the reference manuals
referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on
a GCR, don't figure you will get a straight answer. They won't know.
The current compatibility list from Gadgets lists about 450 programs
and their release numbers that have been tried and found to work with
Spectre GCR. In general, if a piece of software won't work with the GCR,
it is probably becuase of copy protection. Most serious Mac software is
not copy protected.

One last note - earlier versions of the emulator exist that were not capable
of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from
Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64
KB ROM which is not good) to fully utilize the device. Also it's recommanded
to use it with MONO monitor and at least 2MB RAM. The Spectre software takes
about 300 some KB of memory, so on a 1040 there is not very much left for Mac,
especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most
Mac drive is double side). With DOS mounter or software like that you can read
/write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM
binary. It's only for file transfer). Or you can use Apple File Exchange to
read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not
run with it.

:UPGRADE:
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

6190. Re: Big name hype (was: Sam Tramiel GEnie Conference Transcript)

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 01:31:50 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <Dec01.013150.7419@yuma.ACNS.ColoState.EDU>
Source record: 214138

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>In <70424@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>>Jan Kim writes:
>
>
>>>Who the heck cares if a piece of software comes from a "big name
>>>company"??
>
>>Interesting attitude, but not one which will sell very many
>>computers.
>
>>Computer geeks will buy programs no one else has ever heard of, with
>>names like Kspread and X-act, but real people want something they've
>>heard of before. If your computer doesn't have anything available
>>like that, you won't sell your computer... except to other computer
>>geeks..
>
>I'd say those so-called "real people" do have an interesting
>attitude -- if they don't care to look at new things it's no
>surprise that they still use computers which are backward
>comtemptible to the stone ages...

I think we as Atari users need to get a grip on the fact that the majority of people using computers are computer users, not hackers, not programmers, not "hobbyists." However you choose to look at this fact, approvingly or otherwise, we have to acknowledge that computer users have the most buying power. Like many other products that build up a reputation, people are going to go buy what they know or hear about from friends or TV ads. There are lots of TV ads these days for 386s and 486s. I think that despite what Apple has tried to accomplish with the Mac, trying to make it the appliance computer, it turns out the PC has become the real appliance computer. This is because people are buying them for all sorts of reasons, equating "PC" with "computer" and everything else is something weird and non-standard. I don't think the PC should be the appliance computer, because from everything I've seen it's a pretty ricketty and hard to use "appliance." I think what makes it an appliance is their price range, the userbase (obviously), and the amount of software available for them.

I submitted an article to Current Notes a little while back on just this subject: We need to face the fact that the majority of people using computers today are computer users. They look for what they

want to do with one first (the software) and they generally look by name brand (Wordperfect, Microsoft, Lotus), then they look for the hardware to run that software on. It's that simple. Even though we think of the name brand products as inferior to what is truly possible in an application, the majority doesn't know about it. Atari needs to get name brands to go to the Falcon, or Atari software needs to become name-brand-compatible in a big way. I also talk about another major point, DOS-compatibility, but I won't spoil it all for you guys. :-) Hopefully my article will be published by CN in the near future. As far as I know Joe Waters liked it...

I couldn't believe this equating "PC" with "computer" at first, until I told a friend of mine with a Mac that I had a computer. He immediately got all excited and said, "You've got to try this game, it is so cool!" He showed me this box containing the game Starflight from Electronic Arts. I thought he knew what computer I had since when I talked to him before I was always advocating Atari. He noticed me being a bit uneasy when he said that it wouldn't run on his Mac, since it was a PC game. I said, "Uh...I have an Atari 8-bit." He said, "Oh, okay. I didn't know." And he put the game away. Notice that I only told him I had "a computer" and he immediately thought I had a PC. He probably figured I didn't have a Mac, so a PC was the only alternative or something. He wasn't the kind of guy who would call his Mac a "non-computer." This was probably a bad example, but this has happened to me more than once with PC users, though.

>Greetinx, Jan
>
> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
> | |
> *----=< hierarchical systems are for files, not for humans >=-----*

Mark Miller, computer science	"The most important human endeavor is the
major at C.S.U.	striving for morality in our actions. Our
millerm@cs.colostate.edu	inner balance and even our very existence
mmiller@nyx.cs.du.edu	depend on it. Only morality in our
/ Atari friend! ||| |actions can give beauty and dignity to
\/ --- The Mark)|(|life." --- Albert Einstein
World Peace /	\ There's nothing else quite like it.

6191. Re: Modem games between ST & PC?

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 03:13:22 UTC
From: chuckies@cs.mcgill.ca
Message-ID: <1992Dec1.031322.20421@cs.mcgill.ca>
Source record: 214140

In article <qisVuB3w165w@sys6626.bison.mb.ca> winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>Are there any known games/software that allow you to play against someone
>on an IBM via the modem?

Populous for one. I've had little a trouble though... it crashes once
in a while -- save often.

--

,.. . . . . ,.. . . ... ,.. ,.. ====================================
| |--| | | | |< | |- `-. Charles Savoie chuckies@cs.mcgill.ca
`'' ' ' `''' `'' ' ` ''' `'' ''' ====================================

6192. Interest in above program ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 03:52:24 UTC
From: mjuschke@tartarus.uwa.edu.au
Message-ID: <1fenhoINN9jh@uniwa.uwa.edu.au>
Source record: 214142

Hi,

as there seems to be some interest in the mandel code, I posted it to comp.sources.atari.st column. (The binary aswell, even so it is supposed to be in the binaries column).

Michael

6193. Re: NOTE: 16-bit Falcon bus may not be so bad.

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 04:16:55 UTC
From: grr@cbmvax.commodore.com
Message-ID: <37385@cbmvax.commodore.com>
Source record: 214141

In article <1992Nov27.211942.252@solace.hsh.se> hasse@solace.hsh.se (Hans Holmberg) writes:
> In <6405@tuegate.tue.nl> peter@blade.stack.urc.tue.nl (Peter Korsten) writes:
> >Warwick Allison (warwick@cs.uq.oz.au) wrote:
> >: I have heard that a 16-bit bus attached to a 68030 is not as bad as
> >: I'd first thought. The 16-bit bus does not NECESSARILY cripple the
> >: architecture. I don't have the details, but apparently you can use
> >: a 16bit bus and multiplex it for upper and lower 16 bits.
>
> >OK, but it will cost you twice as much time, compared with a 32 bit
> >bus. This is why the 16 bits 030 Macs are that slow.
>
> >: Remember that the Quickindex figures showed the Falcon to be approx 50%
> >: of the speed of the TT for CPU-memory related tests (not 25%) - indicating
> >: that the Falcon does not suffer a 50% loss in speed from the 16-bit bus,
> >: or the TT is 16bit... or 16MHz :-).
>
> >I don't know too much about Atari stuff, but wasn't the TT originally
> >a 16 Mhz design, on which a 32 Mhz 030 was put? This may explain why
> >the speed is 50% of the TT (32 bits & 16 Mhz <-> 16 bits & 16 Mhz)
> >instead of 25% (32 bits & 32 Mhz <-> 16 bits & 16 Mhz).
>
> >Correct me if I'm wrong.
>
> Well, you are basicly right, but the TT has 64 bits wide ram, which means
> 64bits*16MHz=1024kbits/s or more properly 128Mbyte/s. The CPU runs on
> 32MHz and a 32 bits bus which also gives 1024kbits/s or 128Mbyte/s, so
> the TT was souped up in a very nifty way. :)

You're making an assumption that the RAM actually completes a cycle each 16 MHz clock, which is rather unlikely. Assuming 80 nS DRAM, the best DRAM cycle is around 150 nS or so, thus the memory is probably actually running basic cycles at 4 MHz for 1/4 of the rate you calculated.

If the the memory design uses Page Mode accesses they you might double this perfromance, and VRAM would allow what you suggested or better, but I don't recall having heard that the TT used VRAM.

You may also want to keep in mind that the processsor takes multiple clocks per memory cycle. A 68030 would take at a minimum 3 clocks per cycle, but might well run 4 clock cycles depending on the system design. Putting in a 32 MHz processor in a "16 MHz system" might yield 5-8 clock cycles, again depending on the design, with faster operation coming from the speed-up on cached operands and internal cycles such as multiplies.

--
George Robbins - now working for, work: to be avoided at all costs...
but no way officially representing: uucp: {uunet|pyramid|rutgers}!cbmvax!grr
Commodore, Engineering Department domain: grr@cbmvax.commodore.com

6194. Remote EMACS

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 06:00:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fev2qINNl4j@golem.wcc.govt.nz>
Source record: 214147

HELP..

The main problem that we are having with it, is unable to set a Mark, it states to use ^@ but that does not work and the Esc-space also..

I have also tried the ^2 key, as that is were the @ key is on US key boards...

So can some one help with the Remote EMACS mark setting command..??

Thanks.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

6195. Connect a PC Harddisk to Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 07:27:48 UTC
From: gloe@cci.de
Message-ID: <gloe.3.0@cci.de>
Source record: 213996

Has anybody connected a PC Harddisk (no matter which model) to an Atari ST 1040?
Please help me to solve the never ending disk-changing-problem.
Thanks in advance...

Jochen Gloe	Internet	gloe@cci.de
Competence Center Informatik	4470 Meppen	Tel. 05931-805229
	Lohberg 10	Fax 05931-17791

6196. Connect a PC Harddisk to Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 07:29:50 UTC
From: gloe@cci.de
Message-ID: <gloe.4.0@cci.de>
Source record: 213997

Has anybody connected a PC Harddisk (no matter which model) to an Atari ST 1040?
Please help me to solve the never ending disk-changing-problem.
Thanks in advance...

Jochen Gloe	Internet	gloe@cci.de
Competence Center Informatik	4470 Meppen	Tel. 05931-805229
	Lohberg 10	Fax 05931-17791

6197. Typing in programs, those were the days

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 07:48:31 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <44993@ucbvax.BERKELEY.EDU>
Source record: 214149

There was nothing quite like a marathon program typing session, followed by a long CSAVE to some overpriced BASF tape. Why, back in the good old days, we didn't have expensive software to write your checks and pro-cess your words in five fonts. We had budget makers in BASIC and AtariWriter and Letter Perfect. SCHwahhh schwahhhh schwaaahh!

We weren't paid and we didn't get laid (well, I was only 12 at the time...) and that's the way we liked it. We get hot when we got 1200 baud modems and all our compatriots were still at 300 baud. Our big goal in life was to write assembler programs that turned into over 4K of binary.

Then the IBM PC came along and ruined everything for us hobbyist programmers. Programming became irreversibly professionalized and computer manuals got expensive. Even companies like Atari, which rely on hobbyists, started exacting oppressive tariffs on midnight engineers and part time programmers in the form of "developer's fees."

What a downer!

--
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

6198. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 08:39:56 UTC
From: sanders@sci.kun.nl
Message-ID: <ByKo2L.1G3@sci.kun.nl>
Source record: 213959

In <1fdncgINNccb@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

>No, the Falcon is said to run at 4 Million Instructions per Second, the
>DSP chip is the one supposed to handle 30-35mips, which is *fast*!

>(As long as they can get it going)

No, the DSP is said to run at 16 MIPS, not 30. Let alone 35. You could
only call these MOPS, since it IS able to execute more than one
operation per cycle.

BTW, 16MHz 68882s are very cheap these days...

Sander STOks
sanders@sci.kun.nl

6199. Re: FSM GDOS

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 08:42:20 UTC
From: sanders@sci.kun.nl
Message-ID: <ByKo6M.1IK@sci.kun.nl>
Source record: 213960

Is it really that bad that Atari changed to Speedo? Isn't it so that well-designed FSM-compatible programs will automatically use the new Speedo-GDOS?

Sander SToks
sanders@sci.kun.nl

6200. Falcon in March ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 09:00:23 UTC
From: mark@visionware.co.uk
Message-ID: <1992Dec1.090023.325@visionware.co.uk>
Source record: 213958

I visited Silica Shop/Systems on Tottenham Court Road on Friday, hoping to finally get my paws on a Falcon as they've been advertising 'The Falcon Has Landed!' for a month or so now.

Surprise, surprise, no Falcons.

On approaching one of the spotty assistants I was told that the hard drive versions would be arriving 'at the end of November' - it was the 27th and the bog-standard ones would be arriving in March !!!

Come on, can someone please tell me this isn't true. Preferably some marketing twonk from Atari who should be doing his/her job properly.

Mark Ripley

6201. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 09:15:50 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70634@cup.portal.com>
Source record: 214150

My impression from the lawsuits between Apple and Digital Research
was that the subsequent versions of GEM required "tiled" windows
as opposed to "overlapping" windows..

That is, the "new" versions of GEM look like the DOSSHELL available
with MS-DOS.. two windows adjacent to each other, but not overlapping
as we're used to seeing with GEM, or like the Macintosh desktop.

The Atari version of GEM was "grandfathered" under the previous license,
but any new versions had to follow the lawsuit settlement..

BobR

6202. Re: Carrier Command and Gunship - Are they good?

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 09:18:32 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Dec1.091832.22645@cs.hw.ac.uk>
Source record: 213955

In article <76458@hydra.gatech.EDU> gt1448b@prism.gatech.EDU
(David P. Forrai) writes:
>I'm considering buying Carrier Command and Gunship. I would like to
>hear anyones opinions based on their experience from playing these
>games. Thank you!

Since these games are quite old I guess you'll be able to buy them at a
knock down price. Carrier Command has nice smooth and fast graphics but the
gameplay is crap. The enemy carrier cheats, it's planes are indestructable
it has no amphibious vehicles because it can go on land itself.

I don't have Gunship but a friend of mind does and I'd say it's a fairly
decent game with adequate graphics and authentic gameplay although I never
played it much.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

6203. Teleneting

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 09:26:04 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ffb3clNNm2g@golem.wcc.govt.nz>
Source record: 213951

Can some one help me with Teleneting to the Cleaveland Free Net,
there was a article some time back in ST-Report but don't know
the issue..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6204. Re: Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 09:28:52 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70635@cup.portal.com>
Source record: 213953

>>I read in the November 1992 issue of Atari Advantage Magazine that
>>Mike Vederman has dissolved Double Click Software. All DC products
>>will be released into the public domain except for ...

>>Mike V. is supposed to be uploading the DC stuff to CompuServe real
>
>... soon? Will someone upload it to a.a then?

I wondered how long it would take for the vultures to start circling..

How long until the "good riddance.. we didn't need Double Click
anyway" messages..?

Does anyone else get an uneasy feeling in the pits of their stomachs
about one of the premier software producers for the Atari line finally
surrendering to the pressures of day-to-day reality...?

Let's see what we can get from them for free..

BobR

6205. Re: DC Internet address wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 09:30:58 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70636@cup.portal.com>
Source record: 213952

>>Anyone have a net address for Double Click?

>They have closed there doors, they no longer exist...

And another one's gone
and another one's gone
and another one bites the dust...

The "Atari Theme Song"...

6206. Re: Midwinter II on a hard disk?

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 09:37:45 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1ffbp9INN3hp@escargot.xx.rmit.OZ.AU>
Source record: 213957

naffara@crc.ac.uk (Dr. N.A. Affara) writes:

>Will I be able to put Midwinter II on to a hard disk when I finally get one?
>Thanks,
>Phil

Nope. Sadly, as it could be a _GREAT_ game if it didn't access the (floppy)
disk for just about everything.

Cheers,

Greg.
--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

6207. Re: Atari seen in Compuke! Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 09:51:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70638@cup.portal.com>
Source record: 213954

Mark Miller wrote about magazines, Compute! in particular,
and their support of the Atari market..

A predominently popular notion seems to be that magazine
publishers don't need to eat like the rest of us..

Somehow, they're supposed to be able to go on tilting at
windmills, while at the same time putting food on their tables
to feed their children.

Sorry folks, that's just not true..

Anyone remember "Compute II, the Single Board Computer Magazine"
???????

I was truely disappointed when they stopped supporting the
single board computer market, which included the Ohio Scientific
Instruments Superboard II.. a computer I thought was the very
BEST design I'd seen..

The company (OSI) had produced a computer which overshadowed the
other participants in the market at that time: Apple I, TRS-80,
Commodore PET... BUT.. the company didn't know how the hell
to MARKET the amazing computer they'd produced..

The result was that the OSI computers faded away from the market.

And.. the magazines which had supported this aborted child of
the computer revolution turned to other platforms so that they
could continue to sell issues and pay their bills..

Compute! is no different.. if no one but a tiny "hardcore"
audience buys their magazines, then it's in their own best
interests to dump the stragglers and go with a mainstream
that WILL buy their magazines.

Why is that so hard to understand..?

Look at all the "Atari specific" magazines that have either
completely folded, or have reduced their publication schedules..

Do you want them to continue to print and mail a product that
no one is willing to pay for, out of the goodness of their
hearts..? What wonderful sacrifices you want them to
take on.. and why..?

Why not look to the REAL cause of all the problems in the
Atari market..?

BobR

6208. Re: znet magazine in the comp.sys.atari heirarchy? PLEASE READ

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 09:55:46 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Dec1.095546.26572@Informatik.TU-Muenchen.DE>
Source record: 213961

Good idea!!

As I didn't manage to get neither ST-Report, nor Z*Net-mag for months

MY VOTE FOR THIS PROPOSAL!

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

6209. Falcon on comp.sys.atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 10:00:03 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1992Dec1.100003@cs.bham.ac.uk>
Source record: 213956

Now the idea of creating a falcon section I like.
At least we wont end up with half the days mailing on
comp.sys.atari.st being Falcon arguments. As for znet, how
long is it?

David Oakley *
Software Engineering **_**
University of Birmingham */ *
_/
***
** ** ***
****** ** **** ***
****

6210. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 10:54:25 UTC
From: d2viktor@dtek.chalmers.se
Message-ID: <d2viktor.723207265@dtek.chalmers.se>
Source record: 213965

>In a message of <28 Nov 92 21:03:25>, Scott D. Yelich writes:

> >> The answer is simple. The ST Format figures are not accurate.
> >> Those figures place it in the SPARC speed range which we all know is
> >> completely ridiculous. 30-35 mips indeed...haha.

I just thought I should say that I never have seen the figure 35 mips
(except in this group, that is *8-). The figure I have seen is 3.5 mips,
wich leads me to believe that it all boils down to one thing: Someone at
ST Format forgot a period when they wrote the article. And, let's face
it, who hasn't missed a key at one time or another....*8-1

d2viktor @dtek.chalmers.se

6211. GCC: Where do I get crt0.o?

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 11:02:29 UTC
From: qb7g6@fel.tno.nl
Message-ID: <1992Dec1.110229.20116@fel.tno.nl>
Source record: 213962

Hi,
I recently got GCC 2.2.2 (almost) to work. When I compile a
"Hello, world" program, ld is called with $GNULIB/crt0.o.
I haven't found this file in any of the distributions (I also
checked the latest 2.3.1 version).

Can anybody tell me where to get a crt0.o? Or maybe somebody can
mail me one? Thanks in advance!

Bye,
--
Maarten J. Landzaat (analyst/programmer, bass player, Atari/midi freak)
BSO/Aerospace & Systems Mail: Spuistraat 97
Email: maarten.landzaat@fel.tno.nl 1012 SV Amsterdam
Phone: +31 20 6266098 The Netherlands

6212. STRAW POLL: Znet in c.s.atari, c.s.a.falcon (Was: Znet mag into c.s

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 11:11:19 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <kPR4uB9w165w@dogbox.acme.gen.nz>
Source record: 213971

evansg@uproar.enet.dec.com (Gwyn Evans @ IME) writes:

> While I don't want to be negative, aren't you bundling two
> seperarate issues (the magazines & Fidonet) here that might be
> better keep apart?

You're probably right, but Fido is a lot busier in the Atari field than
Usenet is. It may be worth considering gating it into c.s.a.st :)

Besides, the existing znet gateway is bringing in Fido, so it makes
sense to move it as well.

> As far as the online-magazines go, would the envisaged traffic be
> worth seperate groups? What's the thoughts on just posting them to
> c.s.a.st? IMHO, if we're going to go through the RFD/CFV route, we
> ought to be doing so to create comp.sys.atari.falcon, although I
> suppose that that combined with comp.sys.atari.online_mags would be
> my preference.

You have a valid point, though feedback so far indicates a preference
for the mags in separate groups. Bear in mind that online mags like
Toxic Custard and the EFF groups have their own groups, yet are only
posted to once per week.

Posting them to separate groups allow them to be given long expiry times
compared with normal postings on all sites.
(eg: I would set them to a 12 month expiry minimum, and my MS-DOS
platform doesn't handle the Expires: header)

Also, it would mean that people don't have to wade through masses of
general postings to read the mags.

> To clarify, my suggestions are to RFD/CFV comp.sys.atari.falcon to lower
> the current traffic and then post the online mags to comp.sys.atari.st.

Is there sufficient interest in the falcon to justify the creation of a
separate newsgroup for it?

How about sending comments to my atari mailbox (atari@dogbox.acme.gen.nz)
and I'll summarise the opinion on this when I report back on opinions
regarding the magazine newsgroups.

I will attempt to acknowledge all mail, and will list posters when I
summarise.
(A couple of acks. have bounced so far - ensure your address
is valid please...:)

Bear in mind that any official discussions/voting/group creation will
have to wait until January. I am simply gauging opinion to see whether
it is worth doing it.

> >Alternatively, if there is insufficient interest in doing this, I propose
> >creation of an alt.sys.atari.* area.
>
> Why would these do any better that alt.znet.* ?

Because currently alt.znet.* is crippled. There were several hundred
messages sent out to the net without a proper newgroup message,
and consequently a lot of administrators aliased it to /dev/null
so that it wouldn't clog up their junk spools.

Alan B "Well, we were just laying there
Dogbowl@dogbox.acme.gen.nz And this ghost of your other lover walked in
Dawghaus BBS +64 6 357-9245 And stood there.
Palmerston North, New Zealand Made of thin air. Full of desire..

...Why these mountains? Why this sky? This long road? This empty room?"
- Laurie Anderson

6213. RE: PD GIF viewer recommendations wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 11:51:59 UTC
From: jogl@merry.imsd.rwth-aachen.de
Message-ID: <1ffjkvINNcc6@urmel.informatik.rwth-aachen.de>
Source record: 213963

> I'm looking to acquire a public domain GIF viewer; can anyone give me some
> recommendations? I have a monochrome monitor, so there is that
> restriction. ~~~~~~~~~~~~~~~~~~~~
> Thanks in advance!
> -Steve Coile

hi,

M G I F 4 0 is THE tool you are looking for.
~~~~~~~~~~~~~~
it is on atari.archive.umich.edu.
--
___ ____
/ / _____ ! jogl@tolkien.imsd.rwth-aachen.de !
__/__/_/ Gl ! Inst. f. med.Inform. & Biometrie (IMIB) !
/_/ !___Never_send_a_boy_to_do_a_man's_job____!
~~~~~~~~~~~~~~

6214. Re: Midwinter II on a hard disk?

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 11:54:10 UTC
From: ansga01@mailserv.zdv.uni-tuebingen.de
Message-ID: <ansga01.723210850@mailserv>
Source record: 213964

I bought a German version of MW II quite a while ago and I'm really
disappointed. It's a good game but the copy protection drives you mad.
It allows you only to play from floppy disk. And it loads very often! I think
it also doesn't realize any RAM size above 512 KB.
If you can't get a (newer?) version without this stupid protection, don't
buy it!
I also would be very happy if somebody could tell me a way to install it
on hard disk or ram disk.
--
* Thomas Gaiser * ansga01@mailserv.zdv.uni-tuebingen.de *
* Seminar fuer Sinologie * *
* Herrenberger Str. 51 * *
* 7400 Tuebingen, Germany * *

6215. GCC 2.3.1 and GDB

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 13:28:19 UTC
From: csucf@csv.warwick.ac.uk
Message-ID: <1ffp9jINNhdv@lily.csv.warwick.ac.uk>
Source record: 213966

I've been using GCC for a while now and finally got around to trying the debugger (GDB) so I downloaded it from Atari.archive recently and gave it a bash...

That was when I hit upon a problem; I can use it perfectly if I don't need the symbol table!! I have tried all of the debugging options from gcc (IE: all of the -g options) but whenever I try to load the symbol table from within GDB(using symbol "filename") I get the filename followed by:
"is not in executable form"
The one clue I have got is that there is a program file called sym-ld.ttp in amongst the other executables for gcc, so I tried replacing gcc-ld.ttp with this, and I got a symbol table but no executable program..

What I want to know is, am I missing an environment variable that should point to this executable so that gcc knows how to produce a symbol table or am I doing something else wrong?

Any help would be most appreciated...

Please don't reply to this login if possible, a friend of mine is posting this for me...
Reply to grw@ukc.ac.uk or just post a reply, I read the news just about every day

Thanks in advance...

Gary Wagner, Computer Science 2nd year Undergrad - University of Kent

6216. Re: PD GIF viewer recommendations wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 13:42:57 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <168B0CEF6.BWWL@ibm.rz.tu-clausthal.de>
Source record: 213967

In article <1992Nov30.031311.13935@gmuvax2.gmu.edu>
scoile@gmuvax2.gmu.edu (Steve Coile) writes:

>I'm looking to acquire a public domain GIF viewer; can anyone give me some
>recommendations? I have a monochrome monitor, so there is that restriction.
>
>Thanks in advance!
>
>-Steve Coile

Hi!

Try 'mgif40' or 'gemview201'. Both are available via anonymous FTP from
ftp.tu-clausthal.de (139.174.1.3). Get
/pub/atari/graphics/viewer/mgif40b.lzh and/or
/pub/atari/graphics/viewer/gview201.lzh

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

6217. Re: Re: Megafile 30 start up problems

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 14:03:34 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByL31z.8Hy@hpbbrd.bbn.hp.com>
Source record: 214059

In article <1992Nov13.203442.26692@donau.et.tudelft.nl>, prooi@dutentb.et.tudelft.nl (Pieter van Prooijen) writes:
: > Hello netfolks,
: >
: > I own a Megafile 30 Atari harddisk since 1989.
: > Recently, it has developed startup problems. When you switch on the power
: > the drive starts to spin, but it won't do the initial head seek action.
: > Consequently, the drive is not seen by my 1040 ST.

This is most probably a problem in the power supply. Due to aging
and drifting of components, the +5V line drops below a threshold,
and the drive won't start. For some power supplies, there is even
a hardware hack to fix this, but I'm not experienced enough in that
to give you details on this.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

6218. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 14:51:42 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Dec1.145142.665@dcs.warwick.ac.uk>
Source record: 213968

In article <wmtwen.722539256@rw8.urc.tue.nl> wmtwen@urc.tue.nl writes:
>ins739l@lindblat.cc.monash.edu.au (William Fang) writes:
>
>>LhA uses lh4 or lh5 compression (tighter giving greating compression) and uses
>>the ".lha" extension.
>
>>At least this is how it works on Unix and Amiga. The Atari ST verions of
>>Lharc might be different, but I don't think so...
>Well it does work as lharc2.01 has lh5 (and probably lh4) compression. I
>never had any problems exchanging files between DOS lha and ATARI
>lharc2.01.
>
>So, sorry you are wrong, but happy it works fine for me :)
>
>Erlend.
>

I constantly find myself wishing people wouldn't use Lharc - it is just so unstable and nonstandard.
The unstability of the ST versions can probably be attributed to GFA Basic - the version of LHarc I have CRASHES if you try to unarchive something compressed with a later compression standard and is incompatable (ie CRASHES) with half of the AUTO folder stuff I use (which is funny because I have never had any problems with anything else.). The self extracting version (which I assume is assembly coded) fails to do any error checking whatsoever (eg disk full etc) and also randomly CRASHES (run it again and it's OK usually).
However, even the UNIX version at this university (Which, being non-standard is only available on some machines - ZOO is available on all) CRASHES and dumps the core whenever anything goes wrong (Eg. wrong archive format - the version we have doesn't support later compression standards).

What is the matter with ZOO? It has been around for years, is available for every machine under the sun (And installed on most) and is utterly relyable. If you try to decompress a file which uses a new format it says that you need a newer version. The zoo-high compression is just as good as LHarc anyway.

If it were up to me I'd ban use of .LZH on archive sites.

- Leo

6219. Re: znet magazine in the comp.sys.atari heirarchy? PLEASE READ

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 14:54:30 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1ffub6INNeqq@terminator.rs.itd.umich.edu>
Source record: 213970

Haven't we seen all of this before? Once again, I think that this is
a bad idea, when the magazines are readily available from
archive sites and Greg's mailing list. There's no real need for
people to be posting 50K+ magazines to a newsgroup that will hit
every machine in the civilised part of the planet (and it'll probably
make it to the machines in Minnesota too :)), when anyone can
get them in one of the other methods.

Digging out the flame thrower, as I'm sure to hear more about this,

--
- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -

6220. Email addresses of Tracker programmers

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 14:59:11 UTC
From: evilandi@vnet.ibm.com
Message-ID: <19921201.070250.99@almaden.ibm.com>
Source record: 213969

I would me most grateful if anyone could tell me any email addresses for
any tracker programmers.

eg. Noisetracker- "Dr. Satan of The Empire"
TCB Tracker- Anders Nilson ("AN Cool of The Care Bears")

I intend to find out whether they intend to produce a Falcon tracker
editor, and if so, any details. I will then report back here.

If any tracker programmers are watching, mail me! Cheers!

Andrew Oakley <evilandi@vnet.ibm.com>
IBM Warwick, UK (I speak FROM IBM, not FOR IBM)

&witticism (That's the best you're going to get out of me on a Tuesday)

6221. RE: Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 15:08:49 UTC
From: mackie@meena.cc.uregina.ca
Message-ID: <1DEC92.15084928@meena.cc.uregina.ca>
Source record: 213591

Vultures!

I for one will spend some time being sorry to see them go before I start drooling at the prospect of free software.

6222. Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 15:14:47 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1ffvh7INN7uj@life.ai.mit.edu>
Source record: 213972

In article <70635@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>>Mike V. is supposed to be uploading the DC stuff to CompuServe real
>>
>>... soon? Will someone upload it to a.a then?
>
>I wondered how long it would take for the vultures to start circling..

I had the same reaction to this you did, Bob. Any goodwill that kept
this ever-shrinking community together is now long-gone, I'm afraid.

>How long until the "good riddance.. we didn't need Double Click
>anyway" messages..?

Well, ah, er...

>Does anyone else get an uneasy feeling in the pits of their stomachs
>about one of the premier software producers for the Atari line finally
>surrendering to the pressures of day-to-day reality...?

Anyone who can't see the "Abandon all hope, ye who enter here" sign
hanging above their ST's *now* needs to have their head examined. I
suppose if it takes more than this for people to realize how bad things
have gotten Atari will just have to file for Chapter 11. I suspect
that at that point some people will still be bewildered at why no one
develops for their favorite machine anymore.

Hard facts of life:

1. The quality of a machine has nothing to do with its success
in the marketplace.
2. Developers can only make money writing for machines with
installed user bases (i.e., people who actually pay for
software) larger than the number of employees they have
working for them.
3. Unfortunately developers need to eat, which implies that
they need to make money.
4. You can buy a PC that runs several orders of magnitude
more software, can be upgraded forever, has better graphics
and sound than the ST, and is considerably faster for about
$900 now.

This latest event is just symbolic, really. It's been this bad since
late summer, when it became obvious that there would be no Falcons in
stores for Christmas, and when the idiots at Atari headquarters in
Sunnyvale tried to tell me that companies like EA would actually write
games for their latest hunk of outdated hardware when all they planned
to provide with the box in the way of a development system was GCC.

(Oh sure, we'll be glad to put 10 of our $50,000 a year in-house programers to work on your new machine. I'm sure *millions* of people will just snap them up Any Day Now, and we'd much rather risk a half a million dollars on your machine than invest the money in a guaranteed 100,000 unit-sales project for the Nintendo.) NOT.

Congratulations, Jack. You've taken a Fortune 500 company that used to have 95% market share and given it to your incompetent kids as a plaything, and now they've broken it. Why don't you just dissolve the darn thing and give the money to charity instead of frittering it *all* away?

>Let's see what we can get from them for free..

Anybody wanna buy an ST? :(

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6223. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 16:00:45 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3815@richsun.cpg.trs.reuter.com>
Source record: 213976

In article <afonseca.2eqx@terapin.com> afonseca@terapin.com (Alberto Fonseca) writes:
>I'm somewhat insecure as to how the Falcon will be supported by ATARI Corp.
>after its realeased to the general public and at our local dealers... I feel
>that ATARI is really playing a cruel joke with us.. I just heard that FSM GDOS
>was discontinued because SpedoGdos or whatever its called, *WILL BE OUT* soon.
>Geez.. What about the people that invested in FSM GDOS programs? I really hate
>the way ATARI makes new computers and doesn't give you the capability to
>upgrade to the new system.. Example: IBM 386, you can upgrade to a 486...
>Can I, an ATARI 1040 STE user upgrade to a TT030? To a Falcon 030? I don't
>think so..
>
>Will ATARI Corp. make the Falcon 030 and then an 040 in a mini-tower with new
>addon cards that I won't be able to use if I buy a Falcon 030? Then they'll
>say, buy an 040..
>
>I don't know, I'm getting frustrated.. I will take a look at the 030 and
>compare it to a 486, sorta within the same price range.. I think I'm
>confused.. Any help is appreciated.

Just wanted to vent some frustration myself. Also, I thought maybe someone knows
something I don't. I bought my TT with the intention in mind that Unix ASV
would be available from Atari. I picked a very nice color brochure on the TT
back in the Fall of '90, (had my TT since May '91 waited 5 months for it) which
spouted that the TT would have Atari's System 5, rel. 4 Unix would run on the TT.
I've heard that the TT as well as the Amiga 3000 is too slow to run Unix with X.
Well, all I have to say is, look at the Sun 3/50 (68020 at 16Mhz) and Sun 3/60
(68020 at 20Mhz) running Unix adequately. I don't think any of them had X, but
for crying out loud, they ran Sunview. These Sun's were about all we used here
at work in the distant past. So, yes I am a customer for ASV on the TT,
and yes I don't want to spend $2500 plus. At least make it available (or at least
RSN) as a student version with just shell capabilities. Then, people will probably
come up with a GUI somehow.

CUL,
Chuck

6224. FAL8ON

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 16:20:49 UTC
From: alexm@aisb.ed.ac.uk
Message-ID: <1992Dec1.162049.7899@aisb.ed.ac.uk>
Source record: 213973

```
Actually the Falcon runs at 3.85 mips.
But...before you dismiss the new Amiga A1200.
Why not take a CLOSE look at the specs.
It's pretty interesting.
```

6225. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 16:25:12 UTC
From: cpr@dde.dk
Message-ID: <1992Dec1.162512.16488@dde.dk>
Source record: 213977

Bob_BobR_Retelle@cup.portal.com writes:

>Sorry Howard.. sounds like YOU've bought into the "anything
>that doesn't say Atari on it has to be crap" line..
>
>Here's a "laughable" upgrade scenario for you..
>
>I can take my 12mhz Turbo XT, pull all the cards, yank the
>motherboard, and for $185 I can slip in a 33Mhz 80386DX
>motherboard with 64K of cache on board.

Congratulations, because you'll really need to do so if you want to run anything using MS Windows - opposed to us unfortunate guys that have been using GEM on un-expandable ST's for about 6-7 years now. And because the ST wasn't crippled with a 8-bit bus-system limiting both disk and graphics performance, I just boot with a software graphics accelerator and suddenly GEM is faster to work with than my friends very expandable 80386 using MS Windows.

>ALL the peripheral cards just pop back into their slots, the
>motherboard lines up with all the case openings (ie: I don't
>have to hack the case to make the upgrade fit).

Admittet, it easier that way. But you tend to forget that the average PC user is not capable of handling the DIP-switch nightmare that seems to follow some upgrades, and thus, he or she must go to a dealer anyway...

>OK, sure it's still got an 8bit MFM drive controller.. the point
>is that I *can* upgrade to an IDE or SCSI controller LATER, when
>I've got the cash.. and when I do upgrade the drive and
>controller, I don't have to hack and slash to get it to fit, or
>work.
>
>If an Atari owner CAN'T afford a TT or Falcon, he CAN'T upgrade
>his computer (other than the "hack and slash" method).
>
>BobR

Yes, you can upgrade your PC if you can afford it. But it is the same story all over again. It is cheaper to buy as much as you can afford in one go, and it is more expensive to build your system along the way! I know my total cost for a usable WIMP system is far less than compared to those that bought a 10MHz XT, upgraded it to a AT-like box and now are facing the challenge of buying a 386 or 486; even though the ST was a little more expensive than the XT back in 1986 (and naturally I've been enjoying the WIMP environment during all the years).

In fact the most expandable system I can think of would be an empty box,
you could put almost anything inside it; but I tend to like the Atari
approach a little better, i.e. put as much functionality as possible
on the main-board (albeit this is no reason for not putting a VME bus
on the board as well, are you listening in Sunnyvale? :-)

regards
Claus

+--------------------------+--------------------+--------------------------+
Claus Priisholm		Dansk Data Elektronik A/S
Software Engineer	Runtime is	Vindingvej 2C
Euromax Newspaper System	Funtime!!!	DK-7200 Vejle
email: cpr@dde.dk		(+45) 75 72 26 00
+--------------------------+--------------------+--------------------------+

6226. Riddle me this...

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 17:02:58 UTC
From: hoffman@tsla.noava.lisc.lockheed.com
Message-ID: <1992Dec1.170258.18547@tsla.noava.lisc.lockheed.com>
Source record: 213974

Riddle me this;

It flys without feathers into a tree without leaves, who ate it?

This is a riddle from the game amberstar which originates in germany. One
can't help but wonder if something has been lost in the translation from german
to english or if this riddle requires a german culture. I don't know anyone
local in Calif. USA who knows the answer. So maybe someone nonlocal??

Thanks for any help,
John

Please send email.

--
+---+
| The preceding is my personal opinion and not legally binding... |
+---+
John Hoffman	Lockheed Integrated Solutions Company
NOAVA/Engineering	Internet: jhoffman@lmsc.lockheed.com
408/987-4693	or: jhoffman@lisc.lockheed.com
+---+

6227. Re: Midwinter II on a hard disk?

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 17:54:07 UTC
From: dave@admiral.uucp
Message-ID: <1992Dec01.175407.1560@admiral.uucp>
Source record: 214071

In article <1992Nov30.131930.16283@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>Will I be able to put Midwinter II on to a hard disk when I finally get one?

Unfortunately, no. It's a shame, since it's such a good game, but the disk
access times makes it a real annoyance to play...

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

6228. Re: Gameboy emulator

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 17:57:32 UTC
From: jonord@solace.hsh.se
Message-ID: <1992Dec1.175732.382@solace.hsh.se>
Source record: 213975

In <1992Dec1.002444.27948@cs.nott.ac.uk> mjb@cs.nott.ac.uk (M J Brownlow) writes:

>Looking thru' the ST Format Reviews Special, I spied the panee with the
>Gameboy emulator in.. If anybody has this, could they either mail it to
>me or post it to a.a

>Thanks,
>Martin

I have seen one in loader with Tetris and some Space Attack... Looked rather
good...

/Jocke

Welcome My son, Walk on to the Machine

6229. Re: Exchangable Harddisk: How well does they work?

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 18:01:29 UTC
From: saj@chinet.chi.il.us
Message-ID: <ByLE2I.3MD@chinet.chi.il.us>
Source record: 214079

>In a message of <28 Nov 92 04:32:57>, Michael Olin writes:
>
> > From: molin@ptb.cl.msu.edu (Michael Olin)
> >
> > Anybody know any reason why my old host adapter SHOULDN'T be working
> > with my Maxtor/Syquest combo?
>
I had a discussion with the boys at BMS a while back that might relate to this.
Various drives use different parts of the ranges allowed in the SCSI spec.
(which wasn't really standardized until a lot of things were on the market).
In particular, I believe Maxtor drives want all the message passing to be
done at the fast end of the allowed range, while Syquest drives like the slow
end. And host adaptors tend to need a little tweaking to catch the corners
of the range. I was asking in particular about how practical it would be to
combine an ST296, a Wren V and a Syquest. I may be a little confused, but
the way I remember it was that they told me it would take more luck than one
could count on, because the ST296 hit both fast and slow extremes, the Wren
was uniformly fast and the Syquest was uniformly slow.

Steve saj@chinet.chi.il.us

6230. 2-HD=1-Falcon????

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 18:06:36 UTC
From: ziggy@grafted.UUCP
Message-ID: <PD64uB1w161w@grafted.UUCP>
Source record: 213922

Ok, here is the deal...

I am wanting a striped down Falcon (no HD, no MONITOR,
no RAM) and have two bare st1096N drives I would like to swap some
developer out there for... they really have not been used, so they are
still worth a good 250-300..... I have a good idea how much you developers
will pay for one, so If you want to make a deal E-MAIL me.......

Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

6231. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 18:31:37 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <ByLFGr.Cq5@hpbbrd.bbn.hp.com>
Source record: 214072

Gert Kanis (gert@targon.UUCP) wrote:
: =From what I can tell, the major differences are that the menu bar has the
: =desk accessories entry on the far right of the screen instead of the far
: =left, and there are no more zoom boxes in the PC version. Anything else
: =about it that's "crippled" ?
: = -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
:
: How about those 2 fixed size windows ? :-(

This is just a limitation of the GEM Desktop in the PC version, not
a general GEM limitation.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

6232. Re: Sequencer One/ST Format

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 18:38:58 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec1.183858.12110@news2.cis.umn.edu>
Source record: 213978

In article <ByJ4sx.6IG@compsci.liverpool.ac.uk>, scst73@csc.liv.ac.uk (Mr. A. Lewis) writes:
>I am presently trying to track down a copy of
>"sequencer one" which I believe came free with a
>summer issue of ST Format magazine. The actual
>magazine it came with cannot be order as a back
>issue as they are all sold out.
>If anyone could supply me with a copy I would of
>course be willingto pay for the cost of the disc
>and all postage fees incurred.

Just a quick note to those of you out there who may respond to Mr. Lewis's request:

The main cover program of magazines such as ST FORMAT and ST REVIEW are generally commercial programs. (They may not be the =latest= version.) As such, they are not shareware/freeware/public domain. Copyright and software licensing rules still apply; the person who purchases the magazine is considered to have "purchased" the software package as well.

It would not be legal to provide a copy of your January 1992 ST FORMAT cover disk (the one with the Sequencer One program which Mr. Lewis wants). It should, however, be legal to sell your copy of the January 1992 ST FORMAT magazine issue along with the original cover disks for that issue. Of course, you would then have to erase any copies of the Sequencer One program which you still have in your possession.

-- David Paschall-Zimbel

6233. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 19:33:29 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fgem9INNpqe@golem.wcc.govt.nz>
Source record: 213979

LHarc 2.01? Is programmed in optimised assembler. Not GFA-Basic!! Where did you get that odd idea?

Using v2.01L - it has never ONCE crashed. (Except when I tried running it with about 30k of RAM available).

It is quite a bit faster than ZOO, and gets slightly better compression. (Only very slightly). But it *is* faster. And LHarc has a lot more options!
(It also works properly from GEM!) ZOO isn't really of much use without UNIX to redirect the output. (Or using tos 2.?? or higher - or Teradesk etc.)

Stick to what you like, and make sure you always have the latest version!

I can extract ARJ, ZIP, ZOO, LZH, ARC, Z. Files happily - and the respective programs are all in the same folder, and are run with the click of a button! (Automatically extracting to wherever I want them to using Teradesk's output to window directory option!)

6234. Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 19:48:25 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1fgfi9INNju6@life.ai.mit.edu>
Source record: 213981

In article <1992Dec1.162512.16488@dde.dk> cpr@dde.dk (Claus Priisholm) writes:
>Bob_BobR_Retelle@cup.portal.com writes:
>>Here's a "laughable" upgrade scenario for you..
>>
>>I can take my 12mhz Turbo XT, pull all the cards, yank the
>>motherboard, and for $185 I can slip in a 33Mhz 80386DX
>>motherboard with 64K of cache on board.
>
>Congratulations, because you'll really need to do so if you want to run
>anything using MS Windows - opposed to us unfortunate guys that have been
>using GEM on un-expandable ST's for about 6-7 years now. And because
>the ST wasn't crippled with a 8-bit bus-system limiting both disk and
>graphics performance, I just boot with a software graphics accelerator
>and suddenly GEM is faster to work with than my friends very expandable
>80386 using MS Windows.

All this proves is that Windows is a slow piece of crap. You don't
want a slow piece of crap? Then don't use Windows! Use OS/2 or one of
the other GUI's for the PC. Use GEM if you really want to -- it runs
on PC's. Or run X under 386 MACH for pete's sake. X is a lot faster
on a $200 386DX than GEM is on an ST, that's for sure.

>>ALL the peripheral cards just pop back into their slots, the
>>motherboard lines up with all the case openings (ie: I don't
>>have to hack the case to make the upgrade fit).
>
>Admittet, it easier that way. But you tend to forget that the average PC
>user is not capable of handling the DIP-switch nightmare that seems
>to follow some upgrades, and thus, he or she must go to a dealer anyway...

Come on. Computer-illiterates will *always* need hand-holding.
They're certainly not going to have an easier time trying to solder in
their ST "upgrade." Instaling most PC cards is just a matter of
sticking them in the slot and choosing an IRQ (usually with software,
and the default usually works just fine).

>>If an Atari owner CAN'T afford a TT or Falcon, he CAN'T upgrade
>>his computer (other than the "hack and slash" method).

As if Bob really needs to point this out. Come on -- there's NO
argument that favors a closed architecture computer. We've been
through this all before, and the only reasons I've ever heard why
people like closed architectures are totally religious. (I.e., some
people just can't stand to own a mainstream computer.)

>Yes, you can upgrade your PC if you can afford it. But it is the same
>story all over again. It is cheaper to buy as much as you can afford
>in one go, and it is more expensive to build your system along the way!

This isn't so true anymore. Yes, the cheapest way to go from nothing
to a 486 system now is to buy a package from one of the mail order
places like Gateway. But at the moment I can upgrade my existing
system to the next generation of processor for just the cost of the
motherboard (or, if I choose to go to a clock-doubled 66DX-2, the cost
of the chip itself).

In contrast, NO PART of my existing ST is useful now in terms of
upgrades. I can't get any value for it when I upgrade. If I buy a
Falcon (ha-ha, that's a good one), I pay the price for the whole
machine: floppy drives, power supply, ports, keyboard, etc. -- things I
already have in my ST.

>I know my total cost for a usable WIMP system is far less than compared
>to those that bought a 10MHz XT, upgraded it to a AT-like box and now are
>facing the challenge of buying a 386 or 486; even though the ST was a
>little more expensive than the XT back in 1986 (and naturally I've been
>enjoying the WIMP environment during all the years).

Historically speaking you may be right, but now the prices are totally
against you, especially in the US. PC prices are insanely low now --
you can get complete, new 286 systems (with VGA monitor, keyabord, 80
meg HD, etc.) for $500 now. 486-50 motherboards are less than $1000!
And don't think for a second that a 16Mhz 68030 is going to outperform
a 50Mhz 486, Intel brain-damage notwithstanding.

>i.e. put as much functionality as possible on the main-board (albeit
>this is no reason for not putting a VME bus on the board as well, are
>you listening in Sunnyvale? :-)

Sunnyvale hasn't been listening for years.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6235. Re: Typing in programs, those were the days

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 19:51:50 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Dec1.195150.4381@unix.brighton.ac.uk>
Source record: 213990

Yea, those were the days....

(I was only 11 at the time though)

Dom

6236. Re: Teleneting

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 20:14:55 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92336.151455JJL101@psuvm.psu.edu>
Source record: 213980

I don't think you can get to the Freenet by TELENET'ing, but if you meant TELNET'ing then you would simply try:

telnet freenet-in-b.cwru.edu

FYI

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

6237. Re: znet magazine in the comp.sys.atari heirarchy? PLEASE READ

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 20:24:32 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92336.152432JJL101@psuvm.psu.edu>
Source record: 213993

Here's my vote to RFD a c.s.a.falcon group also... heck an RFD cannot hurt
can it, and it will start the 'process' to be in place when it may most be
needed.
Also, on the mags issue, I would like to see a c.s.a.mags group but am
also hesitant on the size of them and the load they will incur (if this is at
all significant really). It would be more convenient than FTP'ing the mags
and would save the trouble of of 'overflowing' people mailboxes.
I'd even like to see the hiearchy split further although I know this has
been looked on unfavorably in the past.
Just my 2 centavos....

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

6238. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 20:43:41 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1fgiptINN1jvv@rs1.rrz.Uni-Koeln.DE>
Source record: 213982

In <1ffvh7INN7uj@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:

>In article <70635@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>>>Mike V. is supposed to be uploading the DC stuff to CompuServe real
>>>
>>>... soon? Will someone upload it to a.a then?
>>
>>I wondered how long it would take for the vultures to start circling..

>I had the same reaction to this you did, Bob. Any goodwill that kept
>this ever-shrinking community together is now long-gone, I'm afraid.

I agree that my question about the DC stuff becoming available at
a.a sounded kinda greedy, but I don't see at all why it should
contradict any goodwill spirit. What made me post ist that I've
read about DC-xyz here in this group fairly frequently, but never
had a chance to look at the stuff. I figured that, now that it's
being released into the public domain, this may be a good chance
for me and for others like me to check out the DC software.
Anyway, I have yet to understand what inquiring for some piece of
newly released PD software has to do with lack of good will.

>>Does anyone else get an uneasy feeling in the pits of their stomachs
>>about one of the premier software producers for the Atari line finally
>>surrendering to the pressures of day-to-day reality...?

>Anyone who can't see the "Abandon all hope, ye who enter here" sign
>hanging above their ST's *now* needs to have their head examined. I
>suppose if it takes more than this for people to realize how bad things
>have gotten Atari will just have to file for Chapter 11. I suspect
>that at that point some people will still be bewildered at why no one
>develops for their favorite machine anymore.

I really wonder whether it's necessary to see things from such a
pessimistic point of view. Of course, all those small computer
systems, i.e. Macintrash, PC, Amiga and Atari will become kinda
obsolete once those real unix boxes become affordable to many
people. But until then, it's equally good to have an Atari than
to have any of those other systems, to say the least.
If you want your computer to run so-called "standard" software,
then you're doomed if you have an Atari. But then, that's not
everything one can do with a computer. I for my part would
consider myself doomed if I had to program under MSDOS, AmigaDOS,
or the Mac OS (horrors). Therefore, I'll stick with Atari until I
can afford some real neat Unix box. Not because I'm a lunatic,
not because I think Atari is the best, but because Atari is the

best I can afford right now.
I figure there's some more folks out there who see things the way I do, and this is what will keep Atari alive for some time. And as for the long run, nobody knows what will happen to microcomputers in two or three years, but I argue that Atari's chances may be quite good in the long run, because Atari definitely has the best selection of non-commercial software among all microcomputer platforms. And I'm quite sure that the software of the future will not be copyrighted for the profit of software house owners (who are the real vultures of today), but rather be distributed under copyleft, protecting users and programmers instead of software houses.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6239. Re: NOTE: 16-bit Falcon bus may not be so bad.

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 20:53:12 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.fyVnRAwFtns@fredrik.atari.no>
Source record: 213992

In <37385@cbmvax.commodore.com>, George Robbins writes:
>> Well, you are basicly right, but the TT has 64 bits wide ram, which means
>> 64bits*16MHz=1024kbits/s or more properly 128Mbyte/s. The CPU runs on
>> 32MHz and a 32 bits bus which also gives 1024kbits/s or 128Mbyte/s, so
>> the TT was souped up in a very nifty way. :)
>
>You're making an assumption that the RAM actually completes a cycle each
>16 MHz clock, which is rather unlikely. Assuming 80 nS DRAM, the best
>DRAM cycle is around 150 nS or so, thus the memory is probably actually
>running basic cycles at 4 MHz for 1/4 of the rate you calculated.

The Video-ram in the TT is actually 100ns! The maximum transfer from this RAM
is done when 1280*960, 1 bitplane at 72Hz is displayed. The video have access
to ram in 50/50 timesharing with the CPU. The CPU accesses ram through
a 32 bit bus and the video through a 64 bit bus. This should indicate
that it is capable of transfering 10.5 MBytes/s (1280*960*72/8 Byte/s) from
the 64 bit bus, plus approx half that figure from 32 bit bus (CPU)!

>If the the memory design uses Page Mode accesses they you might double
>this perfromance, and VRAM would allow what you suggested or better, but
>I don't recall having heard that the TT used VRAM.

It don't!
And I agree that his figures was way to high!

>You may also want to keep in mind that the processsor takes multiple
>clocks per memory cycle. A 68030 would take at a minimum 3 clocks per
>cycle, but might well run 4 clock cycles depending on the system design.
>Putting in a 32 MHz processor in a "16 MHz system" might yield 5-8 clock
>cycles, again depending on the design, with faster operation coming from
>the speed-up on cached operands and internal cycles such as multiplies.

You're a bit wrong here. Best case burstfilling gives a performance of
4 longword access' in 5 cycles! Synchronous (longword) access is done in
2 clock cycles. (Information from MC 68030 User's Manual)

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

6240. Re: WAV

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 21:02:29 UTC
From: grier@bnr.ca
Message-ID: <1992Dec01.210229.12492@bnr.ca>
Source record: 213998

I uploaded it to GEnie. It plays 8 bit mono WAVE files.
The resampling algorithm is pretty slow, but I have made
a big improvement. I will upload the new version in a week
or so. It will play 8 and 16 bit mono and stereo WAVE files

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

6241. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 21:16:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fgknjlNNqsk@golem.wcc.govt.nz>
Source record: 213994

>>What is the matter with ZOO? It has been around for years, is available for
>every machine under the sun (And installed on most) and is utterly relyable.
>If you try to decompress a file which uses a new format it says that you need
>a newer version. The zoo-high compression is just as good as LHarc anyway.
>
>If it were up to me I'd ban use of .LZH on archive sites.
>
>- Leo

Yes ZOO is good if you are a UNIX freek, does not work to well on a single drive ST....

LZH201x will extract to any drive and also creat a folder on demand, this is some of the things that ZOO can't do...

Roger..... sheppard_r@kosmos.wcc.govt.nz

6242. Re: WANTED: LeaderBoard or other golf game for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 21:43:41 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Dec1.164342.14472@miavx1.acs.muohio.edu>
Source record: 214000

In article <239uuB2w165w@midiline.la.ca.us>, jared@midiline.la.ca.us (Luposian Knightwolf) writes:
> I know that LB is no longer made for the ST, but does anyone still have
> it (with the dongle, naturally, unless they did some super fantastic hack
> on it so that the dongle is no longer required), or aother golf game as
> good as LB they can sell me or advise me towards to buy elsewhere?

ON the same line, does anyone know of a hack to get it to run
without the dongle? I have both LB Golf and Tenth Frame, both which use
the dongle. (And of course I lost it a while ago!!) I have been using a
Colecovision joystick as the dongle, just hold down 0 on the keypad
while the game boots up, but it is still a pain. (I guess I could easily
make a new dongle, I've got some old joystick cables around here
somewhere, but that's too much work!!!)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 1-DEC-1992

6243. fsck for minixfs under MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 21:58:38 UTC
From: root@troja.IN-Berlin.DE
Message-ID: <0010.12.92@troja.IN-Berlin.DE>
Source record: 214051
Cross-posted to: de.comp.sys.st,comp.sys.atari.st

Hello,

I recently discovered some problems on my GNU development filesystem.
Since I only use this HD-partition under MiNT and I did some ports of
*IX software, I organized this partition as a minix filesystem.

The problems I ran into, seemed to be something equivalent to lost, or
multiple used clusters on a TOS filesystem. I'd be vary glad, if someone
would tell me, that I can find a `fsck' to repair minix filesystems
under MiNT.

The worst case is, when I'm told to program a fsck by myself :-)

any help would be appreciated
stefan

to avoid wasting of net bandwidth, please answer via email. If more than
one or two of you are interested in the results of this request, I'll
post a summary of the answers.

6244. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 22:00:11 UTC
From: grier@bnr.ca
Message-ID: <1992Dec01.220011.13249@bnr.ca>
Source record: 213999

> It was reported in ST Format that the Falcon runs between 30 and 35
> MIPS.

Sounds to me like somebody lost the decimal point. A 16 Mhz 68030
with a 32 bit bus should run about 3.0 -> 3.5 mips depending upon
whether or not the memory is syncronous or asyncronous. With the
claimed 16 bit bus I'd expect 2.0 -> 3.0 mips, depending upon memory.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC
bjgrier@bnr.ca

6245. Re: Big name hype (was: Sam Tramiel GEnie Conference Transcript

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 22:48:12 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <723250091.28768@minster.york.ac.uk>
Source record: 213700

In article <1fd4e7INN1icf@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>In <70424@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>>Jan Kim writes:
>
>>>Who the heck cares if a piece of software comes from a "big name
>>>company"??
>
>>Interesting attitude, but not one which will sell very many
>>computers.
>
>>Computer geeks will buy programs no one else has ever heard of, with
>>names like Kspread and X-act, but real people want something they've
>>heard of before. If your computer doesn't have anything available
>>like that, you won't sell your computer... except to other computer
>>geeks..
>
>I'd say those so-called "real people" do have an interesting
>attitude -- if they don't care to look at new things it's no
>surprise that they still use computers which are backward
>comtemptible to the stone ages...

> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |

You make it sound so easy, but there's a lot more to it than this. You may be right in that they're unwilling to look at new stuff, but that's the way it is, and being right doesn't help one bit!

I find it difficult to recommend the ST to people who ask me what sort of computer they should buy *for general use*. The advances in hardware made by the PC clones and Macs, but most importantly of all the *software available* mean that I have to recommend PC or Mac (Macs for DTP, PCs for WP, Databases, Spreadsheets).

Why? The software is good -- look at Excel under Windows, or Ami Pro. Pagemaker 4.x on the Mac is knock-out. And they can get a good deal on a machine -- 386DX PCs with 4MB RAM and 80MB hard discs are cheap these days. But most importantly of all, there is a huge amount of expertise both locally (suppliers, training, other users etc.) and nationally (more suppliers, magazines, user groups etc.) And that support is going to be around for a long while yet -- I simply cannot say the same for any the ST.

Please don't reply to this article saying "but X for the ST is much better than Y for machine Z". To ordinary people, the other advantages far outweigh the fact that one application might be better on the ST.

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

6246. bibclean for the ST anyone ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 23:08:36 UTC
From: kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <H.eg.wYtyiTdQ&mg@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
Source record: 214010
Cross-posted to: de.comp.sys.st,de.comp.tex,comp.sys.atari.st

I wonder if someone has already compiled the program "bibclean" on the ST.

The program does some error checking and prettyprinting on bib-files
and was recently upgraded (-> comp.text.tex).

I can't run gcc/g++ effectively due to lack of memory (only two Megs :-(
so I ask if someone did this already and could kindly supply it to the
net.

The sources are available on ftp.math.utah.edu:/pub/tex/bib as
bibclean-2.05.[zip,zoo,tar.Z]

Thanks,
Thomas.

--
Thomas-Martin Kruel Institut f. Physikalische Chemie / Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg, Tel. +49 931 31579

6247. Re: Email addresses of Tracker programmers

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 23:23:09 UTC
From: tose@unix03.dhmolde.no
Message-ID: <1992Dec1.232309.243@ugle.unit.no>
Source record: 214052

Andrew Oakley (evilandi@vnet.ibm.com) wrote:
: I would me most grateful if anyone could tell me any email addresses for
: any tracker programmers.
:
: eg. Noisetracker- "Dr. Satan of The Empire"
: TCB Tracker- Anders Nilson ("AN Cool of The Care Bears")
:
: I intend to find out whether they intend to produce a Falcon tracker
: editor, and if so, any details. I will then report back here.
:
: If any tracker programmers are watching, mail me! Cheers!
:

You might consider asking this question WHEN people have falcons and/or it's possible to say if there will be enough falcon users to make it worth the trouble.

Don't know Doc Satan, but Anders Nilson is currently doing his military service and won't be around for a year or so.

Unit-17 from sweden have a very interesting project going that they might consider porting across to the falcon, but again they will need to get actual hardware to be able to do/say anything of course.

You're a bit early I guess :)

--
Torbjorn Ose - tose@unix03.dhmolde.no - "Guess what I'm waiting for?"

6248. Please buy my Atari ST!!

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 23:33:39 UTC
From: mikeq@sequent.com
Message-ID: <1992Dec1.233339.27317@sequent.com>
Source record: 214057
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

****** For Sale ******

Atari 1040STf w/ Color monitor (SC1224), DD floppy drive, mouse and dust covers.
Is in excellent condition, always under dust covers.

Hybrid Arts EZTracks+ Beginning MIDI Sequencing SW for the Atari ST

Analyze! Lotus 1-2-3 like SpreadSheet program. Can
import/export 1-2-3 type files.

Regent Word II Word Processing package.

GFA Basic (Michtron) Basic Programming package.

Printmaster Plus Poster, Banner, Cards program.

Other Public domain SW and utilities included. All manuals included.

Make me an offer!! I need to get rid of this. I need the cash to get Christmas
presents for my kids! Help me out!

Best offer by 12/4 gets it.

Mike Quillen
Sequent Computer Systems, Inc.
days (503) 578-4514 evenings (503) 852-7182

6249. MSA Questions

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 23:37:59 UTC
From: tose@unix03.dhmolde.no
Message-ID: <1992Dec1.233759.455@ugle.unit.no>
Source record: 214054

Ages ago the programmer of Magic Shadow Archiver (MSA) popped up from nowhere
and told the world he was willing to share his sources with someone who was
interested in updating the program since he had sold his ST.

1. Have anyone got this message or his email address?
(His name is: Steve Feinstein)
2. Did anyone actually get the sources?
3. Have anyone got a description of the format used?
4. Some germans said they were working on a new version, have anyone
heard more about this?

Please get in touch if you can answer "yes" to any of the above questions :)

Torbjorn Ose - tose@unix03.dhmolde.no

6250. Re: (IBM) 1.44 drives - am I silly or what??

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 23:43:02 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Dec1.184302.14473@miavx1.acs.muohio.edu>
Source record: 214055

In article <wsbusr3.722639894@rw6.urc.tue.nl>, wsbusr3@rw6.urc.tue.nl (Pieter Filius) writes:
> Hi ST - boys & girls,
>
> I've got a major problem with my 1040ST's internal 720K drive.
> It's broke.
>
> It has rumour that most internal IBM-drives can replace it
> effortless - with some modifications to the ST's cover that is.
>
> So I tried a TEAC 1.44 (internal) drive.
> Without a HD-kit an/or different controller it would act like a 720K-
> drive, and I could always upgrade it later with a kit/controller.
> So I'm told by several people.
> QUESTIONS:
>
> * Can a 1.44 plugged into the ST as is indeed perform like a 720K drive?
>

Well, at a computer show I picked up a HD drive that was removed from a Zenith for ten dollars. (They didn't know if it worked or not.) I brought it home, plugged it into my ST and it worked fine as a 720k drive. (Although it didn't recognize media change, which got to be a pain.) I did have to flip the drive cable upside down so it was connected correctly.

Maybe there is just a jumper you need to switch somewhere?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 1-DEC-1992

6251. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 23:44:53 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fgtdlINN1rc@life.ai.mit.edu>
Source record: 214056

In article <1fgiptINN1jvv@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>I agree that my question about the DC stuff becoming available at
>a.a sounded kinda greedy, but I don't see at all why it should
>contradict any goodwill spirit.

It wasn't that your post was about when the "new" PD software would be posted; the worrisome part was that that was ALL it was about. No "gee that's too bad" or "what a shame for the programers that spent 5 years of their lives writing software which is now worthless" or anything like that.

I wasn't pesronally trying to single you out; the whole ST community is just terribly unsupportive now, at least when it comes to $$$. Do I need to remind people about how pitiful shareware returns are on the ST? Take Blox, for example, which has been on the cover of at least one ST disk glossy and has gotten 5 registrations (several of which I only got as a result of bitching once before).

Though I'm very grateful for any compensation I get at all, the point is that it's more of a hassle to release something now than it's worth. I get all these letters from people asking telling me they'll register if I make some custom changes to the software. I now wish I'd never put anything out as shareware; I really don't have time to write a letter a week for free anymore, and I don't like patently ignoring mail as it's not very social.

Blox may not be the greatest thing ever written, but it's not THAT bad! (For the curious, download it and see; it's on atari.archive.)

What I see is a desperate community that has just let its developers fall by the wayside, and is now alternately completely deluded (e.g., about the Falcon redefining the market or some such drivel), utterly whiney ("How come no one writes ST stuff anymore?"), or religiously fanatical ("Dammit I'll never buy one of those evil *mainstream* computers -- if Microsoft writes for it I don't want it."). It's just maddening to read this group sometimes these days, especially considering how GOOD it was a couple years ago.

Now that DC is defunct (though damned if anyone there told me they were going under), there is now a question of what to do with Game Workbench. Do I want 4+ years of my and Neil's work to go to sit on a shelf collecting dust, hidden from the rest of the world for all time? No. Do I want to give 4+ years of my life away to people who, instead of paying me for it, or (even) writing notes saying "gee I like your program," will call me at all hours asking for free technical support or custom modifications? No, again. What to do? You tell us;

we haven't decided yet.

Sorry if it all seems personal, but I just can't hide the fact that I'm very disappointed in the way the Atari market has gone -- both commericial and otherwise -- and it really bugs me to see people *still* grubbing for free software without so much as a "nice job" to the programmers. (Again, not singling you out, Jan.)

Frankly, I place most of the blame on Jack's brats for being so utterly ignorant technically, and for being completely naive on marketing issues. Perhaps you need to meet with them in person to get a complete understanding of this.

And what kind of a jerk lets his kids run a Fortune 1000 company? Hello, anybody home? McFly, andbody home?!? Why wasn't some real management called in? Why wasn't the company reduced to a manageble size early on? It's just mind-boggling how badly run Atari has been ever since Bushnell left.

>I figured that, now that it's being released into the public domain,
>this may be a good chance for me and for others like me to check out
>the DC software.

Well I don't mean to hit too hard on this point, but by "check out" you of course mean "install on my hard drive and never pay a cent for it." Personally I think DC should have formatted all their masters and source code disks and said to hell with the whole thing. If the community won't support you when you're trying to survive by writing software, they certainly don't deserve to get the warez for free.

>If you want your computer to run so-called "standard" software,
>then you're doomed if you have an Atari. But then, that's not
>everything one can do with a computer.

One can program all day and all night with it, which is what you're going to have to do to have any good new software for the ST, Amiga, or any of the other minor platforms. At this point, no one's going to write a word processor. No one's going to implement a desktop video system. No one's going to write a good game authoring system. If you own a mainstream computer, you could actually buy new products like these. But if you refuse to move to the maintstream, you'll be forced to write all of it on your own.

This is exactly what some Atarians want. They'll be a close-knit, tiny community, just like the 8-bitters. But it's probably not what most people want, and it's sure not what any commercial developers want.

>I for my part would consider myself doomed if I had to program
>under MSDOS, AmigaDOS, or the Mac OS (horrors).

This is a religious argument. They're not that bad. From what I can tell the Amiga's a hell of a lot easier to program than the ST (at least for games). It's what the ST *should* have been. The others

have their own complexities, but plenty of people manage with them
and write really nice applications for them.

>but I argue that Atari's chances may be quite good in the long
>run, because Atari definitely has the best selection of
>non-commercial software among all microcomputer platforms.

Atari zealots always say this, but I really can't imagine how anyone
could come to that conclusion after having extensively explored the
free/shareware scene for PC's and Mac's. Sure, some pretty nifty
cheap/free software runs on the ST, but equivalent (and often better)
things run on PC's and Mac's. E.g.,:

ST PC

MiNT Minix, 386 mach (w/4.3 Unix emulator)
??? X (under mach)
Gulam 4-Dos
Gifshow, etc. Cshow, Graphics Workstation, etc.
Llamatron Commander Keen IV, Wolfenstein 3-D
arc, zoo, etc. All these and more
GCC djgcc
gnutils Gnuish project

>And I'm quite sure that the software of the future will not be
>copyrighted for the profit of software house owners (who are the real
>vultures of today),

Well, since you have that attitude, we'll just write our software
for markets in which people think software is worth paying for.

>but rather be distributed under copyleft, protecting users and
>programmers instead of software houses.

It's amazing to me how the FSF has brainwashed so many intelligent
people into thinking that, on a grand scale, this is 1) feasible and
2) good. Richard Stallman doesn't have to write software for a living;
other people support him. Since we don't live in a perfect Star Trek
socialist society, there will be plenty of people who don't have
companies giving them grant money to live off of and will instead be
focred to turn to actually trying to make a living off their trade.
Like people have been doing since the beginning of time.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6252. HELP!!

Newsgroup: comp.sys.atari.st
Date: 1992-12-01 23:51:40 UTC
From: stacylee@csd4.csd.uwm.edu
Message-ID: <1fgtqcINNemg@uwm.edu>
Source record: 214053

I wrote a posting ere once, and no one seemed to reply. I am in desperate need of help with a GFA compiler. I have the old version of GFA (probably 1.x) where it was just the work environment and that was it. No linking capabilites, or any of the stuff that's around now. Anyways, the compiler program was done seperately, but I recently wrote over it due to a bug in the old ST gem interface. I am in desperate need of the GFA BASIC compiler! Old version! Help!!!!

6253. A North American BBS that

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 01:10:00 UTC
From: charles.berlinguette@outlan.ersys.edmonton.ab.ca
Message-ID: <8015.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 214047

MF>From: mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget)
MF>Newsgroups: comp.sys.atari.st
MF>Subject: A North American BBS that gets new files regularly?
MF>Keywords: BBS, download, new
MF>Date: Mon, 30 Nov 1992 01:24:40 MDT
MF>Reply-To: mforget@elfhaven.ersys.edmonton.ab.ca
MF>Organization: Electric Storm

MF>Could someone tell me of a BBS in North America that:

MF>1) Gets new files regularly.
MF>2) Accepts LD callers.
MF>3) Supports 9600/14400 BPS.

MF>I do not have access to FTP, BART, or atari.archive.umich.edu which is why
MF>I am asking. Also (perhaps this is a pipe dream) it would be even better if
MF>the BBS in question did not have an access fee.

MF>To avoid wasting bandwith (any more than I have) I'll keep this short.

I hate to say this, but most often you get what you pay for...

PS Unless someone can suggest otherwise, the best local choice in the Edmonton
403 calling area is GENIE, but unfortunatly they charge an access fee.

. DeLuxe./386 1.25 #1464s . This is your brain. This is your brain on DOS!

6254. Re: Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 01:51:22 UTC
From: ekrimen@wet.UUCP
Message-ID: <4816@wet.UUCP>
Source record: 214062

In article <70635@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Does anyone else get an uneasy feeling in the pits of their stomachs
>about one of the premier software producers for the Atari line finally
>surrendering to the pressures of day-to-day reality...?

Day-to-day reality didn't have anything to do with it.

Besides, with the loss of DC, we've also picked up Trace Technologies, founded by Keith Gerdes, one of the DC programmers. He's upgrading DataDiet and bringing out a new program, Data Rescue.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

6255. Re: ATARI - Secret

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 01:53:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11308@uqcspe.cs.uq.oz.au>
Source record: 214058

kllove@fury.ecn.uoknor.edu (Kenneth L Love) writes:
>anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

>> You know what would be cool? I'd love to see some of the classic 2600
>>games made on the ST (as say shareware or something). I've seen the
>>Combat program already, but would love seeing stuff like "Yar's Revenge,"
>>"Adventure," "Warlords" and other such programs. Hmm, maybe if I ever
>>get GCC set up...

>I'll second "Yar's Revenge" and "Warlords" (haven't heard of "Adventure").
>And, I'll add "Pitfall" and "Pitfall II".

Lame games guys!

Actually, they were cool games, but there's plenty of similar games out
there. Yar's was just a shoot-em up. right? Warlords - dunno. Adventure
was a microscopic Moria/Nethack/Rogue/DungeonMaster.

What are some REAL classics (like Asteroids and Space Invaders - which have
already been done)?

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6256. Re: GCC 2.3.1 and GDB

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 03:18:12 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec2.031812.7402@elroy.jpl.nasa.gov>
Source record: 214060

In article <1ffp9jINNhdv@lily.csv.warwick.ac.uk> csucf@csv.warwick.ac.uk (Mr M E Watkins) writes:
>I've been using GCC for a while now and finally got around to trying the
>debugger (GDB) so I downloaded it from Atari.archive recently and gave it a
>bash...
>
>That was when I hit upon a problem; I can use it perfectly if I don't need the
>symbol table!! I have tried all of the debugging options from gcc
>(IE: all of the -g options) but whenever I try to load the symbol table from
>within GDB(using symbol "filename") I get the filename followed by:
>"is not in executable form"
>The one clue I have got is that there is a program file called sym-ld.ttp
>in amongst the other executables for gcc, so I tried replacing gcc-ld.ttp
>with this, and I got a symbol table but no executable program..

The GDB docs explain all of this. You must run sym-ld.ttp by hand to produce
a symbol file that gdb can read. You will need both the executable program
that gcc-ld produced, and a pure-symbol file that sym-ld produced. I guess
the two files were kept separate on the Atari because otherwise the executable
gets too huge...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6257. Re: GCC: Where do I get crt0.o?

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 03:21:31 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec2.032131.7509@elroy.jpl.nasa.gov>
Source record: 214061

In article <1992Dec1.110229.20116@fel.tno.nl> qb7g6@fel.tno.nl (Maarten Landzaat) writes:
>Hi,
>I recently got GCC 2.2.2 (almost) to work. When I compile a
>"Hello, world" program, ld is called with $GNULIB/crt0.o.
>I haven't found this file in any of the distributions (I also
>checked the latest 2.3.1 version).
>
>Can anybody tell me where to get a crt0.o? Or maybe somebody can
>mail me one? Thanks in advance!

crt0.o is part of the library. You can't use the compiler with just the
executable files, you must also grab the library and include files...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6258. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 04:06:00 UTC
From: saj@chinet.chi.il.us
Message-ID: <ByM621.MFD@chinet.chi.il.us>
Source record: 214078

In article <A41473@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
>r>>the world (in some countries the decision was made by atari themselves)
>r>>wants to sell them in this case - so, what we are doing now is waiting for
>r>>the tooling involved in putting the falcon in a three-box style case. Go
>
>This is not true for Germany. We have the 1040 style falcons, and we do sell
>them. Besides, people buy them.

Is there anyone who can say truthfully "I have bought a Falcon" (other than people who got them through developer channels)?

Can anyone say truthfully "I have seen a Falcon offered for sale in a store"?

I would be very interested in hearing either of these statements. I have no interest at all in mail order places advertizing Falcons unless somebody has actually received a machine.

And while we're on the subject of Atari machines available outside North America, does anyone reading this have an ST Book which was bought other than through the developer program?

Steve saj@chinet.chi.il.us

6259. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 05:10:40 UTC
From: cs4gp6bb@maccs.dcss.mcmaster.ca
Message-ID: <1992Dec2.051040.7818@maccs.dcss.mcmaster.ca>
Source record: 214063

In article <1fgtdlINN1rc@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>[...]
>Now that DC is defunct (though damned if anyone there told me they were
>going under), there is now a question of what to do with Game
>Workbench. Do I want 4+ years of my and Neil's work to go to sit
>on a shelf collecting dust, hidden from the rest of the world for all
>time? No. Do I want to give 4+ years of my life away to people who,
>instead of paying me for it, or (even) writing notes saying "gee I like
>your program," will call me at all hours asking for free technical
>support or custom modifications? No, again. What to do? You tell us;
>we haven't decided yet.
>[...]

Port it to the DOS box. Maybe Windows, maybe OS/2, maybe just DOS. I would love to work on a project like that. A couple of times I've wanted to write a game creation system for the ST but with school and all never even started. But now that I have a 486 and good graphics, I'd like to write one for the DOS box. I can see it pulling in some nice cash.

If I saw something like the Game Workbench in a store, I might be sorely tempted to buy it. I never even got a glimpse of it. A friend of mine bought STOS, but I was only mildly impressed with that. I've shelled out money for quite a bit of ST software. It just sits there and collects dust now.

Sometimes I wish I hadn't spent so much time and effort on the ST. I have a better appreciation for a good machine (dontcha just love 16 general purpose registers, a flat memory model, no stupid artificial memory limits and no stupid memory classifications like upper, extended, expanded??) but I would have been farther ahead financially. And with tools like Borland C++ and others, development on the DOS box is now quite nice.

With the event of Atari Canada closing its' doors (this is true, it isn't just a rumour, right?) my STe seems even more obsolete. I was going to replace the broken hard drive, but why? I can get more back for my money by spending the money on the DOS box.

Cheer up Dave. Join the DOS and Mac world. They need more programmers like you.

As for the earlier comment about developing on the Mac, well, the Mac seems to be a nice system to develop for because it seems to have a relatively clean design and has been though out quite nicely.

John

6260. Re: A North American BBS that gets new files regularly?

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 05:13:46 UTC
From: AVRK90@waccvm.corp.mot.com
Message-ID: <1992Dec1.231645.28034@schbbs.mot.com>
Source record: 214070

```
------------------------ Original Article ------------------------

> Could someone tell me of a BBS in North America that:
>
> 1) Gets new files regularly.
> 2) Accepts LD callers.
> 3) Supports 9600/14400 BPS.
>
> I do not have access to FTP, BART, or atari.archive.umich.edu which is why
> I am asking. Also (perhaps this is a pipe dream) it would be even better if
> the BBS in question did not have an access fee.
>
> To avoid wasting bandwith (any more than I have) I'll keep this short.
>
> --
> << ---------------------------------------- >>
> << mforget@elfhaven.ersys.edmonton.ab.ca >>
> << ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ >>
> << Michel Forget >>
> << The Key: Spirit over mind over matter. >>
> << ---------------------------------------- >>

Well, my two favorites are STAR*LINX in Phoenix Arizona at 602-464-4817
and ST-BASE (also in Phoenix) at 602-285-9246. Both have very active
message bases and file libraries (both are quite current). Both are run
on Atari's but support most computer types.

Kevin
```

6261. Re: NOTE: 16-bit Falcon bus may not be so bad.

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 05:16:30 UTC
From: grr@cbmvax.commodore.com
Message-ID: <37419@cbmvax.commodore.com>
Source record: 214012

In article <H.fyVnRAwFtns@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
> In <37385@cbmvax.commodore.com>, George Robbins writes:
> >You may also want to keep in mind that the processsor takes multiple
> >clocks per memory cycle. A 68030 would take at a minimum 3 clocks per
> >cycle, but might well run 4 clock cycles depending on the system design.
> >Putting in a 32 MHz processor in a "16 MHz system" might yield 5-8 clock
> >cycles, again depending on the design, with faster operation coming from
> >the speed-up on cached operands and internal cycles such as multiplies.
>
> You're a bit wrong here. Best case burstfilling gives a performance of
> 4 longword access' in 5 cycles! Synchronous (longword) access is done in
> 2 clock cycles. (Information from MC 68030 User's Manual)

This is assuming that the system design supports a 1-clock (2-state) access mode. I doubt that the TT shared memory would, non-shared memory could but not neccessarily at the fastest possible speed.

On the Falcon, you would have trouble supporting the burst accesses, since the port width must be 32-bits...

--
George Robbins - now working for, work: to be avoided at all costs...
but no way officially representing: uucp: {uunet|pyramid|rutgers}!cbmvax!grr
Commodore, Engineering Department domain: grr@cbmvax.commodore.com

6262. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 05:24:12 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fhh9sINN1nm@golem.wcc.govt.nz>
Source record: 214064

For shareware/PD software to be kept by users, it must be cheaper, and better than everything else available. If there is a PD program, that will do the same, or better than a $50 commercial program. There is a fairly good chance that people will take the PD one! People these days are quite often writing garbage software, and then trying to charge amounts like $15 and over to 'register' it. This is fine if the software is *good* - but if other software does the same for less, that's the one that get's chosen.

DC-Format is one exception, it's the single best formatting program it's ever been my pleasure to use!

DC-Squish, PFX-Pack beats it for compression & speed.

DC-Desktop, Gemini, or Teradesk are pretty similar - and Shareware!

DC-Extract, just get ARC602, LHarc 2.01L, ZOO 2.14, and ZIP 2.0 and you've beaten all of it's features!

DC-Shower, is another original little program, that makes life a lot easier!

DC-Utilities (such as, Dc-Light off, DC-Mouse invert, DC-ometer) are pretty much all orignal. Many are of little use to the individual user, but they are a *GREAT* bunch of *free* utilities! (Although, you are encouraged to purchase other software from them if you like it - which is fair!)

DC-Data Diet. AFX *was* better than it, but is now also not supported.

Myself, I was going to purchase DC-Data diet, but several months ago there were rumours of Double Click shutting up shop - so rather than risk wasting my money, I waited for confirmation!

Programs such as Llamatron, pretty much original, great graphics & sound, and addictive gameplay. jeff minter made over 10,000 pounds from it! (Approx $15,000US). Which is a lot of cash for a shareware game! Which goes to prove, is something is *good* - people will get it!

It is a great pity DC-has disappeared, as they single-handedly produced some of the best mini-utilites the ST has seen. But with so many 100% commercial software producers going bust, or dropping the ST, it is going to be becoming more common to be seen, unless those useless prats at Atari get up, and sell their machines!! (And try to make sure they work properly before they hit the markets for a change!!)

The software industry is not a healthy business, except for the companies which put VERY, VERY good protection into their games!! Guess why!

6263. Re: Email addresses of Tracker programmers

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 05:27:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fhhfhINN1nm@golem.wcc.govt.nz>
Source record: 214065

What happened to Unit 17 (I thought it was Unit 16??!) 's 8-channel
STE Tracker? Did they decide it wasn't worth the bother or what?!

6264. Analysis of the whole Atari th-a-ng!

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 06:56:36 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Dec2.015636.12466@bsu-ucs>
Source record: 214067

> I wasn't pesronally trying to single you out; the whole ST community
> is just terribly unsupportive now, at least when it comes to $$$.
> Do I need to remind people about how pitiful shareware returns are
> on the ST? Take Blox, for example, which has been on the cover of
> at least one ST disk glossy and has gotten 5 registrations (several
> of which I only got as a result of bitching once before).

As a side-question to this, does anyone out there have any clue if there is any demographic trend to the people who wn Ataris? I look at the (very valid) complaints like the above all the time and say to myself, "I'd give if i could! :(" But right now I'm 22 years old and trying to complete college. I don't have any money to give to anyone! Everyone's already laid their claim to my stash. But I digress... My wondering is if there are a slew of people my age (or there-abouts) ina similar situation as myself that "would if they could." When I finally get to the point where I HAVE a cash inflow that exceeds my outflow, I know I'll be upgrading my Atari ssytem just as I always have. Next will (probably) be a Falcon. Next round I'mm gonna go for a hard drive, and probably a Muliti-sync type monitor. (I've never even _seen_ high resolution on this damned thing!) And last-but-certainly-not-least finally register for all the Shareware I've been sharing for all these years!

> Now that DC is defunct (though damned if anyone there told me they were
> going under), there is now a question of what to do with Game
> Workbench. Do I want 4+ years of my and Neil's work to go to sit
> on a shelf collecting dust, hidden from the rest of the world for all
> time? No. Do I want to give 4+ years of my life away to people who,
> instead of paying me for it, or (even) writing notes saying "gee I like
> your program," will call me at all hours asking for free technical
> support or custom modifications? No, again. What to do? You tell us;
> we haven't decided yet.

Who, exactly, are you, and what, exactly, is Game Workbench?

> Frankly, I place most of the blame on Jack's brats for being so utterly
> ignorant technically, and for being completely naive on marketing
> issues. Perhaps you need to meet with them in person to get a complete
> understanding of this.
>
> And what kind of a jerk lets his kids run a Fortune 1000 company?
> Hello, anybody home? McFly, andbody home?!? Why wasn't some real
> management called in? Why wasn't the company reduced to a manageble
> size early on? It's just mind-boggling how badly run Atari has been
> ever since Bushnell left.

It is pretty bizarre, mind-boggling, etc...how many CEO's Atari has gone through in its breif history. Atari actually showed up as a CASE Study in the

first chapter of my Principles of Management textbook where this point was illustrated. (This brings to mind another place where Atari DOESN'T show up -- the latest issue of Computer Shopper. No Atari column I could find -- lemme know if I just missed it...it is a BIG book:-)

> Atari zealots always say this, but I really can't imagine how anyone
> could come to that conclusion after having extensively explored the
> free/shareware scene for PC's and Mac's. Sure, some pretty nifty
> cheap/free software runs on the ST, but equivalent (and often better)
> things run on PC's and Mac's. E.g.,:
>
> ST PC
>
> MiNT Minix, 386 mach (w/4.3 Unix emulator)
> ??? X (under mach)
> Gulam 4-Dos
> Gifshow, etc. Cshow, Graphics Workstation, etc.
> Llamatron Commander Keen IV, Wolfenstein 3-D
> arc, zoo, etc. All these and more
> GCC djgcc
> gnutils Gnuish project

I'm not very aquainted (beyond the necessaries associated with school/work) with the Intel, or Mac. But I do (big surprise:(have friends who arem none of them have anything good to say about Sharewarw/PD except that it's free. I havve a tough time convincing them that it's really a good thing. Would you say that maybe PC/Mac stuff _is_ a grade lower than ST stuff, or are they just distorted?

-Matt

6265. Re: ATARI - Secretread/new

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 07:03:52 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Dec2.020352.12468@bsu-ucs>
Source record: 214068

> Actually, they were cool games, but there's plenty of similar games out
> there. Yar's was just a shoot-em up. right? Warlords - dunno. Adventure
> was a microscopic Moria/Nethack/Rogue/DungeonMaster.

Disagree....Adventure had a completely different 'feel' than Moria OR DungeonMaster (Dunno about the others, but I assume they are similar to the two I know). Minor thing to argue about, but I'd hate for any of the games you mentioned turn out to be the reason Adventure isn't programmed by someone, it WAS different! 8-)

> What are some REAL classics (like Asteroids and Space Invaders - which have
> already been done)?
Those two game have truely been out-done. I have no fun playing them anymore. Well, okay, about as much fun as seeing Rambo XXI. Get my drift?

I'm gonna go FTP "Combat" from ATARI.ARCHIVE tonight, just to spite you! :)

-Matt

6266. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 07:24:39 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fhobnINNjvq@life.ai.mit.edu>
Source record: 214069

In article <1fhh9sINN1nm@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>People these days
>are quite often writing garbage software, and then trying to charge
>amounts like $15 and over to 'register' it. This is fine if the software
>is *good* - but if other software does the same for less, that's the
>one that get's chosen.

So what did everyone choose instead of Blox? Really, I'm dying to know. If you want to tell me it's complete shit, do so -- I really don't have much emotional energy invested in it anymore. I'm genuinely curious to know what the problem is. The *look* of the game is certainly better, IMHO, than Llamatron, and I can say that with complete modesty since I didn't do the art. Llamatron looks a bit sloppy and ragged to me. (But still fast and frenetic, don't get me wrong.)

I think Unnkulian Unventure II is also competitive with similar commercial games in terms of quality and gameplay, but I hardly get any ST registrations for that, either. (It is interesting to note, however, that I've gotten more registrations from Denmark than from the entire United States.)

Because I feel that I can judge my own stuff at least somewhat objectively, and because my judgement is that, while they may not be God's gift to game players, they're certainly fun enough to warrant a $10 or $15 fee, I just don't buy the "no one registers your shareware because it's crap" argument.

Technically speaking, there are elments of Blox that are just as complex and speed-intensive as anything in Llamatron. (Take the full-screen spinning title page, for example. Compare also Blox's 11kHz samples to Llamatron's 5kHz samples. It's not easy to get a game running smoothly with a constant 11kHz drain on the CPU. Just because it doesn't gratuitously change the palette every vblank and put 100 12x12 sprites on the screen doesn't mean it's not doing anything hard. Just try writing an algorithm to generate the 5-hex pieces some time.)

In terms of polish, all I can say is that I spent nearly a full month tuning the game and polishing up the graphics and sound effects. Getting the samples right alone took about a week. (Though, sadly, almost no one's heard the stereo versions.)

It's easy to write things off when you don't know how much effort went into them. I'll never really know why Jeff Minter made 300 times as much money off his popular-arcade-game rip-off than I did with mine, but I don't think it's entirely a matter of software quality. I'm

really trying to be objective here. Flame away at will.

>DC-...

Awww, you never mentioned DC Snowball Fight. A program of the week.
Totally free. A gift, from me to you. Hundreds of hours of my time,
all for you. If I had asked for $10, would you have considered it
worth it? My recent taxi ride to the airport cost me $15. I have
a lot more fun beaning my friends with snow boulders than I do
getting driven through Boston traffic.

>Programs such as Llamatron, pretty much original, great graphics & sound,
>and addictive gameplay. jeff minter made over 10,000 pounds from it!
>(Approx $15,000US). Which is a lot of cash for a shareware game! Which
>goes to prove, is something is *good* - people will get it!

"Pretty much original?" Jeff may be a good hack man, but Llamatron is
about as original as HacMan! Much as I think Jeff's a great guy for
making the thing shareware, I really can't for the life of me fathom
why he's made so much money off it. I think that by your argument Blox
should have made at least $1000, since it is at least 1/15th as good as
Llamatron (give me *some* credit, sheesh). Since I have actually made
about $50 off Blox, your conclusion must not be right, unless Blox
is only 1/300th as good as Llamatron. (What would that even mean?
That it loads but you can only play for 3 seconds? :)

You've got your one shareware success story, and I've got my failures.
I don't know how to reconcile the conflicting data. But it's
definitely not as simple as you make it sound. Needless to say I'm not
rushing to write another shareware ST game.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6267. Re: Connect a PC Harddisk to Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 09:06:28 UTC
From: ut@informatik.uni-kiel.dbp.de
Message-ID: <1fhuakINN4sk@samson.informatik.uni-kiel.dbp.de>
Source record: 214080

In <gloe.3.0@cci.de> gloe@cci.de (JOCHEN GLOE) writes:

>Has anybody connected a PC Harddisk (no matter which model) to an Atari ST
>1040?
Not exactly, but to an Atari 520 ST+.
I use the OMTI-Controller, which is out of sale :(
Software is stabel (I never had problems) and the Hardware you need is
in one of the ct's (a German Magazine), I don't know the number....

Uli
--
Ulrich Teichert Voice : +49 4321 71582
Stormweg 24 E-mail: ut@informatik.uni-kiel.dbp.de
2350 Neumuenster 8, Germany

6268. Re: WANTED: LeaderBoard or other golf game for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 09:21:18 UTC
From: djs@jet.uk
Message-ID: <1992Dec2.092118.18225@jet.uk>
Source record: 214073

In <1992Nov30.093815.162@janus.arc.ab.ca> erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:

>In article <239uuB2w165w@midiline.la.ca.us>, jared@midiline.la.ca.us (Luposian Knightwolf) writes:
>>I know that LB is no longer made for the ST, but does anyone still have
>>it (with the dongle, naturally, unless they did some super fantastic hack
>>on it so that the dongle is no longer required), or aother golf game as
>>good as LB they can sell me or advise me towards to buy elsewhere?
>>

>My brother recently picked up Microprose Golf and he really likes it.

>Bob
YES, Microprose Golf is definitely recommended. The one thing that I do not like about it is that the courses are not models of real ones; I would quite like to be able to simulate hitting big divots out of St Andrews :-)

They've now done an endorsement deal, so it's now called David Leadbetter's Microprose Golf. I do not know how much the game has actually changed, though.

Microprose are in England, on +44 666 504326, I have no connection with them.

--
+--+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+--+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

6269. Re: Typing in programs, those were the days

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 09:24:03 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Dec2.092403.23973@aber.ac.uk>
Source record: 214074

[typeing in programs in these modern PC dominated days....]

Well you can still do it if you buy either ST Applications (UK mag)
or ST Computer and ST magazine (Both German mags) - loads of type-in
programs there! And I still type some of them in.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

6270. Re: WANTED: LeaderBoard or other golf game for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 09:33:21 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Dec2.093321.27857@cs.hw.ac.uk>
Source record: 214075

In article <1992Nov30.093815.162@janus.arc.ab.ca> erkamp@JANUS.ARC.AB.CA writes:
>In article <239uuB2w165w@midiline.la.ca.us>, jared@midiline.la.ca.us
>(Luposian Knightwolf) writes:
>>I know that LB is no longer made for the ST, but does anyone still have
>>it (with the dongle, naturally, unless they did some super fantastic hack
>>on it so that the dongle is no longer required), or aother golf game as
>>good as LB they can sell me or advise me towards to buy elsewhere?
>>
>
>My brother recently picked up Microprose Golf and he really likes it.

Obviously your brother doesn't have a hard disk, a Falcon or has seen the
improved PC version. Although MPG is a good ST game it is still another
example of Microprose saying "Who cares, that'll be enough for the ST
version".

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

6271. Character Editors & NEOCHROME

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 10:00:45 UTC
From: matthew@hitech.com.au
Message-ID: <723290437.21417@hitech.com.au>
Source record: 214030

Hi !
I have two questions :

1) Is it possible to redifine the characters on the Atari without
using GDOS or FSM GDOS ?
And if so can it be done from GFA Basic ?

also

2) Where can I get a PD copy of NEOCHROME from ?

ThanX,

--
Matthew Smith-Stubbs | Wanted :
E-mail : matthew@hitech.com.au | .signature for this space. Must be funny,
Brisbane, Australia | cheerful and hardworking. Apply within.

6272. Atari ST Computer For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 10:37:51 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <ByMo73.83F@watserv1.uwaterloo.ca>
Source record: 214076
Cross-posted to: misc.forsale,kw.forsale,uw.forsale,rec.music.synth,comp.sys.atari.st

I have an Atari ST system for sale. It is an Atari 520STfm that has
been upgraded to 1 meg. It has an internal drive and an external double
sided drive. It comes with a mouse and a high resolution monochrome monitor.
I'd like to get $450 for this system.
I am also selling an Atari 20 Mb hard disk. This drive works very
well and is pretty quiet. I would like $225 for this drive.
These prices are in Canadian dollars ($1US = $1.24CDN). The prices
are negotiable.

brett maraldo
519 742 0370

ps. I have a lot of software that is included with the system.

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

6273. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 10:57:08 UTC
From: sanders@sci.kun.nl
Message-ID: <ByMp3A.1E7@sci.kun.nl>
Source record: 214083

Come on Dave, don't get too excited. The reason Blox didn't bring you as much money as Llamatron did to Jeff could simply be that Llamatron has become something of a cult thing. Everybody has heard about it and so many people will check it out. Now I'm very sorry, but until you mentioned it I didn't know that you wrote Blox. I only knew there was a Lynx game called Blox. As a matter of fact, I didn't know you wrote games at all; the only thing which comes to my mind upon hearing your name is sound sampling. I can't speak for the whole net of course, but I see you as The Sample Man, as I see Minter as The Llamatron Man, and Eric Smith as The MiNT Man. Perhaps you should do more about marketing, but then again, I could just have skipped the announcement in nn and thus not have heard of it.

BTW, I still haven't played Llamatron yet - I downloaded it yesterday and it waits in my harddisk for room to get unpacked, as does Grav2. You know what? I'll ftp to a.a and see if I can find Blox there - If I like it you'll hear from me...

P.S. Please don't leave the ST community, as your postings were mostly quite interesting.

P.P.S. Do you know whether on other platforms the shareware principle functions better? (Just asking); Most PC owners I know have at least three or four times their systems worth in illegal software. Atari and Amiga have the bad reputation in this, but since a decent wordprocessor for a PC costs you about as much as the thing itself the total value if illegal software is much larger at the average PC user.

Sander STOks
sanders@sci.kun.nl
k

6274. ST overscan - a code

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 11:20:30 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1992Dec2.112030.4078@gdr.bath.ac.uk>
Source record: 214091
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Ok, well this is going to be the second posting of an overscan routine
and although most of the previous posting applies, this routine is
capable of a bit more.

For starters it is possible to extend the overscan even further to get
around 34 usable character display lines, this involves a second
critical switch between 50 and 60hz and then back again, near the top
of the screen.

Also, as it stands, this routine is pretty robust (I hope), it uses the
MFP timer B and there are 3 interupts during a screen scan, the first
happens near the top of the screen and does the switching business there,
the second happens about half way down the screen and here tell the
keyboard to shut up for a moment - this is to avoid annoying data loss
caused by the keyboard chip continuing to send data whilst interupts
are doing more important things. Also this middle interupt checks
that the 'scheme' of interupts are still in the same place, adjusting
if necessary. The third does the business at the bottom.

The checks to see when to do the switches read where the shifter is
currently reading from in memory and wait/go accordingly.

Note that you will need to allocate (I think) about 12032 extra bytes
of memory and as the routine stands you will also need to move the screen
physical address to a new (ie lower) location with this memory
available - I've left that up to you to do. You can do this 'legally',
wow! using the relevant bios routines if you use the code as it stands.

At it stands this routine has never hung on me, and I've tried silly
amounts of keyboard presses to try and mess it up without success. The
routine must be switched off if you access a disc though! I run it on
a 1MB STFM, but I haven't a clue if it works on the STE's, also I have
no idea what would happen if you used it in conjunction with a 60hz TV,
ie in the states - monitors should have no problem (I think).

To use it - you need to do the following:

call switit - this routine modifies the code slightly (oh dear what a
bad programming practice!) so that it will run in the
screen memory location given. I am not totally sure
that this routine will run with the screen address
anywhere, normally I put the screen on a 64k memory
boundary.
call startbig - This switches on the overscan routine
call killbig - this switches off the overscan routine

Note that if this routine does, for any reason, go wrong it will HANG
the machine, ie reset will be the only way out.

Feel free to email me with questions, queries, complaints, I'll try and
answer them if possible. Also let me know what machines it works on.

I have put some comments on the code - I hope they will help you to
understand what is going on.

Mark

email: mapmh@uk.ac.bath.gdr

Disclaimer: I wrote this code some time ago and never quite got around
to writing an optimal version, the processor overhead in this code is
slightly higher than necessary, but it is a real pain to work with.
(This is in case anyone wants to complain at me for my sloppy code)

```
\Needs about 1k or so
\This code is fully relocatable

hz1 EQU 0
hz2 EQU 2
tstep EQU 35
tstep2 EQU 105

\Initialisation routine:
\get physical screen address
\and 'modify' code to work on
\that screen address

\get physical screen address
\and use it to modify the code a bit
switit MOVE.W #2,-(SP)
TRAP #14
ADDQ.L #2,SP
MOVE.L D0,D2
LSR.W #8,D0
LEA sw0(PC),A0
MOVE.L A0,A1
swit MOVE.W (A0)+,D1
BMI.S switend
ADD.W D0,2(A1,D1.W)
BRA.S swit
switend LSR.L #8,D2
LEA sw4+2(PC),A0
ADD.W D2,(A0)
RTS
sw0 DC.W sw1-sw0,sw2-sw0,sw3-sw0,sw5-sw0,sw6-sw0
DC.W -1

\Activate bigscreen mode
startbig
```

```
\first we need supervisor mode
CLR.L -(SP)
MOVE.W #$20,-(SP)
TRAP #1
ADDQ.L #6,SP
\save stack for exit supervisor
MOVE.L D0,-(SP)
\setups and things
LEA switch(PC),A2
\things are slightly different on a first pass
MOVE.W #3,changept+2-switch(A2)
sw1 MOVE.W #$7C-5+3,wr2+2-switch(A2)
MOVE.W #43,changep2+2-switch(A2)
sw2 MOVE.W #$7C-5+30,wr3+2-switch(A2)
MOVE.B #hz2,$FF820A
\this a flag so that the interupt routine knows which bit it is doing
CLR.W topflag-switch(A2)
\disable timer B and set up vector
\MFP setup stuff
BCLR #0,$FFFA07
BCLR #0,$FFFA0B
BCLR #0,$FFFA0F
BSET #0,$FFFA13

LEA switch(PC),A0
\vector for MFP timer B
MOVE.L A0,$100+4*8
MOVE.B #7,$FFFA1B
MOVEQ #1,D0
MOVE.B D0,$FFFA21
settimb CMP.B $FFFA21,D0
BNE.S settimb

\shifter memory read pointers,high and mid
LEA $FF8207,A0
LEA $FF8209,A1
\sync the routine to a specific scan line
\then do some pre-arranged waits to get to a specific point
sw3 MOVE.W #$7C-5-5*8,D0
initwait CMP.B (A0),D0
BNE.S initwait
MOVE.B (A1),D0
MOVEQ #16,D1
SUB.B D0,D1
ROL.L D1,D0
MOVEQ #25,D0
MOVE.B D0,$FFFA21
waitmore CMP.B $FFFA21,D0
BNE.S waitmore
MOVE.B #12,$FFFA21
\go timer B
```

```
BSET #0,$FFFA07

\exit supervisor
\already got old stack to exit with
MOVE.W #$20,-(SP)
TRAP #1
ADDQ.L #6,SP
RTS

\deactivate bigscreen by switching
\off timer B
killbig CLR.L -(SP)
MOVE.W #$20,-(SP)
TRAP #1
ADDQ.L #6,SP
\save stack for exit supervisor
MOVE.L D0,-(SP)
\timer B off
BCLR #0,$FFFA07
BCLR #0,$FFFA0B
BCLR #0,$FFFA0F
BCLR #0,$FFFA13
LEA $FFFFFC00,A0
keywait3 MOVE.B (A0),D0
BTST #1,D0
BEQ.S keywait3
MOVE.B #$11,2(A0)
\exit supervisor
MOVE.W #$20,-(SP)
TRAP #1
ADDQ.L #6,SP
RTS

\part of the main routine for bigmode
\save registers
switch MOVEM.L A0-A2/D0-D1,-(SP)
LEA switch(PC),A2
MOVE.W topflag(PC),D0
BNE.S bottom
\mid-way routine to shut keyboard
\chip up and also check positioning
\of interupts
MOVE.W #1,topflag-switch(A2)
MOVE.B #tstep,$FFFA21
LEA $FF8205,A0
MOVEP.W 0(A0),D0
sw4 CMP.W #((160*87) DIV 256),D0
BLT.S leaveit
MOVE.B #tstep-2,$FFFA21
\actually send 'shut up' signal
leaveit LEA $FFFC00,A0
```

```
keywait2 MOVE.B (A0),D0
BTST #1,D0
BEQ.S keywait2
MOVE.B #$13,2(A0)
\re-load registers
MOVEM.L (SP)+,A0-A2/D0-D1
BCLR #0,$FFFA0F
RTE
bottom SUBQ.W #1,D0
BNE top
MOVE.W #2,topflag-switch(A2)
MOVE.L $FF8240,D0
\time to next but one interupt (a bit confusing this)
MOVE.B #246-tstep-tstep2,$FFFA21
\sync to scan point
\hang around a bit - lots of time wasting instructions here!
LEA $FF8207,A0
LEA $FF8209,A1
wr2 MOVE.W #$7C-5+3,D0
initwai CMP.B (A0),D0
BNE.S initwai
MOVE.B (A1),D0
MOVEQ #16,D1
SUB.B D0,D1
ROL.L D1,D0

changept MOVE.W #7-4,D1
rloopz MOVE.L $FF8240,D0
MOVE.L $FF8240,D0
MOVE.L $FF8240,D0
ROL.L #5,D0
MOVE.W #33,D0
primeloz DBRA D0,primeloz
DBRA D1,rloopz
MOVE.L $FF8240,D0
ROL.L #8,D0
ROL.L #2,D0
MOVE.W #55-40,D0
nowtlopz DBRA D0,nowtlopz
MOVE.L $FF8240,D0
\flick 50/60hz to do the business
MOVE.B #hz1,$FF820A
NOP
MOVE.B #hz2,$FF820A

MOVE.W #36-8*4-4,changept+2-switch(A2)
sw5 MOVE.W #$7C-5+5*4+3,wr2+2-switch(A2)

MOVE.L $FF8240,D0
MOVEM.L (SP)+,A0-A2/D0-D1
BCLR #0,$FFFA0F
```

```
RTE
\routine for the 'top of screen' business
top CLR.W topflag-switch(A2)
\time to next but one interupt
MOVE.B #tstep2,$FFFA21
MOVE.L $FF8240,D0
\usual syncs and waits etc
LEA $FF8207,A0
LEA $FF8209,A1
wr3 MOVE.W #$7C-5+30,D0
initwai3 CMP.B (A0),D0
BNE.S initwai3
MOVE.B (A1),D0
MOVEQ #16,D1
SUB.B D0,D1
ROL.L D1,D0

changep2 MOVE.W #43,D1
rloop2y MOVE.L $FF8240,D0
MOVE.L $FF8240,D0
MOVE.L $FF8240,D0
ROL.L #5,D0
MOVE.W #33,D0
primeloy DBRA D0,primeloy
DBRA D1,rloop2y
MOVE.L $FF8240,D0
MOVE.B topflag(PC),$FF8800
ROL.L #3-2,D0
MOVE.W #55-2,D0
nowtlopy DBRA D0,nowtlopy
MOVE.L $FF8240,D0
\the business
MOVE.B #hz1,$FF820A
NOP
MOVE.B #hz2,$FF820A

MOVE.W #43-3,changep2+2-switch(A2)
sw6 MOVE.W #$7C-5+30+5*4,wr3+2-switch(A2)

eofint MOVE.L $FF8240,D0
\re-activate keyboard chip
LEA $FFFC00,A0
keywait2 MOVE.B (A0),D0
BTST #1,D0
BEQ.S keywait2
MOVE.B #$11,2(A0)
MOVEM.L (SP)+,A0-A2/D0-D1
BCLR #0,$FFFA0F
RTE
topflag DC.W 0
```

Have fun and enjoy

6275. Re: znet magazine in the comp.sys.atari heirarchy? PLEASE READ

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 11:23:48 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Dec2.112348.4414@Informatik.TU-Muenchen.DE>
Source record: 214077

In article <1ffub6INNeqq@terminator.rs.itd.umich.edu>, weiner@terminator.rs.itd.umich.edu (Jeff Weiner) writes:
|> Haven't we seen all of this before? Once again, I think that this is
|> a bad idea, when the magazines are readily available from
|> archive sites and Greg's mailing list. There's no real need for
|> people to be posting 50K+ magazines to a newsgroup that will hit
|> every machine in the civilised part of the planet (and it'll probably
|> make it to the machines in Minnesota too :)), when anyone can
|> get them in one of the other methods.

But I need this possibility!!!!!!!!!
As the atari mail server didnt respond for months
Or do you know a way to reach him today??

Greetings,
Jackintosh
--
==
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==

(* = Maerchen aus 1001 Nacht

6276. Re: Prg for bit-image copy of floppy?

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 11:36:13 UTC
From: tsch0098@rz.uni-hildesheim.de
Message-ID: <1992Dec2.113613.5786@rz.uni-hildesheim.de>
Source record: 214081

In article 722859657@groucho.phil.ruu.nl, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>Yes, that's what I'm looking for... a program that makes a bit-image copy
>of a floppy disk - i.e. just a 720k (or whatever) file containing the
>exact data that is on the floppy. I suppose there's such a beast on a.a,
>but don't feel like downloading all the 1000+ copy-programs, just to
>check if they have the right feature... Hints, clues, etc, appreciated.

Just try a program called msa141.prg (the number could be different 'cause it's
the version, I think). This program saves/loads a full disk in/from two files,
one with the tracks 0-41 and one with the tracks 42 to end...
the two files could then be compressed with lharc or whatever you prefer ...

ciao, thorsten
>
>Thanks in advance,
>Hendrik Jan
>
>--
>Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
>Dept. of Philosophy * in the nightmare, in the flood
>University of Utrecht * But I try.
>The Netherlands *

Thorsten Schnurawa, Kruppstr. 1, 3200 Hildesheim, 05121/513970
email: tsch0098@rz.uni-hildesheim.de

6277. tar unarchivers?

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 11:52:05 UTC
From: a2vogler@rzdspc22.informatik.uni-hamburg.de
Message-ID: <a2vogler.723297125@rzdspc22>
Source record: 214087

Hello world,

are there any tar unarchiver programs for the ST?
If yes, please email me where I can download or ftp them.

Greetings, Christian
---
a2ogler@rzdspc2.informatik.uni-hamburg.de (Internet)
Christian_Vogler@hh2.maus.de (private, NO UUEs and mails > 16K)

6278. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 11:55:00 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.723297300@freyr>
Source record: 214090

sheppard_r@kosmos.wcc.govt.nz writes:

>I think you will find that its a miss-print, it should read 3.0 mips,
>even the Great Acorn A5000, a real 32 bit RISC machine gives 13-26 mips..

I thought all the 'Great Acorn's were 'real 32 bit RISC' machines? 'Great
Acorn' still sounds like 'Incredible Idiot' when you translate it to Dutch
(grote eikel).

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
a.v.groenink@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

Mail is my favourite form of telecom

6279. Re: Email addresses of Tracker programmers

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 11:59:22 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Dec2.125922.10046@solace.hsh.se>
Source record: 214088

In <1fhhfhINN1nm@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

>What happened to Unit 17 (I thought it was Unit 16??!) 's 8-channel
>STE Tracker? Did they decide it wasn't worth the bother or what?!

All I can say that work is progressing fast on it.
I can't tell you when we are going to release it because it isn't decided yet.
Just hope it's going to be worth all the work put down into it.

Hasse
(btw, there is another little sound demo circulating that's called JamHouse,
and the archive is called jamhouse.lzh)
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

6280. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 12:00:05 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.723297605@rw8.urc.tue.nl>
Source record: 214084

afonseca@terapin.com (Alberto Fonseca) writes:

>Geez.. What about the people that invested in FSM GDOS programs? I really hateI asked.
Programs written to use FSM Gdos will work with the new Speedo
GDOS effortlessly. The only incompatibility is in the fonts. But who
wants to use the old fonts that are slow and expensive and large!

Erlend.

6281. Re: GDOS plotter driver

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 12:04:41 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1992Dec2.120441.25958@news.uni-stuttgart.de>
Source record: 214086

Hello,

In <168ACC570.JOCKEL89@dosuni1.rz.uni-osnabrueck.de> JOCKEL89@dosuni1.rz.uni-osnabrueck.de writes:

> Hello everybody!
>
> I'm looking for a GDOS plotter driver (HPGL). Does anyone know
> if such a beast exists?
>
> If not, maybe there is a GEM-metafile to HPGL converter?
>
> Joachim
>
> --
Yesterday I found an advertisment:
ST-Computer 12/92 p. 107 (Data 4.0 professional)

This program uses GDOS-drivers. And it supports HPGL-plotters.
Don't ask me, if it is a GDOS-HPGL-driver.

If you've got the answer, please write to me.

Gerd

> ==
> # Joachim Hoehne "Wie Du Dir, so ich mir!" #
> # Fachbereich Physik #
> # Universitaet Osnabrueck #
> # #
> # Bitnet : JOCKEL89@DOSUNI1.BITNET #
> # Internet: jockel90@charon.physik.uni-osnabrueck.DE #
> ==

##
internet: CASTAN@cip.physik.uni-stuttgart.de
(Neuer Rechnername! Der alte bleibt aber noch einige Zeit gueltig.)
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 #

6282. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 12:14:39 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fi9bfINN4g8@golem.wcc.govt.nz>
Source record: 214082

```
>
>DC-Squish, PFX-Pack beats it for compression & speed.
>
>
>DC-Data Diet. AFX *was* better than it, but is now also not supported.
>

NOTE: Kieth Gerdes holds the copyright to these programs and they will not end
up being PD or what ever...

Also NOTE: PFX can't pack ACC's but DC-Squish can...

Roger.............. sheppard_r@kosmos.wcc.govt.nz
```

6283. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 13:27:18 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1fidjmINN19ue@rs1.rrz.Uni-Koeln.DE>
Source record: 214089

In <1fgtdlINN1rc@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:

>In article <1fgiptINN1jvv@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:

>It wasn't that your post was about when the "new" PD software would be
>posted; the worrisome part was that that was ALL it was about. No "gee
>that's too bad" or "what a shame for the programers that spent 5 years
>of their lives writing software which is now worthless" or anything
>like that.

I don't think the software is now worthless (would I be
interested in worthless software?), and I don't think the 5 years
that those programmers have spent working for DC are wasted time
for them. They have spent their time writing software which is
useful to many people, and they have made their living doing so.
Of course, the folding of their company will cause a lot of
problems for those folks, at least temporarily. But then, it
seems that one fo them has already started a company of his own,
so things may not be so bad after all. Anyway, I think it's a bit
far fetched to conclude from me not mentioning this that I am not
aware of this, or that I even enjoy seeing companies folding.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6284. Ghostscript- What is it?

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 13:28:06 UTC
From: "Gerry O'Rourke"
Message-ID: <1992Dec2.132806.10544@nt.com>
Source record: 214085

I am still looking for a way to print out GFA-draft files on a Postscipt laser printer. I have tried converting them to Meta files & have used Meta2ps, IMG2ps (which is the same as Meta2ps,even though IMG files are NOT metafiles), both of which fail to produce any output.

So far I have been able to import into Timeworks, but cannot preserve the dimensions of the original drawing.

I have been advised to try Ghostscript, but I cannot find a description of what it is or claims to do. The files on a.a are very large, & I don't want to FTP all of them just to find the doc's & then find out it's no use to me. Can somebody please post a short description of what Ghostscript actually is.

regards

Gerry O'Rourke
E-mail gigxr01@nt.com

6285. poorly ST + FAQ revisited

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 14:05:28 UTC
From: strgh@csv.warwick.ac.uk
Message-ID: <1fifr8INNlp8@violet.csv.warwick.ac.uk>
Source record: 214092

Many thanks to everyone for their e-diagnoses of my poorly ST;
it was the power supply. "Everyone" (so far) =
Steve Jacobs, David P. Forrai, fgtbell, George Seto, Erlend Nagel,
John Willi Cummins, Christopher Hicks, Rick Venable, Paul Meekin
& (especially) Leo Hendry who physically checked the voltages etc.

A few people agreed that an FAQ section on common faults would be
valuable - would anyone more knowledgable than me be prepared to
initiate such a section?

-- Ewart Shaw

Irreverent thought: if MultiTOS is currently only available on disk,
maybe it should be renamed LoaderTOS.
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick
University of Warwick, | BITNET: strgh%uk.ac.warwick.cu@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
Atari: `the Power Without the Responsibility'.

6286. Re: tar unarchivers?

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 14:17:19 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1992Dec2.141719.6935@sol.ctr.columbia.edu>
Source record: 214093

There is a semi-decent version of tar in the MiNT distribution kit. It
is called with the standard...

tar cvf <tarfile> <filespec ...>

... to create tar files, and ...

tar xvf <tarfile> <filespec...>

... to extract them. These are the only two I've tried, but
there is no reason to believe that they are the only ones that work.

One thing it cannot manage is the 'z' key to pipe either input or
output stream through 'compress' to create a file.tar.Z file. This is
mainly due to it's TOS origins as opposed to MiNT.

The file tar.ttp is in the bin1 subset (read the docs), and since the
subsets are just zoo files, you ought to be able to ...

zoo x /usr/bin/tar.ttp

... to extract it.

The MiNT distribution kit is on a.a.u.e in the directory

/atari/Mint/Distrib_kit

Documentation is with the programs.

Simon.
--
____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

6287. Re: DC Internet address wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 14:18:56 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <76840@hydra.gatech.EDU>
Source record: 214094

In article <70636@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>>Anyone have a net address for Double Click?
>
>>They have closed there doors, they no longer exist...
>
>
>And another one's gone
>and another one's gone
>and another one bites the dust...
>
>The "Atari Theme Song"...

But out of the "ruins" of DC has sprouted Trace Technologies, a company formed by Keith Gerdes (formerly co-partner of DC, now supporting Data Diet and releasing Data Rescue) and Advantage Software (owns the rights to Storm). Mike Vederman is now writing an assembly language programming column for Atari Advantage magazine, so he is still being active in the ST community.

The end of DC is more evolution than disintegration.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

6288. Copyleft and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 14:19:31 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1figljINN1jie@rs1.rrz.Uni-Koeln.DE>
Source record: 214095

In <1fgtdlINN1rc@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:

>In article <1fgiptINN1jvv@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:

>>And I'm quite sure that the software of the future will not be
>>copyrighted for the profit of software house owners (who are the real
>>vultures of today),

>Well, since you have that attitude, we'll just write our software
>for markets in which people think software is worth paying for.

I never said software wasn't worth paying for. I have no problem
paying programmers for their work, but I definitely don't want to
pay software house owners, their lawywers, and all those other
crap folks who are out there making money at the expense of users
and programmers. If one buys some standard software, at a
ridiculously exaggerated price, most of the money he pays will go
to those vulture folks, not ot the programmers.

>>but rather be distributed under copyleft, protecting users and
>>programmers instead of software houses.

>It's amazing to me how the FSF has brainwashed so many intelligent
>people into thinking that, on a grand scale, this is 1) feasible and
>2) good.

The FSF hasn't brainwashed anyone, at least not as far as I know.
The people who want to do things the commercial way have much
more brainwashing power than the FSF. I don't understand what
advantages copyrighted software should have over copylefted
software. What good does all that sueing (sp?) and preventing
people from using concepts, ideas and algorithms to the community
of programmers and users? I am constantly amazed by the fact that
people who will do almost anything to minimize OS call and
multitasking overheads are willing to accept horrible and
superfluous overheads in a totally brain-damaged ditribution
system that may be "feasible", but no good at all.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6289. Re: znet magazine in the comp.sys.atari heirarchy? PLEASE READ

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 14:27:19 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <9FV6uB1w165w@dogbox.acme.gen.nz>
Source record: 214007

J.J. Lehett <JJL101@psuvm.psu.edu> writes:

> Here's my vote to RFD a c.s.a.falcon group also... heck an RFD cannot hu
> can it, and it will start the 'process' to be in place when it may most be
> needed.

Any RFD and CFV will have to wait until January - the moderator of
news.groups is on vacation.

> Also, on the mags issue, I would like to see a c.s.a.mags group but am
> also hesitant on the size of them and the load they will incur (if this is at
> all significant really). It would be more convenient than FTP'ing the mags
> and would save the trouble of of 'overflowing' people mailboxes.

2 magazines. 50k per issue. approx 50 issues per year.

The fido echo would increase the total traffic by approx 650kb per week.

Allowing for 1 year expiry on the mags, and one month on the rest
we're looking at a total spool space of around 7Mb.
(These are the figures I use on my site)

I have 10 day expiry on the amiga newsgroups and they take up more
space than that........(20 comp groups, 5 alt) :)

Based on a 10 day expiry, you'd be looking at adding around 1Mb max to
the c.sys.Atari newsgroups, bringing them up to a total spool size of around
2.5-3Mb

Is this excessive?

Bear in mind that the znet groups already exist, they just don't
propagate well. This is intended to remedy that. It should lead
to a drop in mailserver and ftp traffic.

--
Alan B (Sys0p) "Well, we were just laying there
Dogbowl@dogbox.acme.gen.nz And this ghost of your other lover walked in
Dawghaus BBS +64 6 357-9245 And stood there.
Palmerston North, New Zealand Made of thin air. Full of desire..

6290. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 14:28:45 UTC
From: haasnr@ucunix.san.uc.edu
Message-ID: <ByMyvy.AAL@ucunix.san.uc.edu>
Source record: 214096

In your previous message you mentioned that the Amiga was what the ST SHOULD HAVE BEEN... How true those words ring....

We all remember the thievery that went on when the Amiga was snatched out of Atari's hands at the last minute... I shudder to think what Atari would be today if the Amiga had stayed where it belonged.. Its more akin to the 8-Bit than the ST is by far......

Oh well....

--
---===>>> Nick <<<===---
haasnr@ucunix.san.uc.edu

6291. Re: Ghostscript- What is it?

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 15:20:07 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Dec2.152007.29837@csi.uottawa.ca>
Source record: 214005

Ghostscript is a "freely available" (often called Public
Domain/Freeware - it's under the GNU Copyleft License, which is
another step different, but doesn't change the fact that it can be
freely redistributed...) version of the PostScript interpreter.

It's been written in C, with the "prime mover" being Peter Deutsch (?)
of Aladdin Technologies. It's been written with attempt to be
portable, and can be run on most of the systems that the GNU project
is trying to support. The Atari version has been kept pretty up to
date by Tim Gallivan (many thanks!).

It represents a "clone" of PostScript, that lets your computer
translate a .ps file into, um, some other form that may be directly
printed. It includes internally drivers for things like:
- Generic Epson-style printers
- Atari Laser printers
- HP Desk/Laser-Jet printers
- Screen (don't print - just display!)
and probably some other printers that I don't recall offhand.

It's actually more consuming of disk space than you may have initially
thought - you need something like gs252b.zoo, containing the programs,
as well as font files. The fonts amount to about 3MB, for a "nice"
set. Check in /atari/Gnustuff/Tos/Ghostscript for them. I think
they're packaged in 2 files. You basically need both such files.

It produces really nice output.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

6292. Re: Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 15:29:23 UTC
From: cmedley@wam.umd.edu
Message-ID: <1992Dec2.152923.14111@wam.umd.edu>
Source record: 214098

In article <4816@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>Day-to-day reality didn't have anything to do with it.
>
>Besides, with the loss of DC, we've also picked up Trace Technologies, founded
>by Keith Gerdes, one of the DC programmers. He's upgrading DataDiet and
>bringing out a new program, Data Rescue.
>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.uucp
> / | \ E.KRIMEN (GEnie)

Can anyone tell me *why* DC Software has closed up shop? I had met Mike
Vederman a few times and he impressed me as one of the few people who
understood the business and programming side of running a company like DC.

Also, what is Keith's company going to be doing? And wasn't DC supposed to be
planning to aid in porting some Atari s/w to the Windows and DOS environment?
I'm at a loss as to why they went under....

<this all seemed to be a very sudden development...>

Also, didn't Mike V. recently make himself prez of the company? What happened
to Paul Lee (author of DC eXtract)?

--
---- --- /| /| |\
/-- /| / o / _ / |/ | |_\ Software
/ / |/ / /__/ / | | \
-------------------------------->

6293. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 15:31:46 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <76852@hydra.gatech.EDU>
Source record: 214097

In article <1fgfi9INNju6@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>All this proves is that Windows is a slow piece of crap. You don't
>want a slow piece of crap? Then don't use Windows! Use OS/2 or one of
>the other GUI's for the PC.

There is no point to running ANY GUI on a PC unless the software you're using supports it's features. Your argument is LAME! Windows is by far the most supported GUI (in terms of use in software) so if you need a GUI you will be using Windows on top of DOS. Sure you can use OS/2 but that's just extra overhead for features that most current software does not take advantage of.

>As if Bob really needs to point this out. Come on -- there's NO
>argument that favors a closed architecture computer.

This is highly dependent upon your computer needs. For home computers, I know of only a few people who have actually upgraded the hardware of their PC from it's original state (and most of them just added a mouse or game port). The few who have found a need to upgrade have bought a whole new system because the cost of a new motherboard, new video board, new monitor, bigger hard drive, new DOS, Windows, etc. is more than the cost of a new bundled system. Open architecures benefit those who always need (or want) to have the latest and greatest. My 1040ST has satisfied my personal computing needs since 1987. I'm sure I'm not the only one who feels this way, I just may be the only one who will admit it! :-)

>In contrast, NO PART of my existing ST is useful now in terms of
>upgrades. I can't get any value for it when I upgrade. If I buy a
>Falcon (ha-ha, that's a good one), I pay the price for the whole
>machine: floppy drives, power supply, ports, keyboard, etc. -- things I
>already have in my ST.

Once again, it is a matter of need. If you need to have the latest and greatest, it is a waste to dispose of these good parts. If you get 5-7 years of use out of a computer before you require a new one, it probably isn't that bad replacing these components anyway. Besides, you would be able to use an ST monitor and SCSI hard drive on the Falcon, and these are perhaps the most expensive compnents that you need with both.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b

Internet: gt1448b@prism.gatech.edu

6294. Dragonware Software Exists!

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 15:47:47 UTC
From: malay@sae.com
Message-ID: <1992Dec2.154747.7179@sae.com>
Source record: 214002

A while ago I posted a message that complained about the non-existence of Dragonware Software (their phone number listed in their ads + literature had been shut off). Well, it turns out they do exist, they have a new number (406)265-7300, and they solved my problem as quickly as they could.

One note for other Atari Vendors out there - when you change your phone number and disconnect the old one have the phone company generate a "the current number has been disconnected, the new number is ..." message for you. Its a good business practice, especially when you're running ads that list the old number.

Bob Malay

6295. MacSee

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 15:51:42 UTC
From: malay@sae.com
Message-ID: <1992Dec2.155142.7252@sae.com>
Source record: 214003

I just bought this program and I have yet to get a file copied from the ST to a Mac partition. If I try to copy to a Spectre 800K floppy then the program just hangs. When I attempt to copy a MacBinary formatted file from the ST to a Mac partition I get the message "Too many extents" or something like that. Anybody have any experience with MacSee???

Bob Malay

6296. Re: Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 16:06:29 UTC
From: malay@sae.com
Message-ID: <1992Dec2.160629.7338@sae.com>
Source record: 214004

```
In article 4816@wet.UUCP, ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <70635@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>Does anyone else get an uneasy feeling in the pits of their stomachs
>>about one of the premier software producers for the Atari line finally
>>surrendering to the pressures of day-to-day reality...?
>
>Day-to-day reality didn't have anything to do with it.
>
>Besides, with the loss of DC, we've also picked up Trace Technologies, founded
>by Keith Gerdes, one of the DC programmers. He's upgrading DataDiet and
^^^^^^^^

GREAT!!! I'm glad to hear about this!

>bringing out a new program, Data Rescue.
>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.uucp
> / | \ E.KRIMEN (GEnie)
```

6297. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 16:11:35 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fin7nINN859@life.ai.mit.edu>
Source record: 214099

In article <ByMp3A.1E7@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>Come on Dave, don't get too excited.

Well, I should point out for everyone's benefit that I really *wasn't*
hurling furniture around the room in rage while reading/writing posts
in this thread. (I leave that to Neil.) In any case, it's a bit of an
emotional issue, but as I said I don't really have that much invested
in the success of my Atari stuff to really get excited anymore.

When I see a good, $2 billion a year company like Atari go completely
down the toilet, it irks me, that's all.

>The reason Blox didn't bring you as much money as Llamatron did to
>Jeff could simply be that Llamatron has become something of a cult
>thing.

Well if that's really true, then I have no problem with it. If no
one's registering my stuff because they think it sucks or is boring,
I'd really like to know, though, which is the main reason I reponded
to the "shareware that sucks doesn't get paid for" argument.

I've tried to make those games (HacMan, Blox, Snowball Fight) as
fun as I could. If they're actually boring and stupid, that's good
to know. I'll shelve any plans to be a professional game designer
in that case. :)

>I can't speak for the whole net of course, but I see you as The Sample
>Man, as I see Minter as The Llamatron Man, and Eric Smith as The MiNT
>Man.

What's really funny about this is that all the work with samples was
just an outgrowth of writing sampled sound routines for Game
Workbench. In fact, everything I ever wrote for the ST was an
outgrowth of Game Workbecnch, in some sense.

It's ridiculous; I have an AUTO-folder Cyber .SEQ player sitting on my
hard drive that I've just never bothered to upload. Once I had the SEQ
playing routines for GW done, the auto player was completely trivial.
(Of course, GW's SEQ loading stuff was a complete pain to write.)

>Perhaps you should do more about marketing, but then again, I could
>just have skipped the announcement in nn and thus not have heard of it.

Well I know that some things I've written have been on the cover disks
of some of the UK glossy magazines. I use to think it was Jeff Minter's
feature on ST Format that got him all the press, but now that I've
also been on there I suppose it can't have been that that made the

difference.

The idea behind shareware is that I want to write stuff you want to use (or play), but I don't want to make a full-time business of it. I'm willing to put a couple thousand hours of hacking into something that I'll except 10 or 15 bucks for, but I just can't be a full-time software dealer right now since I have other major time commitments.

Shareware seemed like a good compromise, and in the PC world perhaps it works well. But if people have the idea that you can just sit down and put your heart and soul into an ST program, polish it so it shines, put it out there and make some money, those people need to face the reality that it doesn't work that way (unless my personal experience is unique).

>P.S. Please don't leave the ST community, as your postings were mostly
>quite interesting.

This isn't meant to sound nasty, but what impetus has the community given me to continue writing free software for it? I never expected to get rich or famous writing ST software, but now the market can't even support commercial developers like DC. I gotta make some money to pay my rent. So it goes.

>P.P.S. Do you know whether on other platforms the shareware principle
>functions better? (Just asking);

I've heard more success stories. But admittedly, those may be flukes just like I suspect Llamatron is (not that it doesn't deserve to make money). In general I don't think shareware is really a viable option.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6298. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 16:33:50 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fioheINN9cl@life.ai.mit.edu>
Source record: 214100

In article <1figljINN1jie@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>I don't understand what advantages copyrighted software should
>have over copylefted software.

How about "it earns the programmers money they can feed their families with"?

>What good does all that sueing (sp?) and preventing people from
>using concepts, ideas and algorithms to the community of programmers
>and users?

Because if I come up with a brilliant new piece of software I don't
want Microsoft bloody stealing it! If I create some wonderful
innovation in the private sector, I want to be able to make a fair
profit from it. We live in a capitalist world. Given that, it's
simply not feasible to give commercial-quality products away. Everyone
else is earning their own keep and we must do the same.

Should car maufacturers be expected to give their vehicles away for
free? If you could copy a car with no cost or effort, would it be
reasonable to make cars copylefted and immune to patents? It's just
ridiculous; all that would happen then is that we'd have no car
manufacturers, no uniformity in safety features, and in general
complete chaos on the roads.

What about food? Should it be copylefted too? Then who would pay
the enormous costs of food perparation and processing facilities?

What *I* don't understand is why people think these absurd notions
are somehow reasonable for software -- that software is somehow
a different good, with special status.

Why don't you also advocate making books copylefted? Selling fiction
should become a thing of the past, you'd say. Then what would you tell
the great writers who as it is only make barely enough to live on, but
give the world so many wonderful gifts. Do you honestly think that if
fiction were copylefted, anyone would write books? It's hard enough to
survive as a writer as it is!

Yes, there are vultures out there. And in a world of vultures you need
to have some protection. To think otherwise is naive.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6299. TOS 2.06 -->1040ST with NOTEC

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 16:38:52 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340105@hpfcso.FC.HP.COM>
Source record: 214033

I want to put TOS 2.06 into my 1985 1040ST but I don't want to pay
$140 for it. Also, I have a homemade daughter board on my 68K for a
12M byte external bus that I generate for DSP development which makes
the TEC board sound bad to me. I don't mind soldering wires and adding
an address decoder to get the job done. I just need to know if it is
as simple as remapping the BIG BAD ROMs into the ST address space.

A few questions I have are:

1. Is TOS 2.06 bigger than 192K? If so, does it fill in that extra 32K
before IO space.

2. If TOS 2.06 is 192K, can I take the two chip set and shove it into
a six chip set (I have access to an EPROM programmer). I have been
assuming that this is not the case becuase I have never seen TOS 2.06
offered in the six chip set (TOS 1.4 is). There may be some legal
problems, but I promise to destroy the two chip set if this does work.

3. What is the EPROM type that is used for TOS 2.06:
a. TC571000
b. TC571001
The above have different pinouts.

4. What else should I know.

PS. I have access to a logic analyzer so I don't mind doing experiments.
I'll probably just go for it. I post the results if others are
interested but I wont start work until Christmas.

Later

Ted Rossin
fc.hp.com

6300. Re: Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 16:43:08 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <61570@aurs01.UUCP>
Source record: 214001

In article <70635@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>I wondered how long it would take for the vultures to start circling..
>
>How long until the "good riddance.. we didn't need Double Click
>anyway" messages..?

I only purchased one DC package (DC Utilities), and I only use DC Squish out of all the programs included. I think DC Squish is excellent, but many of the other utilities suffered from either not having features that surpassed (or sometimes even met) similar PD software, or that the user interface was less than intuitive.

I was interested in DC Data Diet, but many posts of problems on GEnie made me squeemish. A very nasty reply to a mildly critical post of a DC marketing decision didn't do much to enamor me to the company (although it didn't alienate me either...my skin isn't that thin!).

I think the real problem that killed DC was that if the hardware isn't selling it is only a matter of time before the utilities market dries up. I've had my ST for five years. I've tried lots of utilities package, and now I've settled on a system that I'm comfortable with. Even if somebody comes out with some great new utility, I'm not likely to replace a utility I know and am comfortable with. Most of my software purchases in the last two years have been new and improved applications (Tracker ST and Abbreviator ST most recently), not utilities.

Look at CodeHead (or should I say Lookit CodeHead :^). While I believe that they sell the premium utilities for the Atari, they realized that the only way to stay in business was to start distributing imported applications packages. They also make an extroardinary effort to make sure their products are compatible with other programs. From what I could see, DC didn't try as hard (their Utilities package programs didn't even have hooks for the very common Little Green File Selector). Gribnif didn't roll over and die when many people opted to replace NeoDesk in favor of the new Atari Desktop: they went into the disribution business as well. Even the folks at Oregon Research have started branching out to graphics packages and more.

From what I could see, DC wasn't branching out as much or as quickly. Sure, the Storm package is coming out, but is yet another communications package really going to save a failing company?

Am I saying "good riddance"? No. While I didn't personally use DC products, I am sorry to see them go. But when you have a limited

utilities market and several US companies competing for it, only the strongest will survive.

>Does anyone else get an uneasy feeling in the pits of their stomachs
>about one of the premier software producers for the Atari line finally
>surrendering to the pressures of day-to-day reality...?

I'm not sure if the problem was day-to-day reality as much as a lack of business savvy.

>Let's see what we can get from them for free..

Well, at least have it be shareware so they have a chance of getting something out of it. As a writer (and purchaser) of shareware I know it won't be much, but better a little something than flushing it all down the toilet. Besides, one never knows when a shareware author will be approached with a business opportunity as a result of his PD work (it happened for me!).

>BobR

****
Jonathan Whitcomb UUCP: whitcomb%aurgate@mcnc.org
Alcatel Network Systems
Raleigh, North Carolina GEnie: J.WHITCOMB3

6301. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 16:45:22 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fip72INN9mq@life.ai.mit.edu>
Source record: 214008

In article <76852@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>In article <1fgfi9INNju6@life.ai.mit.edu> dmb@case.ai.mit.edu (David
>Baggett) writes:
>>All this proves is that Windows is a slow piece of crap. You don't
>>want a slow piece of crap? Then don't use Windows! Use OS/2 or one of
>>the other GUI's for the PC.
>
>There is no point to running ANY GUI on a PC unless the software
>you're using supports it's features. Your argument is LAME!

You can run Windows applications under OS/2. Hence, software exists
for that GUI.

You can run X applications under 386 mach (with Unix emulator). Hence,
software exists for that GUI.

You can run GEM applications under PC GEM. Hence, software exists
for THAT GUI.

There you go -- three choices, all of which support as much or more
software than will run under GEM on the ST.

>Sure you can use OS/2 but that's just extra overhead for features that
>most current software does not take advantage of.

If that's your conclusion about it, then try one of the other two.
Since PC's run GEM you're in some sense moving to a superset of ST
applications as it is.

>This is highly dependent upon your computer needs.

Only if you NEED a useless paperweight in 10 years is a closed
architecture worhtwhile. What's WRONG with an expandable machine?
How is a closed architecture BETTER? Don't say they're cheaper,
because they're not anymore.

>Open architecures benefit those who always need (or want) to have the
>latest and greatest. My 1040ST has satisfied my personal computing
>needs since 1987. I'm sure I'm not the only one who feels this way, I
>just may be the only one who will admit it! :-)

Yes, but will it satsify your needs in 1999, when ISDN is ubiquitous,
terabyte writable storage is common, 500 mips computing is typical,
etc.? How long will you want to ignore the advance of the state of the
art? With every new technology comes some imrpovement in the way we
use computers, or what we can accomplish with them. In the long run

no one stays satisified with a closed archiecture. You could argue
that in 1900 you didn't have a phone, so you certainly don't need
one now. Walking to people's houses to give them messages works
JUST FINE. But this argument clearly becomes more and more absurd
as time goes on. Computers are even more poignant examples because
the whole world changes every 5 years. 18 months = a double in
computing power.

>Besides, you would be able to use an ST monitor and SCSI hard drive on
>the Falcon, and these are perhaps the most expensive compnents that
>you need with both.

And once I have the Falcon? (Which, with a 16Mhz 68030 is already
obsolescent.)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6302. Re: Gameboy emulator

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 17:00:20 UTC
From: tsch0098@rz.uni-hildesheim.de
Message-ID: <1992Dec2.170020.8673@rz.uni-hildesheim.de>
Source record: 214006

In article 27948@cs.nott.ac.uk, mjb@cs.nott.ac.uk (M J Brownlow) writes:
>Looking thru' the ST Format Reviews Special, I spied the panee with the
>Gameboy emulator in.. If anybody has this, could they either mail it to
>me or post it to a.a
>

And please POST it to this group ...

Ciao, Thorsten

>Thanks,
>Martin

Thorsten Schnurawa, Kruppstr. 1, 3200 Hildesheim, 05121/513970
email: tsch0098@rz.uni-hildesheim.de

6303. Calamus -> postscript

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 17:38:34 UTC
From: tdl9007@abacus.hgs.se
Message-ID: <TDL9007.92Dec2183834@abacus.hgs.se>
Source record: 214009

I use my old atari 1040 a lot, but I only use Calamus and Outline Art.
Superb programms by the way.
Now, my problem is that i whould like to convert the dokuments
produced by calamus to postscript files. Is that possible ??

I whould be very thankful if anyone could help me.

--

name: Paul Lernmark
e-mail: tdl9007@abacus.hgs.se
adress: Odengatan 52 b S-81131 Sandviken Sweden
tel: 026/259428

6304. Re: Cyber-stuff

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 18:05:00 UTC
From: jsa@rcinet
Message-ID: <2DEC199213055644@rcinet>
Source record: 214011

In article <H.ea.wMynFtVoEaY@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes...
>In <20NOV92.08890564.0092@UNBVM1.CSD.UNB.CA> Alan Edwards <EDWR@UNB.CA> writes:
>
>>I realize that this must have been covered here before, but I am new
>>to this list...
>> I was at my friends last night, and he has
>>CyberPaint and Cad 3D. These both look like pretty good programs,
>>but I can't find them in any catalog. Have they gone away?
>

As mentioned previously, E. Arthur Brown is a current distributor of all the Antic (defunct) cyber-series programs. What wasn't posted, is their toll-free line: 1-800-322-4405
Incidentally, they are having a sale on all cyber-products at the moment. All those programs are going for '3 for $20'. Today, I ordered CyberControl and CyberTexture, and I believe they also have the full complement of Cybersculpt, Cybermate, CAD-3D, CyperPaint, and whetever else is in that line. I already have those mentioned, and at '3 for $20', I think they're all worth it (IMHO). The only one I use all the time, though, is CyberSculpt, which is recommended, and sold (I think), by Lexicor as the modeler of choice for objects to be used in their Phase4 series programs.

>>I had been looking at the Lexicor programs to do similar sorts of
>>things, but they are pretty expensive. Are they really worth the
>>extra $$.
>
> As another poster mentioned, Antic, the original publisher, is gone.
>Lexicore is the only source of a Cad 3d like program, and from what I've
>seen itt's way better. I read in an ionline magazine that someone got
>the rights to Cyberpaint and has hired Jim Kent to update it for the
>Falcon. Lexicore's stuff, from the demo's I've seen, would be awfully
>slow on a stock ST, but it is very powerful.

As for Lexicor, you get what you pay for... Chronos, for example is a Keyframe Animator, which means that it offers a host of features that allow the user to only generate 'key-frames' and the computer will generate all the 'tween' (in-between) frames, as instructed. There are various degrees of smoothness, and other user-definable settings allowed, and it does require a bit of time to get up to speed, but it is a very powerful and versatile tool.
Another word about Lexicor (I am obviously a fan)...
Lexicor has an interesting base philosophy for their products. They claim to make their line 'platform and resolution independent'. The idea is whatever computer you use at one point, does not limit the life of your

project to that platform and resolution. The Phase4 stuff converts to/from and supports many (more than I knew of) graphic formats. Something that uses objects generated on a 1040ST with CyberSculpt can be animated on MegaSTE and rendered on a TT... and so forth, to any degree. You use whatever CPU and resolution that you want, but all your creations can still be rendered on other CPU's and in other resolutions. The compatibility is there. And the Phase4 line is also supposed to be compatible with Silicon Graphics IRIS workstation, which Lexicor also supports. Incidentally, on the compatibility issue, don't order CyberPaint if you have a MegaSTE. It just isn't compatible. (I know, I ordered it for mine). This is something that won't happen to you if you order Lexicor products. And Lexicor SUPPORTS their line. I know that word looks foreign to atari owners, but it's true. And Lee, if you read this, when do I get paid! 8^>

6305. Re: ST->Mac files (was MacSee)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 19:43:17 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Dec2.124318.4053@arizona.edu>
Source record: 214041

In article 7252@sae.com, malay@sae.com (Bob Malay) writes:
> I just bought this program and I have yet to get a file copied from the
> ST to a Mac partition. If I try to copy to a Spectre 800K floppy then the
> program just hangs. When I attempt to copy a MacBinary formatted file from
> the ST to a Mac partition I get the message "Too many extents" or something
> like that. Anybody have any experience with MacSee???
>
> Bob Malay

I'm having a similar problem with Converter, which comes with Spectre. I
can transfer text files Mac->ST just fine, but when I go ST->Mac, I can't
get any Mac programs to recognize my files. Does this have something to
do with how the "creator" and "file type" are set? How should they be set?
(I know, this may be in a manual, but I'd have to find it and..... :)

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

6306. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 19:46:11 UTC
From: jsteiner@anwsun.phya.utoledo.edu
Message-ID: <1992Dec2.144612.235@uoft02.utoledo.edu>
Source record: 214016

dmb@xbar.ai.mit.edu (David Baggett) writes:
> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
> >
> >This is highly dependent upon your computer needs.
>
> Only if you NEED a useless paperweight in 10 years is a closed
> architecture worhtwhile. What's WRONG with an expandable machine?
> How is a closed architecture BETTER? Don't say they're cheaper,
> because they're not anymore.

look, -any- machine is going to be a useless paperweight after 10
years. for most purposes you're doing pretty damn well if a computer
isn't completely obsolete in 5. the ST -is- expandable. if i owned
one i could add just about any peripheral i wanted to it. adding
more speed is another matter, but it is with IBMs and other 'expandable'
machines too.

the only -truely- 'expandable' machine would be a passive backplane
with parallel processing. even that would be outdated in 10 years
when its bus becomes obsolete. in the meantime you'd have to dump
tons of $$ into it to keep it current.

as long as your computer does what -you- want it to do you don't
need the latest & greatest.

> >Open architecures benefit those who always need (or want) to have
> >the latest and greatest. My 1040ST has satisfied my personal
> >computing needs since 1987. I'm sure I'm not the only one who
> >feels this way, I just may be the only one who will admit it! :-)
>
> Yes, but will it satsify your needs in 1999, when ISDN is
> ubiquitous, terabyte writable storage is common, 500 mips computing
> is typical, etc.?

i'm sure if he -needs- ISDN or terabyte drives he'll -buy- ISDN
connectors and terabyte drives and plug them into the ports
on his ST/Falcon. what's so difficult about that? as for 500 mips
computing, -no- current machine, expandable or not, will be able
to pull that. you'll end up with a whole new machine anyway,
so why not go with whatever suits your needs for now?

> How long will you want to ignore the advance of the state of the
> art? With every new technology comes some imrpovement in the way
> we use computers, or what we can accomplish with them. In the long
> run no one stays satisified with a closed archiecture.

in the long run we don't even -keep- the same architecture. we're going to be buying whole new machines in the future anyway, might as well purchase what fits our needs -now- & worry about the future when it happens. or have you bought into the big lie that any computer that's not the biggest & best is suddenly unusable? 80% of people i know who own computers don't need any more than a 386 or a Mac SE, but they buy it anyway, just to keep up with the Jonses. on the other hand, we've got my father, who's using dozens of applications daily on his old Mega2 and 20 meg HD. or the guy next to me in the lab, who's cobbled together an old Tandy system with some ancient 10 meg drives and an 8mhz NEC processor & software. yet he's doing more than most people do with a 486.

> >Besides, you would be able to use an ST monitor and SCSI hard
> >drive on the Falcon, and these are perhaps the most expensive
> >compnents that you need with both.
>
> And once I have the Falcon? (Which, with a 16Mhz 68030 is already
> obsolescent.)

you use it. until it no longer fits your needs. then you buy a new computer, just like all the Mac, IBM and Amiga people who've outgrown their systems.

jason

--
"Why was I cursed with a woman like you? You're my misery! A knife in my heart! Come on, we can discuss this later. Let's just get married."
- Adam, from the best episode of Northern Exposure
`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,`,` jsteiner@anwsun.phya.utoledo.edu ,`,`,`

6307. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 20:03:20 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1fj4q8INNp9a@uwm.edu>
Source record: 214013

In article <1fin7nINN859@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>
>Well if that's really true, then I have no problem with it. If no
>one's registering my stuff because they think it sucks or is boring,
>I'd really like to know, though, which is the main reason I reponded
>to the "shareware that sucks doesn't get paid for" argument.
>
>I've tried to make those games (HacMan, Blox, Snowball Fight) as
>fun as I could. If they're actually boring and stupid, that's good
>to know. I'll shelve any plans to be a professional game designer
>in that case. :)

Sorry to interrupt the Atari wailing session, but you did ask for some input
on PD games.

I don't keep many PD or shareware games I try, however HacMan II was one of
them. If that is a shareware game, I owe you some money. I think I tried
Blox. Was that a kind of 'Tetris in the round' type game with pieces coming
from all directions? If so, I can tell you why it didn't appeal to me.
Keystrokes! Any game that requires extensive use of a keyboard goes straight
to the bit bucket on my system. If I'm wrong, what is Blox?

Snowball Fight sounds like a game Analog magazine had for the 8-bit line. Is
this the same game? Did you write both? The 8-bit version was nice, but had
no computer opponent. That renders it useless most of the time with me.
It's not often I have a friend over to play video games.

Just my $.02.
--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

6308. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 20:04:40 UTC
From: bossoj@aix.rpi.edu
Message-ID: <n#_245c@rpi.edu>
Source record: 214014

Yes, it may be true that an open architecture is better for expandability,
but there are many people who don't need to expand!! I have had my 520ST
since 1985 and the only things I've done to it have been more memory
and a double sided drive. I have been quite happy with it, and yes,
I would have liked to upgrade it easily (i.e. higher video, faster processor)
but I realised that I could stilll do all that I needed with the set-up I
have.

Should people using manual typewriters (I believe there are still some
die-hard writeres out there using them!) go out and by a brand new color
laptop just because the typewriter is outdated, even though it does all
the things needed??

If it ain't broke, donn't fix it!

Joe

6309. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 20:08:06 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <BynELJ.F7E@mach1.wlu.ca>
Source record: 214017

In article <1992Dec1.145142.665@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <wmtwen.722539256@rw8.urc.tue.nl> wmtwen@urc.tue.nl writes:
>>ins739l@lindblat.cc.monash.edu.au (William Fang) writes:
>>
>>>LhA uses lh4 or lh5 compression (tighter giving greating compression) and uses
>>>the ".lha" extension.
>>
>>>At least this is how it works on Unix and Amiga. The Atari ST verions of
>>>Lharc might be different, but I don't think so...
>>Well it does work as lharc2.01 has lh5 (and probably lh4) compression. I
>>never had any problems exchanging files between DOS lha and ATARI
>>lharc2.01.
>>
>>So, sorry you are wrong, but happy it works fine for me :)
>>
>>Erlend.
>>
>
>I constantly find myself wishing people wouldn't use Lharc - it is just so
>unstable and nonstandard.
> The unstability of the ST versions can probably be attributed to GFA Basic
>- the version of LHarc I have CRASHES if you try to unarchive something
>compressed with a later compression standard and is incompatable (ie CRASHES)
>with half of the AUTO folder stuff I use (which is funny because I have never
>had any problems with anything else.). The self extracting version (which I
>assume is assembly coded) fails to do any error checking whatsoever (eg disk
>full etc) and also randomly CRASHES (run it again and it's OK usually).
> However, even the UNIX version at this university (Which, being non-standard
>is only available on some machines - ZOO is available on all) CRASHES and
>dumps the core whenever anything goes wrong (Eg. wrong archive format - the
>version we have doesn't support later compression standards).
>
>What is the matter with ZOO? It has been around for years, is available for
>every machine under the sun (And installed on most) and is utterly relyable.
>If you try to decompress a file which uses a new format it says that you need
>a newer version. The zoo-high compression is just as good as LHarc anyway.
>
>If it were up to me I'd ban use of .LZH on archive sites.
>
>- Leo

I'm sorry you have all these problems but many of us don't. I have a 4meg
STE with aproximatly 1.2 megs of Auto/Accesories to screw things up but it

dosen't. Try using vesrion 2.01K (i think i will check at home) It does not seem to have any problems. It supports both LH1 and LH5. I won't even go into which is better though. All users should be able to handle .ZIP .ZOO .LZH .ARC .MSA or any other format that comes up. It is not hard.

Keith

6310. d postscript to ascii code

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 20:25:21 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1992Dec2.202521.11517@zooid.guild.org>
Source record: 214039

If anyone has any C or BASIC code to convert postscript to ascii, can they send it to me?

Thanks

Mike

6311. Inquiry: Graphics Cards [German]?

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 20:26:30 UTC
From: scott@ds19.dmi.stevens-tech.edu
Message-ID: <9212022026.AA16361@ds19.dmi.stevens-tech.edu>
Source record: 214015

Hello,

I posted this once before, but with no responses. Can some kind [German]
please find out some information about the Graphics Cards produced by
"Matrix Datensystems" for the Atari ST. I beleive that they make a large
number of different cards, and from some magazines I gather that at least
2 of thier cards [the C128 and C32] are designed for a regular old ST.

I would like to know if they take orders from the US, and do they have
some sort of brochure describing what cards they offer. I am looking for
resolution on the order of 1280x1024, but I am not interested in a large
pallete as monochrome will do fine on my system.

P.S. If someone could find out if "Matrix Datensystems" has someone who
speaks english, Then I would call them and talk directly. All I need
is a phone number.

Many Thanks,
scott@dmi.stevens-tech.edu
scott@sparc1.stevens-tech.edu
skolodzieski@sitvxc.stevens-tech.edu

6312. Re: MSA Questions

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 20:32:38 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <BynFqF.Ix3@mach1.wlu.ca>
Source record: 214018

In article <1992Dec1.233759.455@ugle.unit.no> tose@unix03.dhmolde.no (Torbjoern Ose) writes:
>Ages ago the programmer of Magic Shadow Archiver (MSA) popped up from nowhere
>and told the world he was willing to share his sources with someone who was
>interested in updating the program since he had sold his ST.
>
>1. Have anyone got this message or his email address?
> (His name is: Steve Feinstein)
>2. Did anyone actually get the sources?
>3. Have anyone got a description of the format used?
>4. Some germans said they were working on a new version, have anyone
> heard more about this?
>
>Please get in touch if you can answer "yes" to any of the above questions :)
>
>
> Torbjorn Ose - tose@unix03.dhmolde.no

I know of a guy (actually a few) in my area who have just finished thier BETA-version of a new UN-MSA it won't make them yet, just open them back up.

They obviously must have had somthing to do this, With their permission i might be allowed to upload it to either a.a or mail it to a few people who want to try it.. I have not downloaded thier beta vesion yet but i the archives directory of ummsa it is not a program but .TTP *ALSO* the complete file is about 2K, Thats right 2000 bytes or so...

Keith

6313. The Great Falcon Debate

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 20:33:06 UTC
From: SML108@psuvm.psu.edu
Message-ID: <92337.153306SML108@psuvm.psu.edu>
Source record: 214021

After reading all the Falcon banter on here and on Genie, I'd like to post my views on why and why not buy a Falcon...

Reasons to buy a Falcon

It has a really neat DSP chip that definitely has some fascinating applications such as a 9600 baud modem, 16 bit sampler, and a graphics co-processor (This is almost reason enough for me to buy it)...

The Falcon will run ST software and David Small will most certainly adapt Spectre GCR for it so I can run Mathematica and any other mac application within reason...

Jim Allen will come out with a board which corrects for most of the mistakes made by its idiot savant designers...

I like being different...

It's cheap, not cheap like the ST was, but still decently priced esp. in comparison to a Performa, blech...

Reasons to not buy a Falcon

The Tramiels are boneheads, period...

Jim Allen shouldn't HAVE to correct for its design flaws but hey if it makes him money, more power to him...

No one is going to develop for this machine except in Europe...

Bob Brodie is a two-faced jerk who ought to work for EDS, no wait, EDS is too good for him, he should work for Jiffy Lube... If anyone needs intense comic relief, tune in to Genie and watch him vociferously deny any defect in the Falcon's design and when finally backed into a corner, watch him deny he ever denied it in the first place...

16 MHz in 1993, get a clue guys... 16 bit databus in 1993, ditto...

1040 style keyboard, YUCK! Especially when the Mega-ST keyboard already exists...

Well, it looks like we're stuck with the Falcon as is for now... So wait for it to come out as you've waited this long so what's a few more months? Try it out, and if you like it, get it. If not, get something else... The whole debacle has made me want to start my own computer company but alas I doubt that's practical... I just don't get why they didn't give the design to Jim Allen and David Small before they ever built a prototype and let them tell them what it should be... Ye gods...

6314. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 20:46:23 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Dec2.204623.19139@dcs.warwick.ac.uk>
Source record: 214019

In article <27NOV92.15360074@meena.cc.uregina.ca> mackie@meena.cc.uregina.ca writes:
>It was reported in ST Format that the Falcon runs between 30 and 35 MIPS.

They said the ST had a 6800 CPU once...

6315. need HELP resetting screen resolution on ST/STe/TT

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 21:03:56 UTC
From: wjr@pacific.uucp
Message-ID: <1992Dec2.210356.11493@jato.jpl.nasa.gov>
Source record: 214020

When I try to set the screen resolution to low from within a C program (Laser-C) by using the XBIOS(5,-1L,-1L,0) command (defined as Setscreen in Laser-C), the screen will in fact switch to low resolution (from medium for example), but then when I try to do any VDI drawing, I have only 4 colors to work with (instead of 16). I have tried setting resolution both before and after appl_init(), but to no avail. Can anyone help?

wjr@pacific.jpl.nasa.gov

6316. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 21:15:51 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Dec2.211551.19458@dcs.warwick.ac.uk>
Source record: 214022

In article <1fgknjINNqsk@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>>What is the matter with ZOO? It has been around for years, is available for
>>every machine under the sun (And installed on most) and is utterly relyable.
>>If you try to decompress a file which uses a new format it says that you need
>>a newer version. The zoo-high compression is just as good as LHarc anyway.
>>
>>If it were up to me I'd ban use of .LZH on archive sites.
>>
>>- Leo
>
>
>Yes ZOO is good if you are a UNIX freek, does not work to well on a single
>drive ST....

I can't comment about using Zoo with a single drive, but expect you are wrong.

>
>LZH201x will extract to any drive and also creat a folder on demand, this is
>some of the things that ZOO can't do...

Zoo extracts to the current drive - most shells change the current drive to the one you specify before calling Zoo. Failing that you can open a window on the desktop that you want to extract to and double click on Zoo in a different window while holding down the right mouse button.

Zoo has an option to create folders as needed when extracting.

>
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz
>

6317. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 21:18:22 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Dec2.211822.8035@beaver.cs.washington.edu>
Source record: 214023

In article <1fip72INN9mq@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>In article <76852@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:

[stuff deleted]

>
>>Open architecures benefit those who always need (or want) to have the
>>latest and greatest. My 1040ST has satisfied my personal computing
>>needs since 1987. I'm sure I'm not the only one who feels this way, I
>>just may be the only one who will admit it! :-)
>
>Yes, but will it satsify your needs in 1999, when ISDN is ubiquitous,
>terabyte writable storage is common, 500 mips computing is typical,
>etc.? How long will you want to ignore the advance of the state of the
>art? With every new technology comes some imrpovement in the way we
>use computers, or what we can accomplish with them. In the long run
>no one stays satisified with a closed archiecture. You could argue
>that in 1900 you didn't have a phone, so you certainly don't need
>one now. Walking to people's houses to give them messages works
>JUST FINE. But this argument clearly becomes more and more absurd
>as time goes on. Computers are even more poignant examples because
>the whole world changes every 5 years. 18 months = a double in
>computing power.

Come now Dave, surely you know that it's impossible to keep up with _every_
latest development in computer technology -- we're talking about home
computers for the "average" person here. Most people aren't going to
need a Cray II (which by the way has been out for a while now, why doesn't
everyone have one?) to write letters on their word processor, play a few
games, or balance their checkbook (not that a game wouldn't be pretty
cool on a Cray II :-). Unless some revolutionary new type of computer
application comes out in the near future, there is no point in buying
an overpowered machine. Multimedia would probably be a good bet for a new
processor-intensive application though, which will start taxing the limits
of our computing power. Notice however that this is exactly the kind of
thing Atari is setting itself up for with the Falcon and its DSP chip.
Your point about price is well taken, however -- I agree that, for example,
a 486/50 offers more raw computing power than probably an Atari of the same
price, but does that really matter? If 95% of the "average user"
applications run at equivalent speeds on the Atari (which I think you would
agree they do, funny considering the clock speed is so much lower... :),
it doesn't really matter that the technology is not as new. Also, I think
the phone vs. walking example is a bit extreme in this case -- maybe this
would be equivalent to comparing a VIC-20 to an Amiga 500, but there is

no disparity _that_ great between current MSDOS computers and their
competitors.

>
>>Besides, you would be able to use an ST monitor and SCSI hard drive on
>>the Falcon, and these are perhaps the most expensive compnents that
>>you need with both.
>
>And once I have the Falcon? (Which, with a 16Mhz 68030 is already
>obsolescent.)

Ok, once again, _any_ computer is obsolete the day it is released,
probably even before. If you constantly try and keep up with every little
advancement, you'll be shelling out big bucks every 6 months to get the
latest item. I think it's a much wiser strategy to wait for major
improvements (such as the move from floppy to hard drive, monochrome
graphics to SuperVGA/"true" color, or the Falcon's DSP chip) and keep
your system for a while. It's my prediction that once the potential of
the DSP chip is recognized, it will become just as standard on home
computers as hard drives have become today.

>
>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
>ADVENTIONS: interactive fiction (text adventures) for the 90's!
>dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

Cheers,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

6318. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 21:29:38 UTC
From: techno@zelator.in-berlin.de
Message-ID: <UGG9K5I@zelator.in-berlin.de>
Source record: 214050

In <A41473@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:

>This is not true for Germany. We have the 1040 style falcons, and we do sell
>them. Besides, people buy them.

Oh, yeah ? Tell me where *I* can get one, and I'm underway....

Techno
--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

6319. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 21:45:48 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fjaqcINN7pj@golem.wcc.govt.nz>
Source record: 214026

In article <1fi9bfINN4g8@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>
>>DC-Squish, PFX-Pack beats it for compression & speed.
>>
>>
>>DC-Data Diet. AFX *was* better than it, but is now also not supported.
>>
>
>
>NOTE: Kieth Gerdes holds the copyright to these programs and they will not end
>up being PD or what ever...
>
>Also NOTE: PFX can't pack ACC's but DC-Squish can..

1: I didn't *say* that they would BE pD.

2: PFX-Pack WILL pack ACCessories! All of mine over 5k are packed with it!

|\ /|
| \/ |
| |

6320. Re: Email addresses of Tracker programmers

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 21:48:53 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fjb05INN7pj@golem.wcc.govt.nz>
Source record: 214027

Jamhouse I haven't heard, although I downloaded it for some friends!
(I don't have an STE....)

Work progressing fast on the 8-voice tracker huh?! I'm sure this STE
lot over here will be pleased! (Some guy I know has an entire 44-meg
cartridge full of 4-voice MOD files. And every tracker ever heard of!)

6321. Re: HELP!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 21:52:25 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Dec2.215225.23890@newshost.lanl.gov>
Source record: 214029

Well, first of all you need to be aware that the GFA BASIC compiler (doesn't matter which version) was _never_ placed into the public domain. If you need the compiler, you must purchase one from GFA Software Technologies (in the US) by calling them at 1-800-766-6GFA (I don't have the number for GFA Data Media in the UK or GFA Systemtechnik in Germany). If you have the original disk, I'm sure you can send it to them for a free or nearly-free copy. If you do NOT have the original disk, then you have a pirated copy and don't qualify for support. Get legit, please.

By the way, to find out which version of GFA you have, issue the command PRINT ERROR 100 in immediate mode from the interpreter. It will return some copyright stuff and the version number. I imagine you have the version 2.0 interpreter which was placed into the public domain some time ago. I don't recall the short-lived version 1.0 ever having a compiler.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6322. Re: Megas/1040 st motherboards, inquiry?

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 22:26:47 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec2.222647.14019@elroy.jpl.nasa.gov>
Source record: 214024
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <hjv.722780662@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>Bob_BobR_Retelle@cup.portal.com writes:
>
>>>2. Are the two motherboards the same size.
>>
>>No.. the 1040 motherboard is the full width of the integrated CPU/keyboard
>>case, while the Mega ST is several inches narrower.. actually, the Mega ST
>>motherboard looks like it would fit in a mini-tower case much easier.
>
>If you mean a PC-minitower: Mega motherboards do *not* fit in this kind of
>mini-towers -- it's even a pain to stuff them in big towers. And then...
>all the re-wiring, (expensive) cables, floppy&HD placement... Yack...

That's the truth; a Mega board is about 1 foot square. Most tower cases look plenty big on the outside, but internally a lot of space is hogged up by the disk drive bays. Mine barely fits into my full-size tower case, there isn't a hope of getting it into a mini-tower and still using the disk drive mounts.

(I.e., I found that the case had enough width and depth, but very few of them give you anywhere near 1 foot of height, taking the drive space into account.)

Another slight problem is that the mounting holes are nowhere near lined up between board and case, so you probably have to drill new mounting holes in the case. Finally, it is a real drag routing cables thru the rear of the case into the board; extension cables are a good idea for the printer and modem ports so you never have to swap 'em from the ST end.

Oh yeah, if you've got the (square) board oriented so that most of the connectors face the back of the case, your ROM port and keyboard cable jack will be on the bottom. I had to bend my ROM connector 90 degrees (parallel to the bottom) so I could still plug in my cartridge-port RAMdisk. Btw, the Mega just uses 6-line RJ-14 (telephone-style) cable for the keyboard, not that 7-pin inline header that other STs use.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6323. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 22:37:10 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec2.223710.14367@elroy.jpl.nasa.gov>
Source record: 214025

In article <ByM621.MFD@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>And while we're on the subject of Atari machines available outside North
>America, does anyone reading this have an ST Book which was bought other than
>through the developer program?

I thought the ST Book was cancelled, though that may be a misunderstanding on
my part. Certainly the ST Pad is gone.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6324. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 22:38:07 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Dec2.223807.20700@dcs.warwick.ac.uk>
Source record: 214028

In article <ByMyvy.AAL@ucunix.san.uc.edu> haasnr@ucunix.san.uc.edu (Nicholas Robert Haas) writes:
>In your previous message you mentioned that the Amiga was what the ST
>SHOULD HAVE BEEN... How true those words ring....
>
>We all remember the thievery that went on when the Amiga was snatched
>out of Atari's hands at the last minute... I shudder to think what Atari
>would be today if the Amiga had stayed where it belonged.. Its more
>akin to the 8-Bit than the ST is by far......
>
>Oh well....

********** READ THIS **********

You are not going to believe what I have just remembered reading in my about-issue-10 ST World a few weeks back - Back in '87, or whenever issue 10 was, Atari had just raised a load of money (Either by rights issue or asset sale, I can't remember). There was speculation that the money was to buy a controlling interest in CBM, since the amount would just cover this! Now I never heard what they actually used the money, but I have a feeling they blew it on Federated stores who have been losing large quantities of money ever since!

Just imagine where we (and Atari) would be today if they had bought CBM with it!!!!

I will check the magazine for the exact details when I get time.

- Leo

6325. Re: Calamus -> postscript

Newsgroup: comp.sys.atari.st
Date: 1992-12-02 23:07:45 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Dec2.180745.14159@umiami.ir.miami.edu>
Source record: 214031

In article <TDL9007.92Dec2183834@abacus.hgs.se>, tdl9007@abacus.hgs.se (Paul J. Lernmark) writes:

> I use my old atari 1040 a lot, but I only use Calamus and Outline Art.
> Superb programms by the way.
> Now, my problem is that i whould like to convert the dokuments
> produced by calamus to postscript files. Is that possible ??
>
> I whould be very thankful if anyone could help me.
>
> --
>
> name: Paul Lernmark
> e-mail: tdl9007@abacus.hgs.se
> adress: Odengatan 52 b S-81131 Sandviken Sweden
> tel: 026/259428

There is a Module in Beta testing for S/SL called DATAFORMER and will export to almost 20 different formats. I don;t think it is usable on 1.09N. Call DMC Publishing (ISD) and ask them about using Ghostscript which is the new Postscript emulator for the ST.

Mark Santora

6326. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 00:04:05 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fjitIINN33j@life.ai.mit.edu>
Source record: 214032

In article <1fj4q8INNp9a@uwm.edu> ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes:
>I don't keep many PD or shareware games I try, however HacMan II was one of
>them. If that is a shareware game, I owe you some money.

Well that one was actually free, as was Snowball Fight. So you may continue
to lead a guilt free existence. :)

>If so, I can tell you why it didn't appeal to me. Keystrokes! Any
>game that requires extensive use of a keyboard goes straight to the bit
>bucket on my system.

The registered version lets you use the joystick, but it's still a
bit tricky. The basic problem is that it's hard to put 6 movement
directions and two rotations on a joystick without causing user
interface nightmares. (The diagonals on switch type joysticks are
really hard to hit sometimes.)

>Snowball Fight sounds like a game Analog magazine had for the 8-bit line. Is
>this the same game? Did you write both? The 8-bit version was nice, but had
>no computer opponent. That renders it useless most of the time with me.
>It's not often I have a friend over to play video games.

Actually it's a remake of that 8-bit game. My friends and I loved
beaning each other so much that I just had to write it for the ST. But
it is only two player, mainly because doing a computer player for it
would be a nightmare. (Real time trajectory calcualations on an
8 Mhz 68000 sounds like a real thrill.) Snowball Fight was a DC
program-of-the-week, and hence free.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6327. Re: GCC 2.3.1 and GDB

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 00:05:20 UTC
From: stenny@troja.IN-Berlin.DE
Message-ID: <0013.12.92@troja.IN-Berlin.DE>
Source record: 213872

csucf@csv.warwick.ac.uk (Mr M E Watkins) writes:

>I've been using GCC for a while now and finally got around to trying the
>debugger (GDB) so I downloaded it from Atari.archive recently and gave it a
>bash...

... and you didn't succeed

you have to follow two steps to produce the executable program _and_ the
symbol table.

suppose, you want to compile foo.ttp from foo.c - you compile with debug
information, but you don't link your program:

gcc -g -c foo.c

then you produce the executable:

gcc -g -o foo.ttp foo.o

This calls the linker and links your object file with the appropriate
start-up code and the libraries.

and now the symbol-table

gcc -B<path/to/directory/of/sym-ld>/sym- -o foo.sym foo.o

This does the same as the last command, but uses sym-ld instead of
gcc-ld.

stefan

6328. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 00:21:10 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <BynqBA.3r8@ccu.umanitoba.ca>
Source record: 213945

In <9211281024@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:

>Ed Krimen (ekrimen@wet.UUCP) wrote:
>: In article <afonseca.2eqx@terapin.com> afonseca@terapin.com (Alberto Fonseca) writes:
>:
>: > I really hate
>: >the way ATARI makes new computers and doesn't give you the capability to
>: >upgrade to the new system.. Example: IBM 386, you can upgrade to a 486..
>: >Can I, an ATARI 1040 STE user upgrade to a TT030? To a Falcon 030?I don't
>: >think so..
>:
>: I'm not familiar with IBM or Apple or any other company offering upgrades
>: for their computers. Why should Atari do it differently? It's not cost
>: effective.

>That simply isn't true. You can upgrade a Mac/PC usually with a motherboard
>swap. Many PC companies now either have the processor in a ZIF socket
>(so you can plug in a higher powered processor), the processor on a daughter-
>board or card (so you can pop in your upgrade card) or offer an overdrive
>socket (you plug in your overdrive chip for ~70% more horses).

It may be possible to upgrade the cpu on PCs and MACs, and somewhere
people might actually do it, but in my experience when people want to
upgrade their PC or Mac (especially Mac), they just buy another one.
Some of the more technical look into what's involved in swapping
motherboards, consider the sacrifices, look at the new sleek cases at
new low prices and then they buy another one. I know people that
bought their first PC in ~ 84 that have bought 2 new PCs since.

The real advantage of an 'open' system, imo, is not the possibility of
upgrading the cpu, it's the ability to add peripherals. It has
disadvantages too: common things that might be standard on a more
closed system (graphics drivers, sound etc) have a variety of
protocols on PCs, and this complicates the installation of software.
For home applications at least, even the peripheral advantage is
disappearing. Many useful peripherals are now available with SCSI
interfaces. That you can't use a CD-ROM with an ST is not a hardware
problem; ACSI-SCSI devices have been around for > 5 years, but noone
has written code to use one of the many available SCSI-CD-ROMS, or
SCSI-ethernet boards. The problem is a dearth of software, not the
architecture.

Werner

6329. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 01:09:28 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fjmo8INN998@golem.wcc.govt.nz>
Source record: 214034

```
>>
>>Also NOTE: PFX can't pack ACC's but DC-Squish can..
>
>
>1: I didn't *say* that they would BE pD.
>
>2: PFX-Pack WILL pack ACCessories! All of mine over 5k are packed with it!
>

There you go again Steven, so you know more that the Author,
PFX can't PACK ACC's....

Contact Thomas Quester if you don't believe me....

Roger..... sheppard_r@kosmos.wcc.govt.nz
```

6330. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 01:38:36 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Dec3.013836.36087@news.th-darmstadt.de>
Source record: 214037

In article <1fin7nINN859@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>In article <ByMp3A.1E7@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>>The reason Blox didn't bring you as much money as Llamatron did to
>>Jeff could simply be that Llamatron has become something of a cult
>>thing.
>
>Well if that's really true, then I have no problem with it. If no
>one's registering my stuff because they think it sucks or is boring,
>I'd really like to know, though, which is the main reason I reponded
>to the "shareware that sucks doesn't get paid for" argument.
>
>I've tried to make those games (HacMan, Blox, Snowball Fight) as
>fun as I could. If they're actually boring and stupid, that's good
>to know. I'll shelve any plans to be a professional game designer
>in that case. :)
OK the truth from my perspective is, that HacMan was quite fun, also
for whatever reasons (I think it was the behaviour of the ghosts) I prefer
playing the PAC-MAN cartridge on my old 8-bit. Blox I simply didn't get, I
remember that I thought the intro was kinda cool for a non-commercial
game, but the game itself was unappealing, probably just too complex
for my feeble mind. Now Snowball Fight really was terribly lame, at least
on my 8Mhz ST. Jerky background animation and the game-play of a type-in
BASIC game. [for the record I erased all of this stuff after testing]

>The idea behind shareware is that I want to write stuff you want to
>use (or play), but I don't want to make a full-time business of it.
>I'm willing to put a couple thousand hours of hacking into something
>that I'll except 10 or 15 bucks for, but I just can't be a full-time
>software dealer right now since I have other major time commitments.
>
You should do this like the writer of Oxyd and Spacola does, provide a
game which is fun to play, but where you need passwords after the
10th level to keep playing. I think that guy DID make some money with
this. He takes about 80DM or $50 for a printed booklet. He apparently
also does conversions now to the Mac and PC.

I actually think the only reason Jeff Minter gets so many registrations
is because he provides some otherwise unavailable goodies. So the
proper marketing strategy in your case would have been, give out Hac-Man
as shareware and Blox as the bonus for people who register. (If the bonus
is lame, the buyers can't complain, since they paid for Hac-Man anyway)

What you were saying in previous posts about noone developing wordproc.
for the Atari anymore is just true for the US situation. There are great
wordprocessors over here in Germany. Tempus Word2.0 is one of the best

wordprocessing tools in existance on this planet, and development is
not standing still. There's also Signum3, Papyrus, Cypress, Script and
lotsa others, which are not abandoned at all.

Just my thoughts, don't take it too hard
Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"

6331. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 01:47:12 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec3.014712.21880@elroy.jpl.nasa.gov>
Source record: 214035

In article <1fioheINN9cl@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>Why don't you also advocate making books copylefted? Selling fiction
>should become a thing of the past, you'd say. Then what would you tell
>the great writers who as it is only make barely enough to live on, but
>give the world so many wonderful gifts. Do you honestly think that if
>fiction were copylefted, anyone would write books? It's hard enough to
>survive as a writer as it is!
>
>Yes, there are vultures out there. And in a world of vultures you need
>to have some protection. To think otherwise is naive.

Actually, there are things like Public Libraries all over the place where anyone can borrow a book, read it for free, and then return it, and the authors and publishers don't make a cent from that reader. Are you saying that public libraries are evil? Obviously folks are still writing books, and making a living at it, despite all this free access to their product.

And of course there's always been a huge amount of literature that's written that never gets published commercially, but still gets passed around or distributed one way or another. Lots of folks write for free, whether it's fiction or software. Copyrights are totally orthogonal to that issue...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6332. GNU C

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 01:48:43 UTC
From: cs311113@umbc8.umbc.edu
Message-ID: <1992Dec3.014843.23161@umbc3.umbc.edu>
Source record: 214036

I remember a while ago it was somewhat difficult to set up GNU C.. figuring out files to get, configs to make, etc.. well, now its my turn to set it up for me, and I need to know what files to get, etc.. :) I would like to do 2.1-ish.. disk space and memory are no biggies, so if anyone has help about what to get and all, please drop me some mail.. Thanks.

Paul

6333. Re: Sam Tramiel GEnie Conference Transcript!!

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 02:01:12 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.SfJ8LhEUHw_@marsu.tynet.sub.org>
Source record: 213768

In <ByA3yt.HzB@cdsmn.mn.org>, Doug Plate writes:
> In article <H.ea.gDWC_jE8Pws@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org writes:
>
> [...]
>
> >> <[Sam] STRAMIEL> As we build up volume, I am sure that some "big
> >> name" companies will port onto the system. I feel that some of the
> >> software now available is better than those big names and much
> >> more price competitive. We just signed up Eastman Kodak as a
> >> Developer. I think you'll agree that they are a pretty well known
> >> company.
>
> >Does anyone know a BIG NAME software product (compared with Microsoft,
> >Aldus, Adobe, Quark, Frame, ...) written by Eastman Kodak?
> [...]
> >Regards, Markus.
> >
>
> Can you say "PhotoCD"? :-) If Kodak is involved with the Falcon, I'm sure it's
> a PhotoCD application.

Of course I'm sure that the deal concerned software for the PhotoCD.
I think this is the least thing Atari can do for the Falcon, because
PhotoCD is a favoured application for a multimedia machine.
What I wanted to point out is, that a contract with Eastman Kodak cannot
solve the lack of professional software for various purposes. It is sort
of an ignitial event, but not more. Tramiels answer was eluding.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick Marsu
/etc/motd >> Any kind of work is a little death. << -- ALF

6334. Re: Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 02:01:29 UTC
From: ekrimen@wet.UUCP
Message-ID: <4819@wet.UUCP>
Source record: 214043

In article <1992Dec2.160629.7338@sae.com> malay@sae.com writes:
>In article 4816@wet.UUCP, ekrimen@wet.UUCP (Ed Krimen) writes:
>>
>>Besides, with the loss of DC, we've also picked up Trace Technologies, founded
>>by Keith Gerdes, one of the DC programmers. He's upgrading DataDiet and
> ^^^^^^^^
>
> GREAT!!! I'm glad to hear about this!
>
>>bringing out a new program, Data Rescue.

Yes, I've been beta-testing both programs for months. Data Rescue should
be out very soon (within a month) and Data Diet v2.0 should be coming out
right after.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

6335. Re: CopyLEFT and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 02:22:18 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1fjr0qINNj9e@rs1.rrz.Uni-Koeln.DE>
Source record: 214038

In <1fioheINN9cl@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:

>In article <1figljINN1jie@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>>I don't understand what advantages copyrighted software should
>>have over copylefted software.

>How about "it earns the programmers money they can feed their families with"?

Copyright is one way of directing money flow from users to
programmers. There are others, which are more sensible and
prevent vultures from benefitting from work they haven't done
more efficiently. See below...

>>What good does all that sueing (sp?) and preventing people from
>>using concepts, ideas and algorithms to the community of programmers
>>and users?

>Because if I come up with a brilliant new piece of software I don't
>want Microsoft bloody stealing it! If I create some wonderful
>innovation in the private sector, I want to be able to make a fair
>profit from it. We live in a capitalist world.

Firstly, if you release software under copyleft, neither
Microsoft nor anyone else will be able to steal it. One of the
central conditions in copyleft is that nobody may sell the
copylefted stuff for profit or prevent free distribution of it.
Secondly, I think it's actually Microsoft and the like who really
take advantage from copyrighting software. Of course, if they
want to sell stuff from a programmer who is no employee of
theirs, they will have to buy the rights on that software from
him first. But then, they usually make much more profit than they
paid the programmer -- money for nothing. Remember: they're out
there to make money -- we're living in a capitalist world...

>Given that, it's
>simply not feasible to give commercial-quality products away. Everyone
>else is earning their own keep and we must do the same.

Well, it seems to be feasible in some cases after all. I only
know remotely about BSD, but it seems that it's feasible for them
to make their stuff freely available, at least if they don't lose
that lawsuit AT&T conducts against them, which seems to be rather
unlikely.
This case also shows how programmers and system folks can make a
living without copyright from offering support service and the
like. I heard these days that some folks from the BSD crew
founded a company called BSDI or something like that, making a

living exactly on this kind of offer.

>Should car maufacturers be expected to give their vehicles away for
>free? [...]

>What about food? Should it be copylefted too? Then who would pay
>the enormous costs of food perparation and processing facilities?

>What *I* don't understand is why people think these absurd notions
>are somehow reasonable for software -- that software is somehow
>a different good, with special status.

There is a fundamental difference between stealing food and
"stealing" software, namely that one who steals food actually
takes something away from the one whom he steals from, while one
who "steals" (i.e. copies) software does not. The problem with
copying is, as everyone knows, that it prevents the creator of
the copied stuff from getting his fair profit for the work. But
this is due to the way how the system that is supposed to
transfer money from the user to the programmer works. Given the
frequency at which copying takes place, I think one cannot be
satisfied with the explanation that all those who copy software
are doing so illegally, and that they are criminals. Rather, it
is adequate to question whether the system for distributing
copyable stuff is appropriate.
I figure it would make much more sense to raise some kind of
additional charge on all media, i.e. floppy disks, hard disks,
syquest media etc. This money should then be distributed among
those who have released software into the public domain. Such a
mechanism would bypass many of the vultures who make a big money
in software companies without contributing anything to the
computer community at all. A similar mechanisms has already been
implemented for audio tapes and xerox machines here in Germany
(the so-called GEMA-Pfennig), and it works ok.
IMHO, it's time face the fact that the mechanism of copyright and
associated laws nowadays fails to do what it was intended to do.
Instead of transferring money from users of software to its
creators with an endurable amount of administrative overhead, it
supports some gangs who make loads of money for nothing. Even
worse, the mechanism severely impairs information flow, which is
doubtlessly slowing down the pace of progress and therefore
detrimental to the whole computer community.

>Yes, there are vultures out there. And in a world of vultures you need
>to have some protection. To think otherwise is naive.

Copyright protects you against little vultures, namely ordinary
users, but leaves you helpless against giant vultures like
Microsoft. Copyleft doesn't protect against little vultures, but
against giant vultures. You've got to pick your choice...

Greetinx, Jan

```
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
*-----=< hierarchical systems are for files, not for humans >=-----*
```

6336. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 03:16:08 UTC
From: dmb@rice-chex.ai.mit.edu
Message-ID: <1fju5oINNage@life.ai.mit.edu>
Source record: 214042

In article <1992Dec3.014712.21880@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1fioheINN9cl@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>>Why don't you also advocate making books copylefted?
>
>Actually, there are things like Public Libraries all over the place where
>anyone can borrow a book, read it for free, and then return it, and the
>authors and publishers don't make a cent from that reader. Are you saying
>that public libraries are evil? Obviously folks are still writing books, and
>making a living at it, despite all this free access to their product.

Yes, but you can't make a perfect copy of a book, so there's still some impetus to buy the thing. And even though books are made available in libraries, they're still copyrighted. You can't plagiarize something wholesale and sell it as your own book.

But actually I do think libraries hurt the publishing industry enormously, though this is not to say that I don't think libraries are a good idea. And it is very infuriating to an author when someone says "Your book sounds great, I'll get it out of the library" when that author's living below the poverty line. Same situation that copylefting software would cause: an almost profitless business that keeps the majority of the artists on the edge of surivival. I don't see why anyone wants this for their field. You guys should really spend some quality time with full-time freelance writers before you advocate sending our business headlong into poverty.

Considering that perfect copies of software are trivial to make, I'd be willing to lay huge odds that a widespread equivalent to the public library for software would destory the software industry, utterly.

>Lots of folks write for free, whether it's fiction or software.

Most unpublished stuff is crap. There are a lot more would-be Great American Novelists than there are competent authors. The point is that these people don't make their livings off the stuff, so we don't really expect as much.

One further comment on the library analogy (since it is an illuminating one): My experience is that most new books you'd actually want are virtually unobtainable from libraries. It seems like books don't hit the stacks of Anytown Public Library until several years after their release, by which time they've sold well enough to make the publisher and author some money. This may just be because new books are reserved before they even show up, but whatever the reason there's always more demand for new books than there is supply in libraries, and this

creates a climate where most people have to actually buy new books if they want them soon after they're released. The same would not hold for a medium that can be copied without loss of quality, because there is an infinite "supply." And copying is the essence of copylefting.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6337. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 03:20:31 UTC
From: SPAC000 <SPAC@UNB.CA>
Message-ID: <02DEC92.25209307.0111@UNBVM1.CSD.UNB.CA>
Source record: 213926

>
>Well, since you have that attitude, we'll just write our software
>for markets in which people think software is worth paying for.
>
You sound bitter, and this is all a very sad business, but please try to remember the real problem--the size of the Atari market. I began using PCs and STs at the same time, and I have bought many, MANY commercial packages (mostly for the Atari),and I have paid for all the shareware I still use as well. Many other Atari users I have known have been at least as conscientious. The PC users I know, on the other hand, having greater access to unprotected software, are greater pirates. It matters little; the big money still comes from the companies and institutions for which these people work and from which they steal software. If there were ST packages in all the offices pilfering for home use would be as common, I'm sure. I am sorry you are leaving the Atari ST market--a number of new applications have appeared in recent months, and I was just beginning to hope that Atari was recovering. You are right to be annoyed with people who demand so much and offer so little in return; when you strike a larger market you will, I am sure, find more people who will treat you more honourably--I do not think, though, that the PROPORTIONS will change at all. As you point out, any assumption of fundamental differences between groups of users is nonsensical. Again, I am sorry to hear that you are leaving, and I wishyou the best of luck. And here's another weakness in the line-up of Atari software you might want to add to your list: there is no word processor with a macro language as fully developed as WordPerfect 5.1's. There is absolutely no reason for this except . . . the tiny size of the market. So there we are again.

6338. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 03:41:32 UTC
From: samuel@cs.ubc.ca
Message-ID: <1fjvlcINN86l@larry.cs.ubc.ca>
Source record: 214040

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <1fioheINN9cl@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>>Why don't you also advocate making books copylefted? Selling fiction
....
>>fiction were copylefted, anyone would write books? It's hard enough to
>>survive as a writer as it is!

>Actually, there are things like Public Libraries all over the place where
>anyone can borrow a book, read it for free, and then return it, and the
>authors and publishers don't make a cent from that reader. Are you saying
>that public libraries are evil? Obviously folks are still writing books, and
>making a living at it, despite all this free access to their product.

The thing about public libraries is that it's STILL illegal to photocopy
the entire book. Sooner, or later, you have to bring the book back and
leave it behind.

Of course, if you REALLY like the book, you can go and buy your own copy
(I've done that on a couple of occasions).

The problem we have with software is that we compare the cost of the program
with the difficulty of duplicating the disk. (as opposed to the cost of
writing it ourselves). This leaves people unwilling to pay enough to the
people who write the software to make it worthwhile for them to do it again
(or improve the original).

If you want free software (and there are people who DO enjoy writing stuff
for free), then limit yourself to those who release their stuff to the
public domain -- This applies as much to programs as it does to paper
stuff.

Even in the case of postcardware, it pays the ego of the person who wrote
that program to know that you appreciate his work enough to mail a note
saying "Thanks for the good work".

Just remember that, sooner or later, you get what you pay for -- even if
it's as simple as there never being a "better" version written of the
program that you pirated a copy of because "Nobody bought a copy, so
I couldn't afford to work on a new version."

If you really like the ATARI, and you want there to be software for it,
you ought to be RELIGIOUS about paying the piper. It's a small enough
market without losing companies to tight-fisted users.

(Which all reminds me, I have some envelopes waiting to be mailed...)
--

Stephen Samuel (604)822-9248 samuel@cs.ubc.ca
The first prerequisite to winning is playing the game.

6339. Re: CopyLOSSAGE and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 04:10:30 UTC
From: dmb@rice-chex.ai.mit.edu
Message-ID: <1fk1bmlNNco8@life.ai.mit.edu>
Source record: 214045

In article <1fjr0qINNj9e@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>One of the central conditions in copyleft is that nobody may
>sell the copylefted stuff for profit or prevent free distribution of it.
>
>Secondly, I think it's actually Microsoft and the like who really
>take advantage from copyrighting software. Of course, if they
>want to sell stuff from a programmer who is no employee of
>theirs, they will have to buy the rights on that software from
>him first. But then, they usually make much more profit than they
>paid the programmer -- money for nothing. Remember: they're out
>there to make money -- we're living in a capitalist world...

What the heck is wrong with making money? If what *you* want happens;
i.e., that all software is copylefted, then NO ONE will make any money
off software, including the programmers. Read the first two lines
above -- you've spelled it out yourself. Why is it BETTER for me, as a
professional programming trying to pay his rent, to make NO money than
to make 15% of what Big Software Company makes marketing and selling my
software? How could widespread copylefting possibly NOT put
programmers out of their jobs?

Yes, we are living in a capitalist world, and I happen to like it that
way. But even if I wanted the world to be socialist, I STILL would be
adamantly against widespread copylefting and software unpatentability
exactly because it's NOW a capitalist world, and will likely remain so
for quite some time. Why do you want to devalue my skills to nothing?

>>Given that, it's
>>simply not feasible to give commercial-quality products away. Everyone
>>else is earning their own keep and we must do the same.
>
>Well, it seems to be feasible in some cases after all. I only
>know remotely about BSD, but it seems that it's feasible for them
>to make their stuff freely available, at least if they don't lose
>that lawsuit AT&T conducts against them, which seems to be rather
>unlikely.

That work was FUNDED by a university! Sure, if someone's paying you to
program, make your stuff free. Works great for RMS; he gets a free
office in the lab here and no one says a harsh word. That's not what
we're talking about -- we're talking about regular people without
connections in high-power acadmic instituions writing regular
non-academic applications that the government isn't going to fund.
Under your plan, such things could not be sold for profit. So you tell
me who would pay those programmers' rents.

>There is a fundamental difference between stealing food and
>"stealing" software, namely that one who steals food actually
>takes something away from the one whom he steals from, while one
>who "steals" (i.e. copies) software does not.

If you get my work, which I put time into, without paying me for it, you're either stealing or taking advantage of my charitable nature. There are no other possibilities. If all software must be distributed on a charity basis, no software authors will be able to stick with their trade. Again, who's going to pay the bills?

>The problem with
>copying is, as everyone knows, that it prevents the creator of
>the copied stuff from getting his fair profit for the work. But
>this is due to the way how the system that is supposed to
>transfer money from the user to the programmer works.

But under your scheme NO money EVER gets transfered from ANYONE to the programmers! Copylefted means "no one can charge for."

>I figure it would make much more sense to raise some kind of
>additional charge on all media, i.e. floppy disks, hard disks,
>syquest media etc. This money should then be distributed among
>those who have released software into the public domain.

Who oversees this? Who determines how much of the pie I get for HacMan II? Do I get to lobby for more if I think my software was harder to write, or of better quality? What if I'm in desperate need of money and someone else isn't -- do I get more? It seems to me that you need God to decide such things, and God isn't available for the job.

>IMHO, it's time face the fact that the mechanism of copyright and
>associated laws nowadays fails to do what it was intended to do.

So instead of undermining it, lets make copyright laws more sensible. And let's fix the problem of patents costing $20,000 to get due to legal fees, so that they'll do what they were intended to do: protect the small businessman, and not simply serve as poker chips with which big compnies can extend their monopolies.

>Instead of transferring money from users of software to its
>creators with an endurable amount of administrative overhead, it
>supports some gangs who make loads of money for nothing.

If you think running a software company is easy, you've got a lot to learn. Just because it's not a "technically interesting" job to you doesn't mean it's trivial. You think you could do Bill Gates' job? While I think people like him can be misguided, greedy, and sometimes techically clueless, I think you MUST understand that management is not easy, particularly of a large company. And things like marketing, advertising, etc. -- while seemingly trivial to you -- are hard to get right, and are the backbone of the company. Those people earn their money just as much as you do. Read Peter Drucker's books on management and find out how nontrivial it all is.

>Copyright protects you against little vultures, namely ordinary
>users, but leaves you helpless against giant vultures like
>Microsoft. Copyleft doesn't protect against little vultures, but
>against giant vultures. You've got to pick your choice...

Exactly how does copyleft protect software in any way that copyright doesn't? Copyleft is just like copyright but you have to give the software away for free. I fail to see how this offers any additional protection.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6340. Re: bibclean for the ST, p2c

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 04:30:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Dec3.043010.10185@csi.uottawa.ca>
Source record: 213903
Cross-posted to: de.comp.sys.st,de.comp.tex,comp.sys.atari.st

This looks like it's somewhat up my "alley". The sources are on their way to my Sun account even as I write (pretty big - 708K as a compressed zoo file - what's in this thing?!?!?)

Bug me NEXT week about it; my thesis is very nearly done, and that's causing me to forget about anything I'm not continually reminded about. Hopefully it can work.

It may be like the p2c translator (pascal to c) in that it's nice, but impractical to actually get compiled. I hoped to get p2c going, and may have posted to that effect. I guess I have to comment that I failed. :-(

Actually, p2c could be compilable by those kind people like Howard Chu/J. Bammi that have gone to the trouble of setting up GCC cross-compilers on their favorite workstations, specifically for the purpose of cross-compiling enormous programs, notably GCC. MANY MANY MANY THANKS.

p2c could be quite popular; it recognizes several dialects of Pascal, including Modula 2 and Turbo Pascal. If anyone with a cross-compiler expresses interest, I can direct you towards where sources are available :-). It's supposedly fairly portable; running properly when compiled with GCC.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

6341. Re: CopyLEFT and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 04:51:17 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec3.045117.27796@elroy.jpl.nasa.gov>
Source record: 214044

In article <1fjr0qINNj9e@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>I figure it would make much more sense to raise some kind of
>additional charge on all media, i.e. floppy disks, hard disks,
>syquest media etc. This money should then be distributed among
>those who have released software into the public domain. Such a
>mechanism would bypass many of the vultures who make a big money
>in software companies without contributing anything to the
>computer community at all. A similar mechanisms has already been
>implemented for audio tapes and xerox machines here in Germany
>(the so-called GEMA-Pfennig), and it works ok.

Interesting, how is this additional fee administered and distributed?
Here in the US we're the lucky benefactors of a tax on blank tapes,
the proceeds of which goes to the recording industry. (As if all blank
media purchased in the country is purchased for audio use. Yeah, right.
Lots of folks buy DAT cartridges for computer backups, but there are
no exemptions from this tax... [btw, I'm not certain that the tax was
actually passed, and even if passed, it may not be too late to write
to congress-folk and complain and get it repealed...]) Apparently the
big record companies thought they needed protection from all the audio
pirates out there and this is how government responded. Wonderful how
government responds to the needs of its clients...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6342. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 05:27:59 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec3.052759.28950@elroy.jpl.nasa.gov>
Source record: 214046

In article <1fju5oINNage@life.ai.mit.edu> dmb@rice-chex.ai.mit.edu (David Baggett) writes:
>In article <1992Dec3.014712.21880@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>Actually, there are things like Public Libraries all over the place where
>>anyone can borrow a book, read it for free, and then return it, and the
>>authors and publishers don't make a cent from that reader. Are you saying
>>that public libraries are evil? Obviously folks are still writing books, and
>>making a living at it, despite all this free access to their product.

>Yes, but you can't make a perfect copy of a book, so there's still some
>impetus to buy the thing. And even though books are made available in
>libraries, they're still copyrighted. You can't plagiarize something
>wholesale and sell it as your own book.

Well, copylefting also prevents your software from being plagiarized, so
I don't see a problem here.

>But actually I do think libraries hurt the publishing industry
>enormously, though this is not to say that I don't think libraries are
>a good idea. And it is very infuriating to an author when someone says
>"Your book sounds great, I'll get it out of the library" when that
>author's living below the poverty line. Same situation that
>copylefting software would cause: an almost profitless business that
>keeps the majority of the artists on the edge of surivival. I don't
>see why anyone wants this for their field. You guys should really
>spend some quality time with full-time freelance writers before you
>advocate sending our business headlong into poverty.

Well, I must admit I do enjoy being employed as a software engineer here
at JPL, and earning money for hacknig on stuff. But I think that's a side
issue, really. There are certainly lots of full-time free-lance contractors
doing very well for themselves in the computer software business. One
doesn't need to accept "the industry" to keep up in the field.
>
>Considering that perfect copies of software are trivial to make, I'd be
>willing to lay huge odds that a widespread equivalent to the public
>library for software would destory the software industry, utterly.

I think the software industry is in need of a bit of shaking up anyway,
personally. Looking at a "healthy" software market, in the PC world, where
typical productivity packages sell for around $350 a copy, you have to wonder.
These companies brag about being the #1 selling item in thus and such
category year after year - selling millions of copies of stuff, more than
recouping the cost of R&D, but still gouging the hell out of customers.
That irks the hell out of me.
>

>>Lots of folks write for free, whether it's fiction or software.
>
>Most unpublished stuff is crap. There are a lot more would-be
>Great American Novelists than there are competent authors. The point
>is that these people don't make their livings off the stuff, so we
>don't really expect as much.

Most published stuff is crap. The point is irrelevant. Just because something is "professional" or commercially distributed doesn't imply anything about its quality, nor does "amateur" imply anything about quality.
>
>One further comment on the library analogy (since it is an illuminating
>one): My experience is that most new books you'd actually want are
>virtually unobtainable from libraries. It seems like books don't hit
>the stacks of Anytown Public Library until several years after their
>release, by which time they've sold well enough to make the publisher
>and author some money. This may just be because new books are reserved
>before they even show up, but whatever the reason there's always more
>demand for new books than there is supply in libraries, and this
>creates a climate where most people have to actually buy new books if
>they want them soon after they're released. The same would not hold
>for a medium that can be copied without loss of quality, because there
>is an infinite "supply." And copying is the essence of copylefting.
>
>Dave Baggett

My experience with most libraries has been more along these lines: the staff only has so much time to review new publications, evaluating whether to add them to their collections. If you specifically request a title, you will usually have it in your hands in short order. (Or rather, if a title is requested enough times by enough people, etc...) At any rate, I haven't felt quite the lag that you're illustrating.

Of course, ownership and usage of a book isn't quite comparable to that of software. Most books only get "used" (read) once or twice, and then sit on a shelf to collect dust. Software may get used over and over again, and so has more lasting value. This seems to be the only basis for charging anything in the first place - how much lasting value will the software provide? If I were to copy a game, play it once, decide it was garbage and delete it, I would not consider that to have harmed the author in any way. On the other hand, if I were to buy it shrink-wrapped/sight-unseen and get stuck with a piece of garbage, I would say that I have been abused if I am unable to return the thing for a refund.

I'm not saying that software authors shouldn't be compensated for their work, and I'm certainly not advocating piracy. I pay good money for the games software that I have, and I develop as freeware just about everything else that I use.

In My Pompous Opinion, people who write software solely to make a buck should leave the field to people who are in it solely for personal satisfaction. Leave it to people who actually care about what they're doing, what they're crafting,

people who are so driven to hack that they'll do so regardless of outside compensation.

You may think "what an utterly ridiculous and unrealistic view" there but think about it a bit more. Look at the video game market, for example. For every single good game that came along you had a zillion knockoffs trying to capitalize on the game's popularity. But even before there *was* such a thing as a video game market, there were hackers writing games for the sheer amusement of writing them. Keep the copyleft aspect, kill the profit aspect of the "market," and all the money-grubbers will go somewhere else leaving only the dedicated purists to turn out decent work. They've been there since the start, and external changes won't make 'em stop...

At this point you could say "that's totally naive" and I'd be hard-pressed to provide a counter-argument. I guess the main point is that getting rich shouldn't be your only motive in any pursuit, doing a good job should be the primary motivation. When you've done something and done it well, getting it done is its own reward.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6343. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 05:48:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fk740INN19s@golem.wcc.govt.nz>
Source record: 214048

>>I can't comment about using Zoo with a single drive, but expect you are wrong.
>
NO I AM NOT WRONG..!!!!!!!

>>
>>LZH201x will extract to any drive and also creat a folder on demand, this is
>>some of the things that ZOO can't do...
>
>Zoo extracts to the current drive - most shells change the current drive to the
>one you specify before calling Zoo. Failing that you can open a window on the
>desktop that you want to extract to and double click on Zoo in a different
>window while holding down the right mouse button.

LZH does not need those tricks to get it to work...

>Zoo has an option to create folders as needed when extracting.

NO ZOO DOES NOT HAVE THE OPTION TO GENERATE FOLDER ON DEMAND...!!

Try this with any ZOO you like,, a:\test.lzh b:\junk\

or say c:\test2.lzh e:\extracts\

ZOO can't do this at all, it can't redirect the output with out using
shells or the none toped window and it can't generat the folders called
junk or extracts........

I rest my case.....

Roger.................. sheppard_r@kosmos.wcc.govt.nz

6344. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 05:50:51 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Dec3.005051.14162@umiami.ir.miami.edu>
Source record: 213904

In article <1992Dec2.223710.14367@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
> In article <ByM621.MFD@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>And while we're on the subject of Atari machines available outside North
>>America, does anyone reading this have an ST Book which was bought other than
>>through the developer program?
>
> I thought the ST Book was cancelled, though that may be a misunderstanding on
> my part. Certainly the ST Pad is gone.
> --
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
> All true wisdom is conveyed in one-line witticisms.

Here is what I heard from Atari's quarterly earning report.

THe ST BOOK was put on the back burner. Ths due to the fact that it had
no disk drive. They were working on it, but pushed it aside for the Falcon.
Do not expect to see the ST Book, my assumption, it's gone for good.

Falcon030, due on limited quantities sometime over the next two weeks to
US dealers. Europe is already seeing small supplies enter the area.

Jaguar, to be introduced at the summer 1993 CES and available by
September.

Portfolio II - work suspended.

Falcon 040, to be introduced "Real Soon Now."

I just hope Huey, Duey and Lewie(Sons of Tramiel) get knocked off or something
so we can get some BUISNESS people in there to get the Falcon out the door
correctly...

Mark Santora

6345. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 05:55:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fk7gjlNN1a3@golem.wcc.govt.nz>
Source record: 214049

The only way ZOO can redirect it's output using the 'run from unselected window' routine, is on more recent versions of TOS. (It sure doesn't work on v1.2) newer versions, I presume may be able to, as they have folder/directory etc. redirection sorted out. (Hence the not being able to 'Install Applications' from within folders on older TOS versions). It will try to look for them in the root directory! (e.g. A:\ C:\ etc.)

It's not a problem for anyone to be able to use any extractor. If you don't want to archive files with LHarc, no biggy! Everyone should be able to use ZOO (even if they have to copy ZOO.TTP to wherever they wish to extract the files to). as well as ARC, ZIP, etc. etc.

Remember folks, when people talk about using software, there is a fairly good chance they will have either TOS 1.2, (STFM etc.) or TOS v1.6/1.62(STE) and be running from the GEM desktop. Not Un*x (which the machine is not designed for - so why use it all the time?? - get the real thing if you want something). So, if you don't try running whatever you are having problems with from the GEM Desktop, don't complain!! (Unless it is SUPPOSED to run under MiNT/PowerDOS/Un*x/Emulators etc. etc.

6346. How do I turn on keyclick in Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 06:02:07 UTC
From: bcc@lanai.Eyring.COM
Message-ID: <1992Dec3.060207.15895@fcom.cc.utah.edu>
Source record: 213901

The subject 'bout says it all. When I'm using Uniterm, I occasionally press a key more than once because I can't tell if the first keypress registered (slow host on the other end). When it does respond, I get a whole string of characters. Is there anyway to turn on keyclick in uniterm so I can hear when the key is pressed?
Thanks!
--
Brian Cooper bcc@Eyring.COM
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

6347. Re: The Great Falcon Debate

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 06:34:26 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1992Dec3.063426.8816@cc.umontreal.ca>
Source record: 213902

In article <92337.153306SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:

>Reasons to buy a Falcon
>
>It has a really neat DSP chip that definitely has some fascinating
>applications such as a 9600 baud modem, 16 bit sampler, and a
>graphics co-processor (This is almost reason enough for me to buy it)...

Yes, it will be fun to play around with.

Interestingly enough, I called a local ST BBS, and lo and behold they
had a huge file with a DSP Assembler (.ttp), sources too, and a truckload
of DSP 56000 assembler programs that do reverb and other interesting tricks.
If it is not available on the net, let me know.

>Reasons to not buy a Falcon
>
>The Tramiels are boneheads, period...

Hear Hear!

>1040 style keyboard, YUCK! Especially when the Mega-ST keyboard already
>exists...

Agreed.

>Well, it looks like we're stuck with the Falcon as is for now... So wait
>for it to come out as you've waited this long so what's a few more months?

No, "dammit", i'm tired of waiting. The machine looked fine
when I saw it at the Atari Messe, they should'nt be stalling,
it has been over 3 full months since I saw a decent working
version of the Falcon, and an "apparently" functional Multitos.

I ran out of drool.
I'm now running out of cool.
By the time the Falcon comes out,
will I be finished school? (2-4 years left in university)

And now, to go into the domain of the Ridiculous. (Atari deserves this:)

The Falcon Chant:

Come on Atari, its time to groove,
Get that Falcon on the move.
Lets see some action, mirrors & smoke.
If you don't soon, you're gonna croak.
Cause we won't take it, wanna know why?

We won't wait until donkeys fly.
--
Odisseas Kosmatos All rights reserved...
...some wrongs still available.
kosmatoo@jsp.umontreal.ca
shammer@mafalda.math.mcgill.ca "Computer: tea, earl gray."

6348. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 07:25:06 UTC
From: bmarcum@world.std.com
Message-ID: <Byo9xu.6vt@world.std.com>
Source record: 213905
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <ByDLAE.3w8@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>Well, I had a 260ST. The only difference with the 520, if I remember
>correctly, was that the drive and the keyboard were sold separately.
>It had 512K standard, as did the 520.
>
Interesting. The first 520STs sold in the US had 512K, TOS in RAM, and no internal drive. When they added the built-in floppy drive, they changed the name to 520STFM. Maybe Atari planned to make a 256K machine, had a few thousand "260ST" cases made, then decided that 256K really wasn't enough RAM.

Bill Marcum bmarcum@world.std.com

6349. A similar beast to ClarisWorks?

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 07:46:59 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Dec3.024659.12541@bsu-ucs>
Source record: 213935

Has anyone here on the Atari group ever seen/used the progeram on the Mac called Claris Works? It is something I used in a (class) group project that one of my group-mates has. A fantastic piece of software. It's sort of a combination wordprocessor/DTP/simple-spreadsheet all at once. If anyone who's used Claris Works, or knows what it's like could let me know what the Atari can offer like this, I'd like to know what it is. I have Pagemaker (not version 2) and as far as I can tell, it sucks. This could be because I have no hard-drive, but since I can run it from a BIG Ram-disk, I wonder if an HD would really make any difference.

Anyone?

-Matt

6350. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 07:47:48 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fke34INNjs5@life.ai.mit.edu>
Source record: 213906

In article <1992Dec3.052759.28950@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In My Pompous Opinion, people who write software solely to make a buck should
>leave the field to people who are in it solely for personal satisfaction. Leave
>it to people who actually care about what they're doing, what they're crafting,
>people who are so driven to hack that they'll do so regardless of outside
>compensation.
>...
>Leave the dedicated purists to turn out decent work. They've been
>there since the start, and external changes won't make 'em stop...

I used to think this way. I *am* one of those people who's written hundreds of thousands of lines of code just for fun. I think I've made about $50 total off my ST programming. But your belief that nothing could make them (me) stop because they love it so much isn't true in reality. I'm stopping. Is it because I don't like doing it anymore? Is it because I now "just want to make a buck?" Because I've become an evil capitalist pig-vulture software fascist?

No, it's because I can't *afford* to do it anymore! I've got bills to pay. We're in a recession. I just can't justify it anymore. If somebody wants to write me check for my $10,000 of living expenses for the year, I'll be MORE THAN HAPPY to keep on writing free ST software. But as it stands I have no more time to give to writing free software.

I don't even want to *think* about how bad things would be if all software were copylefted.

>At this point you could say "that's totally naive" and I'd be hard-pressed to
>provide a counter-argument. I guess the main point is that getting rich
>shouldn't be your only motive in any pursuit, doing a good job should be the
>primary motivation. When you've done something and done it well, getting it
>done is its own reward.

Though I've certainly done all my programming with enjoyment as the primary motivation, it doesn't mean I don't want to recover the opportunity cost of having done it. I have never once in this thread said I wanted programmers to "get rich," only that I think that copyleft will rob us of our *fair* compensation -- compensation which is required to keep us alive in a capitalist world.

The other point that I think copyleft advocates miss is that without adequate financial support most products would either never get written or would be crap. I'm a reasonably generous person; I feel I've done quite a bit for the Atari community gratis -- but there is no way in hell I would have invested 4 years of my life co-writing the 2

megabytes of source code that comprise GW if I'd known I'd never even make up the cost of the hard drive I bought to develop it on. Not just because it would be utterly insane to do so (e.g, I probably could have earned thousands of dollars working for a company in that time, and wouldn't be completely destitute now), but because products that don't have financial backing are almost invariably inferior to those that do.

If GW goes out as shareware it will suffer. As a commercial product, it would have a nice, bound, comprehensive, easy-to-read manual written by someone who knows how to write manuals well. As shareware it will have no manual, or a bad one, unless Neil and I choose to put another 1000 hours of charity work into writing man pages for all the 450+ GW functions.

As shareware, GW would have no user support. It's a big, complex system. I suspect that without adequate user support many potential users would get lost in the complexity.

I could go on listing reasons. But instead, let's consider what is probably the pinnacle of free software success: GCC. GCC is inferior to commercial compilers in every way except one: code generation (a category in which it is quite superior). But there's a lot more that "normal" people need from software: support (none for GCC -- if you can't figure it out you're screwed, and don't think everyone has Internet access); documentation (for GCC? I laugh in your general direction); reliability (GCC's pretty good here but still has bugs if the posts here are any indication); easy installation (GCC: ha ha ha! Times 10 for G++); nice interface (much as hackers like me love command lines, they sure don't cut it with the masses), etc., etc. etc.

It's a great piece of work ... for a free program. But overall it's far less than what typical users expect; they expect something comprehensive and easy-to-use like Borland C++ on the PC. (Using gdb after working with the Borland source code debugger is like chiseling things out of stone.)

My point is that you just won't see stuff like Borland C++ get written in a copylefted world. Such things require too much personpower and too much organizing and too much initial capital to get them off the ground. Half-baked free software, even if it does its job well, may cut it with you and me -- experienced hackers -- but it won't go over with the general public. Joe Paradox spits on your home-grown database. He wants the features he's used to, and in a polished, easy-to-use package (yes, with a GUI) with a bound manual that's written in terms he can understand. This ain't copylefted software I'm describing -- certainly not what's available today.

Richard Stallman can't understand why anyone would want to use MacWrite instead of Emacs. I think that just about says it all. We've got two separate cultures colliding here. It's a testament to his charisma and persuasiveness that he's managed to convince so many people that the

computer world is a place fit only for diehard purists who think it's GOOD to have to type Esc-x auto-fill-mode to get words to wrap. I think we could all benefit from making our toys more accessible to "normal" people, and widespread copylefting is at odds with this goal.

Finally, the oft-quoted idea that "everyone will chip in to make something REALLY great" has NEVER worked out in reality. Read rec.games.programmer for the "Ultimate Internet Cooperative Game Lib" thread that comes back like a yo-yo every few months. Will it ever happen? Nope, it's too complex, too much work, too hard to coordinate. (And that's something I can definitely attest to on the basis of personal experience.)

Good products need some kind of backing to succeed. They need to be polished, supported, have good documentation, and all the trimmings. Such things come at a price, and that's why good software will always be copyrighted and the world at large will never embrace the copyleft. Which is as it should be.

Perhaps $350 is not a fair price for a C++ development system. But I would argue that whatever the fair (and healthy market) price *is*, it's a lot more than zero.

(IM Pompus O.)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6351. Libraries

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 08:00:11 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1992Dec3.030011.12542@bsu-ucs>
Source record: 213936

> But actually I do think libraries hurt the publishing industry
> enormously, though this is not to say that I don't think libraries are
> a good idea. And it is very infuriating to an author when someone says
> "Your book sounds great, I'll get it out of the library" when that
> author's living below the poverty line. Same situation that
> copylefting software would cause: an almost profitless business that
> keeps the majority of the artists on the edge of surivival. I don't
> see why anyone wants this for their field. You guys should really
> spend some quality time with full-time freelance writers before you
> advocate sending our business headlong into poverty.

If you think about it, free accesss to books is probably the only way MOST (99.999%) people get any sort of affinity for reading. I'd guess that without Public Libraries, probably less that 10% of people would actually ENJOY reading.

I'm pretty sure this type of model applies to books, and am equally pretty sure it does not apply to software. Sorry I couldn't slove _that_ problem...:)

-Matt

6352. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 08:00:44 UTC
From: wagg@zellweger.ch
Message-ID: <1992Dec3.080044.629@zellweger.ch>
Source record: 213907

In article <70634@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>My impression from the lawsuits between Apple and Digital Research
>was that the subsequent versions of GEM required "tiled" windows
>as opposed to "overlapping" windows..
>
>That is, the "new" versions of GEM look like the DOSSHELL available
>with MS-DOS.. two windows adjacent to each other, but not overlapping
>as we're used to seeing with GEM, or like the Macintosh desktop.
>
>The Atari version of GEM was "grandfathered" under the previous license,
>but any new versions had to follow the lawsuit settlement..
>
>BobR

Perhaps the most interesting GEM-Version is GEMX with belongs to DR Flexos.
There was an article in Byte about this some time ago.

Georg

6353. Re: Riddle me this...

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 08:26:33 UTC
From: dave@admiral.uucp
Message-ID: <1992Dec03.082633.17356@admiral.uucp>
Source record: 213761

In article <1992Dec1.170258.18547@tsla.noava.lisc.lockheed.com>
hoffman@tsla.noava.lisc.lockheed.com (John Hoffman) writes:
>Riddle me this;
>
>It flys without feathers into a tree without leaves, who ate it?
>
>This is a riddle from the game amberstar which originates in germany. One
>can't help but wonder if something has been lost in the translation from german
>to english or if this riddle requires a german culture. I don't know anyone
>local in Calif. USA who knows the answer. So maybe someone nonlocal??

Well, if it went "It has feathers but doesn't fly..." I would say the answer
would have to be the Falcon/030...

But it doesn't, so I guess this doesn't help...

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

6354. Re: (IBM) 1.44 drives - am I silly or what??

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 08:42:12 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b1dbd03@Kralizec.fido.zeta.org.au>
Source record: 213534

Original to: wsbusr3@rw6.urc.tue.nl
w> Hi ST - boys & girls,
w>
w> I've got a major problem with my 1040ST's internal 720K drive.
w> It's broke.

Hmm. Not funny...

w> It has rumour that most internal IBM-drives can replace it
w> effortless - with some modifications to the ST's cover that is.

Generally, yup.

w> So I tried a TEAC 1.44 (internal) drive.
w> Without a HD-kit an/or different controller it would act like a 720K-
w> drive, and I could always upgrade it later with a kit/controller.
w> So I'm told by several people.

Well, there's a bit more to it than that.

w> <CLICK> ST ON
w> TEAC 1.44 drive starts spinning, yet fails to read my 720K bootfloppy.
w> After 30 sec's the dektop shows up anyhow.
w> The drive simply continues spinning !! (without reading anything.)
w> <CLICK> ST OFF
w> I tried the same with the big black connector upside-down
w> (as was the power-connector, so "who knows..", I figured)
w> The drive then didn't do a thing, though. (which was better than
w> exploding in my face, ofcourse).

Eeek. If you flipped the power cable over you probably toasted the drive.
You _might_ be lucky, but I don't think so.

The 'drive spins always' problem means you have the data cable (the ribbon)
upside down. It's also likely that, because the drive is inteded for a PC,
it's jumpers are set to be drive 1. The ST uses the bus 'properly', and so
the drive should be jumpered as drive 0.

There should be a little cluster of microscopic jumpers near the back of the
drive, and some printing that should help you to work out that there are
four numbered 0, 1, 2 and 3. Very rarely they will be numbered 1, 2, 3 and
4. There may also be the letters 'DS' near them (Drive Select).

As well as this, the drive is probably configured to be a 1.44 drive, and
you might want to change that - there may be more jumpers marked 'HD' and
'DD' or similar.

However, if you have reversed the power connector, the drive is probably toast, which is fine, as Teac drives have a notorious problem in that the ST has great trouble in detecting a disk-change.

w> QUESTIONS:
w>
w> * My dealer offered me to try his Mitsumi 1.44 and Y-E-Data 1.44
w> drives as well. If they don't do the job,

I can't quote on the Mitsumi, but I used a 720K Yedata for quite a while, and when it finally died (I rescued it from a cracked controller board, and my repairs finally gave out) I replaced it with a 1.44 Yedata jumpered as a 720.

w> I'll get a 80% refund :-(.

I think you'll have to wear it - if he tests the drive, you may get less 8(

w> Will they be any good?
w> What brands usually would?

I can vouch also for the Mitsubishi 1.44's, and of course the original is an Epson (I think, or maybe a Chinon) so they should work also.

w> * Can a 1.44 plugged into the ST as is indeed perform like a 720K drive?

Usually, see above.

w> * The black connector is way to the right compared to my ST-drive.
w> Should I solve this with more flat-cable?
w> Are those cables available with pins on one end,
w> and holes on the other?
w> (otherwise I can't even build those drives in properly)

No, I had to remove the original controller cable from the motherboard and install a longer one. It's not a very easy task, but sometimes these things just have to be donw. 8(Most 'other' (ie non-epson or chinon) drives have the data connector up the other way...

w> * These IBM-drives are also 1/2 an inch lower than the usual
w> internal ST-drive.
w> How does one normally go about building them in neatly?

No problem - bolt the drive in, then sort of dangle the case over the top and work out which bits to cut off... 8) I have an unpleasant gap above the mitsubishi in this machine that means that if I miss, in a hurry, the disk goes scooting across the top of the drive and crashes into the power supply shielding. Not harmful, just very embarrassing!

w> Suggestions, shared experiences, solutions and sheer laughter
w> with respect to some, most or all of these 4 questions
w> please to this group or else to: at073@cleveland.freenet.edu

You got it!

w> Rowdy Blokland,

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

6355. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 08:54:12 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b1dbd72@Kralizec.fido.zeta.org.au>
Source record: 213535

Original to: wmtwen@rw8.urc.tue.nl
In a message of <23 Nov 92 17:20:56>, wmtwen@rw8.urc.tue.nl (3:713/602) writes:

w> Well it does work as lharc2.01 has lh5 (and probably lh4) compression. I
w> never had any problems exchanging files between DOS lha and ATARI
w> lharc2.01.

Quester's LHarc 2.01x doesn't support -lh4-... I get LZHmail (fidowise) from my host occasionally, and it spaks and drops the bundle in the trash. (well, LHarc returns an error code and IOSmail gets nervous)

w> Erlend.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

6356. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 09:05:30 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Dec03.090530.25061@bas-a.bcc.ac.uk>
Source record: 213908

Before I say anything else, I want to make it clear that I am in no way
trying to throw abuse at anyone!

Now that's out the way, lets get on with it...

In article <1fin7nINN859@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>In article <ByMp3A.1E7@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>>Come on Dave, don't get too excited.
>
>Well, I should point out for everyone's benefit that I really *wasn't*
>hurling furniture around the room in rage while reading/writing posts
>in this thread. (I leave that to Neil.) In any case, it's a bit of an
>emotional issue, but as I said I don't really have that much invested
>in the success of my Atari stuff to really get excited anymore.
>
>When I see a good, $2 billion a year company like Atari go completely
>down the toilet, it irks me, that's all.
>
>>The reason Blox didn't bring you as much money as Llamatron did to
>>Jeff could simply be that Llamatron has become something of a cult
>>thing.
>
>Well if that's really true, then I have no problem with it. If no
>one's registering my stuff because they think it sucks or is boring,
>I'd really like to know, though, which is the main reason I reponded
>to the "shareware that sucks doesn't get paid for" argument.

Well, this is what I thought of Blox (I got it off a cover disk)...

Blox looks and sounds really good, but the game play lets it down. I
know Tetris has a cult following, but in the end after a couple of hours it
gets increadibly teadious (spelling?). The same is true, if not more so,
with Blox.

With games it's the playability which matters, not the flashy
graphics. There are many games which I'd go back and play again and again,
hardly any of them have flashy graphics or samples! Flashy graphics may get
the initial interest, but if the game's concept isn't up to it people will
just drop it after they realise that it's nothing but flashy graphics.

>
>I've tried to make those games (HacMan, Blox, Snowball Fight) as
>fun as I could. If they're actually boring and stupid, that's good
>to know. I'll shelve any plans to be a professional game designer
>in that case. :)

Don't give up, I'm sure you've got the talent, it's just that truely good games concepts are illusive! eg. Elite (Acorn BBC micro model B original disk based version only), Dungeon Master, Defender, Asteroids, Battle Zone.

[Stuff deleted]
>
>The idea behind shareware is that I want to write stuff you want to
>use (or play), but I don't want to make a full-time business of it.
>I'm willing to put a couple thousand hours of hacking into something
>that I'll except 10 or 15 bucks for, but I just can't be a full-time
>software dealer right now since I have other major time commitments.

Please carry on, I'm sure you'll write a hit some day, it's VERY hit and miss!

>
>Shareware seemed like a good compromise, and in the PC world perhaps it
>works well. But if people have the idea that you can just sit down and
>put your heart and soul into an ST program, polish it so it shines, put
>it out there and make some money, those people need to face the reality
>that it doesn't work that way (unless my personal experience is unique).

From what I hear, shareware on the PC works as well or worse than on the ST/TT, it's just that there is a larger population, so the monitary returns for the same or smaller percentage of returns is greater.

>
>>P.S. Please don't leave the ST community, as your postings were mostly
>>quite interesting.
>
>This isn't meant to sound nasty, but what impetus has the community
>given me to continue writing free software for it? I never expected
>to get rich or famous writing ST software, but now the market can't
>even support commercial developers like DC. I gotta make some money to
>pay my rent. So it goes.

I'm sure everyone can understand that, but I don't think you'll be able to pay your rent using shareware, even on the PC clowns.

>
>>P.P.S. Do you know whether on other platforms the shareware principle
>>functions better? (Just asking);
>
>I've heard more success stories. But admittedly, those may be flukes
>just like I suspect Llamatron is (not that it doesn't deserve to make
>money). In general I don't think shareware is really a viable option.

With Llamatron and Jeff Minter you have a large number of nostalgic buying as all the shareware programs you see from Jeff are based upon his old 8-bit games for the Sic-VIC (sorry, an old rivalry showing up :-)) and the Commodore 64. Anyone remember Gridrunner on the VIC-20? I must admit it was one of the best games. The reason.. it had a simple concept!

>
>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
>ADVENTIONS: interactive fiction (text adventures) for the 90's!
>dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

Good luck with whatever you decide to do Dave.

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

6357. Re: Pure Pascal For the ST

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 09:15:48 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b1dc298@Kralizec.fido.zeta.org.au>
Source record: 213537

Original to: itschere@techfak.uni-bielefeld.d

```
i> It should be available from Application Systems in Heidelberg, but, what
i> I want to say: Be careful with the compatibility argument! For example
i> if you declare a procedure like:
i>
i> procedure xyz(var some_text:string);
i>
i> but call it later with something like:
i>
i> var to_be_computed:string[80];
i> begin
i> xyz(to_be_computed);
i> end.
i>
i> you'll get an "actual and formal var parameters don't match" error or
i> something like this. As far as I know this does not occur in TP. At
i> least not if length(actual)<length(formal). Don't know if there are more
i> incompatibilities, just this one.
```

If you turn on the 'strict parameter checking' (or similar - I gave up on TP in favour of TC a while ago) option under TP you will get the same error message. If PP is really as 'compatible' then you should be able to find a similar option somewhere.

i> TeSche (Torsten Scherer)

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

6358. Re: Ideas for new MiNT/MultiTOS specific Desktop replacement, PLEASE.

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 09:20:42 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b1dc447@Kralizec.fido.zeta.org.au>
Source record: 213540

Original to: warwick@cs.uq.oz.au
In a message of <27 Nov 92 05:40:15>, warwick@cs.uq.oz.au (3:713/602) writes:

w> Sure, tricky, but what's the problem? Do we want the UGLY X-windows
w> and MS-Windows view of things where windows are all there is?

No - I think that one, possibly highly-desirable option would be to provide some form of configuration option that allows an application to take over the entire screen. - When run, a new block of screen memory is allocated, and the application uses this screen as opposed to the 'default' screen. (You'd need some form of hotkey option to swap back to the 'default' screen - but, presuming the AES/VDI are flexible enough, you could run this new screen in a different resolution even. (maybe start a new copy of the desktop in it, or whatever...)

w> Warwick

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

6359. Re: Falcon specs and price wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 09:27:46 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b1dc5ca@Kralizec.fido.zeta.org.au>
Source record: 213539

Original to: leo@dcs.warwick.ac.uk
In a message of <18 Nov 92 20:20:24>, leo@dcs.warwick.ac.uk (3:713/602) writes:

l> BT have a Videophone on the market (for about 500 pounds I think). You
l> are correct in saying that it uses advanced compression and the frame rate
l> looked like about 5 per second when they showed it on the News at 10.
l> Apparently they are selling it abroad. I think GPT manufacture it.

There's an australian company (based in sydney, from memory) who have developed a proprietary compression algorithm that lets them pipe sampled audio (sorry not sure of sample size, but I think ~10HKz, mono, 6 bits or maybe better) down a 4800bps async serial link. Given a v.32 bis modem, and a fast enough JPeg algorithm, you have about 10Kbps to put your pictures in.

Anyone know how quick the current Jpeg code for the 56001 is?
Anyone know anything about this audio compression algorithm?

l> - Leo

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

6360. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 09:36:02 UTC
From: djs@jet.uk
Message-ID: <1992Dec3.093602.3327@jet.uk>
Source record: 213909

In <1992Dec01.220011.13249@bnr.ca> grier@bnr.ca (Brian Grier) writes:

> > It was reported in ST Format that the Falcon runs between 30 and 35
> > MIPS.

>Sounds to me like somebody lost the decimal point. A 16 Mhz 68030
>with a 32 bit bus should run about 3.0 -> 3.5 mips depending upon
>whether or not the memory is syncronous or asyncronous. With the
>claimed 16 bit bus I'd expect 2.0 -> 3.0 mips, depending upon memory.

A few people have suggested that they added the MIPS value for the
68030 to the 56k MIPS value to get to the 30 to 35 MIPS. This is clearly not
true. The correct way to arrive at the performance factor of the Falcon
is to MULTIPLY the real-world MIPS values, taking into account bus sharing
with video etc, ie just under 3 MIPS multiplied by just over 10. :-)

What the above paragraph translates to is "Don't believe what you read in
ST Format/User/Review. They're written by complete bozos" (Er, allegedly).

--
+--+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+--+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6361. Re: TT and llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 09:43:26 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b1dc94f@Kralizec.fido.zeta.org.au>
Source record: 213538

Original to: bnell@siemens.com.
In a message of <17 Nov 92 15:39:41>, bnell@siemens.com. (3:713/602) writes:

b> Hello out there,
b> I was under the impression that llamatron worked on TT's (as long as you
b> had some sort of 24-bit MMU program). I've downloaded the llamatron on
b> a.a but it doesn't work. I've tried removing every TSR, .ACC & .CPX,
b> turning the cache off & on and anything else I could think of. My TT
has
b> 3.06 ROM so there shouldn't be any OS bugs causing the problem. So...
b> does llamatron really work on the TT or not? And if it does, then what
is
b> wrong with my copy or (god forbid :-) my TT?

I can quite confidently vouch for the fact that Llamatron (the 1meg version)
runs fine on a TT with 8M and Tos 3.05

However, it will not work with the ICD hard disk driver installed. (and
possibly also not with any other HD driver.)

Also, you need to turn the cache off, as it uses self-modifying code in the
sample playback routines.

You do not need any 24-bit fixes.

b> Bill

I don't know about 3.06, but I can't imagine it would cause much trouble.
(make sure you haven't got the fastload, TTram or TTmalloc flags set on the
program either)

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

6362. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 09:51:25 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Dec03.095125.3913@bas-a.bcc.ac.uk>
Source record: 213912

In article <n#_245c@rpi.edu> bossoj@aix.rpi.edu (Joseph Charles Bossolini) writes:
>Yes, it may be true that an open architecture is better for expandability,
>but there are many people who don't need to expand!! I have had my 520ST
>since 1985 and the only things I've done to it have been more memory
>and a double sided drive. I have been quite happy with it, and yes,
>I would have liked to upgrade it easily (i.e. higher video, faster processor)
>but I realised that I could stilll do all that I needed with the set-up I
>have.
>
[Stuff deleted]

There is also another argument...

PCs look upgradable, but are they really?

Just think... If I bought a typical top of the line IBM PC-AT in the mid
'80s for a large wadge of money, what would need to be done to get it to the
average PC of today?

(1) Replace the mother board with a 386 motherboard.
(2) Replace my memory board cos the memory I had on my old board wasn't SIMMs
(3) Add an extra few megs of memory.
(4) Replace the PGA video card and monitor with a VGA card and monitor.
(5) Buy a mouse.
(6) Buy a new version of MSDOS.
(7) Buy a new hard disk and a 3.5" floppy. I can't fit any of the new
software on a 20MB hard disk, and I can't get much on 5.25" floppy
any more!
(8) Buy Windows 3.1, cos that's what all the new machines come with these
days.

What could I use from my old machine?

(1) The case.
(2) The power supply.
(3) The keyboard.

Total cost to replace these items? About a hundred pounds, maximum.

The total cost of buying the bits to upgrade the machine would probably cost
more than buying a new machine with today's crazy pricing.

Also remember, all your old components are getting older.. the chips on the
boards have a guarranteed lifespan of only 7 years.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

6363. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 09:54:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A53111@MS.maus.de>
Source record: 213658

Gert Kanis (gert@targon.UUCP) wrote:
>=From what I can tell, the major differences are that the menu bar has the
>=desk accessories entry on the far right of the screen instead of the far
>=left, and there are no more zoom boxes in the PC version. Anything else
>=about it that's "crippled" ?
>= -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>How about those 2 fixed size windows ? :-(

This limit applies ONLY to the desktop application, NOT to other
GEM applications. And -- btw -- you can use the old GEM 1.x desktop
executable (with overlapping windows) if you like.

6364. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 09:59:00 UTC
From: marc@targon.UUCP
Message-ID: <2733@targon.UUCP>
Source record: 213921

In article <2731@targon.UUCP> gert@targon.UUCP (Gert Kanis) writes:
|In article <1992Nov27.060659.9339@elroy.jpl.nasa.gov= hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
|=In article <2360382@overmind.citadel> undermind!Steve_Johnson@overmind.mind.org writes:
|=>Yes,
|=>the lawsuits and such that Apple and others made in the past, DR had to
|=>'cripple' the PC version of GEM (I think the current version of PC GEM is
|=>GEM3). The Atari GEM was unaffected by this. As for why PC GEM is slower,
|=
|=From what I can tell, the major differences are that the menu bar has the
|=desk accessories entry on the far right of the screen instead of the far
|=left, and there are no more zoom boxes in the PC version. Anything else
|=about it that's "crippled" ?
|= -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
|
|How about those 2 fixed size windows ? :-(
|--
And the missing trash can?

|Gert Kanis, AP SWZ +----------------------+
|Siemens Nixdorf Information systems | I do not represent |
|P.O.box 29, 4130 EA Vianen, Netherlands. | anyone elses opinion.|
|E-mail: outside Europe: kanis.via@sni-usa.com +----------------------+
|
------------ EARTH
Marc Dierikx smog | bricks
marc@targon.UUCP AIR -- mud -- FIRE
dierikx.via@sni.de soda water | tequila
dierikx.via@sni-usa.com WATER

6365. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 10:07:04 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70813@cup.portal.com>
Source record: 213910

Strange how the word "Atari" seems to affect a lot of people's memories..

OK.. here's how it WAS...

Creative Computing magazine, March 1985..

Cover, in a box at the bottom: "Atari 130ST: Macintosh Successor?"

Page 59: "Atari Strikes Back"...

"With six promising computers that could re-shape the industry"

(Lotsa "blue sky" stuff about how Tramiel and sons are gonna take over
the computer market")

"The 130ST and 520ST"

"Perhaps the biggest news among Atari's planned introductions is it's
"blue line" of computers, called the ST (for Sam Tramiel?) series.
Characterized by a blue logo, they constitute nothing less than Atari's
"Manhatten Project". It may be fair to posit that if the Macintosh was
the A-Bomb of microcomputing, the Tramiels intend to unleash the fury of
the H-Bomb. ...

Like the Macintosh, the 130ST is a 128K micro based on the MP 68000
processor. (Dum de do... lots of ST specs here.. you all know them
already..)

"As for our own observations, we find Atari's new strategy very interesting.
It includes something to aggravate almost everyone currently in the
microcomputer business...

"Naturally dramatic introductions like this will be greeted with
skepticism. Commodore under Jack Tramiel was notorious for announcing
products that never made it to retailers' shelves, but Atari's Kerr
claimed the 65XE was in production as this was written (mid December,
1984) and that the 130ST would be in production by the time you read
this...

"If all (or indeed most) of this is true, the Tramiels will have once
again wrested the destiny of consumer microcomputers and molded it for
many months to come."

Deja vu, eh..?

BobR

6366. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 10:24:17 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70815@cup.portal.com>
Source record: 213911

Hmm.. ya know...

Back when Commodore first introduced the Commodore 64, they advertised that it would have a CP/M emulator among all of its wonderful features..

But guess what.. there wasn't enough interest from "real" buyers to warrant their actually finishing the product, so the CP/M emulator was dropped..

Strangely enough, a lot of people who bought the C-64 because Commodore had advertised that there would be a CP/M emulator were unhappy.. and they got together and sued the company for false advertising... and guess what...!

Commodore Business Machines was forced to actually produce the CP/M emulator, and live up to their advertising...!

(Isn't America wonderful..??)

So, boys and girls... all of you who bought TTs, on the promise of "UNIX ASV" from Atari, Corp. might take a lesson from that nasty Commodore Business Machines company.. which just coincidentally was run by the same Mr. Jack T who runs Atari...

"Buy our computer, and we promise to promise you anything to get you to buy our computer"...

BobR

6367. Re: Calamus -> postscript

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 11:06:54 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <ByoK7I.LFn@newcastle.ac.uk>
Source record: 213918

Didot LineArt Pro. can load Calamus documents, and supports postscript output....
bit of a longwinded way of going about it though (I could do with a PS driver to).

6368. Re: Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 11:07:09 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70816@cup.portal.com>
Source record: 213913

Hmm... Ed Krimen writes:

>>Does anyone else get an uneasy feeling in the pits of their stomachs
>>about one of the premier software producers for the Atari line finally
>>surrendering to the pressures of day-to-day reality...?

>Day-to-day reality didn't have anything to do with it.

I see.. you must figure that Mike and Paul and Keith didn't
have to eat like everyone else.. they were "Atari programmers"
and thus "above" earthly limitations like that..

They could just go on, day after day, putting themselves on the
line for us and Atari Corp, and not getting anything back for
it...

When Practical Solutions went out of business, all the Atari
Vultures immediately jumped on them, saying it was their own
fault they couldn't survive..

When Avante Garde folded, the Vultures accused them of being
"shady businessmen", not worthy of surviving in our midst..

What we need are Atari Saints, who don't need to eat, who don't
need to feed or clothe their families (as Saints, they wouldn't
have families anyway, having given their lives to Atari), and
who are willing to keep on investing their time and lives
to produce products we can upload to Atari.Archive when their
companies finally die of starvation.

Before you sneer and jump to your keyboards with the mandatory
Atari Apologists response, answer me this.. do you have a
"real job"..? Do you get a paycheck (and thus FOOD, and RENT)
from a "real" job..? Do you have to rely on the vagaries of
the Tramiel family to feed your own family..?

If the answer to the last is NO, then I propose that you have
NO basis for criticism.. NO basis for any opinion at all.

Grow up.. join the real world.. find a life beyond cheerleading
for Atari.. use their computers as computers, but don't delude
yourself into thinking that supporting Atari is something you
should base your life around.. there are plenty of real world
examples to show how foolish that can be...

BobR

6369. Falcon availability in Germany

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 11:09:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A42478@K.maus.de>
Source record: 213659

Hi everybody!

jmillar@thomas.helios.nd.edu (Di, 01.12.92 22:56) asked me to:

j>post to this newsgroup some information concerning
j>Falcon availability in Germany (or anywhere else for that matter) ?

Falcon 030 demo sets have been given to Atari dealers for about one month now, including microphone, stereo speakers, 128 MB MO-drive and (of course) a 4/65 meg Falcon.
Obviously, a considerable number of new dealers, as well as some warehouse chains that had taken Atari out of their program a few years ago, have signed dealer contracts for the Falcon line of products.

"Small quantities", whatever this may mean, are promised to be shipped this year; full mass availability is planned for february/march 1993. (As said in a dealers' mail from Atari Germany.)

have fun - Peter

(I like the Falcon030!)

6370. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 11:09:34 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1992Dec3.110934.1158@cs.nott.ac.uk>
Source record: 213919

In article <1fhobnINNjvq@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>In article <1fhh9sINN1nm@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

>It's easy to write things off when you don't know how much effort went
>into them. I'll never really know why Jeff Minter made 300 times as
>much money off his popular-arcade-game rip-off than I did with mine,
>but I don't think it's entirely a matter of software quality. I'm
>really trying to be objective here. Flame away at will.
>
>>DC-...

Jeff Minter offered a copy of Andes Attack to everyone who registered.
This is much more of an incentive than an improved version of a game
which you already have. In a sense Jeff's approach to Llamatron wasn't
really shareware at all - people were buying Andes Attack for their
£5.00 because Llamatron acted as a good advert for Llamasoft.

I'm not saying that all shareware should necessarily work like this -
I think its a shame that people don't just register for something they
like, unfortunately the incentive just isn't there.

Sam.

6371. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 11:17:11 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Dec3.111711.18916@dcs.warwick.ac.uk>
Source record: 213915

In article <1fk740INN19s@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>desktop that you want to extract to and double click on Zoo in a different
>>window while holding down the right mouse button.
>
>LZH does not need those tricks to get it to work...

The point is that Zoo can do it, and any Zoo shell will automatically handle
the details. People who don't use Zoo shells are generally command line
freaks who can easily type cd d:\destdir before extracting (their PATH will
find Zoo for them).

>>Zoo has an option to create folders as needed when extracting.
>
>NO ZOO DOES NOT HAVE THE OPTION TO GENERATE FOLDER ON DEMAND...!!

Like PFX Pack can't pack accessories?
I'll check what the command line option is so I can prove it.

>Try this with any ZOO you like,, a:\test.lzh b:\junk\
>
>or say c:\test2.lzh e:\extracts\
>
>ZOO can't do this at all, it can't redirect the output with out using
>shells or the none toped window and it can't generat the folders called
>junk or extracts........

An earlier version that I used to use couldn't redirect it's output, but the
most recent version (1 year old) and the version before that (at least 3 years
old) can redirect it's output.
In fact, thank you for bringing this up because it means you can extract
a file to any drive/directory - just use the P option (pipe to standard
output) and then redirect the file to where you want it.

>I rest my case.....

I throw your case out of court.

>Roger..... sheppard_r@kosmos.wcc.govt.nz

- Leo

6372. RE: STRAW POLL: Znet in c.s.atari, c.s.a.falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 11:22:30 UTC
From: qsi@contrast.wlink.nl
Message-ID: <723408778.AA00531@contrast.wlink.nl>
Source record: 213752

Kennelmeister wrote in a message on 02 Dec 92 to All

K> You're probably right, but Fido is a lot busier in the Atari
K> field than Usenet is. It may be worth considering gating it
K> into c.s.a.st :)

That may not be an altogether good idea... the S/R ration in Fido is a lot higher than it is here, and depending on which Fido echo you would want to gate, you'd have in the worst case a doubling of the traffic. In the best case
there'd be no additional traffic at all. :-)

YHS:QSI!

6373. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 11:23:37 UTC
From: prissi@marie.physik.tu-berlin.de
Message-ID: <1fkqnpINNgre@mailgzrz.TU-Berlin.DE>
Source record: 213914
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello,

by the way, TOS need at minimum 512kB RAM, if you load it from disk. TOS is loaded in the upper 256kB and copies itself in the lower 256kB. So with the TOS Atari first realesed to the public, such a computer would be impossible.

Bye, Markus

email:
prissi@marie.physik.tu-berlin.de

6374. Good Home Available For Dead ST Keyboard

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 11:29:35 UTC
From: cca10@keele.ac.uk
Message-ID: <ByoL9B.FLE@gabriel.keele.ac.uk>
Source record: 213917

I need your Dead ST keyboard/s for spares. As a technician at
Keele University I have been responsible for a Computer Lab, and in this
laboratory we have had a various number of ST's and Mega's over the
years ,to cut a long story short, over the years the keyboards have
developed Tear & Wear problems.
The main culprits being those little rubber pads underneath the keys and
also keys getting broken, so if you havn't got a full keyboard but you
have got the keys and most of all the Rubber Pads then could you please
get in touch so as to arrange Postage/Shipping etc.

Thanks in advance from the Technician with the missing keys.

Craig Armstrong @ Computer Centre
Keele University
Keele,
Staffordshire,
ST5 5BG
ENGLAND.

6375. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 11:32:58 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Dec3.113258.19256@dcs.warwick.ac.uk>
Source record: 213916

In article <1fk7gjINN1a3@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>The only way ZOO can redirect it's output using the 'run from unselected
>window' routine, is on more recent versions of TOS. (It sure doesn't
>work on v1.2) newer versions, I presume may be able to, as they have
>folder/directory etc. redirection sorted out. (Hence the not being
>able to 'Install Applications' from within folders on older TOS versions).
>It will try to look for them in the root directory! (e.g. A:\ C:\ etc.)

You are right of course. However I could have pointed out that on TOS2.05
and above you can install Zoo as a desktop icon and it will then simply
extract into the top window.

>It's not a problem for anyone to be able to use any extractor. If you
>don't want to archive files with LHarc, no biggy! Everyone should be
>able to use ZOO (even if they have to copy ZOO.TTP to wherever they wish
>to extract the files to). as well as ARC, ZIP, etc. etc.
>
>Remember folks, when people talk about using software, there is a fairly
>good chance they will have either TOS 1.2, (STFM etc.) or TOS v1.6/1.62(STE)
>and be running from the GEM desktop. Not Un*x (which the machine is not
>designed for - so why use it all the time?? - get the real thing if you
>want something). So, if you don't try running whatever you are having
>problems with from the GEM Desktop, don't complain!! (Unless it is
>SUPPOSED to run under MiNT/PowerDOS/Un*x/Emulators etc. etc.

That's why I test all my programs on a machine with TOS 1.02 before releasing
them - to make sure they are usable on the widest variety of machines
possible. For the same reason I archive them with Zoo because most people
have this archiver. I would use ARC because this used to be the standard,
but many people don't have the newer versions that can handle directorys.
ZIP is a very nice archiver in many ways, but the fact is most people don't
have a copy.

The reason I mentioned Unix was
a) I thought the Unix version of LHarc would be more stable.
b) I like to download stuff from a.a, dearchive it on Unix and read
the documentation files before transfering it to my ST. I haven't got time
to transfer every single file that I think might be useful, based only on
it's filename. Unless I have been recommended a program I will not download
.LZH files because I have no way of telling what they are about.

It would be nice if every thing on a.a was packed with the same archiver,
with a copy of that archiver .TTP form in the root directory. Either Zoo or
Arc would be fine with me.

- Leo

6376. Re: WAV

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 12:03:29 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Dec3.070329.1140@newstand.syr.edu>
Source record: 213942

In article <1992Dec01.210229.12492@bnr.ca> grier@bnr.ca (Brian Grier) writes:
>I uploaded it to GEnie. It plays 8 bit mono WAVE files.
>The resampling algorithm is pretty slow, but I have made
>a big improvement. I will upload the new version in a week
>or so. It will play 8 and 16 bit mono and stereo WAVE files
>
>Brian, WS1S
>Bell Northern Research
>Research Triangle Park, NC
>bjgrier@bnr.ca

Anybody out there know if this is available to non-Genie
users?
--Gerry
ggreenbe@rodan.acs.syr.edu

6377. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 13:07:55 UTC
From: davidal@comm.mot.com
Message-ID: <1992Dec3.130755.21500@lmpsbbs.comm.mot.com>
Source record: 213864

I would like to add my entire agreement with Mr. Baggett in this thread.
There are a number of points I would like to add :-
Writing commercial quality programs takes a _lot_ of time.
In many cases several man lifetimes.

Hacking code is fun -
professionally robust, documented and supported software is
a bitch to write - why else do I get paid to do it?

Object oriented methods are a ray of hope in all this. They may take
away a lot of the ground/grind work requirements in software production.

NeXTstep will also help in GUI production. (soon to be available on
IBM PCs NOT Ataris)

TeX is the best hope for documentation but its HUGE. (I want uTeX!)

How to make money out of shareware and PD -
form a P.D. library
publish a magazine with a cover disk
freeware bastardized versions
(It is unfortunate that on single users machines there is no easy way
to timebomb software so free shareware usage could be restricted)

How not to make money from shareware, freeware and PD -
form a programmers co-operative
write begging README files
offer noting in return for their money

Unknowns :- Licensing your stuff to PD libraries.
QUESTION : How well or badly is Budgie software doing?

I too am disappointed by the ignominious retirement of GWB. I enjoyed
seeing Dave's games on Mr.Forsyth's machine (I don't have a colour monitor/TV
so no shareware fee oweing) but I cannot blame Mr.Baggett for his withdrawal
from the Atari scene. I hope he has a very productive - and profitable -
future in whatever he decides to do next.

TTFN
David

p.s. for Mr. Chu information (caveat : The following applies in the U.K.
I don't pretend to know about the U.S.A.) :-

There is no such thing as a free school lunch - public lending libraries
cost taxes.

In the U.K. certainly book copyright messages exclude unauthorised publication, copy or lending.

Public libraries DO have to pay for books - they have to pay PREMIUM rates for hard covered - library bound editions and I think some other fee to the publisher. Video libraries pay a lot of money for a video they are allowed to rent.

================ All opinions are mine and not Motorola's ================
==
=Internet : davidal@comm.mot.com = Motorola X400-gateway : CDA004 =
=@mail : David Alexander = Daytime telephone : +44 (0)276-413340 =
= Channel Tunnel Software = Evening telephone : +44 (0)276-24249 =
= Motorola Ltd. ==
= Lyon Way = Steinbach's Guideline for Programming =
= Camberley (ZUK20) = ----------- --------- --- ----------- =
= Surrey GU15 3QG = Never test for an error condition =
= United Kingdom = that you don't know how to handle. =
==

6378. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 13:16:08 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Byoq6x.6FI@newcastle.ac.uk>
Source record: 213923

In article <1992Dec2.223710.14367@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>I thought the ST Book was cancelled, though that may be a misunderstanding on
>my part. Certainly the ST Pad is gone.
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

No, the ST - Book is generally available here in the UK, costs about 1300 Pound (UK) and is can be bought from suppliers such as Silica.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6379. Re: CopyLEFT and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 13:28:13 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Byoqr2.732@newcastle.ac.uk>
Source record: 213924

In article <1fjr0qINNj9e@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>
>Well, it seems to be feasible in some cases after all. I only
>know remotely about BSD, but it seems that it's feasible for them
>to make their stuff freely available, at least if they don't lose
>that lawsuit AT&T conducts against them, which seems to be rather
>unlikely.
>This case also shows how programmers and system folks can make a
>living without copyright from offering support service and the
>like. I heard these days that some folks from the BSD crew
>founded a company called BSDI or something like that, making a
>living exactly on this kind of offer.
>

A recent .EXE magazine (thats a Unix & PC software developers Journal) article had a big interview with Berkley, in which they stated that they were attempting to pull out all the AT&T copyrighted code from BSD Unix, and replace it with thier own for placing into the public domain as the FINAL issue of BSD Unix. Berkley Software Division is dispanding (or may already have done) due to lack of funds.

So as a passing comment, it isn't just the Atari world that is suffering from the good guys losing.....(witness the death of DC...).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6380. hard drive woes -- help!

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 13:29:49 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1992Dec3.132949.28435@gmuvax2.gmu.edu>
Source record: 213925

I seem to have an intermittant problem with my hard drive. Every once in a while, it seems to get sensitive to the *smallest* of bumps. One day, I can knock my desk all over the place, drop books on it, and what have you, and no problems with anything. The next day, someone walks by with a heavy step and the HD spins down slightly, then back up and initializes itself. Of course, when it does this, I have to rerun my HD driver *sigh*.

I was wondering if this problem occurs to a lot of people. Can anybody give me some advice on how to cure it, or does it sound like a major problem that'll require my trekking up to Toad to get fixed?

Many thanks in advance, with more to follow any replies I get vie e-mail! =)

-Steve Coile

6381. Re: GCC 2.3.1 and GDB

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 14:00:12 UTC
From: marc@targon.UUCP
Message-ID: <2734@targon.UUCP>
Source record: 213939

In article <1ffp9jINNhdv@lily.csv.warwick.ac.uk> csucf@csv.warwick.ac.uk (Mr M E Watkins) writes:
|I've been using GCC for a while now and finally got around to trying the
|debugger (GDB) so I downloaded it from Atari.archive recently and gave it a
|bash...
|
|That was when I hit upon a problem; I can use it perfectly if I don't need the
|symbol table!! I have tried all of the debugging options from gcc
|(IE: all of the -g options) but whenever I try to load the symbol table from
|within GDB(using symbol "filename") I get the filename followed by:
|"is not in executable form"
|The one clue I have got is that there is a program file called sym-ld.ttp
|in amongst the other executables for gcc, so I tried replacing gcc-ld.ttp
|with this, and I got a symbol table but no executable program..
|
|What I want to know is, am I missing an environment variable that should
|point to this executable so that gcc knows how to produce a symbol table
|or am I doing something else wrong?
|
|Any help would be most appreciated...

I have been figuring this out for long too, and it turned out to be due
to the 'clear to tpa' flag (am i right?). The problem was solved by using the
'toglclr' program.

|
|Thanks in advance...
|
|Gary Wagner, Computer Science 2nd year Undergrad - University of Kent

------------ EARTH
Marc Dierikx smog | bricks
marc@targon.UUCP AIR -- mud -- FIRE
dierikx.via@sni.de soda water | tequila
dierikx.via@sni-usa.com WATER

6382. Oxyd (was Re: Good Bye Atari (was Re: Good Bye Double Click))

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 14:18:28 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Dec3.141828.5168@cs.ruu.nl>
Source record: 213928

>>>>> wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) (N) writes:

W> You should do this like the writer of Oxyd and Spacola does, provide a
W> game which is fun to play, but where you need passwords after the
W> 10th level to keep playing. I think that guy DID make some money with
W> this. He takes about 80DM or $50 for a printed booklet. He apparently
W> also does conversions now to the Mac and PC.

It is DM 50. I tried to use Oxyd to see if I should obtain the book. I am
not able to play any level however. I have heard that the first 10 levels
should be playable without the "dongle", but can't find out how. Does
anybody know?
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

6383. ZIP (was Re: Lha Files)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 14:25:53 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Dec3.142553.5439@cs.ruu.nl>
Source record: 213929

>>>>> bili6745@mach1.wlu.ca (bilinsky keith) (BK) writes:

BK> go into which is better though. All users should be able to handle .ZIP
BK> .ZOO .LZH .ARC .MSA or any other format that comes up. It is not hard.

Regarding ZIP, I am using STZIP2.0 and just this weekend I had a problem
with a ZIP archive. I zipped a bunch of files and the unzip failed. The
offending file was an LHARC archive. Now that may seem unusual to put an
LHARC archive in a ZIP file, but I wanted to archive things on a floppy and
ZIP shouldn't be sensitive to the kind of file. I suppose this is a bug. Do
others have similar experiences?
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

6384. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 15:28:19 UTC
From: y0000028@rzab0.rz.tu-bs.de
Message-ID: <1992Dec3.152819.25299@ibr.cs.tu-bs.de>
Source record: 213927

In article <70592@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
|> Actually, I *do* wish someone had reverse-engineered the ST line
|> long ago. If nothing else, it would have given us a much larger
|> installed base of machines for software and hardware developers
|> to sell to, and who knows.. if Atari actually had some
|> competition in their own little pond, maybe they would have
|> had to wake up and DO something, long ago..
|>
|> A couple of times we heard about "ST clones", but nothing ever
|> came of it... too bad...
|>
|> (and yes, I wish I had the option of paying for, or not paying
|> for MIDI ports I never use, or a DSP that I most likely won't
|> use.. and yes, I'd like an open architecture so I could upgrade
|> my disk drives without having to hack the machine to death..)
|>
|> BobR

There are at least two clones I know:

One is about 3 or 4 jears old called something like ST 190 build by
a german firm called IPB or something like that. They use reall Atari
chips and compressed an st520 to 3 euro-sized boars (The size of an
VME 3U board). I believe they had SCSI Harddisk support and up to 4M
RAM.

The other is done by a german comuter magazine called elrad earlier
this jear. They are using 3 euro-sized card with their own bus, but
I think they had VME Slots on theire backplane. These boards are
supposed to include an 68881/2 up to 14 M of RAM (with special MMU).
If someone is interested I will look up the exact specification and
the numbers of these articles.

Axel Kielhorn
TU-Braunschweig (Germany)

6385. Jeff Minter (was Re: Good Bye Atari (was Re: Good Bye Double Click))

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 15:48:42 UTC
From: adrian@robots.ox.ac.uk
Message-ID: <ADRIAN.92Dec3154842@cinna.robots.ox.ac.uk>
Source record: 213931

In article <1fin7nINN859@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
Well I know that some things I've written have been on the cover disks
of some of the UK glossy magazines. I use to think it was Jeff Minter's
feature on ST Format that got him all the press, but now that I've
also been on there I suppose it can't have been that that made the
difference.

Over here in the UK, Jeff Minter is very well known. I know people
with no net access, who never read computer machines, but know who
Jeff Minter is. The reason is simple - his reputation was built up
over years, starting with his VIC-20, C64 and 8-bit Atari games.
There are an awful lot of twenty-somethings who played Jeff Minter
games when they were kids.

- Adrian

6386. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 16:05:26 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Dec3.160526.5633@a.cs.okstate.edu>
Source record: 213856

In article <1992Dec2.211551.19458@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>
>Zoo extracts to the current drive - most shells change the current drive to the
>one you specify before calling Zoo. Failing that you can open a window on the
>desktop that you want to extract to and double click on Zoo in a different
>window while holding down the right mouse button.
>

I've had this method fail (Hoped for destination window topped, unZOOed files ended up in the directory with ZOO.TTP). I wse a CLI or move a copy of ZOO.TTP to the destination folder. Odd 'eh? This is under tos 1.4 on a Mega.

Hasn't this happened on your system? (Leo?)

Maybe my ZOO.TTP isn't current. It does have the "high compression" option.

jc

6387. Double Click goes PD?

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 16:09:03 UTC
From: dumgrunt@ccwf.cc.utexas.edu
Message-ID: <84739@ut-emx.uucp>
Source record: 213933

I read in the latest Atari Advantage that Double Click is breaking up and that their software (except for Data Diet) is being released to public domain on GENIE. Could some kind soul with GENIE access (or Mike Vederman himself, if he's reading this) upload to a.a.u.e anything that they don't already have? DC Desktop and DC Shower would be particularly useful. Thanks in advance.

Joel Banks
dumgrunt@ccwf.cc.utexas.edu

6388. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 16:09:48 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Dec3160948@SunLab42.essex.ac.uk>
Source record: 213930

In article <1992Dec3.093602.3327@jet.uk> djs@jet.uk (David J Stevenson) writes:
| A few people have suggested that they added the MIPS value for the
| 68030 to the 56k MIPS value to get to the 30 to 35 MIPS. This is clearly not
| true. The correct way to arrive at the performance factor of the Falcon
| is to MULTIPLY the real-world MIPS values, taking into account bus sharing
| with video etc, ie just under 3 MIPS multiplied by just over 10. :-)
|
| What the above paragraph translates to is "Don't believe what you read in
| ST Format/User/Review. They're written by complete bozos" (Er, allegedly).
|
Well, you're half right: Format is written by a bunch of complete morons
who are fanatical in their support of all things ST-ish, to the point that
they even claim that a Falcon will outrun (in sheer processins speed) anything
else on the market. Ha ha.

Review is better, but contains loads of pages of nothing but useless twaddle.

User is readable, and contains some interesting stuff.
--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

6389. Re: Megas/1040 st motherboards, inquiry?

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 16:10:02 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Dec3.161002.13155@aber.ac.uk>
Source record: 213932
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Perhaps Atari should be considering selling motherboards to 3rd party
people to assemble. PC boxes here in the UK are very cheap.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

6390. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 16:40:57 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <ByozoA.9zG@dcs.ed.ac.uk>
Source record: 213934

In article <1fju5oINNage@life.ai.mit.edu>, dmb@rice-chex.ai.mit.edu (David Baggett) writes:
> >Actually, there are things like Public Libraries all over the place where
> >anyone can borrow a book, read it for free, and then return it, and the
> >authors and publishers don't make a cent from that reader. Are you saying
> >that public libraries are evil? Obviously folks are still writing books, and
> >making a living at it, despite all this free access to their product.

Well I don't know what the situation is in the States, but in Britain libraries have to pay a royalty for every time a book is borrowed. I imagine there is something like this in the USA, but could someone there check that out?

--
Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
--

6391. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 16:46:14 UTC
From: scott@sfi.santafe.edu
Message-ID: <SCOTT.92Dec3094614@sfi.santafe.edu>
Source record: 213851

>JUST FINE. But this argument clearly becomes more and more absurd
>s time goes on. Computers are even more poignant examples because
>the whole world changes every 5 years. 18 months = a double in
>computing power.
>>Besides, you would be able to use an ST monitor and SCSI hard drive on
>>the Falcon, and these are perhaps the most expensive compnents that
>>you need with both.
>And once I have the Falcon? (Which, with a 16Mhz 68030 is already
>obsolescent.)
>Dave Baggett

When I was young, all we had for computing were our fingers-- AND WE
WERE HAPPY.

Scott
ps: 18 months later, our hands were... 18 months older. They worked
then, they work now... are they obsolete? Are they worthless? Should
I get a third hand added to my body because it just has to be better
since it is more? 68030s are obsolete-- so what, they're cheap and
they ARE a step up from the 68000. If Atari folds, big deal-- I'll go
buy a Sun.

6392. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 16:53:36 UTC
From: scott@sfi.santafe.edu
Message-ID: <SCOTT.92Dec3095336@sfi.santafe.edu>
Source record: 213852

In article <1992Dec2.223807.20700@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>********** READ THIS **********
>You are not going to believe what I have just remembered reading in my
[DELETED]
>Just imagine where we (and Atari) would be today if they had bought CBM with
>it!!!!

Pass the pipe, duuuuuuuuuude .....

>I will check the magazine for the exact details when I get time.
>- Leo

Yeah. You do that.

Atari, rah rah rah!

Atari, rah rah rah!

Atari, pass the pipe, duuuuuuuuuuuuude.

6393. Re: Carrier Command and Gunship - Are they good?

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 17:25:10 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Dec3.112512.169@janus.arc.ab.ca>
Source record: 213854

In article <76458@hydra.gatech.EDU>, gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>I'm considering buying Carrier Command and Gunship. I would like to
>hear anyones opinions based on their experience from playing these
>games. Thank you!
>

Carrier Command is quite good but the scenario never changes so once you've completed it the challenge greatly decreases. Look also for Battle Command as it is very similar. Gunship is quite a good game as well though I wish we could get Gunship 2000.

Bob

6394. HARD DISK HELP WANTED

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 17:40:50 UTC
From: csi063@cch.coventry.ac.uk
Message-ID: <Byp2G4.K0H@cck.coventry.ac.uk>
Source record: 213937

Hi, I hope someone can help me.

I have been getting problems with setting up my hard disk write cache and read cache to be most affective, Has anyone got any ideas how to do it ?

I have come to the stage that when i write files onto my drive it takes longer than writing the same file to a floppy.

I wrote a 77byte file to my hard disk and it took about 20 seconds, It does not speed up much when not using the cache either so I have not got it setup wildely wrong.

System Setup :-

Atari 512 STFM (Expaned to 2.5meg)
Third Coast Hard disk Kit.
Seagate ST157N-1 type hard disk (50 MB)
Mono Monitor
HP Deskjet +

Anyone know of any reasons why it takes sooooo long to save files.

Any help would be greatfully received. Thanks.

Simon Love.

--
+---+
| Simon Love / The Lover, BSC Computer Science Year 2, 47 Carmalite rd, Stoke! |
+---+

6395. Re: CopyLOSSAGE and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 17:40:55 UTC
From: healy@nosc.mil
Message-ID: <1992Dec3.174055.12259@nosc.mil>
Source record: 213949

I was reading where Berkeley is finished with BSD and won't be doing more updates, due to lack of funds I think. A group in Colorado is trying to get funding to continue updates.

The people involved with the lawsuit with AT&T are selling BSD for pcs, aren't they? Sounds rather capitalist :-)

Mike Healy

healy@nosc.mil

6396. Paranoia

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 17:51:57 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <723405117.6557@minster.york.ac.uk>
Source record: 213696

I have a nasty feeling that news is not getting out from my site. If you read this, please E-MAIL ME (don't post) to let me know.

Thanks for your time

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

6397. Re: CopyLEFT and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 17:55:02 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1flhlmINNhmk@rs1.rrz.Uni-Koeln.DE>
Source record: 213938

In <1992Dec3.045117.27796@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <1fjr0qINNj9e@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:

>>I figure it would make much more sense to raise some kind of
>>additional charge on all media, i.e. floppy disks, hard disks,
>>syquest media etc. This money should then be distributed among
>>those who have released software into the public domain. Such a
>>mechanism would bypass many of the vultures who make a big money
>>in software companies without contributing anything to the
>>computer community at all. A similar mechanisms has already been
>>implemented for audio tapes and xerox machines here in Germany
>>(the so-called GEMA-Pfennig), and it works ok.

>Interesting, how is this additional fee administered and distributed?
>Here in the US we're the lucky benefactors of a tax on blank tapes,
>the proceeds of which goes to the recording industry.

I must admit that I'm not really informed about the GEMA Pfennig
mechanisms and background. I'll try to get information and post
if I find something.
My previous posting implies that the GEMA Pfennig goes directly
to the authors, as I described in my suggestion. However, I'm not
sure whether this is the case, it may well be that the publishing
industry benefits from the GEMA Pfennig in the first place and is
supposed to pass this on to the authors (which I'm sure they
don't do completely...). Thus, the current GEMA system may not
reduce the "vulture overhead", but it can still serve as a model
how authors can be protected without impairing information flow.
I should point out that the GEMA Pfennig doesn't imply that all
copying is legal here in Germany. It's legal only for nonprofit,
private purposes and only to some certain extent.

>(As if all blank
>media purchased in the country is purchased for audio use. Yeah, right.
>Lots of folks buy DAT cartridges for computer backups, but there are
>no exemptions from this tax... [btw, I'm not certain that the tax was
>actually passed, and even if passed, it may not be too late to write
>to congress-folk and complain and get it repealed...]) Apparently the
>big record companies thought they needed protection from all the audio
>pirates out there and this is how government responded. Wonderful how
>government responds to the needs of its clients...

Putting the tax on DAT cartridges really is especially brain-
damaged. A PD-tax, or whatever term is appropriate, should only

be applied to media from which software can actually be run. Of course, the tax you describe is not even raised with any intention to support PD or shareware programmers, or programmers at all...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6398. Re: Analysis of the whole Atari th-a-ng!

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 18:04:36 UTC
From: bbaird@cs.strath.ac.uk
Message-ID: <11218@baird.cs.strath.ac.uk>
Source record: 213940

In article <1992Dec2.015636.12466@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
[Stuff removed]
>
>As a side-question to this, does anyone out there have any clue if there is any
>demographic trend to the people who wn Ataris? I look at the (very valid)
>complaints like the above all the time and say to myself, "I'd give if i could!
>:(" But right now I'm 22 years old and trying to complete college. I don't
>have any money to give to anyone! Everyone's already laid their claim to my
>stash. But I digress... My wondering is if there are a slew of people my age
>(or there-abouts) ina similar situation as myself that "would if they could."
>When I finally get to the point where I HAVE a cash inflow that exceeds my
>outflow, I know I'll be upgrading my Atari ssytem just as I always have. Next
>will (probably) be a Falcon. Next round I'mm gonna go for a hard drive, and
>probably a Muliti-sync type monitor. (I've never even _seen_ high resolution
>on this damned thing!) And last-but-certainly-not-least finally register for
>all the Shareware I've been sharing for all these years!
>[Stuff removed]

I agree with this totally.I'm a hard up student and would love to register
for more shareware games,but I just can't afford to.I will be going into debt in
the very near future just to buy a Falcon(when Atari finally decide to start
shipping them to Britain en masse).Shareware registration is well down my list
of priorities.I know this is hurting the ST market badly,and I do not want to
see this happen on the Falcon.

Brian.

6399. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 18:41:50 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Dec3.184150.18430@news.uit.no>
Source record: 213941

In article <1fin7nINN859@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>I use to think it was Jeff Minter's
>feature on ST Format that got him all the press, but now that I've
>also been on there I suppose it can't have been that that made the
>difference.

Jeff Minter made it very easy to register: you could just send your VISA
number with signature etc, and he would charge your card. That made the
difference for me (well, his long well-written text was also part of it).

>Dave Baggett
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |

6400. Desktop Publishing software for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 18:54:18 UTC
From: patf@silvlis.com
Message-ID: <1992Dec3.185418.8260@silvlis.com>
Source record: 213874
Cross-posted to: comp.sys.atari.st,ba.market.computers

*** HARNESS THE POWER OF YOUR ATARI FOR DESKTOP PUBLISHING ***

I have the following items for sale for the Atari ST :

CALAMUS - powerful desktop publishing $60
(1.09N) program

CALAMUS Outline Art - allows you to draw pictures $50
(1.00) for CALAMUS

CALAMUS font editor - Allows you to create and edit $20
fonts. Several fonts are
included with it.

These items CAN be re-registered to the new owner.

--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

6401. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 19:09:36 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340106@hpfcso.FC.HP.COM>
Source record: 213751

I would like to know as well. How about posting it here.

Ted Rossin

6402. Copyleft and copyright (was: CopyLOSSAGE and copyright)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 19:21:38 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1flmo2INN1ego@rs1.rrz.Uni-Koeln.DE>
Source record: 213944

In <1fk1bmINNco8@life.ai.mit.edu> dmb@rice-chex.ai.mit.edu (David Baggett) writes:

>In article <1fjr0qINNj9e@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:

>What the heck is wrong with making money? If what *you* want happens;
>i.e., that all software is copylefted, then NO ONE will make any money
>off software, including the programmers.

Nothing is wrong with making money as such. A whole lot is wrong
with making money without doing anything for the community.

>Read the first two lines
>above -- you've spelled it out yourself. Why is it BETTER for me, as a
>professional programming trying to pay his rent, to make NO money than
>to make 15% of what Big Software Company makes marketing and selling my
>software? How could widespread copylefting possibly NOT put
>programmers out of their jobs?

Of course, copylefting alone can't feed any programmers. The main
goal of copylefting, as I understand it, is to ensure free
information flow, not to ensure that programmers are compensated
for their efforts.
However, copyrighting is just one way of coupling using software
to compensating authors. There are others which are more
compatible with free information flow, which is definitely needed
by programmers in the first place.
Another point is, would you be satisfied with an OS gobbling up
85% of the CPU time, leaving only 15% available for user
processes? Certainly not. By the same token, there's no reason to
be satisfied with getting 15% of the profit others make with your
work.

>Yes, we are living in a capitalist world, and I happen to like it that
>way. But even if I wanted the world to be socialist, I STILL would be
>adamantly against widespread copylefting and software unpatentability
>exactly because it's NOW a capitalist world, and will likely remain so
>for quite some time. Why do you want to devalue my skills to nothing?

David, I assure you that I don't want to devalue your skills to
nothing, and I don't think any of the net.folks around here does
so. I emphasize once more that I fully recognize that programmers
must be compensated for their efforts. But I'm sure that
copyrighting is not the best way to ensure this.
Regarding socialism, there's no such thing as a boolean choice
between capitalism and socialism. The fact that some of the
things I argue for are different from what traditional and pure

capitalists advocate indicates by no means that I want anything
to be socialist. I don't care about those *isms that much at all.
Whatever *ism, it is for sure that it needs to be constantly
updated and adapted to novel technologies, opinions, ways of
life, dreams, visions etc., and in the course of this, structures
and mechanisms that have worked more or less ok may prove to be
inappropriate under new or changed conditions. This is what I
think happened to the concept of copyrighting and patenting with
the advent of digital information storage.

>But under your scheme NO money EVER gets transfered from ANYONE to the
>programmers! Copylefted means "no one can charge for."

Copyleft means that no one can charge for copying. It makes no
statement at all about charging for hardware.

>>I figure it would make much more sense to raise some kind of
>>additional charge on all media, i.e. floppy disks, hard disks,
>>syquest media etc. This money should then be distributed among
>>those who have released software into the public domain.

>Who oversees this? Who determines how much of the pie I get for HacMan
>II? Do I get to lobby for more if I think my software was harder to
>write, or of better quality? What if I'm in desperate need of money
>and someone else isn't -- do I get more? It seems to me that you need
>God to decide such things, and God isn't available for the job.

I never claimed that the scheme I suggested was perfect, that's
why no "God" is needed for it. I claim that the scheme is better
than copyrighting because (1) it doesn't interfere with free
information flow and (2) there's less administrative overhead.
The best idea for determining the share a program author gets for
his work I can think of is that the computer community, i.e.
programmers and users, self-organize to care for that. Another
idea, which may again nourish the suspicion that I'm advocating
socialism, is, of course, that the government organizes the
distribution of the money. Right, government institutions aren't
known for their efficiency, but still I'm sure that, if the
institution is designed to be under tight democratic control of
the computer community, it could do with an overhead much smaller
than 85%.

>So instead of undermining it, lets make copyright laws more sensible.
>And let's fix the problem of patents costing $20,000 to get due to
>legal fees, so that they'll do what they were intended to do: protect
>the small businessman, and not simply serve as poker chips with
>which big compnies can extend their monopolies.

While I doubt that copyrighting si themost sensible way to do
things, I fully support this suggestion. I think it's an outrage
that one has to pay lots in order to actually getting the rights
one has according to the laws.

>If you think running a software company is easy, you've got a lot to
>learn. Just because it's not a "technically interesting" job to you
>doesn't mean it's trivial. [...]

I never said it was easy, but I do think that managers are
exceedingly overpaid with respect to those whose work they
market.

>>Copyright protects you against little vultures, namely ordinary
>>users, but leaves you helpless against giant vultures like
>>Microsoft. Copyleft doesn't protect against little vultures, but
>>against giant vultures. You've got to pick your choice...

>Exactly how does copyleft protect software in any way that copyright
>doesn't? Copyleft is just like copyright but you have to give the
>software away for free. I fail to see how this offers any additional
>protection.

There's no additional protection, there's a choice to be made.
You can either prevent users from getting your work for free, or
prevent Microsoft etc. from getting the money for your work for
free. Neither of these are satisfactory, that's why I think a new
concept is needed.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6403. DYNACADD for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 19:26:34 UTC
From: ronw@cbnewsk.cb.att.com
Message-ID: <1992Dec3.192634.22657@cbnewsk.cb.att.com>
Source record: 213943

I have DYNACADD CADD software for sale. This is a very comprehensive 2D/3D CADD program. It does require more than 1Meg of RAM. I would like $200 but am open to reasonable offers.

Ron Wolenty
inuxy!wolenty
317-845-6172

6404. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 19:29:46 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec3.192946.14435@news2.cis.umn.edu>
Source record: 213946

In article <1fgfi9INNju6@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:

>... But at the moment I can upgrade my existing
>system to the next generation of processor for just the cost of the
>motherboard (or, if I choose to go to a clock-doubled 66DX-2, the cost
>of the chip itself).

I always find such broad claims to be a bit on the, er, wild side. Scanning through the December 1992 Computer Shopper, I located an average 486-33 motherboard (WITH CPU and EISA bus -- many of the prices people have been flinging around don't even include the 486 chip!) for about $1100. You can, of course, purchase a brand new Falcon, complete with all of the things that you want to scavage from your XT (including that slow 20-megabyte hard drive that IBM used back in the dark ages, er, mid-80s). True, you've managed to keep your CGA monitor, but you'll want to upgrade that particular item as soon as possible -- after all, Windows doesn't even RUN on a CGA monitor ...

So - people are complaining about the non-upgradability of a nicely designed closed system (the Falcon) while ignoring the fact that upgradability for your current (non-ST) system costs as much as a brand new Falcon, or more!!

Those who like the Macintosh speak in the same garbled language. True, I can (and have) upgraded a Macintosh SE to a Macintosh SE/30. Basically, they replace everything except the back shell, the power supply and the dinky black and white monitor. What you DON'T hear is that the upgrade cost is in the neighborhood of $1,000! And, you DON'T hear from those (like me) who've owned the original 1984 128K Macintosh which can't be upgraded to any 68020 or 68030 computer chip (let alone more memory than a stock 1040ST...)

And how far could you upgrade a typical Apple][? (This =despite= the internal, expandable slots!) My upgrade to an Apple //e consisted of selling the old computer and purchasing a brand new one! Considering that I paid LESS for my original Atari 1040ST than I did for the Apple][(AND the Apple //e, come to think of it), the "upgrade" to a 1040STe was tiny. The "upgrade" to a Mega4 ST was small.

The "upgrade" to a full-blown Falcon won't have cost me any more than the purchase of a //e cost me back in 1984. It also won't have cost me any more than the purchase of a (now-defunct) 386SX in 1992.

Upgradability is fine if you have the money. For every microcomputer system with which I am familiar only the Atari ST is inexepensive enough in the first place to make the purchase of a BRAND NEW MACHINE less costly than an "upgrade" to a new CPU for those other machines.

Those with external hard drives haven't lost anything in the transaction -- they can still USE those external hard drives with the Falcon. They can still USE those printers and external modems with the Falcon. They can still USE the original monitors that came with their ST. How's that for "upgradability"?!?

-- David Paschall-Zimbel

6405. Re: ZIP (was Re: Lha Files)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 19:30:05 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fln7tINN60j@golem.wcc.govt.nz>
Source record: 213947

Do not archie files with ST-ZIP v2.0 It's very fast as doing it, and eveb faster at extracting, but it's compression routines seem to have a glitch in them. They don't work most of the time!

Just use an older version. v2.0 is fine for extraction though!

6406. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 19:55:16 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec3.195516.15001@news2.cis.umn.edu>
Source record: 213948

In article <1fgknjINNqsk@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>Yes ZOO is good if you are a UNIX freek, does not work to well on a single
>drive ST....
>
>LZH201x will extract to any drive and also creat a folder on demand, this is
>some of the things that ZOO can't do...

Just a question about something puzzling in this statement:

If you only have a single drive ST, what other drive would you be redirecting
output to? As far as that goes, most of the 'user friendly' shells for LHArc
and ZOO archivers will create a folder for you...

-- David Paschall-Zimbel

6407. Game Workbench (was Copywrong and ...)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 20:22:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Dec3.202212.6856@newshost.lanl.gov>
Source record: 213862

<in reply to 59955, not repeated here to save bandwidth :) >

That's a very good summation, Dave. Many programmers who would cheerfully hack away for nothing simply cannot afford to anymore due to the economic pressure that we all feel. And the "depressed" Atari market doesn't help!

But even considering the current Atari situation, I'll bet there are a LOT of folks out there who would be more than willing to lay out a few sheckels for a professional, well-written and _comprehensive_ package such as your Game Workbench. I suggest that many, many C programmers would love to be able to incorporate some special effects in their own code if only they knew how to do so! Trouble is, it's just too big a chore to track down how. That's why I thing something like the Game Workbench is sorely needed _and_ wanted by lots of beginning to intermediate level Atari C programmers.

In my experience, folks don't mind paying a fair price for their software as long as they feel they get their money's worth and support is there when they need it. <mindless, spineless pirates need not apply> Borland doesn't sell thousands of copies of BC++ because it's the only game in town... they sell that many because it's a good product which is well packaged and supported.

IMHO, we want the Game Workbench and are willing to pay for it. Just do it!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6408. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 20:44:17 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Dec3.204417.28882@sfu.ca>
Source record: 213950

In article <3815@richsun.cpg.trs.reuter.com> chuck@cpg.trs.reuter.com (Chuck Menard) writes:
>I've heard that the TT as well as the Amiga 3000 is too slow to run Unix with X.
>Well, all I have to say is, look at the Sun 3/50 (68020 at 16Mhz) and Sun 3/60
>(68020 at 20Mhz) running Unix adequately. I don't think any of them had X, but
>for crying out loud, they ran Sunview. These Sun's were about all we used here

Well, I don't know if the TT is too slow for X. We also have a Sun 3/50 in
our lab, and it's running X! Well, yes it's running as an X-terminal off
of an SGI right now (at a good speed), but it used to run as a workstation,
itself. It was a bit slow, but not unbearably so.

So, yes, I do think a TT could handle X. Sure, speed-wise it wouldn't be
GEM, but for those of us who like a GUI, it would be good enough.

>
>CUL,
>Chuck
>

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

6409. znet/str mailing lists?

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 20:51:06 UTC
From: SELBYR@Meena.CC.URegina.CA
Message-ID: <1992Dec03.205106.1074198@sue.cc.uregina.ca>
Source record: 213598

Is there indeed an internet mailing list for receiving the latest
editions of znet, streport, etc...? How would one get signed up to such a list?
Is there a name/address where a request can be sent? Thanks.

selbyr@meena.cc.uregina.ca

6410. Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 20:55:28 UTC
From: IO92257@MAINE.MAINE.EDU
Message-ID: <92338.155529IO92257@MAINE.MAINE.EDU>
Source record: 213855
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

```
It does! :)
```

6411. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 20:57:49 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Dec3.205749.29176@sfu.ca>
Source record: 213853

In article <1fgknjINNqsk@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
[...]
>LZH201x will extract to any drive and also creat a folder on demand, this is
>some of the things that ZOO can't do...

ZOO won't create subdirectories?! Well, I'd better get rid of my copy, then.
There must be something wrong with it. :-)

>
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz
>

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

6412. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 21:13:47 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Dec3.211347.20935@prime.mdata.fi>
Source record: 213857

In article <1fjmo8INN998@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>>
>>>Also NOTE: PFX can't pack ACC's but DC-Squish can..
>>
>>
>>1: I didn't *say* that they would BE pD.
>>
>>2: PFX-Pack WILL pack ACCessories! All of mine over 5k are packed with it!
>>
>
>
>There you go again Steven, so you know more that the Author,
>PFX can't PACK ACC's....
>
>Contact Thomas Quester if you don't believe me....

Well I certainly don't, because on this very disk I have one packed
accessory, JAMES.ACC, takes something like 12000 bytes packed. Some
accessories can't be packed, like Miniterm, but James definetly can be
packed. And I think the same goes for TurboST.

>
>Roger..... sheppard_r@kosmos.wcc.govt.nz
>

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

6413. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 21:21:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fltpcINN6on@golem.wcc.govt.nz>
Source record: 213858

>>Like PFX Pack can't pack accessories?

>- Leo

Leo you can't Pack ACC with PFX its because a ACC must include all
is memory allocation from with in its self, it that simple..

ACC's can't allocate any more memory, unless you can trick the system
by adding more to the BSS segement.

This is what Thomas Quester informed me, but NOTE: DC Squish can, but
we don't know how...

Roger..... sheppard_r@kosmos.wcc.govt.nz

6414. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 21:27:07 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1flu3bINNlqa@life.ai.mit.edu>
Source record: 213861

In article <1992Dec3.184150.18430@news.uit.no> borgen@stud.cs.uit.no (Boerge Noest) writes:
>In article <1fin7nINN859@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>>I use to think it was Jeff Minter's
>>feature on ST Format that got him all the press, but now that I've
>>also been on there I suppose it can't have been that that made the
>>difference.
>
>Jeff Minter made it very easy to register: you could just send your VISA
>number with signature etc, and he would charge your card. That made the
>difference for me (well, his long well-written text was also part of it).

Aha! That's the kind of thing I was waiting to hear. That's a
significant difference. I admit that I'm a lot more willing to pull
out a credit card than I am to send a check and letter, particularly
considering currnency exchange hassles. But I wonder if taking
mastercard/visa costs money? I assume it does, and if it's not a
trivial cost then it makes it hard for the poor shareware author to
justify until he/she's already gotten a goodly number of
registrations.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6415. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 21:27:23 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec3.212723.16373@news2.cis.umn.edu>
Source record: 213859

In article <1fhobnINNjvq@life.ai.mit.edu>, dmb@xbar.ai.mit.edu (David Baggett) writes:

>So what did everyone choose instead of Blox? Really, I'm dying to
>know.

Blox was an interesting game, but I don't play games much. It is in our club DOM library right now, but I can't tell you how many people have gotten that particular DOM -- and surveys of our user group tend to indicate that most users want graphics or 'productivity' software rather than games ...

I tested Llamatron out too, but, since I'm not much of an arcade game player either, it didn't appeal to me.

Neither game has received a shareware fee from me, simply because neither game got more than a 40-minute workout ...

I agree that the look of Blox is better, graphically, than the look of Llamatron ... but then I didn't see much of Llamatron. (If one does not get past level 1 in an arcade game, one doesn't get to see the 'nifty' things people tend to put into the higher levels.)

>I'll never really know why Jeff Minter made 300 times as
>much money off his popular-arcade-game rip-off than I did with mine,
>but I don't think it's entirely a matter of software quality.

Some quick guesses:

1. Jeff Minter is a cult figure in the European market.
2. He offered a neat poster and some other stuff.
3. LLammatron was hyped in the European media quite a bit.

At times I tend to believe that the ST software market is so small simply because there IS so much good PD/freeware/shareware software out there. I also think that it has something to do with the early lack of truly creative programs -- only now, after nearly 7 years on the market, are word processors really becoming fancier than ST Writer. Early attempts at being fancy were carried out by companies who could have used a bit more polish in their software offerings BEFORE announcement.

Atari, the company, has made a number of tactical blunders. Their first was sitting on GDOS for so long... Of course, where were the young entrepeneurs willing to write their OWN GDOS-like program (complete with fonts for all screen resolutions and popular printers) to sell cheaply to the masses? People stuck with Atari's version of what a graphical output system should provide rather than taking a look at any of the many other options (including the use of BitStream fonts and technologies).

How many programmers out there wrote to Borland offering to write up a version of Turbo Pascal for the Atari ST 'on spec'? How many programmers out there wrote to Lotus? Ashton Tate? Everyone is fully prepared to blame Atari for the problems, but no one was willing to take the risks that the 'original' software companies (you remember, those who wrote software for the then-emerging IBM PC ... the one's who later turned things into multi-million dollar companies) took to try something new or to port something not so new?

Now then, think about all of the software which HASN'T been written for the Atari ST ... yet. We don't really need yet-another-disk-defragmenter, or yet-another-archive-utility, or yet-another-pacman-clone. What we DO need are things like: a really good text outline package (one that exports into the popular word processor formats), a really good CD-ROM interface (the data on most of the PC CD-ROMs is textual in nature, and the graphics are suitable for CGA/EGA, and, hence, Atari ST, screens; who's written to the CD-ROM makers offering to write these interfaces for a 'piece of the action'?) ... take a look at the programs offered at your local PC Software Emporium and start thinking about how you could create something similar for the Atari ST.

Once you've got the idea, stop thinking about PD/freeware/shareware and begin to think commercial software. Heck, if enough people were willing to put up the effort, I'd even consider starting up a software house for the distribution and sale of ST/STe/Falcon/TT-oriented programs.

-- David Paschall-Zimbel

6416. Re: Ghostscript- What is it?

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 21:34:12 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec3.213412.16488@news2.cis.umn.edu>
Source record: 213860

In article <1992Dec2.132806.10544@nt.com>, Gerry O'Rourke writes:

>Can somebody please post a short description of what Ghostscript actually is.

Ghostscript is a PostScript interpreter. It will read a PostScript file, interpret the page description commands and create a page/screen image of the page as described in the PostScript file. It does essentially the same thing that the commercial PostScript interpreters do. The latest version is 2.5+, and should be in the Newitems directory of the atari.archive server. A screen-oriented viewer is also available. You will need to obtain the Ghostscript font archives as well. They are in Gnustuff/Tos/Ghostscript.

The output of the ST version of Ghostscript to an HP DeskJet was acceptable, and the monochrome screen output was also good. The latest versions may also be able to direct output to a color monitor, but I haven't tested that yet.

-- David Paschall-zimbel

6417. Re: Good Bye Atari (was Re: Good Bye Doubl

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 21:37:21 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Dec3.213721.26381@exu.ericsson.se>
Source record: 213775

David Baggett writes:
>
>So what did everyone choose instead of Blox? Really, I'm dying to
>know. If you want to tell me it's complete shit, do so -- I really
>don't have much emotional energy invested in it anymore. I'm genuinely
>curious to know what the problem is.

Why the _HELL_, as of a few weeks ago, is "End of the Road" by
teeny bopper R&B group "Boyz II Men" THE NUMBER ONE song of the
entire rock era in the United States. I honestly never heard
this song until last night (never heard it the whole time it was
sitting at the top of the charts) and I was bowled over by its
mediocrity. I am completely amazed.

On the PC there is a game called Wolfenstein 3-D. It is something
which has been done before, often better (remember MidiMaze?).
The concept was ripped (with permission) from a classic Apple II
game, most of the fundamental principles of which weren't even
carried over to the 3-D version. There is absolutely no randomness;
a pre-recorded sequence of keystrokes could be used to win the game.
And now the kicker: Wolfenstein 3-D is probably the biggest action
game of all time on the PC. There were thousands of orders even
before the commercial version of the game was completed. I have
even seen it on the TV news. I don't mean to say the game is
completely without merit, just that it certainly isn't worthy of
all the fanatical praise being heaped upon it. Other shareware
games endlessly clone each other and pull in serious (five figure)
amounts of money.

I guess my answer is: I just don't know. There is a long history
of lousy or medicore products becoming successful while some real
gems slowly rot away. People are weird.

--
James Hague
exuhag@exu.ericsson.se

6418. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 21:45:38 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1flv63INNmp4@life.ai.mit.edu>
Source record: 213870

In article <1992Dec3.192946.14435@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>I always find such broad claims to be a bit on the, er, wild side. Scanning
>through the December 1992 Computer Shopper, I located an average 486-33
>motherboard (WITH CPU and EISA bus -- many of the prices people have been
>flinging around don't even include the 486 chip!) for about $1100.

486-50 motherboard, with CPU: $990
Source: PC Sources, towards the back, November 1992. Can look this up
if you really want the name of the company.

>So - people are complaining about the non-upgradability of a nicely designed
>closed system (the Falcon) while ignoring the fact that upgradability for your
>current (non-ST) system costs as much as a brand new Falcon, or more!!

Not true. See fact above. This is the main thing that has changed
since the ST came out. Upgrading PC's is ludicrously cheap now. Hope
you never get tired of the Falcon's video modes, because to change them
you'll have to buy a whole new machine. This is a by-product of
Atari's stupidity (yet again) in making the video subsytem a closed
component. Unlike on the PC, where if I want accelerated 24 bit color
with a TI34020 graphics co-processor, I can just stick a board in.
(For less than a thousand dollars, mind you, even for the
top-of-the-line Number 9 boards.)

>And how far could you upgrade a typical Apple][?

Amazingly far, compared to other machines of its day. If you got tired
of the video modes in your Atari 8-bit, tough. But there were several
boards for the Apple that improved the resolution and number of
colors. Don't get me wrong -- I *liked* my 8-bit. But it was doomed
to fail after a few years because you could never extend its
capabilities.

>The "upgrade" to a full-blown Falcon won't have cost me any more than the
>purchase of a //e cost me back in 1984. It also won't have cost me any more
>than the purchase of a (now-defunct) 386SX in 1992.

I'm glad you put upgrade in quotes there. (Sorry.) More on your claim
in a moment:

>Upgradability is fine if you have the money. For every microcomputer
>system with which I am familiar only the Atari ST is inexepensive enough in the
>first place to make the purchase of a BRAND NEW MACHINE less costly than an
>"upgrade" to a new CPU for those other machines.

This is completely false. You could by a brand new 386-33 motherboard (with CPU) for a couple hundred bucks, pop it in your 286, and away you go with a more powerful machine. Hardly the cost to "upgrade" to a Falcon (which is probably about as fast). Provided you have even a lowly monochrome XT, you can move to a complete 386 VGA system for less than the cost of a Falcon. The fact that the case, power supply, drive bay sizes and placement are standardized DOES make a difference. Even when you have to rip out the whole motherboard (which will less commonplace these days with clock-multiplying technology), you *still* save money because you get to keep the old IDE card, hard drive, keyboard, power supply, disk drives, etc.

>Those with external hard drives haven't lost anything in the transaction --
>they can still USE those external hard drives with the Falcon. They can still
>USE those printers and external modems with the Falcon. They can still USE the original monitors that came with their ST. How's that for "upgradability"?!?

It's great that you can use those things. SCSI support makes the Atari have an open architecture for drives. If the system were closed, and your ST drives couldn't be used with the Falcon because they were nonstandard, that would be bad. You're agreeing with me here.

But this kind of upgradeability isn't enough. You're forever stuck with the video modes you start out with, the cpu you start out with, the DSP you start out with (with no chance of putting a more powerful one in later), etc. Because those aspects of the Falcon are closed, you'll be stuck with them forwever. And that's why the Falcon is doomed to at most a 3-5 year lifespan. (Assuming it's released before Atari goes bankrupt, that is.)

If people could right now by a $100 card to plug in their ST's that would give them a 256 color 640x480 video mode, how many would? Lots. Tons. Games wouldn't even bother supporting the lame old 16 color modes. But this dream scenario will never happen, because the ST's video hardware is soldered onto the motherboard. It's a closed video architecture.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6419. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 21:50:02 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1flveaINNn1a@life.ai.mit.edu>
Source record: 213871

In article <SCOTT.92Dec3094614@sfi.santafe.edu> scott@sfi.santafe.edu (Scott D. Yelich) writes:
>When I was young, all we had for computing were our fingers-- AND WE
>WERE HAPPY.

Then why did you "upgrade" to a computer? Did you feel that you had to have the "latest and greatest" thing? I suspect rather that you wanted to do things faster than before, and that since the technology was available, you embraced it.

We are foolish if we feel we have to have the latest and greatest for its own sake, but we are more foolish if we refuse to use new technology out of stubbornness, or refuse to buy computers into which new technology can be easily intergrated and instead choose ones that we must throw away when we tire of waiting so long for them to finish their tasks.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6420. Anyone want to buy a DSP?

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 22:06:00 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Dec3.220600.26957@beaver.cs.washington.edu>
Source record: 213863

Well, I was browsing the comp.dsp group and found this little tidbit,
couldn't help but pass it along to my fellow Atari users :

In comp.dsp, kuusama@kaarne.cs.tut.fi writes :

> I will sell to highest offer a Spectrum 56001 System Board (in Europe,
> that is a Loughborough Sound Images 56001 System Board), a dsp card
> for PC computers.
>
> - 20 Mhz Motorola 56001 DSP
> - 3 x 16kW 0 wait state memory
> - 16 bit stereo audio I/O
> - telecom interface
> - monitor & debugger
> - "C" drivers
>
> I got it as a lottery prize(!), but don't really have use for it.
> Hence it is fully unused (but I opened the package just to see what
> is inside). A $2495 value, will go for the highest offer received before
^^^^^^^^^^
Yikes!
> Dec. 19.
> --
> Juha Kuusama
>

Hmm, I guess from this we can conclude that the Falcon with 56001
at 32 MHz is a steal for $800, wouldn't you say? Unless this guy is
way off base and should be selling his card for $500 or something. :-)
I know I wouldn't mind getting a $2500 extra in my $800 computer. heh

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

6421. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 22:07:44 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec3.220744.17135@news2.cis.umn.edu>
Source record: 213865

In article <1fip72INN9mq@life.ai.mit.edu>, dmb@xbar.ai.mit.edu (David Baggett) writes:
>You can run Windows applications under OS/2. Hence, software exists
>for that GUI.

Actually, the software isn't written =specifically= for OS/2, so it doesn't
'exist' for that GUI. It's sort of like the argument "You can run Macintosh
software on an ST with an emulator card, hence, software exists for the ST."

>You can run X applications under 386 mach (with Unix emulator). Hence,
>software exists for that GUI.

Most of the X applications people talk about are trivial. Those that are not
may, or may not, run on a 386. Ask any software house that's ported
their whiz-bang application between a Sun workstation, a DECstation and an HP
workstation about portability... then ask them if their product runs on your
386 SCO UNIX box with X11R5.

>There you go -- three choices, all of which support as much or more
>software than will run under GEM on the ST.

Of course, one can run Windows on the ST using an emulator, and one can run the
Macintosh GUI using an emulator, and there's GEM as well ... three choices, all
of which support ... you get the picture.

>Only if you NEED a useless paperweight in 10 years is a closed
>architecture worhtwhile. What's WRONG with an expandable machine?
>How is a closed architecture BETTER? Don't say they're cheaper,
>because they're not anymore.

Depends upon what you mean by 'closed architecture'. The SparcStation ELC in
the next room is, essentially, a 'closed architecture'. It has everything the
average workstation user considers necessary in a workstation -- and what it
doesn't have for peripherals, it can obtain through the standard SCSI bus.
On the other hand, the Sun 3/60 in the next room was an 'expandable machine' at
the time of sale -- you could purchase it without networking capabilities, and
it didn't necessarily have a SCSI controller card when purchased. It is a
useless paperweight after only =3= years!

>Yes, but will it satsify your needs in 1999, when ISDN is ubiquitous,
>terabyte writable storage is common, 500 mips computing is typical,
>etc.?

A new computer designed specifically to take advantage of ISDN, 500 mips
computing and terabyte writable storage. A 486 running at 33 megahertz isn't
going to cut it, even if you update the motherboard a hundred times while
keeping your current cards. (Hint: Does anyone REALLY want to use the disk

drive that came standard with an XT purchased in 1985?!?)

>In the long run no one stays satisified with a closed architecture.

Most UNIX workstations build today are, essentially, closed architectures. Networking, memory, CPU, SCSI interfaces, audio output -- they're all build on the board. They become expandable because of the number of devices you can hang off the side. LOTS of people are satisfied with a 'closed architecture'.

>You could argue that in 1900 you didn't have a phone, so you certainly don't
>need one now.

Funny how, for all the advances in phone technology, the standard design of the telephone still remains the same. It is, essentially, a closed architecture. The peripherals hanging off the side (answering machines, PBXs, fiber-optic and satellite links, etc.) are what have expanded the telephone.

>And once I have the Falcon? (Which, with a 16Mhz 68030 is already
>obsolescent.)

So, Dave, when are you going out to purchase that DEC 3000 Model 400 AXP Workstation. After all, it is on the 'cutting edge' of processor technology, being a 64-bit RISC architecture. It's even expandable!

Any 32-bit technology is now 'obsolete' too. I doubt that those purchasing 486-based machines are going to believe that their machines are already obsolete, even though they are.

If software appears that is useful, even a 16Mhz 68030 is far from being crippled or dead-on-arrival.

-- David Paschall-Zimbel, who is currently typing at an "obsolete" VAXstation 3100 with more compute power than the ZEOS-486 on the desk 12 feet away.

6422. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 22:25:25 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11331@uqcspe.cs.uq.oz.au>
Source record: 213866

dmb@case.ai.mit.edu (David Baggett) writes:

>on a $200 386DX

Oh come on Dave, they may be worth $200, but they do cost more than that!

When someone posts a cost analysis of a 386DX@25MHz, with DSP board
eqivalent to a Falcon's DSP, VGA, serial, parallel, 4 games ports,
SoundBlaster Pro, and Windows, you'll have something that almost
sizes up to a Falcon 030. Not in price though.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6423. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 22:30:45 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11332@uqcspe.cs.uq.oz.au>
Source record: 213867

dmb@case.ai.mit.edu (David Baggett) writes:

>We've been through this all before, and the only reasons I've ever
>heard why people like closed architectures are totally religious.

Just so we don't let Dave railroad a wave of opinion, the last time
the argument went through, the biggest PRO-CLOSED architecture point was:

DEVELOPERS KNOW WHAT THE MINIMUM MACHINE HAS.

Some programs use SoundBlaster. No programs use PC-clone DSP boards (and
wont for hundreds of years).

Many programs are crippled to allow them to run on 8088 machines (ie. don't
take advantage of 386 power).

Yet new Falcon programs will be 030 specific and use the DSP if useful,
and have the best sound of ANY home/personal computer.

They will assume 1M minimum, and more advanced programs will assume 4M
or 14M.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6424. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 22:37:50 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11333@uqcspe.cs.uq.oz.au>
Source record: 213868

dmb@xbar.ai.mit.edu (David Baggett) writes:

>but will it satsify your needs in 1999, when ISDN is ubiquitous,
>terabyte writable storage is common, 500 mips computing is typical,
>etc.?

... in an Intel architecture? I doubt it Dave.

IBM clones don't even use SCSI standard - most use IDE drives. At
least you'll me able to hook the Tbyte storage unit up to your
SCSI ported Falcon (or use the SCSICISIISICIIS Emulator on the DSP port).

>How long will you want to ignore the advance of the state of the
>art? With every new technology comes some imrpovement in the way we
>use computers, or what we can accomplish with them.

Talk about religion! The Backward compatibility inevitable in
open architectures (especially PC-sized) is the biggest ANTI-state of
the art there is. All that's new in the PC arena is the price,
the rest is 5 to 10 years old! When did VGA arrive? Anything
else in a clone worth mentioning other than the CPU?

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6425. Re: HARD DISK HELP WANTED

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 22:38:41 UTC
From: wmagro@uiuc.edu
Message-ID: <BypG8J.5M5@news.cso.uiuc.edu>
Source record: 213877

In article <Byp2G4.K0H@cck.coventry.ac.uk> csi063@cch.coventry.ac.uk (Lover...) writes:
>
>Hi, I hope someone can help me.
>
>I have been getting problems with setting up my hard disk write cache and
>read cache to be most affective, Has anyone got any ideas how to do it ?
>
>I have come to the stage that when i write files onto my drive it takes longer
>than writing the same file to a floppy.
>
>I wrote a 77byte file to my hard disk and it took about 20 seconds, It does

Sounds like you need Fatspeed. I had the same problem for years before someone told me. It makes a hell of a difference. Tos 1.4 also fixes the slow FAT lookup problem.
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

6426. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 22:41:16 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec3.224116.17742@news2.cis.umn.edu>
Source record: 213873

In article <1fju5oINNage@life.ai.mit.edu>, dmb@rice-chex.ai.mit.edu (David Baggett) writes:
>But actually I do think libraries hurt the publishing industry
>enormously, though this is not to say that I don't think libraries are
>a good idea. And it is very infuriating to an author when someone says
>"Your book sounds great, I'll get it out of the library" when that
>author's living below the poverty line.

On the other hand, libraries are often the only places where large numbers of sales are made for non-fiction books ... library purchases account for a large part of revenues for publishing companies, and they realize it.

I don't know too many authors, but I know a lot of readers, and the author should be GLAD that a reader is going to get a book from the library -- as it means the publisher has made a sale to the library, whereas he would probably NEVER have made a sale to that particular reader. For the writers I do know, finding someone is interested in your writing (despite WHERE they obtain a copy of your writing) is a GOOD THING.

>Considering that perfect copies of software are trivial to make, I'd be
>willing to lay huge odds that a widespread equivalent to the public
>library for software would destroy the software industry, utterly.

Why? As you say, copyrights still are in effect. MicroSoft and Lotus have made no bones about suing companies which copy software -- regardless of whether they got it from the library or by purchasing one software package and then making 500 copies.

And, of course, software houses would be making large amounts of money from the library purchases. You did realize that libraries generally pay MORE for their copies of books and magazine subscriptions than you do, right?

>One further comment on the library analogy (since it is an illuminating
>one): My experience is that most new books you'd actually want are
>virtually unobtainable from libraries. It seems like books don't hit
>the stacks of Anytown Public Library until several years after their
>release,

You must live in a non-metropolitan area. It's my experience that many new books hit the stacks months before I can afford the (now not-so) cheap paperback edition. I generally find books of interest listed in the book-club newsletters which I then go on to read via the public library (the Minneapolis Public Library system also checks out software -- or at least they used to do so..) If I find the book useful, I purchase it. If it's trash, I haven't lost anything except my time and a bit of the local taxes I pay each year to maintain the library system.

New books generally arrive at the same time as they are released publicly. The reason you don't see them in your library MAY be the amount of time it takes to process the order/add them to the computer. Then again, your library system may be underfunded ...

Sorry to take so much time, but I think Dave has a non-accurate idea about what libraries do, and why they make books available in the first place. (Hint: It's NOT to rook deserving authors of profits they might obtain by sales of books not available at the library.)

-- David Paschall-Zimbel

6427. Atari MEGA ST for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 22:42:42 UTC
From: gelhaus@transtec.de
Message-ID: <1992Dec3.224242.21600@transtec.de>
Source record: 213767

```
this is for sale:

Atari MEGA ST 2+2
SM124
SM194 (19" monochrome monitor)
ICD "the Link" (SCSI adapter)
Spectre GCR (read & write mac disks)

all in a beauty IBM PS/2 tower-case.

send your offer.
```

6428. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 23:09:57 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Dec3.230957.15695@oz.plymouth.edu>
Source record: 213875
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <92338.155529IO92257@MAINE.MAINE.EDU> <IO92257@MAINE.MAINE.EDU> writes:
>It does! :)

Really? Well, have you ever used one? Ever seen one? What about it
sucks? You were just a tab bit vague. If you are going to reply that the
Amiga xxxx is far superior, please don't. I know people that are
seriously considering the Falcon that currently have Amigas instead
of getting the 4000. But they are keeping there options open, if the
Amiga is going to have ULowell programmable resolution graphics card,
then perhaps I would go with the Amiga instead. I think the argument
Amiga is better than Atari and Atari is better than Amiga is
irrelevant, why don't you concern yourself with the advancement of
both machines and companies. Bashing one another isn't going to help
either company grab any of the market share from IBM compatibles. Or
if you still have an 8-bit mentality about this sort of thing keep
your postings to your newgroup where you can sit around and giggle
while those people posting in this newsgroup can get some serious
work done for the betterment of the Atari user base.

Stephan

--
\/\/\/

6429. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 23:11:18 UTC
From: wmagro@uiuc.edu
Message-ID: <BypHqx.6An@news.cso.uiuc.edu>
Source record: 213878

In article <1992Dec3.204417.28882@sfu.ca> gordonf@monashee.sfu.ca (Gordon Farrell) writes:
>In article <3815@richsun.cpg.trs.reuter.com> chuck@cpg.trs.reuter.com (Chuck Menard) writes:
>>I've heard that the TT as well as the Amiga 3000 is too slow to run Unix with X.
>>Well, all I have to say is, look at the Sun 3/50 (68020 at 16Mhz) and Sun 3/60
>>(68020 at 20Mhz) running Unix adequately. I don't think any of them had X, but
>>for crying out loud, they ran Sunview. These Sun's were about all we used here

At the Chicago show I saw a TT running the unix. I asked them if they minded if I messed around for a while and they said no. Hell they even let me use the machine as 'root'.

My impressions were that the X windows was reasonably fast...certainly much quicker than running mint and toswin on my ST. No, the TT isn't a speed demon for Unix, but it is a very viable system. The sun 3 was no quicker and was used for years. By the way, sunview runs much more quickly than X on _any_ sun, including SPARCs.

If atari would only sell the Unix at a reasonable price, I would buy a TT today. I don't know how much their royalties to AT&T are, but I know that I won't pay $2700 for the software and a drive. I can buy a complete unix such as a NeXT (including the 68040 workstation) for $3500, so why should I pay so much for an Atari Unix. Everyone knows that Atari users are cheap. That is the market atari targeted--power without the price. We hate spending money. I don't know what a reasonable price for unix would be, buy I can't see the average user spending more than $400 for the package.

As long as they have the Unix completed, why not sell a few TTs by giving the Unix out on tape for cost of media plus royalty, instead of leaving it on a shelf. Naturally, they couldn't offer docs and support at this price, but neither does Sun with their basic right-to-use license. Third parties could offer support if they so chose.

I for one wanted a TT with unix. Now that they've spent the money developing it, they have nothing to lose by selling it at cost. Come on Atari, you can make money on the hardware, which is more than you are making by not selling it at all!
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

6430. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 23:23:07 UTC
From: glens@natinst.com
Message-ID: <1fm4srINNjlo@falcon.natinst.com>
Source record: 213876

In article <1flv63INNmp4@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>But this kind of upgradeability isn't enough. You're forever stuck
>with the video modes you start out with, the cpu you start out with,
>the DSP you start out with (with no chance of putting a more powerful
^^^^^^^^^^^^^^^^^^^^^^

But I would MUCH rather have 3rd party application software that supports my DSP than have 'the ability to upgrade it later'. Please Dave, you need to quit ignoring peoples posts if you are going to try and argue with them. In other words make a counter point to the argument I (and many many others) just made, instead of spewing out 100K of the same caca you've been giving us all along. Better yet, since you love your P(iece of) C(rap) so much go annoy some people on some of the PC newsgroups cause I (and many many others) have read this stuff enough times already to start typing it in for you.

P.S. No wonder you really don't have the time to make games or workbenches anymore (every time I get to one of your posts I see 'more 13%' (or worse) wether it be the subject 'Closed Architecture blah blah blah' OR 'Why Hasn't Anybody Sent Me Money blah blah blah'). Oh, no offense.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@natinst.com
---

6431. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 23:23:45 UTC
From: bjgrier@bnr.ca
Message-ID: <1992Dec03.232345.22452@bnr.ca>
Source record: 213881
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

> It does! :)

Interrogatory: Do you have first hand experience?

OR

Did you just use up your last brain cell?

I own both an Atari ST and a TT. I have owned an Amiga 1000.
They are all good machines. The ST was better at getting the
job I needed done. I needed money, so the Amiga 1000 was sold
at a huge loss. Now the software for the Amiga has surpased the
software for the ST, for the most part.

However I also recognize that the OS plays a great part in the
perceived speed of the any system. Atari's TOS, while not the
worlds greatest thing, does a very respectable job of getting
the job done. GEM provides a, IMHO, cleaner more professional
appearing desktop, than comes with the Amiga. And with the desktop
replacement NEODESK it provides the best desktop.

Now does the Falcon suck? I haven't used one so I can not pass
judgement. But its fan does suck air. 8^)

Brian, WS1S
Bell Northern Research
Research, Triangle Park, NC
bjgrier@bnr.ca

6432. Re: Double Click goes PD?

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 23:43:33 UTC
From: dunham@mpd.tandem.com
Message-ID: <3061@devnull.mpd.tandem.com>
Source record: 213882

In article <84739@ut-emx.uucp] dumgrunt@ccwf.cc.utexas.edu (Joel Banks) writes:
]I read in the latest Atari Advantage that Double Click is breaking up and that
]their software (except for Data Diet) is being released to public domain on
]GENIE. Could some kind soul with GENIE access (or Mike Vederman himself, if
]he's reading this) upload to a.a.u.e anything that they don't already have?
]DC Desktop and DC Shower would be particularly useful. Thanks in advance.

I sure hope DC Desktop becomes available as PD or shareware. That's on my
list of things to buy, but still a few months off at the rate I'm able to
save coins for computer enhancements. Data Diet is on the list, too, but a
little further down. There are just too many neat toys to buy for this olde
fart's income.

--
Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

6433. Re: A similar beast to ClarisWorks?

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 23:51:45 UTC
From: rost@tecrus.dec.com
Message-ID: <1992Dec3.204548.21189@ryn.mro4.dec.com>
Source record: 213869

```
In article <1992Dec3.024659.12541@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes...
>Has anyone here on the Atari group ever seen/used the progeram on the Mac
>called Claris Works?
>If anyone who's
>used Claris Works, or knows what it's like could let me know what the Atari
>can offer like this, I'd like to know what it is.

There is no integrated program like this for the Atari today, but Atari has
said that one is coming out to support the introduction of the Falcon. This
may or may not ever happen.

Brian Rost @tecrus.enet.dec.com

508-568-6115

**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

6434. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 23:54:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fm6npINN8hs@golem.wcc.govt.nz>
Source record: 213880

I PROVED previously that PFX-Pack will pack accessories!! I have over 800k of compressed accessories (with PFX-Pack) stuffed onto one disk, taking up only about 500k now!! They ALL work fine! (Apart from the ones with naturally crash when you try and run them with another accessory which tries to do what the other one is doing).

Dc-Squish will do ACCessories & Programs quite happily. If it got better compression, and didn't display that 'DC-Squish' message when it was depacking, I'd use it, because it has a nice batch compress mode (*.PRG will pack ALL files ending with .PRG) whereas PFX requires files to be packed seperately!

Don't ALWAYS listen to what everyone tells you. EXPERIMENT!!

6435. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 23:55:28 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1fm6pgINNsbv@life.ai.mit.edu>
Source record: 213883

In article <11331@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Oh come on Dave, they may be worth $200, but they do cost more than that!
>
>When someone posts a cost analysis of a 386DX@25MHz, with DSP board
>eqivalent to a Falcon's DSP, VGA, serial, parallel, 4 games ports,
>SoundBlaster Pro, and Windows, you'll have something that almost
>sizes up to a Falcon 030. Not in price though.

This may be true in Australia (not being facetious here), but it's certainly not true in the US. You can get a 286 with everything you listed above (apart from the DSP) for about $750 *including a monitor*. (Weren't figuring a multisync monitor in for your Falcon?) If you want a 386, add $185 for a 386-33 motherboard. If you REALLY want me to, I'll post Actual Real Prices from this month's PC sources.

I have no idea how much an equivalent DSP board for the PC would be, but I can once again point out that if I decided instead to get a TI34020 accelerator instead the Motorola DSP, I could do if I had a PC. But not if I had a (more expensive) Falcon.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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6436. Re: Goodbye Atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-03 23:56:00 UTC
From: felske@erich.triumf.ca
Message-ID: <3DEC199215565643@erich.triumf.ca>
Source record: 213879

You are a morbid bunch out here aren't you. DC goes away and
you would think a relative died.
To be a bit more optimistic about it the ST software is going through
a "restructuring". In the past 6 months the two largest ST music software
publishers also have "gone away". This of course means thier assets were
bought by someone.
I own a few Hybrid Arts products and aftter the initial shock of
finding thier phone no. unhooked I got hold of the new owners and got a bug fix
I needed. They seem quite committed to supporting the products they aquired.
C-Labs produsts have also been taken over by someone else. I am sure there are
other examples out there.
The people who have aquired these products (and in some cases the
software writers connected with them) obviously feel they can make money. In
fact, if they the price is right thier debt load could be lower than the
original companies, hence more profit per copy sold.The people selling
these products rights obviously feel they big numbers are past and it's time
to move on.
I would say that yes the ST software industry is getting smaller but
it will be around for a long time yet. New products will be scarce in the
retail market but there is a good base of mature software out there. Much of
this doesn't affect many of us who use thier ST's for one thing (ie music)
I just don't think it's time to start the funeral yet...

Wayne Felske My wife is a music computer widow.
felske@erich.triumf.ca

6437. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 00:15:54 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1fm7vqlNNspf@life.ai.mit.edu>
Source record: 213884

In article <1992Dec3.224116.17742@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1fju5oINNage@life.ai.mit.edu>, dmb@rice-chex.ai.mit.edu (David Baggett)
writes:
>>But actually I do think libraries hurt the publishing industry
>>enormously, though this is not to say that I don't think libraries are
>>a good idea. And it is very infuriating to an author when someone says
>>"Your book sounds great, I'll get it out of the library" when that
>>author's living below the poverty line.
>
>On the other hand, libraries are often the only places where large numbers of
>sales are made for non-fiction books ... library purchases account for a large
>part of revenues for publishing companies, and they realize it.

Oh, please! I *do* know freelance authors (my mother, for example),
and I *know* what the sales are like, and this is utterly incorrect.
For nonfiction popular titles like cookbooks, the major sales come from
book clubs like Better Homes and Gardens and from chains like Crown,
Waldenbooks, and B. Dalton. Libraries don't even figure in to the
publisher's calculations, they're so insignificant.

The only situation in which I imagine what you describe could be true
is for very highly technical textbooks. And there you're talking about
things that sell no more than a few thousand copies. (I.e., basically
charity work anyway.)

>For the writers I do know, finding someone is interested in your
>writing (despite WHERE they obtain a copy of your writing) is a GOOD
>THING.

Hey look, we all gotta make a living. As if I need to keep repeating
this. Joe Novelist may be think it's Just Keen that you like his book,
but if you aren't willing to buy it he'll just starve or quit writing.
Even Shakespeare didn't write for free -- he wrote for the theatre, and
got paid doing it, and wrote stuff that would sell well. I guess
people who think that software or books aren't worth paying for
wouldn't take it too bad if Shakespeare were a carpenter instead.

>>Considering that perfect copies of software are trivial to make, I'd be
>>willing to lay huge odds that a widespread equivalent to the public
>>library for software would destroy the software industry, utterly.
>
>Why? As you say, copyrights still are in effect. MicroSoft and Lotus have
>made no bones about suing companies which copy software -- regardless of
>whether they got it from the library or by purchasing one software package and
>then making 500 copies.

Yes, but we all know how enforceable software copyrights are in practice. Microsoft doesn't monitor the computers of the millions of people that are running pirated copies of Word, so they just lose the money. Copylefting everything, or creating public software libraries, would just serve to magnify the existing piracy problem to the extreme, UNLESS software starts getting made that is somehow uncopyable. I don't see how this could ever be achieved, but who knows.

>And, of course, software houses would be making large amounts of money from the
>library purchases. You did realize that libraries generally pay MORE for their
>copies of books and magazine subscriptions than you do, right?

You have a misconception about how much a role libraries play in terms of sales. As far as I know, the claim that libraries pay more for books than you and I is also false. Do you have any evidence that suggests this is the case?

>You must live in a non-metropolitan area.

Oh yeah, Boston. The boonies. Don't mind us rural types. :)

>If I find the book useful, I purchase it.

Gee, this sounds just like the idea behind shareware. And we all know what an utter failure *that* idea was (for the majority of authors, at least).

>Sorry to take so much time, but I think Dave has a non-accurate idea about what
>libraries do, and why they make books available in the first place. (Hint:
>It's NOT to rook deserving authors of profits they might obtain by sales of
>books not available at the library.)

Fact: libraries make authors virutally NO money, but they cost them an enormous amount of "end-user" sales. Whether or not they are good for society, they drag down the profitability of the publishing industry (which is currenty in bad shape).

Dave Baggett
--
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6438. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 00:35:07 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Dec4.003507.8348@csi.uottawa.ca>
Source record: 213889

There has been some "flamage" on the "evils" of the copylefted software. I suspect that some of it comes as a result of the fact that there have been many things "read into" the copyleft philosophy.

Remember what the concept of copyleft was designed FOR. It was made up when some people found that there were some programming TOOLS that people kept having to re-invent because of copyright restrictions.

Programmers LIKED the Unix system, and the C language, and a number of the surrounding paraphenalia. Unfortunately, even though it is quite well understood (i.e. - not novel), people have to develop things like compilers and OS kernels over and over again for new computer architectures.

I'll just talk for a bit about C compilers, and leave generalization to others :-).

What happens as a result is that people keep "rewriting the wheel." And when a new computer comes out, there's been two choices for the manufacturers/programmers:
1) Pay a company to build a compiler (ala Microsoft/Borland)
2) Brew up a compiler from "scratch"

Both of these options involve paying out a fair bit of money. In the first case, a "Microsoft" is paid quite a sum for the virtue of having internal expertise in compiler writing. Some would argue that it's an immoral sum of money, but that's getting excessively political. A "bigger" problem is the fact that you suddenly find yourself dependent on the continuing existence of "Microsoft," and their good-will towards you.

In the second case, you get a compiler that is unquestionably yours; you don't have to depend on any other company to maintain the product, and there are no royalty fees (or if there are, it's out one pocket, and in the other). There's no restrictions; if there's a bug, and you have skill to find it, you can fix it. Unfortunately, the cost is pretty high. Dave Baggett can certainly attest to the cost in time and effort in writing his set of libraries.

A particular problem with compilers is the fact that an internal developer will have to build up expertise that involves both a creation of original material, as well as quite a bit of "wheel re-invention." The original part is clearly necessary; the "wheel re-invention" is costly, and theoretically unnecessary.

Here is where something like GCC comes in as valuable. The front end describes the parts of a C compiler that are relatively common to ALL

implementations. Parsers, tokenizers, and the like. The part that amounts to "wheel re-invention."

The code generator will be unique to each implementation, and clearly requires "original" work.

The existence of GCC provides a third option:

3) "Borrow" a front end, minimizing the amount of work needed to create an "in-house" compiler.

Certainly this means that GCC will injure software houses like Microsoft that are in the business of "re-inventing the wheel" (quickly and efficiently, I will grant because they've got experience and old code. But you certainly pay for that re-invention!). The aggregate of the programmers that have contributed to FSF software probably adds up to a body close in size to a company like Microsoft.

But, and this is an enormous "But", GCC isn't a final user application. In fact, relatively few of the FSF programs are "user applications."

Most FSF programs are software tools. There's a few games, but most of those are quirky things that are oriented towards computer "nerds" as opposed to Jeff Minter's proverbial "Darren." (A 14 year old Amiga owner that wants a new computer game each week. Not being made of money, he pirates them. Many of them are unoriginal rehashes of what was done last year, as opposed to labours of love, and so resemble the "wheel re-inventing" of the compiler world, but I digress...)

They haven't killed Microsoft; they probably HAVE been good for programmers in general, because the existence of a lowest common denominator like GCC/GNU Emacs/Perl/... means that people who want to make REAL money have got to make a fundamentally better product.

Companies used to exist simply to make "basic compilers." That's probably a dying breed - they have to play smarter in order to survive.

Here's a few things that are missing in the FSF world, that others have been quick to exploit:

- Application frameworks (simplifying the use of all of this GUI stuff)
- Advanced debuggers
- Object management systems
- Better libraries (Game Workbench could fall into this category :-)).

Some people seem to have taken the copyleft as a way to demand that ALL software become free. That's unreasonable to expect, and even those that most strongly promote the FSF and copyleft recognize that.

I suspect that the ones that tend to get heard from more are the pirates that just look at it and say "ooh! Free software! You mean I

don't have to pirate this, like I usually do?!?" There's a lot more
of these than there are of those that actually thought out the idea of
"copyleft." Neither copyright nor copyleft is likely to have any
significant effect on these people.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

6439. IMHO

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 00:40:01 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <BypLur.I8@ucunix.san.uc.edu>
Source record: 213894

Alright, I have been pondering this too long...what does IMHO and GA
mean?

--Kevin
[Thinking hard.....]

6440. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 00:50:24 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1fma0gINNs7@life.ai.mit.edu>
Source record: 213886

In article <1fm4srINNjlo@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>In article <1flv63INNmp4@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>>But this kind of upgradeability isn't enough. You're forever stuck
>>with the video modes you start out with, the cpu you start out with,
>>the DSP you start out with (with no chance of putting a more powerful
> ^^^^^^^^^^^^^^^^^^^^^^
>
>But I would MUCH rather have 3rd party application software that supports my
>DSP than have 'the ability to upgrade it later'. Please Dave, you need to
>quit ignoring peoples posts if you are going to try and argue with them.

OK, I will hereby NOT ignore your post:

Again, YOU will be stuck with the DSP you start out with in your
Falcon. *I*, by plugging in a board with a DSP on it, can toss the
puppy in the trash as soon as I need (or -- gasp -- want) more speed
for my applications, more features, a more powerful or
application-specific DSP, etc.

As for "3rd party application software" what do you think is going to
support the DSP in the Falcon? You really think Atari is going write
dipsquat for it? They can't even support the CPU's in their machines
with good software, much less write wares for special coprocessors.

I got a major surprise for you: there are about 10,000 times as many
commercial developers for the PC line than there are (or will be) for
the Falcon. If you buy a DSP board for the PC, you'll get *plenty* of
software to support it. At the worst you can write your own, which is
what you're going to have to for the Falcon as well, from the way
companies are continuing to bail out of the Atari Titanic like rats.

Not to mention that we've yet to see anything but vapor out of Atari HQ
on the whole Falcon matter. I've had the special priviledge of
actually touching a functional Falcon prototype. (Oooh, aaah!) Most
Atari users haven't even gotten that much, and you're already defending
the thing with this kind of zeal?!

>In other words make a counter point to the argument I (and many many others)
>just made, instead of spewing out 100K of the same caca you've been giving
>us all along.

You're really taking this hard. Perhaps you should consider how much
such arguments will matter to you when you're 80. (That helps me a
lot.) I have specifically addressed, line-by-line, every post I thought
gave intelligent, favorable arguments for close architectures in this

thread. You just don't LIKE what I'm saying.

>Better yet, since you love your P(iece of) C(rap) so much go
>annoy some people on some of the PC newsgroups cause I (and many many others)
>have read this stuff enough times already to start typing it in for you.

You've also read the 40 page long Picture Formats list; the dozens of posts I've put up here about sample playing; the hundreds of posts I've made giving people help with ST programming, general advice, moral support in their programming endeavors, helpful info about how to install things like GCC; etc. You are sounding like a fair-weather friend. As long as I post uncontroversial, meek little technical messages, you're all for my staying here, but as soon as I even *suggest* that your machine or future Atari machines may have deficiencies (speaking with the experience of an uncountable number of hours of progamming for everything from the ST to the Falcon), you tell me that my presence here isn't wanted.

>P.S. No wonder you really don't have the time to make games or workbenches
>anymore (every time I get to one of your posts I see 'more 13%' (or worse)
>wether it be the subject 'Closed Architecture blah blah blah' OR 'Why Hasn't
>Anybody Sent Me Money blah blah blah').

First of all, my ability to write quickly, clearly, and voluminously is something I'm not ashamed of. Though it's really irrelevant, the amount of time I spend on Usenet is *nothing* compared to the amount of time I spend on "real stuff."

Second, I guess I should have never said anything honest, never admitted I felt a bit taken advantage of, but instead pretended to be happy with what the Tramiels have done to a once-great company that *used* to make innovative and viable products.

Thirdly, dammit, I don't CARE if you don't send me money, but DON'T expect me to keep putting 10 hours a day into helping your community for absolutely nothing. Heck, I admit it -- I'm not a god, I'm no superman -- I have to pay my rent, buy food, etc. like everyone else. You're asking me NOT to tell the community that there are *problems* with the shareware concept; that there are *problems* with a market that can't support more than a handful of commercial outfits. Perhaps there's nothing to be done about all this, but that doensn't I should say anything about it. Maybe we can all *learn something* by looking at what Atari has done wrong -- there's probably at least one future computer company owner out there.

Except for the first three lines, your entire post was an ad hominem attack. (Not that I didn't enjoy it, but still.) Hardly exemplary in terms of critical thinking or rebuttal, yet you criticize me for what you giving what you claim are arguments with no support. I find that a bit ironic.

>Oh, no offense.

None taken.

Dave Baggett
--
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6441. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 00:53:43 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1fma6nINNtr@life.ai.mit.edu>
Source record: 213887

In article <1fm7vqINNspf@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>As far as I know, the claim that libraries pay more for
>books than you and I is also false. Do you have any evidence that
>suggests this is the case?

Actually, I concede this point. I hadn't thought about the fact that
library copies are usually specially-made extra-durable (and therefore
more expensive) editions. (But they wouldn't *have* to be!)

Dave Baggett
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6442. Where's the Bus? (was Closed Architectures Considered Harmful)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 01:00:07 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Dec4.010007.8819@csi.uottawa.ca>
Source record: 213890

The question of what "closed" means is getting more and more difficult to answer as time goes on, because new technology is opening things up.

The presence of things like a SCSI bus makes the "open-ness" of the CPU bus less and less crucial. Here's some questions that might clarify things.

Is a Falcon going to be more "open" by the addition of:
a) A built-in VME card slot, or
b) A built-in SCSI bus?

As SCSI gets more and more ubiquitous in the workstation world (and seems to be making inroads in the "Intel Inside" world), it may become the "bus of choice."

What's more profitable?
a) Sell devices on cards that can only plug into ONE particular system architecture, and write machine language drivers for each such system, or
b) Sell devices that plug into the SCSI II bus, for which drivers are probably easier to write, that can plug into 25 different CPUs?

Change the term "SCSI" to "Ethernet", and things don't change much. On networked systems, the presence of a parallel printer port is becoming less and less important. I've got a PC in my office that is regularly used to print documents, but will probably NEVER use its parallel or serial ports during its lifetime. Apple's AppleTalk networking system was a stroke of genius that made up a lot of ground for the "defect" that the systems weren't easily expanded internally.

I would suggest that things like SCSI and Ethernet are becoming the "busses" of the future. They may not have the same level of performance as a direct CPU bus, but are quite adequate for many purposes. The fact that they can be used on a variety of computer architectures means that they can provide CHEAPER access to special hardware. This can in turn allow the performance of BOTH ends to get enhanced, so that there may be no loss in performance in the long run.

What product would you rather see come out next month:
a) An Atari specific Genlock board that assumes a Motorola 680x0, and will only be supported by a few manufacturers, or
b) A Genlock device that can be connected to a SCSI bus?

b) may be a little slower, but it will be both cheaper, and have more support, because 3 months from now, someone will release a beta source edition to some design software written for a Sun. Even if a) was

changed to "a VMEbus board", b) would still be better.

--
Christopher Browne | PGP 2.0 key available
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University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

6443. ACC Memory Allocation Was Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 01:08:09 UTC
From: cmedley@wam.umd.edu
Message-ID: <1992Dec4.010809.9328@wam.umd.edu>
Source record: 213885

Actually, if PFX is malloc'ing RAM for the decompressed .ACC, then it is ok, as i understand it, as long as it does this before the .ACC does it's first event_??? call because the memory will be associated with that .ACC correctly. After that, it may not be identified with the .ACC, but with the current running application.

There are ways around that using the P_RUN variable. The acid test for all of this might be to see if the PFX packed version can be loaded in to MultiDesk or some other ACC loader.

On a related topic.. Does anyone know how the Atari CPX Panel handles keeping some CPX modules in memory and others on disk? Apparently it allocates enough for some of them, but not for all... how does it load them in? Is it caching the CPXes?

```
--
---- --- /| /| |\
/-- /| / o / _ / |/ | |_\ Software
/ / |/ / /__/ / | | \
-------------------------------->
```

6444. Re2: Winx

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 01:28:00 UTC
From: Martin_Osieka@mz.maus.de
Message-ID: <A11510@MZ.maus.de>
Source record: 213657

itschere@techfak.uni-bielefeld.de (Mo, 30.11.92 13:28):
>> If you want to use WINX with any STE or with an ST with TOS 2.06 you
>> have to copy your GEM into RAM using GEMRAM.PRG in the AUTO folder
>> before starting WINX.PRG!
>
>That exactly was and is the problem! It's not encluded! And I don't know
>how to cope with the information: "It's on the maus.xyz mailbox"!

OK, I know that's a problem for some people. I will try to put new versions of GEMRAM, SHBUF, WINX and WINCOLOR to atari.archive uni-muenster.de before Christmas. But until now, I haven't got an US TOS image.

Martin

6445. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 02:09:53 UTC
From: das9674@usl.edu
Message-ID: <1992Dec4.020953.4901@usl.edu>
Source record: 213888
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <92338.155529IO92257@MAINE.MAINE.EDU> <IO92257@MAINE.MAINE.EDU> writes:
>It does! :)

Naw... :-) It's the best flight sim for PCs - or any computer, for
that matter. :) :) :)
--
Dan Stephenson das9674@usl.edu
"There once was a Lady from Hyde/who ate some bad apples and died/but while we
lamented/the apples fermented/making cider inside her inside!"
-Member of the Court, Texas Renaissance Festival

6446. Re: Goodbye Atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 02:21:08 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <BypqJ9.7tH@ucunix.san.uc.edu>
Source record: 213892

In article <3DEC199215565643@erich.triumf.ca> felske@erich.triumf.ca (FELSKE, WAYNE W.) writes:
> You are a morbid bunch out here aren't you. DC goes away and
>you would think a relative died.

I agree. You people are the most pathetic group of people I have ever seen. I almost can compair these people to the ABC/NBC/CNS nightly news.

---Kevin
[Take a breath folks...lighten up...the world is not that bad]

6447. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 02:40:12 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Dec4.024012.10340@csi.uottawa.ca>
Source record: 213893

In article <BynqBA.3r8@ccu.umanitoba.ca> ens@ccu.umanitoba.ca () writes:
>The real advantage of an 'open' system, imo, is not the possibility of
>upgrading the cpu, it's the ability to add peripherals. It has
>disadvantages too: common things that might be standard on a more
>closed system (graphics drivers, sound etc) have a variety of
>protocols on PCs, and this complicates the installation of software.
>For home applications at least, even the peripheral advantage is
>disappearing. Many useful peripherals are now available with SCSI
>interfaces.

Well put.

Direct access to the system bus has made it easy to hack up hardware modifications; witness the proliferation of literally dozens (I'd say "hundreds," but risk hyperbole) of video boards on different varieties of PC clones.

Each video board is a "custom" application that can typically only run on one sort of PC. And it requires Yet Another Video Driver. Since MSDOS didn't give a convincing video interface, it means that there's either OS hacks to pretend to integrate the boards, or software packages need to be "video smart." Quite the ugly situation.

The entry of interfaces like SCSI that provide a high speed "bus" that is truly CPU independent may start to solve the problem.

Most of the applications for which people add boards to their PCs are not applications that intrinsically require access to the system bus. "Internal modems" are a clear example of this.

There's a standard that seems to be "up-and-coming" for low speed (80Kbits/s) connections for i/o that could be the lo-cost little brother for SCSI; check out the DEC ACCESS.bus. They suggest using this system to "network" things like keyboards, mice, joysticks, graphics tablets, modems, printers and image scanners. For typical PC use, this sort of speed should be quite adequate for these sorts of devices. (I've got a data sheet on it if anyone's interested).

>That you can't use a CD-ROM with an ST is not a hardware
>problem; ACSI-SCSI devices have been around for > 5 years, but noone
>has written code to use one of the many available SCSI-CD-ROMS, or
>SCSI-ethernet boards. The problem is a dearth of software, not the
>architecture.

Actually, it's a pretty general problem. There's a number of PC vendors out there that have built host adaptors, and the drivers all seem to be mutually incompatible. Corel Systems (here in Ottawa) is

trying to get something going in terms of popularizing SCSI in the PC world by making a more compatible interface. But it's not just Atari that's been having problems with CD-ROMs. (Just check out Chaos Manor. Jerry can never get two different CD-ROMs to read properly on the same PC, it seems!)

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

6448. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 03:05:26 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Dec4.030526.18425@news.th-darmstadt.de>
Source record: 213891

(How about comp.sys.atari.advocacy ??)

In article <1flv63INNmp4@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>In article <1992Dec3.192946.14435@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>Atari's stupidity (yet again) in making the video subsytem a closed
>component. Unlike on the PC, where if I want accelerated 24 bit color
>with a TI34020 graphics co-processor, I can just stick a board in.
>(For less than a thousand dollars, mind you, even for the
>top-of-the-line Number 9 boards.)
Ok assume you did this, now you write a game for your machine. If you use
the TI processor you can write a nicer game, but your targetted audience
has just diminished amazingly. Won't you be more likely to write for a
reasonable common denominator like ususal boring VGA ?? So that your game
doesn't laaag when you play it on a non TI System ?

(Seems to me most MS-DOS software in existance today still runs on a 8088.
That's keeping the 486 in first gear.)

>with the video modes you start out with, the cpu you start out with,
>the DSP you start out with (with no chance of putting a more powerful
>one in later), etc. Because those aspects of the Falcon are closed,
>you'll be stuck with them forwever. And that's why the Falcon is
>doomed to at most a 3-5 year lifespan. (Assuming it's released before
>Atari goes bankrupt, that is.)
Quite frankly I don't care. If you need higher CPU performance, there
will be no doubt speed enhancers coming out.
As for the rest, do I want a new DSP when the software will be written
for a 56001 ? Do I really need something better than SCSI-2 for the Falcon
in the next 10 years ? Aren't the videomodes the machine can produce
not already quite enough for the 16-bit bus of the CPU ? The Falcon040
if it's designed like the TT, will be the machine that you can stick
in your graphics cards if you want to. The F030 is the entry level machine,
like maybe the old Atari 8bit was, you bought when you were young. Did
you say after a year, gee the video modes suck ??

As an Atari user you don't upgrade your machine, but you buy a
new one, a lifespan of 5 years for a computer is normal.
(Given the fact that you then have TWO functional computers instead
of one, I don't mind purchasing a new one, instead of upgrading at all)
I rather buy something that is designed integratedly like an Atari, where
you have a base configuration you KNOW to be the common denominator, which
does have sound/gfx/dsp suport builtin, because the likelyhood
that any software purchased for this machine will actually USE those

features is that much higher. (Besides you have OS support for it)

>If people could right now by a $100 card to plug in their ST's that
>would give them a 256 color 640x480 video mode, how many would? Lots.
>Tons. Games wouldn't even bother supporting the lame old 16 color
>modes. But this dream scenario will never happen, because the ST's
>video hardware is soldered onto the motherboard. It's a closed video
>architecture.
Games with 640x480 a byte each ? With a 68000 at 8Mhz?? Har, har, get real!

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"

6449. Re: Atari seen in Compuke! Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 04:41:17 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <Dec04.044117.40308@yuma.ACNS.ColoState.EDU>
Source record: 213895

Bob_BobR_Retelle@cup.portal.com writes:

>Mark Miller wrote about magazines, Compute! in particular,
>and their support of the Atari market..
>
>A predominently popular notion seems to be that magazine
>publishers don't need to eat like the rest of us..
>
>Somehow, they're supposed to be able to go on tilting at
>windmills, while at the same time putting food on their tables
>to feed their children.
>
>Sorry folks, that's just not true..

I agree with you that people who write magazines need to eat too.
That wasn't my point. I think I made it clear that they could have
continued on with the Atari 8-bit coverage at that time, without
sacrificing much. As I said, back in the 'ole days, when TI stopped
making personal computers, Compute! continued to support the 99/4A for
at least another two years! The Timex/Sinclair (that tiny computer
with only 2K RAM) was not all that popular as I remember. Compute!
supported it for a while, maybe about a year or so. I assume after
some point there the T/S was discontinued. They even supported the Coleco
Adam for a little bit. They actually published one type-in program
for it. It was around that time when Coleco decided to discontinue
it, and Compute! stopped supporting it soon afterwards. My point was
that Compute! back in those days seemed to be dedicated to supporting
a make of computer while it could, even if the computer was just
marginally popular. When they decided on the new format in 1988, they
left out the Atari 8-bit users, even though the 8-bits were still
being made and were still marginally popular. This was out of step
with their tradition. I agree that at some point, perhaps in 1990 or
something, they would've had to discontinue support for the Atari
8-bits, but I think before that the 8-bits still had enough of a
market to justify some coverage in its pages.

My other point was that it seems Compute! has become just another PC
magazine, because apparently they don't really cover the Mac anymore.
It seems to me to be a PC-only magazine, with occassional coverage of
some computer like the Mac, but they don't have any part of the
magazine devoted to it like they used to. Now, the Mac is still quite
a popular computer as far as I've heard. Even if Compute! threw out
their old tradition of supporting every make of computer if possible,
I am still puzzled that they don't have a part of the magazine
dedicated to the Mac. Surely prices for low-end Macs have fallen

enough to justify calling it a candidate for personal computing, finally.

It has always seemed, however, that Compute! never gave much support to the Mac for some reason. Even after they made the change in 1988. Perhaps they have not perceived the Mac as a personal computer in the same vein as the PC or the Amiga. This can be rationalized because they didn't support the PC back when it was first introduced. They didn't start supporting the PC until 1984 when the PC Jr. came out.

Also, how popular or unpopular are Amigas these days? It seems to me that they should have some coverage in there, and I don't mean it in the sense of sacrificing a lot just to do that.

>Anyone remember "Compute II, the Single Board Computer Magazine"
>???????
>
>I was truely disappointed when they stopped supporting the
>single board computer market, which included the Ohio Scientific
>Instruments Superboard II.. a computer I thought was the very
>BEST design I'd seen..
>
>The company (OSI) had produced a computer which overshadowed the
>other participants in the market at that time: Apple I, TRS-80,
>Commodore PET... BUT.. the company didn't know how the hell
>to MARKET the amazing computer they'd produced..
>
>The result was that the OSI computers faded away from the market.
>
>And.. the magazines which had supported this aborted child of
>the computer revolution turned to other platforms so that they
>could continue to sell issues and pay their bills..

I remember seeing OSI and Ohio Scientific sections in Compute! magazine back in the older issues, 1981 and '82. I didn't know there was a magazine called "Compute II" however.

>Compute! is no different.. if no one but a tiny "hardcore"
>audience buys their magazines, then it's in their own best
>interests to dump the stragglers and go with a mainstream
>that WILL buy their magazines.
>
>Why is that so hard to understand..?

What you say above is not hard to understand for me. I am not advocating that they should focus all of their efforts on one small make of computer, so that only the hardcore people will buy it. Far from that. I'm saying why not make coverage in Compute! at least be proportional to the computer's market share?? I don't think that would accomplish what you're talking about above. I think they would still retain most of their current PC subscribers, while ADDING

subscribers who own Macs or even Amigas, if they chose to do so. I doubt it would cost them much to do that. As I have said above, it would be in keeping with their tradition to do that. I am also not advocating tradition for tradition's sake. Compute! became one of the strongest computer publications in the nation, because of what it did. It covered lots of different makes of computers, so no matter what computer you owned you could almost always get something out of it and still be informed on what was going on in the rest of the industry (unlike the computer-specific magazines of that time), and it covered them all equally well. You have to understand that there were not that many general computer magazines back then. Most were computer-specific. Some of those computer-specific ones are long gone, but Compute! rose above it all, by doing what most other computer magazines DID NOT do. It supported many different computers.

>Look at all the "Atari specific" magazines that have either
>completely folded, or have reduced their publication schedules..
>
>Do you want them to continue to print and mail a product that
>no one is willing to pay for, out of the goodness of their
>hearts..? What wonderful sacrifices you want them to
>take on.. and why..?

I am not advocating that. I am glad for the sacrifices some are making, but I would understand if they decided not to support Atari computers anymore if they were losing money too badly by doing that. The reason I can understand this is because of how unpopular Atari computers are here in the U.S. If they were more popular, I would say your theory would not be true.

>Why not look to the REAL cause of all the problems in the
>Atari market..?

No doubt. Atari bears the responsibility for the fate of its computers.

>BobR

Mark Miller, computer science	"The most important human endeavor is the
major at C.S.U.	striving for morality in our actions. Our
millerm@cs.colostate.edu	inner balance and even our very existence
mmiller@nyx.cs.du.edu	depend on it. Only morality in our
/ Atari friend! ||| |actions can give beauty and dignity to
\/ --- The Mark)|(|life." --- Albert Einstein
World Peace /	\ There's nothing else quite like it.

6450. Re: ACC Memory Allocation Was Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 05:12:34 UTC
From: ersmith@netcom.com
Message-ID: <1992Dec4.051234.11226@netcom.com>
Source record: 213898

In article <1992Dec4.010809.9328@wam.umd.edu> cmedley@wam.umd.edu (AD DA AD DA) writes:
>Actually, if PFX is malloc'ing RAM for the decompressed .ACC, then it is
>ok, as i understand it, as long as it does this before the .ACC does it's
>first event_??? call because the memory will be associated with that .ACC
>correctly.

Actually, it will be associated with the desktop.

>There are ways around that using the P_RUN variable.

No there aren't. The P_RUN variable is documented to be read only,
and in fact it really WILL be read only in MultiTOS. The fact that
changing it happens to produce the desired results in some versions
of TOS is, in essence, coincidence. Don't count on it.

Bottom line: if you're an ACC, don't Malloc after any GEM calls.
If you want memory, make sure you have a static pool big enough
for whatever you're likely to need. If you really, really need
to Malloc after your first GEM call, you absolutely MUST free
the memory sometime in between the Malloc and the next GEM call.

Eric Smith

6451. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 05:23:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fmq1clNNbbb@golem.wcc.govt.nz>
Source record: 213897
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <92338.155529IO92257@MAINE.MAINE.EDU>, <IO92257@MAINE.MAINE.EDU> writes:
>It does! :)

Thou truly art a complete prat!

Amiga users are not interested in this group, or they would not have joined it, so why post such infantile messages as this into both? Or are you wishing to make all your other Amiga owners look like little kids (I know most aren't, except all of the ones that buy them for games, which is most if not all that *I* know!)

==========
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or 'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========WELLS_S@KOSMOS.WCC.GOVT.NZ==========

6452. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 05:25:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fmq47INNbbb@golem.wcc.govt.nz>
Source record: 213896

Exactly!

Some ACC's cannot be packed, because they often store their configuration
within themselves. Those without a config, or those that use external
setup files, all seem to work 100% (I've had no problems yet!)

==
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or
'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really
mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare
and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

6453. Falcons suck!

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 05:44:30 UTC
From: dtaylor@garnet.acns.fsu.edu
Message-ID: <1992Dec4.054430.17979@mailer.cc.fsu.edu>
Source record: 213899
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

At least Amigas are proven to exist...

6454. Re: A North American BBS that

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 06:03:47 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Dec04.060347.23441@yuma.ACNS.ColoState.EDU>
Source record: 213900

>MF>Could someone tell me of a BBS in North America that:
>
>MF>1) Gets new files regularly.
>MF>2) Accepts LD callers.
>MF>3) Supports 9600/14400 BPS.

I am a remote sysop on one in Denver. Called RingWorld. 2400-16800bps on a USR DS. 670megs online, supports Atari, Apple, Amiga, and PC. on the Atari side it has the largest demo collection in north america. gets utils and every other type of file regularly, has LOTS of PCS pix toowo (since photchrome is like to 3.0 now... and has some GIF stuff, though not as good as doing GIFtoPPM |pnmscael -xysize 320 200|ppmtoraw...)

Also has LOTS of mods as well. my collection is slightly larger then RingWorlds (I have 33 1.6M disks packed, pending me going home to ul them...) has many other things as well. Run off of ///Turbo. no fees or nothing. LD accepted as well... even has special ratios for highspeed callers. (like 7-1 dl-ul compared to 3-1 for regular callers. So stick it somwhere at login)

The # is (303) 699-0402.

BTW the sysop of Ringworld is also the author of the American Gold Tracker (for the most part) It is to v1.2. I will stick it at a.a in a couple called AG12TRAK12.LZH if anyone wants to get it. It is a module player supports ST/STE and such. has jukebox and other features.

-KF

6455. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 07:01:52 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fmvp0INNfio@life.ai.mit.edu>
Source record: 213753

In article <1992Dec4.030526.18425@news.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>(How about comp.sys.atari.advocacy ??)

I've already run the vote to create one Atari newsgurop, and that
was more than enough, thank you.

>>If people could right now by a $100 card to plug in their ST's that
>>would give them a 256 color 640x480 video mode, how many would? Lots.
>>Tons. Games wouldn't even bother supporting the lame old 16 color
>>modes.
>
>Games with 640x480 a byte each ? With a 68000 at 8Mhz?? Har, har, get real!

OK, so make it $150 and put a graphics accelerator on it. Regardless
of how you look at it, you can't have any *fewer* options with an open
system than with a closed one.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6456. Re: Goodbye Atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 07:03:26 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fmvruINNfji@life.ai.mit.edu>
Source record: 213756

In article <BypqJ9.7tH@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
>In article <3DEC199215565643@erich.triumf.ca> felske@erich.triumf.ca (FELSKE, WAYNE W.) writes:
>> You are a morbid bunch out here aren't you. DC goes away and
>>you would think a relative died.
>
>I agree. You people are the most pathetic group of people I have ever
>seen. I almost can compair these people to the ABC/NBC/CNS nightly news.

Well gee, you've certainly injected a dose of cheer and optimism into
the discussion, haven't you?

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6457. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 07:41:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fn23dINNc0r@golem.wcc.govt.nz>
Source record: 213757

Sooory, software has already been written supporting the Falcon's DSP chip,
some of which is packaged with the machine!

==========
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or
'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really
mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare
and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========WELLS_S@KOSMOS.WCC.GOVT.NZ==========

6458. Re: Where's the Bus? (was Closed Architectures Considered Harmful)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 07:55:44 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec4.075544.921@elroy.jpl.nasa.gov>
Source record: 213754

In article <1992Dec4.010007.8819@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>The question of what "closed" means is getting more and more difficult
>to answer as time goes on, because new technology is opening things
>up.
>
>The presence of things like a SCSI bus makes the "open-ness" of the
>CPU bus less and less crucial. Here's some questions that might
>clarify things.
>
>Is a Falcon going to be more "open" by the addition of:
>a) A built-in VME card slot, or
>b) A built-in SCSI bus?
>
>As SCSI gets more and more ubiquitous in the workstation world (and
>seems to be making inroads in the "Intel Inside" world), it may become
>the "bus of choice."

There will always be a broad continuum of devices that one may wish to attach to a computer system. SCSI, SCSI-2 and SCSI-3 are fine for the wide range of devices associated with "secondary storage" but cannot replace a primaryu bus like VME.

That is, SCSI is great for disks and printers and other "slow" devices but you can't be serious about putting a graphics display out there, or a tightly-coupled coprocessor. They're just two different classes of device, with differing performance needs. As technology advances, there will always be (at least) the dichotomy between slow and fast computing devices, the slow I/O devices and the fast computational devices. Sure, tomorrow's SCSI equivalent could put VME to shame, but the equivalent system bus will be even faster still.

Meanwhile, the Intel world still treats SCSI as a 2nd class citizen, and it shows.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6459. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 08:05:56 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec4.080556.1482@elroy.jpl.nasa.gov>
Source record: 213755

In article <BypHqx.6An@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>In article <1992Dec3.204417.28882@sfu.ca> gordonf@monashee.sfu.ca (Gordon
>Farrell) writes:
>>In article <3815@richsun.cpg.trs.reuter.com> chuck@cpg.trs.reuter.com
>(Chuck Menard) writes:
>>>I've heard that the TT as well as the Amiga 3000 is too slow to run Unix
>with X.
>>>Well, all I have to say is, look at the Sun 3/50 (68020 at 16Mhz) and
>Sun 3/60
>>>(68020 at 20Mhz) running Unix adequately. I don't think any of them had
>X, but
>>>for crying out loud, they ran Sunview. These Sun's were about all we
used here

Gee, I thought the 3/50 only ran at 12.5 MHz, and the 3/60 at 25. No big
deal...
>
>My impressions were that the X windows was reasonably fast...certainly
>much quicker than running mint and toswin on my ST. No, the TT isn't a
>speed demon for Unix, but it is a very viable system. The sun 3 was no
>quicker and was used for years. By the way, sunview runs much more
>quickly than X on _any_ sun, including SPARCs.

Just about anything will run faster than X, except maybe NeWS or Display
PostScript...
>
>If atari would only sell the Unix at a reasonable price, I would buy a TT
>today. I don't know how much their royalties to AT&T are, but I know that
>I won't pay $2700 for the software and a drive. I can buy a complete unix
>such as a NeXT (including the 68040 workstation) for $3500, so why should
>I pay so much for an Atari Unix. Everyone knows that Atari users are
>cheap. That is the market atari targeted--power without the price. We
>hate spending money. I don't know what a reasonable price for unix would
>be, buy I can't see the average user spending more than $400 for the
>package.

Well, BSDI sells Unix for the 386 with full source for $1000, and that
code *isn't* bound by the AT&T license. Sad to say, I don't think $2700
is a very inflated price for an AT&T restricted package. I agree that I
wouldn't want to pay much more than a couple hundred for it, but it seems
the only way to have that happen is to build it from non-AT&T code. You
might see what you can do starting with BSD and Minix...
>
>As long as they have the Unix completed, why not sell a few TTs by giving
>the Unix out on tape for cost of media plus royalty, instead of leaving it

>on a shelf. Naturally, they couldn't offer docs and support at this
>price, but neither does Sun with their basic right-to-use license. Third
>parties could offer support if they so chose.
>
>I for one wanted a TT with unix. Now that they've spent the money
>developing it, they have nothing to lose by selling it at cost. Come on
>Atari, you can make money on the hardware, which is more than you are
>making by not selling it at all!

I thought as much as well, but for reasons I can't understand upon reflection,
it didn't work out that way. (I already asked for pretty much what you said.)
I think the royalty costs really kill it, royalties to AT&T plus royalties
to Unisoft on top of that for doing the port.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6460. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 08:37:51 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Dec04.083751.28857@bas-a.bcc.ac.uk>
Source record: 213758

In article <1fke34INNjs5@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
[Stuff deleted]
>I could go on listing reasons. But instead, let's consider what is
>probably the pinnacle of free software success: GCC. GCC is inferior
>to commercial compilers in every way except one: code generation (a
>category in which it is quite superior). But there's a lot more that
>"normal" people need from software: support (none for GCC -- if you
>can't figure it out you're screwed, and don't think everyone has
>Internet access); documentation (for GCC? I laugh in your general
>direction); reliability (GCC's pretty good here but still has bugs if
>the posts here are any indication); easy installation (GCC: ha ha ha!
>Times 10 for G++); nice interface (much as hackers like me love command
>lines, they sure don't cut it with the masses), etc., etc. etc.
>
>It's a great piece of work ... for a free program. But overall it's
>far less than what typical users expect; they expect something
>comprehensive and easy-to-use like Borland C++ on the PC. (Using gdb
>after working with the Borland source code debugger is like chiseling
>things out of stone.)

Excuse me! GCC IS the preferred compiler for the following companies:-

NeXT
DEC (Ultrix on a MIPS DEC machine)
and several other hardware manufacturers.

GCC is as good (and better than some) commercial suppliers' efforts. Your
gripe is about the debugger... this is not a part of the compiler! What you
are describing is the user front end to the compiler and debugger... please
think before you write!

Using your analogy, the command-line version of Turbo C is a vastly inferior
product to the user front end, even though the front end uses the same
compiler underneath.

User interfaces to compilers are trivial relative to the code generation
side of things, it's the icing on the cake. Myself I would prefer a compiler
which was not pretty to drive, but produced good code (its primary job) than
one which looked all flash but prroduced cruddy code.

[Rest deleted]
>
>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
>ADVENTIONS: interactive fiction (text adventures) for the 90's!

>dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

6461. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 08:51:58 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70884@cup.portal.com>
Source record: 213759

Axel Kielhorn writes about ST "clones"...

Yes indeed... if you have any information about ST clones,
please post it..!

I'm not sure just how successful a company would be if they've had the ST 190 actually on sale all these years, and hardly ever been heard of (this was one of the names I remember having heard about years ago), but any info would be good to hear..

BobR

6462. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Fa

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 09:09:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70885@cup.portal.com>
Source record: 213760

David Paschall-Zimbel writes:

>You can, of
>course, purchase a brand new Falcon, complete with all of the things that yo
>want to scavage from your XT (including that slow 20-megabyte hard drive tha
>IBM used back in the dark ages, er, mid-80s).

...

That's cool David..!! Great to hear...!

Oh.. would you want to maybe post the address of the Atari
dealer you bought your Falcon from..?

There might be a few folks here who were on the verge of actually
upgrading their systems with products for sale in that nasty
Computer Shopper.. you know.. the ones with motherboards, drives.
memory, I/O.. silly little things like that, for sale NOW...

I guess the question is, do you want to "keep the faith"..
and go learn to do something else with your time, like maybe
take up mountain climbing, or macrame, or watching water
evaporate... or maybe you'd actually like to use your
computer for (dare I say it..?) computing..?

Those "dark ages" computers (brothers to the original 1985 ST)
can be take far beyond their original incarnations, easily,
painlessly... unlike their Atari brothers..

Unfortunately, time doesn't stand still like those in the Atari market
would like it to..

By the time the Falcon gets here, (really gets here.. like you
can actually buy one, and take it home with you, gets here),
those "dark ages" PCs will have moved on to another level of
evolution...

BobR

6463. Re: TT and llamatron - My Copy works fine, no messing

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 09:13:57 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms.723460437@oxygen.sys.uea.ac.uk>
Source record: 213762

michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>Original to: paul@jupiter.ame.arizona.edu
>In a message of <20 Nov 92 19:15:46>, paul@jupiter.ame.arizona.edu
>(3:713/602) writes:

> p> All right, I tried all the suggestions to get Llamatron to work on a TT
> p> (i.e., ST-low, cache off, internal speaker off, RCA jacks connected) and
> p> none of it works. It loads, the screen turns red, and it locks up.
> p> (FYI: I have TOS 3.05).

>Did you boot from floppy? A harddisk driver will kill it in a big way.

>Boot normally, then alt-ctl-del, then press & hold alt.
>After the floppy has blinked for the first time, still holding alt, tap the
>spacebar. (make sure you have a floppy in a:).

>You should get a low-rez screen, with no \auto stuff & no HD. Turn off the
>cache, the rest doesn't matter. Then run Llamatron from floppy.

>Works for me. (3.05)

I don't know whether I've got a different version to everyone else but my
version of Llamatron works fine whatever I do. Normally I boot from HD,
in TT medium rez, all ACC's and AUTO's in place including MiNT and then
I just double click on it. It works fine... Maybe I'm just blessed :-)

Oh yeah, that's on a TT030/8-105 with UK TOS 3.05.

That reminds me, I must remember to register it RSN.

-Steve Sowerby, Postgraduate layabout (sms@sys.uea.ac.uk)
-School of Information Systems, University of East Anglia, Norwich, England.
- # The above opinions are too irrelevant to belong to the University... #
- # not that it matters, UEA's too much of a Macophile to read the ST boards #

6464. Re: Oxyd (was Re: Good Bye Atari (was Re: Good Bye Double Click))

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 09:14:11 UTC
From: schorr@rbg.informatik.th-darmstadt.de
Message-ID: <1992Dec4.101411@rbg.informatik.th-darmstadt.de>
Source record: 213764

Hatari!

Usually you can start OXYD.PRG, and after the title-screen was shown, you can play the first level by pressing the left mouse-button. If that doesn't work, you either have a corrupted file, or you need the new Version of OXYD, called "general Edition" (also available for MAC, PC, NeXT...). This version runs in Colourmode on the TT, Falcon and ST and you can choose between english, german and french language.

If you have the new version, and F1 or pressing the left mousebutton does not work, then reply and send me a detailed description of your computer and what happens, when you start OXYD.

The author of OXYD is not available via Email, so I will give the errordescription to him.

Greets, Roland

6465. <None>

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 09:25:31 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <1992Dec4.112531.1@cc.helsinki.fi>
Source record: 213765

In article <1fm6pgINNsbv@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
> In article <11331@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>Oh come on Dave, they may be worth $200, but they do cost more than that!
>>
>>When someone posts a cost analysis of a 386DX@25MHz, with DSP board
>>eqivalent to a Falcon's DSP, VGA, serial, parallel, 4 games ports,
>>SoundBlaster Pro, and Windows, you'll have something that almost
>>sizes up to a Falcon 030. Not in price though.
>
> This may be true in Australia (not being facetious here), but it's
> certainly not true in the US. You can get a 286 with everything you
> listed above (apart from the DSP) for about $750 *including a
> monitor*. (Weren't figuring a multisync monitor in for your Falcon?)
> If you want a 386, add $185 for a 386-33 motherboard. If you REALLY
> want me to, I'll post Actual Real Prices from this month's PC sources.

Remember also, that Falcon has MIDI and SCSI II. Falcon can use VGA
monitors, too. And the graphics are better than VGA in the Falcon. What
kind of board do you need in the PC to be able to do video graphics? You
can do it almost out-of-the-box with the Falcon.

> I have no idea how much an equivalent DSP board for the PC would be,
> but I can once again point out that if I decided instead to get a
> TI34020 accelerator instead the Motorola DSP, I could do if I had a
> PC. But not if I had a (more expensive) Falcon.
>

Well, is there any software for your add-on? (Or what kind of
accelerator the TI34020-board is? Is it transparent?) Anyway, I am pretty sure
that (for example) many Falcon cames will have "enviromental" sounds and
ambiet sound spaces, since they can expect even the poorest Falcon owner
has the DSP. That was just one example.

Jouni

> Dave Baggett
> --
> dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
> ADVENTIONS: interactive fiction (text adventures) for the 90's!
> dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6466. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 09:33:07 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70886@cup.portal.com>
Source record: 213763

Interesting...

So far we've heard from ONE person whose continued existance (ie: Eating) depends on selling his programs to the Atari market...

And one person who looks down upon it all from the vaulted "Ivory Towers" of what "Should BE" in a perfect world...

So.. anyone else out there who continues to try to feed themselves (or their families) from Atari programming..?

Or are all the rest of us just vultures, ready to jump on the dead remains of those who tried to support the Atari market..?

BobR

6467. Re: Copyleft and copyright (was: CopyLOSSAGE and copyright)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 09:43:29 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70887@cup.portal.com>
Source record: 213766

Jan Kim writes:

>>Exactly how does copyleft protect software in any way that copyright
>>doesn't? Copyleft is just like copyright but you have to give the
>>software away for free. I fail to see how this offers any additional
>>protection.

>There's no additional protection, there's a choice to be made.
>You can either prevent users from getting your work for free, or
>prevent Microsoft etc. from getting the money for your work for
>free. Neither of these are satisfactory, that's why I think a new
>concept is needed.

Wait a F****** minute..

So who pays your rent, Jan..? So who buys your food, Jan..?

Do you have a Fairy Godmother who stocks your shelves..? Do you have
a rich mother-in-law who buys you a new car..? Do you have an in with
someone named Tramiel..?

"A new concept is needed" indeed.. how about you pay for the software
you use..?? How about the person who wrote that software gets to buy
some food for his family for a change..?

When no one goes into a store (assuming there IS a store that still
sells your software) and buys your software, you don't get to buy a
can of Tomato soup for your kids that week.. so why would you go on
and write MORE software that no one is going to pay you for..?

Join the real world for a while, and then come back to us and tell us
how things *should* be...

BobR

6468. Re: Carrier Command and Gunship - Are they good?

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 09:48:38 UTC
From: adrian@cs.hw.ac.uk
Message-ID: <1992Dec4.094838.1574@cs.hw.ac.uk>
Source record: 213769

In article <1992Dec1.091832.22645@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <76458@hydra.gatech.EDU> gt1448b@prism.gatech.EDU
>(David P. Forrai) writes:
>>I'm considering buying Carrier Command and Gunship. I would like to
>>hear anyones opinions based on their experience from playing these
>>games. Thank you!
>
>Since these games are quite old I guess you'll be able to buy them at a
>knock down price. Carrier Command has nice smooth and fast graphics but the
>gameplay is crap. The enemy carrier cheats, it's planes are indestructable
>it has no amphibious vehicles because it can go on land itself.

The above is true; in addition, the enemy carrier is an expert coward. It
won't come near an island if you're already there, and if you manage to
ambush it, it may wait around to try to finish what it was doing there, and
then will run away. When it runs, nothing can catch it, including its planes
or your missiles. The other problems with the game are that it takes some
time to get from one island to another, and that controlling the fighters is
not exactly like an accurate flight simulator.

However, I like the game despite these faults. As everyone else has said,
the graphics are great (if you don't mind brightly coloured fighters and
rectangular islands). The game is a nice mixture of strategy and action,
if you like such a mixture (I do). You have to build up your supply network
as well as figure out how best to attack enemy islands; and because the enemy
carrier cheats, you have to plan and execute a careful ambush. The craft at
your disposal are the carrier itself, the fighters and the tanks, and all have
a good selection of equipment. Fighting the enemy carrier is only a small
part of the game, most of the game is colonising or capturing islands.

It is certainly available as a budget game here; I don't know what the
situation is in other countries.

--
"Keyboard? How quaint!" - M. Scott

Adrian Hurt | JANET: adrian@uk.ac.hw.cee
UUCP: ..!uknet!cee.hw.ac.uk!adrian | ARPA: adrian@cee.hw.ac.uk

6469. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 11:06:09 UTC
From: news@newcastle.ac.uk
Message-ID: <ByqEu9.IzI@newcastle.ac.uk>
Source record: 213774

In article <1992Dec3.211347.20935@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>Well I certainly don't, because on this very disk I have one packed
>accessory, JAMES.ACC, takes something like 12000 bytes packed. Some
>accessories can't be packed, like Miniterm, but James definetly can be
>packed. And I think the same goes for TurboST.
>
Yep, I've got TurboST.ACC (Mono Version) packed in just that way....

>
>Roger..... sheppard_r@kosmos.wcc.govt.nz
>

Affraid you must eat you words on this one Roger.....& if Steven knew more than the author, are you the author? If not then how can you say that?

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6470. How is Budgie doing? (was: Re: Copywrong and copyright)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 11:15:54 UTC
From: evilandi@vnet.ibm.com
Message-ID: <19921204.031624.607@almaden.ibm.com>
Source record: 213770

In <1992Dec3.130755.21500@lmpsbbs.comm.mot.com>, davidal@comm.mot.com (UK702 DavidAlexander) writes:

:QUESTION : How well or badly is Budgie software doing?

Not too bad, actually! Receipts of about UKP1000-1700 per quarter. This is about as good as they've ever done. Recently, there have been some problems with non-payment from PD libraries going recessionwards, but only the little ones. There are about 70 programmers with over 130 titles.

For those who don't know, Budgie is a licenceware system. They supply progs to PD libraries, and extract a royalty for each disk sold. All royalties are collated and "shared" between authors, with one title, one share.

I have three Budgie games out (Ballpark, Flipped and Square Off), and each nets me between UKP10 and UKP17 per quarter. Not excessive, but better than I'd get from shareware.

People seem quite happy to pay shareware fees for utils, but not for games (OK, there are exceptions, such as Jeff Minter who has cult status and a lot of "establishment" behind him). I have my own evidence to support this. My shareware "ST-ZINE" disk mag construction kit pays about UKP5 per fortnight, my "Quiz Construction Kit" and "Race Results" shareware utils pay about UKP5 per month. I tried issuing a shareware game, but got no response.

I don't know why this is; I offered similar "updated/expanded" version offers for all my progs.

What I do now with all my output is to flog it to a magazine cover disk first (one-off pay of between UKP100 to UKP200), and then, if it's a game, issue it as Budgie UK Licenceware, if it's a util, make it shareware. And no, the magazines don't mind, because it's stated in the contracts that you can do what you like with it, EXCEPT sell it to another mag, after three months.

Well, I think comp.sys.atari.st has had enough long appends of late, so that's all from me.

Andrew Oakley <evilandi@vnet.ibm.com>
IBM Warwick, UK (I speak FROM IBM, not FOR IBM)

Aka "EVIL ANDI" of Gothic Domain Software
Enquiries welcome by email or by snailmail at:
24, Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire WV15 6NU UK
(this is a remote rural location so bear with Her Majesty's posties)

6471. Re: Best ST/Falcon Word Processor

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 12:07:36 UTC
From: sav@nanette.sni.de
Message-ID: <1fnhm8INN613@uranium.sto.pdb.sni.de>
Source record: 213654

```
Anders,
Best ST DTP is Calamus IMNSHO ;)
```

6472. Re: ZIP (was Re: Lha Files)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 12:37:41 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fnjelINNe1u@golem.wcc.govt.nz>
Source record: 213784

>Regarding ZIP, I am using STZIP2.0 and just this weekend I had a problem
>with a ZIP archive. I zipped a bunch of files and the unzip failed. The
>offending file was an LHARC archive. Now that may seem unusual to put an
>LHARC archive in a ZIP file, but I wanted to archive things on a floppy and
>ZIP shouldn't be sensitive to the kind of file. I suppose this is a bug. Do
>others have similar experiences?
>--
>Piet* van Oostrum, Dept of Computer Science, Utrecht University,

STZIP 2 is buged, the Author has confirmed this, we have stoped using
it here for the same reason, nothing to do with LZH files but will give
CRC errors with some king of large files >50k....

Roger..... sheppard_r@kosmos.wcc.govt.nz

6473. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 12:48:36 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fnk34INNe1u@golem.wcc.govt.nz>
Source record: 213800

>>LZH201x will extract to any drive and also creat a folder on demand, this is
>>some of the things that ZOO can't do...
>
>
>If you only have a single drive ST, what other drive would you be redirecting
>output to? As far as that goes, most of the 'user friendly' shells for LHArc
>and ZOO archivers will create a folder for you...
>
>-- David Paschall-Zimbel

I don't think you know what I meen, if you don't have a directory called
say 'extracts', then the archiver ZOO will not generate this for you,
may be some Shells will generate a folder of the same name as the ZOO file,
but I have had big problems with redirection with shells, they don't
work...

Are not RAM Disks Drives...????

Don't forget that ZOO is a Unix port, I don't think the othere archivers are.

Roger..... sheppard_r@kosmos.wcc.govt.nz

6474. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 12:56:30 UTC
From: sanders@sci.kun.nl
Message-ID: <ByqJy7.7HE@sci.kun.nl>
Source record: 213787

I've been thinking (Really). I read somewhere that for each legal copy of the average game there are about 2000 pirated copies around. Now I can imagine this is not far from the truth. Let's be honest - I used to have some illegal software myself, and only recently I decided this is what kills a software platform so I bought the stuff I used (and have the money for) and deleted the rest. Now if software companies would sell games for, say, 5$ instead of 50$, and include a little booklet with it, I guess they would actually earn MORE money since more people would buy it. 100 times 5$ plus 1900 times 0$ is still more than 1 time 50$ and 2000 times 0$, right? Let's face it; how many kids of 14 can spare 50+ $ for a new GAME, running the risk it's crap after all? I know some guys with 1000+ programs, none of which are legal except the Workbench (hint :-) and when you ask them to show some nice game, they skip 99% as being boring and worthless. Imagine having bought them all...

Look, I'm not going to defend software piracy, I just think it's completely bizar to have to pay SO much money for a copy of WordPerfect. Oh yes, while everybody is talking about GCC against commercial compilers, why don't you check out TeX against ANY commercial document typesetting system. Heh, TeX will walk over it. And ask D.E. Knuth, or any TeXer around, about his ideas on commercial software.

Sander STOks
sanders@sci.kun.nl

6475. Re: Falcon in March ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 12:57:10 UTC
From: grosland@taliesin.greco-prog.fr
Message-ID: <1992Dec4.125710.703@greco-prog.fr>
Source record: 213731

Mark Ripley (mark@visionware.co.uk) wrote:
: I visited Silica Shop/Systems on Tottenham Court Road on Friday, hoping
: to finally get my paws on a Falcon as they've been advertising 'The
: Falcon Has Landed!' for a month or so now.
:
: Surprise, surprise, no Falcons.
:
: On approaching one of the spotty assistants I was told that the hard drive
: versions would be arriving 'at the end of November' - it was the 27th
: and the bog-standard ones would be arriving in March !!!
:
:
: Come on, can someone please tell me this isn't true. Preferably some
: marketing twonk from Atari who should be doing his/her job properly.
:
: Mark Ripley

--

Unfortunately not. I read it this week on a french magazine (SVM).
Well, we will have to wait a while before seeing the "Ultimate
computer".
But if you know ATARI, you must know that when they say a date, you
will see the machine six months later in shops (e.g. STE or TT (It
wasn't a finished computer)).

The problem can be anything: MultiGEM, manufacturing ....

Anyway, the FALCON will be better than the Amiga 1200 which is called
a 'Game Machine' !!!! Poor Amiga-users.This is not going to be easy
for them !!!!

/===\
Sebastien GROSLAND	
	LICENCE INFORMATIQUE
grosland@taliesin.greco-prog.fr	UFR Math/Info
(provisoire)	351, Cours de la Liberation
	33400 Talence (France)
\===/

6476. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 12:58:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fnklpINNe1u@golem.wcc.govt.nz>
Source record: 213799

In article <1fm6npINN8hs@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz writes:
>I PROVED previously that PFX-Pack will pack accessories!! I have over 800k

PFX will not pack ACC correctly, if the Author states this then who is correct,
no Steven you are very wrong..!!!

A ACC must allocate all its memory in its self, it can't expand, try this with
Claus Hyperformat, it does not work..

I would rathere believe the Author than that of 15 year old boy...

>Don't ALWAYS listen to what everyone tells you. EXPERIMENT!!

Its a pity you don't have a Hard Drive, then you would not make these
supid statements..

Roger..... sheppard_r@kosmos.wcc.govt.nz

6477. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 13:13:39 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1166@usdtsg.DaytonOH.NCR.COM>
Source record: 213793

In article <1992Dec1.145142.665@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>
>I constantly find myself wishing people wouldn't use Lharc - it is just so
>unstable and nonstandard.
> The unstability of the ST versions can probably be attributed to GFA Basic
>- the version of LHarc I have CRASHES if you try to unarchive something
>compressed with a later compression standard and is incompatable (ie CRASHES)
>with half of the AUTO folder stuff I use (which is funny because I have never
>had any problems with anything else.). The self extracting version (which I
>assume is assembly coded) fails to do any error checking whatsoever (eg disk
>full etc) and also randomly CRASHES (run it again and it's OK usually).

I've found that just abut every LZH file can be uncompressed with
either LHARC 2.01j (LH5 files in general) and for some "troublesome" LZH
files UNLZH172 seems to take care of those...

> However, even the UNIX version at this university (Which, being non-standard
>is only available on some machines - ZOO is available on all) CRASHES and
>dumps the core whenever anything goes wrong (Eg. wrong archive format - the
>version we have doesn't support later compression standards).

There is source code on some FTP sites for a LH5 compatible unix
lharc. However, I haven't been able to compile it on the unix system
I'm working on because I don't think the "C" compiler here has all
the necessary libraries...

>What is the matter with ZOO? It has been around for years, is available for
>every machine under the sun (And installed on most) and is utterly relyable.
>If you try to decompress a file which uses a new format it says that you need
>a newer version. The zoo-high compression is just as good as LHarc anyway.

True. Well, for me it's simply a matter of convenience. It took me
awhile to convert all my ARC files to LZH (and that is when I didn't
have so many). I dread to think how long converting them all to
ZOO would take (even in a ramdisk on a 16mhz system), though I COULD
always do the compressions in the background (via MiNT).

>If it were up to me I'd ban use of .LZH on archive sites.
>
>- Leo

Safest thing to do is have a copy of EACH compression utility out
there (ZOO, ZIP, ARC, ARJ, Lharc201, maybe LHA060, etc.) - that way
you can handle ANYTHING that is available. I just wish someone would
do a MAC BINHEX converter for the ST series...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"heeeeeee shoots and scores!..."

6478. Re: Falcons suck!

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 13:23:05 UTC
From: DBRIGHAM@nsf.gov
Message-ID: <DBRIGHAM.3.723475377@nsf.gov>
Source record: 213772
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1992Dec4.054430.17979@mailer.cc.fsu.edu> dtaylor@garnet.acns.fsu.edu (Douglas Taylor) writes:
>From: dtaylor@garnet.acns.fsu.edu (Douglas Taylor)
>Subject: Falcons suck!
>Date: Fri, 4 Dec 92 05:44:30 GMT
>At least Amigas are proven to exist...

I hate to waste space replying to this, but I have seen at least 3 Falcons, and two of them were 'production' units, not developer units. I'm not a developer, just an ST owner.

So what if they aren't available yet? At least they will be available - I hope Atari doesn't need to live its corporate life by constantly trying to compete with Commodore (obviously it doesn't).

Please keep your Amiga-centric messages in the Amiga-centric news groups.

Dana Brigham - no tagline, no sig file, just me
****
****

6479. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 13:49:18 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Dec4.134918.22259@cs.nott.ac.uk>
Source record: 213771
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <92338.155529IO92257@MAINE.MAINE.EDU> IO92257@MAINE.MAINE.EDU writes:
>It does! :)

So does he!

6480. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 13:58:31 UTC
From: glens@natinst.com
Message-ID: <1fno67INNl2i@falcon.natinst.com>
Source record: 213780

In article <1fma0gINNs7@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>application-specific DSP, etc.
>
>As for "3rd party application software" what do you think is going to
>support the DSP in the Falcon? You really think Atari is going write

I wasn't there (COMDEX) but I've heard they had a demo called 'Audio
Fun Machine' which would add effects to your voice (input into the mic) on
the fly. I also heard of a voice mail system (not sure if it used the DSP
or not, Howard Chu?) both from 3rd parties.

>the Falcon. If you buy a DSP board for the PC, you'll get *plenty* of
>software to support it. At the worst you can write your own, which is

But just imagine if there was a defacto standard DSP for the PC (ala
DSP Blaster, like the Sound Blaster is to sound). Then you could have butt-
loads of 3rd party application software support. See, you are kinda in a
closed architecture even with the PC, if you want to hear the good sounds in
your games you have to buy a SB (guess what? I heard MicroSnot has come up
with thier own sound board that is not even compatible with SB, is that true?
if so, SHEESH, TALK ABOUT GREED! They would not be satisfied selling to the
people without a sound card yet, they also want to get the people who already
have SB!). That looks like a closed architecture to me (in a sense),
MicroSnot's.

>You've also read the 40 page long Picture Formats list; the dozens of
>posts I've put up here about sample playing; the hundreds of posts I've
>made giving people help with ST programming, general advice, moral
>support in their programming endeavors, helpful info about how to
>install things like GCC; etc. You are sounding like a fair-weather
>friend. As long as I post uncontroversial, meek little technical
>messages, you're all for my staying here, but as soon as I even *suggest*
>that your machine or future Atari machines may have deficiencies
>(speaking with the experience of an uncountable number of hours of
>progamming for everything from the ST to the Falcon), you tell me that
>my presence here isn't wanted.

You even helped me out personally one time. I had no idea how to do
bitmap scaling and you directed me toward 'Graphics Gems 2', thanks. But
maybe this is my point, your posts have not been very constructive lately
to say the least. (Anybody want me and Dave to take this to E-mail?) I
believe most people reading this group already have STs and read it for
information regarding the computer they already have and use. If somebody was
looking for a PC I'm sure they would not read THIS group to get info on it, at

least I could probably find somewhere else to look.

>Thirdly, dammit, I don't CARE if you don't send me money, but DON'T
>expect me to keep putting 10 hours a day into helping your community
>for absolutely nothing. Heck, I admit it -- I'm not a god, I'm no

O.K. I didn't really want to but I may as well speak my mind on this matter. I believe HacMan 2 to be a much better game than Blox (thats a compliment on HacMan by the way). HacMan was released as freeware. Blox was released as shareware. So when HacMan was being written it was not to make money, you had another reason to do so. Blox may have been written all along with the intension to release it as shareware (to make money). If this is the case I believe it shows when comparing the 2. I still have Blox on floppy but don't worry, I will swiftly format it tonight. I have an arcade style game under development right now (code is just about done, but I am in desperate need of help with the graphics, and I mean desperate. I am definatly no artist). I plan to release it as shareware with a suggested donation of $5. But in the doc file I will also say something to the effect of even if you don't want to pay for it you can keep it anyway. I would rather not make any money and still have people using my game than have nobody using the game. I think HacMan might have done better than Blox as a shareware release. Puzzle games may not be very popular?

Sorry everybody for making such a long post.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@natinst.com
---

6481. Re: HARD DISK HELP WANTED

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 14:13:19 UTC
From: a2vogler@rzdspc22.informatik.uni-hamburg.de
Message-ID: <a2vogler.723478399@rzdspc22>
Source record: 213781

csi063@cch.coventry.ac.uk (Lover...) writes:

>Hi, I hope someone can help me.

>I have been getting problems with setting up my hard disk write cache and
>read cache to be most affective, Has anyone got any ideas how to do it ?

>I have come to the stage that when i write files onto my drive it takes longer
>than writing the same file to a floppy.

>I wrote a 77byte file to my hard disk and it took about 20 seconds, It does
>not speed up much when not using the cache either so I have not got it setup
>wildely wrong.

>System Setup :-

> Atari 512 STFM (Expaned to 2.5meg)
> Third Coast Hard disk Kit.
> Seagate ST157N-1 type hard disk (50 MB)
> Mono Monitor
> HP Deskjet +

>Anyone know of any reasons why it takes sooooo long to save files.

I assume that you still use TOS 1.02. You can check out with your
computer by clicking on Desk/Info on the Desktop. The copyright
should be something like this:
"Copyright (c) 1986/87 by Atari Corp." (the date 1986/87 is important)

TOS 1.02 is not very suitable for harddisks, since GEMDOS of TOS 1.02
is extremely slow _and_ unreliable. Use a newer TOS-Version like
TOS 1.04 or TOS 2.06. This is the only solution for your problem.
Caches don't help much either in TOS 1.02. They do with TOS >= 1.04,
though.

with regards
Christian
---
a2vogler@rzdspc2.informatik.uni-hamburg.de (Internet)
Christian_Vogler@hh2.maus.de (private, NO UUEs or mails >16K)

6482. Re: Atari MEGA ST for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 14:42:24 UTC
From: Bruno Boettcher <UJ89@DKAUNI2.BITNET>
Message-ID: <1992Dec4.144224.928@rz.uni-karlsruhe.de>
Source record: 213797

hi
hat keinen direkten zusammenhang, aber ich suche einen
billigen atari (mind 1040st) fuer midimaze d.h. um 300DM
falls du so was zur hand hast bin ich interessiert
ciao bboett

6483. Re: Copyleft and copyright (was: CopyLOSSAGE and copyright)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 14:54:43 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1fnrfjlNN1fbt@rs1.rrz.Uni-Koeln.DE>
Source record: 213801

In <70887@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Jan Kim writes:

>>There's no additional protection, there's a choice to be made.
>>You can either prevent users from getting your work for free, or
>>prevent Microsoft etc. from getting the money for your work for
>>free. Neither of these are satisfactory, that's why I think a new
>>concept is needed.

>Wait a F****** minute..

>So who pays your rent, Jan..? So who buys your food, Jan..?

>Do you have a Fairy Godmother who stocks your shelves..? Do you have
>a rich mother-in-law who buys you a new car..? Do you have an in with
>someone named Tramiel..?

>"A new concept is needed" indeed.. how about you pay for the software
>you use..?? How about the person who wrote that software gets to buy
>some food for his family for a change..?

Bob, giving money to programmers is *exactly* what I say is
necessary. What I'm bitching about is that neither the commercial
nor the PD way seems to get *programmers* money from users of
their stuff. Release software as PD, and users will be vultures
feeding on your work. Release it commercially, and Microsoft and
the likes will be vultures feeding on your work and on the purses
of those who want to use it. I refuse to accept that there's only
a choice between these two evils.

>Join the real world for a while, and then come back to us and tell us
>how things *should* be...

It seems that you and I happen to see some things differently.
This does in no way imply that either of us lacks knowledge about
the "real world". This world is a complex and chaotic thing, and
there are many ways of looking at it. As an example, your idea
about the importance of free information flow seems to be
different from mine -- so far, you haven't even mentioned it
once, which indicates to me that you don't think it is crucial,
like I do. I'd appreciate if you discuss such issues instead of
speculating about my income (it comes from the Max-Planck
society, which I usually don't think of as a Fairy Godmother :-)
or making suspicions about my copying morale.

Greetinx, Jan

```
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
*-----=< hierarchical systems are for files, not for humans >=-----*
```

6484. Re: Closed Architectures Considered Harmfu

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 14:54:49 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Dec4.145449.22818@exu.ericsson.se>
Source record: 213786

David Baggett writes:
>
>You could argue
>that in 1900 you didn't have a phone, so you certainly don't need
>one now. Walking to people's houses to give them messages works
>JUST FINE. But this argument clearly becomes more and more absurd
>as time goes on. Computers are even more poignant examples because
>the whole world changes every 5 years.> 18 months = a double in
>computing power.

I think, though, that a lot of these advances are solutions without a problem. The difference between what you can do *without* a computer and what you can do on an ST (or even an 800) is far, far greater than the difference between an ST and, say, the upcoming DEC Alpha-based PC (supposedly called "Triumph").

When I got my telephone connected, the phone company tried to sell all all sorts of wild features--everything from call screening to three-way calling to six-hundred variants of call-forwarding, not to mention some really funky stuff. I don't give a hoot about any of this stuff. Sure, they're some neat new advances in technology, but it seems to me that somebody was really scraping the bottom of the barrel to come up with such things. Basic phone service gives you 99% of what you need a telephone for.

--
James Hague
exuhag@exu.ericsson.se

6485. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 15:44:45 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fnuddINN3ee@life.ai.mit.edu>
Source record: 213792

In article <1992Dec04.083751.28857@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>In article <1fke34INNjs5@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>Excuse me! GCC IS the preferred compiler for the following companies:-

Yeah, and neither of these companies is doing well. Besides that, the NeXT is a Unix box, geared towards hackers, and will probably never sell well amongst the masses.

>GCC is as good (and better than some) commercial suppliers' efforts. Your
>gripe is about the debugger... this is not a part of the compiler! What you
>are describing is the user front end to the compiler and debugger... please
>think before you write!

Frankly, I'm really getting sick of people saying "please think" when they simply disagree with what I'm saying. Case in point:

>Using your analogy, the command-line version of Turbo C is a vastly inferior
>product to the user front end, even though the front end uses the same
>compiler underneath.

Yes. That's correct. If Turbo C had no other interface it would be a piece of worthless garbage in the eyes of typical programmers. It wouldn't sell well. You wouldn't ever have heard of it.

>User interfaces to compilers are trivial relative to the code generation
>side of things, it's the icing on the cake.

Ah ha ha ha ha ha! That's a good one. Why don't you tell that to the people who worked almost exclusively on user interface issues for years at Xerox PARC? Your claim is completely laughable. Compiler code generation is a well-understood *science*. User interface design is a best an arcane art, and requires voluminous amounts of code and tons of tweaking.

>Myself I would prefer a compiler
>which was not pretty to drive, but produced good code (its primary job) than
>one which looked all flash but prroduced cruddy code.

Well yourself you is not the typical programmer, which is why yourself you is happy with GCC while most of the rest of the world wants something more polished and easy-to-use. I'm perfectly happy with GCC too, but I acknowledge that I'm not the typical computer user.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory

ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6486. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 15:46:23 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fnugfINN3gj@life.ai.mit.edu>
Source record: 213798

In article <1fn23dINNc0r@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Sooory, software has already been written supporting the Falcon's DSP chip,
>some of which is packaged with the machine!

1. You've never seen or used this vaporware.
2. I'm sure that when you buy a DSP board for a PC or Mac that you don't
just get a chunk of hardware and a note that says "Have fun!" They're
obviously going to give you software to use it.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6487. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 15:59:08 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fnv8cINN3r1@life.ai.mit.edu>
Source record: 213788

In article <ByqJy7.7HE@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>[good stuff deleted]
>
>Oh yes, while everybody is talking about GCC against
>commercial compilers, why don't you check out TeX against ANY
>commercial document typesetting system. Heh, TeX will walk over it.
>And ask D.E. Knuth, or any TeXer around, about his ideas on commercial
>software.

TeX is another great example for my argument that free software never matches up to good commercial offerings in practice. TeX is JUST like GCC in that its guts are powerful but as a whole it's completely unusable by mere mortals. You know what secretaries do when you tell them they have to put "mystery codes" in a text file and can't see what they're going to get on the screen? They throw their PC's out the window. (Not that Word Perfect is a whole lot better, but there are things like Venture that do most of what TeX can do with a WYSIWYG interface.)

Jeez, why do you think Lamport wrote LaTeX? Because TeX was utterly unusable, even for computer scientists! (Not that LaTeX is usable, but it's certainly better.)

People want to *use* their software without having to learning much. They don't want their documents to look like programs or proofs, and they don't WANT to NEED to know what -fomit-frame-pointer does.

TeX: free, powerful, overly-complex, arcane. Typical of top-of-the-line free/copylefted software.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6488. Pure (turbo) C++ for the ST/Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 16:02:22 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <ByqsJz.DIK@newcastle.ac.uk>
Source record: 213791

Can any german netters tell me if there will be a Pure C++ released for the ST?

I'm currently using Pure Pascal for pascal developement, and would like to move to C++, but I cann't face going back to as primitive a developement enviroment such as GNU C++ (G++). I cann't easily find this out for myself as Pure C/Pure Pascal were never released here in the UK (mores the pity as nothing comes close to them for speed, facilities & ease of use.....).

If there is any possibilty of this being released, I'll put in the (fairly large) effort needed to get in touch with the makers directly.....

Thanks in advance, Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6489. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 16:05:51 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fnvkvINN3vr@life.ai.mit.edu>
Source record: 213794

(Short, I promise.)

In article <1fno67INNl2i@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
> You even helped me out personally one time. I had no idea how to do
>bitmap scaling and you directed me toward 'Graphics Gems 2', thanks. But
>maybe this is my point, your posts have not been very constructive lately
>to say the least.

Depsite the fact that I think none of my posts has been misplaced or "unconstructive," I don't think I should *have* to post constructive messages every day I'm alive to remain in this group. The main reason I haven't been able to post more technical notes here is that I've been working on a thesis and related stuff. (It's that dang real world coming into play again.)

> O.K. I didn't really want to but I may as well speak my mind on this
>matter. I believe HacMan 2 to be a much better game than Blox (thats a
>compliment on HacMan by the way). HacMan was released as freeware. Blox was
>released as shareware. So when HacMan was being written it was not to make
>money, you had another reason to do so.

Actually HacMan II wasn't shareware because I (rightly, as it turns out, though I'll spare you the gory details) feared the legal wrath of Atari for infringing on their copyright. It's hard to sue someone who didn't make any money, but easier to sue someone who made thousands of dollars.

>But in the doc file I will also say something to the effect
>of even if you don't want to pay for it you can keep it anyway.

Well then you're sure to get loads of money. Just wait and see. :)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6490. Re: Goodbye Atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 16:09:56 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <ByqswL.D59@ucunix.san.uc.edu>
Source record: 213789

>>> You are a morbid bunch out here aren't you. DC goes away and
>>>you would think a relative died.
>>
>>I agree. You people are the most pathetic group of people I have ever
>>seen. I almost can compair these people to the ABC/NBC/CNS nightly news.
>
>Well gee, you've certainly injected a dose of cheer and optimism into
>the discussion, haven't you?
>

Yeah Dave, I know it was a low blow compairing the people of this news group to the Nightly News ("We're all going to die and it all America's fault!!!!"). But I can't believe these messages. So Atari didn't get the damn FALCON out when they said. We've been hearing how we hate Atari ever since. It get's extremly BORRING hearing it over and over, just LEAVE so we can talk about something useful (I was talking to those people who are out for blood, Dave, not you). I even heard a number of people wishing death to the Sam and Jack: "I really wouldn't mind if the were in a car accident and died." What is up with that folks. I assume we are all college students or above here, you think that we can act with the least bit of maturity.

The bottom line here is: America, love it or leave it. Atari love it, or leave it, once and for all so we can talk about something useful for a change!

"I hate Atari, I'm going to leave....well maybe next week when after I rip on them a couple more times....well maybe next month....well maybe next year....well...." [GOOD BY!]

--Kevin
[My Atari does everything I want, if you computer doesn't get a new one!]

6491. Teradesk: Where?

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 16:12:19 UTC
From: mh1@irz215.inf.tu-dresden.de
Message-ID: <2FI9OBS@math.fu-berlin.de>
Source record: 213795

Hi!

I'm looking for a copy of Teradesk, a free desktop replacement. Can anyone
tell me where I can ftp it from?

Thanks!
Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

6492. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 16:12:48 UTC
From: IO92257@MAINE.MAINE.EDU
Message-ID: <92339.111248IO92257@MAINE.MAINE.EDU>
Source record: 213773
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1992Dec4.020953.4901@usl.edu>, das9674@usl.edu (Stephenson Daniel A) says:
>Naw... :-) It's the best flight sim for PCs - or any computer, for
>that matter. :) :) :)
Well, It is a good sim, but hard to land! And I've heard that
the I*M version blows away the Amiga version hard. But that
dosen't mean the Amiga is worse than I*M!
Anyway, I was speaking of the Falcon by Atari (as you know)
Let's compare it to the Amiga. We won't compare it to the
I*M, because they are Kludges From Hell, and do not deserve
to be called computers.
A1200 Falcon
Company Reputation: Ehhhh... HAR HAR HAR!
Resolution: 1200x900 800x400
Colors: 12million A few thousand
Blitter: Awesome. Fat. Crippled pipeline.
Bus & Memory: 32 bit. 16(?!!) bit.
(This is what kills the falcon. Totally.)
Sound: 8 bit. MIDI,16 bit
(Ok, the Atari is better, but not supported)
BLAZEMONGER: Yes. No.
(Lay down and die, Atari... :)
Price: 700 700(?)
Price: 700 700(?)

There is no reason to buy an Atari, except maybe as a
hack machine. And since the case is probably HEAT-WELDED
together, like some cheap Barbie doll, you can't even
fiddle with the insides!!! I'll admit, the Atari offers
better competition than the clones, but not much!
-Amiga Advocate
(Heh, Heh, Heh)

6493. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 16:25:19 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1992Dec4.162519.7147@syma.sussex.ac.uk>
Source record: 213777

From article <70886@cup.portal.com>, by Bob_BobR_Retelle@cup.portal.com:
> So.. anyone else out there who continues to try to feed
> themselves (or their families) from Atari programming..?
>
> Or are all the rest of us just vultures, ready to jump on the
> dead remains of those who tried to support the Atari market..?

Well, it's possible to be neither. I've just sent off my order for a NeoDesk upgrade, so I guess I'm trying to support some of the people who do feed their families from Atari programming.

I admit, though, that I've not bought any fundamentally new Atari software for ages. All my purchases in the last year and a half have been upgrades, except for the Cixread/Cixcomm off-line reader which lets me use the Cix (UK) conferencing system to greatest effect. So if Atari programmers depended only on people like me they wouldn't eat very well.

It's a vicious circle, though. Once a potential customer perceives that a platform and its programs may not be supported for much longer, s/he becomes less inclined to take risks and buy something new to use on that platform. I'd like to think that Falcon could break that circle for Atari, but sadly it looks like the Falcon launch has been messed up like so many other things.

Graham

6494. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 16:27:25 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Dec4162725@SunLab41.essex.ac.uk>
Source record: 213785

In article <1992Dec3.111711.18916@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
| In article <1fk740INN19s@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
| >>desktop that you want to extract to and double click on Zoo in a different
| >>window while holding down the right mouse button.
| >
| >LZH does not need those tricks to get it to work...
|
| The point is that Zoo can do it, and any Zoo shell will automatically handle
| the details. People who don't use Zoo shells are generally command line
| freaks who can easily type cd d:\destdir before extracting (their PATH will
| find Zoo for them).
|
| >>Zoo has an option to create folders as needed when extracting.
| >
| >NO ZOO DOES NOT HAVE THE OPTION TO GENERATE FOLDER ON DEMAND...!!
|
| Like PFX Pack can't pack accessories?
| I'll check what the command line option is so I can prove it.
|
Try zoo x// -- it works for me.

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

6495. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 16:33:18 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <ByqtzJ.FJr@newcastle.ac.uk>
Source record: 213779

In article <1992Dec3.160526.5633@a.cs.okstate.edu>, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:

>I've had this method fail (Hoped for destination window topped, unZOOed files
>ended up in the directory with ZOO.TTP). I wse a CLI or move a copy of
>ZOO.TTP to the destination folder. Odd 'eh? This is under tos 1.4 on a
>Mega.

You're using a CLI right? So, say your version of ZOO lives in C:\BIN

alias ZOO C:\BIN\ZOO.TTP
or
setenv PATH C:\BIN
Now, say you want to unpack MYFILE.ZOO from drive a into folder F:\TEMP

cd F:\TEMP
ZOO x A:\MYFILE.ZOO

And hey presto, the file unpacks into F:\TEMP.

Or just use ARCGSH.PRG instead of a CLI, as this supports ZOO, and makes it all point & click & easy.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6496. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 16:51:55 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Dec4.165155.3170@email.tuwien.ac.at>
Source record: 213778

dmb@xbar.ai.mit.edu (David Baggett) writes:
: In article <1fn23dINNc0r@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
: >Sooory, software has already been written supporting the Falcon's DSP chip,
: >some of which is packaged with the machine!
:
: 1. You've never seen or used this vaporware.

It seems that you haven't seen or used it... I have, and although it was
only a simple program to demonstrate a few DSP effects, it was quite
spectacular.

: 2. I'm sure that when you buy a DSP board for a PC or Mac that you don't
: just get a chunk of hardware and a note that says "Have fun!" They're
: obviously going to give you software to use it.

Whether Atari decides to give DSP software away together with the Falcon,
we'll see when it's available (for sale). But I'm sure that no matter
what they do, it'll still be better value for money than all the PC or Mac
DSP boards, which cost more alone than a whole F030.

Marinos Yannikos

6497. **********NUDE PICTURES**********

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 16:55:57 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1992Dec4.165557.12388@unix.brighton.ac.uk>
Source record: 213796

Is there a JPEG to RAW converter available anywhere, only i've got these
nude pictures that I wish to view in Photochrome.
Using the JPEG to GIF then GIF to RAW combination obviously loses a few
colours along the way and so a direct conversion must be the answer.

6498. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 17:20:38 UTC
From: jejones@microware.com
Message-ID: <1992Dec4.172038.21590@microware.com>
Source record: 213704

In article <1992Dec4.003507.8348@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>Some people seem to have taken the copyleft as a way to demand that
>ALL software become free. That's unreasonable to expect, and even
>those that most strongly promote the FSF and copyleft recognize that.

That's not what I gather from the name-calling (e.g. "software hoarders") directed at those who think they actually own the results of their labor.

James Jones

6499. Re: 2-HD=1-Falcon????

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 17:21:39 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Dec4.172139.9894@newshost.lanl.gov>
Source record: 213790

In article PD64uB1w161w@grafted.UUCP, ziggy@grafted.UUCP (anthony lewis) writes:
>Ok, here is the deal...
>
> I am wanting a striped down Falcon (no HD, no MONITOR,
>no RAM) and have two bare st1096N drives I would like to swap some
>developer out there for... they really have not been used, so they are
>still worth a good 250-300..... I have a good idea how much you developers
>will pay for one, so If you want to make a deal E-MAIL me.......

You are assuming, of course, that US developers can get a Falcon sooner and considerably cheaper than the general public can. Wrong on both counts. I'm still waiting for mine as are the CodeHeads and several others I can name. :(

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6500. Re: A similar beast to ClarisWorks?

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 17:34:44 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Dec4.173444.11929@newshost.lanl.gov>
Source record: 213805

In article 12541@bsu-ucs, 01mbmccabe@leo.bsuvc.bsu.edu () writes:
>Has anyone here on the Atari group ever seen/used the progeram on the Mac
>called Claris Works? It is something I used in a (class) group project that
>one of my group-mates has. A fantastic piece of software. It's sort of a
>combination wordprocessor/DTP/simple-spreadsheet all at once. If anyone who's
>used Claris Works, or knows what it's like could let me know what the Atari
>can offer like this, I'd like to know what it is.

Atari is introducing a supposedly very nice integrated package which they now
call "Concierge" (stupid name, IMHO) which incorporates word processing,
spreadsheet, data management and perhaps paint/draw functions. Available RSN. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6501. Re: Analysis of the whole Atari th-a-ng!

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 17:36:54 UTC
From: ritz@ritz.mordor.com
Message-ID: <9212042129@ritz.mordor.com>
Source record: 213776

Brian A Baird CS92 (bbaird@cs.strath.ac.uk) wrote:

: I agree with this totally.I'm a hard up student and would love to register
: for more shareware games,but I just can't afford to.I will be going into debt in
: the very near future just to buy a Falcon(when Atari finally decide to start
: shipping them to Britain en masse).Shareware registration is well down my list
: of priorities.I know this is hurting the ST market badly,and I do not want to
: see this happen on the Falcon.

Jesus, think about what you're saying! By analogy try:

"Gee, I can't afford to buy gas for my Volkswagon Bug so I'm going to
go out and borrow money to buy a new car (which I won't be able to
put gas in either since I'll be in debt). Guess I'll just have to sneak
into gas stations and STEAL gas from all those stations who don't have
barbed wire around the islands. I know that this will be hurting all
those nice gas stations who are kind enough to let me into their
driveway, but what the hell...I have my new car!"

People like this make me sick. If this is the market that Atari
is targeting, no wonder they can't find any developers....

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
ritz%ritz.mordor.com@spcvxa.spc.edu | Ritz International, Inc.
{backbone}!rutgers!spcvxb!ritz!ritz | Import/Export Consultants

6502. Re: Analysis of the whole Atari th-a-ng!

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 17:44:05 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Dec4.174405.13877@newshost.lanl.gov>
Source record: 213806

In article 11218@baird.cs.strath.ac.uk, bbaird@cs.strath.ac.uk (Brian A Baird CS92) writes:
>
>I agree with this totally.I'm a hard up student and would love to register
>for more shareware games,but I just can't afford to.I will be going into debt in
>the very near future just to buy a Falcon(when Atari finally decide to start
>shipping them to Britain en masse).Shareware registration is well down my list
>of priorities.I know this is hurting the ST market badly,and I do not want to
>see this happen on the Falcon.

The other, more obvious option available to you, is to get rid of the shareware games you have not registered. You will likely not perish if you have fewer games to play, but not paying the meager shareware fees is a _sure_ way to kill off any further shareware additions. Anything else is just rationalization.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6503. Re: Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 18:11:58 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec4.181158.334@news2.cis.umn.edu>
Source record: 213782

In article <70816@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>If the answer to the last is NO, then I propose that you have
>NO basis for criticism.. NO basis for any opinion at all.

Just a question Bob. Do you have a "real job", or are you entirely dependent on Atari for a living?

The answer to that question will imply a lot about the validity of your own quoted words.

-- David Paschall-Zimbel

6504. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 18:15:10 UTC
From: ken@isgtec.com
Message-ID: <3779@isgtec.isgtec.com>
Source record: 213816

In article <1fin7nINN859@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
> >The reason Blox didn't bring you as much money as Llamatron did to
> >Jeff could simply be that Llamatron has become something of a cult
> >thing.

I think the "cult thing" argument doesn't really make sense, that's
really a tautology, isn't it? It's popular because it's a cult thing,
but it's a cult thing because it's popular? I think the reason(s) Minter
did well was because
1) it was uploaded to all the major online services (Compuserve,
Genie, etc) with a lot of splash at roughly the same time
and covered/reviewed in several magazines
2) Minter is well known in the games industry and to the public
through other games on several machines, and in regular
columns in magazines, over probably 10(?) years, and his
bizarreness helps make him stand out :)
3) there were very few (if any?) Robotron clones already available!

> I've tried to make those games (HacMan, Blox, Snowball Fight) as
> fun as I could. If they're actually boring and stupid, that's good
> to know.

Personally, I think the choice of Pacman as a game to clone was a
really bad idea. No matter how great Hacman is, Pacman is done to
death and nobody cares anymore. There are numerous ST versions of
varying quality, but this game is totally dead to most gamers. All
you had to do was pick, say, Archon or Mule to clone.
One possible problem with the other two is bad names. I have no idea
what Blox or Snowball Fight are, from the names, and rarely download
a game just to see what it is without knowing anything beforehand.
If they were uploaded with much fanfare to major services, and covered
in magazines so there was some public perception of what they were,
people would look at them. That is, if Blox was a Tetris variant,
just calling it Bloxtris (as a half-serious example) would give it
a better chance. Extremely few games are totally original and unlike
anything else these days.

> Well I know that some things I've written have been on the cover disks
> of some of the UK glossy magazines. I use to think it was Jeff Minter's
> feature on ST Format that got him all the press, but now that I've
> also been on there I suppose it can't have been that that made the
> difference.

I think Llamatron was popular well before it appeared on a coverdisk.
Certainly I had heard of it and tried it out well before I saw it
in a UK magazine disk. I think just reviewing it and talking about it is

more important than giving it out on the coverdisk - that makes people
aware of it. People can get the demo from several sources after that.
I only heard of HacMan recently on the net, and had no interest because
it was just another Pacman.

> The idea behind shareware is that I want to write stuff you want to
> use (or play), but I don't want to make a full-time business of it.
> Shareware seemed like a good compromise, and in the PC world perhaps it
> works well.
> ...
> ... and make some money, those people need to face the reality
> that it doesn't work that way (unless my personal experience is unique).

The shareware concept was argued to death recently on the net, and my
experience is that regardless of the platform, uploading fully functional
programs and asking "please send me money if you like it" is a bad idea.
I think it would be great if this worked, and it should work, but the
reality is that it doesn't. People are dishonest, and you won't see
any money. You'll see more money on the PC, because of the sheer numbers,
but percentage-wise I'd bet the story is the same. Unfortunate as it is,
crippleware is the only thing that works, if you can handle some
mail-order headaches.

Also the games market is getting quite saturated, and harder to please.
Couple that with bad economic times and the slow death of the ST and
Amiga, and success is pretty rare.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6505. Re: Ghostscript- What is it?

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 18:17:19 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <84812@ut-emx.uucp>
Source record: 213783

In article <1992Dec3.213412.16488@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1992Dec2.132806.10544@nt.com>, Gerry O'Rourke writes:
>
>>Can somebody please post a short description of what Ghostscript actually is.
>
>Ghostscript is a PostScript interpreter.

[description deleted]

>You will need to obtain the
>Ghostscript font archives as well. They are in Gnustuff/Tos/Ghostscript.

Not any more. The fonts on a.a were VERY old and so have been deleted.
Newer fonts are available all over the net. I think I got mine from
ftp.uu.net, but if you can't find them anywhere else, they are always
available from prep.ai.mit.edu. The newer fonts are slightly better than
the old, and also contain a couple of REAL postscript fonts, which are
far superior. Use these postscript fonts if you can (Utopia is one of
them, I can't remember the others). Also, if you have postscript fonts
from other sources, you can usually use them.

Most of the GS fonts are so ugly because they were created by drawing
piecewise linear outlines around PD bitmap fonts--YUK.

>The output of the ST version of Ghostscript to an HP DeskJet was acceptable,
>and the monochrome screen output was also good.

Personally, I think that DeskJet output (at 300dpi) is great, unless you
try to use the Ghostscript fonts. TeX fonts (placed in a postscript file
by dvips), or the Utopia mentioned above are much better. For pure
graphics, the fonts don't matter.

> The latest versions may also
>be able to direct output to a color monitor, but I haven't tested that yet.

Two and four-bit color work fine. Eight-bit color apparently works
partially, on TTs at least. I am interested in hearing peoples
experiences with 8-bit color on TTs and graphics cards.

6506. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 18:45:21 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec4.184521.706@news2.cis.umn.edu>
Source record: 213808

In article <1flv63INNmp4@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>But this kind of upgradeability isn't enough. You're forever stuck
>with the video modes you start out with, the cpu you start out with,
>the DSP you start out with (with no chance of putting a more powerful
>one in later), etc. Because those aspects of the Falcon are closed,
>you'll be stuck with them forwever. And that's why the Falcon is
>doomed to at most a 3-5 year lifespan. (Assuming it's released before
>Atari goes bankrupt, that is.)
>
>If people could right now by a $100 card to plug in their ST's that
>would give them a 256 color 640x480 video mode, how many would? Lots.
>Tons. Games wouldn't even bother supporting the lame old 16 color
>modes. But this dream scenario will never happen, because the ST's
>video hardware is soldered onto the motherboard. It's a closed video
>architecture.

A 3-5 year lifespan is an eternity in the computer field. By your standards, I would consider ANY computer architecture (including the current 486DX2/66) as "doomed"...

You can, of course, purchase a video card for your 1040ST which will give you 256 color 640x480 video mode. It won't cost $100 though -- primarily because the people who are producing the card don't forsee selling the 1-2 million boards that make such economies of scale possible. Check the comp.sys.atari.st FAQ for a list of video boards available. [True, if you don't have a Mega ST bus or VME slot, you're going to have to have the board installed by someone who is handy with a soldering iron and who can read schematics ...].

Not everyone is going to purchase one of these boards, though. Not everyone plays games ...

On the PC side, I can no longer run modern software packages on the old CGA monitor ... and, at the time of the switchover, the cost of a 'decent' VGA or SVGA board and monitor was about the equivalent of a good video card for the current crop of ST computers... So, I spent upwards of $500 for a color monitor and then had to spend upwards of ANOTHER $500 for a color monitor when the standards changed. (We're talking actual, non-1992 prices here. Sure, you can get it cheaper today, but back when the great Switchover occurred costs were higher, just like the ORIGINAL 386 motherboards cost about twice as much as a Falcon will in 1993...)

I am still using the color monitor I purchased with my 1040ST back in 1987 -- and I know that I won't have to purchase a new monitor (unless I really WANT to get one like the 17" multiscan attached to the ZEOS-486 12 feet away from my

terminal ...) when I decide to get a Falcon.

6507. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 18:53:50 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec4.185350.832@news2.cis.umn.edu>
Source record: 213809

In article <1fm6pgINNsbv@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>If you want a 386, add $185 for a 386-33 motherboard. If you REALLY
>want me to, I'll post Actual Real Prices from this month's PC sources.

Of course, if you actually purchase a 386-33 motherboard from some of the companies listed in magazines like PC Sources or Computer Shopper (two popular magazines in the United States consisting of mostly hardware ads), you have absolutely no guarantee that the company will be in existence long enough for any "limited warranty" to run out. And, if you select the wrong company, you may suddenly find yourself with a useless motherboard ... or the need to purchase 'extras', like the CPU. Or the ROM BIOS.

-- David Paschall-Zimbel

6508. Copyright v. Copyleft/Open v. Closed/Dave v. Everybody

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 19:10:51 UTC
From: greg@Quotron.COM
Message-ID: <greg.723496251@duke>
Source record: 213810

You know the arguments have gotten out of hand when the lurkers start posting...

COPYRIGHT vs. COPYLEFT

I'm willing to bet that just about everybody out there who strongly supports copylefting is someone who goes to -- or works for -- a university. The academic atmosphere tends to foster that sort of thing -- I know because I used to believe in it. Copylefting has all the trappings of the early days of computers, when people would just pass out paper tapes for anybody and everybody to use. It has a nice, nostalgic, fuzzy feeling. In a perfect world, copylefts are wonderful.
But this isn't a perfect world. And programmers need to eat and sleep and have shelter, none of which they can do by copylefting their work. All of which copyrights make possible -- not guarentee, mind you, but make possible.
And it's really as simple as that. I don't think the government is ready to subsidize software authorship, so coders are going to have to rely on selling their programs to make a living. Period. Love it or not, if I can't put a roof over my head writing software, I simply can't do it. And neither could anybody else.

OPEN vs. CLOSED ARCHITECTURE

I, personally, find it hard to believe that anybody would argue for a closed architecture for anything other than religious belief; i.e. my computer's closed, so closed is better. The Apple II lived years, heck -- almost a decade, longer than it should have because you could pop the back off and easily plug in new features and new capabilities. For my PC, I can choose between dozens of different graphics boards, ranging up and down the scale in ability and price.
I simply can't do this to my ST, which is why it's remained virtually unchanged since 1986, when I bought it. I can't see how the ability to take advantage of the improvements in _anything_, much less something that is as constantly changing as computer technology, can be considered a bad thing.
The best argument I've heard against an open architecture is that it fuzzes what the bottom-of-the-line is, what the minimum configuration that everything will work on, but with a little foresight and a couple of if statements a programmer can have his code run on dozens of different configurations: ST low-res and Falcon low-res, EGA and VGA, whatever...
I know, I've done it.

DAVE BAGGETT vs. THE BACK-STABBERS

And, finally, I'm totally disgusted by anybody who tells Dave Baggett that he has no business being in comp.sys.atari.st. Dave has done tremendous things for the Atari community -- HacMan II, Blox, DC Snowball Fight, the picture formats list, Game Workbench, hundreds of useful postings, TADS ST, the Unkuulian games -- and for anybody to be telling him what to do and where to go is the far side of sickening, and the best evidence yet that STers turn on their own. I think that Dave has every right to be bitter about Atari -- he's put his time, his money and his heart into the company for years, only to be left with a lot of experience and some disrespectful little twits snipping at his heels.
I registered Blox, not so much for the game (I'm not a big Tetris fan), but as a small way of thanking him for the way he's contributed to both the ST community and to my life. The picture formats list has saved me many times over, I've spend hours with HacMan, beta-testing GW led me to write some of the code I'm most proud of -- and for all of that I have Dave Baggett to thank. I suspect that everybody in c.s.a.st could say near the same thing.

--
Greg Knauss (greg@quotron.com) "Llamas, dammit! Llamas!"

6509. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 19:13:29 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec4.191329.1093@news2.cis.umn.edu>
Source record: 213802

In article <1fm7vqINNspf@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>Fact: libraries make authors virutally NO money, but they cost them an
>enormous amount of "end-user" sales. Whether or not they are good for
>society, they drag down the profitability of the publishing industry
>(which is currenty in bad shape).

I'm sorry that you feel that libraries are the "enemy" of authors. I happen to support them, for many of the same reasons as I support access to networks such as the Internet, complete with services like USENET News (which brings you comp.sys.atari.st). Public dissemination of information is a good thing.

The biggest drag on the profitablility of the publishing industry today, however, is NOT libraries -- it's television and the computer gaming industry. People just aren't developing the habit of reading anymore.

I also happen to feel that without the exposure a book gets in the library, many first authors would remain single book authors. (I certainly wouldn't have paid for a hard-cover edition of anything by David Eddings if I hadn't read the first book of his Sapphire Rose trilogy at the library -- and Eddings was far from a 'single book' author.)

If profitability was their only concern, the publishing industry would only produce two types of books: Romances, and what I call "Grocery Store Novels", since these sell regardless of author. (Many publishing houses are beginning to go this route too ... check the listings to see what is coming out of Random House or Harcourt Brace Jovanovich lately...)

-- David Paschall-Zimbel

6510. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 19:27:28 UTC
From: news@newcastle.ac.uk
Message-ID: <Byr21s.LAz@newcastle.ac.uk>
Source record: 213804

In article <1992Dec3.220744.17135@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>
>Any 32-bit technology is now 'obsolete' too. I doubt that those purchasing
>486-based machines are going to believe that their machines are already
>obsolete, even though they are.
>
>If software appears that is useful, even a 16Mhz 68030 is far from being
>crippled or dead-on-arrival.
>
>-- David Paschall-Zimbel, who is currently typing at an "obsolete" VAXstation
>3100 with more compute power than the ZEOS-486 on the desk 12 feet away.

This is an interesting point. At work (BAe Space Systems) we have the best workstations you can imagine, running at speeds that make you wince, with more processors than you know what to do with. Yet some of the most used software runs on an Apple II.

At home I've watched my PC owning friends go through computer after computer... not just pull out boards, but sell the lot and buy a new one. And these were not cheap computers. 286, 386SX, 486DX. Now, are they happy? Of course not. As the processor speeds went up, the quality of the code went down. The things they could do with it on a fast machine increased admitedly, but just the simple things introduced incomprehensible overheads.

The net result is that a drawing package on a 486DX with a 'real-fast' graphics card will look much nicer than one on an Atari. And do more. But will cripple the full potential of the processor, which should do so much more....
Inefficient software will always (for the forsee-able future) make the owners of the latest in hardware feel like they're miles ahead of the field, travelling at warp 10, but really not getting all that far.

I feel myself waffling, but the point I'm trying to make is that there is a place for all speeds and architectures.

By the way, has anyone but me noticed what a mess sparc-stations look when you get a decent collection of expander gizmos together??????

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
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SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6511. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Fa

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 19:39:13 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec4.193913.1596@news2.cis.umn.edu>
Source record: 213814

In article <70885@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>There might be a few folks here who were on the verge of actually
>upgrading their systems with products for sale in that nasty
>Computer Shopper.. you know.. the ones with motherboards, drives.
>memory, I/O.. silly little things like that, for sale NOW...

Of course, I can't upgrade my Mega 4 with a 486-33 motherboard found in the Computer Shopper. And I don't currently own an Intel-clone machine, although I have access to 286 and 486 machines through my job. So all of those silly things on sale NOW don't do a thing to me.

Or are you inferring that I CAN upgrade my Mega 4 with an Intel motherboard?!? That would be exciting -- please post details!

I don't plan on purchasing a Falcon until well after my house is built anyway -- things like closing costs and appliance purchases take priority. That doesn't mean that, once the Falcon is on sale at the local dealer (and, yes, Minneapolis DOES have a local dealer) I won't be coming in towards March or April with the intent of purchasing one.

>I guess the question is, do you want to "keep the faith"..
>and go learn to do something else with your time, like maybe
>take up mountain climbing, or macrame, or watching water
>evaporate... or maybe you'd actually like to use your
>computer for (dare I say it..?) computing..?

I can use my Mega 4 right now thank-you-very-much. I don't have any "faith" to keep, Bob, since I already have access to more hardware platforms than you're likely to purchase during the rest of your life.

Besides, I prefer scuba diving to mountain climbing. Unfortunately, there aren't any oceans or mountains worth investigating in the Twin Cities area, so I'll just have to do something else with my time, like answering stupid postings such as yours.

>Those "dark ages" computers (brothers to the original 1985 ST)
>can be take far beyond their original incarnations, easily,
>painlessly... unlike their Atari brothers..

This is certainly news to me. What boards can I purchase for my Apple //e which will bring it out of its 1984 mind-stream? Note that my system (well, actually, it's at a friend's house and he lives in San Diego...) had a multisync monitor, an internal modem, 128K of memory, and the 3.5" floppy drive. I bought an ST in 1986 -- the year Apple brought out the //gs -- for which an "upgrade" path is unavailable.

The XT I used to own can now be taken far beyond its original incarnation -- but at the time the 286 came out it was cheaper to purchase a new computer, and the same thing applied when the 386 came out (and the 486 ...)

You see, only a fraction of PC owners are going to rip out their old motherboards and replace them with new motherboards. The real consumers relegate their old hardware platforms to the closet and purchase a new hardware platform.

-- David Paschall-Zimbel

6512. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 19:57:55 UTC
From: scott@sfi.santafe.edu
Message-ID: <SCOTT.92Dec4125755@sfi.santafe.edu>
Source record: 213835

>In article <SCOTT.92Dec3094614@sfi.santafe.edu> scott@sfi.santafe.edu (Scott D. Yelich)
writes:
>>When I was young, all we had for computing were our fingers-- AND WE
>>WERE HAPPY.
>Then why did you "upgrade" to a computer? Did you feel that you had to
>have the "latest and greatest" thing? I suspect rather that you wanted
>to do things faster than before, and that since the technology was
>available, you embraced it.

BONK

You missed my sarcasm entirely.....

I didn't "upgrade" (*spit*)-- I still have my fingers.

[OB boring part of post.....]

I actually used a TRS-80 to learn to program. I was fascinated with
things such as:

```
10 FOR X = 1 TO 100000
20 PRINT X
30 NEXT X
```

I'd then pot a semi-colon after the X and gete a neat new result. I
tried a comma, WOW, it was FUN! I'd let these programs run all day!

Then, one day, I went to a science fair and saw white lines on the
screen-- from then on I was hooked on graphics. I forgot what I paid
for my atari 400 with 16k, but it was nearly my life savings :-).
Hey, that basic cartridge was EXPENSIVE! At that time, I bought the
atari because it was the only one I could afford and that I had access
to (via a dealer). Some of my friends had C64's, but I didn't like
their "look and feel". The first thing I'd do when I sat down in
front of a computer was write a loop to poke to memory and find out
where screen mem was (yeah, I had experienced a LOT of screwy
things!). Once I found where screen memory was, I could normally
write a program for ANY computer I used (damn apple video memory!).

>We are foolish if we feel we have to have the latest and greatest for
>its own sake, but we are more foolish if we refuse to use new
>technology out of stubbornness, or refuse to buy computers into which
>new technology can be easily intergrated and instead choose ones that
>we must throw away when we tire of waiting so long for them to finish
>their tasks.

I'll sell my 1040st and buy a falcon030. If the 040 comes out, I'll sell my 030 and get that. I'd do it if atari was going to fold the next day. I don't have to program on the atari to feed myself-- I program for fun. The atari falcon will be a fun computer.

I think your argument is for the "new and the best" -- I don't need that. I don't think everyone needs it either. Sun is now claiming "rightsizing" ... interesting. I want something that is easy and or fun. Who cares if the machine is 1MHz, 4MHz, 8MHz, 12MHz 16MHz, 20MHz, 25MHz, 33MHz, 40MHz, 50MHz, or if I can swap between any of those if my karma and the phase of the moon is right. If I wanted the newest or the best, I'd attempt to justify it and then I'd get get my employer to buy it. I use my ST as a fancy terminal with UW to access Sparcs, SGI, etc-- I don't compare the falcon to a SGI380VGXT system and wine when my atari doesn't quit come close.

If you like want or feel you can't survive without an Intel inside, GO FOR IT. If Atari feels (or doesn't have a clue if) it can survive with a 030 in the '90s-- let them try and let them find out. If you don't want to watch, don't look-- it's your choice. If they fold, will you change religions? What I am saying is, perhaps Atari once made new and innovative machines-- well, times change, so what? If you don't think they are at the cutting edge of technology, don't buy their machine. Every year many new products are introduced and they go away. TV shows are introduced that don't make it half a season.

I laugh when I think of a 030 in the '90s. 16 OR 32 bit bus.
However, if it could be a FUN machine, I'll give it a look.

Personally, I'd like to see a machine where you had 1024 or so 6502 compatibles inside... It'd be a FUN machine.

Scott

6513. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 19:58:22 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <Byr3HB.BKD@ecf.toronto.edu>
Source record: 213818

Hi everyone,

I don't understand all this fuss about closed/open architechture... All this was a direct result of the failure of IBM to copyright their machine. The following may be a little simplistic but IMHO, its always the case that once a user has a computing platform, its only natural to want more "power". This has largely propelled the compatible market in sales (the more sources of computers at lower prices, the more sales hence the more support). In the case of IBM, the fact that 486's are so cheap and abu

ndant make it the most popular platform for users.
My point through all this, is that the whole argument about open/closed architechture will be MOOT following IBM's release of their "586" (it won't be called this though). I'm sure most of you know that IBM is definitely going to copyright this release so compatible makers can never get their hands on it (except over the threat of a very large lawsuit). Once the 486 has faded as a "standard" in the computing field, IBM will take over the reigns of its lines, therefore stopping all the ripping-off of i

ts machines.
Now, I'm not sure that IBM wants to have an open architechtural system for the sale of the (as yet unreleased) "586", but if it does, then the question of open architechture vs. closed will resurface, but 'till then IBM compatible users are at a dead end. Not to be a killjoy, but the simple fact is that IBM users are not going to get away with rock-bottom prices for that much longer.

Thanks for listening.

p.s. This is my first posting in this group, so if anything screws up, please forgive.
p.p.s. To make this relevant, I am not Unbiased - I support ATARI, and I'm impatioently waiting for the Falcon also ...
p.p.p.s. *Please* if you have a disagreement or personal view, try a rational argument...foaming at the mouth does not help...

--
********** "If time is money,
******* Alrashi@ecf.toronto.edu *** GO RIN NO SHO ******* we are all in debt!"
*** This message brought to you by the Bollocks Bros. *** ----------
********** (Ab+Ag)+9Mpl+9Mpn=ABC

6514. Re: Pure (turbo) C++ for the ST/Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 20:00:18 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.723499218@groucho.phil.ruu.nl>
Source record: 213822

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>Can any german netters tell me if there will be a Pure C++ released for
>the ST?

I hope a Dutch netter will do too...? :-) I heard rumours about a Pure C++
being released somewhere around march '93...
Anyone to confirm this...?

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

6515. GEM Shell for .lzh .zoo .arc?

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 20:02:44 UTC
From: leonp@cs.kun.nl
Message-ID: <Byr3oK.Dx4@sci.kun.nl>
Source record: 213837

I'm looking for a nice and complete gem shell (or three different shells)
for these archived files.
I already looked at some, but what I want is more or less what stzip offers
It allows you to view files from an archive in a gem window and
to select which files to extract.

Is there such a shell for other archive formats and where can I find it?

Leon Pillich
University of Nijmegen, Holland
email: leonp@cs.kun.nl

Life is what's happening when you're making other plans ...
John Lennon

6516. Re: TT and llamatron - still no luck

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 20:03:28 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Dec4.181006.4070@arizona.edu>
Source record: 213834

>Original to: paul@jupiter.ame.arizona.edu
>In a message of <20 Nov 92 19:15:46>, paul@jupiter.ame.arizona.edu
>(3:713/602) writes:

> p> All right, I tried all the suggestions to get Llamatron to work on a TT
> p> (i.e., ST-low, cache off, internal speaker off, RCA jacks connected) and
> p> none of it works. It loads, the screen turns red, and it locks up.
> p> (FYI: I have TOS 3.05).

>Did you boot from floppy? A harddisk driver will kill it in a big way.

>Boot normally, then alt-ctl-del, then press & hold alt.
>After the floppy has blinked for the first time, still holding alt, tap the
>spacebar. (make sure you have a floppy in a:).

>You should get a low-rez screen, with no \auto stuff & no HD. Turn off the
>cache, the rest doesn't matter. Then run Llamatron from floppy.

>Works for me. (3.05)

I tried it off a floppy, but after it loads I get a "TOS error #35" message.....

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

6517. Re: ***********NUDE PICTURES**********

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 20:04:32 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.723499472@groucho.phil.ruu.nl>
Source record: 213821

pf21@unix.brighton.ac.uk (Paul) writes:

>Is there a JPEG to RAW converter available anywhere, only i've got these
>nude pictures that I wish to view in Photochrome.
>Using the JPEG to GIF then GIF to RAW combination obviously loses a few
>colours along the way and so a direct conversion must be the answer.

Uuuhhmm.. I've got this GREAT life-to-life converter, occasionally called
'a girlfriend'... A bit more expensive, I admit, but certainly no problem
of lost colours and such... I _love_ the direct conversion... :)

Sorry... couldn't resist... gnagna...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

6518. Re: Goodbye Atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 20:10:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fodvrINNgej@golem.wcc.govt.nz>
Source record: 213803

Hey, no news is good news! Why do you think CNN etc. exists??

==========
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or
'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really
mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare
and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========WELLS_S@KOSMOS.WCC.GOVT.NZ==========

6519. PFX-Packer/AFX/DC-Squish

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 20:43:59 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fofuflNNgka@golem.wcc.govt.nz>
Source record: 213811

DC-Squish will pack all .PRG and .ACC files, leaving them still executable!

AFX will not *pack* anything, but the option for it in Lharc v2.??? and
above will pack non-executable (e.g. not .ttp .prg .app .gtp .acc .tos)
files for AFX to do 'on the fly' decompression of.

PFX-Pack will pack *anything*. Packing data files with it will make them
compatible with AFX. Packing executables or accessories will make them
well, packed, whilst still running as previously.

The only time PFX-Pack should not be used to pack an ACCessory, is when that
accessory writes data to itself. As it will either crash, or destroy
the compressed data, trashing the file.

I have over 800k of ACC's, put onto a 720k disk. There is still over 200k
remaining. (e.g. approx 520k of the disk is used). I didn't pack them
with DC-Squish, and they all still work fine. It has been said by people
(well, ONE person) that this is impossible. If so, why am I currently
running with 2 ACCessories (which I have packed with PFX-Pack) installed!?
(The accessories in question are the Contol Panel, and 'Mystic' which is
a background disk formatter.) I have had NO problems!

I uploaded an accessory (de-uuencoded filesize 2112 bytes). in uuencoded
format to this message section. This PROVED that it worked, as this
accessory worked 100%, and had been packed with PFX-Pack.

Other people have also said they have done similarly (SOmeone had
Butler James packed with PFX-Pack, WORKING).

How many other people have managed to pack their 'impossible' ACCessories
with PFX-Pack. (Version 1.8 or 2.1 are the only versions I can think of,
I use v2.1E (english version).)

If you use ACC's, and they aren't packed, try it - it saves loading time
(if you are running from Floppy) and it saves disk space, and the depacking
time is almost un-noticable!).

Having a Hard-Drive has nothing to do with it, it works perfectly from
HD, Floppy, or RAM-Disk!!

If someone doesn't try this, and still insists it doesn't work - something
is very wrong!!!

==========
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or
'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really
mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare
and exceptional occassions, you can call him Arsehole." - Lister to Kryten

==========WELLS_S@KOSMOS.WCC.GOVT.NZ==========

6520. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 20:47:35 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec4.204735.4229@elroy.jpl.nasa.gov>
Source record: 213830

In article <1fnv8cINN3r1@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>TeX is another great example for my argument that free software never
>matches up to good commercial offerings in practice. TeX is JUST like
>GCC in that its guts are powerful but as a whole it's completely
>unusable by mere mortals. You know what secretaries do when you tell
>them they have to put "mystery codes" in a text file and can't see what
>they're going to get on the screen? They throw their PC's out the
>window. (Not that Word Perfect is a whole lot better, but there are
>things like Venture that do most of what TeX can do with a WYSIWYG
>interface.)
>
>Jeez, why do you think Lamport wrote LaTeX? Because TeX was utterly
>unusable, even for computer scientists! (Not that LaTeX is usable,
>but it's certainly better.)
>
>People want to *use* their software without having to learning much.
>They don't want their documents to look like programs or proofs, and
>they don't WANT to NEED to know what -fomit-frame-pointer does.
>
>TeX: free, powerful, overly-complex, arcane. Typical of top-of-the-line
>free/copylefted software.

I'm not going to argue with you about the general usability of TeX, but I'd like to point out a few things. Back at my engineering college, all of the secretaries used troff. They wrote their own troff macros, did all their documents in troff, etc. Certainly nobody told them they had to embed "mystery codes" in their files, someone told them what a macro was and they just plugged right along.

I would surmise that this was not an altogether unusual pool of secretaries, since the Unix system itself had text processing as its first major application, way back in the misty days in Bell Labs. That was *all* it was used for, timesharing a bunch of doc writers who were all using roff. Since this was the major use for the system, and its popularity still spread like wildfire, I would guess that quite a few secretaries in the world were perfectly happy to compose and use troff macros for their document processing.

Finally, troff is far less comprehensible than TeX. (To me, anyway, although I have admittedly only used roff to write man pages...) I think you're being a bit over-critical of the package and underestimating the users...

Anyway, moving on to some other nagging points (I bet you mentioned those words *just* to get this exact kind of response, too... }-) - TeX is a typesetting system, first and foremost. It may seem "arcane" to you, but the terminology used is the very same used by all those poor folks who had to do typesetting

by moving a bunch of lead blocks around on tracks in a big printing press. Sure, it's not common lingo, but it was based on an established jargon, one that an established class of professionals already used or had been using for literally hundreds of years.

Of course, I personally agree that TeX itself is difficult for me to use, and I also use LaTeX instead. (Of *course* TeX is unusable by computer scientists, most of them don't know diddly about typesetting!) I don't think this practice invites any criticism of TeX, tho, it just points out the ignorance of most computer-science types (myself included, tho I was a C.E., not C.S. major).

As for people wanting to use their software without learning much - I don't accept that one at all. Take a look at the current dungeon/adventure style games, or the jet/helicopter flight simulators - there's usually a pretty thick manual accompanying those games. For simulators, people want as much realism as possible, and those manuals are packed with all kinds of info on aeronautics and flying technique, and you need to absorb it all in order to play the game successfully. And people *do* plow through it all, gladly.

Coming from the other direction, if you want a simple tool for a simple job, fine. But don't expect to pick up a powerful tool like TeX and not have to learn a few things about typesetting in the process. If you don't wanna know those things then you picked the wrong tool for your job. I've seen the way documentation groups have embraced this stuff because it was the Latest and Greatest Wave of technology, even though it did 9 zillion times more things than they needed. When they later bitch and moan about how tough it is to use, once again, it's not the application's fault, it's their fault for just trying to pick up something trendy to do something they could easily have done with a plain-jane text editor.

As for people who want to use compilers without knowing what the optimization switches do - that's just plain idiocy. If you write code and don't care about optimizations then don't use any of the optimization switches, that's simple enough. (Although I'd say that's still idiotic...) There's no way you can write software for a platform without being aware of the idiosyncracies of that platform. (Ever look at C programs on a PC? Ever wonder what all those "near" and "far" keywords were doing scattered all over the place? And what is this phrase "memory model" all about, anyway?) If you think you can write software for any machine in total ignorance of the underlying architecture then you're in for a rude awakening. (That's a general "you" there, I know you (Dave) already know this stuff...)

--

-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6521. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 21:00:44 UTC
From: das9674@usl.edu
Message-ID: <1992Dec4.210044.11777@usl.edu>
Source record: 213813
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <92339.111248IO92257@MAINE.MAINE.EDU> <IO92257@MAINE.MAINE.EDU> writes:
>In article <1992Dec4.020953.4901@usl.edu>, das9674@usl.edu (Stephenson Daniel A)
>says:
>>Naw... :-) It's the best flight sim for PCs - or any computer, for
>>that matter. :) :) :)
>Well, It is a good sim, but hard to land! And I've heard that
>the I*M version blows away the Amiga version hard. But that
>dosen't mean the Amiga is worse than I*M!

Actually, unless maybe I've gotthe ultra-hard settings on, I COULD
land perfectly everytime. Exceot I usually get a bit impatient and belly
flop. :-) I've played Falcon on an Atari ST. If the Amiga is similar,
then you'vve got a fine sim on your hands. It is just that Falcon3.0
for IBMs is a natural step forward.

>-Amiga Advocate
>(Heh, Heh, Heh)

--
Dan Stephenson das9674@usl.edu
"There once was a Lady from Hyde/who ate some bad apples and died/but while we
lamented/the apples fermented/making cider inside her inside!"
-Member of the Court, Texas Renaissance Festival

6522. Re: Goodbye Atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 21:08:36 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1fohckINNi2k@life.ai.mit.edu>
Source record: 213815

In article <ByqswL.D59@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
>I can't believe these messages. So Atari didn't get the
>damn FALCON out when they said. We've been hearing how we hate Atari
>ever since.

Yeah, agreed. I admit that I think discussions about computer architecture philosophy and distribution schemes like copylfeft are a lot more interesting to me than mere Atari bashing, though I have certainly done my share of the latter lately.

(Obviously, some people don't like any philosophical discussion here, though, which I think is too bad.)

>I even heard a number of
>people wishing death to the Sam and Jack: "I really wouldn't mind if the
>were in a car accident and died." What is up with that folks.

Such people have so little life that they've actually become a danger to society. It's just a computer. Just a computer company. Not a religion or a politcal party. Let's all try to keep that in mind for the sake of everyone's sanity.

>I assume we are all college students or above here, you think that we
>can act with the least bit of maturity.

I don't think that wishing death upon someone is immature; I think that's basic sociopathy. :)

>The bottom line here is: America, love it or leave it. Atari love it, or
>leave it, once and for all so we can talk about something useful for a
>change!

Well that "America..." maxim is one of the most commonly cited examples of American arrogance and pigheadedness. Such things certainly show that our society evolved from pioneer types! :)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6523. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 21:15:54 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1fohqaINNium@life.ai.mit.edu>
Source record: 213823

In article <1992Dec4.185350.832@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>Of course, if you actually purchase a 386-33 motherboard from some of the
>companies listed in magazines like PC Sources or Computer Shopper (two popular
>magazines in the United States consisting of mostly hardware ads), you have
>absolutely no guarantee that the company will be in existence long enough for
>any "limited warranty" to run out.

And this is different from buying hardware from Atari?!?!

>And, if you select the wrong company, you may suddenly find yourself
>with a useless motherboard ... or the need to purchase 'extras', like
>the CPU. Or the ROM BIOS.

Unless *all* these companies are about to be indicted for mail fraud,
you get the CPU and BIOS on the board, as advertised. Some mail order
are troublesome, and some are outright thieves, but most are just
honest businesspeople.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6524. Re: The Great Falcon Debate

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 21:17:54 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.Cz9ZdTUYDBQ@fredrik.atari.no>
Source record: 213828

In <92337.153306SML108@psuvm.psu.edu>, <SML108@psuvm.psu.edu> writes:

stuff deleted
>16 MHz in 1993, get a clue guys... 16 bit databus in 1993, ditto...
>
>1040 style keyboard, YUCK! Especially when the Mega-ST keyboard already
>exists...

Seems to mee that YOU need/want the Falcon 040!
Then be prepeard to pay for it!

Don't forget that the F030 is a upgradpath for ST owners, not for TT owners.
Don't forget that the F030 is aimed at a new, yet unestablished marked(1)!
Don't forget that the F030 is the new entry level machine from Atari(2)!

(1) Atari hopes to make up a whole new marked with the Falcon concept, because
even if YOU havent realized it; its not only a new computer, it's a new
CONCEPT!

(2) This is why it has to be as inexpensive as possible. Even if that means
they have to cut a few (unimportant) corners. And nobody realy knows until
they have tried the machin, if they'll miss those corners!

--
____
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \

6525. ST News magazine

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 21:21:32 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1foi4sINNo4l@uwm.edu>
Source record: 213807

Does anyone read ST News magazine? If so, would you recommend it? How does it compare to say ST Informer or Atari Advantage or even Z*Net for that matter?

--

= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

6526. Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 21:24:07 UTC
From: smiller@bnr.ca
Message-ID: <1992Dec4.212407.22819@bnr.ca>
Source record: 213812

I would agree with previous posters that most PC/MAC buyers make their major upgrades by buying new machines. This is what I have seen, anyway. Especially since the recent PC price plunge, most systems come with SVGA and large HD's. I would expect the majority of upgrades are for SoundBlaster cards and the like. Buyers these days buy boxes. They don't need or want, for the most part, to worry about the details of what's inside. They want to run Windows or WP5.1, and play a few games. This assumes that the large majority of PC-buyers are not technically oriented. This would NOT apply to most USENET readers, but to the 'real world'.

With this in mind, closed architectures like the ST are not a problem. The problem has been, with the ST line, that there has been no adequate 'new machine' upgrade path either!

(Another Atari History Lesson:
For too damn long, ST's were 8Mhz 68000s. While this may
have been sufficient for most users, there are always people who want more.
Atari broke new ground in 1985 with the ST. It was cheap, it was fast, it had great graphics. It used the then-uncommon 3.5" disks, which became the industry standard. However, the industry moved. CGA/EGA gave way to VGA, 80286s to 386s, 360k to 720k to 1.4M disks, etc. Atari changed the ST slowly, when it finally did. An industry-leader became an industry backwater.)

Now, there is, (theoretically, anyway) the Falcon030. Here is, finally, another groundbreaking machine from Atari. Built in DSP, (All the magazines have been crowing about how DSP is the wave of the future in PCs),
2.5" internal hard drives (The fastest up-and-coming HD format - it should meet 3.5"HD cost/megabyte next year, and has several form-factor advantages).

And finally, at least VGA graphics, 1.4M floppy, real SCSI, and it's pretty cheap.

Now, the big advantage of (semi) closed architectures: the minimum configuration is not that minimal, and ALL software can depend on the DSP, on at least a 1M of memory, on the sound system, on a minimum level of graphic ability, etc.

There is one thing I think Atari should do: populate the 881/882 socket! For a 16Mhz 881/882, it couldn't cost very much, and once again, the software could depend on it always being there. (I've seen 16mhz 881s in Mac magazines for 35 or 40 dollars, 882s a little more. In 1000's, it must cost less.)

A 16Mhz 030/882 is probably a match for a 33Mhz 386 (sans 387) in most applications, and would really shine in the most punishing applications (like, 3D animation and games) PC software can't count on having a 387.

Advantage: Falcon030.

When the mythical Falcon 040 appears, the software will already be making use of floating-point whenever it could. (The 040 has this built-in, except for transcendentals) The speedup of the 040 would be even more pronounced.

Imagine, 68030, 68882, 56001. Massive fixed and floating point power! This would mean Atari, once again, would redefine the term 'entry level'.

But I don't recall anyone at Atari soliciting opinions from me.

--
****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
.signature USES DISCLAIMER Ottawa, Ontario, Canada (No email access.)
****

6527. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 21:31:45 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1foio1INNjd8@life.ai.mit.edu>
Source record: 213824

In article <1992Dec4.191329.1093@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>Public dissemination of information is a good thing.

Agreed, but reducing the profitability of producing the information
leads to a sitatuon where no more information is produced. At least in
a capitalist society.

>I also happen to feel that without the exposure a book gets in the library,
>many first authors would remain single book authors.

True. What you say here has merit. I suppose you could extend this
to conclude that piracy helps the software industry because it gives
things more exposure. Maybe, but I wonder how far it goes.

>If profitability was their only concern, the publishing industry would only
>produce two types of books...

Look, it's not black and white. You're seeing it as though publishers
are either chairty organizations or completely money-grubbing. In
reality most are neither, but publishing most kinds of books is really
a struggle (consider, for example, that only two countries in the world
do glossy color printing any more, and both are expensive -- Japan and
Italy). My only claim is that libraries reduce the money made on
books. And that equivalent institutions for software would hurt the
software business even more than libraries hurt the publishing
business, because once you have a copy of a piece of software there's
no tangible advantage to getting a legitimate version.

Note that I never said I thought libraries were a bad idea. Just that
software libraries, if operated the same way book libraries are
operated, would be a bad idea.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6528. Re: How do I turn on keyclick in Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 21:42:04 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Dec4.154205.171@janus.arc.ab.ca>
Source record: 213831

In article <1992Dec3.060207.15895@fcom.cc.utah.edu>, bcc@lanai.Eyring.COM (Brian Cooper) writes:
>The subject 'bout says it all. When I'm using Uniterm, I occasionally
>press a key more than once because I can't tell if the first keypress
>registered (slow host on the other end). When it does respond, I get
>a whole string of characters. Is there anyway to turn on keyclick in
>uniterm so I can hear when the key is pressed?
>Thanks!

You need to use the control panel (Atari's or something else) to turn on keyclicks. Then save the Uniterm configuration. This also works for your color settings.

Bob

6529. Mint Distribution kit problems

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 22:09:57 UTC
From: sjkinneb@mtu.edu
Message-ID: <1992Dec4.220957.16885@mtu.edu>
Source record: 213817

I just ftp'd Simon Gornall's Mint Distribution Kit from a.a.u.e and when I try to run the SETUP.PRG, I get two bombs. I have a 4meg 1040ST, TOS 1.0, the original ICD host adapter and v. 5.5.0 of the ICD driver. I've tried the program with my normal setup of auto programs and accessories and without any of them. My hard drive is partitioned into regular GEM partitions, no BGM. Is it possible that the setup program in the zoo file is corrupt or someting.

Any help would be greatly appreciated.

-Steve
sjkinneb@mtu.edu

6530. What I would do if I was running Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 22:20:23 UTC
From: smiller@bnr.ca
Message-ID: <1992Dec4.222023.23813@bnr.ca>
Source record: 213819

My previous post, about making a math coprocessor standard on the Falcon, got me thinking: What would I do?

1) Populate the math coprocessor socket from the very beginning.

2) Bundle in a capable and bug-free 'Atari-works' package. This will give people something reasonable, but shouldn't inhibit big-name software houses from porting their stuff.

2) Make sure the Falcon040 isn't TOO far behind, with at least the capabilities of the TT/030. (1280x960 graphics, VME slot) In the new case, of course. You don't want to stifle Falcon030 sales, but you want people to get a warm feeling that you plan to be around for a while. Introduce it early, but price it initially such that it doesn't hurt the 030. (Remember the C64 and the VIC, Jack?) Evolve the machine. Look at what's going to be the price/performance leader NEXT year, not LAST year.

3) Maybe, later, introduce a Falcon/030 II, with 33mhz 030 and 882, in a new case, if it is cost effective compared to the 040. (It might be cheaper to slap in a slow 68040 instead of speeding up the bus to 33Mhz)

4) Make damn sure there is AT LEAST SOME big name software for the Falcon/030 early in it's life. A little productivity (WordPerfect 5.1), a few games (Falcon 3.0, Chuck Yeager, Stunt Island) would help. If the companies are reluctant (because of past Atari failures) - DO THE PORT FOR THEM. Lend them Falcon030 experts for a while. Do what it takes to get a few big titles on the shelves.

5) For the software developers who have been supporting the Atari all along, (Like Spectrum Holobyte, with Falcon and Flight of the Intruder) - don't SELL them development machines - GIVE THEM A FEW!! Each program that they come up with will sell hundreds of machines. A BIG return on a few free computers. As above, support them with FREE EXPERTISE.

6) Offer independant developers (Like the Dave Baggetts of the world) great deals on hardware, software, etc, if they come up with a few programs that are worth distributing through the revived...

7) Atari Program Exchange (APX), via which all dealers have access to a broad range of *very inexpensive* software (cheap enough that nobody would bother to pirate it, and cheap enough that dealers can throw it in for free to sweeten a deal) A not-quite-free alternative to shareware, and the small-time developers would get a few bucks, as opposed to none. But keep the quality high.

8) Sell packages in North America like those I see advertised in the UK. For example, a 'games package' with the F030, joysticks, and a handful of

first-rate commercial software. In large quantities, you should be able to do this pretty cheap, since the developers know that every copy bundled is one less copy to be pirated.

9) Market the machines with 'Not just another boring PC clone', and 'you don't have to rip it open to give it decent sound and graphics'. Remember, Atari's home is the MASS MARKET. Get a 1-800 number so Mom and Pop can call for (where do I plug in the mouse?) support.

Ah, there I go dreaming again.

Oops, another one:

10) Buy a Falcon030, get a Lynx for free! You make the money selling the software with those, remember.

(P.S. to Atari: Give me a call if you want me to run your North American marketing. :-) I'll even quit my day job. It'd be fun!)

I'd LOVE to see followups on this.

--

****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
.signature USES DISCLAIMER Ottawa, Ontario, Canada (No email access.)
****

6531. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 23:19:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec4.231922.10159@elroy.jpl.nasa.gov>
Source record: 213827

In article <Byr3HB.BKD@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>Hi everyone,

Howdy. Say, did you know that Unix systems only buffer up to 256 characters per input line? You really oughta hit that carriage-return a bit more often...

> My point through all this, is that the whole argument about open/closed architechture will be MOOT following IBM's release of their "586" (it won't be called this though). I'm sure most of you know that IBM is definitely going to copyright this release so compatible makers can never get their hands on it (except over the threat of a very large lawsuit). Once the 486 has faded as a "standard" in the computing field, IBM will take over the reigns of its lines, therefore stopping all the ripping-of
>
>ts machines.

The 586 was designed and is manufactured by Intel, not IBM. At any rate, IBM hasn't been the leading force in the PC-market for quite a long time now; what they do is irrelevant to the great majority of PC users. Trademarking the name "Pentium" isn't going to mean much of anything, as long as Intel continues to sell to anyone willing to buy; clones will continue to be made and sold.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6532. QuickBBS on MegaSTE?

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 23:24:24 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Dec4.232424.11796@prime.mdata.fi>
Source record: 213832

What all can the newest version of QBBS do, where can I get it from,
and does it work on MegaSTE? Oh, and can it handle multiple nodes?
Thanks in advance!
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

6533. Remote EMACS Problems..

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 23:28:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fopjrINNhg2@golem.wcc.govt.nz>
Source record: 213820

Remote MicroEMACS..

Well I am finding that not all COMMS programs are the same, so far I have tried
3 to find out how to send a SET MARK..

Stalker 3 could not do it so far, looks the most incompatible,
Flash 1.6 will send the ^W but not the SET MARK so far, but Uniterm
set for VT220 so far had many Keys that woulds send a SET MARK...

^2 , ^Clr.Home and some of the arrow keys...

Is the SET MARK a NULL..???

Is there a ACC/TSR that I can monitor what is going out in Hex,
I have worked with Terminals that could do that...

Roger..... sheppard_r@kosmos.wcc.govt.nz

6534. Re: PFX-Packer/AFX/DC-Squish

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 23:43:10 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1foqeeINNhg2@golem.wcc.govt.nz>
Source record: 213826

>
>PFX-Pack will pack *anything*. Packing data files with it will make them
>compatible with AFX. Packing executables or accessories will make them
>well, packed, whilst still running as previously.
>
>The only time PFX-Pack should not be used to pack an ACCessory, is when that
>accessory writes data to itself. As it will either crash, or destroy
>the compressed data, trashing the file.
>==========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================

I see our little 15 year old God has spoken again, Get with it Steven
try PFXing Hyperformat 3.2 as a ACC..

You are Wrong again, if Thomas Quester states that it can't be done, then who
is right..??...

Who teaches you at school, or is it you end up teaching the whole school..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6535. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-04 23:45:06 UTC
From: techno@zelator.in-berlin.de
Message-ID: <MSI959S@zelator.in-berlin.de>
Source record: 213843

Why Jeff Minter made so much money from his game and you didn't ?
Easy ! His game has great gameplay and a high addiction factor as well
as a good learning curve. Yours haven't.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

6536. Hotz Translator

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 00:01:48 UTC
From: jdugger@nextweek.Reed.Edu
Message-ID: <1992Dec5.000148.12235@reed.edu>
Source record: 213825

Can anyone point me at a review of or give a first-hand account of the
Hotz Translator software? Email please.

Jay Dugger
jdugger@reed.edu

PGP Public Key available

6537. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 00:02:37 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <3m90uB2w165w@comtch.spk.wa.us>
Source record: 213838

dmb@xbar.ai.mit.edu (David Baggett) writes:
> Now that DC is defunct (though damned if anyone there told me they were
> going under), there is now a question of what to do with Game
> Workbench. Do I want 4+ years of my and Neil's work to go to sit
> on a shelf collecting dust, hidden from the rest of the world for all
> time? No. Do I want to give 4+ years of my life away to people who,
> instead of paying me for it, or (even) writing notes saying "gee I like
> your program," will call me at all hours asking for free technical
> support or custom modifications? No, again. What to do? You tell us;
> we haven't decided yet.

Double-Click's loss will be deeply felt - their "utility-of-the-week"
program produced a TON of useful hacks to transmogrify my system with,
I still use DC-Format (tho' only to write DOS boot sectors, I use NeoDesk
for the formatting usually), and I was on the verge of getting Data Diet.
Since Data Diet is now part of Trace Tech, I'll wait for them to release
it, and I won't have lost anything there.

The main problem to me now that all of the DC-ware is PD, is that I'll
feel eternally guilty for using any of it without paying money...

As for Game Workbench, I'd absolutely like to see it come out. Despite
the fact that it's a year overdue, it's still better than the
alternatives (ie - hand-hacking bitblt images and sounds)... But if you
don't publish it, you'll never get anything for it...

With the F030 coming out, it's more essential than ever that there be a
good graphics/game/sound toolkit, so it's easy to make new software that
works on it.

If you have to, publish it yourself by direct mail. Even if the
initial packaging isn't beautiful, it'll sell, and the ST magazines and
networks do reach most of the ST programmers and programmers-to-be. When
you see how well it's selling, you can decide if you want to get
professional-quality packaging. As long as the manuals don't look like
they were run off on a photocopier, I doubt anyone will complain about th
lack of pretty boxes in any case...

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us

6538. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 00:17:33 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fosetINNqo1@life.ai.mit.edu>
Source record: 213829

In article <1992Dec4.212407.22819@bnr.ca> no email writes:
>This is what I have seen, anyway. Especially since the recent PC
>price plunge, most systems come with SVGA and large HD's.
>I would expect the majority of upgrades are for SoundBlaster cards and
>the like.

Sound blaster cards aren't insignificant, IMHO, they're better than anything you can put in an ST (i.e., a digitizer in the cart port) and you *CAN* put one in a vintage 1985 PC.

Here are some examples of things you can add easily to a (relatively) open architecture like the PC that you can't easily add to a closed architecture like an ST:

Item 286-PC 520ST
---- ------ -----

Ethernet $109 card I laugh in your face
24 bit video < $1000 card Not
Graphics accelarator software, $100-$1500 card Software only
Co-processor card DSP, TI34020, AMD2900, etc. Get real
Extended sound Soundblaster, Pro Audio 16-bit 8-bit cart port hack
D/A, A/D boards
Disk compression Stacker card (fast enough so Data Diet (you notice)
you don't even notice)
MIDI Cheap cards In there already (whew)
Modem Internal or external External only

As far as "minimum assumed configurations" go, good, inexpensive cards quickly get integrated into the mainstream and become part of the moving LCD. Are there any PC games made anymore that don't support the Adlib standard? Or VGA? Most shareware does these days.

Sure, it's a pain for developers to have to support many different add-ons, but it's a better situation than not having options at all.

If you look at the list above and say, "But the Falcon will have this, that, the other," you're falling into the same trap that people did in 1985 when they thought they'd never want to add anything to their ST's (like stuff from the list above). You can give a 1985 PC all the capabilities of a Falcon by putting in cards. Assuming you already owned a functional 286 system, you could probably do it for less than the cost of a Falcon. *And you could continue from there*. Can you do the same for an ST? No way, because it's a closed architecture.

Atari's decision to support such standards as SCSI (-2?) and VME are steps in the right direction. I don't see why those of you who are in

favor of closed architectures aren't MAD that they've *openened up* these parts of the system. But just peripheral expansion capability isn't enough. I still stand by my claim that when ISDN becomes ubiquitous you'll be able to put an ISDN card on your 1985 PC. It might not be as fast as it could be in a 1995 PC, but it'll still work just fine.

You won't be able to do the same with an ST or a Falcon. And that's just dumb on Atari's part.

An open architecture costs nominally more (if that) and encourages third party add-ons that make a machine more useful. It extends the useful lifetime of the machine. It makes good techinical sense and is smart business.

>Advantage: Falcon030.

For 6 months? A year? In the end, Atari loses again. Much as I am a die-hard Motorola sympathizer, I just can't get excited about the Falcon. It's basically just an ST made to 1991 pop specs. Which puts it in the same boat as the ST in 5 years (probably much sooner given Atari's continuing power dive into the red).

>But I don't recall anyone at Atari soliciting opinions from me.

I don't recall Atari soliciting opinions from anyone! (They certainly did want to hear mine when I was in Sunnyvale!) When I pointed out that 1M wasn't nearly enough RAM to put in the base model (because you won't even be able to page flip in the 640x480x16 mode), I got only blank stares. (That screen mode requires 600K per screen.)

Finally, since some people are question the veracity of my PC motherboard price claims, here's some prices from a random page of PC Sources. (I.e., you could do better):

System Cost

486DX2-66 $1168
486DX-50 $836
486DX2-50 $750
486DX-33 $630
486SX-25 $380
386DX-40 $335
386DX-25 $309
386SX-33 $283

Above prices include motherboard and CPU, 1M RAM, 1.44M floppy drive and controller, mini-tower case, standard ports (2 serial, 1 parallel, 1 game), 200W power supply, keyboard.

Add $250 to the above for SVGA and a monitor. Add $60 for an Adlib compatible card, $180 for a Soundblaster Pro with D/A.

(Source is p. 136, PC Sources, November 1992.)

For motherboards alone, with CPU:

Board Cost

486DX-50 $678
486DX2-50 $598
486DX-33 $448
486SX-25 $212
386DX-40 $186
386DX-25 $146
386SX-33 $128
386SX-25 $108

(Source is p. 546, PC Sources, November 1992.)

For Falcon-equivalent CPU power, we'll call it a 386DX-40 to be *very generous*. BobR was right on the mark when he said $185. Wouldn't it be great if you could pop out the ol' ST motherboard and shove in Falcon-level power for $185? Would anyone be running at 8Mhz anymore?

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6539. Re: What I would do if I was running Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 00:40:19 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fotpjINNrqp@life.ai.mit.edu>
Source record: 213833

In article <1992Dec4.222023.23813@bnr.ca> no email writes:
>My previous post, about making a math coprocessor standard on the Falcon, got
>me thinking: What would I do?

NOW, we're getting somewhere...

>1) Populate the math coprocessor socket from the very beginning.

Sure, what the heck.

>2) Bundle in a capable and bug-free 'Atari-works' package. This will give
>people something reasonable, but shouldn't inhibit big-name software
>houses from porting their stuff.

Yup. I wanted to whack them on the head with a big stick when they
told me they were targeting the machine at game companies but had no
plans to package a game development system with it. (You can probably
imagine where this might have led, but I'm really just giving this as
an example.)

The point is, you gotta have software. You gotta bundle some nice
software. GCC and TeX don't cut it with normal people; they want nice
mouse-driven easy-to-use, maybe not-so-powerful stuff. They don't have
to create ad copy, they just want to write a letter to mom.

>2) Make sure the Falcon040 isn't TOO far behind, with at least the capabilities
> of the TT/030. (1280x960 graphics, VME slot)

Better yet, make it an open system. (But I digress. Enough.)

>3) Maybe, later, introduce a Falcon/030 II, with 33mhz 030 and 882, in a new
> case, if it is cost effective compared to the 040. (It might be cheaper
> to slap in a slow 68040 instead of speeding up the bus to 33Mhz)

Sell motherboards to allow cheap upgrades. Encourage cloning rather
than stifling it.

>4) Make damn sure there is AT LEAST SOME big name software for the Falcon/030
> early in it's life. A little productivity (WordPerfect 5.1), a few games
> (Falcon 3.0, Chuck Yeager, Stunt Island) would help. If the companies are
> reluctant (because of past Atari failures) - DO THE PORT FOR THEM. Lend
> them Falcon030 experts for a while. Do what it takes to get a few big
> titles on the shelves.

This is *amazingly* important. Commodore got a step ahead of Atari
from the beginning by PAYING some developers to write stuff for their
machine. I mean word has it that they GAVE them machines, PAID the
programmers' salaries, and then let the companies resell the stuff.

Sweet! That's the kind of offer even the big names won't ignore.
(They may refuse it, but they won't ignore it.)

For a multi-million dollar company, paying a few programmers to write
stuff ahead of time is a drop in the bucket. Atari did a litle of
this; they gave Jeff Minter a Falcon over the summer (first one
exported, by the way), and they gave Neil one so we could consider a
Falcon Game Workbench (after they semi-psyhcotically insulted me for
about three solid hours, but anyway).

But that's nowhere near enough. Little players like JM and us don't
sell machines -- Word Perfect Corp, MicroSloth, and Borland do. Give
'em a machine. For God's sake, give 'em a roomful. It can't hurt.

>6) Offer independant developers (Like the Dave Baggetts of the world) great
> deals on hardware, software, etc, if they come up with a few programs that
> are worth distributing through the revived...

Brilliant! Excellent! I'm all for it! :) This could go along with...

>7) Atari Program Exchange (APX)

Ah, APX. A brilliant invention. It was great. Bravo that idea.
Bring it back. It would have solved all my "problems" with shareware!

>9) Get a 1-800 number so Mom and Pop can call for (where do I plug in
>the mouse?) support.

"Give that fan a contract." (Overheard at Camden Yards, home of the
Orioles. But I digress again.) Why isn't THIS MAN running Atari?
He would clearly do better than Jack & Sons.

If you're going to target a machine to computer-idiots (sorry),
you have to give them a way to ask for help. Seems obvious to me.

>(P.S. to Atari: Give me a call if you want me to run your North American
> marketing. :-) I'll even quit my day job. It'd be fun!)

I'd give you Sam's job if I could...

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6540. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 01:47:31 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec5.014731.15197@elroy.jpl.nasa.gov>
Source record: 213836

In article <1fosetINNqo1@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>Sound blaster cards aren't insignificant, IMHO, they're better than
>anything you can put in an ST (i.e., a digitizer in the cart port) and
>you *CAN* put one in a vintage 1985 PC.
>
>Here are some examples of things you can add easily to a (relatively)
>open architecture like the PC that you can't easily add to a closed
>architecture like an ST:
>
>Item 286-PC 520ST
>---- ------ -----
>
>Ethernet $109 card I laugh in your face
>24 bit video < $1000 card Not
>Graphics accelarator software, $100-$1500 card Software only
>Co-processor card DSP, TI34020, AMD2900, etc. Get real
>Extended sound Soundblaster, Pro Audio 16-bit 8-bit cart port hack
> D/A, A/D boards
>Disk compression Stacker card (fast enough so Data Diet (you notice)
> you don't even notice)
>MIDI Cheap cards In there already (whew)
>Modem Internal or external External only
>

I would say that this only demonstrates that a 1988-era PC is better than
a 1985 era ST. That doesn't prove anything about an open system vs a closed
system, really. There are few items on your list that are impractical due to
the ST architecture, they are merely unavailable because no one invested the
time or money into developing them. Ethernet, extended sound, and disk
compression could easily be accomplished by a device hanging off the ACSI port.
Internal modems are a waste of money, and not even worth mentioning.

Also please note that I am not particularly in favor of a closed system design,
I would have loved to see a machine with all the built-ins of the ST and also
a multi-slot expansion bus. But once again, that just invites a whole host of
compatibility problems. I don't know of very many 24 bit video cards for PCs,
and certainly no software standard for driving them. It took 4 years before
there was a good software standard for interfacing to ethernet controllers,
and even then (packet drivers) you'll find things that can't be done from
driver to driver...

>As far as "minimum assumed configurations" go, good, inexpensive cards
>quickly get integrated into the mainstream and become part of the
>moving LCD. Are there any PC games made anymore that don't support the
>Adlib standard? Or VGA? Most shareware does these days.

>
>Sure, it's a pain for developers to have to support many different
>add-ons, but it's a better situation than not having options at all.

I suppose. But having software that doesn't work with my given configuration
is about the same as having no software at all. Doesn't seem a whole lot
better to me.
>
>Atari's decision to support such standards as SCSI (-2?) and VME are
>steps in the right direction. I don't see why those of you who are in
>favor of closed architectures aren't MAD that they've *openened up* these
>parts of the system. But just peripheral expansion capability isn't
>enough. I still stand by my claim that when ISDN becomes ubiquitous
>you'll be able to put an ISDN card on your 1985 PC. It might not
>be as fast as it could be in a 1995 PC, but it'll still work just
>fine.
>
>You won't be able to do the same with an ST or a Falcon. And that's
>just dumb on Atari's part.

That's being overly naive. There are already several SCSI-based ISDN products,
so this assertion is just plain wrong. ISDN is not some magical high-speed
network, you don't need "localbus" to support it; in fact it's a pretty slow
technology as networks go.
>
>I don't recall Atari soliciting opinions from anyone! (They certainly
>did want to hear mine when I was in Sunnyvale!) When I pointed out
>that 1M wasn't nearly enough RAM to put in the base model (because you
>won't even be able to page flip in the 640x480x16 mode), I got only
>blank stares. (That screen mode requires 600K per screen.)

They were probably staring blankly trying to comprehend your arithmetic.
640x480x16 only requires 153KB per screen. (Or more precisely, 1.5K * 100).
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6541. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 02:45:18 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fp53uINNihr@golem.wcc.govt.nz>
Source record: 213839

Bzzzt, wrong!

You can get co-processor boards for ANY ST!

You can get Hard-ware screen accellerators for the ST!

You can get 24-bit graphics boards (Although, I'm not sure if they work
on the 16-bit ST's)

The STE has 50Khz sound playback BUILT IN, a soundblaster is required
on the PC for this. (Or a roland sound card, or adlib etc. etc.).
Although, it slows the processor to almost 0% it is there to start with!

IBM compat's are nice machines (barring the awful user interface), but
comparisions between it, and the ST, are pretty pointless. Why upgrade
unless you need to? The only thing I've ever even wanted to upgrade
in my STFM was the memory! (512k just is not enough!)

==
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or
'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really
mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare
and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================

6542. Falcon screen

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 02:49:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fp5brlNNihr@golem.wcc.govt.nz>
Source record: 213840

What resolutions will the Falcon 030 supposedly display on a standard atari colour monitor (e.g. SC1224)

I know it does ST-Low & Medium, and interlaces ST-High (or some such thing). But will it do the VGA modes, or indeed, anything other than the 3 standard ST Modes??

Also, if the DSP is going to be used as a modem, where do you plug the phone line into the computer? I don't recall mention of a socket 8-)

- If you don't own an Atari, whaddya doin' in this group?!?!

==
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or
'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really
mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare
and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================

6543. RWABS Monitor

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 03:02:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fp64oINNiid@golem.wcc.govt.nz>
Source record: 213841

** RWABSMON **

Does any one know were I can get a full copy of the Program
by David Small of RWABS Monitor..

It was a Sep 1989 ST-Log disk, but you had to write in for the source
code for it..??

Thanks.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

6544. Re: ST News magazine

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 03:08:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fp6enINNiid@golem.wcc.govt.nz>
Source record: 213842

In article <1foi4sINNo4l@uwm.edu>, ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes:
>Does anyone read ST News magazine? If so, would you recommend it? How does

>matter?
>--
>= Andrew Krieg | =
>= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =

I thought ST-News went down some years back, was this not the Dutch
disk based ST-News...??

Roger..... sheppard_r@kosmos.wcc.govt.nz

6545. Re: Remote EMACS Problems..

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 03:43:49 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Dec5.034349.23067@solace.hsh.se>
Source record: 213844

In <1fopjrINNhg2@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>Remote MicroEMACS..

>Well I am finding that not all COMMS programs are the same, so far I have tried
>3 to find out how to send a SET MARK..

>Stalker 3 could not do it so far, looks the most incompatible,
>Flash 1.6 will send the ^W but not the SET MARK so far, but Uniterm
>set for VT220 so far had many Keys that woulds send a SET MARK...

>^2 , ^Clr.Home and some of the arrow keys...

>Is the SET MARK a NULL..???

>Is there a ACC/TSR that I can monitor what is going out in Hex,
>I have worked with Terminals that could do that...

>Roger..... sheppard_r@kosmos.wcc.govt.nz

Well, when I use Uniterm and hook up to our mainframe and run emacs I
use CTRL-SPACE for set mark, and that works okay for me. It should be the
same key-combo for microemacs.

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

6546. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 04:00:46 UTC
From: dmb@rice-chex.ai.mit.edu
Message-ID: <1fp9heINN5j2@life.ai.mit.edu>
Source record: 213845

In article <1992Dec5.014731.15197@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>that 1M wasn't nearly enough RAM to put in the base model (because you
>>won't even be able to page flip in the 640x480x16 mode), I got only
>>blank stares. (That screen mode requires 600K per screen.)
>
>They were probably staring blankly trying to comprehend your arithmetic.
>640x480x16 only requires 153KB per screen. (Or more precisely, 1.5K * 100).

Hello, McFly, anybody home?

640x480 = 307,200 pixels
16 bitplanes -> 2 bytes per pixel -> 307,200 * 2 = 614,400 bytes.

This is the incorrectly-called "true color" mode. That's the mode they wanted games written for.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6547. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 04:12:58 UTC
From: dmb@rice-chex.ai.mit.edu
Message-ID: <1fpa8aINN5s3@life.ai.mit.edu>
Source record: 213848

In article <1fp53uINNihr@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Bzzzt, wrong!

Oh God. I just love Usenet. Sigh...

>You can get co-processor boards for ANY ST!
>You can get Hard-ware screen accellerators for the ST!
>You can get 24-bit graphics boards (Although, I'm not sure if they work
>on the 16-bit ST's)

Care to elaborate here? I wasn't talking about replacing the whole
motherboard, you know!

You tell me WHO I call and WHAT I do to put any of the three things you
mentioned into my ST without hacking the thing to pieces.

>The STE has 50Khz sound playback BUILT IN, a soundblaster is required
>on the PC for this. (Or a roland sound card, or adlib etc. etc.).

A) I wasn't talking about an STe; I was comparing equivalent circa 1985
machines. Can't add DMA sound to a 1985 ST, now can you? Gotta
"upgrade" by tossing your ST out the window and buying a whole new
STe. See my point? If your ST weren't closed up like a drum you
could add your DMA sound thingy for about ten bucks, and could then
experience the mind-numbingly awesome stereo panning effects in
Blox Plus! 1/2 :)

B) Though it's largely irrelevant to the argument to the argument at
hand, the STe DMA sound is brain-damaged. Whoever thought having
four nonstandard, fixed sample rates (6.25, 12.5, 25, 50) would be
better because it would cost a dollar less per machine should be
taken out and shot.

>IBM compat's are nice machines (barring the awful user interface), but
>comparisions between it, and the ST, are pretty pointless.

You fail to explain WHY comparing machines is pointless. In this
particular case, comparing equivalent 1985 machines shows why closed
architectures are a pain in the butt. (Consider your own DMA sound
example.)

That's why I compared machines, because it facilitated my argument.
Seems pointful to me!

Dave Baggett
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ADVENTIONS: interactive fiction (text adventures) for the 90's!

dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6548. Re: Falcon screen

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 04:20:15 UTC
From: dmb@rice-chex.ai.mit.edu
Message-ID: <1fpalvINN6nc@life.ai.mit.edu>
Source record: 213849

In article <1fp5brINNihr@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>What resolutions will the Falcon 030 supposedly display on a standard
>atari colour monitor (e.g. SC1224)
>
>I know it does ST-Low & Medium, and interlaces ST-High (or some such
>thing). But will it do the VGA modes, or indeed, anything other than
>the 3 standard ST Modes??

I'm sure you will get flooded with responses to this, but the most
interesting new mode by far is the 640x480x16 (Dammit, Jim, 16 BITS, not
16 COLORS!) which is actually superior to any standard VGA or SVGA mode.
(Hmmm, I'm not sure what the new "VGA HiColor" cards do. I know they
do 32K colors, but I'm not sure of details. Anyway.)

>Also, if the DSP is going to be used as a modem, where do you plug the
>phone line into the computer? I don't recall mention of a socket 8-)

I'll leave this to the many Falcon owners out there. (Neil?)

> - If you don't own an Atari, whaddya doin' in this group?!?!

If you're not having an abortion, whddya doin' in talk.abortion?

Nothing in the charter says you have to own an Atari machine to
contribute here. If you don't like the fact that Usenet is an open
forum, start a BBS and give potential new users an Atari zeal test to
weed out the non-believers.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6549. Re: Falcon screen

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 04:25:33 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec5.042533.19747@elroy.jpl.nasa.gov>
Source record: 213846

In article <1fp5brINNihr@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>What resolutions will the Falcon 030 supposedly display on a standard
>atari colour monitor (e.g. SC1224)

All of them. Up to 768x480 using normal OS calls. No "supposedly" about it.
>
>Also, if the DSP is going to be used as a modem, where do you plug the
>phone line into the computer? I don't recall mention of a socket 8-)

That's one of those "could-be-done" features; you would need a telephone interface that plugged into the DSP port. I suspect since V.32 modems are already so cheap this sort of thing isn't going to be very popular. (Same argument as against internal modems in a PC - why buy a modem that's restricted to only being usable with one kind of machine, when you could just as easily get one that'll work with any machine? I guess this isn't a worry for some people, since obviously internal modems do get sold, but I'm glad the PC user who previously owned the USR HST modems I have on my Sun went external...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6550. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 04:26:03 UTC
From: dmb@rice-chex.ai.mit.edu
Message-ID: <1fpb0rlNN6qb@life.ai.mit.edu>
Source record: 213701

In article <MSI959S@zelator.in-berlin.de> techno@zelator.in-berlin.de (Frank Dahncke) writes:
>Why Jeff Minter made so much money from his game and you didn't ?
>Easy ! His game has great gameplay and a high addiction factor as well
>as a good learning curve. Yours haven't.

Heh-heh; do I sense a touch of animosity here?

BTW, why do you guys always put a space before your question marks
and exclamation points? I've always wondered about that.

Dave Baggettt
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6551. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 04:30:08 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fpb8gINNivh@golem.wcc.govt.nz>
Source record: 213850

This Scott guy has the idea!

Computers have no need for such seriousness, unless you are specifically talking about them for serious purposes. I 'upgraded' from my 800XL, to a 520STFM, because 1. The Drive on the 800XL broke, and fixing it was too much hassle. & 2. There was nothing available for it!

I've since gotten 1meg for the thing, and I only use my computer for my own entertainment (and the occassional piece of word processing etc.) Using BBS's etc, gives me something to do - without the computer, I'd be at a bit of a loose end! (I live in a real outback situation).
I enjoy programming, but don't really have the patience to do anything really worthwhile. The occassional alien blasting is a nice interlude.

The whole idea is (as Scott says) - Fun! The Falcon 030 sound, and graphics, etc. will make it a great home computer, and it's use in business wouldn't be bad either (although not ideal).

If people wanted to run IBM, they'd get a 386SX, with a VGA monitor, and fill up their Hard-Drives with various gunk. (Such as single games taking up over 10meg which, even with all the fancy stuff they might do is a bit excessive, due to programmers not bothering to compress, or optimise their code any more than they have to).

If people wanted a nice, simple to use computer, they'd get an ST.
(Or, if they wanted a machine for business, a mac', or for games/graphics, an Am*ga).

Don't compare the machines, it's like saying 'My car is better than yours because it has power windows'. When the person being told about it, has a convertable, and couldn't care less! People will stick with what they have, until something better comes along which they feel happy with!

- If you don't own an Atari, and you can read this, what are you doing
- In this group? Or are you paranoid?

==========
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or 'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========WELLS_S@KOSMOS.WCC.GOVT.NZ==========

6552. Re: Falcon screen

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 04:31:47 UTC
From: dmb@rice-chex.ai.mit.edu
Message-ID: <1fpbbjINN703@life.ai.mit.edu>
Source record: 213702

In article <1fpalvINN6nc@life.ai.mit.edu> dmb@rice-chex.ai.mit.edu (David Baggett) writes:
>In article <1fp5brINNihr@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>> - If you don't own an Atari, whaddya doin' in this group?!?!

Oh yes; you can also put people you don't want messages from in your kill file. I'm sure some people derive enormous amounts of pleasure from seeing messages get killed left and right. See news.newusers.questions for more info.

Happy killing!

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6553. NTSC from SVGA

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 04:42:55 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992Dec5.044255.11088@news.ysu.edu>
Source record: 213847

I will need to convert some SVGA graphics to NTSC video for recording
on broadcast quality BETA tape. Someone mentioned to me that the Atari
ST sported some soert of built in RGB to Video encoder and that I
would be able to export several IBM graphic file types to the ST...
and record them from the ST video outputs.
I know know at all about the Atari ST platform. Can someone tell me
if this information is true?
If so, what would be required to set up a working system for computer
to videotape transfers, using an ST (what hardware/software). How
much would such a setup cost?

I really appreciate any info that can be offered on this topic.
--
****Joe Perkins
Internet: ac742@yfn.ysu.edu
****

6554. Re: Closed Architectures

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 04:48:00 UTC
From: charles.berlinguette@outlan.ersys.edmonton.ab.ca
Message-ID: <8293.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 213663

WA>From: warwick@cs.uq.oz.au (Warwick Allison)
WA>Newsgroups: comp.sys.atari.st
WA>Subject: Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)
WA>Date: 3 Dec 92 22:30:45 GMT
WA>Sender: news@cs.uq.oz.au
WA>Reply-To: warwick@cs.uq.oz.au

WA>dmb@case.ai.mit.edu (David Baggett) writes:

>We've been through this all before, and the only reasons I've ever
>heard why people like closed architectures are totally religious.

WA>Just so we don't let Dave railroad a wave of opinion, the last time
WA>the argument went through, the biggest PRO-CLOSED architecture point was:

WA> DEVELOPERS KNOW WHAT THE MINIMUM MACHINE HAS.

WA>Some programs use SoundBlaster. No programs use PC-clone DSP boards (and
WA>wont for hundreds of years).
More and more sound cards are being introduced this and next year, most
comments from developers etc. are that the PC abuser is in for a treat.
The GRAVIS UltraSound while not being perfect, offers the user a wave table
synthesizer for about $175 CAN. The sounds from this are getting close to
professional level synthesis. Add multi channel 16bit 44khz digitized
sound playback and record and this comment comes to mind. DSP? Who needs it?

WA>Many programs are crippled to allow them to run on 8088 machines (ie. don't
WA>take advantage of 386 power).

HA HA HA! Most games coming now, STATE plainly that they require a fast 386 at
minimum for all the extended features to run, while some games still play on
a slower machine if the functions are disabled.
Can you say? "Future software compatibility?"

WA>Yet new Falcon programs will be 030 specific and use the DSP if useful,
WA>and have the best sound of ANY home/personal computer.

But who'll support this new ATARI machine? If only Atari had released this
thing about a year ago things would be different. Economics is a crucial
factor right now. DC Softwares closure is a sign of how bad things are.
If I deleveloped software and wanted the most possible return on my
investments.

Can you say? "Over 100 million IBM and compatibles sold worldwide"

WA>They will assume 1M minimum, and more advanced programs will assume 4M
WA>or 14M.

```
WA>--
WA>Warwick
WA>--
WA> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
WA> / * <-- Computer Science Department, /
WA> \_.-._/ University of Queensland, / C references are NULL && void*
WA> v Brisbane, Australia. /
---
. DeLuxe./386 1.25 #1464s . Now using Qmail DeLuxe....and loving it!
```

6555. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 05:49:25 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec5.054925.22204@elroy.jpl.nasa.gov>
Source record: 213703

In article <1fp9heINN5j2@life.ai.mit.edu> dmb@rice-chex.ai.mit.edu (David Baggett) writes:
>In article <1992Dec5.014731.15197@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>They were probably staring blankly trying to comprehend your arithmetic.
>>640x480x16 only requires 153KB per screen. (Or more precisely, 1.5K * 100).
>
>Hello, McFly, anybody home?
>
>640x480 = 307,200 pixels
>16 bitplanes -> 2 bytes per pixel -> 307,200 * 2 = 614,400 bytes.
>
>This is the incorrectly-called "true color" mode. That's the mode they
>wanted games written for.

Ah-hah, *pronoun* trouble .... }-)

I kinda figured you meant 16 bits and not 16 colors, but that was after
I had already posted the stupid article.

Somehow I think there's something wrong here, they know that 640x480x16
can't be displayed on a VGA monitor. The docs I read always said to assume
a 640x480x8 screen mode. (It also occurs to me that trying to do fast
page-flipping on an already interlaced display could lead to undesirable
results. Haven't tried it yet, I guess I'll take a look and see what
MGIF looks like on a 1224...) I must admit, it would be nice to see Falcon
running in 640x480 true-color on a Falcon, but at that screen rez the
machine will be only marginally faster than an 8 MHz ST, and probably not
fast enough to handle all of the graphics updating. It would also be harder
to do the blackout and redout effects in the true-color mode, (just need
to update the palette in any CLUT mode...) so I suspect the 8 bit mode
will be more useful for games...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6556. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Fa

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 06:52:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70980@cup.portal.com>
Source record: 213705

Warwick Allison writes:

>dmb@case.ai.mit.edu (David Baggett) writes:

>>on a $200 386DX

>Oh come on Dave, they may be worth $200, but they do cost more than that!

You're right, Warwick.. Dave was wrong... a 33 Mhz '386DX
motherboard with 64K of RAM cache doesn't cost $200..

It costs $185.

BobR

6557. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Fa

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 07:01:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70981@cup.portal.com>
Source record: 213706

Warwick Allison writes:

>Some programs use SoundBlaster. No programs use PC-clone DSP boards (and
>wont for hundreds of years).

For an eye-opening look at reality, try reading the series
of articles about DSP in the November issue of Byte Magazine.

It details the various DSP products for IBM and Apple computers,
along with software applications and development tools.

>Yet new Falcon programs will be 030 specific and use the DSP if useful,
>and have the best sound of ANY home/personal computer.

>They will assume 1M minimum, and more advanced programs will assume 4M
>or 14M.

That's right... and PC programs assume internal speaker, unless
they auto-detect a SoundBlaster, AdLib, Sound Source, etc, etc,
and automatically adjust to your particular machine..

The "minimum system" argument is what crippled the ST with
Single Sided disk programs that didn't use more then 512K of
RAM for years and years... Dungeon Master for the Amiga was
an audible treat.. because FTL didn't have to worry about
squeezing it all onto a "minimum system" single sided disk.

BobR

6558. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Fa

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 07:09:58 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70984@cup.portal.com>
Source record: 213707

Warwick Allison writes:

>Talk about religion! The Backward compatibility inevitable in
>open architectures (especially PC-sized) is the biggest ANTI-state of
>the art there is.

That's very interesting, considering that the usual reason given
for the crippling of the Falcon is so that it will be
backward-compatible to the ST...

Without the ability to run ST software, the Falcon would be
an expensive paperweight...

BobR

6559. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Fa

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 07:18:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70986@cup.portal.com>
Source record: 213708

Glen Sescila writes:

>But I would MUCH rather have 3rd party application software that supports my
>DSP than have 'the ability to upgrade it later'.

That's certainly an interesting statement.. but what makes you think that
you have to have a non-upgradable computer in order to have third-party
support for it..?

Also, what makes you think that personal attacks ("spewing caca..")
in any way validates any of the points you were trying to make..?

Juvenile messages like that only tend to invalidate anything you might
have been trying to say..

Too bad about that..

BobR

6560. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Fa

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 07:42:36 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70987@cup.portal.com>
Source record: 213709

wells_s@kosmos.wcc.govt.nz writes:

>Sooory, software has already been written supporting the Falcon's DSP chip,
>some of which is packaged with the machine!

Yes, and I can tell you I plan to use that two-channel direct audio
to disk program that comes with my Falcon probably twice a day.. maybe
even THREE times a day..!

Gak.. the disk will probably end up right next to the Atari LOGO that
came with my ST..

As long as I'm paying for a DSP (with no choice in the matter), how
about some *useful* software..?

BobR

6561. Re: Copyleft and copyright

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 08:27:10 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70988@cup.portal.com>
Source record: 213710

Jan Kim writes:
>Bob, giving money to programmers is *exactly* what I say is
>necessary. What I'm bitching about is that neither the commercial
>nor the PD way seems to get *programmers* money from users of
>their stuff. Release software as PD, and users will be vultures
>feeding on your work. Release it commercially, and Microsoft and
>the likes will be vultures feeding on your work and on the purses
>of those who want to use it. I refuse to accept that there's only
>a choice between these two evils.

>>Join the real world for a while, and then come back to us and tell us
>>how things *should* be...

>It seems that you and I happen to see some things differently.
>This does in no way imply that either of us lacks knowledge about
>the "real world". This world is a complex and chaotic thing, and
>there are many ways of looking at it. As an example, your idea
>about the importance of free information flow seems to be
>different from mine -- so far, you haven't even mentioned it
>once, which indicates to me that you don't think it is crucial,
>like I do. I'd appreciate if you discuss such issues instead of
>speculating about my income (it comes from the Max-Planck
>society, which I usually don't think of as a Fairy Godmother :-)
>or making suspicions about my copying morale.

Well, ok.. a couple of things.. (or actually, three things.. I never
meant to imply anything about your morals concerning copying anything)

I used to write software for a "third-party" publisher, and then ran
my own software publishing company. I paid the highest royalty rates
in the Ohio Scientific Instruments computer marketplace and treated
"my" authors with the kind of respect I wished I'd gotten (since I
also was a program author). With that background, I simply don't see
how it's possible to get the kind of direct communication between the
programmer and customer that you are advocating.

What you seem to be describing is virtually identical to the *concept*
of Shareware. The programmer doesn't have to invest in the marketing,
packaging, catalog producing, salesman hiring, etc., etc., that a
software publisher needs to pay for.. instead, he'll get a direct
payment from the computer owner who actually uses his software.

A fine concept, but one which has been demonstrated not to work in
most cases. The end result is that the programmer works hundreds of
hours for free. I too wish there was a better way, but at least so
far, I haven't seen it.

Secondly, I'm all for the free flow of information. I've always wished Atari Corp would have released ALL the information about the inner workings of the ST to anyone who wanted it, so that everyone could have a chance to advance the state of Atari software. Instead they tried to make a commodity out of their information, making potential supporters of their computers pay for the priveledge of helping them sell computers.

There is, however, a fundamental difference between general information about a computer system, and the individual creative works of a programmer.

A company like Atari could give away the information about the ST in hopes that improved software from others would sell more computers for them.

An individual programmer however doesn't have anything other than the code he's generated to sell for income.. if he gives it away, as "freedom of information", he gets nothing for his time, nothing that can pay for food or rent.

And as we're seeing more and more often in the Atari marketplace, if a programmer (or company) can't make enough money to eat, they'll go elsewhere...

BobR

6562. Re: Good Bye Atari (was Re: Good Bye Doubl

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 08:43:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70989@cup.portal.com>
Source record: 213711

James Hague writes:

>On the PC there is a game called Wolfenstein 3-D. It is something
>which has been done before, often better (remember MidiMaze?).
>The concept was ripped (with permission) from a classic Apple II
>game, most of the fundamental principles of which weren't even
>carried over to the 3-D version. There is absolutely no randomness;
>a pre-recorded sequence of keystrokes could be used to win the game.
>And now the kicker: Wolfenstein 3-D is probably the biggest action
>game of all time on the PC. There were thousands of orders even
>before the commercial version of the game was completed. I have
>even seen it on the TV news. I don't mean to say the game is
>completely without merit, just that it certainly isn't worthy of
>all the fanatical praise being heaped upon it. Other shareware
>games endlessly clone each other and pull in serious (five figure)
>amounts of money.

>I guess my answer is: I just don't know. There is a long history
>of lousy or medicore products becoming successful while some real
>gems slowly rot away. People are weird.

You've obviously not actually played Wolfenstein 3D.. the game is
a true departure from almost everything that went before it..

To say that it "copies" MIDIMaze is to say that Dave Edson's
"Tube Frenzy" for the Radio Shack Color Computer copies my "FrANTIC"
for the 8bit Atari computer.. I doubt that Jay Wilbur of ID software
would even know what you were referring to if you asked him about
MIDImaze..

In what way is Wolfenstein 3D "lousy" or "mediocre"..? There IS randomness
to the locations of the guards, depending on which path you take through
the tunnels.. as much as there was in Dungeon Master.. was that game
"lousy" or "mediocre"..?

I agree that there isn't much "accounting for taste".. Dungeon Master
on the PC platform has not been at all successful.. (although that is as
much due to the Atari-like marketing strategies of the game company as
anything else..).

Talk to Jay Wilbur of ID, or Scott Miller of Apogee Software, and you'll
learn that Wolfenstein 3D was only an "exercise".. an attempt to see how
their ideas would translate into a game. Their real efforts will be seen
soon in their game "DOOM", which is said to make Wolf3D look like a romp
in a garden...

Lastly, ask them what their plans are to translate ANY of their games
to the Atari platform...

BobR

6563. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Fa

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 09:03:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70992@cup.portal.com>
Source record: 213712

David Paschall-Zimbel writes:

>Of course, if you actually purchase a 386-33 motherboard from some of the
>companies listed in magazines like PC Sources or Computer Shopper (two popul
>magazines in the United States consisting of mostly hardware ads), you have
>absolutely no guarantee that the company will be in existence long enough fo
>any "limited warranty" to run out. And, if you select the wrong company, yo
>may suddenly find yourself with a useless motherboard ... or the need to
>purchase 'extras', like the CPU. Or the ROM BIOS.

Probably about as much assurance you have today that the "Atari
dealer" who sells you your ST will be in business a week from
today, eh..?

As for getting a CPU or ROM BIOS with your $185 motherboard,
you exercise the brains God gave you and you ASK at the time
you call to order the board, "DOES THIS MOTHERBOARD COME WITH A
CPU AND ROM BIOS?"

If not, then you have to strain your brain and decide if the
price is good enough or not... if you have trouble with this
kind of decision, it's probably not a good idea to go shopping
for a car by yourself...

I don't see where any of that invalidates the PC marketplace..

BobR

6564. Re: Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 09:29:53 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70993@cup.portal.com>
Source record: 213713

David Paschall-Zimbel writes:

>In article <70816@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>>If the answer to the last is NO, then I propose that you have
>>NO basis for criticism.. NO basis for any opinion at all.

>Just a question Bob. Do you have a "real job", or are you entirely dependen
>on Atari for a living?

>The answer to that question will imply a lot about the validity of your own
>quoted words.

Indeed.. as you probably know, I *used* to be dependent on what Atari did in this marketplace for my living.. however a certain Atari representative, who had more to gain for himself than for the company he worked for, changed all of that.. (he himself now works for the company I used to, before he interfered).

Thankfully now, my income does NOT depend on what Atari does to this market.. which is the reason I *do not* criticize anyone who is still trying to make enough money to feed their kids from selling products in the Atari marketplace.

So, David.. do you make your living from selling products to the few remaining Atari owners in the world..? Do you therefore know ANYTHING about what it's like to try to pay your rent from the meager income possible in this market..?

Have you recently talked to Charles F. Johnson of Codehead Technologies, or Mike Vederman of Double Click, or Bill and Pattie Rayl of Atari Interface, or any of the few surviving third-party people still trying to scratch out a living from the mess Atari Corp has made..?

The people I work with regularly laugh at me for remaining in the Atari arena.. many of them are long-time veterans of the Atari world, but who have long ago escaped to other, more viable platforms, so they know what's going on.. have you ever stood up in front of an *ATARI* user group and been laughed at when you try to tell them about new Atari products..? If not, it's an experience you should try sometime.. (by the way, are you an officer in an Atari user group..? Or two Atari user groups at the same time..? Have you ever helped organize Atari shows, trying to promote Atari to the general public..? Several shows over many years..?) I know you're involved in the Atari Archive, which is great, but how about involvement with the unwashed masses of helpless Atari owners who have all but

been abandoned by Atari Corp..?

If we're trying to establish credibility here, how many dozens of novice users' questions do you answer in an average week..?

How many "I just bought this Atari ST, and don't know anything about it.. help me..!" questions do you field during an average month..?

The bottom line is that I believe in helping Atari *owners*.. nothing will ever make me believe that I have to help Atari Corp, or do its job for it..

I'd ask "How about you..?", but your previous postings leave little doubt..

BobR

6565. Re: Atari seen in Compuke! Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 09:44:50 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <70995@cup.portal.com>
Source record: 213714

To add to the discussion of magazines with Mark Miller..

Unfortunately, what drives magazines is not the popularity of a computer's "market share", but the percentage of advertising they can sell to a particular computer's suppliers..

Subscriptions alone don't pay for a very large part of the expenses in running a magazine.. it's the advertising pages that make or break a publication.. and if an advertising manager calls up companys and is told "We no longer support the Atari platform, please pull our ad", then the editorial departments can hardly continue to print material for a platform which no longer pays the bills...

(I've actually sat with the "advertising manager" of an Atari specific publication and heard those same kinds of comments from her advertisers.. It's a pretty discouraging experience..)

It might be that after having so many other platforms pulled out from under them (Radio Shack, Texas Instruments, ADAM, Sinclair, etc..) when the Atari 8bit market started to collapse, the publishers of Compute! decided not to wait until the bitter end to drop their coverage.. the Atari market had hung on by its fingernails much longer than any of those others..

Like any other businessman, a publisher has to go where his customers are, and give them what they want to buy, if he wants to stay in business. Just call the rolls of all the now defunct Atari publications to see how true that is...

BobR

6566. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 12:16:35 UTC
From: alien@clinet.fi
Message-ID: <1fq6j3INN2uv@clinet.fi>
Source record: 213715

davidli@simvax.labmed.umn.edu writes:
: Most of the X applications people talk about are trivial. Those that are not
: may, or may not, run on a 386. Ask any software house that's ported
: their whiz-bang application between a Sun workstation, a DECstation and an HP
: workstation about portability... then ask them if their product runs on your
: 386 SCO UNIX box with X11R5.
:
I agree with you. There is lot of software which will run only in
couple specific workstations. The worlds best animation software, Power
Animator from Alias software will run only in Silicon Graphics 4D
Series, Personal Iris and IBM RISC System/6000 PowerStations. There is
no way to run that stuff on 386/486 with X, and there is no way to run
it on TT or in Sun workstations. And there is no reason to say that
software is bad 'cause it's designed to use all the power from
computer and that's why in wont run in any other platform.

:
: -- David Paschall-Zimbel, who is currently typing at an "obsolete" VAXstation
: 3100 with more compute power than the ZEOS-486 on the desk 12 feet away.

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VISUAL ART PRODUCTION

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
---------- Generation X -------------------------

6567. ZIP

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 12:53:44 UTC
From: qsi@contrast.wlink.nl
Message-ID: <723562961.AA00566@contrast.wlink.nl>
Source record: 213614

wells_s wrote in a message on 03 Dec 92 to All

W> Do not archie files with ST-ZIP v2.0 It's very fast as doing
W> it, and eveb faster at extracting, but it's compression routines
W> seem to have a glitch in them. They don't work most of the
W> time!

I don't have any problems with it. Could you describe the glitch more precisely?

YHS:QSI!

6568. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 12:53:55 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Dec05.125355.28271@bas-a.bcc.ac.uk>
Source record: 213726

Note: None of the following comments are said in a raised voice.

In article <1fnuddINN3ee@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>In article <1992Dec04.083751.28857@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>>In article <1fke34INNjs5@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>>Excuse me! GCC IS the preferred compiler for the following companies:-
>
>Yeah, and neither of these companies is doing well. Besides that, the
>NeXT is a Unix box, geared towards hackers, and will probably never
>sell well amongst the masses.

The NeXT box is designed with the corporate mentality in mind, it is not
that easy to get to the "Unix" below it. NeXTStep is all you see.
(I place the word "Unix" in quotes as it is actually a BSD layer above Mach.)

>
>>GCC is as good (and better than some) commercial suppliers' efforts. Your
>>gripe is about the debugger... this is not a part of the compiler! What you
>>are describing is the user front end to the compiler and debugger... please
>>think before you write!
>
>Frankly, I'm really getting sick of people saying "please think" when
>they simply disagree with what I'm saying. Case in point:
>
>>Using your analogy, the command-line version of Turbo C is a vastly inferior
>>product to the user front end, even though the front end uses the same
>>compiler underneath.
>
>Yes. That's correct. If Turbo C had no other interface it would be a
>piece of worthless garbage in the eyes of typical programmers. It
>wouldn't sell well. You wouldn't ever have heard of it.

What would you have thought of a compiler package which had a brilliant
front end but produced code which was erronious and ran slower than an
interpretted BASIC?

Would this be a good package too?

>
>>User interfaces to compilers are trivial relative to the code generation
>>side of things, it's the icing on the cake.
>
>Ah ha ha ha ha ha! That's a good one. Why don't you tell that to the
>people who worked almost exclusively on user interface issues for years
>at Xerox PARC? Your claim is completely laughable. Compiler code

>generation is a well-understood *science*. User interface design
>is a best an arcane art, and requires voluminous amounts of code and
>tons of tweaking.

As for the years of work at Xerox PARC, yes they needed to work hard to get the basics of interface design in place, but today we can use thier work as a reference.

It is now a science. HCI is a very immportant part of Computer Science these days. In the case of compiler front ends, the interface design hasn't changed markedly in the last five or so years, none use Windows on the PC (as far as I know).

>
>>Myself I would prefer a compiler
>>which was not pretty to drive, but produced good code (its primary job) than
>>one which looked all flash but prroduced cruddy code.
>
>Well yourself you is not the typical programmer, which is why yourself
>you is happy with GCC while most of the rest of the world wants
>something more polished and easy-to-use. I'm perfectly happy with GCC
>too, but I acknowledge that I'm not the typical computer user.

I never said I was a "typical computer user" whatever that is. Now, what would you say if a"designer-user-friendly" front end and install program was written for GCC, so that the user couldn't tell what code generator was below it, would that still make GCC worse than Turbo C et al? (This would include a debugger of the sort Turbo C has.)

Anyway, a "typical computer user" would probably not user a compiler of any sort, he would just switch it on and run the same application day after day. Compilers are not for "typical computer users," they are for computer literate programmers, or at least people aspiring to be.

Myself, note this is a personal comment, find the sort of HPI's which you prefer get in my way. They always seem to try to be too helpful and do the precise thing I don't want them to do. Also, all this swapping from keyboard to mouse and back again whilst editing the code, plus having to pull down menus etc is a right pain for me. Give me a nice clean command line and a standard set of programs and arguments any day. :-)

>
>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
>ADVENTIONS: interactive fiction (text adventures) for the 90's!
>dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

Steve

PS. Please don't get all hot under the collar about this.

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

6569. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 12:57:34 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Dec05.125734.5048@bas-a.bcc.ac.uk>
Source record: 213724

In article <1fnugfINN3gj@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>In article <1fn23dINNc0r@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>Sooory, software has already been written supporting the Falcon's DSP chip,
>>some of which is packaged with the machine!
>
>1. You've never seen or used this vaporware.
>2. I'm sure that when you buy a DSP board for a PC or Mac that you don't
> just get a chunk of hardware and a note that says "Have fun!" They're
> obviously going to give you software to use it.

And of course, you, as a techy, don't get all the fun of trying to get all
the boards and drivers to work together if the machine doesn't have all
these nice extra boards from many suppliers. :-)

Just ask anyone who's tried building a system using either a PC bus of a VME
bus. :-) Endless hours of fun!

>
>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
>ADVENTIONS: interactive fiction (text adventures) for the 90's!
>dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

6570. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 13:14:36 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Dec05.131436.23872@bas-a.bcc.ac.uk>
Source record: 213725

In article <1fnv8cINN3r1@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>In article <ByqJy7.7HE@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>>[good stuff deleted]
>>
>>Oh yes, while everybody is talking about GCC against
>>commercial compilers, why don't you check out TeX against ANY
>>commercial document typesetting system. Heh, TeX will walk over it.
>>And ask D.E. Knuth, or any TeXer around, about his ideas on commercial
>>software.
>
>TeX is another great example for my argument that free software never
>matches up to good commercial offerings in practice. TeX is JUST like
>GCC in that its guts are powerful but as a whole it's completely

It's not like GCC in that respect, with GCC your input file is identicle to
that you use with commercial "user-friendly" C compilers. TeX is totally
different. I'd put TeX in the same class as Postscript, ie a document
description language. It's just that no-one's written a word processor which
outputs TeX yet.

>unusable by mere mortals. You know what secretaries do when you tell
>them they have to put "mystery codes" in a text file and can't see what
>they're going to get on the screen? They throw their PC's out the
>window. (Not that Word Perfect is a whole lot better, but there are
>things like Venture that do most of what TeX can do with a WYSIWYG
>interface.)
>

It's not aimed at those types of people.

>Jeez, why do you think Lamport wrote LaTeX? Because TeX was utterly
>unusable, even for computer scientists! (Not that LaTeX is usable,
>but it's certainly better.)

LaTeX is merely a macro package which gives the user some higher level
primatives.

>
>People want to *use* their software without having to learning much.
>They don't want their documents to look like programs or proofs, and
>they don't WANT to NEED to know what -fomit-frame-pointer does.

The sort of user you are talking about won't even want to know about it, the
maximum normally needed is something like..

```
% gcc -O2 -o prog.ttp prog.c
```

or at most:-

% gcc -O2 -o prog.ttp main.c sub1.c sub2.c -lsomelib

Not THAT difficult.

>
>TeX: free, powerful, overly-complex, arcane. Typical of top-of-the-line
>free/copylefted software.

The most important part of the whole thing is, as you put it, powerful. TeX is not free on the PC, at least PC-TeX isn't. Overly complex... This case, yes, but not necessarily. It doesn't have to be free to be complex.. just look at the programs for networking on the PC. Arcane... surely you mean unfashionable or raw. Would you call a formula 1 racing car arcane, or would you call it a raw tool to win races? After all it has neither a roof, leather seats, electric windows, power steering or a CD playing stereo.

Most free/copylefted software are tools.. the idea of copyleft is to allow the easy distribution of tools and techniques. As such is does a hansom job. No-one expects Gnu-Desktop publisher.... Maybe Gnu-DTP-GUI-Utils though.

>
>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
>ADVENTIONS: interactive fiction (text adventures) for the 90's!
>dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

6571. Pay for software ???

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 13:40:09 UTC
From: y0000028@rzab0.rz.tu-bs.de
Message-ID: <1992Dec5.134009.16360@ibr.cs.tu-bs.de>
Source record: 213716

Hi there

I' ve read the discussion about copyright and copyleft and I would
like to compare it to the beloved MS-DOS market:

Every private PC-owner I know uses *stolen* software!
Even the OS (DOS / Windows) ist an illegal copy.

Many of them can't affort about 1000 DM+ for some legal wordprocessing
software.
Noone will use shareware or public domain software because on a
compatible mashine you have to use compatible software.

That leads to the question of who buys the programms and feeds lots
of $ (or DM) to Microsoft&Co?
Every comercial user will buy one copy (which BTW reduces his TAX
amound a little) and the criminal empoyees will use the programm at
home, _show_ it to his friends and so on.

There are only few comercial Atari users which have to use legal
copies therefore ther are only few to pay. But many private users
are still honest and pay the $10 to $50 for their shareware.
But they are getting fewer and fewer (the honest one and the total
amount)...

Hoping for a better future
(but not expecting it)

Axel Kiehorn
TU-Braunschweig

6572. Ghostscript 252b

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 13:53:00 UTC
From: y0000028@rzab0.rz.tu-bs.de
Message-ID: <1992Dec5.135300.16545@ibr.cs.tu-bs.de>
Source record: 213717

Hi there.

I've just copied Ghostscript from our local ftp-site (yes, it still
has Atari files) and it's great.
It reduces my postscript-printing-time by about 40 minutes!
(Well, that's the time to drive to university and back)

There's only one little problem with a HP-Deskjet 500 C.

When printig to a dj500c I can only get about 12 cm (5'') printout,
than the mahine stopps. I believe a whole a4 page of 300 DPI colour graphic
needs about 7.2 MB and the 12 cm is exactly what fits in my 4 MB RAM.

Since I can't upgrade to 8MB (it's just a MEGA STE 4) my question is:
Is there a way to split the picture to 3 parts and print them to one page?
3 x 12 cm = 36 cm > 29,7 cm = a4
Or is there any other possibility of printing a colour picture?

Axel Kielhorn
TU-Braunschweig
y0000028@rzab0.rz.tu.bs.de

PS: Will ghostscript speed up using a 68882, it's a little slow doing
colour printouts.

6573. Re: Goodbye Atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 14:56:43 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Dec5.145643.2734@mnemosyne.cs.du.edu>
Source record: 213718

Kevin,
You say "My Atari does everything I want, and if your computer
doesn't, get a new one!"

Well, that's exactly what we had to do; that's exactly what a large
majority of other Atari owners have done. By large majority, My estimate
is that 85% of all former Atari owners now have a different platform
computer, and a good 65% don't have their Atari at all anymore.

That just leaves about 15% of diehards like yourself...hardly enough
to keep vedors alive.

Double Click did not go out of business because of bad decisions --
they wre the only company with a "diskDoubler" type program on the ST,
Such programs on the Mac and PC can maintain a company with lots of
staff;not true on the Atari side of the world.

Pattie Rayl (Unicorn Publications)

6574. RE: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 15:11:03 UTC
From: qsi@contrast.wlink.nl
Message-ID: <723650866.AA00570@contrast.wlink.nl>
Source record: 213583

David Baggett wrote in a message on 04 Dec 92 to All

DB> Ah ha ha ha ha ha! That's a good one. Why don't you tell that
DB> to the people who worked almost exclusively on user interface
DB> issues for years at Xerox PARC? Your claim is completely laughable.
DB> Compiler code generation is a well-understood *science*. User
DB> interface design is a best an arcane art, and requires voluminous
DB> amounts of code and tons of tweaking.

That certainly is true. I usually spend much more time on the GUI of programs I write than on the "brains" of the program. Fortunately, there are tools out there (not for the ST, I am afraid) that will take a large part of the GUI programming effort out of your hands. Even so, tweaking the user interface takes _ages_.

YHS:QSI!

6575. Re: TOS 2.06 -->1040ST with NO??TE

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 15:19:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A43178@K.maus.de>
Source record: 213662

```
r>1. Is TOS 2.06 bigger than 192K? If so, does it fill in that extra 32K
r> before IO space.

It is, and is mapped to $E00000, just the way the first STE TOS 1.06 was.

- Peter -
```

6576. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 15:27:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A43179@K.maus.de>
Source record: 213661

B>So, boys and girls... all of you who bought TTs, on the promise
B>of "UNIX ASV" from Atari, Corp. might take a lesson from that

So what? Visit your dealer, and order a copy of ASV (choose from two versions: either on a 210 MB hard drive or a 340 MB hard drive). You'll need at least 8MB of RAM and a 19" monitor, though.

btw, ASV has been around for about one year now, and about three weeks ago, users were informed about an update to version 1.1. Atari UNIX exists!

6577. GDOS 180*180 driver for Epson printer?

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 16:26:17 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1fql79INN11fp@rs1.rrz.Uni-Koeln.DE>
Source record: 213719

Hi folks,

is there a GDOS driver for Epson ESC/P printers around that will
do the output in 180*180 mode? 360*180 will also be fine, but the
driver I recently tried is for 360*360, which is not supported by
my old Epson LQ-500. I'd appreciate if someone could point me to
an appropriate GDOS distribution.

Greetinx & thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

6578. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 16:38:00 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fqlt8INNset@life.ai.mit.edu>
Source record: 213720

In article <1992Dec5.054925.22204@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>Somehow I think there's something wrong here, they know that 640x480x16
>can't be displayed on a VGA monitor.

Why not? Analog monitors like the one sitting in front of my face (a Sony 1304) can display a lot more than 256 colors, right? Am I clueless about mointor technology or something? Is it the monitor connector? I'm confused at your remark.

If you meant "on an SC1224," I've actually seen a prototype run that mode on an SC1224, and while it was a bit "glittery" from the interlace it looked pretty good.

>I must admit, it would be nice to see Falcon
>running in 640x480 true-color on a Falcon, but at that screen rez the
>machine will be only marginally faster than an 8 MHz ST, and probably not
>fast enough to handle all of the graphics updating.

Yeah, I mentioned that too; the implication being that they should really consider putting a 33Mhz 68030 in instead of a 16Mhz one. They didn't really pay any attention to this either. The CPU will be underpowered for the screen just like on the ST. (A good benchmark which the ST fails in low rez, for example, is "can you copy an entire screen in less than 1/60th of a second.)

Dave Baggett
--
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6579. Re: Good Bye Atari (was Re: Good Bye Doubl

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 16:46:38 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fqmdeINNt8l@life.ai.mit.edu>
Source record: 213721

In article <70989@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>James Hague writes:
>[Why does anyone *like* Wolfenstein 3-D?]
>
>You've obviously not actually played Wolfenstein 3D.. the game is
>a true departure from almost everything that went before it..

Well Bob, I've played it (won it) and I have to say that it's really not much of a game. Nifty graphics (though lots of cheating; not nearly as impressive as Ultima Underworld, the "other 3D dungeon game"), but the gameplay isn't anywhere near as good as the original 8-bit version. For me, it's got about 3 hours of gameplay in it.

I'm looking forward to "Doom" the new Id 3D game that will supposedly have more stuff to do.

(Followups to comp.sys.ibm.pc.games.)

>To say that it "copies" MIDIMaze is to say that Dave Edson's
>"Tube Frenzy" for the Radio Shack Color Computer copies my "FrANTIC"
>for the 8bit Atari computer.. I doubt that Jay Wilbur of ID software
>would even know what you were referring to if you asked him about
>MIDImaze..

Well it does irk me that they took the game from Silas Warner's Castle Wolfenstein (published by Muse Software) without giving any credit whatsoever. I don't think Warner was well-known enough to assume that everyone knows he wrote it, so some explicit credit is due, IMHO.

>Talk to Jay Wilbur of ID, or Scott Miller of Apogee Software, and you'll
>learn that Wolfenstein 3D was only an "exercise".. an attempt to see how
>their ideas would translate into a game.

Yeah, so we shouldn't be surprised that the graphics are good but the game sucks! :)

Dave Baggett
--
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6580. Re: What I would do if I was running Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 17:23:08 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Dec5.172308.2191@exu.ericsson.se>
Source record: 213746

Scott Miller writes:
>
>7) Atari Program Exchange (APX)

A terrific idea! Instead of having the typical vague sorta PD/shareware market, put all the good stuff in a catalog which is mailed quarterly to all Falcon owners. Everything comes with a printed manual, everything is in _one_place_. Charge $15 max for all the typical utilities, or maybe even less. Don't charge more than $20 for anything, unless the program is so complex that the size of the manual warrants it.

Somebody send Scott's posting to the the Tramiels. Sure, they'll either ignore or screw up everything, but that's to be expected...

--
James Hague
exuhag@exu.ericsson.se

6581. Re: New TOS versions?

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 19:11:49 UTC
From: ron@zooid.guild.org
Message-ID: <723582709.2265@zooid.guild.org>
Source record: 213727

From: marc@targon.UUCP (Marc Dierikx)
>In article <2731@targon.UUCP> gert@targon.UUCP (Gert Kanis) writes:
>|
>|How about those 2 fixed size windows ? :-(
>|--
>And the missing trash can?
>

In the PC GEM AES, there's a few changes (marked /* APPLE */ in the source code!) like altering any dialog or alert box to have a shadow rather than an outline attribute. The actual RSC object still have outline, but the they get tweaked when loaded.

- Ron Sharp.

6582. KA9Q With SLIP support?

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 19:28:30 UTC
From: cctony@sun1.mcsr.olemiss.edu
Message-ID: <1992Dec5.192830.26898@ra.msstate.edu>
Source record: 213723

The last time I ftp'd the KA9Q from atari.archive, I got a very old
version of this code. It didn't have SLIP (Serial-Line Internet Protocol)
and I think now's the time for me to really beg the net to see if
anyone has such a beast for the ST...

A pointer to an FTP site would be great! Mods to the distributed sourcies
would be good, too. I've worked with KA9Q on the PC, adding services, etc.

If ya wanna know, I'm gonna get a PC with two serial ports, run KA9Q on it,
and allow it to act as a router. This way, I can connect through my modem
with one serial port on the PC to my dial-up slip connection, and use
the ST through SLIP on the other port! Two computers online for the price
of one phone line!

If I get a SLIP-capable KA9Q, I'll be more than happy to help others
set up a similar configuration.

Thanks!
--
Tony Reynolds Have you hugged cctony@sun1.mcsr.olemiss.edu
Cray Network Intern your Washburn today? (601)232-7206

6583. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 19:33:10 UTC
From: tbrown@tortoise.cis.ohio-state.edu
Message-ID: <1992Dec5.193310.25230@cis.ohio-state.edu>
Source record: 213722

In article <1fosetINNqo1@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:

>1985 when they thought they'd never want to add anything to their ST's
>(like stuff from the list above). You can give a 1985 PC all the
>capabilities of a Falcon by putting in cards. Assuming you already
>owned a functional 286 system, you could probably do it for less than
>the cost of a Falcon. *And you could continue from there*. Can you do
>the same for an ST? No way, because it's a closed architecture.
>
>Atari's decision to support such standards as SCSI (-2?) and VME are
>steps in the right direction. I don't see why those of you who are in
>favor of closed architectures aren't MAD that they've *openened up* these
>parts of the system. But just peripheral expansion capability isn't
>enough. I still stand by my claim that when ISDN becomes ubiquitous
>you'll be able to put an ISDN card on your 1985 PC. It might not
>be as fast as it could be in a 1995 PC, but it'll still work just
>fine.
>
>You won't be able to do the same with an ST or a Falcon. And that's
>just dumb on Atari's part.
>

In regards to ISDN, that might be true of a ST but I don't think it will be
true of the Falcon.

Hayes has already written code which runs on the Motorola 56001 which does
ISDN. It's included free with every NeXT allong with a great API for doing
stuff over ISDN lines. Since the DSP in the Falcon has *more* memory than
the NeXT version, I don't think there would be great problems getting it
running on the Falcon. All you need on a NeXT for ISDN is a ISDN line and an
adaptor.

>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory

6584. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 21:36:00 UTC
From: tbrown@tortoise.cis.ohio-state.edu
Message-ID: <1992Dec5.213600.3070@cis.ohio-state.edu>
Source record: 213728

In article <1992Dec05.125355.28271@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>Note: None of the following comments are said in a raised voice.
>>

>The NeXT box is designed with the corporate mentality in mind, it is not
>that easy to get to the "Unix" below it. NeXTStep is all you see.
>(I place the word "Unix" in quotes as it is actually a BSD layer above Mach.)
>

Hunh? What do you mean by "hard to get to the UNIX". Typical UNIX programs can be compiled easily on the NeXT (esp if it has X). You can open a terminal window on a NeXT just as easily as you can on a SUN. So what did you mean? I don't see any real reason to say "Unix" either. Sure there is something under the BSD layer...but unless you really want to use it...it doesn't matter. Mach/BSD *is* Unix.

I know that this is off the beaten trail of the topic...but I saw that "NeXT" word...(so I want one and I'm not rich enough. Sue me.)

Ted Brown

6585. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 21:45:51 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fr7ufINN9id@life.ai.mit.edu>
Source record: 213729

In article <1992Dec05.125355.28271@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>What would you have thought of a compiler package which had a brilliant
>front end but produced code which was erronious and ran slower than an
>interpretted BASIC?
>
>Would this be a good package too?

The point is not whether or not *I* would think it would be a good package -- we're talking about everyday mainstream computer folks here. You mention BASIC; I think the fact that BASIC is still very popular in the Atari world is an indication that many people will accept technical inferiority (e.g., not as good code generation, etc.) along with ease of use.

(Now let's not get into a big argument about BASIC vs. C. I doubt there's a BASIC compiler out there that generates GCC-quality code, but it's not relevant 'cause I'm just giving an example.)

>It is now a science. HCI is a very immportant part of Computer Science these
>days. In the case of compiler front ends, the interface design hasn't
>changed markedly in the last five or so years, none use Windows on the PC
>(as far as I know).

Well I don't agree with your first claim there, but even so, it's still true that an enormous percent of the code for applications is strictly user interface garbage. So in terms of the *peoplepower* required, the interface is definitely a huge part of any commercial package. (And I still claim it's harder, in many cases, to get right.)

>I never said I was a "typical computer user" whatever that is. Now, what
>would you say if a"designer-user-friendly" front end and install program was
>written for GCC, so that the user couldn't tell what code generator was
>below it, would that still make GCC worse than Turbo C et al? (This would
>include a debugger of the sort Turbo C has.)

This argument was NOT about the quality of GCC. GCC was an *example* of how copylefted software never matches up to commercial offerings in ease-of-use, and hence will never replace copyrighted stuff in the marketplace.

The "typical computer user" is the one who determines the success of products in the marketplace, not people like you. That's all I'm saying here.

Finally, IF someone WERE to add a Borland C-ish front end to GCC, then SURE, it would be better, provided it was done as well. But

no one's done that yet, and that's exactly my point: These things
take time, and they're hideously boring for techno's like the FSF
and you and me. So for copylefted software they never get done.
That's why copylefted software taking over the mainstream is
a pipe dream.

To really this back in to the topic at hand: The claim that people
will contribute enough to copylefted software (i.e., for free) so that
such software will become competetive in the mainstream is unrealistic,
as we have seen in the GCC case.

If someone does as you describe, and adds easy-to-use whiz-bang front
ends to Emacs, GCC, TeX, etc. then I won't have nearly as much ammo
to aruge my point with, admitted. Fair?

>Anyway, a "typical computer user" would probably not user a compiler of any
>sort, he would just switch it on and run the same application day after day.

I still think there is a distinction between die-hard Borland users
and die-hard GCC users, but your (and Howard's) points are well-taken.
Emacs and TeX are better examples I think.

>Myself, note this is a personal comment, find the sort of HPI's which you
>prefer get in my way.

Me too, generally, though I really do like Borland's source level
debugger.

>Give me a nice clean command line and a standard set of programs and
>arguments any day. :-)

Ditto. But I don't think we're typical.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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6586. Zoo shells

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 22:11:45 UTC
From: kronos@cyberden.uucp
Message-ID: <a7XBVB3w165w@cyberden.uucp>
Source record: 213667

I'm trying to decompress a large zoo file with a half-meg of memory.
The shells I've been using for ZOO.ttp are either buggy or won't
let me decompress individual files with a query function, so the
memory is filled up and I can't get the complete file. Any suggestions
of ZOO shells that would do the trick?

____
| / |\
| H E \ Y B E R |/ E N [kronos@cyberden.uucp]

6587. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 22:25:42 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1fra96INNali@life.ai.mit.edu>
Source record: 213730

In article <1992Dec05.125355.28271@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>What would you have thought of a compiler package which had a brilliant
>front end but produced code which was erronious and ran slower than an
>interpretted BASIC?

"Microsoft C/C++ 7.0" :) (Well, not brilliant.)

>Would this be a good package too?

No, but it sure is popular!

Dave Baggett
--
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6588. Re: Falcons suck!

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 23:05:56 UTC
From: Terry Reeves <REEVES@SLACVM.SLAC.STANFORD.EDU>
Message-ID: <92340.150556REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 213732
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

Could comp.sys.atari.st.tech be removed from the list of newsgroups receiving this discussion. The amount of useful tecnical information has just dropped below zero.

Terry W. Reeves

6589. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 23:38:12 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <77393@hydra.gatech.EDU>
Source record: 213733

In article <1fnugfINN3gj@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>In article <1fn23dINNc0r@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>Sooory, software has already been written supporting the Falcon's DSP chip,
>>some of which is packaged with the machine!
>
>1. You've never seen or used this vaporware.

So? I've seen ads for it in magazines as long ago as a year, seen
numerous posts about it by its authors (of which I believe Mr. Baggett
is one), and seen and heard how many people would love to get their
hands on it. It too is vaporware and its name is Game Workbench.

Nobody ever sees or uses vaporware.
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

6590. Re: Goodbye Atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-05 23:58:01 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <Byt98q.MHy@ucunix.san.uc.edu>
Source record: 213737

In article <1992Dec5.145643.2734@mnemosyne.cs.du.edu> brayl@nyx.cs.du.edu (Bill Rayl) writes:
>
>Kevin,
> You say "My Atari does everything I want, and if your computer
>doesn't, get a new one!"
>
>Well, that's exactly what we had to do; that's exactly what a large
>majority of other Atari owners have done. By large majority, My estimate
>is that 85% of all former Atari owners now have a different platform
>computer, and a good 65% don't have their Atari at all anymore.
>
>That just leaves about 15% of diehards like yourself...hardly enough
>to keep vedors alive.
>
> Double Click did not go out of business because of bad decisions --
>they wre the only company with a "diskDoubler" type program on the ST,
>Such programs on the Mac and PC can maintain a company with lots of
>staff;not true on the Atari side of the world.
>

I realize that. I don't agree w/ everything Atari does. I know it they have problems. IF my ST didn't do everything I want it to do, then I will get a new computer. When I buy the FALCON030 (Mainly for it's sound qualitites) I expect it to do everything I want it to. When that computer gets old, if the next Atari computer doesn't do what I want, then I will get a different platform. Through the 80s, hundreds of computers came and went (Remember the Adam?), and Atari still stood. I expect them to continue to stand during the FALCON years too. The point I wish to make, however, is that it doesn't help to hear "We are going to leave ATARI, we hate ATARI" over and over again. If you are going to leave, LEAVE. There are many who have been whinning since the STACY days. They cried about the Stacy, STE, MegaSTE, TT, and now the FALCON. I get tired of hearing these people whimper about ATARI. Atari needs to get a larger userbase and what do you believe people thing when they read this group, STR, and others? "...a bunch of babies I don't want to get involved with." Like other companies, Atari needs users who don't care about the managment, just users who cares about the computer. If Atari doesn't satsify your needs, get a nother computer, we don't need to hear the unproductive commentary over and over....

--Kevin
[BTW I enjoy(ed) your magazine...{This was a GENERAL message, not just speeking to you.... ;^) }]

6591. Re: Analysis of the whole Atari th-a-ng!

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 00:02:23 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <77397@hydra.gatech.EDU>
Source record: 213734

In article <9212042129@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
>Brian A Baird CS92 (bbaird@cs.strath.ac.uk) wrote:
>
>: I'm a hard up student and would love to register
>: for more shareware games,but I just can't afford to.I will be going
>: into debt in the very near future just to buy a Falcon(when Atari
>: finally decide to start shipping them to Britain en masse).
>: Shareware registration is well down my list of priorities.I know
>: this is hurting the ST market badly,and I do not want to
>
>People like this make me sick. If this is the market that Atari
>is targeting, no wonder they can't find any developers....

This attitude is is certainly not unique amongst the Atari market.
Every time someone tells me they are going to buy a PC I ask why.
First, they'll say something like "well the 486 is a really powerful
machine". I ask if they considered a low end Sun workstation. They
say "No. the software is too expensive." (TRANSLATED: I would have to
BUY the software for a workstation.) I ask them what kind of software
are they looking to run. They list the usual stuff. I then say that
98% of the software they intend to use would run fine on a 386SX
machine and with the difference in price they could buy the software.
Some usually figure out what I'm getting too and change the topic of
conversation. Others will actually state that they don't intend to
purchase software, that their main motivation for buying this PC is to
use the software they can take from work. When I tell them that this
is software piracy which is just another form of theft, they usually
are offended and respond with "Are you calling me a thief?". Hey, if
the shoe fits ...

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

6592. Mental hangover demo?

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 00:08:30 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Dec6.000830.150@prime.mdata.fi>
Source record: 213735

I've been looking for a STE demo called 'Mental Hangover' at several
ftp-sites, but I still haven't found it. Does anybody know where to
get this demo from? Thanks in advance!
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

6593. Oregon Reseach Associates

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 00:18:57 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1frgthINNp2o@golem.wcc.govt.nz>
Source record: 213736

** Hows is this for Support **

I brought a second hand copy of Diamond Back that I new was out of
date..

So I new that Bob Luneski, so I left a open message here about
upgrading my copy of Diamond Back..

Some 3-4 days later, from memory, Bob Luneski go back to me
as a E-Mail, mentioned all the options on how to go about upgrading
my copy..

So some 3 days later I Faxed my copy of Diamond Back, with details of
credit card etc..

I did have some problems in getting the disk to fit into the
Fax machine though..:-)..

A vola, 2 weeks later the New Diamond Back disk was in my Mail Box...

*** How is that for support..!!!. ***

Good on ya Bob...and Oregon Research Associates...

I wish upgrading my copies of Touch-Up from Migraph would be that simple
and fast...

From what I have read, I need a letter from the Previous owner, that I am
now the rightfull owner, but the problem there is, that this chap is now
working in Vietnam..!!!

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6594. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 01:28:30 UTC
From: ekrimen@wet.UUCP
Message-ID: <4828@wet.UUCP>
Source record: 213740

In article <1992Dec2.223710.14367@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
>I thought the ST Book was cancelled, though that may be a misunderstanding on
>my part. Certainly the ST Pad is gone.

The ST Book is being redesigned and the ST Pad (STylus) was scrapped. I guess Atari didn't want to turn out like Momenta. :^)

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

6595. Re: Falcon screen

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 01:44:01 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1frlt1INNmua@usenet.INS.CWRU.Edu>
Source record: 213738

In a previous article, hyc@hanauma.jpl.nasa.gov (Howard Chu) says:

>In article <1fp5brINNihr@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>What resolutions will the Falcon 030 supposedly display on a standard
>>atari colour monitor (e.g. SC1224)
>
>All of them. Up to 768x480 using normal OS calls. No "supposedly" about it.
>>
>>Also, if the DSP is going to be used as a modem, where do you plug the
>>phone line into the computer? I don't recall mention of a socket 8-)
>
>That's one of those "could-be-done" features; you would need a telephone
>interface that plugged into the DSP port. I suspect since V.32 modems are
>already so cheap this sort of thing isn't going to be very popular. (Same
>argument as against internal modems in a PC - why buy a modem that's
>restricted to only being usable with one kind of machine, when you could
>just as easily get one that'll work with any machine? I guess this isn't
>a worry for some people, since obviously internal modems do get sold, but
>I'm glad the PC user who previously owned the USR HST modems I have on my
>Sun went external...)
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>All true wisdom is conveyed in one-line witticisms.
>

Hmmm. You can have a lot of stuff that plugs into the DSP port on
the Falcon030.

You can have a modem, a voice mail system, etc.

The problem is, there is only one DSP port. You can't have all of
them hooked up at once, can you?

--

6596. Griping at Languages (was: copywrong & all that jazz)

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 01:45:06 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Dec6.014506.6509@csi.uottawa.ca>
Source record: 213741

Those that complain about how Atari users are still using BASIC (the inference being "Grow up, and use a REAL language!") should keep in mind the factoid that even in the I*M market, they've been upgrading BASIC.

Microsoft actually has TWO notable products; the "standard" QuickBasic that's an upgrade (a BIG upgrade) from the classic GW-Basic. It's not one of their big products; but it actually does get used when non-programmers want to do some programming. (My father's department did some software development in QB last year. They're basically accountants. It wasn't anything big - the program could probably have been hacked up quicker using HyperCard on a Mac. Oops. They don't have Macs.)

The more notable thing is the recent "Visual Basic," which seems to be a GUI rapid-prototyper.

At any rate, it's not COMPLETELY stupid for there to be Atarians still working in BASIC. 'Specially when there's a GFA Basic that runs under MS Windows.

This should not be misinterpreted to infer that I actually use BASIC for anything :-). ANSI C/Perl/Forthmacs all the way...

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

6597. Re: Falcon in March ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 01:49:02 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1frm6eINNn0r@usenet.INS.CWRU.Edu>
Source record: 213739

In a previous article, grosland@taliesin.greco-prog.fr (Sebastien GROSLAND) says:

>Mark Ripley (mark@visionware.co.uk) wrote:
>: I visited Silica Shop/Systems on Tottenham Court Road on Friday, hoping
>: to finally get my paws on a Falcon as they've been advertising 'The
>: Falcon Has Landed!' for a month or so now.
>:
>: Surprise, surprise, no Falcons.
>:
>: On approaching one of the spotty assistants I was told that the hard drive
>: versions would be arriving 'at the end of November' - it was the 27th
>: and the bog-standard ones would be arriving in March !!!
>:
>:
>: Come on, can someone please tell me this isn't true. Preferably some
>: marketing twonk from Atari who should be doing his/her job properly.
>:
>: Mark Ripley
>
>--
>
>Unfortunately not. I read it this week on a french magazine (SVM).
>Well, we will have to wait a while before seeing the "Ultimate
>computer".
>But if you know ATARI, you must know that when they say a date, you
>will see the machine six months later in shops (e.g. STE or TT (It
>wasn't a finished computer)).
>
>The problem can be anything: MultiGEM, manufacturing ....
>
>Anyway, the FALCON will be better than the Amiga 1200 which is called
>a 'Game Machine' !!!! Poor Amiga-users.This is not going to be easy
>for them !!!!

I'm not so sure that a "game machine" isn't a bad idea.

Just think how many Amiga 500's were sold for games.

Just think how many C64's were sold for games.

Just think how many IBM PC clones were sold for games.

If I was Atari, I'd try to out do everyone when making a system
for a purpose being entertainment.

It sells!

>

--

6598. Cleared Harddisk...Help.

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 02:18:06 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Dec5.211806.19476@newstand.syr.edu>
Source record: 213742

Short version:
I did something really stupid. When using ICD Format to try and redo a partition on a removeable, I accidentally hit CLEAR. Now the entire syquest platter shows no programs...I believe the programs are still there. Is there any way to get the directory to them back?

Long version:
I did something really really really stupid. I cleared and entire syquest platter with the CLEAR command on ICD Format. I've got a Syquest mechanism hooked up through an ICD FAST drive. The cartridge in question is partitioned into 2 21 meg partitions. I was having trouble with one, so I was trying to fix it. While looking at the partitions from within the Partition part of ICD Format, I hit the CLEAR button, which seems to have cleared the directory (directories) for the entire cartridge. I'm pretty confident the programs are still there...at least some are still visible when looking at the disk with a disk editor.
Anyway, is there a way for me to fisk the drive? i.e. recover the directory (or whatever it is that was cleared)? Or do I just bite the bullet and start reloading everything? [I don't reacall the cartridge being accessed, which is another reason I'm pretty sure the files are there...but obviously something was destroyed!]

I will be very happy to receive any advice on this problem.

--Gerry
ggreenbe@rodan.acs.syr.edu

6599. Freezedried Term: What's the latest version?

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 02:58:53 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <u9DcVB1w165w@dogbox.acme.gen.nz>
Source record: 213681

Is there a later version of Freezedried Terminal than 2.20?

I heard rumours of a later version, but havn't seen anything yet.

Alan B "Well, we were just laying there
Dogbowl@dogbox.acme.gen.nz And this ghost of your other lover walked in
Dawghaus BBS +64 6 357-9245 And stood there.
Palmerston North, New Zealand Made of thin air. Full of desire..

...Why these mountains? Why this sky? This long road? This empty room?"
- Laurie Anderson

6600. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 03:45:58 UTC
From: ken@isgtec.com
Message-ID: <3788@isgtec.isgtec.com>
Source record: 213664

In article <1992Dec3.052759.28950@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
> Keep the copyleft aspect, kill the profit aspect of
> the "market," and all the money-grubbers will go somewhere else leaving only
> the dedicated purists to turn out decent work.
> ...
> At this point you could say "that's totally naive" and I'd be hard-pressed to
> provide a counter-argument. I guess the main point is that getting rich
> shouldn't be your only motive in any pursuit, doing a good job should be the
> primary motivation.

The flaw in this reasoning, IMO, is that it is an "all or nothing"
argument. Sure, it's bad when your *only* motivation is making money.
It's also bad when you have absolutely no interest in making something
commercially successful. I think there is a realistic middleground,
where highly motivated programmers can produce art yet still make
money, without either extreme winning out. If it turns out that
you can't make money from your art, you just give up and do something
else.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6601. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 04:09:12 UTC
From: tam@furry.lonestar.org
Message-ID: <tam.02yp@furry.lonestar.org>
Source record: 213682
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <92338.155529IO92257@MAINE.MAINE.EDU> <IO92257@MAINE.MAINE.EDU> writes:
> It does! :)

But does it swallow? :-) (obligatory stupid smiley face)

Besides, you make such an ELOQUENT case for the fact that the Falcon sucks.
I'm very impressed by your technical knowledge of the Amiga and the Falcon and
the fact that you're able to recommend the best computer for anyone to buy,
regardless of what they plan to run on it.

Now go away and STOP trying to start stupid flamewars between the Amiga and
Atari newsgroups. comp.sys.amiga.advocacy is already a massive waste of Usenet
bandwidth, not to mention my disk space.
--
Todd A. Murray - tam@furry.lonestar.org
"Greetings. This is Mr. Hanson. I am your host."

6602. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Fa

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 04:11:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71062@cup.portal.com>
Source record: 213743

David Paschall-Zimbel writes: (well, on second thought, WHAT
he wrote wasn't very important..)

Gosh David.. you know, it would probably make your life a lot
more interesting, and certainly a lot less confusing than it
seems to be, if you learned how to read in context.. you know,
like most people do.. you start at the beginning and read all
the words until you get to the end. Then you stop.

It's also usually a lot better if you only read the words that are
actually there, and not clutter up your mind by imagining words that
really aren't in the sentences you're trying to read. Makes it
confusing for people who try to understand the things you write back.

Really..! It works great... give it a try sometime..

By the way, you still haven't told us where it is that you can buy
a Falcon.. or is that your little secret..?

>You can, of
>course, purchase a brand new Falcon, complete with all of the things that yo
>want to scavage from your XT (including that slow 20-megabyte hard drive tha
>IBM used back in the dark ages, er, mid-80s).

BobR

(stop reading now)

6603. Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 05:21:18 UTC
From: ejnl_ltd@uhura.cc.rochester.edu
Message-ID: <1992Dec6.052118.9070@galileo.cc.rochester.edu>
Source record: 213745

I have the following for sale:

Computer Eye video digitizer (catridge and software)
$80 + postage

Thomson Color Monitor (ST, 8bits, IBM TTL)
$140 + postage

Eng Jin

6604. Re: Wolf3D

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 05:23:14 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71066@cup.portal.com>
Source record: 213744

David Baggett writes:

>>Talk to Jay Wilbur of ID, or Scott Miller of Apogee Software, and you'll
>>learn that Wolfenstein 3D was only an "exercise".. an attempt to see how
>>their ideas would translate into a game.

>Yeah, so we shouldn't be surprised that the graphics are good but the
>game sucks! :)

Yeah.. that's essentially it.. it looks like Wolf3D could have
been a "trial balloon" to see how the game engine appealed to
players... essentially it's nothing but running through rooms
and tunnels, shooting anything that moves, with a few gratuitous
"adventure" items like finding keys thrown in..

But it's such a departure from the "overhead" Ultima style
games, and it's even an improvement on the "Dungeon Master"
first-person perspective games, that they've had orders for
the entire set of six episodes backlogged.. they can't ship them
fast enough to satisfy the demand...

Sadly, I can't run Ultima Underworld to compare them.. I need to
get one of those $185 upgrades for my '286 so I can run it...

:)
BobR

6605. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 05:46:10 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Dec6.054610.955@irscscm.UUCP>
Source record: 213669

In article <Byoq6x.6FI@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>In article <1992Dec2.223710.14367@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
>>I thought the ST Book was cancelled, though that may be a misunderstanding on
>>my part. Certainly the ST Pad is gone.
>>--
>> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>No, the ST - Book is generally available here in the UK, costs about 1300 Pound
>(UK) and is can be bought from suppliers such as Silica.
>
>Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
>BAe Space Systems || Phone : (UK) 091 2737650
>Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
>-----------------/__\---
> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

I recently read something that said Atari was making a few changes to
the ST Book based upon input from musicians before releasing it in the
US. One of the changes was to make the display to be back lit I
believe.

--
Marshall Lake
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

6606. GELetters

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 07:58:37 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fsbrdINNr44@golem.wcc.govt.nz>
Source record: 213747

GEnie users how do you format a letter for Uploading
onto GEnie E-Mail, Upload Text Letter option...

When ever I try it, I loose all the paragraph spacings..

Roger..... sheppard_r@kosmos.wcc.govt.nz

6607. Information wanted on Aaron Hopkins...

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 08:25:13 UTC
From: jared@midiline.la.ca.us
Message-ID: <qkqcVB1w165w@midiline.la.ca.us>
Source record: 213748

(the Author of FreeZeDried Terminal) and/or MZ Tech. I tried calling MZ Tech BBS (aka Hitchhiker's Guide to the Galaxy BBS) and got a rather irate person on the phone. I doublechecked the number - it's right. But the person on the other end wasn't right. Hmm.

I'd like to talk to Aaron and/or someone from MZ Tech (they're mentioned and have an ad in the .LZH archive of FreeZeDried Terminal), if at all possible. I'd like to have reason to pay for FZDT version 2.11, but I recall someone saying something about bad dealings with him... what's the lead on this whole matter?

Reply in Email to: jared@midiline.la.ca.us

Thanks!

Jared

---
jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

6608. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 09:25:02 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <8762@orbit.cts.com>
Source record: 213677
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

wells_s@kosmos.wcc.govt.nz writes:
>In article <92338.155529IO92257@MAINE.MAINE.EDU>, <IO92257@MAINE.MAINE.EDU> writes:
>>It does! :)
>
>Thou truly art a complete prat!
>
>Amiga users are not interested in this group, or they would not have joined
>it, so why post such infantile messages as this into both? Or are you
>wishing to make all your other Amiga owners look like little kids (I know
>most aren't, except all of the ones that buy them for games, which is most

Umm.. excuse me.. but what makes you think this person is an Amiga user?
Perhaps he's a PC owner that has had an Atari person babling at him about how
wonderful the Falcan is?

Not all Amiga users are the way you seem to think they are.. And not everyone
that dislikes atari owns an Amiga..

.---.
UUCP: {crash tcnet petrus quest}!orbit!pnet51!chucks	Amiga, IBM, and any
ARPA: crash!orbit!pnet51!chucks@nosc.mil	system you let me
INET: chucks@pnet51.orb.mn.org	get my grubby mind
---	into.
Programmer at large, employment options welcome, inquire within.

6609. Re: Falcon in March ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 09:52:50 UTC
From: alien@clinet.fi
Message-ID: <1fsihiINNhk0@clinet.fi>
Source record: 213749

grosland@taliesin.greco-prog.fr (Sebastien GROSLAND) writes:
: Unfortunately not. I read it this week on a french magazine (SVM).
: Well, we will have to wait a while before seeing the "Ultimate
: computer".
: But if you know ATARI, you must know that when they say a date, you
: will see the machine six months later in shops (e.g. STE or TT (It
: wasn't a finished computer)).
:
And you say atari is the only one who does this? I've seen it happen
many times with other companys too, see how many times Gates has said
that NT would be here at (put here any ramdom date you want) and I'm
sure it wont be there. Well, this is very normal in computer business.
To avoid other companys getting your customers it's easy say that our
product will be out tomorrow, even then when it's not developed yet.
Of course I'm sorry to see this with ATARI too.

: The problem can be anything: MultiGEM, manufacturing ....
:
Sure, or money. Better to wait a while than gettin poor beta-version
of a good computer. However, I still wait for 040...used TT now 2
years and I can use it 2 more.

: Anyway, the FALCON will be better than the Amiga 1200 which is called
: a 'Game Machine' !!!! Poor Amiga-users.This is not going to be easy
: for them !!!!
:
Well, I'm sure that Amiga-people are quite happy with their new
computer, otherwise they wouldn't buy it, right? And if the Amiga 1200
is good computer, it doesn't matter what it's called.

: /===\
: | Sebastien GROSLAND | |
: | | LICENCE INFORMATIQUE |
: | grosland@taliesin.greco-prog.fr | UFR Math/Info |
: | (provisoire) | 351, Cours de la Liberation |
: | | 33400 Talence (France) |
: | | |
: \===/

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VISUAL ART PRODUCTION
```

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
---------- Generation X ----------

6610. What the hell... MEGASTe for sale!

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 10:42:25 UTC
From: chan@pyramid.unr.edu
Message-ID: <4991@equinox.unr.edu>
Source record: 213652

THE TITLE SAYS IT ALL!!!

DUE TO LOOWWWWW RESPONSE FROM THE LAST TIME I POSTED THIS
SALE... I AM ASKING FOR $1200 (plus s&h) FOR ALL ITEMS BELOW...

YES, THE BELOW SYSTEM IS IN PERFECT CONDITION...
I'LL GUARANTEE IT! I AM TAKING A SUBSTANTIAL LOSS.

THERE IS EASILY OVER $4000 DOLLARS WORTH OF STUFF!

THANKS.

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

System for SALE:

This is a whole system. The printer and modem may be separated.
Everything is close to mint for I value my things with high regard.
The internal HD is backed up! My setup is based on NeoDesk... nice setup
with software accelerators and other enhancements.

MegaSTe4/50MBHD with SC1435 monitor was bought 8/91 after sale of my 1040ST.
I bought those two items alone for $1800.
I bought the printer for $200.
I bought the modem for $200.

Note: software accumulated for over 6 years (when I had my 1040ST). Value
is hard to judge... retail (estimated) > $3000 (???).

Items:

Mega STe: 16 MHz 68000 Motorola processor, (optional) 68881/2 floating point
coprocessor, 4 megabytes of RAM, ST LOW/ST MED/ST HIGH resolutions, 4096 colors,Midi I/O,
WME-compatible Eurocard expansion slot, monitor port, RF modulator
(TV) port, parallel port, serial port, (2) RS232 modem ports, floppy disk port,
LAN interface, ACSI DMA port, ROM cartridge port, mouse/joystick & joystick,
stereo R/L ports, detachable 95-key intelligent keyboard (own microprocessor), 50 MB hard
drive (internal), double density floppy, mouse.

ATARI SC1435: 14" diagonal, ST LOW, ST MEDIUM, internal stereo speakers,
headphone port, monochrome (green), swival base.

CITIZEN 200GX: color on command, 3 built in fonts, manual load, form feed, Epson compatible, many options, (included: ~800 pcs. printer paper, ribbons).

SUPRAModem 2400: 2400 baud rate, external compact unit.

SOFTWARE (most on 50 MB hard drive):

NeoDesk 3.02, Flash, Procopy (all versions), Word Writer ST 2.0, Print Master, Typing Tutor, Mark William's C, Art and Film Director, Music Studio, Quick ST, Desk Manager, etc...

Public Domain: tons of .MOD files (amiga stereo sound files) => ~ 12 MB's worth, tons of games, tons of picture viewers, MOD players!!!, tons of pictures (SPC, GIF, PI?, NEO, TNY), tons of utilities, tons of this/that, tons of demos (ST/STE/excellent sound/graphics), tons of everything of hard drive/backed up/and disks.

Commercial: 10th Frame, Airball, Arkanoid, Balance of Power, Elevator Mission, Barbarian (2 versions), Battleships, Beyond the Ice Palace, Captain Blood, Buggy Boy, Carrier Command, Championship Basketball, Championship Wrestling, Chessmaster 2000, Falcon, Flight Simulator II, Hardball, Hollywood Poker, Strip Poker, Ikari Warriors, Jet, Karate Kid II, Leisure Suit Larry in the Land of the Lounge Lizards, Live and Let Die, Lost Duchman Mine, Manhunter: New York,Marble Madness, Match Point, MidiMaze, Temple of Doom, Metrocross, Millipede, Joust, Floid the Droid, Oids, Paperboy, Pinball Wizard, Prohibition, Psion Chess, Road Runner, Star Trek: The Rebel Universe, Space Harrier, Space Station Oblivion, Speedball, ST Vegas, ST Pool, Leather Goddesses of Phobos, StarGlider,Super Cycle, Super Sprint, Temple of Apshai Trilogy, Terrorpods, Test Drive, Tetris, The Guild of Thieves, Tower Toppler, Typhoon Thompson in Search for the Sea Child, Winter Games, Zany Golf.

****

6611. Re: Falcons suck!

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 11:13:44 UTC
From: chan@pyramid.unr.edu
Message-ID: <4992@equinox.unr.edu>
Source record: 213653
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1992Dec4.054430.17979@mailer.cc.fsu.edu> dtaylor@garnet.acns.fsu.edu (Douglas Taylor) writes:
>At least Amigas are proven to exist...

Oh no!... NOT again... lit'l amiga user wandered into the newsgroup.

Please exit stage left!

(though I am not saying that Atari is any better anymore...)

Actually, I've been an ST user for TOO long... when the 1040ST
came out!... approx. 1986.

I've said to myself, 'Oh, they'll come through'....

MegaSTe? what's that? 520? 1040? Tt? St Pad? St Book?

Stacy? MegaST?

Advertising? Oh, they, (atari) don't believe in it...

Strategy? what's that?

The ST is a hell of a computer! But, it'll become an orphan soon...

PC's. Intel... finally going to redesign they're chip....

About time! (5)...

GOod luck folks...

I'll end up with a PC, probably... (slow machine)

Never an AMIGa... shitty desktop (oozing shittin' shit).

Mac... to high priced...

Falcon...? Damn game freezes on my new MegaSTE! Other than

that, shit, Falcon computer... THERE won't BE any support...

TOMBSTONE:

ATARI could have been great!

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /

L________() chan@cs.unr.edu \/^

6612. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 14:13:40 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b220256@Kralizec.fido.zeta.org.au>
Source record: 213500

Original to: dmb@xbar.ai.mit.edu
In a message of <01 Dec 92 23:44:53>, dmb@xbar.ai.mit.edu (3:713/602) writes:

d> Now that DC is defunct (though damned if anyone there told me they were
d> going under), there is now a question of what to do with Game
d> Workbench. Do I want 4+ years of my and Neil's work to go to sit
d> on a shelf collecting dust, hidden from the rest of the world for all
d> time? No. Do I want to give 4+ years of my life away to people who,
d> instead of paying me for it, or (even) writing notes saying "gee I like
d> your program," will call me at all hours asking for free technical
d> support or custom modifications? No, again. What to do? You tell us;
d> we haven't decided yet.]

Well, I've watched your occasional releases (thungs like Snowball fight and Blox and so on) with considerable interest - the GWB sounded, and looked, like a pretty nifty solution to the average aspiring gamewriter's problem of 'how do I do X?'.

If it's ready to release, then I'd say do it - even if only by mail-order. Don't put the docs on disk, for obvious reasons 8)

I thought Blox was "pretty neat", and a lot of people were impressed when I showed it off at them - the idea blew a few minds. I just never played it seriously...

d> Frankly, I place most of the blame on Jack's brats for being so utterly
d> ignorant technically, and for being completely naive on marketing
d> issues. Perhaps you need to meet with them in person to get a complete
d> understanding of this.

Well, given where I live, that's hardly likely, but if the people they hire reflect themselves, then I know _exactly_ what you mean.

d> Atari zealots always say this, but I really can't imagine how anyone
d> could come to that conclusion after having extensively explored the
d> free/shareware scene for PC's and Mac's. Sure, some pretty nifty
d> cheap/free software runs on the ST, but equivalent (and often better)
d> things run on PC's and Mac's. E.g.,:
d>
d> ST PC
d>
d> MiNT Minix, 386 mach (w/4.3 Unix emulator)
d> ??? X (under mach)
d> Gulam 4-Dos
d> Gifshow, etc. Cshow, Graphics Workstation, etc.

d> Llamatron Commander Keen IV, Wolfenstein 3-D
d> arc, zoo, etc. All these and more
d> GCC djgcc
d> gnutils Gnuish project

Hmm... There are some things you've left out of both sides of the list there dave - I'd be a little more careful than that...

MiNT is more closely comparable to DesqView than anything else - Minix is on both platforms already. Linux on the PC is very nice, but has no match...

There is still nothing that comes near to matching something like Gemini for the PC.

djgpp inposes some _very_ strict limitations on your operating environment, although it has some commensurate benefits.

There's a lot more than that to it - it's more of an attitude than anything else in many ways - as you said above, almost religious. I do have to program for PC's day in, day out, and it's quite painful in contrast to coming home in the evening, switching context and writing for the TT. It's not due to me working on my own project - I'm enough my own boss at work that I'm pretty much in control of what I write.

I've tried rather hard, with the help of the largest BBS in the southern hemisphere (ADAM), to get my system at work tweaked to the point where I don't have to cringe every time I use it - but little things like being limited to the video modes my mouse drivers support, fighting painful memory model limitations, similar annoying OS and hardare bugs to the ST and so forth make it still a much less comfortable development environment than a TT with the gnu fileutils, micro emacs, and a nice compiler.

(reads above - hmm, I do drivel on... I guess I was trying to say why I would have great problems living with a PClone as my only computer...)

d> It's amazing to me how the FSF has brainwashed so many intelligent
d> people into thinking that, on a grand scale, this is 1) feasible and
d> 2) good. Richard Stallman doesn't have to write software for a living;
d> other people support him. Since we don't live in a perfect Star Trek
d> socialist society, there will be plenty of people who don't have
d> companies giving them grant money to live off of and will instead be
d> focred to turn to actually trying to make a living off their trade.
d> Like people have been doing since the beginning of time.

smile nice to see a coherent summary of the 'against' case for once 8)

d> Dave Baggett

\`miff` /|\

d> dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
^^^

I do hope you're not grinding a personal axe above?? 8)

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

6613. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 14:57:30 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b220764@Kralizec.fido.zeta.org.au>
Source record: 213499

Original to: Bob_BobR_Retelle@cup.portal.com
In a message of <30 Nov 1992 00:07:0>, Bob_BobR_Retelle@cup.portal.com
(3:713/602) writes:

BB> Sorry Howard.. sounds like YOU've bought into the "anything
BB> that doesn't say Atari on it has to be crap" line..

Nice to see you forgot your medicine again today Bob...

BB> Here's a "laughable" upgrade scenario for you..
BB>
BB> I can take my 12mhz Turbo XT, pull all the cards, yank the
BB> motherboard, and for $185 I can slip in a 33Mhz 80386DX
BB> motherboard with 64K of cache on board.
BB>
BB> ALL the peripheral cards just pop back into their slots, the
BB> motherboard lines up with all the case openings (ie: I don't
BB> have to hack the case to make the upgrade fit).

Depends on which 'standard' your motherboards and case follow for mounting
holes. If you're lucky, your motherboard will be one of the multistandard
ones, you know, the ones with about 30 holes in them.

Not only that, if the XT motherboard is one of the 'baby XT' boards, based
on the Ferranti chip or similar, you may have to maul some of the case
metalwork anyway.

BB> OK, sure it's still got an 8bit MFM drive controller.. the point
BB> is that I *can* upgrade to an IDE or SCSI controller LATER, when
BB> I've got the cash.. and when I do upgrade the drive and
BB> controller, I don't have to hack and slash to get it to fit, or
BB> work.

But your 8bit controller card will probably not work anyway - unless you are
very lucky. If you don't know why, I don't think you have the background to
make it worth my while explaining it to you.

It's also likely that your XT was running the bus at 4.77, so most of your
other cards won't work either. There's also a good chance you will want,
eventually, to put a "real" AT size card in your XT case, and you will be
suitably pissed off to discover that it won't fit, coz XT cases are a little
shorter.

You forgot that you probably need a new keyboard as well, seeing as XT and
AT keyboards aren't compatible.

BB> If an Atari owner CAN'T afford a TT or Falcon, he CAN'T upgrade
BB> his computer (other than the "hack and slash" method).

And a PC owner who thinks they can keep upgrading 'forever' by buying a few bits here & there is like an oldtimer dreaming about putting mags and a turbo rotary in his model-T ford.

So far, I think howard's claims stand rather well. (oh, you forgot to mention which power supply your XT has - your new 386 may need a bigger one as well).

BB> BobR

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

6614. Re: Analysis of the whole Atari th-a-ng!

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 15:03:44 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.ea.9jNDrk22CoQ@harvee.billerica.ma.us>
Source record: 213620

In <9212042129@ritz.mordor.com>, Christopher Mauritz writes:
>People like this make me sick. If this is the market that Atari
>is targeting, no wonder they can't find any developers....

try living in the dos world. Almost every dos box owner I know has
made it very clear that they picked that machine because they can
just copy the sw they need from work, school or from friends. Some
of these people have called me and idiot for owning a box where you have
to buy software. I've stopped arguing with these folks about the ethics
of copying and just walk away in disgust.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

6615. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 15:21:24 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.ea.vDfLkUt&13o@harvee.billerica.ma.us>
Source record: 213621

In <1fju5oINNage@life.ai.mit.edu>, David Baggett writes:
>One further comment on the library analogy (since it is an illuminating
>one): My experience is that most new books you'd actually want are
>virtually unobtainable from libraries. It seems like books don't hit
>the stacks of Anytown Public Library until several years after their
>release, by which time they've sold well enough to make the publisher
>and author some money. This may just be because new books are reserved
>before they even show up, but whatever the reason there's always more
>demand for new books than there is supply in libraries, and this
>creates a climate where most people have to actually buy new books if
>they want them soon after they're released. The same would not hold
>for a medium that can be copied without loss of quality, because there
>is an infinite "supply." And copying is the essence of copylefting.

the time lag between a book's publication and its availability in the
library is due to the simple fact that libraries have budget constraints.
given an unlimited budget (and space :-), libraries would have every
book as soon as it was published.
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

6616. Ghostscript-new fonts (was: Ghostscript- what is it?)

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 15:34:06 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Dec6.113406.9319@ac.dal.ca>
Source record: 213660

In article <84812@ut-emx.uucp>, timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
> In article <1992Dec3.213412.16488@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>>In article <1992Dec2.132806.10544@nt.com>, Gerry O'Rourke writes:
>>
>>>Can somebody please post a short description of what Ghostscript actually is.
>>
>>Ghostscript is a PostScript interpreter.
>
> [description deleted]
>
>>You will need to obtain the
>>Ghostscript font archives as well. They are in Gnustuff/Tos/Ghostscript.
>
> Not any more. The fonts on a.a were VERY old and so have been deleted.
> Newer fonts are available all over the net. I think I got mine from
> ftp.uu.net, but if you can't find them anywhere else, they are always
> available from prep.ai.mit.edu. The newer fonts are slightly better than
> the old, and also contain a couple of REAL postscript fonts, which are
> far superior. Use these postscript fonts if you can (Utopia is one of
> them, I can't remember the others). Also, if you have postscript fonts
> from other sources, you can usually use them.

Hi Tim! This statement puzzled me, because I had just checked last night that the files gsfonts1.zoo and gsfonts2.zoo were still on a.a. Just checked again a couple of minutes ago and they're still listed in the Ghostscript directory. I had ftp'd these fonts a couple of weeks ago and put them on my MegaSTE at work. I don't know enough about gs fonts to know whether these are the newer fonts you refer to.

Anyway, I decided to get the big (1,636,075 bytes) font file from prep.ai.mit.edu. Have put a lot of effort into untar'ing it (on a VAX/VMS system!). Due to account limitations, I had to do the untar'ing in pieces, i.e. file by file (couldn't manage to get my tar, in POSIX, to recognize wildcards). The bottom line is that I now have four .ZOO files, taking up about 1.5 Megabytes of disk space; these contain all 77 font files in the original .tar.Z file on prep). I plan to d/l these to my ST tomorrow (probably) and will likely have to delete them from the VAX very soon afterwards.

The thing is: should I u/l these (presumably newer) fonts to a.a.? The way I've split the fonts into the 4 .ZOO archives is pretty arbitrary - it was just a matter of how I could work out the logistics, given the space constraints I was working under. Any comments, anyone?

John Cordes
cordes@ac.dal.ca

6617. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 17:01:07 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <1ftbkjINNei1@life.ai.mit.edu>
Source record: 213655

In article <77393@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>In article <1fnugfINN3gj@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>>In article <1fn23dINNc0r@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>>Sooory, software has already been written supporting the Falcon's DSP chip,
>>>some of which is packaged with the machine!
>>
>>1. You've never seen or used this vaporware.
>
>So? I've seen ads for it in magazines as long ago as a year, seen
>numerous posts about it by its authors (of which I believe Mr. Baggett
>is one), and seen and heard how many people would love to get their
>hands on it. It too is vaporware and its name is Game Workbench.
>
>Nobody ever sees or uses vaporware.

1) I assume that since you have no factual comments on the subject at hand that you concede your point. Good; we won't have to go all through it again more slowly.

2) Assuming you actually had some fuzzy idea in your mind about how GW's status relates to the comments above, as opposed to what I think is the case -- that you just wanted to push the right buttons to irritate and sadden me (and Neil, BTW, who's never said anything to bother *you* here in all the years he's been reading this group) -- I can only assume you're trying to compare my *criticism* of the Falcon's mythical DSP vaporware to Game Workbench, whose status you see as similar.

The point is that no one's going to be buying a Falcon on the basis of having GW or not. It's not something *required* to support the hardware. The DSP is useless without decent software support. Hence the fact that the DSP software is vaporware (unlike the 80x86 DSP card(s) software, which you can buy now and use for dozens of *useful* applications) only supports my criticism of the Falcon's closed architecture. If you want to run DSP applications, you MUST use the DSP in the Falcon. You can't put a board in and run another *with software* as you can with PC's and Mac's that can take cards.

3) DC's going bankrupt made it awfully hard for GW to come out, eh? It needs a ~500 manual. It needs good user support. Or have you totally failed to make the connection between GW's not coming out and my frustration with an Atari community that just wants to grub up DC's software for free now that they've gone under?

4) GW is real and some people reading this group have used it extensively. (You've already read a post that gave a first-hand account.) You may not ever use it yourself, but that will only be because the market you defend like a religion isn't healthy enough to support a several hundred dollar development tool any more, and I'll be damned if you get 4+ years of my work for free given the kind of backstabbing "milk the developers for all their worth and them bust 'em in the chops" attitude I've seen here lately.

NO ONE here has used any substantive Atari DSP software. We're not talking about a little demo that puts effects on your voice (the Hippo sound digitizer software has *that*) but some real, useful software. Neil has a Falcon NOW, and he's had it for months. It's not like I don't know all about the machine and what developers got with it, OK?

5) You've "seen and heard how many people want to get their hands on [Game Workench]." OK, do you think they're willing to pay the several hundred dollars it's worth to "get their hands on it?" If not, then this overwhelming demand you cite is utterly uninteresting.

For the sake of everyone's sanity please try to be mature enough to not take negative comments about your favorite computer (which, I might add, I've supported a hell of a lot more over the years than you) as some personal attack. Dragging me or GW through the mud doesn't help your case any; it just shows that you are either too upset to argue your points clearly, or have nothing real to say but still want to get in the last word.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6618. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 17:52:50 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Dec6.125251.14551@miavx1.acs.muohio.edu>
Source record: 213656

In article <1992Dec3.005051.14162@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
> In article <1992Dec2.223710.14367@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>> In article <ByM621.MFD@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>>And while we're on the subject of Atari machines available outside North
>>>America, does anyone reading this have an ST Book which was bought other than
>>>through the developer program?
>>
>> I thought the ST Book was cancelled, though that may be a misunderstanding on
>> my part. Certainly the ST Pad is gone.
>> --
>
> Here is what I heard from Atari's quarterly earning report.
>
> THe ST BOOK was put on the back burner. Ths due to the fact that it had
> no disk drive. They were working on it, but pushed it aside for the Falcon.
> Do not expect to see the ST Book, my assumption, it's gone for good.

Ok, this is what really bugs me. I was really looking forward to purchase one after using it at the Chicago show. Well, it was kept being pushed back, and pushed back, so I found a really good deal on a Mac PowerBook, and bought it.

I bought the 100, which doesn't have a floppy, but I rarely miss it. (I do have the external floppy, but I don't use it that much.) It is really not that hard to use a notebook computer that doesn't have an internal floppy!

> Falcon030, due on limited quantities sometime over the next two weeks to
> US dealers. Europe is already seeing small supplies enter the area.

I'll just reiterate what I've heard before, the falcon is too little and too late. (When this was announced I thought I would hold off on buying a computer, but since I dodn't see my chance until next year, I bought the Mac)

Well, its time to crawl on the soapbox here. (And as you read this, just remember I am a very big Atari supporter, I talked my parents into buying a ST back in '87, when they wanted to get a MS-DOS machine!)

System 7 on the Mac is one of the best pieces of software on any machine I've used. To install a font, you drag it to the system folder and its installed in the proper place. The same thing with control panels and extensions. Cooperative multitasking is not the best thing in the world, but it beats what's available for the ST. (No slams on MiNT,

I've used it a lot on my 1 meg machine, but it still doesn't do GEM prgs.)

I'm also lucky to be going to University that is very big on Macs. If I want to print anything, I go up and plug my PB into the Appletalk network, and then I get print wherever I want, and also access file servers, and FTP directly to my hard drive. This interconnnectability is something that Atari needs to work on, and it needs to come with the system software, not purchased as an add on. (The same with the outline fonts.)

Well, I know I'll hear all sorts of warm fuzzys on this, so I'll end now, but since the purchase of my PB I've only used my ST as a terminal, and do everything else on the PB. (If I had a modem cable, I'd probably be using my PB for that too.)

Atari needs to wake up and ADVERTISE!!! If a kid sees a falcon on TV, he will run to Babbages and ask if they have one. Look at Nintendo, their equipment is nice but not state of the art (6502 and 65816, and the GameBoy) but they advertise and sell millions of units. (And they are very good at manipulating the young populace (just look at the magazine Nintendo Power), and they know if they get the kids to bug their parents, the parents don't understand anything, so they just purchase it blindly.)

Later.....

------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 6-DEC-1992

6619. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 18:22:48 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.ea.F&NCvpC2Yx2@jonh.wimsey.bc.ca>
Source record: 213673

In <1foio1INNjd8@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:

>True. What you say here has merit. I suppose you could extend this
>to conclude that piracy helps the software industry because it gives
>things more exposure. Maybe, but I wonder how far it goes.

Dave. Did you ever wonder why the PC format got to be so popular? It
wasn't brilliant marketting or superior hardware, it was because people
could get all the software from work for free. And dealers would
happily load the machine with a ton of pirated stuff, just to make the
sale.
You might be able to say that piracy killed the ST, but it was the
piracy on other platform(s).

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

6620. Re: Falcon screen

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 19:05:09 UTC
From: ron@zooid.guild.org
Message-ID: <723668709.27733@zooid.guild.org>
Source record: 213665

From: aa399@cleveland.Freenet.Edu (Len Stys)
>
>Hmmm. You can have a lot of stuff that plugs into the DSP port on
>the Falcon030.
>
>You can have a modem, a voice mail system, etc.
>
>The problem is, there is only one DSP port. You can't have all of
>them hooked up at once, can you?
>

I don't see why not. Both are going to use the same telephone line connector box. It's all a question of which software is controlling the DSP at the time. And I'm sure (market willing) that someone could make a front end program to hand off control to voice mail/BBS/fax software, depending on the type of call.

6621. One head isn't better than two

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 19:40:52 UTC
From: geoffc@zebedee.uucp
Message-ID: <H.fN_jv1UbuMk@zebedee.uucp>
Source record: 213699
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In the last few days my internal floppy disk drive had stopped working.

It just refused to read any disks at all so I took the ST appart to see if I could work out what the problem was (which I couldn't). I then tried replacing the drive with the original ST single sided disk drive (the internal drive was a double sided one I put in some time ago). The original ST drive worked OK and quite by accident I discovered that the replacement drive that I had in did work - but ONLY for single sided disks. It still refuses to read or to format double sided disks.

Any ideas as to why the drive should stop recognising double sided disks ? My guess is that there is a break in the cable going to the floppy disk drive but any other ideas would be welcome before I try replacing the cable.

Thanks

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!ibmpcug!jshark!zebedee!geoffc

6622. Z*NET Atari International Issue 9221

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 20:55:54 UTC
From: jonc@status.gen.nz
Message-ID: <VZRcVB3w165w@status.gen.nz>
Source record: 213750

```
Issue 9221 of Z*NET Atari International is released into

alt.znet.pc

Happy reading

Jon Clarke Z*NET Pacific
-=-=-=
```

6623. Z*NET Issue 9221

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 20:57:04 UTC
From: jonc@status.gen.nz
Message-ID: <T2RcVB4w165w@status.gen.nz>
Source record: 213651

Z*NET: ATARI ONLINE MAGAZINE

December 5, 1992 Issue #21 Volume 7, Number 21

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~ Assistant Editor.....Ed Krimen
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* Z*Net: S. Pacific FNET 693 New Zealand

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- First RTC From Hong Kong On GEnie.....Jon Clarke
- Perusing GEnie.....Ed Krimen
- Z*Net Computer Calender.....Ron Kovacs
- The Unabashed Atariophile.....Michael Burkley
- Sales Door.....Press Release
- The Tech Room.....AtariUser Magazine
- SCSI Backup for the Atari ST.....

Jon Clarke Z*NET Pacific
-=-=-=

6624. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 23:02:11 UTC
From: drb@kepler.unh.edu
Message-ID: <1fu0pjINN8tf@mozz.unh.edu>
Source record: 213679

```
>then SURE, it would be better, provided it was done as well. But
>no one's done that yet, and that's exactly my point: These things
>take time, and they're hideously boring for techno's like the FSF
>and you and me. So for copylefted software they never get done.
>That's why copylefted software taking over the mainstream is
>a pipe dream.
>
Actually, though I admit I don't have mauch in the way of facts here,
According to a friend who works for them, Centerline has written a version
of their debugger front end for GDB. This is a commercial product written
to compliment a free product. Hmm, how about that.
--
Dean R Biron drb@escher.unh.edu -><-
University of New Hampshire Research Computing Center -><-
Prefector of the order of St Gulik, Legion of Dynamic Discord -><-
```

6625. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 23:38:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11354@uqcspe.cs.uq.oz.au>
Source record: 213666

ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>From what I hear, shareware on the PC works as well or worse than on the
>ST/TT, it's just that there is a larger population, so the monitary returns
>for the same or smaller percentage of returns is greater.

Actually, it doesn't quite work that way...

In the PC market, the number of "buyers" is greater... but so is the number
of "sellers", so there should be no net profit increase. In fact, I'd expect
a very good response for a very good program, and a very bad response for
an average program.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6626. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-06 23:58:27 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.2l60@terapin.com>
Source record: 213672

Ohh.. Well if it is compatible, I guess its not that bad.. sorry, I get frustrated once in a while.. you guys understand, your all ATARI users.. Now I'm back in my "Long live ATARI, who cares what we don't have, look at what we have" mood.. I'm sorry for my outbursts, of "I wanna be like IBM".. I know I really don't deep inside, I like ATARI too much.. Lets hope this Falcon works out, and I'm gonna help out.. I'm learning C and hopefully will become an ATARI developer once I know enough! I think we should all right our software, forget Word Perfect, etc.. Although with the Falcon they may come back.

When I get a Falcon 030 the first thing I'm getting is the Falcon SCREENBLASTER, for increased resolution. I'll try to write games that support it and other cards.. Be like the IBM platform where you can choose what you have added on, but better..

GO ATARI!

afonseca@terrapin.com

6627. Re: Lha Files

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 00:11:56 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Dec7.001156.20298@dcs.warwick.ac.uk>
Source record: 213697

In article <1992Dec3.160526.5633@a.cs.okstate.edu> cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>In article <1992Dec2.211551.19458@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>>
>>Zoo extracts to the current drive - most shells change the current drive to the
>>one you specify before calling Zoo. Failing that you can open a window on the
>>desktop that you want to extract to and double click on Zoo in a different
>>window while holding down the right mouse button.
>>
>
>I've had this method fail (Hoped for destination window topped, unZOOed files
>ended up in the directory with ZOO.TTP). I wse a CLI or move a copy of
>ZOO.TTP to the destination folder. Odd 'eh? This is under tos 1.4 on a
>Mega.

Wierd! If GEM cheats by changing the directory, then calling the application
when this is done that explains things, but I was always lead to believe
that GEM passed the full path name to Pexec in which case there is no legal
way that Zoo could know where it was called from, and therefore impossible
for it to behave in this way.

>Hasn't this happened on your system? (Leo?)

Never tried it - I always use a shell.

>Maybe my ZOO.TTP isn't current. It does have the "high compression" option.

Unless you have some unofficial inbetween version then any version that
supports "high" compression has every feature and no bugs.

- Leo

6628. 60 hz to 50 hz

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 00:25:35 UTC
From: oyakea@warren1b.its.rpi.edu
Message-ID: <7ba2f4#@rpi.edu>
Source record: 213668

A friend of mine is having screen rolling problems with his ST, when he tries out european software. I was told ther was a 60 hz to 50 hz converter or vice versa. Please if anyone has any info on this matter please E-MAIL clarkr3@rpi.edu .

Please LIST ALL FTP SITES WHERE SOLUTIONS MAY BE FOUND ....

6629. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 00:42:07 UTC
From: ritz@ritz.mordor.com
Message-ID: <921206483@ritz.mordor.com>
Source record: 213670

Peter Missel (Peter_Missel@k.maus.de) wrote:
OS/2> B>So, boys and girls... all of you who bought TTs, on the promise
OS/2> B>of "UNIX ASV" from Atari, Corp. might take a lesson from that
OS/2>
OS/2> So what? Visit your dealer, and order a copy of ASV (choose from two versions:
OS/2> either on a 210 MB hard drive or a 340 MB hard drive). You'll need at least 8MB
OS/2> of RAM and a 19" monitor, though.
OS/2>
OS/2> btw, ASV has been around for about one year now, and about three weeks ago,
OS/2> users were informed about an update to version 1.1. Atari UNIX exists!

Yes, it does exist. The only problem is that you have to sell your car
to pay for it. Who in their right mind is going to buy a low-budget
computer like an Atari TT and then go out and spend roughly the same
amount (plus or minus US$500 or so) for an operating system? It just doesn't
make any sense. That is our old "friend" Atari...snatching defeat from
the jaws of victory again.

If you have a 3/486 machine, you can get unix for FREE! Yes, for FREE!
Hop over to your nearest mirror site and get (using anon FTP) BSD386
or Linux. Both come with full SOURCE. If you want something a little
more polished, try Mark Williams Co's (Remember them? They used to
develop for Atari.) Coherent for the tune of US$99.

Regards,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

6630. Re: CopyLOSSAGE and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 01:20:02 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11356@uqcspe.cs.uq.oz.au>
Source record: 213671

dmb@rice-chex.ai.mit.edu (David Baggett) writes:

> Copylefted means "no one can charge for."

Dave really doesn't know or care anything about Free software. Here is text
from the SECOND PARAGRAPH of the GNU GENERAL PUBLIC LICENSE:

When we speak of free software, we are referring to freedom,
not price. Our General Public Licenses are designed to make
sure that you have the freedom to distribute copies of free
software (and charge for this service if you wish), that you
receive source code or can get it if you want it, that you can
change the software or use pieces of it in new free programs;
and that you know you can do these things.

(Note, that the above is a QUOTE from the GNU GENERAL PUBLIC LICENSE",
and the GNU GPL is :

Copyright (C) 1989, 1991 Free Software Foundation, Inc.
675 Mass Ave, Cambridge, MA 02139, USA
Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.
)

Read it some time. All of you.

The biggest intent of the GNU GPL (to my eyes), is to replace the concept
of Public Domain, which in todays world of patent/copyright litigation
simply DOESN'T WORK.

No-one should produce Public Domain software. Public Domain means people
who take your code can make a few changes, fix a few bugs, then sell a
compiled version of it, and not tell anyone else about the changes/fixes.
Quite soon, your PD version will be unusable (as they can also slightly
modify any protocol you use), and people will buy the slightly improved
version - and pay and pay and pay. Even if you bring out a new version,
they've probably patented their modifications, so you CAN'T be compatible.

You're screwed, everyone is screwed.

By all means, produce commercial software. Produce free software (GPL'd,
or some other flavour you design). Just don't produce PD software (except
for the trivialest of programs).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:

```
/ * <-- Computer Science Department, /
\_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /
```

6631. Roger the Bodger

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 01:36:06 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Dec7.013606.21193@dcs.warwick.ac.uk>
Source record: 213698

I am sure I am not the only one who is getting rather annoyed with Roger recently. Of course everyone makes mistakes, but why does he insist he is always right, whatever anybody says?
For example, in the case of PFX-packed ACCs more than one person has said that they use them everyday, but Roger maintains that this is impossible - does he think they are lying?
Even they are lying it is not necessary to resort to personal insults (not that being 15 is anything to feel insulted about).

Look Roger, you have contributed usefully to this group in the past, but your PFX postings are not useful - SHUT UP.

- Leo

PS. I do not expect to find 500K of insults in my mailbox tomorrow morning :-)

6632. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 01:54:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11357@uqcspe.cs.uq.oz.au>
Source record: 213674

dmb@case.ai.mit.edu (David Baggett) writes:

>warwick@cs.uq.oz.au writes:

>>When someone posts a cost analysis of a 386DX@25MHz, with DSP board
>>eqivalent to a Falcon's DSP, VGA, serial, parallel, 4 games ports,
>>SoundBlaster Pro, and Windows, you'll have something that almost
>>sizes up to a Falcon 030. Not in price though.

>You can get a 286 with everything you
>listed above (apart from the DSP) for about $750 *including a
>monitor*. (Weren't figuring a multisync monitor in for your Falcon?)
>If you want a 386, add $185 for a 386-33 motherboard. If you REALLY
>want me to, I'll post Actual Real Prices from this month's PC sources.

>I have no idea how much an equivalent DSP board for the PC would be,

Nicely forgotten, Dave. Try $1000 to $3000. Try reading this post
that Ben Gilbert pointed out:

* I will sell to highest offer a Spectrum 56001 System Board (in Europe,
* that is a Loughborough Sound Images 56001 System Board), a dsp card
* for PC computers.
*
* - 20 Mhz Motorola 56001 DSP
* - 3 x 16kW 0 wait state memory
* - 16 bit stereo audio I/O
* - telecom interface
* - monitor & debugger
* - "C" drivers
*
* I got it as a lottery prize(!), but don't really have use for it.
* Hence it is fully unused (but I opened the package just to see what
* is inside). A $2495 value, will go for the highest offer...

So, there's the price:

Falcon: $800
386etc: $750 + $185 + $2495

Assuming you already have a monitor, or are happy with a TV Falcon Output.
Monitor costs vary from $200 to $500, I guess.
(note that the above DSP board is much more primative than the Falcon DSP,
on specs. But we'll say that's made up for by the couple of additions)

>This may be true in Australia (not being facetious here),
No, just totally fallatious.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6633. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 01:56:56 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Dec7.015656.13854@cheshire.oxy.edu>
Source record: 213678

I have a book called "Introducing the Atari ST" which mentions the 130
and 260...

Thom

6634. GIF/RAW/RCS/SPC etc.

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 02:21:15 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fucerINN5hq@golem.wcc.govt.nz>
Source record: 213676

Is there a simple program out there, that will do a GOOD (e.g. high quality) conversion of GIF (Graphics Interchange Format) pictures (Any config, CGA, VGA etc. 320*200, 640*480 etc.) Into RAW format.

Apparently there is a program that converts GIF to PBM, and then PBM to RAW or some such thing. If this works, without noticable loss of quality in the double conversion - where can I get this particular file? (Or one that does the same trick)

Has anyone registered their 'Photo-Chrome' and gotten the GIF conversion function? Any good?

Replies in E-Mail please, unless they're really informative!

==========

"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or 'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare and exceptional occassions, you can call him Arsehole." - Lister to Kryten

==========WELLS_S@KOSMOS.WCC.GOVT.NZ==========

6635. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Fu

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 02:22:17 UTC
From: SML108@psuvm.psu.edu
Message-ID: <92341.212217SML108@psuvm.psu.edu>
Source record: 213675

The problem with the Falcon's DSP is that just like putting MIDI into the ST, it's a really great and innovative idea. I don't think even the most ardent and arrogant Apple, IBM or Amiga supporter will deny that. However, the cat's out of the bag so to speak. Within a year, there will be equivalent inexpensive DSP boards for everybody else. The market will force this to happen if DSPs become popular. Hell, if no one does it, I have a friend who _will_...

Scott

6636. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 04:12:44 UTC
From: ritz@ritz.mordor.com
Message-ID: <921206389@ritz.mordor.com>
Source record: 213680

```
Warwick Allison (warwick@cs.uq.oz.au) wrote:
OS/2> dmb@case.ai.mit.edu (David Baggett) writes:
OS/2> >I have no idea how much an equivalent DSP board for the PC would be,
OS/2>
OS/2> Nicely forgotten, Dave. Try $1000 to $3000. Try reading this post
OS/2> that Ben Gilbert pointed out:
OS/2>
OS/2> * I will sell to highest offer a Spectrum 56001 System Board (in Europe,
OS/2> * that is a Loughborough Sound Images 56001 System Board), a dsp card
OS/2> * for PC computers.
OS/2> *
OS/2> * - 20 Mhz Motorola 56001 DSP
OS/2> * - 3 x 16kW 0 wait state memory
OS/2> * - 16 bit stereo audio I/O
OS/2> * - telecom interface
OS/2> * - monitor & debugger
OS/2> * - "C" drivers
OS/2> *
OS/2> * I got it as a lottery prize(!), but don't really have use for it.
OS/2> * Hence it is fully unused (but I opened the package just to see what
OS/2> * is inside). A $2495 value, will go for the highest offer...
OS/2>
OS/2>
OS/2> So, there's the price:
OS/2>
OS/2> Falcon: $800
OS/2> 386etc: $750 + $185 + $2495
OS/2>
OS/2> Assuming you already have a monitor, or are happy with a TV Falcon Output.
OS/2> Monitor costs vary from $200 to $500, I guess.
OS/2> (note that the above DSP board is much more primative than the Falcon DSP,
OS/2> on specs. But we'll say that's made up for by the couple of additions)

No, this posting does not support your claims. It only means that
somebody was selling a very expensive board. I can go into the computer
shopper and find some very expensive VGA cards in the $1-2K range, but
they are that expensive because they are specialty items with hot rod
parts under the hood for CAD people and such. However, I can also find
tons of cards in the $89-300 range which are also very good and serve
the purpose of 99% of PC users.

I'll wager that the card that is mentioned in the ad you captioned
when placed in a 3/486 box would beat the pants off of the DSP
```

setup in a Falcon. :-) You get what you pay for.

Regards,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

6637. Galaxy Simulator

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 05:49:44 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1fuoloINNkf5@tamsun.tamu.edu>
Source record: 213683

I just heard that the Galaxy digital logic simulator is
available for the Atari ST.

Has anyone heard about this? Does anyone know how to get it.

I have used the package on the SUN computers at my University
and I would like to see how it performs on an Atari ST.
I realize that it is a memory hog, but I think I can spare
the hard drive space and the RAM.
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu UPE Honor Society - Vice President

6638. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 06:04:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fuphhINN755@golem.wcc.govt.nz>
Source record: 213688
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

Deduction - the message was cross-posted to the Am*ga group.

I've also never seen a non-amiga user leaving such pathetic messages.

I also never said that everyone that dislikes atari owns amiga, although
virtually every amiga owner dislikes atari (that I've met) due to the
fact that once upon a time, atari was outselling them! (And was voted
computer of the year about 5 years ago)

Anyway, I'm not interested in this anyway. The poster was obviously
of their own opinion, which they're entitled to, although why they must
post such an opinion to multple groups, I don't know!

==
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or
'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really
mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare
and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

6639. auto arc?

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 06:06:32 UTC
From: calvin bruner <calvin.bruner@canrem.com>
Message-ID: <1992Dec7.4514.27241@dosgate>
Source record: 213685

I was just considering that the DSP could allow the compression of files on the fly. Instead of having to ZIP, ZOO, ARC or LZH my term program could send it throught the DSP automatically if it hasn't been compressed already. If communicating with another Falcon, it would be automatically uncompressed at the other end. In fact, programs like Data Diet could become much faster (not that it isn't plenty fast now).

Hmmm...would also seem to me that DSP could be an ideal crypto device for encoding/decoding messages...with the right algorythm we could all use are Falcons to drive the NSA nuts.
--
Canada Remote Systems - Toronto, Ontario
World's Largest PCBOARD System - 416-629-7000/629-7044

6640. Re: Freezedried Term: What's the latest version?

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 06:07:20 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1fupmoINN755@golem.wcc.govt.nz>
Source record: 213689

Freeze Dried Terminal v2.20 was the last version released.

Version 3.0 was pretty much finished, but died just as the final
preparations were happening. (The Hard Drive blew up)

If he (Aaron Hopkins) manages to get it going again, version 3.0 (or higher)
should appear. It's supposed to have VT100 etc. as well as some other
features which I'm not going to tell of in case it never does turn up,
or if it does, to ruin the surprise 8-)

==
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or
'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really
mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare
and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================

6641. ARCADE JOYSTICKS -- LEFT SIDE?

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 06:14:41 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1fuq4hINNlue@usenet.INS.CWRU.Edu>
Source record: 213684

I've talked with some people that prefer joysticks on the right side instead of the standard left side.

Why do all arcade machines have the joystick on the left side and the buttons on the right side?

Since 90% of people are right handers, why wouldn't the joystick (something that needs great control) be on the left side?

Could it be that 90% of the engineers are left handed? :)

Len STyys (aa399@cleveland.freenet.edu)

--

6642. atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 06:16:41 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Dec07.061641.56524@yuma.ACNS.ColoState.EDU>
Source record: 213686

Is there some reason why atari.archive will not let me change to the Lynx dir.
Also noticed that the New directory shows files but will not let you xfer them.
l8r!

6643. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 06:29:07 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1992Dec7.062907.7149@cc.umontreal.ca>
Source record: 213687

In article <921206389@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
[..]
>OS/2> (note that the above DSP board is much more primative than the Falcon DSP,
>OS/2> on specs. But we'll say that's made up for by the couple of additions)
>
>I'll wager that the card that is mentioned in the ad you captioned
>when placed in a 3/486 box would beat the pants off of the DSP
>setup in a Falcon. :-) You get what you pay for.

So you like to wager on longshots, big deal :-)

>Regards,
>
>Chris

To those who mailed me about the DSP 56001 assembler for TOS, its coming RSN.
--
Odisseas Kosmatos "Nous sommes les robots" -- moi
e-mail: << L'homme, serviteur de l'automate,
kosmatoo@jsp.umontreal.ca deviendra lui-meme un automate. un robot. >>
shammer@mafalda.math.mcgill.ca -- Duham

6644. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 07:11:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1futfjINN7e5@golem.wcc.govt.nz>
Source record: 213690

>>btw, ASV has been around for about one year now, and about three weeks ago,
>users were informed about an update to version 1.1. Atari UNIX exists!

Unix or what ever is no out for the Atari at all, well
Atari droped it from the message that came from GEnie...

Was not up to it on the TT, did not support colour,
but then again I did read some time back that there Unix
chap had left, but it was stated that he had finished
his contract with Atari, but then again after all the lies
about FSMGDOS, what can you believe from Atari..???

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6645. Re: Zoo shells

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 07:20:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fuu0aINN7e5@golem.wcc.govt.nz>
Source record: 213691

>I'm trying to decompress a large zoo file with a half-meg of memory.
>The shells I've been using for ZOO.ttp are either buggy or won't
>let me decompress individual files with a query function, so the
>memory is filled up and I can't get the complete file. Any suggestions
>of ZOO shells that would do the trick?

> | H E \ Y B E R |/ E N [kronos@cyberden.uucp]

AS I have been telling every one here, DON'T USE ZOO, can't be used
easily on a 520k single drive ST, but then again can it be used at all..?.

Stick to LZH or ZIP or ARJ, lets ban ZOO...???

No way can ZOO generate Folders on Demand..??

Tell me chaps can ZOO do this. a:\archive.zoo d:\extract\

Can it generate the d:\extract\ Folder..??

Until you have used LZH201L, you will never know..!!!!

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6646. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 07:23:39 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1fuu5rlNN7e5@golem.wcc.govt.nz>
Source record: 213692

>>GO ATARI!
>

No GO AWAY...!!!

>
>afonseca@terrapin.com

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6647. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 07:33:12 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11367@uqcspe.cs.uq.oz.au>
Source record: 213694

dmb@xbar.ai.mit.edu (David Baggett) writes:

>matches up to good commercial offerings in practice. TeX is JUST like
>GCC in that its guts are powerful but as a whole it's completely
>unusable by mere mortals. You know what secretaries do when you tell
>them they have to put "mystery codes" in a text file and can't see what
>they're going to get on the screen?

LaTeX/TeX is designed to remove the NEED to know "what they're going to
get on the screen". That's the WHOLE POINT of LaTeX - to remove that
burden.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6648. ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 07:38:34 UTC
From: vovut@prism.CS.ORST.EDU
Message-ID: <1fuv1qINNiv7@flop.ENGR.ORST.EDU>
Source record: 213693

It's time to clear out some ST stuff...

* SM124 monochrome monitor $75

* Discovery Cartridge $75
can convert Macintosh disks <-> Spectre (any Spectre 128/Magic Sac users?);
great floppy disk backup (including PC, Amiga, Mac)

* Supra 20 Meg HD $75
drive is bad, but SCSI controller, case, and power supply are good;
no power cable

* Mark Williams C v.3.0.9 $40
w/ csd C source debugger

* ST monitor -> RCA connector cable $10

* 6' floppy cable $10

Prices do not include shipping.

Email if interested.

Trung
vovut@prism.cs.orst.edu

6649. Gezocht: TT, 6Mb+, 100Mb+ HD

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 08:53:30 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.723718410@freyr>
Source record: 213695

Gezocht:

Atari TT030
Minstens 4MB TT RAM
Liefst HD van 100MB of groter
Monitor PTC1426 of beter
720KB drive geen bezwaar

Liefst niet te oud; goede prijs gegarandeerd (MAAR ik houd de
Duitse marktwaarde goed in de gaten :)

Ik ben verder niet geinteresseerd in software behalve TT UNIX.

e-mail a.v.groenink@research.ptt.nl/avgroeni@cs.ruu.nl
phone +31 70 3325610
25445
5700 29396
--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
a.v.groenink@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

Mail is my favourite form of telecom

6650. Re: Oxyd

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 10:17:21 UTC
From: sdmw91tw@ap23.cip3a.tu-harburg.de
Message-ID: <2100@rztsun.rz.tu-harburg.de>
Source record: 213588

In article <1992Dec3.141828.5168@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>It is DM 50. I tried to use Oxyd to see if I should obtain the book. I am
>not able to play any level however. I have heard that the first 10 levels
>should be playable without the "dongle", but can't find out how. Does
>anybody know?

As far as I know the old versions of OXYD only run with German TOS. When I
first bought my 1040STe, I was in stationed in the Netherlands and the
guy from the shop gave me a Dutch machine 'cause he had a little problem
getting the one with the German TOS. I tried to get OXYD running but it
wouldn't.
So I called Meinolf Schneider, the author of OXYD and SPACOLA, and he
told me that OXYD only runs with German TOS because he didn't want anyone
who doesn't know German to play a game they wouldn't understand.
Again, as far as I know the new OXYD COLOR is suppossed to run in any
language (or at least in English;-).
You can ftp all DONGLEWARE games from a.a.

Bye, Thorsten

****
So long and thanks for all the fish

wollweber@tu-harburg.dbp.de

****

6651. HELP: No idea how to unarc files

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 10:24:28 UTC
From: riehm@struppi.medizin.uni-ulm.de
Message-ID: <1992Dec7.102428.21167@wega.rz.uni-ulm.de>
Source record: 213606

Hi ST-Freaks!

A friend of mine (no idea of computing) has got a Mega ST. I got him some
programs from a.a.umich (games stuff). As usual, these games were packed.
But I (<- used to work on UNIX shells where you can type 'uncompress *'
and (arghh!) sometimes on MS-DOS with a simple PKXARC *) don't have any
idea how I can get the arc.ttp (or arc602.ttp) running: Whenever I do
a DoubleClick on the icon, I get a window asking me for parameters,
but I didn't find any which could help. I didn't get any message either,
just a short 'cls' and then the switch back to the Desktop.
Can it be harmful that there's no Harddisk? (Only minimal configuration
with 1 (in words: ONE) floppy disc drive and 0 (in words: NO) HD).

Thanks in advance,

Thomas

/--------------------------\---
|| Whatever you do, || Internet address: riehm@medizin.uni-ulm.de
|| Do it on your own RISC || (sometimes) riehm@rzmain.rz.uni-ulm.de
\--------------------------/---

6652. Re: GEM Shell for .lzh .zoo .arc?

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 10:36:11 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <168B6A32D.BWWL@ibm.rz.tu-clausthal.de>
Source record: 213604

In article <Byr3oK.Dx4@sci.kun.nl>
leonp@cs.kun.nl (Leon Pillich) writes:

>I'm looking for a nice and complete gem shell (or three different shells)
>for these archived files.
>I already looked at some, but what I want is more or less what stzip offers
>It allows you to view files from an archive in a gem window and
>to select which files to extract.
>
>Is there such a shell for other archive formats and where can I find it?
>
Hello!

Try anonymous FTP to ftp.tu-clausthal.de (139.174.1.3) and get
/pub/atari/archivers/shells/Index
Or try the program
/pub/atari/archivers/shells/arcgsh41.lzh

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

6653. Re: Game Workbench (was Copywrong and ...)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 10:48:34 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Dec7.104834.13519@cs.hw.ac.uk>
Source record: 213613

In article <1992Dec3.202212.6856@newshost.lanl.gov>
hutch@bellman.lanl.gov writes:
><in reply to 59955, not repeated here to save bandwidth :) >
>
>That's a very good summation, Dave. Many programmers who would cheerfully
>hack away for nothing simply cannot afford to anymore due to the economic
>pressure that we all feel. And the "depressed" Atari market doesn't help!
>
>But even considering the current Atari situation, I'll bet there are a LOT
>of folks out there who would be more than willing to lay out a few sheckels
(for an ex-leper:-)
>for a professional, well-written and _comprehensive_ package such as your
>Game Workbench.
>
> I suggest that many, many C programmers would love to be
>able to incorporate some special effects in their own code if only they
>knew how to do so! Trouble is, it's just too big a chore to track down how.
>That's why I thing something like the Game Workbench is sorely needed _and_
>wanted by lots of beginning to intermediate level Atari C programmers.

Thank you for those encouraging words. Anyone else want to back that up?
Briefly GW comprises of just about everything you'd need to write a game on
the ST. eg. animated sprites, sample playing, colour screen interrupts,
mouse and joystick(4) support, smooth scrolling plus support tools.

>In my experience, folks don't mind paying a fair price for their software as
>long as they feel they get their money's worth and support is there when they
>need it. <mindless, spineless pirates need not apply>

Very true. I often wish Gulam had been supported shareware rather than
freeware. I don't know how I could have lived without it.

> Borland doesn't sell
>thousands of copies of BC++ because it's the only game in town... they sell
>that many because it's a good product which is well packaged and supported.

_ :-)
IMHO Borland C\C++ is a pile of cr*p!
eg. v3.0 takes 39Mb of HD space! I can put most of Sozobon on a 512K RAMdisk.
I use BC+ here at work and if it was me who'd bought it I'd be asking for a
refund. However many peoples mileages may differ so I'll say no more about it.

>IMHO, we want the Game Workbench and are willing to pay for it. Just do it!

Since the folding of Double Click has put the future of Game Workbench in some
doubt I would really appreciate some net feedback about how much you, the net,

would like to have and use it. Both Dave and me have spent the past 3-4 years working on it and I really would not want to see all that work wasted.
I confess that I would get a warm fuzzy feeling knowing that people were using and enjoying GW regardless of how it was made available, be it commercial, shareware or even public domain but considering its sheer size some financial reward seems appropriate. Taking all considerations into account, Dave and myself will probably make a decision soon and I hope that we can make the right one that will appeal to both us and the ST community alike.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

6654. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 10:50:26 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Dec07.105026.6964@bas-a.bcc.ac.uk>
Source record: 213610

In article <1992Dec5.213600.3070@cis.ohio-state.edu> tbrown@tortoise.cis.ohio-state.edu (ted croft brown) writes:
>In article <1992Dec05.125355.28271@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>>Note: None of the following comments are said in a raised voice.
>>>
>
>>The NeXT box is designed with the corporate mentality in mind, it is not
>>that easy to get to the "Unix" below it. NeXTStep is all you see.
>>(I place the word "Unix" in quotes as it is actually a BSD layer above Mach.)
>>
>
>Hunh? What do you mean by "hard to get to the UNIX". Typical UNIX programs
>can be compiled easily on the NeXT (esp if it has X). You can open a terminal
>window on a NeXT just as easily as you can on a SUN. So what did you mean?
>I don't see any real reason to say "Unix" either. Sure there is something
>under the BSD layer...but unless you really want to use it...it doesn't matter.
>Mach/BSD *is* Unix.
>

Firstly, "hard to get to the "Unix"" means that unless you specifically look for a shell program amongst the applications, you won't see a command line interface at all. The NeXT computers boot straight into NeXTstep, they don't even have all the nice status messages scrolling up the screen as they boot.

Secondly, Mach/BSD is NOT Unix. The name Unix can only describe operating systems derived directly from AT&T UNIX. You tell AT&T (well USL) that Mach/BSD is Unix and you're libal to have a law suit on your hands.

The NeXT's OS is Unix-like, not Unix. And, oh yes, the NeXT does not come with X as standard, you'll have to get that from elsewhere.

>I know that this is off the beaten trail of the topic...but I saw that "NeXT"
>word...(so I want one and I'm not rich enough. Sue me.)
>
>
>Ted Brown

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

6655. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 11:07:09 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.723726429@rw8.urc.tue.nl>
Source record: 213611

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>No, the ST - Book is generally available here in the UK, costs about 1300 Pound
>(UK) and is can be bought from suppliers such as Silica.
And of course it is also available in the Netherlands.
Cost is about fl3500,-

Erlend.

6656. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 11:49:57 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Dec7.114957.24144@email.tuwien.ac.at>
Source record: 213612
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

IO92257@MAINE.MAINE.EDU () writes:
[...]
: A1200 Falcon
: Company Reputation: Ehhhh... HAR HAR HAR!
: Resolution: 1200x900 800x400

...

This proves again that some people have NO IDEA WHATSOEVER what they're
talking about... What a waste of bandwidth... :-(

-MY

6657. RE: COPYWRONG AND COPYRIG

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 11:58:00 UTC
From: diane.karagian@idcbbs.uu.holonet.net
Message-ID: <1004.1019.uupcb@idcbbs.uu.holonet.net>
Source record: 213562

Notes dmb@case.ai.mit.edu (David Baggett)
DB> In article <1fm7vqINNspf#life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
DB> >As far as I know, the claim that libraries pay more for
DB> >books than you and I is also false. Do you have any evidence that
DB> >suggests this is the case?
DB>
DB> Actually, I concede this point. I hadn't thought about the fact that
DB> library copies are usually specially-made extra-durable (and therefore
DB> more expensive) editions. (But they wouldn't *have* to be!)

Don't concede yet, David! These days libraries don't have the money to buy those so-called library editions. Typically they're getting the same edition you are, and paying less than you do. Vendor discounts run 10-40% off list for books.

OTOH, magazine subscriptions are a whole 'nother story. Institutional subscriptions can be 10 times HIGHER (or more) than personal subscriptions, because the publisher knows that many people will be reading his 'zine, and he doesn't want to lose the money represented by those lost sales.

DK

ObST: Don't like any ST offline readers? Try running a PC reader under PC emulation. Much better!

. KingQWK 1.05 # 666 .

6658. STOS stuff ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 12:25:13 UTC
From: cdw@dcs.ed.ac.uk
Message-ID: <Byw2I1.69n@dcs.ed.ac.uk>
Source record: 213615

Has the world abandoned STOS - I have been unable to find any FTP sites
or boards devoted to this rather nice (my opinion) language.
Any info greatly received,

Chris

E-mail: cdw@dcs.ed.ac.uk or chrisw@castle.ed.ac.uk
Tel.: 031-667-9764 or 0334-74244

"All in the name of ..." Motley Crue

6659. Re: Griping at Languages (was: copywrong & all that jazz)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 12:38:04 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1992Dec7.123804.24177@cs.nott.ac.uk>
Source record: 213618

In article <1992Dec6.014506.6509@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>Those that complain about how Atari users are still using BASIC (the
>inference being "Grow up, and use a REAL language!") should keep in
>mind the factoid that even in the I*M market, they've been upgrading
>BASIC.

Why is there always this horrible snotty attitude towards BASIC? - I keep thinking that people haven't actually used BASIC since BBC's and ZX81's were around, because the language has become much more powerful since. OK, so direct memory access is much easier with C pointers, and there are some other nice features, but when it boils down to it, if it takes me five hours to write (and DEBUG!) a C program that I could have written in five minutes in BASIC then its pretty obvious which language I will choose.

I should perhaps point out that I have no intention of writing machine-hacking programs such as RAMdisks etc because there are plenty of PD programs already there for me - what I DO write is programs to do with my work, such as data analysis and plotting spectra out, which are very easy to write in BASIC, and would be a complete pain in C.

Apart from anything else, I can write a program in HiSoft BASIC 2 and know (as long as I stay clear of about 2 OS calls) that it will work perfectly well on any ST, with any TOS version. I still have full access to all the "legal" operating system commands, giving me the ability to write perfectly good window/menu/dialog programs, and I do so.

>
>At any rate, it's not COMPLETELY stupid for there to be Atarians still
>working in BASIC. 'Specially when there's a GFA Basic that runs under
>MS Windows.
>

I don't want to start a flamewar about different BASIC's, but please don't ignore the fact that Hisoft BASIC 2 is almost completely cross-compatible with Microsoft QuickBASIC, and I do indeed port programs from my STE at home to the PC I use at work with no hassle at all.

>This should not be misinterpreted to infer that I actually use BASIC
>for anything :-). ANSI C/Perl/Forthmacs all the way...
>

...and there I was thinking that someone had seen the light. When it comes down to it, computer languages are only an intermediate tool for getting the job done, and as long as they're capable of doing that I don't see that it matters WHAT you use. I certainly don't like the implication that my programming is somehow 'inferior' just because I choose to use a different language from someone else.

Keith.

~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

6660. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 13:12:07 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Dec7.131207.19723@irscscm.UUCP>
Source record: 213532

In article <70886@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Interesting...
>
>So far we've heard from ONE person whose continued existance
>(ie: Eating) depends on selling his programs to the Atari
>market...
>
>And one person who looks down upon it all from the vaulted
>"Ivory Towers" of what "Should BE" in a perfect world...
>
>So.. anyone else out there who continues to try to feed
>themselves (or their families) from Atari programming..?
>

This is something I and my partner have been attempting to do and are continuing to do. We have seen the light, though, and are currently trying to expand our market to other platforms. If it were only up to my partner we would probably drop the Atari platform. Personally, I still see a future for Atari with the Falcon line. On the other hand, though, I don't see how anyone could feed a family writing software only for the Atari line of micros.

--
Marshall Lake
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

6661. T-Board 64 TOS 2.06 without 1.04 problem.

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 13:28:24 UTC
From: dick@ahwau.ahold.nl
Message-ID: <285@ahx.ahwau.ahold.nl>
Source record: 213584

I have a ST 520+ with 3 Mb installed.
I have soldered on the 68000 a socket for placing the T-BOARD 64.
My old TOS 1.04 (in 6 ROMS) is installed.
Everything works now.
Now I wan't to remove the old TOS 1.04 and start always with TOS 2.06.
Two reasons : 1 reboot less and a startup delay for hard disks.
The manual say's " Just connect the soldering point next to R1 on the T-BOARD
to pin 20 of the first socket which contained one of your original TOS ROMS".
Questions :
The soldering point is that the connection with pin 2 of the GAL?
Pin 20 is that the 'CE' signal of the U2 socket?
If yes, on my system this does not work, a black screen is the result.
Anybody idea's?

Greetings,
--
Dick Bruijn Albert Heijn bv
Afd. Winkelautomatisering Email: dick@ahwau.ahold.nl
Ebbehout 31 kamer B407 Phone: +31 (0)75 593918
1507 EA ZAANDAM Fax : +31 (0)75 351240

6662. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 14:14:08 UTC
From: cs_e445@ceres
Message-ID: <1fvm7glNNnva@mercury.kingston.ac.uk>
Source record: 213616
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

IO92257@MAINE.MAINE.EDU () writes:
: Sound: 8 bit. MIDI,16 bit
: (Ok, the Atari is better, but not supported)

Hmmm.. well acording to the rumours on the net, and people talking to to C=,
there will be a DSP sound implementation by late spring.
Anyway the Falcon isn't out yet, while the 1200 is.

: BLAZEMONGER: Yes. No.
: (Lay down and die, Atari... :)

This is the most important thing IMHO ;-)

: fiddle with the insides!!! I'll admit, the Atari offers
: better competition than the clones, but not much!
: -Amiga Advocate
: (Heh, Heh, Heh)

Well lets wait and see when it FINALLY comes out to the markets.

Regards..

Vlod
-Also an Amiga Advocate.

Amiga - Anything else isn't worth considering

6663. SHIFT 3 level 59 !!!! (How to get through this ?)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 14:24:52 UTC
From: GLOESENER@menvax.restena.lu
Message-ID: <921207152338.54a@menvax.restena.lu>
Source record: 213617

Hi,

Playing SHIFT 1,2 and 3 I came to level 59 of SHIFT 3 where I see no way
to go through. Is theire anybody who can me help at this point.

Thank you very much.

Gasty Gloesener

-GG-=

6664. Re: TOS 2.06 -->1040ST with NOTEC

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 15:10:04 UTC
From: anderer@iras4.ira.uka.de
Message-ID: <1fvpgcINN22h@iraul1.ira.uka.de>
Source record: 213619

In article <7340105@hpfcso.FC.HP.COM>, rossin@hpfcso.FC.HP.COM (Ted Rossin) writes:
|> ... I just need to know if it is
|> as simple as remapping the BIG BAD ROMs into the ST address space.

You must also disable the bus error signal that mmu generates for the address space $E00000- $EFFFFF.

|>
|> A few questions I have are:
|>
|> 1. Is TOS 2.06 bigger than 192K? If so, does it fill in that extra 32K
|> before IO space.

It is bigger! And is located at $E00000.

|> 3. What is the EPROM type that is used for TOS 2.06:
|> a. TC571000
|> b. TC571001

I have used an 271001 = 271010 this is 32pin DIL with 8bit organization and needs an adapter for the 28pin DIL sockets on the 1040ST board.

bye
Bernhard Anderer

6665. Avant Garde (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 15:20:21 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Dec7.152021.5996@digi.lonestar.org>
Source record: 213642

In article <70816@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>I see.. you must figure that Mike and Paul and Keith didn't
>have to eat like everyone else.. they were "Atari programmers"
>and thus "above" earthly limitations like that..
>
>They could just go on, day after day, putting themselves on the
>line for us and Atari Corp, and not getting anything back for
>it...

Just another point of view. I *personally* had a really bad experience with Double-Click (after the purchase of my DC Desktop upgrade). They owed me documentation for *over a year* and they knew it. (I have copies of five GEnie mail messages that were ignored by them to prove it.) I finally had to post a *PUBLIC* message on GEnie with copies of the mail before they corrected the problem.

On another note, I have never found any really useful DC utility and use none of them (they had a great tendency to *break* other software). My personal rule was to never, ever buy or use another piece of DC software on my system. I realize that your mileage may vary, but I am pointing out that there may be other forces at work here besides the size of the market. (Note that I still agree with some of what you said about Atari.)

>When Practical Solutions went out of business, all the Atari
>Vultures immediately jumped on them, saying it was their own
>fault they couldn't survive..

This was truly a bummer. Sorry to see them go. In actuality, the size of the market did get them. There was insufficent revenue to sustain their Atari business. Unfortunately, they were undercapitalized in trying to branch out into other (platform) markets. This led to a financial crisis which resulted in their failure. (Good example.)

>When Avante Garde folded, the Vultures accused them of being
>"shady businessmen", not worthy of surviving in our midst..

Here is another example that you should NOT (IMHO) be using. Avant Garde made an excellent software product (PC Ditto). However, they made a *really, really sucky* hardware product (PC Ditto II). The hardware design and production problems drained their resources. Unfortunately, they took the money of a LOT of Atari supportors down the drain with them. (I barely got my money back on a hunch before the board shipped.) Basically, they screwed up themselves. If their market had been any larger when they shipped PCD II, they would have just went out of business faster due to the larger "free" support

effort for a lousy product. Towards the end, they really treated their customers in a rotten manner.

Roy C. Gosewehr
--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

6666. Re: **********NUDE PICTURES**********

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 15:31:05 UTC
From: sanders@sci.kun.nl
Message-ID: <BywB3u.A2G@sci.kun.nl>
Source record: 213622

In <hjv.723499472@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>Uuuhhmm.. I've got this GREAT life-to-life converter, occasionally called
>'a girlfriend'... A bit more expensive, I admit, but certainly no problem
>of lost colours and such... I _love_ the direct conversion... :)

And it's 3D! :-)

>Sorry... couldn't resist... gnagna...

>--
>Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
>Dept. of Philosophy * in the nightmare, in the flood
>University of Utrecht * But I try.
>The Netherlands *

Sander STOks
sanders@sci.kun.nl

6667. Re: Big name hype (was: Sam Tramiel GEnie Conference Transcript

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 15:54:35 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.723743675@rw8.urc.tue.nl>
Source record: 213632

mjl-b@minster.york.ac.uk writes:

>Why? The software is good -- look at Excel under Windows, or Ami Pro.
>Pagemaker 4.x on the Mac is knock-out. And they can get a good deal on a
>machine -- 386DX PCs with 4MB RAM and 80MB hard discs are cheap these days.
Yes these are cheap, but what about all the software you mention? A
decent wordprocessor for the Intel platform costs a lot of money, while
a good ST wordprocessor is only about $100. And more important you can
run most of these on an of the shelf $500 1040STE , surely that is
cheaper than that 386DX config you describe.

Atari computers just make up a cheaper solution to get started with
some applications just for personal use.

Erlend.

6668. Re: Atari MEGA ST for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 16:02:14 UTC
From: csg022@cch.coventry.ac.uk
Message-ID: <BywCKB.7HA@cck.coventry.ac.uk>
Source record: 213623

In article <1992Dec4.144224.928@rz.uni-karlsruhe.de> "Bruno Boettcher"
<UJ89@DKAUNI2.BITNET> writes:

>hi
>hat keinen direkten zusammenhang, aber ich suche einen
>billigen atari (mind 1040st) fuer midimaze d.h. um 300DM
>falls du so was zur hand hast bin ich interessiert
>ciao bboett

I''ll translate for all you non-Germans out there...

Hi.
Which kind film director made "The Salmon Hanger?"
I have such a bilious Atari (mine's a 1040) for the moderately
amazing price of 300DM (250 pounds?, $450?). My hand has fallen
off so it is of no interest any more.
Ciao baby.

--
CSG022 is MARK B PROCTER | "*You* want to complain, look at these shoes, I've
only had them three weeks and the heels have worn right through, and if you
complain nothing happens so you might as well not bother, and my back hurts and
we never get a fine day and I'm sick and tired of this office."

6669. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 16:06:59 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3831@richsun.cpg.trs.reuter.com>
Source record: 213627

In article <A43179@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
>B>So, boys and girls... all of you who bought TTs, on the promise
>B>of "UNIX ASV" from Atari, Corp. might take a lesson from that
>
>So what? Visit your dealer, and order a copy of ASV (choose from two versions:
>either on a 210 MB hard drive or a 340 MB hard drive). You'll need at least 8MB
>of RAM and a 19" monitor, though.
>
>btw, ASV has been around for about one year now, and about three weeks ago,
>users were informed about an update to version 1.1. Atari UNIX exists!

Here in the U.S. ASV is only for developers as far as I know. Nevertheless,
I bet anyone could still purchase it, however:

~ $2500 + $750 to $1000 (the cost of a mono monitor)

i.e. maybe I should have bought an Amiga (but I was a loyal Atari Fan).

CUL,
Chuck

6670. Re: Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 16:08:25 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.723744505@rw8.urc.tue.nl>
Source record: 213633

Hmmmm, are there really that few Atari users left?????
Not so!
This weekend I read the dutch Atari sales figures. They sold 3200 units, which is the same as the same quarter last year (yes 3200 in just one quarter (the 3rd so not even with Xmas)) and about as much as Apple has sold. Keep in mind that these were just the Personal Computer sales, so 1040Ste Mega STE and TT, not the Lynx.
This is very good when considering that the market in the Netherlands is pretty rotten at the moment. I think this is because Atari does not have that many competitors in the home market, except for those people that are willing to settle for a DOS machine which is not very suited for home use.

Erlend.

6671. Re: GIF/RAW/RCS/SPC etc.

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 16:17:01 UTC
From: csg022@cch.coventry.ac.uk
Message-ID: <BywD8E.Cxn@cck.coventry.ac.uk>
Source record: 213648

In article <1fucerINN5hq@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Is there a simple program out there, that will do a GOOD (e.g. high quality)
>conversion of GIF (Graphics Interchange Format) pictures (Any config, CGA,
>VGA etc. 320*200, 640*480 etc.) Into RAW format.

The December edition of ST Format had a program to do this on the cover
disk called, strangely, GIF2RAW. I've been after one for ages.

>Has anyone registered their 'Photo-Chrome' and gotten the GIF conversion
>function? Any good?

The month before had photochrome too.
I'll bring them in and mail them to you if I can figure out how
to email that far. You'll need uudecode.
The reproductions are quite acceptable. ;-)
--
CSG022 is MARK B PROCTER | "*You* want to complain, look at these shoes, I've
only had them three weeks and the heels have worn right through, and if you
complain nothing happens so you might as well not bother, and my back hurts and
we never get a fine day and I'm sick and tired of this office."

6672. Re: Pure (turbo) C++ for the ST/Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 16:24:50 UTC
From: annius@eri.research.ptt.nl
Message-ID: <annius.723745490@freyr>
Source record: 213634

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>>Can any german netters tell me if there will be a Pure C++ released for
>>the ST?

>I hope a Dutch netter will do too...? :-) I heard rumours about a Pure C++
>being released somewhere around march '93...
>Anyone to confirm this...?

A German netter perhaps? :)

--
Annius Groenink -- Universiteit Utrecht -- PTT Research Leidschendam
a.v.groenink@research.ptt.nl/avgroeni@cs.ruu.nl Maths/Comp.Sc./TOS/Music

Mail is my favourite form of telecom

6673. Re: ST News magazine

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 16:47:56 UTC
From: stefan@spc.nl
Message-ID: <1992Dec07.164756.7228@spc.nl>
Source record: 213635

sheppard_r@kosmos.wcc.govt.nz writes:

>I thought ST-News went down some years back, was this not the Dutch
>disk based ST-News...??
Nope, we're still around. We did sortof go down a few years ago but
we picked up the old habit and issues have been coming out on a very
semi regular basis. We're up to 7.3 now, this one came out a few weeks
ago.

Stefan
--
"Coming from the cold, Stefan Posthuma stefan@spc.nl
I'll owe you my heart ~~~~~~~~~~~~~~~ SPC Company, The Netherworld
Be my shelter be my refuge for the night" -- Fields of the Nephilim

6674. Re: Game Workbench (was Copywrong and ...)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 16:59:25 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Dec7.165925.16092@newshost.lanl.gov>
Source record: 213624

In article 13519@cs.hw.ac.uk, neil@cs.hw.ac.uk (Neil Forsyth) writes:

>Since the folding of Double Click has put the future of Game Workbench in some
>doubt I would really appreciate some net feedback about how much you, the net,
>would like to have and use it. Both Dave and me have spent the past 3-4 years
>working on it and I really would not want to see all that work wasted.

You have one vote right here, Neil. How many others want to see Game Workbench
finally made available???

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6675. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 17:08:42 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec7.170842.18855@news2.cis.umn.edu>
Source record: 213625

In article <1fohqaINNium@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>In article <1992Dec4.185350.832@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>>And, if you select the wrong company, you may suddenly find yourself
>>with a useless motherboard ... or the need to purchase 'extras', like
>>the CPU. Or the ROM BIOS.
>
>Unless *all* these companies are about to be indicted for mail fraud,
>you get the CPU and BIOS on the board, as advertised. Some mail order
>are troublesome, and some are outright thieves, but most are just
>honest businesspeople.

Some people have been bandying around the price of a 386-33SX motherboard in the neighborhood of $185. I've seen prices like that in the Computer Shopper, and, generally, such prices are WITHOUT the 386 CPU. And, sometimes, they are WITHOUT the ROM BIOS chip as well.

This allows total do-it-yourselfers to put together a system using parts from a variety of places -- and the totally unaware consumer -would- find themselves having to add 'extras', with no illegality or fraud involved. That's what I meant by the above message ...

-- David Paschall-Zimbel

6676. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 17:15:05 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec7.171505.18964@news2.cis.umn.edu>
Source record: 213626

In article <1foio1INNjd8@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>Italy). My only claim is that libraries reduce the money made on
>books.

This didn't appear as a mere "claim", it appeared to be a major sore point in your discussions --- the direction you were taking it was:

"Authors get upset when someone doesn't buy their book because they can get it from a library. Libraries reduce the amount of money an author can make from sales of books. Therefore, libraries shouldn't be available, so that the author can be as money-grubbing as possible."

-- David Paschall-Zimbel

6677. <None>

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 17:16:33 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Dec7.121634.14564@miavx1.acs.muohio.edu>
Source record: 213638

In article <11332@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> dmb@case.ai.mit.edu (David Baggett) writes:
>
>>We've been through this all before, and the only reasons I've ever
>>heard why people like closed architectures are totally religious.
>
> Just so we don't let Dave railroad a wave of opinion, the last time
> the argument went through, the biggest PRO-CLOSED architecture point was:
>
> DEVELOPERS KNOW WHAT THE MINIMUM MACHINE HAS.
>
>
> Some programs use SoundBlaster. No programs use PC-clone DSP boards (and
> wont for hundreds of years).

I would change that to most if not all games being produced
currently use Soundblaster.

I really don't think it will be hundred of years, check out the
Byte from a few months ago. In it they talk about the use of DSPs in
computers, and how DSPs will be commonplace in a few years/

> Many programs are crippled to allow them to run on 8088 machines (ie. don't
> take advantage of 386 power).

Not as many programs as you think. Any Windows 3.1 or OS/2
application will assume at least a 386.

I don't even own a anysort of Intel machine (unless you count that
8088 motherboard I have in a closet somwhere!) But some people need to wake
up and spell the coffee and realize that Atari really needs to shape up or
ship out.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 7-DEC-1992

6678. LHarc's SFX 1.13L

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 17:18:40 UTC
From: max@ackerman.cba.csuohio.edu
Message-ID: <1992Dec7.171840.16096@news.csuohio.edu>
Source record: 213631
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been given binary data files that begin with, among other things,
"LHarc's SFX 1.13L (c) Yoshi, 1989".

These files seem to be self-extracting compressed archives for the IBM PC.

Running lharc (in Unix) on them gives nonsense and corrupt archive info.

Does a "LHarc's SFX 1.13L" for the Atari ST (or source code for
compilation in Unix) exist?

6679. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 17:28:01 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec7.172801.19208@news2.cis.umn.edu>
Source record: 213628

In article <1fosetINNqo1@life.ai.mit.edu>, dmb@xbar.ai.mit.edu (David Baggett) writes:
>Finally, since some people are question the veracity of my PC
>motherboard price claims, here's some prices from a random page of PC
>Sources. (I.e., you could do better):
>
>System Cost
>
>486DX2-66 $1168
>486DX-50 $836
>486DX2-50 $750
>486DX-33 $630
>486SX-25 $380
>386DX-40 $335
>386DX-25 $309
>386SX-33 $283
>
>Above prices include motherboard and CPU, 1M RAM, 1.44M floppy drive and
>controller, mini-tower case, standard ports (2 serial, 1 parallel, 1 game),
>200W power supply, keyboard.

Hey Dave - could you include a telephone number next time? I haven't got a
copy of PC Sources since July 92, and it would be easier to check out your
source prices with a phone number rather than a price listing.

-- David Paschall-Zimbel

6680. Re: Copyright v. Copyleft/Open v. Closed/Dave v. Everybody

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 17:29:55 UTC
From: healy@nosc.mil
Message-ID: <1992Dec7.172955.12457@nosc.mil>
Source record: 213641

I'm not much of a game player, but I also registered Blox because
I felt that Dave deserves something for his contributions to the
ST community. He has definitely been bitter, but look at his
experiences.

One difference I notice between people I know with pcs and atarians
is that a lot of atari people want and expect software to be free
("has the DC carcass been uploaded to a.a yet?") whereas a lot of
pc people don't expect software to be free so they just steal it :-)

I'm just glad I didn't get my st to build a career on, just to use
at home :-)

Mike Healy

healy@nosc.mil

6681. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 17:29:58 UTC
From: alien@clinet.fi
Message-ID: <1g01mnINNdmj@clinet.fi>
Source record: 213630

ritz@ritz.mordor.com (Christopher Mauritz) writes:
: No, this posting does not support your claims. It only means that
: somebody was selling a very expensive board. I can go into the computer
: shopper and find some very expensive VGA cards in the $1-2K range, but
: they are that expensive because they are specialty items with hot rod
: parts under the hood for CAD people and such. However, I can also find
: tons of cards in the $89-300 range which are also very good and serve
: the purpose of 99% of PC users.
:
: I'll wager that the card that is mentioned in the ad you captioned
: when placed in a 3/486 box would beat the pants off of the DSP
: setup in a Falcon. :-) You get what you pay for.
:
486 with DSP, HiColor-card and with SCSI-2 interface is probably
faster and more productive system that single falcon. However, take a
look to Silicons new Indigo-line. With same hardware, which is btw
minimum for CAD/CAM-stuff, you pay _more_ from 486 that Indigo, and
quess which one is better?

Stick in Falcons class, on 386-based P(iece of) C(rap). Might be a
little cheaper, but I'm sure, that falcon is 100-times more
productive. As Indigo is when we compared it to 486...

: Regards,
:
: Chris
:
: --
: Christopher Mauritz | My views reflect those of my
: ritz@ritz.mordor.com | company since I own the company.
: {backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
: OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

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VISUAL ART PRODUCTION
```

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
------------------- Generation X -------------------------

6682. Re: Good Bye Double Click

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 18:02:01 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec7.180201.19979@news2.cis.umn.edu>
Source record: 213636

In article <70993@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>(by the way, are
>you an officer in an Atari user group..? Or two Atari user
>groups at the same time..? Have you ever helped organize Atari
>shows, trying to promote Atari to the general public..? Several
>shows over many years..?) I know you're involved in the
>Atari Archive, which is great, but how about involvement with
>the unwashed masses of helpless Atari owners who have all but
>been abandoned by Atari Corp..?

Bob, you certainly have a short memory (I would guess that a series of postings in this same vein from someone who doesn't agree that Atari computers are dysfunctional in all resepects three months ago might not have made such a big impression at the time...)

Yes. I am an officer in an Atari user group, and have been actively involved with the group since 1986. On average, I get a call from a novice on the order of once a week -- I don't have a contract with CompuServe, so, obviously, I don't get to answer as many novice questions as you.

I've also maintained our user group's DOM library, having added nearly 200 disks to the library in the past two years. I've seen, and tested, most of the PD/freeware/shareware programs available ...

If I weren't already working 60-70 hours per week to earn a living (bad choices in using credit several years ago necessitate a second job...) I'd be working on several programming projects for the Atari ST line -- some of the software I've mentioned in past postings would be reality rather than a challenge for others to get going.

In case you think that I might not be capable of working on programming projects, I should mention that I've worked as an independent programming contractor while putting myself through my Graduate School. True, the platform was the Apple][, //e and IBM, but I think I know enough about the day-to-day trials one goes through to get software out on schedule.

>If we're trying to establish credibility here, how many dozens
>of novice users' questions do you answer in an average week..?

I don't happen to work for a major networking service, Bob. On average, how many novice users' questions do you answer that are not connected with anything more than a local voice call from someone who saw your name listed in the local free computer newspaper?

>How many "I just bought this Atari ST, and don't know anything
>about it.. help me..!" questions do you field during an average
>month..?

Two or three, mostly from folks who've either been given an ST or who got a real good deal on a 520ST at a garage sale. I also get about two or three calls each month from people who want to sell their 520ST with monitor and software ... and I'm very upfront on detailing the current worth of such systems.

>The bottom line is that I believe in helping Atari *owners*..
>nothing will ever make me believe that I have to help Atari
>Corp, or do its job for it..

So? I've never been an advocate of Atari =Corporation=. I just happen to have selected their computer for my home computing needs, and that selection isn't seen as in as dismal a light as you sometimes depict it.

>I'd ask "How about you..?", but your previous postings leave little doubt..

Well, you've obviously read more into my postings than I've actually WRITTEN. I would suggest a realignment of your perceptions.

-- David Paschall-Zimbel

6683. Re: NOTE: 16-bit Falcon bus may not be so bad.

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 18:07:14 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.KgJp7whfQA2@fredrik.atari.no>
Source record: 213629

In <37419@cbmvax.commodore.com>, George Robbins writes:
>> You're a bit wrong here. Best case burstfilling gives a performance of
>> 4 longword access' in 5 cycles! Synchronous (longword) access is done in
>> 2 clock cycles. (Information from MC 68030 User's Manual)
>
>This is assuming that the system design supports a 1-clock (2-state) access
Yes, I wrote BEST CASE. Can't missunderstand that, can you. The F030 (is said
to) have zero waitstate, so best case (i.e. for a 16 bit bus) is relevant.

>mode. I doubt that the TT shared memory would, non-shared memory could but
>not neccessarily at the fastest possible speed.
That's right. I haven't checked the timings of the fast-ram on the TT, but it
does for sure not do zero-waitstate, although it supports burstmode and
sync-mode!

>On the Falcon, you would have trouble supporting the burst accesses, since
>the port width must be 32-bits...

That's right, but syncmode access is fully available (and is used) on the
Falcon, giving a 4 clock-cycles/longword-access to memory! Not to bad, even
if the 68020 in the A1200 'only' uses 3 clock-cycles/longword-access!
Now, take the different clock frequenzies on A1200 and F030, that gives a
lead to the A1200 of aprox. 42ns/longword (250ns - 208ns). Of course overall
performance depends on the timing of the shared memory on both machines
(basic configured machines), but assuming that they have somewhat equal timing
the extra cache and more efficient pipe in the 68030 will make up for most
of the difference between the two. I realize though that the nature of the
code is significant.

So my guess is that the CPU on these machines wil on avarage have the same
performance (on basic configured machines)!
So what it all ads up to is: What machine offers most extras?

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

6684. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Fa

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 18:21:56 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec7.182156.20327@news2.cis.umn.edu>
Source record: 213637

In article <71062@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>>You can, of
>>course, purchase a brand new Falcon, complete with all of the things that

GRAMMAR ALERT: GRAMMAR ALERT:

Sorry for all of the confusion that I've caused people like Bob Retelle. Of course, I should have used the following terminology:

"You can, of course, purchase a brand new Falcon when they arrive at your dealer/mail order house/distibutor/whatever, complete with all of the things that ..."

I apologize to Bob and all of the many people out there who've focused on this small omission rather than on the larger message within that particular posting.

On second thought, I don't apologize to Bob. He knows perfectly well what I was implying, and deliberately chose to focus on a non-issue in order to ignore the message in particular.

-- David Paschall-Zimbel

6685. Re: Zoo shells

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 18:40:08 UTC
From: mh1@irz205.inf.tu-dresden.de
Message-ID: <6VL9UAU@math.fu-berlin.de>
Source record: 213639

In article <1fuu0aINN7e5@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

> AS I have been telling every one here, DON'T USE ZOO, can't be used
> easily on a 520k single drive ST, but then again can it be used at all..?.
>
> Stick to LZH or ZIP or ARJ, lets ban ZOO...???

PLEASE, do not again start a Holy War about the right archiver. Many people
like Zoo and it's features, mainly because of its avaibility on many types of
machines.

> No way can ZOO generate Folders on Demand..??
>
> Tell me chaps can ZOO do this. a:\archive.zoo d:\extract\

Of course it can, and I've never had problems with this.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

6686. Re: Sam Tramiel GEnie Conference Transcript!!

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 18:43:39 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BywK0r.506@newcastle.ac.uk>
Source record: 213645

In article <722868841.7010@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
>
>HiSoft (who coincidentally support Bob's Diamond stuff in the UK) sent me a
>glossy newsletter yesterday. Among all the snazzy True Paint Falcon stuff,

I've got that newsletter as well....aren't the screenshots from True Paint
(on the Falcon) mouth watering......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6687. Monochrome monitor woes

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 18:46:20 UTC
From: steveg@cseic.saic.com
Message-ID: <9533615@MVB.SAIC.COM>
Source record: 213640
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've got an SM124 mono monitor that is now blank 90% of the time, that is, it may boot up ok, but soon thereafter the display completely disappears as if a screensaver had kicked in. Once I just left the machine on for a while after the screen initally came up blank and it briefly came back on only to disappear after a minute or two.

I know that my screensaver is not the problem and I know I do not have a virus causing this as the problem first surfaced in Mac mode under Spectre GCR and persists even when booting with the hard drive off and no floppy in either drive. Are these the symptoms of the infamous flyback transformer problem with this monitor? Could it be the ST's circuitry and not the monitor (It's a Mega 4)? (The color circuitry does just fine on my color screen).

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.
--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

6688. Re: STOS stuff ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 18:53:57 UTC
From: news@newcastle.ac.uk
Message-ID: <BywKHx.5Dv@newcastle.ac.uk>
Source record: 213647

In article <Byw2I1.69n@dcs.ed.ac.uk>, cdw@dcs.ed.ac.uk (Christopher Walton) writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>Has the world abandoned STOS - I have been unable to find any FTP sites
>or boards devoted to this rather nice (my opinion) language.
>Any info greatly received,

Not the whole world, just the serious side of it. Unfortunately for STOS users, due to a spot of the old 'naughty programming' the first program to fall over when a new TOS is released is STOS.

That said, my baby brother (age 12) still uses it for writing games in, so I'll get him to give Chris some advice......mine is to learn a proper language & stop messing about!

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6689. Re: ZIP

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 19:14:45 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1g07r5INNbhb@golem.wcc.govt.nz>
Source record: 213646

ST-ZIP usually only plays up with larger files, and it also sometimes works fine, as lon as you use the exact same machine to De-ZIP them.

(e.g. Archive them on your machine, and then a downloader tries to de-zip it on a different model. For some reason this is what gives most trouble!)

Using files of around and below the 40k filesize is usually pretty safe though!

==
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or 'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

6690. Re: Good Bye Atari (was Re: Good Bye Doubl

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 19:17:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.793406@cix.compulink.co.uk>
Source record: 213644

I can't believe all the rubbish I'm reading on this thread. So DC have folded? So what? They were one little firm who used to write some little utilities and one or two half decent applications. I always found DC stuff to be buggy, often crashing my various systems and in the mainly didn't do much and rarely anything I needed.

Usenet seens to feature mainly US messages where the ST is sure enough pretty much dead in the water. I don't want to surprise you guys but in Europe the ST is still ticking along quite nicely. Sure, it isn't as full of life as it was, but new software and hardware is being constantly released. People are using them for real computing. They way all these postings are sounding, you'd think there were about a thousand STs left in the whole world. I haven't got the figures to hand but in 1991, the ST was the 3rd best selling computer in Germany - ahead of IBM! I can get the figures if anyone is curious.

I know 15 people with STs, most with hard disks, much RAM, laser printers, audio/video digitisers, monitors, midi kit and more. They are still buying stuff, still supporting the ST.

There are several ST magazines in the UK (of varying quality) still going strong - a new one only started a year ago. Currently ST Review is giving away the entire cyber series on it's cover disks. Recently I have got all sorts of commercial peices of software this way. OK, they're the last but one versions but still perfectly usable.

If you want to expand your ST you can buy tower cases, bigger PSUs, add a 68030, add a co-pro, ethernet boards, 24bit graphics boards and much more.

Software? A new version of Calligrapher has just been released, Lattice C is still being developed along with Devpac 3.0 - newly released. In the UK Hisoft are currently writing the new version of Superbase, they've already done a paint package for the Falcon. You can buy a demo disk from them for 5UKP.

Calamus SL and Retouche Pro are as good as most PC/Mac stuff, Retouche is probably better.

There is a vibrant PD community with magazines being full of ads for the various libraries. New stuff is appearing all the time. In volume.

That's enough for now. Just realise that just because DC have gone and the ST isn't big in the US, it doesn't mean it's dead elsewhere. Far from it.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

6691. Llamatron works on my TT!!

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 19:20:23 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Dec7.122024.4084@arizona.edu>
Source record: 213552

I finally got around to downloading another version of Llamatron (I can't remember where I got it from now, it was someplace someone suggested) and it works fine with no hitches on my TT (true, better sound with cache off). Apparently the one I got from a.a. several months ago (which I see is still there) is rather old, before the TT compatibility was added. The one I got explicitly states that it runs on a TT.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

6692. Re: Good Bye Atari (was Re: Good Bye Doubl

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 19:22:07 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Dec7.192207.26951@exu.ericsson.se>
Source record: 213533

In article 70989@cup.portal.com, Bob_BobR_Retelle@cup.portal.com () writes:
>
>You've obviously not actually played Wolfenstein 3D.. the game is
>a true departure from almost everything that went before it..

I don't want to rag on Wolfenstein 3-D too much, but it is a one trick game (there was a good "Gameplay" column in COMPUTE! four or five years ago on this subject). You can lump it in with all the past games which rode solely on the force of a technological breakthrough. A lot of the first Apple II games which used page flipping (remember Space Eggs?) and the first Mac game with digitized sound (some airplane game) fall into this category.

BTW, it would have been nice to see a little proper credit given, especially since ID went through the trouble to obtain the rights to the Castle Wolfenstein. It's depressing to see the original game and designer so completely ignored.

--
James Hague
exuhag@exu.ericsson.se

6693. Re: LHarc's SFX 1.13L

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 19:31:45 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1g08r1INNbma@golem.wcc.govt.nz>
Source record: 213649
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If you extract the file from GEM using LHarc v2.01? - it'll work fine!

Yet another reason why Un*x is grotty 8-) (Don't take offence guys!)

==
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or
'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really
mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare
and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

6694. Re: Programming Question

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 19:40:40 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <BywMns.7x7@gpu.utcs.utoronto.ca>
Source record: 213643

In article <723139654.13309@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
>In article <1992Nov27.193846.26749@alw.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:
>>In article <722763804.F00002@tdkt.kksys.com> Roger.Mier@f47.n282.z1.tdkt.kksys.com (Roger Mier) writes:
>>>
>>> OK, I have a problem. I would like to learn how to write a
>>>program in GFA Basic (or anything else for that matter) that runs in the
>>>background and waits for a certain event to take effect. Such as a screen
>>>saver, or password protection for certain folders or partitions. I'm
>>>stumped, I have alot of Ideas, but I don't know how to make it run in the
>>>background.
>>[accessory stuff deleted]
>
>>It is also possible to write programs for the AUTO folder which terminate
>>and stay resident; I've seen a couple programs which trap the Alt-Help
>>keystroke and save DEGAS images of the screen rather than print. Anyone
>>care to reveal how this is done? It may require a few GEMDOS calls, and
>>trapping keyboard events before they're passed to GEM.
>
>> Rick Venable | "Eschew
>> FDA/CBER Biophysics Lab | Obfuscation"
>> rvenable@helix.nih.gov | -- the Phantom Nerd
>
>The Alt-help thing is done by changing a vector in the low memory system
>variables -- so that's fairly easy.
>
>Screen savers et al. are considerably harder. For the saver I wrote, I
>intercepted the keyboard processor interrupt handler. Whenever this handler
>is called, information from the keyboard or mouse is heading into the ST --
>this constitutes "activity". I also intercepted BIOS output calls -- these
>also constitute "activity".
>
>The countdown-to-blank was done by chaining another interrupt handler onto
>one of the system timer interrupts (I forget which one). Any "activity"
>caused the counter to be reset. Yet another interrupt handler on the VBL
>queue checked for counter=0. When this occurred, the screen saver kicked in
>until the counter became non zero.
>
>The whole thing was implemented in two parts. An AUTO resident .PRG bit that
>installed a cookie, which the auto-selecting .ACC or .PRG could pick up. The
>ACC or PRG would manipulate shared variables to control the PRG bit.
>

>If anyone's interested in the code...
>
>Mat
>
>| Mathew Lodge | "I don't care how many times they go |
>| mjl-b@minster.york.ac.uk | up-tiddly-up-up. They're still gits." |
>| Langwith College, Uni of York, UK | -- Blackadder Goes Forth |

Very interested in the code...please email it to me (preferred) or post it.

Thanks,

Darren King :: George Brown College -> gbcusg@gpu.utcs.utoronto.ca

6695. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 20:02:09 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1g0ak1INNdcj@life.ai.mit.edu>
Source record: 213650

In article <11357@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>dmb@case.ai.mit.edu (David Baggett) writes:
>
>>warwick@cs.uq.oz.au writes:
>
>Nicely forgotten, Dave. Try $1000 to $3000. Try reading this post
>that Ben Gilbert pointed out:

Warwick, you're NOT this much of an idiot. We've had many intelligent discussions via email, you and I, and though I know you're stubborn at times, you're not a moron. Why this lapse?

You're quoting one *bad* example and claiming it's the only DSP board available?! Read the current Byte and THEN talk to me. You can get DSP boards for a lot less than $2500 -- the silly chips only cost, what, $50 these days?

>So, there's the price:
>
> Falcon: $800
> 386etc: $750 + $185 + $2495

In your dreams.

>No, just totally fallatious.

You're not kidding.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6696. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 20:09:27 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1g0b1nINNdja@life.ai.mit.edu>
Source record: 213551

In article <1992Dec7.170842.18855@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>Some people have been bandying around the price of a 386-33SX motherboard in
>the neighborhood of $185. I've seen prices like that in the Computer Shopper,
>and, generally, such prices are WITHOUT the 386 CPU. And, sometimes, they are
>WITHOUT the ROM BIOS chip as well.

For an end to the bandying, see my recent post with numbers from this
month's PC Sources.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6697. Re: Galaxy Simulator

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 20:16:16 UTC
From: news@newcastle.ac.uk
Message-ID: <BywoB4.76t@newcastle.ac.uk>
Source record: 213553

In article <1fuoloINNkf5@tamsun.tamu.edu>, lehmann@cs.tamu.edu (Mark A Lehmann) writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>I just heard that the Galaxy digital logic simulator is
>available for the Atari ST.
>
>Has anyone heard about this? Does anyone know how to get it.
>
>I have used the package on the SUN computers at my University
>and I would like to see how it performs on an Atari ST.
>I realize that it is a memory hog, but I think I can spare
>the hard drive space and the RAM.
>--
>Mark Lehmann Senior Texas A&M University
>lehmann@cs.tamu.edu UPE Honor Society - Vice President

Galaxy is indeed available for the Atari. I have it myself, courtesy of
Mr Andy Gahn at Inmos (thanks Andy). The spec for the system to run it is
2Meg Ram & 4 Meg of HardDisc space. It is possible to run just the designer
on a 1Meg machine if you fiddle with the Galaxy.BOO file.

As for speed, I'm not really impressed (perhaps a TT/FALCON may help?).
The program has never heard of user-friendly.

If this seemed a little harsh & biased, heres why.....
Shameless plug coming up.....

CLA LOGIC SIMULATOR
==========

After a rather prolonged delay, where a few ugly bugs appeared at the last minute,
CLA LOGIC will be posted to atari.archive.umich.edu today.

The file to download is:

CLA_V1R1.LZH

The final spec. for this version 1 release 1 is as follows:

- Full hierarchical structuring of designs.

- A quite nice GUI.

- User definable keyboard shortcuts for all functions.

- Interactive simulation, with the following tools:
- 20 trace logic analyser

- 'Active' probing
- Monitoring bulbs, for those 'quick little checks'
- Variable propogation
- Auto clocking inputs at definable frequencies
- Manually setable inputs
The simulation functions are fully integrated and accessable at any time.

- GDOS output of circuit designs & test results.

- Library module facilities:
- Predefined libraries
- Library module loading.
- Design merge
- Librarian program for maintaining libraries

- Fanout checking (74**, 74HC, 74LS, CMOS, ETC)

This was a summary of some of the nicer features of the program. There are many more features actually in the package.

PLEASE NOTE THAT CLA IS SHAREWARE......

We posted this to a.a.u.e at the start of the summer, and CLA is now available on most FTP sites worldwide which cover atari stuff.
We have a new release almost ready to go now which fixes the problems which we had reported to us with V1R1.

In addition, there is also support for SPICE analog model output (seeing is believing, a new member joined our team & this module REALLY kicks), .GEM metafile production for use in DTP / CAD touchup, new librarian (old on was really naff), new Word Generator (analog + digital !),+ loads more....release January (watch this space), but anyone wanting prelim. specs, or volunteers for Beta testing can Email me (not you Marcel Boom, I've not forgotten you....).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6698. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 20:17:23 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1g0bgjINNe8e@life.ai.mit.edu>
Source record: 213554

In article <1992Dec7.171505.18964@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1foio1INNjd8@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>> My only claim is that libraries reduce the money made on books.
>
>This didn't appear as a mere "claim", it appeared to be a major sore point in
>your discussions --- the direction you were taking it was:
>
>"Authors get upset when someone doesn't buy their book because they can get it
>from a library. Libraries reduce the amount of money an author can make from
>sales of books. Therefore, libraries shouldn't be available, so that the
>author can be as money-grubbing as possible."

I repeatedly stated that I was *not* opposed to the existence of
libraries. I am opposed to the creation of equivalent libraries for
software (or the widespread extension of existing libraries to offer
software in the same manner), in the absence of some reliable way to
prevent software copying.

Also, it is, again, not black and white. You can be something between
"charity service" and "money-grubbing." I think that the existence of
libraries moves authors farther towards the "charity service" side of
the continuum, and I don't want to see the same thing happen to
software authors.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6699. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 20:18:52 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1g0bjcINNejg@life.ai.mit.edu>
Source record: 213555

In article <1992Dec7.172801.19208@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1fosetINNqo1@life.ai.mit.edu>, dmb@xbar.ai.mit.edu (David Baggett) writes:
>>Above prices include motherboard and CPU, 1M RAM, 1.44M floppy drive and
>>controller, mini-tower case, standard ports (2 serial, 1 parallel, 1 game),
>>200W power supply, keyboard.
>
>Hey Dave - could you include a telephone number next time? I haven't got a
>copy of PC Sources since July 92, and it would be easier to check out your
>source prices with a phone number rather than a price listing.

No. Using Usenet as an advertising vehicle is inappropriate. I left
the name and number of the company off for that reason. Next time
you're at a bookstore, take a slip of paper with the page numbers on it
with you so you can look them up yourself.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6700. Re: **********NUDE PICTURES**********

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 20:32:50 UTC
From: winfrvk@dutiws.twi.tudelft.nl
Message-ID: <Bywp2r.2nB@dutiws.twi.tudelft.nl>
Source record: 213560

In article <BywB3u.A2G@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>In <hjv.723499472@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>
>>Uuuhhmm.. I've got this GREAT life-to-life converter, occasionally called
>>'a girlfriend'... A bit more expensive, I admit, but certainly no problem
>>of lost colours and such... I _love_ the direct conversion... :)
>
>And it's 3D! :-)

But... _how many_ girlfriends do you have?
Verandering van spijs doet eten. (Variety is the spice of life)
A GIF doesn't complain when you look at another...

;-) :-)

>>Sorry... couldn't resist... gnagna...
>
>>--
>>Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
>>Dept. of Philosophy * in the nightmare, in the flood
>>University of Utrecht * But I try.
>>The Netherlands *
>
>Sander SToks
>sanders@sci.kun.nl

Bart Schuller
schuller@dutiea.twi.tudelft.nl

6701. Re: Good Bye Atari (was Re: Good Bye Doubl

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 20:38:51 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1g0corlNNf83@life.ai.mit.edu>
Source record: 213556

In article <memo.793406@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk writes:
>I can't believe all the rubbish I'm reading on this thread. So DC have
>folded? So what? They were one little firm who used to write some little
>utilities and one or two half decent applications. I always found
>DC stuff to be buggy, often crashing my various systems and in the mainly
>didn't do much and rarely anything I needed.

Heeeeere we go, the "Aw, they sucked, don't need 'em, good riddance."
chorus. Ingrate.

>Usenet seens to feature mainly US messages where the ST is sure enough
>pretty much dead in the water.

I don't know, I see a lot of .nl's, .'de's, .uk's and .fr's here.

>I don't want to surprise you guys but in Europe the ST is still
>ticking along quite nicely. Sure, it isn't as full of life as it was,
>but new software and hardware is being constantly released.

Yup. Sorry, but it's only a matter of time. Perhaps we just have a
better understanding of what's going to happen over there because we
know first-hand how bad it can get.

>They way all these postings are sounding, you'd think there were about
>a thousand STs left in the whole world.

Oh no, there are probably a million out there, it's just that not
enough of the owners use them (or pay for software) to support
commercial developers.

>I haven't got the figures to hand but in 1991, the ST was the 3rd best
>selling computer in Germany - ahead of IBM! I can get the figures if
>anyone is curious.

Why don't you do that.

>Currently ST Review is giving away the entire cyber series on it's
>cover disks.

Impressive! I doubt I could have come up with a better example
illustrating how much things have declined. A several hundred dollar
development system, now being given away for free -- that's great! Bet
the developers are *still* writing ST stuff for free, too!

>Recently I have got all sorts of commercial peices of software this way.

This trend obviously can't continue if people stop writing software
because there's no one buying it! Enjoy the gifts while they last.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6702. Re: KA9Q With SLIP support?

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 20:50:00 UTC
From: thart@cix.compulink.co.uk
Message-ID: <memo.793610@cix.compulink.co.uk>
Source record: 213558

In article <1992Dec5.192830.26898@ra.msstate.edu>,
cctony@sun1.mcsr.olemiss.edu (Tony Reynolds) writes:

>The last time I ftp'd the KA9Q from atari.archive, I got a very old
>version of this code. It didn't have SLIP (Serial-Line Internet Protocol)
>and I think now's the time for me to really beg the net to see if
>anyone has such a beast for the ST...

I think this version *does* do SLIP. I've used it succesfully over a
dialup link. However, there is a better version, ported from a recent
Linux version, which should be available by FTP from gate.demon.co.uk ,
called:

n890421.lzh 129064 NOS for the ST based on the linux version

>A pointer to an FTP site would be great! Mods to the distributed sourcies
>would be good, too. I've worked with KA9Q on the PC, adding services, etc.

Sources are there too, called:

nhclb120.lzh

I've no idea on the file size, as the files were only placed there on
Sunday.

>If I get a SLIP-capable KA9Q, I'll be more than happy to help others
>set up a similar configuration.
>
>Thanks!
>--
>Tony Reynolds Have you hugged cctony@sun1.mcsr.olemiss.edu
>Cray Network Intern your Washburn today? (601)232-7206

I'll email you the readme for the sources which was posted here yesterday.

Toby Hart Dyke thart@cix.compulink.co.uk

6703. Re: What I would do if I was running Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 21:11:21 UTC
From: greg@Quotron.COM
Message-ID: <greg.723762681@duke>
Source record: 213557

exuhag@exu.ericsson.se (James Hague) writes:

>Somebody send Scott's posting to the the Tramiels.

Heck, send it to the Tramiels, the magazines, the developers, the users groups. Those were some of the most level-headed ideas I've seen concerning Atari in a long, long time. I don't think it's a users job to advertise the computer he owns (a la "The Revolution") but Scott's points just make too much sense to ignore. If you're an Atari evalgelist, don't flame me for not being one, make the company so exciting that I'll _become_ one.
--
Greg Knauss (greg@quotron.com) "Llamas, dammit! Llamas!"

6704. Re: PFX-Packer/AFX/DC-Squish

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 21:53:03 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Dec7215303@SunLab42.essex.ac.uk>
Source record: 213559

In article <1foqeeINNhg2@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
|
| I see our little 15 year old God has spoken again, Get with it Steven
| try PFXing Hyperformat 3.2 as a ACC..
|
Sarcasm is the lowest form of humour, Roger. He said he had posted an example
which worked. If this is true, then YOU are obviously wrong.

| You are Wrong again, if Thomas Quester states that it can't be done, then who
| is right..??...
|
See above. If he has done it, then it is NOT impossible.

| Who teaches you at school, or is it you end up teaching the whole school..
|
|
Your grammar leaves something to be desired. Maybe YOU should go back
to school.

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

6705. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 22:30:06 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Dec7.223006.15722@csi.uottawa.ca>
Source record: 213561

It is quite clear that "book" libraries are different from "software" libraries in fairly fundamental ways.

There has been some discussion on sci.crypt on how cryptographic equipment (considered "munitions" under US export laws) is rather distinct from firearms, even though both are treated similarly by US law. It's clear that there are some similarities, but that the differences are very marked. (For instance, it's a little difficult to pistol-whip someone with a 83C852 microcontroller chip :-)).

The differences between book/software libraries are equally marked. A "library" where you can "borrow" computer software would, due to the nature of digital technology, allow the making of PERFECT copies with relative ease, and at minimal cost. Copying books is both more expensive, and relatively less successful. A sheaf of photocopies isn't as nice as a hardbound book.

Unless a way is found to make a "software library" commercially viable, it's not going to happen. (It took a lot of time and effort to get the "book" variety going, I should note!)

It is currently quite profitable to run a "PD Software Library," but such things tend towards second-rate software that people ARE willing to give away for free.

Of course, some of that "second-rate" software DOES do what it's supposed to, and may even be better than some of the software that people pay big bucks for. But that's certainly not always true.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

6706. Re: Warp 9 Upgrade pricing

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 22:50:24 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Dec7.225024.1501@u.washington.edu>
Source record: 213578

mjl-b@minster.york.ac.uk writes:

>In article <By2q1B.3A4@srgenprp.sr.hp.com> randyh@sr.hp.com (Randy Hosler) writes:
>>Not to drift, but does Warp9 work with MiNT .95 and Toswin?
>>I have an old version of Quickst and it will work except when I start up
>>Toswin. I get a cursor in the menubar and all console i/o just spits out
>>all over the top of my toswin windows. I really like the speed improvement
>>but if it doesn't work with MiNT, what's the use.

>The symptoms you describe are due to a common problem with ST screen
>accelerators. In order to speed up text output, they clobber the ability to
>redirect console output -- this is why the text goes all over the screen
>rather than into the window.

>I have Turbo-ST, and I just switch it off (via the accessory) when I need
>to run text stuff in windows.

>Mat

Warp 9 does work with MiNT and TOSwin.

Dan Aylward
dud@u.washington.edu

6707. Re: STOS stuff ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 22:53:45 UTC
From: scott@sfi.santafe.edu
Message-ID: <SCOTT.92Dec7155345@sfi.santafe.edu>
Source record: 213579

> Has the world abandoned STOS - I have been unable to find any FTP sites
> or boards devoted to this rather nice (my opinion) language.
> Any info greatly received,

Yes.

I have been asking since the STe's came out about getting a fix or a working version of the basic that will compile. In over a year, I've had one response that said it should work (gee, thanx).

There is 0 support for STOS. There is no one who knows anything about STOS.

Scott
ps: perhaps this will get'm

6708. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-07 23:57:44 UTC
From: smiller@bnr.ca
Message-ID: <1992Dec7.235744.26618@bnr.ca>
Source record: 213564

In article <1fosetINNqo1@life.ai.mit.edu>, dmb@xbar.ai.mit.edu (David Baggett) writes:
|> In article <1992Dec4.212407.22819@bnr.ca> no email writes:
|> >This is what I have seen, anyway. Especially since the recent PC
|> >price plunge, most systems come with SVGA and large HD's.
|> >I would expect the majority of upgrades are for SoundBlaster cards and
|> >the like.
|>
|> Here are some examples of things you can add easily to a (relatively)
|> open architecture like the PC that you can't easily add to a closed
|> architecture like an ST:
|>
|> Item 286-PC 520ST
|> ---- ------ -----
|>
|> Ethernet $109 card I laugh in your face
|> 24 bit video < $1000 card Not
|> Graphics accelarator software, $100-$1500 card Software only
|> Co-processor card DSP, TI34020, AMD2900, etc. Get real
|> Extended sound Soundblaster, Pro Audio 16-bit 8-bit cart port hack
|> D/A, A/D boards
|> Disk compression Stacker card (fast enough so Data Diet (you notice)
|> you don't even notice)
|> MIDI Cheap cards In there already (whew)
|> Modem Internal or external External only
|>

Yes, the power and variety of gadgets one can plug into a PC is amazing.
But my point was that, since the PC became mainstream, the percentage of the
market that is willing to 'pop the top' and add 24-bit video is very small.
Why would someone with a PC-XT/640k/20MB monochrome system want to upgrade
components when a new 386/4Mb/100Mb is so cheap? In my experience, they don't.
They just go out and buy a whole new computer.

I don't need every new video gadget or processor. I tend to skip a generation
or two, then jump to the new stuff. If you HAVE to have the latest processor,
or video card, or whatever, then closed machines from a low-end company are
not what you want.

Sure, it would be nice to be able to pop in a new processor card, but I don't
think it is really necessary, as long as you can always buy a new, much better
machine at a decent price. The TT and the MegaSTE were several years too late
to keep Atari from pissing away their early advantages.

And a computer like the Falcon030 is aimed at the market that wouldn't be able
to tell if they had 8-bit/16-bit/EISA/Microchannel bus to save their lives.

|> An open architecture costs nominally more (if that) and encourages
|> third party add-ons that make a machine more useful. It extends the
|> useful lifetime of the machine. It makes good techinical sense and is
|> smart business.

I recently have noticed that 'local bus' video is becoming popular on PCs.
Aren't these then closed systems? Shouldn't you tell these guys that they
are making Atari-scale mistakes? :-)

|> >Advantage: Falcon030.
|>
|> For 6 months? A year? In the end, Atari loses again. Much as I am a
|> die-hard Motorola sympathizer, I just can't get excited about the
|> Falcon. It's basically just an ST made to 1991 pop specs. Which puts
|> it in the same boat as the ST in 5 years (probably much sooner given
|> Atari's continuing power dive into the red).

Five years is a looooooong time in this business. Remember, five years ago,
VGA was brand new from IBM. (I think it was 1987 or so...)

There is one *BIG* advantage to the consumer from open systems like the PC.
They can be easily cloned, which drives the price way, way down.

Would PC's be cheap and powerful if only IBM/Intel made them? Nope.
They wouldn't be all over the place, either.

Oh well.

--
****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
.signature USES DISCLAIMER Ottawa, Ontario, Canada (No email access.)
****

6709. Re: Roger the Bodger

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 00:18:32 UTC
From: dhollis@blkbox
Message-ID: <1992Dec08.001832.29703@blkbox>
Source record: 213595

leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>I am sure I am not the only one who is getting rather annoyed with Roger
>recently. Of course everyone makes mistakes, but why does he insist he is
>always right, whatever anybody says?
> For example, in the case of PFX-packed ACCs more than one person has said
>that they use them everyday, but Roger maintains that this is impossible -
>does he think they are lying?
> Even they are lying it is not necessary to resort to personal insults
>(not that being 15 is anything to feel insulted about).

>Look Roger, you have contributed usefully to this group in the past, but
>your PFX postings are not useful - SHUT UP.

>- Leo

>PS. I do not expect to find 500K of insults in my mailbox tomorrow morning
>:-)

I use PFX packer everyday on ACC's, and they work 100% for me. Much much
better than DC_Squish, and even better since it's free! 8)

Also, PFX Packer works 100% on the Falcon, too! (I tried it)

SO THERE, Roger!

6710. Re: GIF/RAW/RCS/SPC etc.

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 00:25:35 UTC
From: au215@cleveland.Freenet.Edu
Message-ID: <1g0q1vINN40m@usenet.INS.CWRU.Edu>
Source record: 213563

In a previous article, wells_s@kosmos.wcc.govt.nz (steve wells) says:
>Is there a simple program out there, that will do a GOOD (e.g. high quality)
>conversion of GIF (Graphics Interchange Format) pictures (Any config, CGA,
>VGA etc. 320*200, 640*480 etc.) Into RAW format.
..
>Has anyone registered their 'Photo-Chrome' and gotten the GIF conversion
>function? Any good?

I don't think Douglas Little has added that function yet - he was wrestling with the Compuserve GIF documents last I heard. They don't give the LZW compression algorithm which makes writing a GIF converter a bit difficult. I think Falcon stuff is taking up a lot of his time too.

When I registered Photochrome he sent me a program he got hold of called GIF2RAW (which isn't as good as the one on ST Format, but was a lot better than nothing at the time). I suppose he'd send it to anybody who asked about GIF conversions when they registered. The latest version of Photochrome also has at least one bug-fix: small RAW files now work.

6711. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 00:26:06 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec8.002606.21052@elroy.jpl.nasa.gov>
Source record: 213565

In article <1ftbkjINNei1@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
> NO ONE here has used any substantive Atari DSP software. We're not
> talking about a little demo that puts effects on your voice (the
> Hippo sound digitizer software has *that*) but some real, useful
> software. Neil has a Falcon NOW, and he's had it for months. It's
> not like I don't know all about the machine and what developers got
> with it, OK?

Excuse me, but I have to take exception to that statement, particularly since I wrote the voice mail program that we were showing on the Falcon at Comdex. Real-time voice compression and FFT analysis of telephone tones seems pretty substantive to me. I personally am very pleased to see that a single DSP is present and fully supported by the operating system, because I have a lot more applications in the pipeline that are going to rely on it being there. This sort of development effort simply wouldn't be worth considering if I had to think about varying models of DSP cards being present or absent. As it is, I know exactly how to deal with it in both the single-tasking and multitasking cases, so I know my software is going to work, period.

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6712. Re: Big name hype

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 00:26:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71194@cup.portal.com>
Source record: 213567

Erlend Nagel writes:

>Atari computers just make up a cheaper solution to get started with
>some applications just for personal use.

You're absolutely right.. that's a 100% correct statement..

The problem is that you know that, and I know that, but Joe Blow in the street who's looking for a computer to do word processing on has never even HEARD of Atari computers, nor are there any dealers he can visit to even take a look at one.

Why would he trust his $100 to a wordprocessor he's never heard of, and which he can't ask anyone around him about since they've never heard of it either?

Why not pay for WordPerfect 5.1, since he knows what it is, and knows he can get support for it without having to make calls to the UK for help..?

In fact, a lot of PCs are now bundled with useful (and known) software like MicroSoft Works, or even WordPerfect, so there might not even be any extra expense involved at all.

(And before anyone gets hyperventilated, I'm talking about giving a legitimate package with the computer, NOT pirating it onto the hard drive.)

Unless Atari can achieve some kind of public awareness of their products, they'll have to have at least SOME "big names" to attract potential buyers, and to give them some confidence in the line.

I wonder who they can get though.. they've alienated WordPerfect, Borland just laughed at them, and MicroSoft won't talk to them any more... (and before we hear all the "Who needs Boringland, or MacroSloth, good riddance" comments.. that's a cute attitude, but it's not helping Atari...)

BobR

6713. Re: ST Book available in the UK (and the Netherlands)

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 00:30:11 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71195@cup.portal.com>
Source record: 213568

I was just wondering, in those areas which have the ST Book on sale..

Has the external floppy drive been released for sale also..?
And are there any I/O cables for the multi-pin expansion connector..
(serial, parallel, DMA for a Hard Drive, etc.)..?

We hear little or nothing about the Book here in the US.

BobR

6714. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 00:31:50 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec8.003150.21294@elroy.jpl.nasa.gov>
Source record: 213566

```
In article <921206389@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
>Warwick Allison (warwick@cs.uq.oz.au) wrote:
>OS/2> dmb@case.ai.mit.edu (David Baggett) writes:
>OS/2> >I have no idea how much an equivalent DSP board for the PC would be,
>OS/2>
>OS/2> Nicely forgotten, Dave. Try $1000 to $3000. Try reading this post
>OS/2> that Ben Gilbert pointed out:
>OS/2>
>OS/2> * I will sell to highest offer a Spectrum 56001 System Board (in Europe,
>OS/2> * that is a Loughborough Sound Images 56001 System Board), a dsp card
>OS/2> * for PC computers.
>OS/2> *
>OS/2> * - 20 Mhz Motorola 56001 DSP
>OS/2> * - 3 x 16kW 0 wait state memory
>OS/2> * - 16 bit stereo audio I/O
>OS/2> * - telecom interface
>OS/2> * - monitor & debugger
>OS/2> * - "C" drivers
>OS/2> *
>OS/2> * I got it as a lottery prize(!), but don't really have use for it.
>OS/2> * Hence it is fully unused (but I opened the package just to see what
>OS/2> * is inside). A $2495 value, will go for the highest offer...
>
>No, this posting does not support your claims. It only means that
>somebody was selling a very expensive board. I can go into the computer
>shopper and find some very expensive VGA cards in the $1-2K range, but
>they are that expensive because they are specialty items with hot rod
>parts under the hood for CAD people and such. However, I can also find
>tons of cards in the $89-300 range which are also very good and serve
>the purpose of 99% of PC users.
>
>I'll wager that the card that is mentioned in the ad you captioned
>when placed in a 3/486 box would beat the pants off of the DSP
>setup in a Falcon. :-) You get what you pay for.

You would lose that bet in a flash, since the Falcon DSP runs at 32 MHz and
also with 3x16kW of 0 wait state memory, as well as 8-channel audio I/O.

However, I *would* wager that the Falcon's DSP will beat the pants off any
PC DSP board you could buy in the $100-$2500 price range.

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

All true wisdom is conveyed in one-line witticisms.

6715. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 00:40:05 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Dec8.004005.4142@sfu.ca>
Source record: 213571

In article <1futfjINN7e5@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
[...]
>his contract with Atari, but then again after all the lies
>about FSMGDOS, what can you believe from Atari..???

What lies about FSM? I've had my copy for almost a year, now.
Please enlighten me.

>
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz
>

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

6716. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Fa

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 00:41:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71196@cup.portal.com>
Source record: 213569

David Paschall-Zimbel writes:

>Some people have been bandying around the price of a 386-33SX motherboard in
>the neighborhood of $185. I've seen prices like that in the Computer Shoppe
>and, generally, such prices are WITHOUT the 386 CPU. And, sometimes, they a
>WITHOUT the ROM BIOS chip as well.

>This allows total do-it-yourselfers to put together a system using parts fro
>variety of places -- and the totally unaware consumer -would- find themselve
>having to add 'extras', with no illegality or fraud involved. That's what I
>meant by the above message ...

Umm.. how do you KNOW those prices are for motherboards WITHOUT the CPU
or ROM BIOS if the ads aren't marked as such..? (Or do you call up every
advertiser in Computer Shopper and ask them..? The term "generally" seems
to imply that you have fairly comprehensive knowledge of where you speak)

And.. if the ads ARE marked as being without CPU or BIOS, then why in the
world would a consumer, unaware or not, be surprised when the board
doesn't have a CPU or BIOS..?

In my experience, the boards that are supplied without chips are in the
tiny minority.

However.. to put your mind at rest.. go to a Computer Swap Show and
look at motherboards.. pick one up and actually touch the CPU chip
and feel the ROM BIOS to make sure they're real.. then look at the
$185 pricetag.. I've done just that..

(Incidentally, that $185 is for a '386DX 33Mhz with 64K cache.. you can
actually get '386SX motherboards (WITH the CPU and BIOS) for $115)

BobR

6717. Motherboard prices

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 00:53:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71197@cup.portal.com>
Source record: 213570

Hey Dave - could you include a telephone number next time?

We think you're lying to us all, and we'd like to check out your
prices..

By the way, turns out *I* lied in my last message.. the '386/33Mhz/64K
board is only $175, and it's now a 40 Mhz board..

Also, the '386SX/16Mhz board for $115 is now a 25Mhz board for $94...

(Anyone want some numbers to see if I'm lying, or if these come with
CPU and BIOS..? How about US Turbo Systems (818) 579-2405
Or ZORA Computer (800) 878-5838, or GWC Computers (313) 565-0563)

BobR

6718. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 00:58:29 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec8.005829.22200@elroy.jpl.nasa.gov>
Source record: 213572

In article <1fqlt8INNset@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>In article <1992Dec5.054925.22204@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>Somehow I think there's something wrong here, they know that 640x480x16
>>can't be displayed on a VGA monitor.
>
>Why not? Analog monitors like the one sitting in front of my face (a
>Sony 1304) can display a lot more than 256 colors, right? Am I
>clueless about mointor technology or something? Is it the monitor
>connector? I'm confused at your remark.

Bandwidth limitations. At that resolution the video would use up about 90% of the available memory bandwidth, leaving the CPU to run at an effective speed of 2 MHz. I'm a little surprised that 640x240x16 was unavailable though, since they could have used a single-line buffer to bring the bandwidth requirements down to the same as 320x480x16.
>
>If you meant "on an SC1224," I've actually seen a prototype run
>that mode on an SC1224, and while it was a bit "glittery" from the
>interlace it looked pretty good.

Nope, I know it runs perfectly well on the 1224. Looks pretty nice on my 27" Sony XBR TV, too. I must say, playing Dungeon Master while sitting a mere two feet from a large screen is quite an interesting experience, especially when piping the audio thru a 250 watt stereo/surround amp...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6719. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Fa

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 01:05:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71198@cup.portal.com>
Source record: 213574

David Paschall-Zimbel writes:

>On second thought, I don't apologize to Bob. He knows perfectly well what I
>was implying, and deliberately chose to focus on a non-issue in order to ign
>the message in particular.

Indeed... and it takes a master practitioner of the craft to recognize
when it's being done to you..

However, since you brought it up.. (ah.. don't you love being
manipulated into that position..? :)

The issue turns out not to be a "non-issue" at all..

In this particular message, and in most of the others about the Falcon,
the common factor that ties them all together is the use of the FUTURE
tense.. (thus the "grammar alert", and the bait, which you swallowed)

"...software which WILL let you use the DSP to wash your underwear.."

"...matrix boxes which WILL let you listen to 8 different CDs at once.."

...Falcon WHEN they arrive at your local Atari dealer/gas station/7-11.."

Just wanted to poke that particular pointy stick in your eye again..
Thanks for the help, David..!

BobR

6720. Re: Falcon screen

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 01:08:41 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec8.010841.22566@elroy.jpl.nasa.gov>
Source record: 213573

In article <1frlt1INNmua@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>Hmmm. You can have a lot of stuff that plugs into the DSP port on
>the Falcon030.
>
>You can have a modem, a voice mail system, etc.
>
>The problem is, there is only one DSP port. You can't have all of
>them hooked up at once, can you?

It all depends on who you buy from. The telephone interface box we designed for our voice-mail system is a full-featured telephone controller. Once the audio gets from it to the DSP you can do whatever you want with it - crunch it with FAX software, data-modem software, or voice-mail. You won't even need one of those silly Fax/phone switches (that only sometimes work right); you can plug a single phone line into our box and we'll provide software that automatically detects the type of incoming call. (Atari wanted us to provide the entire integrated system, i.e., one software package that does fax, voice and data, but I must admit, it is no fun to decode v.32 data encoding on a DSP. However, there are already commercial sources of code for this purpose, so we may wind up licensing that bit from someone else.)

Now - if you want to do something else with the DSP that is not telephone related, I think there could be a conflict. The current phone-interface box just needs one audio channel to operate; if you also want to plug something else in (like the AD/64x 8 channel I/O box) you could just plug our box into one of the 8 audio ports. Haven't thought much further than that.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6721. Re: KA9Q With SLIP support?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 01:14:37 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec8.011437.22808@elroy.jpl.nasa.gov>
Source record: 213575

In article <1992Dec5.192830.26898@ra.msstate.edu> cctony@sun1.mcsr.olemiss.edu (Tony Reynolds) writes:
>The last time I ftp'd the KA9Q from atari.archive, I got a very old
>version of this code. It didn't have SLIP (Serial-Line Internet Protocol)
>and I think now's the time for me to really beg the net to see if
>anyone has such a beast for the ST...
>
>A pointer to an FTP site would be great! Mods to the distributed sourcies
>would be good, too. I've worked with KA9Q on the PC, adding services, etc.
>
>If ya wanna know, I'm gonna get a PC with two serial ports, run KA9Q on it,
>and allow it to act as a router. This way, I can connect through my modem
>with one serial port on the PC to my dial-up slip connection, and use
>the ST through SLIP on the other port! Two computers online for the price
>of one phone line!
>
>If I get a SLIP-capable KA9Q, I'll be more than happy to help others
>set up a similar configuration.

Actually, every port of KA9Q for the ST that I've seen (including the two
I did myself) has always supported SLIP on both the RS232 and the MIDI ports.
I in fact have run a network of 4 STs (Mega 4, 1040 STe, and 2 Falcons) thru
the MIDI with one ST routing over the modem back to a Sun workstation at JPL.
This is even better than using a PC for the routing since the ST to ST
communication occurs at 31.75 kbaud, instead of 19.2k.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6722. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 01:19:24 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71200@cup.portal.com>
Source record: 213577

David Paschall-Zimbel writes:

>"Authors get upset when someone doesn't buy their book because they can get
>from a library. Libraries reduce the amount of money an author can make fro
>sales of books. Therefore, libraries shouldn't be available, so that the
>author can be as money-grubbing as possible."

So.. where do you get the food you eat, David..? Does your fairy-godmother
come in and stock your shelves at night, or do you eat at the local
Salvation Army soup kitchen..?

Certainly you wouldn't grub any money from anyone..!

BobR

6723. Re: auto arc?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 01:20:30 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec8.012030.23030@elroy.jpl.nasa.gov>
Source record: 213576

In article <1992Dec7.4514.27241@dosgate> "calvin bruner" <calvin.bruner@canrem.com>
writes:
>I was just considering that the DSP could allow the compression of files
>on the fly. Instead of having to ZIP, ZOO, ARC or LZH my term program
>could send it throught the DSP automatically if it hasn't been
>compressed already. If communicating with another Falcon, it would be
>automatically uncompressed at the other end. In fact, programs like
>Data Diet could become much faster (not that it isn't plenty fast now).

Unfortunately, you can only get data in and out of the DSP at 1MB/sec. That
means that any such real-time compressor will still run slower than a fast
SCSI-2 drive.

However, it still seems like a good idea in the short term since it *will*
give you more storage space, and few people are likely to own faster than
1MB/sec hard drives in the next 3 years. I can't say any more on this subject.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6724. -=> Atari ST FOR SALE <=-

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 02:22:55 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1992Dec8.022255.21301@newshub.ariel.yorku.ca>
Source record: 213580
Cross-posted to:
comp.sys.atari.st,rec.music.synth,rec.music,misc.forsale,misc.computers.forsale,misc.computers.forsale.other,comp.sys.atari.st

You read right! I have an Atari 1040ST for sale. It comes with:

* Atari Mouse
* Atari SM124 Monochrome Monitor
* Magic Sac + and Translator One (Mac 512 hardware emulator with some Mac
software)
* PC-Ditto - last US software version (IBM emulator)
* Final Cut (16 Track Midi Sequencer for the Atari ST)

I have been using it as a terminal emulator lately and feel bad that it's
gathering dust... I am asking $350 Canadian for the entire package.
I can break it up, but prefer not to. (Already had offers for the monitor
since my last posting, but turned them down as I want to sell the thing as
one whole package). If interested, leave me email!

_______ The Tonester
_ _ _ cs902117@ariel.yorku.ca
_ _ _ "I don't ever want to play the part
_ ___ Of a statistic on a government chart
There has to be an invisible sun ... |Invisible Sun
that gives it's hope when the whole day's done |The Police

6725. Re: Best ST/Falcon Word Processor

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 02:44:41 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <92342.214441EENG6826@RyeVm.Ryerson.Ca>
Source record: 213443

```
1 DS Drive = Word Writer 2.0
Hard Drive = Redacteur 3.14

Carlos Varela
```

6726. Re: atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 03:17:50 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1g144uINNdt1@terminator.rs.itd.umich.edu>
Source record: 213581

In article <Dec07.061641.56524@yuma.ACNS.ColoState.EDU> kfason@lamar.ColoState.EDU (Kevin Fason) writes:
>Is there some reason why atari.archive will not let me change to the Lynx dir.
>Also noticed that the New directory shows files but will not let you xfer them.
>l8r!
>

You can now change into the Lynx and Dc directories. We were operating
under a messy filesystem arrangement, which I fixed today. Thanks
to all who pointed it out.

The New directory is supposed to be that way, to keep people like you from
getting files before we can take a look at them and be certain
they're not copyright material or some other form of illegal software, etc.

--
- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -

6727. Used SM124 Wanted/Mine's Blank

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 03:25:53 UTC
From: rpcfod@nimbus.worldbank.org
Message-ID: <rpcfod-071292222712@fodremote_10.worldbank.org>
Source record: 213582

Anybody have an SM124 mono monitor for sale for not too much? I've got
a 1040 doing second computer duty, and the mono monitor has gone blank.
A cursory peek shows no glow in the picture tube, but the fuses look OK ...
I suspect the cost of labor and parts would exceed a used monitor.

So ... E-mail offers, used computer dealer phone's or ideas on monitors ...
I'd be grateful.

R.

6728. Re: Zoo shells

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 03:55:11 UTC
From: kronos@cyberden.uucp
Message-ID: <oe4FVB2w165w@cyberden.uucp>
Source record: 213490

```
>
> In article <1fuu0aINN7e5@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz wr
>
> > AS I have been telling every one here, DON'T USE ZOO, can't be used
> > easily on a 520k single drive ST, but then again can it be used at all..?.
> >
> > Stick to LZH or ZIP or ARJ, lets ban ZOO...???
>
> PLEASE, do not again start a Holy War about the right archiver. Many people
> like Zoo and it's features, mainly because of its avaibility on many types of
> machines.
>
> > No way can ZOO generate Folders on Demand..??
> >
> > Tell me chaps can ZOO do this. a:\archive.zoo d:\extract\
>
> Of course it can, and I've never had problems with this.
>
> Michael
> --
> Internet: hohmuth@freia.inf.tu-dresden.de
```

In my original post I asked if there was a shell for de-archiving individual files from one big ZOO file, since I have a half-meg machine. The shells I've used so far do all the files at once and my memory runneth over. If anyone knows a way to do uncompress select files, e-mail me or post it.

```
-------------------------------------------------------------------------
| / |\
| H E \ Y B E R |/ E N [ kronos@cyberden.uucp ]
```

6729. Re: ZIP (was Re: Lha Files)

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 04:19:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.794374@cix.compulink.co.uk>
Source record: 213585

In article <1fnjelINNe1u@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>STZIP 2 is buged, the Author has confirmed this, we have stoped using
>it here for the same reason, nothing to do with LZH files but will give
>CRC errors with some king of large files >50k....

Yes ! i mailed this to Thomas. He replied saying that he lost my mail and
could i repeat, which i did, but i have had no reply. i hope the fix is soon
as it is a superb program.

Adam.

6730. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 04:37:27 UTC
From: chan@pyramid.unr.edu
Message-ID: <5001@equinox.unr.edu>
Source record: 213590
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1fuphhINN755@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Deduction - the message was cross-posted to the Am*ga group.

I noticed that too!

>
>I've also never seen a non-amiga user leaving such pathetic messages.

TRUE...

>
>I also never said that everyone that dislikes atari owns amiga, although
>virtually every amiga owner dislikes atari (that I've met) due to the
>fact that once upon a time, atari was outselling them! (And was voted
>computer of the year about 5 years ago)

TRUE...
>
>Anyway, I'm not interested in this anyway. The poster was obviously
>of their own opinion, which they're entitled to, although why they must
>post such an opinion to multple groups, I don't know!
>

Seems to happen every year... though it has died down
as ATARI and COMMODORE dies down,...

Just insecurity....

ATARI HAS NOT gotten THEIR act together at all.
Seems as if management has a lot to do with it...
... as if the people hired their just want to make a quick
buck...
HAVE you noticed that when people hired by ATARI are always
enthused... yet when they retire (quit), they say that
ATARI never had it together...
probably communication break down somewhere.
I'll bet they knew in the back of their minds that ATARI
would not succeed AS WELL... (or probably needed a job).

I've been an ST user for over 7 years and ... this
is it for me....

I'll see if anybody wants my beat up MSTE.

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /

```
/ /_/_____() Nevada, Reno \ /
/_________ Internet: \ /
L________() chan@cs.unr.edu \/^

__________ _______
/ ________() Kaho Chan(man) / /
/ /\______ University of /* /
/ /_/_____() Nevada, Reno \ /
/_________ Internet: \ /
L________() chan@cs.unr.edu \/^
```

6731. Re: Monochrome monitor woes

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 04:53:37 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <ByxC9E.5Mx@watserv1.uwaterloo.ca>
Source record: 213586
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9533615@MVB.SAIC.COM> steveg@cseic.saic.com (Stephen Harold Goldstein) writes:
>I've got an SM124 mono monitor that is now blank 90% of the time, that
>is, it may boot up ok, but soon thereafter the display completely
>disappears as if a screensaver had kicked in. Once I just left the
>machine on for a while after the screen initally came up blank and it
>briefly came back on only to disappear after a minute or two.

For all you people that have problems with your atari SM124 monochrome
monitors; here are some notoriusly unreliable components that you may wish to
replace. C717: this is a capacitor near the large twisted heat sink on the
right of the chassis with the back connectors facing you. This capacitor, so
near the heat sink, heats up. Once the electrolyte begins to leak the cap
deteriorats. This may end in an actual explosion (it did with mine). Simply
replace the cap with another at least 200V (I think its 4.7uF). This cap is
underated in the stock monitor and WILL go at some point.
Other caps are C716 and C715. These will cause the screen to quickly
get smaller and smaller and dimmer and dimmer (as the cap leaks). These
suffer from heat strain. There is no way to protect them except to stick
heat sinks on them.
I use my SM124 every day and have been for 7 years! These three caps
are the only things that have caused my 124 problems. There may be other
problems. Mostly it is a cap problem because of heat stress. Those 124 really
heat up and there aren't really enough heat vent on the monitor case. You can
check for a failed cap by opening up the monitor and examining the circuit
board. Look for caps that have brown goo leaking from them. These should be
replaced.

brett maraldo
unit 36 reseach &
plexus productions
-alien technology today-

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

6732. MIDI Sample trigger programs

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 04:56:23 UTC
From: lombardo@cwis.unomaha.edu
Message-ID: <lombardo.723790583@cwis>
Source record: 213587

I have hooked my sr16 drum machine up to the st via midi and I am in need of a program that will accept midi signals from the drum machine and play samples in response. My ST Replay 4 program does this, but has a limit of 10 samples (that kinda sucks) and they all must be played at the same speed. I would like to know if there are any pd programs that will allow for more samples to be triggered and at different speeds. How hard would it be to write such a program? Also, is it possible to allow more than one sample to be triggered at a time (like with a tracker?) I need the digitized sound routed through my replay cartridge for better quality, too.

Does replay eight have more options on midi sets? any suggestions?

6733. Re: STOS stuff ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 05:16:32 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1g1b3gINNfu1@golem.wcc.govt.nz>
Source record: 213589

STOS v2.6 is (from memory) the latest version, and works with all TOS
versions up to and including v1.62

Compiler v2.7 is (as far as I know) the latest version - why it is
2.7 and not 2.6, I don't know, but it's the version I have!!

Somewhere around was a program to upgrade STOS and the Compiler to
version/s 2.6 - If I can't find it on FTP, I'll see if I can find
it locally and upload it to atari archive!!

==========
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or
'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really
mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare
and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========WELLS_S@KOSMOS.WCC.GOVT.NZ==========

6734. Re: ZIP

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 07:00:11 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1g1h5rINNgd9@golem.wcc.govt.nz>
Source record: 213592

In article <723562961.AA00566@contrast.wlink.nl>, qsi@contrast.wlink.nl (Peter Kocourek) writes:
>wells_s wrote in a message on 03 Dec 92 to All
>I don't have any problems with it. Could you describe the glitch more
>precisely?
>
>YHS:QSI!
>

The Bug is well known, it will corrupt Archives, even the Author
has found this, DON'T USE IT to ARCHIVE FILES...!!!

You will get a CRC error when extracting files bigger than 40k..

There is claim that a New Version is on its way...!!!

Roger..... sheppard_r@kosmos.wcc.govt.nz

6735. Re: Falcon screen

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 07:06:31 UTC
From: healy@nosc.mil
Message-ID: <1992Dec8.070631.22740@nosc.mil>
Source record: 213597

Well, it sounds like Falcon DSP applications are unvaporizing :-)

Thanks for that update, Howard.

Mike Healy

6736. Re: Gameboy emulator

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 07:07:28 UTC
From: matthew@hitech.com.au
Message-ID: <723798443.4542@hitech.com.au>
Source record: 213506

tsch0098@rz.uni-hildesheim.de (Thorsten Schnurawa) writes:

>In article 27948@cs.nott.ac.uk, mjb@cs.nott.ac.uk (M J Brownlow) writes:
>>Looking thru' the ST Format Reviews Special, I spied the panee with the
>>Gameboy emulator in.. If anybody has this, could they either mail it to
>>me or post it to a.a

And how does this Gameboy emulator work ? Sounds intresting....

>And please POST it to this group ...

-Matthew

--
Matthew Smith-Stubbs /Point 1: It takes 1 man 60 seconds to dig a posthole.
matthew@hitech.com.au / Point 2: 60 men are faster then 1 man.
Brisbane, Australia / Conclusion : It takes 60 men 1 second to dig a posthole
_____/_____

6737. Re: Zoo shells

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 07:13:37 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1g1hv1INNgd9@golem.wcc.govt.nz>
Source record: 213593

>> No way can ZOO generate Folders on Demand..??
>>
>> Tell me chaps can ZOO do this. a:\archive.zoo d:\extract\
>>Of course it can, and I've never had problems with this.
>Michael
>--
>Internet: hohmuth@freia.inf.tu-dresden.de

NO IT CAN'T , it can't generate the the extract Folder in the sample given above.

ZOO is Rubish, its a Unix Port....

Why not try LZH201L and find out what a real Archiver should be...??!!

Roger..... sheppard_r@kosmos.wcc.govt.nz

6738. Re: Good Bye Atari (was Re: Good Bye Doubl

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 07:26:10 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1g1imiINNgd9@golem.wcc.govt.nz>
Source record: 213594

```
>>That's enough for now. Just realise that just because DC have gone and
>the ST isn't big in the US, it doesn't mean it's dead elsewhere.
>Far from it.
>
>
> ---------------------------------------------------------------------
> I don't want to start any blasphemous rumours,
> But I think that God's got a sick sense of humour - ML Gore
> ----------------------------+--------------+----------------------
> ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user
>

From what I know a lot of BIG Atari support companies the pushed the
Atari have gone belly up..

Kuma, Signa Publishing and some otheres that I don't have a name handy,
so please we are not that dumb..

Also one thing you forgot is that we don't all live in the U.K..???

Roger.................. sheppard_r@kosmos.wcc.govt.nz
```

6739. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 07:40:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1g1jhjlNNgd9@golem.wcc.govt.nz>
Source record: 213596

>>his contract with Atari, but then again after all the lies
>>about FSMGDOS, what can you believe from Atari..???
>
>What lies about FSM? I've had my copy for almost a year, now.
>Please enlighten me.
>____
>Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip

FSMGDOS has never been available to the Public, and you know this, Atari stated
for 3 years a lot of excuses why not, they were all lies..??

It was bundled with WordFlair, but never came out on its own...

Facts Man or Boy...!!!

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6740. Re: ATARI GRAPHICS CARDS

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 08:04:14 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.723801854@gideon>
Source record: 213599

I noticed that there is some interest about graphics cards for Atari,
I would like to share a little information on my Matrix C32 card.

I have been using it for some time and it has been very nice. It
is quite easy to configure with a GEM based tool, and you can set
the resolution to what you monitor can handle (up to about 800x600
as the card can handle only 32 MHz). My (old) multisync could only
handle about 750x525 with either b/w or 256 colors. Actually
I had also 800x600 resolution but the screen refress was about 40 Hz
and it was not easy for the eyes...

By the way if anybody has an empty Mega ST bus, I would like to offer
my card for it. I just started to use SST and the C32 does not like it,
so I must sell it (and I surely miss it). My card is 512KB and has
also the math coprocessor included, and the drivers are the latest
ones. The price of the new card (w/o 68881) is about $600, but
I would be happy with $300. So if anyone is interested, please
email me!

Kimmo
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

6741. DSPs

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 08:31:15 UTC
From: papresco@cantor.math.uwaterloo.ca
Message-ID: <ByxMC4.Grn@undergrad.math.waterloo.edu>
Source record: 213501

With all this talk about DSPs on the motherboard, I have a few
questions:

1.Can a DSP do anything that a fax/modem/soundcard combination can't?
2.Does a DSP need the high-bandwith motherboard bus?
3.What Falcon applications exist that take advantage of the DSP?
4.Can existing applications use it for anything?
5.Can it be used for anything outside of multimedia? i.e. speeding up
number crunching?

6742. Problems with Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 09:04:47 UTC
From: martin@risc.techem.ruhr-uni-bochum.de
Message-ID: <1992Dec8.090724.28763@rubb.rz.ruhr-uni-bochum.de>
Source record: 213600

I have some problems with Ghostscript and my laser printer, the ATARI SLM 605. Neither with DIABLO nor with the LASERBRAIN emulator software, the printout on the laser printer works. Usually only blank pages come out of the printer.

I am working with GS 2.3 on a TT with TOS 3.06

Can somebody help me?

Martin Rothaemel

6743. Re: GDOS 180*180 driver for Epson printer?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 09:09:54 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1g1op2EINNesd@uni-erlangen.de>
Source record: 213503

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>Hi folks,

>is there a GDOS driver for Epson ESC/P printers around that will
>do the output in 180*180 mode? 360*180 will also be fine, but the
>driver I recently tried is for 360*360, which is not supported by
>my old Epson LQ-500. I'd appreciate if someone could point me to
>an appropriate GDOS distribution.

Take a look to atari.archive.umich.edu. There you will find the new
FONTGDOS (almost compatible to the normal GDOS). All of the new
drivers can be configured - so just select 180x180 dpi in the
CPX-module that comes with FONTGDOS.

If you want to stick to the old GDOS try the NB15.SYS driver for
example. But don't mix up parts from GDOS and FONTGDOS.

--
Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)

6744. Re: GEM Shell for .lzh .zoo .arc?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 09:16:02 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1g1p4iEINNf1r@uni-erlangen.de>
Source record: 213504

BWWL@ibm.rz.tu-clausthal.de (Wolfgang Ley) writes:

>In article <Byr3oK.Dx4@sci.kun.nl>
>leonp@cs.kun.nl (Leon Pillich) writes:
>
>>I'm looking for a nice and complete gem shell (or three different shells)
>>for these archived files.
>>I already looked at some, but what I want is more or less what stzip offers
>>It allows you to view files from an archive in a gem window and
>>to select which files to extract.
>>
>>Is there such a shell for other archive formats and where can I find it?
>>

Watch out for an ANNOUNCE in a few day from Think! software GmbH. We will
present something you REALLY look for... It's called MARC 4.0

--
Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)

6745. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 09:46:35 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.23.723807995@dhhalden.no>
Source record: 213454
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

�

```
Amiga people write: Falcon sucks!
```

Does it? Is it any good I mean... it better be since it costs that much, normal mastubating equipment doesn`t cost �499, does it? But you nerds obviously know more about it than we Atarians do. When you NERDS say that the Falcon sucks, you just give the other Amiga-fantatics another reason to buy it. I mean you are to DUMB and to UGLY to get the REAL THING.

6746. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 09:46:58 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.24.723808018@dhhalden.no>
Source record: 213455

In article <1992Dec4.080556.1482@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>From: hyc@hanauma.jpl.nasa.gov (Howard Chu)
>Subject: Re: Falcon - Future
>Date: Fri, 4 Dec 1992 08:05:56 GMT
>In article <BypHqx.6An@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>>In article <1992Dec3.204417.28882@sfu.ca> gordonf@monashee.sfu.ca (Gordon
>>Farrell) writes:
>>>In article <3815@richsun.cpg.trs.reuter.com> chuck@cpg.trs.reuter.com
>>(Chuck Menard) writes:
>>>>I've heard that the TT as well as the Amiga 3000 is too slow to run Unix
>>with X.
>>>>Well, all I have to say is, look at the Sun 3/50 (68020 at 16Mhz) and
>>Sun 3/60
>>>>(68020 at 20Mhz) running Unix adequately. I don't think any of them had
>>X, but
>>>>for crying out loud, they ran Sunview. These Sun's were about all we
>used here
>
>Gee, I thought the 3/50 only ran at 12.5 MHz, and the 3/60 at 25. No big
>deal...
>>
>>My impressions were that the X windows was reasonably fast...certainly
>>much quicker than running mint and toswin on my ST. No, the TT isn't a
>>speed demon for Unix, but it is a very viable system. The sun 3 was no
>>quicker and was used for years. By the way, sunview runs much more
>>quickly than X on _any_ sun, including SPARCs.
>
>Just about anything will run faster than X, except maybe NeWS or Display
>PostScript...
>>
>>If atari would only sell the Unix at a reasonable price, I would buy a TT
>>today. I don't know how much their royalties to AT&T are, but I know that
>>I won't pay $2700 for the software and a drive. I can buy a complete unix
>>such as a NeXT (including the 68040 workstation) for $3500, so why should
>>I pay so much for an Atari Unix. Everyone knows that Atari users are
>>cheap. That is the market atari targeted--power without the price. We
>>hate spending money. I don't know what a reasonable price for unix would
>>be, buy I can't see the average user spending more than $400 for the
>>package.
>
>Well, BSDI sells Unix for the 386 with full source for $1000, and that
>code *isn't* bound by the AT&T license. Sad to say, I don't think $2700
>is a very inflated price for an AT&T restricted package. I agree that I

>wouldn't want to pay much more than a couple hundred for it, but it seems
>the only way to have that happen is to build it from non-AT&T code. You
>might see what you can do starting with BSD and Minix...
>>
>>As long as they have the Unix completed, why not sell a few TTs by giving
>>the Unix out on tape for cost of media plus royalty, instead of leaving it
>>on a shelf. Naturally, they couldn't offer docs and support at this
>>price, but neither does Sun with their basic right-to-use license. Third
>>parties could offer support if they so chose.
>>
>>I for one wanted a TT with unix. Now that they've spent the money
>>developing it, they have nothing to lose by selling it at cost. Come on
>>Atari, you can make money on the hardware, which is more than you are
>>making by not selling it at all!
>
>I thought as much as well, but for reasons I can't understand upon reflection,
>it didn't work out that way. (I already asked for pretty much what you said.)
>I think the royalty costs really kill it, royalties to AT&T plus royalties
>to Unisoft on top of that for doing the port.
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>All true wisdom is conveyed in one-line witticisms.

6747. Re: Best ST/Falcon Word Processor

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 10:30:30 UTC
From: djs@jet.uk
Message-ID: <1992Dec8.103030.18107@jet.uk>
Source record: 213502

In <722783441.562@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:

>In article <1992Nov25.071355.9951@ugle.unit.no> anderss@colargol (anderss) writes:
>> Could anybody tell me what ST/Falcon WP they think is best?

>That's Write, from Compo.

>> I'm planning to buy one of these: Wordflair 2.1.1, Redacteur 3/4,
>> Calligrapher Professional. But I don't know which one.

>I haven't seen or used Redacteur or Wordflair. However, I have used
>Calligrapher Professional, and stopped using it again. Although it has a lot
>...
Don't get Calligrapher unless you are prepared for massive hair loss, as you
tear it out trying to get Working Title to fix the bugs, or waiting for
screen redraws, or trying to get it working with your usuall accessories etc,
or even trying to get a Copyright symbol in PostScript.
--
+---+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6748. Virus killer

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 10:46:07 UTC
From: cgra@btma74.nohost.nodomain
Message-ID: <1347@se.alcbel.be>
Source record: 213550

Sorry to put what looks like advertising in here, but I've lost the email address of the guy who originally asked me about the anti-virus program Sagrotan.

The author's address is: Henrik Alt, Kirgelweg 25, 7160 Gaildorf, Germany. No email address on the "info" box, but he must be on maus somewhere. The program is shareware 9registration ca. DM30). It is _very_ thorough, but
- takes a while to run on a harddisc (checks every program file!)
- gets confused by two programs with the same name, even in different folders (like my PIPE.TTP's for Gemini and MiNT): thinks one is a corrupt version of the other
- refuses to accept some copy-protected programs, or programs like MiNT which use nonstandard symbols, as valid.

The last two mean I can' _quite_ just walk off, have a cup of coffee, and come back to see "no virus found" - I have to nudge him along once or twice.

Mind you my version is quite old. Maybe some of these things have been fixed (particularly wrt MiNT).

Bye, sorry about the bandwidth

Chris cgra.se.alcbel.se

6749. Re: ATARI GRAPHICS CARDS

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 11:16:00 UTC
From: Edward.Visse@wblab.lu.se
Message-ID: <Edward.Visse-081292121218@fastpath-24.wblab.lu.se>
Source record: 213505

In article <lahtinen.723801854@gideon>, lahtinen@gideon.fmi.fi (Kimmo Lahtinen) wrote:

> By the way if anybody has an empty Mega ST bus, I would like to offer
> my card for it. I just started to use SST and the C32 does not like it,

> Kimmo
> --

Maybe you would like to share your experiences of the SST also?

Thanks, Edward

6750. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 11:48:15 UTC
From: bull@vaxc.cc.monash.edu.au
Message-ID: <1992Dec8.224815.90790@vaxc.cc.monash.edu.au>
Source record: 213508
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

<IO92257@MAINE.MAINE.EDU> writes:
> It does! :)

Pull your head out of your arse. Have you seen a falcon "in the
silicon and plastic"? I have, but I didn't get to try it out myself.

What do I think? It has good speed. Disks opened and menus
activated very quickly. I'd compare it to a 386 PC box for the speed
of it's responce to the user. I saw a slide show running on one falcon
with an Atari monitor (I forget the model). The color and resolution
were good. I wouldn't complain if my current computer had a display
capability equal to the falcon. The DSP certainly has a lot of
potential, but it wasn't demo'd that well when I saw the falcon.

What didn't I like about the falcon. My biggest gripe is
the style of the GUI. *UGLY*. Some people may think I'm picking at
trivialities here. Those people probably don't spend as much time
per day looking at GUI's as I do. I can say for fact that I would
find the falcon GUI tireing if I had to look at it for very long (or
very often). The Workbench on AmigaDos 1.2 is better to look at than
the falcon GUI. I should add that any GUI customising features that
might be available were not demonstrated when I saw the falcon.

Now for the all important, "Would I buy one?". No, for several
reasons. 1. I have owned an Amiga for over 4 years. In that time I
have developed a level of knowledge and collection of software (none
pirated) which would take me a long time to rebuild if I switched to
a falcon. I would be starting from scratch again, which is something
I don't want to do.

2. The falcon is in a console style casing. I already have
a console style Amiga. I intend to buy a computer with *internal*
expansion slots as my next machine.

3. Support. The falcon may well become the most successful
computer Atari has released since the 520ST, but here in Australia,
I don't expect the market of software and hardware for the falcon
to match the market for the Amiga (which isn't overly large).

Bull@vaxc.cc.monash.edu.au OR bull@monu1.cc.monash.oz
DOD# 251 '84 VF 750 Closet Ducatisto
Disclaimer. If you love your llama, let it lambada.

6751. Re: auto arc?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 12:12:34 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Dec8.121234.4991@dcs.warwick.ac.uk>
Source record: 213507

In article <1992Dec8.012030.23030@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>Unfortunately, you can only get data in and out of the DSP at 1MB/sec. That
>means that any such real-time compressor will still run slower than a fast
>SCSI-2 drive.

About the SCSI-2 port, some pinouts I looked at showed it to be an 8-bit interface, but I always thought SCSI-2 was a 16-bit interface - is the only difference between SCSI-1 and 2 the driver software? I know you can get 16-bit SCSI-1 interfaces with some computers. Is it the case that SCSI can use 8 or 16 bits (or more?), and if so how do you tell devices connected to the bus it's size. Finally, what is the maximum speed of the SCSI-2 port on the Falcon?

- Leo

6752. Re: Good Bye Atari (was Re: Good Bye Double Click)

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 12:30:29 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Dec8.123029.22784@cs.hw.ac.uk>
Source record: 213525

In article <3m90uB2w165w@comtch.spk.wa.us> mhughes@comtch.spk.wa.us (Mark Hughes) writes:
>...
> As for Game Workbench, I'd absolutely like to see it come out.

Thanks! Me too!
>Despite the fact that it's a year overdue, it's still better than the
>alternatives (ie - hand-hacking bitblt images and sounds)... But if you
>don't publish it, you'll never get anything for it...

Being overdue is not the fault of either Dave or myself.
I'd like to see GW out and used so I can play lots of new games on my ST.

> With the F030 coming out, it's more essential than ever that there be a
>good graphics/game/sound toolkit, so it's easy to make new software that
>works on it.

Right but as Dave said, Atari didn't seem to have that view.
They're weird bunch of guys there.

> If you have to, publish it yourself by direct mail. Even if the
>initial packaging isn't beautiful, it'll sell, and the ST magazines and
>networks do reach most of the ST programmers and programmers-to-be. When
>you see how well it's selling, you can decide if you want to get
>professional-quality packaging.

ST Doormat and Luser will probably try to pass GW off as their own work.

> As long as the manuals don't look like they were run off on a photocopier,
> I doubt anyone will complain about the lack of pretty boxes in any case...

Damn! :-)

6753. Re: d postscript to ascii code

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 13:02:53 UTC
From: miked@syscon.rn.com
Message-ID: <1992Dec08.130253.3630@syscon.rn.com>
Source record: 213509

I thought Postscript is in ASCII. You can read and edit the files
with no problem.

6754. Unix Windows early version wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 13:24:08 UTC
From: ea121@city.ac.uk
Message-ID: <ea121.723821048@Shoreham>
Source record: 213510

Does anyone have or know where I can get the early version of Unix
Windows for the Atari ST that was produced and released by
Hans-Martin Mosner who was at the University Dortmund
West Germany. This is the version before that released
by Brad Bosch and Brain katzung of Lachman Associates inc.,
USA.

Both sources and binarys are wanted.

Any replies to ea121@uk.ac.city. Thanks

6755. Re: Zoo shells

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 13:24:58 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Dec8.132458.11013@its.bt.co.uk>
Source record: 213516

>>The shells I've been using for ZOO.ttp are either buggy or won't
>>let me decompress individual files with a query function, so the
>>memory is filled up and I can't get the complete file. Any suggestions
>>of ZOO shells that would do the trick?

I use mupfel, the shell that comes with gemini and can selectively extract
with no problem.

>> | H E \ Y B E R |/ E N [kronos@cyberden.uucp]
>

Hope this works for you.
John

====
Flame alert

In article <1fuu0aINN7e5@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>I'm trying to decompress a large zoo file with a half-meg of memory.
>AS I have been telling every one here, DON'T USE ZOO, can't be used
>easily on a 520k single drive ST, but then again can it be used at all..?.
>
>Stick to LZH or ZIP or ARJ, lets ban ZOO...???

Just because you are prejudiced, there's no need to slag off a perfectly
good program with lies.

>No way can ZOO generate Folders on Demand..??

Since when? I do it all the time. Try reading the manual.

>Tell me chaps can ZOO do this. a:\archive.zoo d:\extract\
>Can it generate the d:\extract\ Folder..??

Well I can guess the meaning of the first line from the second. The answer is
no, but then I don't want it to. zoo is designed to run from the command
line and so mkdir; cd; are perfectly accepable substitutes.

>Until you have used LZH201L, you will never know..!!!!

I have & I'll stick with zoo. There are 2 reasons. 1) I prefer to control an
application and not have it dictate to me what it is going to do. 2) much of
my work is with scripts and only zoo will work in these.

Are these the only arguements you can come up with against zoo. Just understand
that people have different perspectives and need. LZH suits you, fine.
Just don't try to impose that view on others.

GET A LIFE

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

6756. Re: KA9Q With SLIP support?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 14:01:45 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <168B7D35B.BWWL@ibm.rz.tu-clausthal.de>
Source record: 213514

In article <1992Dec5.192830.26898@ra.msstate.edu>
cctony@sun1.mcsr.olemiss.edu (Tony Reynolds) writes:

>The last time I ftp'd the KA9Q from atari.archive, I got a very old
>version of this code. It didn't have SLIP (Serial-Line Internet Protocol)
>and I think now's the time for me to really beg the net to see if
>anyone has such a beast for the ST...
>
>A pointer to an FTP site would be great! Mods to the distributed sourcies
>would be good, too. I've worked with KA9Q on the PC, adding services, etc.
>
>If ya wanna know, I'm gonna get a PC with two serial ports, run KA9Q on it,
>and allow it to act as a router. This way, I can connect through my modem
>with one serial port on the PC to my dial-up slip connection, and use
>the ST through SLIP on the other port! Two computers online for the price
>of one phone line!
>
>If I get a SLIP-capable KA9Q, I'll be more than happy to help others
>set up a similar configuration.
>

Hi!

I am working with KA9Q and SLIP-connections without any problems.
I tried to compile the sources, but with no success...
You may get the working binaries via anonymous FTP from
ftp.tu-clausthal.de (139.174.1.3)
/pub/atari/telecomm/tcpip/Index
/pub/atari/telecomm/tcpip/ka9q_st.lzh binaries
/pub/atari/telecomm/tcpip/sticp.lzh other version, better docs...

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

6757. Re: Big name hype

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 14:09:21 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1g2aahlNN1ger@rs1.rrz.Uni-Koeln.DE>
Source record: 213511

In <71194@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Unless Atari can achieve some kind of public awareness of their products,
>they'll have to have at least SOME "big names" to attract potential
>buyers, and to give them some confidence in the line.

More public awareness of Atari stuff would indeed be a good
thing. However, I don't think this goal has much to do with
getting "big name software" on the Atari. It seems to me that the
"big name" software houses will always tend to emphasize
development of the PC versions of their stuff, given the size of
the PC market. So why should anyone buy an Atari to run "big
name" stuff, knowing that the PC versions will always be a step
ahead of the Atari versions?
What is really needed is getting people informed about the real
advantages Atari computers have. A friend gave me a copy of the
"Application Systems News", where they give information about
some of their products. On the first page, they have a neat
analysis of the TT vs PC issue, and in their Pure Pascal section,
they give some results about how Pure Pascal on a TT outperforms
Borland Turbo Pascal 6.0 on a 33 MHz 486 PC. This is the kind of
information that really needs to be spread widely.

>I wonder who they can get though.. they've alienated WordPerfect,
>Borland just laughed at them, and MicroSoft won't talk to them any
>more... (and before we hear all the "Who needs Boringland, or
>MacroSloth, good riddance" comments.. that's a cute attitude, but
>it's not helping Atari...)

Regarding WordPerfect, it seems to me that the failure of WP for
Atari is mostly the fault of WP Corp. I've seen the ST version,
it is undoubtedly utter crap. I don't understand at all how the
WP forlks could ever dream that a slow, sluggish, user-unfriendly
word processor like their Atari version could become any kind of
success in the Atari world, where people are used to high
standards since long.
Regarding Borland, I don't quite see what made them quit the ST
market, the Pure stuff seems to sell ok, and they could have made
the sale had they not foolishly decided to discontinue their ST
line of products.
Of course, all this doesn't help Atari, but it may help to see
that Atari is not the only one who keeps goofing things up. At
least, I personally fail to see in which respect the two
companies mentioned above have acted in a more sensible way than
Atari did.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6758. Re: Falcon in March ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 14:25:44 UTC
From: peter@blade.stack.urc.tue.nl
Message-ID: <6613@tuegate.tue.nl>
Source record: 213517

Sebastien GROSLAND (grosland@taliesin.greco-prog.fr) wrote:
: Mark Ripley (mark@visionware.co.uk) wrote:
: [stuff about Falcons not showing up deleted]
:
: The problem can be anything: MultiGEM, manufacturing ....

...lousy marketing...

: Anyway, the FALCON will be better than the Amiga 1200 which is called
: a 'Game Machine' !!!! Poor Amiga-users.This is not going to be easy
: for them !!!!

What? That the A1200 is for sale and the Falcon isn't? Come on, you should know better. Die-hard Amiga users are never going to buy a Falcon, just as you'll never buy the 1200.

It has been discussed before (especially in comp.sys.amiga.advocacy), but to say that the Falcon is better than the 1200... both have their advantages (030 - DSP - SCSI II - pretty cheap vs. 020 - 24 bit video - 2MB - PCMCIA - really cheap) as well as their disadvantages (24/16 bit bus vs. no SCSI).

So, if there's really going to be the big fight between the A1200 and the Falcon/030, it's for those unawarry customers who don't know anything about computers and want to buy a toy for their kids. In that case, the 1200 has the advantage of being cheaper AND available this Christmas.

Peter.
--
Peter Korsten, on the ~ There's no chance for us - It's all decided for us
Net better known as: ~ This world has only one sweet moment set aside for us
peter@stack.urc.tue.nl ~ Who want to live forever? Who dares to love forever?
<Amigas and Frisbees> ~ When love must die -- Queen, from "A kind of Magic"

6759. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 14:28:53 UTC
From: phammond@cs.tcd.ie
Message-ID: <1992Dec8.142853.4756@cs.tcd.ie>
Source record: 213512

I don't live in the U.S. but have considered the option of purchasing a Falcon there by mail order. Can anyone tell me the price of a Falcon 30 with 4 megs of RAM and internal hard drive with #1 a 12 inch mono monitor and #2 a 19" mono monitor.

Cheers

Paul

6760. HD-park CPX-module wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 14:29:32 UTC
From: JOCKEL89@dosuni1.rz.uni-osnabrueck.de
Message-ID: <168B7D9DC.JOCKEL89@dosuni1.rz.uni-osnabrueck.de>
Source record: 213519

Hello,

I'm looking for a CPX-module that allows me to park my HD (Atari MegaFile 30).
Could anyone tell me where to find such a beast (ftp address)?

Thanx

Joachim
--

==
Joachim Hoehne "Wie Du Dir, so ich mir!"
Fachbereich Physik
Universitaet Osnabrueck
# #
Bitnet : JOCKEL89@DOSUNI1.BITNET
Internet: jockel89@dosuni1.rz.uni-osnabrueck.de
or : jockel90@charon.physik.uni-osnabrueck.de
==

6761. HELP! TOS Error 35! Augggh!

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 14:37:00 UTC
From: dud@cbnewsf.cb.att.com
Message-ID: <1992Dec8.143700.14113@cbfsb.cb.att.com>
Source record: 213513

Help!
Ever since I souped up my 520ST to have 4Meg of memory, I get TOS
Error 35 for many programs that used to run just fine. On the other
hand, many programs still run just fine, so I don't believe that there
is a hardware problem.

Here is an abbreviated list of:
What works What doesn't
Llamatron (color) Runner (lode runner clone) (mono)
Drachen (mono) Monopool (mono)
Tanks (color) Monolife (mono)
Jumble (mono)

I have a funny feeling that this problem is due to the load address,
or the amount of free ram, or something like that. Surely someone
has found a fix for this problem? How about a program that consumes memory,
like the EATMEM TSR available on MSDOS machines?

Thanks in advance,

Bill Dudley
AT&T Bell Labs
for sale: 1650cc VW Trike
mail to: dud@hocpa.ho.att.com -or- 71631.737@compuserve.com

6762. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 15:08:20 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Dec8.150820.10327@dcs.warwick.ac.uk>
Source record: 213515

In article <1992Dec8.142853.4756@cs.tcd.ie> phammond@cs.tcd.ie (Paul Hammond) writes:
>I don't live in the U.S. but have considered the option of purchasing a
>Falcon there by mail order. Can anyone tell me the price of a Falcon 30
>with 4 megs of RAM and internal hard drive with #1 a 12 inch mono monitor
>and #2 a 19" mono monitor.

You could get one from the US via mail order, but
a) The power supply in the US version is different.
b) The modulator in the US version is different.
b) It costs a fortune to send something across the Atlantic at any
speed.
c) The US is not in the EC so you will have to pay VAT on top.
d) The Falcon won't be available in the US for several months after
the UK.

Alternatively, you could walk over the border into Northern Ireland and get
one in the nearest computer store once it is released in the UK. Mail
order prices are #449 for 1Mb
#799 for 4Mb w/60Mb hard drive (this one from memory).
RRP is #499 for 1Mb, I don't know about other versions.
Note you will need a TV with UHF (not that I have ever seen one that only
does VHF in Ireland).
14 Mb and 4Mb without hard drive won't be available here until after
Christmas (I am 99% sure).
You can't get 12" mono monitors any more, the latest version is the SM146
which is supposed to be 14" and costs about #129 mail order. Falcon030s will
need a graphics card to use 19" mono monitors (and I don't think there is a
suitable card available yet). Your best bet is to use a VGA colour monitor.

- Leo

>
>Cheers
>
>Paul

6763. Re: STOS stuff ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 15:09:16 UTC
From: evilandi@vnet.ibm.com
Message-ID: <19921208.070952.941@almaden.ibm.com>
Source record: 213527

In <SCOTT.92Dec7155345@sfi.santafe.edu>, scott@sfi.santafe.edu (Scott D. Yelich) wrote:

:> Has the world abandoned STOS - I have been unable to find any FTP sites
:> or boards devoted to this rather nice (my opinion) language.
:> Any info greatly received,

:Yes.

:I have been asking since the STe's came out about getting a fix or a
:working version of the basic that will compile. In over a year, I've
:had one response that said it should work (gee, thanx).

:There is 0 support for STOS. There is no one who knows anything about
:STOS.

:Scott
:ps: perhaps this will get'm

Well, "Yes" for the moment, anyway.

The word from Mike Goodman (proprietor of Goodman Enterprises PDL which is
the Official STOS Shareware Service) is that STOS author Francios Lionet is
waiting for the Falcon to settle in before a new version of STOS comes out.

Last versions were V2.6 for the interpreter (for TOS1.62) and V2.7 for the
compiler (which gave AMOS tracker compatibility).

Andrew Oakley <evilandi@vnet.ibm.com> (JANET: <evilandi@com.ibm.vnet>)
IBM Warwick, UK (I speak FROM IBM, not FOR IBM)

"Stand not on the precipiece with the dross of matter,
for there is a place for thy image in a realm ever splendid"
(Quote from Childean Oracles of Zoroaster on Fields of the Nephilim album)
(Look out for Carl McCoy's new band, The Nefilim, and ignore Rubicon)

6764. 1040 Atari ST FORSALE.

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 15:15:59 UTC
From: JC5LSANU@MIAMIU.BITNET
Message-ID: <92343.101559JC5LSANU@MIAMIU.BITNET>
Source record: 213459

I am selling my 1040 ST in hopes to get some X-MAS money.
Here is what you get for the low low price of $500 (OBO).

Atari ST console and mouse
Mono monitor.
50 meg SCSI hard drive w/
case
powersupply
DMA Host adapter.
and room for another 3 1/2 half height drive.

I have a few games that I will throw in for free
and Stalker 2.0

```
+-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-+
*** jc5lsanu@miamiu.acs.muohio.edu |
| Program in COBOL in the morning and |
| nothing worse will happen |
| the rest of the day. |
| - Me |
+-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-=~-+
```

6765. Re: TOS 2.06 -->1040ST with NOTEC

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 15:49:12 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340107@hpfcso.FC.HP.COM>
Source record: 213475

>You must also disable the bus error signal that mmu generates for the address
>space $E00000- $EFFFFF.
....
> Bernhard Anderer

The bus error signal wont be generated because I will supply DTACK. I have
an external bus that I generated which I put a TMS320C30 at 0x400000
to 0xBFFFFF that generates DTACK. I'll just do the same for 0xE00000 space.

All you need to do is short your own DTACK signal to the 68K signal through
an open collector gate and the MMU will notice. This prevents the MMU from
generating the bus time out signal known as the killer bus error. Two or so
years ago I convinced myself that the DTACK bus running thought the ST was
indeed an open collector (open drain) bus. This allows you to do that wire
OR thing. I've had my external bus running for a couple years now using this
technique with no problems at all. The waves look fine on a scope.

Later

Ted Rossin the butt hole not incorporated.

6766. Re: Falcon screen

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 16:04:26 UTC
From: dmb@mini-wheats.ai.mit.edu
Message-ID: <1g2h2aINNlk@life.ai.mit.edu>
Source record: 213518

In article <1992Dec8.070631.22740@nosc.mil> healy@nosc.mil (Mike Healy) writes:
>Well, it sounds like Falcon DSP applications are unvaporizing :-)

Don't you mean "condensing"? :)

>Thanks for that update, Howard.

Ditto.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6767. Re: STOS stuff ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 16:10:56 UTC
From: scott@sfi.santafe.edu
Message-ID: <SCOTT.92Dec8091056@sfi.santafe.edu>
Source record: 213543

> STOS v2.6 is (from memory) the latest version, and works with all TOS
> versions up to and including v1.62

> Compiler v2.7 is (as far as I know) the latest version - why it is
> 2.7 and not 2.6, I don't know, but it's the version I have!!

> Somewhere around was a program to upgrade STOS and the Compiler to
> version/s 2.6 - If I can't find it on FTP, I'll see if I can find
> it locally and upload it to atari archive!!

I used to know my version numbers... but, alas, it's been so long I
forgot. There was a time when I was going to port all of my games to
STOS... but after a year of trying to get the compiler to work, I'll
just program for UNIX instead.

Scott

6768. Re: DSPs

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 16:38:12 UTC
From: smiller@bnr.ca
Message-ID: <1992Dec8.163812.17412@bnr.ca>
Source record: 213522

In article <ByxMC4.Grn@undergrad.math.waterloo.edu>, papresco@cantor.math.uwaterloo.ca (Paul Prescod) writes:
|> With all this talk about DSPs on the motherboard, I have a few
|> questions:
|>
|> 1.Can a DSP do anything that a fax/modem/soundcard combination can't?

Yes. See #3 and #5.

|> 2.Does a DSP need the high-bandwith motherboard bus?

Yes, it needs a fast bus. (on the motherboard or not.) It needs as much fast private memory as possible, and an efficient way of transferring programs and data back and forth to the host machine.

|> 3.What Falcon applications exist that take advantage of the DSP?

I'm sure Howard Chu will repost about his voice mail system...

|> 4.Can existing applications use it for anything?

No. Code has to be specifically written to use it.

|> 5.Can it be used for anything outside of multimedia? i.e. speeding up
|> number crunching?

Yes! This is the nicest thing about the Falcons DSP. It's there on every machine. It's use is limited only by imagination. (and 96K RAM!)
Who knows what uses it could be put to?

--
****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
.signature USES DISCLAIMER Ottawa, Ontario, Canada (No email access.)
****

6769. >>> FOR SALE: Hardware/Software

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 17:17:42 UTC
From: blv@col.hp.com
Message-ID: <1g2lbmINN7l2@hp-col.col.hp.com>
Source record: 213520

I have the following Atari ST hardware and software for sale:

Color Monitor $125
This is the original color monitor for the
ST. I don't remember the number--maybe 1224.
Perfect condition. Used to play games. I used
mono for everything else.

STonehenge 2Mb external RAM disk $75
External RAM disk that plugs into the DMA port. Has
its own power supply so you can turn off the computer
and preserve the contents of the RAM disk.

Page Stream 2.0 $75
Desktop publishing for the ST. Over 200 PD fonts
included. Most have sample page printouts. Also
included FontVerter--a font converter. Hard disk
highly recommended to run this software.

Turbo ST $15
Software graphics accelerator.

VIP $20
Lotus 123 spreadsheet clone. GEM based.

SimCity $20
City simulation by Maxis.

GunShip $20
Helicopter simulation. Fly missions, etc.

Police Quest I $20
Role playing game.

Mean 18 $20
Golf game by Accolade.

Time Bandits $15
Arcade puzzle game. A classic. Supports 2 players.

All prices include shipping in the US. If prices are too high--make
me an offer. However, the first response at the listed price gets it.
Quantity discounts available.

Send email to Bob Vixie at blv@col.hp.com

6770. Bloodwych-datadisk

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 17:27:31 UTC
From: PREINERT@CIPVAX.BIOLAN.UNI-KOELN.DE
Message-ID: <1992Dec08.172731.104670@rrz.uni-koeln.de>
Source record: 213521

Hello Netters,

I recently got the bloodwych character editor from the ftp server atari.archive.
umich.edu. Does anybody know how to use it on the datadisk #1 characters?
Or does a separate editor exist for these characters?

Please reply directly via e-mail because I'm not a regular reader of this group.

Many thanks in advance!

Peter Reinert

6771. Atari Calamus accesories

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 17:59:19 UTC
From: patf@silvlis.com
Message-ID: <1992Dec8.175919.6449@silvlis.com>
Source record: 213523
Cross-posted to: comp.sys.atari.st,ba.market.computers

*** HARNESS THE POWER OF YOUR ATARI FOR DESKTOP PUBLISHING ***

I have the following items for sale for the Atari ST :

CALAMUS Outline Art - allows you to draw pictures $40
(1.00) for CALAMUS

CALAMUS font editor - Allows you to create and edit $20
fonts. Several fonts are
included with it.

Both together $50

These items CAN be re-registered to the new owner.

--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

6772. Atari stock tracking

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 18:01:15 UTC
From: patf@silvlis.com
Message-ID: <1992Dec8.180115.6516@silvlis.com>
Source record: 213524
Cross-posted to: comp.sys.atari.st,ba.market.computers

Turn Your ATARI into a STOCK TRACKING system.

Stalk the Market $20

Allows use of Dow Jones News Retrieval Service to
download daily, weekly or monthly stock prices.

- Easy to use, does your DJNR login for you.

- Allows you to analyze price curves and
determine buy and sell points.

--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

6773. Re: HELP! TOS Error 35! Augggh!

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 18:52:09 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1g2qsplNNks2@golem.wcc.govt.nz>
Source record: 213526

TOS error #35 usually occurrs on a corrupt, or non-executable file's
execution. Possibly due to an error on the disk which has since repaired
(otherwise you would be asked to 'cancel or retry'.)

It can occur at other times, but basically it's when the ST tries to
run some impossible instruction. (e.g. clear printer, when it's supposed
to be saying clear screen) not a very good example - but an example!! 8-)

Try downloading the problem files again, if it still plays up - there's
a problem somewhere!

==
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or
'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really
mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare
and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

6774. Re: DSPs

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 19:47:06 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <61611@aurs01.UUCP>
Source record: 213536

In article <ByxMC4.Grn@undergrad.math.waterloo.edu> papresco@cantor.math.uwaterloo.ca (Paul Prescod) writes:
>With all this talk about DSPs on the motherboard, I have a few
>questions:
>
>1.Can a DSP do anything that a fax/modem/soundcard combination can't?

Yes, it can adapt. When new compression and data modulation schemes are developed you generally have to get a new modem to use them. With a Digital Signal Processor you just update the software. DSP based modems are more flexible (and more expensive) than modems using the standard Rockwell chipset for this reason.

>2.Does a DSP need the high-bandwith motherboard bus?

It depends what you're trying to do.

>3.What Falcon applications exist that take advantage of the DSP?

Dunno. Kind of a moot point until we can get our hands on the hardware. I've heard reports of development of modem and hard disk recording software.

>4.Can existing applications use it for anything?

Not current versions. Software must be written specifically to call the DSP.

>5.Can it be used for anything outside of multimedia? i.e. speeding up
>number crunching?

DSP's are designed to perform fast multiply/accumulates, operand fetches, program control and I/O. Any application that needs lots of integers slammed around quickly can make use of it. It's also great for applications requiring high precision operations: the DSP56001 uses 56-bit accumulators. It is not a floating point chip, so don't expect it to act like a math coprocessor.

Here's an abbreviated list of applications listed in Motorola's DSP56001 user's manual:

Telecommunications (tone generation, voice mail, vocoders)
Data Communications (Modems, Fax)
Image Processing (Pattern recognition, image restoration)
Graphics (3-D Rendering, Desktop Publishing, Animation)
Instrumentation (Spectral Analysis, Waveform Generation)
Speech Processing (Speech Synthesizer/Recognizer)
Audio Signal Processing (Music Synthesis/Processing)

High-Speed Control (Laser-Printer Servo, Motor Controller)
Vibration Analysis (Electric Motors, Turbines)
Digital Video (Digital Television, High-Resolution Monitors)

A DSP is not like a hardware accellerator. You can't just drop one in your system and expect everything to go faster. In fact, none of your existing applications will go any faster due to the DSP. What the DSP does offer is the potential to open up the Atari to a wealth of new applications and markets. It seems like it was a good decision to include it: it doesn't add a great deal of cost to the machine, and it does offer a compelling reason for developers and consumers to choose it over other similarly priced machines.

When someone argues that they can install a DSP board in their Bananna 1200 computer, remember what kind of a jump Atari got in the MIDI market due to built in MIDI ports, even though MIDI cards were available for the Bananna 1000 at the same time. I worked for a company writing software for another manufacturer's DSP (TMS320C30) card that installed in a PC. We had all kinds of compatibility problems between that card and many PC clones. What a nightmare. I speak from experience when I say that DSP software houses would much rather design for a computer with an integrated DSP than a plug in card.

So while having the DSP56001 in the Falcon030 may not change any of the software applications you use day to day, it does increase the Falcon's chances for survival by opening up new applications markets.
****
Jonathan Whitcomb UUCP: whitcomb%aurgate@mcnc.org
Alcatel Network Systems
Raleigh, North Carolina GEnie: J.WHITCOMB3

6775. Re: Game Workbench (was Copywrong and ...)

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 20:02:00 UTC
From: stevew@teleride.on.ca
Message-ID: <ByyIBD.52A@teleride.on.ca>
Source record: 213452

In article <1992Dec7.104834.13519@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>Since the folding of Double Click has put the future of Game Workbench in some
>doubt I would really appreciate some net feedback about how much you, the net,
>would like to have and use it.

I would REALLY, REALLY like to have something like GW. I would be willing to
fork over suitable amounts of cash if I could buy it through a regular dealer
(okay, find me one first), as long as the manual is good.

--
------- Stephen M. Webb -------

Ack! I've accidentally broken my leg! -- Ed the Happy Clown

6776. Re: auto arc?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 20:31:18 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Dec8.203118.15995@beaver.cs.washington.edu>
Source record: 213529

In article <1992Dec7.4514.27241@dosgate> "calvin bruner" <calvin.bruner@canrem.com>
writes:
>I was just considering that the DSP could allow the compression of files
>on the fly. Instead of having to ZIP, ZOO, ARC or LZH my term program
>could send it throught the DSP automatically if it hasn't been
>compressed already. If communicating with another Falcon, it would be
>automatically uncompressed at the other end. In fact, programs like
>Data Diet could become much faster (not that it isn't plenty fast now).
>
>Hmmm...would also seem to me that DSP could be an ideal crypto device
>for encoding/decoding messages...with the right algorythm we could all
>use are Falcons to drive the NSA nuts.

This brings up an interesting point about the DSP - it should be possible
to modify a lot of existing programs to run faster or better than they
currently do on other Atari machines. Anything that does lots of
number-crunching should be able to take advantage of a well-written DSP
algorithm. For example, fractal programs, FFT calculations, vector/3D
viewing calculations, etc.
On the other hand, I don't know if compression/decompression is something
that can be written in a DSP program. I don't know what most compression
programs use nowadays, but it seems to me that something like Lempel-Ziv
encoding is not suited for use on the DSP. Of course I could be wrong here,
I don't know too much about the internal workings of ARC or ZOO or anything.
So, maybe someone who does know this could tell us whether this could be
done effectively with a DSP algorithm. Anyone?

>--
>Canada Remote Systems - Toronto, Ontario
>World's Largest PCBOARD System - 416-629-7000/629-7044

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

6777. More ST SOFTWARE FOR SALE -- cheap!!

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 20:36:07 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1g30vnlNN3sp@crcnis1.unl.edu>
Source record: 213528

First of all, thanks to everyone who bought software when
I posted previously. The following list is everything I
have left, and I'm selling them for --> $5 each <-- !

As before, I will pay the shipping; but I will ask that
you order at least 2 titles. And I still have some PD
disks and Atari magazines (with disks) that I will include
with each order, as long as they last. All programs have
their original boxes and docs; and if you have any questions
about any of the listed programs, email me and I'll try to
amswer them.

Gary Anderson
ganderso@unlinfo.unl.edu

3D POOL (microplay) very realistic 3D-modelled pool game
A DAY AT THE RACES (team) detailed horseracing sim
ACES OF THE GREAT WAR (mindscape) WWI aerial combat
AMERICA COOKS AMERICAN (cda) recipe file
ANALYZE (mss) spreadsheets/graphs
ARCHIPELAGOES (fanfare) "planetary restoration" - unique
ARKANOID (taito) multi-level breakout game
BORODINO (turcan) Napoleon's battle of 1812
BORROWED TIME (activision) 1-man military missions
CARRIER COMMAND (rainbird) air/ground/naval combat
FINAL ASSAULT (epyx) mountain climbing sim
FLIGHT SIMULATOR II (sublogic) flight sim
GAMEMAKER'S MANUAL (sigma press) game creation instruction on STOS Basic
GFA ARTIST (michtron) art/animation program
GFA BASIC (michtron) programming language
GONE FISH'N (interstel) bass fishing sim
GUNSHIP (microprose) helicopter combat (STf only)
HARLEY-DAVIDSON (mindscape) motorcycle sim
HEATWAVE (accolade) offshore speedboat racing
HUNTER (activision) 1-man commando missions
LEADER BOARD (access) golf sim (+ extra courses)
LOMBARD RALLY (mandarin) European rally racing
MAJOR MOTION (michtron) arcade combat-driving
MLB BASEBALL II (mlb) stat-driven baseball sim
MLB MANAGER'S DISK (microleague) trade/draft/rosters
NAM (domark) Vietnam - strategic level
NAPOLEON I (internecine) Napoleonic campaigns 1805-1814
QUESTRON II (ssi) fantasy adventure game
ROADWAR 2000 (ssi) post-apocalypse highway battles
ROADWAR EUROPA (ssi) post-apocalypse highway battles

RORKE'S DRIFT (impressions) 1879 British/Zulu battle
SCRABBLE (leisure genius) the boardgame
SENTRY (firebird) unique strategy game
SMOOTHTALKER (first byte) speech synthesizer
SPACE ROGUE (origin) space combat/role-playing
SPECTRUM 512 (antic) full-featured art program
SPEED BUGGY (data east) arcade racing
SPRITENSTEIN (lebri) sprite/game creator
ST SHUFFLEBOARD (shelbourne) shuffleboard sim
ST STAR RAIDERS (atari) arcade space combat
ST WARS (miles) arcade space combat
ST-POOL (shelbourne) pool sim
STOCK MARKET (starsoft) stock market sim
STUNT TRACK RACER (microplay) stunt-racing sim - spectacular!
SUPER OFF-ROAD (virgin) arcade off-road racing
SUPREMACY (melbourne) planetary econ/military conflict
TALESPIN (microdeal) adventure game creator
TOURNAMENT GOLF (sega) golf sim
TRAILBLAZER (mindscape) action game w/high-speed graphics
WATERLOO (ssi) Napoleon's battle of 1815
WINTER CHALLENGE (thunder mtn) winter sports sim
WINTER GAMES (epyx) winter Olympics sim
WIZARD'S CROWN (ssi) role-playing fantasy

****

6778. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 20:39:20 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Dec8.203920.16285@beaver.cs.washington.edu>
Source record: 213530

In article <1992Dec8.005829.22200@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1fqlt8INNset@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>>In article <1992Dec5.054925.22204@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>>Somehow I think there's something wrong here, they know that 640x480x16
>>>can't be displayed on a VGA monitor.
>>
>>Why not? Analog monitors like the one sitting in front of my face (a
>>Sony 1304) can display a lot more than 256 colors, right? Am I
>>clueless about mointor technology or something? Is it the monitor
>>connector? I'm confused at your remark.
>
>Bandwidth limitations. At that resolution the video would use up about 90%
>of the available memory bandwidth, leaving the CPU to run at an effective
>speed of 2 MHz. I'm a little surprised that 640x240x16 was unavailable though,
>since they could have used a single-line buffer to bring the bandwidth
>requirements down to the same as 320x480x16.

Howard, you seem to know what you're talking about here, perhaps you can enlighten us as to the whole Falcon monitor thing. :)

1) If the Falcon's hardware is the reason why you can't get 640x480x16bpp on a VGA monitor, then how can it do 768x480x16bpp on a SC1224/TV? Does it have to do more stuff to output to a VGA monitor or something?
2) Will a VGA (standard, like the $240 kind) monitor do overscan? Will a multisync?
3) Is there any monitor out there besides the SC1224/SC1436/TV which can do 80 column 65536 color mode without interlace?

Any info you can give will be very much appreciated.

>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>All true wisdom is conveyed in one-line witticisms.

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

6779. Re: Falcon screen

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 20:53:15 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Dec8.205315.16856@beaver.cs.washington.edu>
Source record: 213531

In article <1992Dec8.010841.22566@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
>It all depends on who you buy from. The telephone interface box we designed
>for our voice-mail system is a full-featured telephone controller. Once the
>audio gets from it to the DSP you can do whatever you want with it - crunch
>it with FAX software, data-modem software, or voice-mail. You won't even need
>one of those silly Fax/phone switches (that only sometimes work right); you
>can plug a single phone line into our box and we'll provide software that
>automatically detects the type of incoming call. (Atari wanted us to provide
>the entire integrated system, i.e., one software package that does fax, voice
>and data, but I must admit, it is no fun to decode v.32 data encoding on a
>DSP. However, there are already commercial sources of code for this purpose,
>so we may wind up licensing that bit from someone else.)

One thing that would be pretty interesting in this vein would be a device which was a modem and a telephone. Since we all know the Falcon is well able to receive, process, and transmit digitized sound in real time, wouldn't it be possible to make a "telephone" for it. So, you plug in your microphone (maybe a headset), then plug your modem/phone device into the DSP and the audio input/output, then via a program you can use your computer as a telephone. Brings a whole new concept into the "dial" function in your Cardfile doesn't it? :-)

Imagine using the Falcon as a operator's switchboard thing -- you could have a headset, receive calls on one line, transfer them to other lines, whatever, all via a nice graphical interface. For computer users, it would be handy to be able to switch from modem to voice transmission on the fly. For example, you're connected to your friend with a Falcon at their house, say, and chatting (via a terminal program) or transferring files back and forth. Suddenly you get tired of typing all the things you could have said, so you go to the Phone menu and select "Voice" or something. Zap, you're now in Voice mode and you can talk into your headset. Then, you want to do some more file transfers so you go up and select "Digital" and now you're back to the standard modem thang.
I think there are a LOT of possibilities in this thread for integrating digital and analog phone signals (well yes they're all analog but you get the picture), and the possibility of using the Falcon for a phone controller is great also.

>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>All true wisdom is conveyed in one-line witticisms.

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

6780. Re: Freezedried Term: What's the latest version?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 21:00:06 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Dec8.210006.24412@prime.mdata.fi>
Source record: 213541

In article <1fupmoINN755@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Freeze Dried Terminal v2.20 was the last version released.
>
>Version 3.0 was pretty much finished, but died just as the final
>preparations were happening. (The Hard Drive blew up)
>
>If he (Aaron Hopkins) manages to get it going again, version 3.0 (or higher)
>should appear. It's supposed to have VT100 etc. as well as some other
>features which I'm not going to tell of in case it never does turn up,
>or if it does, to ruin the surprise 8-)

[signature deleted]

AAAAGH!! That's a god damned (excuse me) disaster! Didn't he have
anything on disks? If you know him well please encourage him to keep
developing this terinal program! How big do yo think the chance is
that it will ever get out? And if it does, how long do you think it'll
take?

- A *registered* user

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

6781. RTS/CTS patches for the TT serial ports?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 21:31:10 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Dec8.213110.25219@prime.mdata.fi>
Source record: 213545

Are there any patches that fix the flow control bug that would also
fix the TT's extra modem ports, particulary the one going up to 38400
bps? Where can I get this software? Thaks in advance!!

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

6782. Uit c.s.a.st

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 22:05:36 UTC
From: qsi@contrast.wlink.nl
Message-ID: <723926828.AA00640@contrast.wlink.nl>
Source record: 213437

From: Erlend Nagel
To: All
Subject: Good Bye Double Click
Created: Mon 07 Dec 92 at 16:08
Imported: Tue 08 Dec 92 at 18:31

Hmmmm, are there really that few Atari users left?????
Not so!
This weekend I read the dutch Atari sales figures. They sold 3200 units, which is the same as the same quarter last year (yes 3200 in just one quarter (the 3rd so not even with Xmas)) and about as much as Apple has sold. Keep in mind that these were just the Personal Computer sales, so 1040Ste Mega STE and TT, not the Lynx.
This is very good when considering that the market in the Netherlands is pretty rotten at the moment. I think this is because Atari does not have that many competitors in the home market, except for those people that are willing to settle for a DOS machine which is not very suited for home use.

Erlend.

6783. Hello, GW! (was Re: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 22:19:00 UTC
From: greg@Quotron.COM
Message-ID: <greg.723853140@duke>
Source record: 213544

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>> With the F030 coming out, it's more essential than ever that there be a
>>good graphics/game/sound toolkit, so it's easy to make new software that
>>works on it.
>
>Right but as Dave said, Atari didn't seem to have that view.
>They're weird bunch of guys there.

What exactly did Atari say? I'm curious to hear their raction to GW. Dave said that he got yelled at for three hours. I'd be surprised at any Atari official respond negatively to software for the ST, unless the Tramiels really _are_ morons... Which could very well be.
Put me down for someone who would buy GW, at just about any price and any level of support. The beta version is the best thing that ever happened to my ST.
--
Greg Knauss (greg@quotron.com) "Llamas, dammit! Llamas!"

6784. Re: Zoo shells

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 22:20:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Dec8.222011.20433@csi.uottawa.ca>
Source record: 213542

Roger, you don't even seem to be able to spell the word "rubbish" correctly.
You're obviously not aware that ZOO is at least moderately popular in the
PC clone world (it's one of the alternative archivers for .qwk mail readers).

And you mistake the large group of professional Unix programmers that have
worked at debugging zoo (or at least complaining at Rahul when they find
bugs :-)) for idiots.

Who's the REAL idiot?

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

6785. RE: ZIP

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 22:48:04 UTC
From: qsi@contrast.wlink.nl
Message-ID: <723926828.AA00641@contrast.wlink.nl>
Source record: 213438

sheppard_r wrote in a message on 08 Dec 92 to All

S> The Bug is well known, it will corrupt Archives, even the Author
S> has found this, DON'T USE IT to ARCHIVE FILES...!!!

Too late. :-) I have a whole bunch of archived files with STZip 2... I tried unzipping some of them, and it seemed to work fine. However, I did contact Vincent, and he confirmed the existence of the bug, so I guess I'm lucky I didn't run into it.

S> There is claim that a New Version is on its way...!!!

Hopefully by the end of the year. No promises, though.

YHS:QSI!

6786. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 23:17:56 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.g71SMBJfrqY@jonh.wimsey.bc.ca>
Source record: 213481

In <1g1jhjINNgd9@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>FSMGDOS has never been available to the Public, and you know this,
>Atari stated for 3 years a lot of excuses why not, they were all
>lies..??

>It was bundled with WordFlair, but never came out on its own...

Appearantly, Atari now claims to have never given the Wordflair
peeople permission to ditribute FSM, but I think the best quote from an
Atari online rep is still from Bill Rehbock, where he said FSM would
ship by Xmas if he had to do the packaging himself with Crayons. That
was last November. I guess there was a Crayon shortage or something. ;-}

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

6787. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 23:22:28 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <723856948.23343@minster.york.ac.uk>
Source record: 213473

In article <921206483@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
>Yes, it does exist. The only problem is that you have to sell your car
>to pay for it. Who in their right mind is going to buy a low-budget
>computer like an Atari TT and then go out and spend roughly the same
>amount (plus or minus US$500 or so) for an operating system? It just doesn't
>make any sense. That is our old "friend" Atari...snatching defeat from
>the jaws of victory again.
>
>If you have a 3/486 machine, you can get unix for FREE! Yes, for FREE!
>Hop over to your nearest mirror site and get (using anon FTP) BSD386
>or Linux. Both come with full SOURCE. If you want something a little
>more polished, try Mark Williams Co's (Remember them? They used to
>develop for Atari.) Coherent for the tune of US$99.

Ah, Chris. Good to see you back.

The thing about Atari ASV is that is ASV -- Atari System V. That means that
you can buy off-the-shelf SysV 68K binaries and they'll run on your TT. This
is better for people who want to do serious Unix work, rather than compile
other sources.

I'm not saying that there's anything wrong with compiling your own source,
or indeed playing about with Unix. It's just that ASV is aimed at a
different market.

What's more, the same company that did the Atari Unix port also did the
Amiga SysV port, and the Mac SysV port.

You're right about the price tho'

>Christopher Mauritz | My views reflect those of my
>ritz@ritz.mordor.com | company since I own the company.
>{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
>OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

6788. Re: GDOS 180*180 driver for Epson printer?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 23:22:56 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.yLMxhKcCwd6@jonh.wimsey.bc.ca>
Source record: 213480

In <1g1op2EINNesd@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

>If you want to stick to the old GDOS try the NB15.SYS driver for
>example. But don't mix up parts from GDOS and FONTGDOS.

I've tried this driver with the old gdos and Wordup 3. It is much faster than the original, and works quite well, except it seems to get the page size wrong. I had to move my paper off ceter in the printer to get Printouts to center, and if I try multi page printouts, the length drifts a bit each page. I guess this is probably Wordup's fault, but hads anyone else had the same problem" Naturally, fontgdos doesn't work with Wordup 3, and neither does NVDI.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

6789. Networking a ST to a SUN.

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 23:24:17 UTC
From: stevem@solbourne.com
Message-ID: <1g3ar1INNalh@katmandu.solbourne.com>
Source record: 213547
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a SUN SPARCstation clone at home and was thinking about
dusting off the old 520 ST and somehow networking it to my SPARC.

So is there a NFS type program for the ST? We have PC's and MAC's
networked to our SPARC's here at work so I'm sure I could get a MAC
emulator and run that software, but I'd rather not. If all else
fails I could hook up a null modem connection but that is really
a jerry rig and not I'm looking for.

So any clues for me on how to do this?

Why do I want to do this? Just for the hell of it I guess.

Thanks...

"Freedom is irrelevant, self determination is irrelevant. You must comply!"

<<<<<<<<<<<<<<<<<<<<<<<<<<*LIVE FREE OR DIE*>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Steve Matson (The original Rocky Mountain nationalist) **COLORADO**

6790. Re: Big name hype (was: Sam Tramiel GEnie Conference Transcript

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 23:25:25 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <723857125.23366@minster.york.ac.uk>
Source record: 213474

In article <wmtwen.723743675@rw8.urc.tue.nl> wmtwen@urc.tue.nl writes:
>mjl-b@minster.york.ac.uk writes:
>>Why? The software is good -- look at Excel under Windows, or Ami Pro.
>>Pagemaker 4.x on the Mac is knock-out. And they can get a good deal on a
>>machine -- 386DX PCs with 4MB RAM and 80MB hard discs are cheap these days.

>Yes these are cheap, but what about all the software you mention? A
>decent wordprocessor for the Intel platform costs a lot of money, while
>a good ST wordprocessor is only about $100. And more important you can
>run most of these on an of the shelf $500 1040STE , surely that is
>cheaper than that 386DX config you describe.
>
>Atari computers just make up a cheaper solution to get started with
>some applications just for personal use.

Yes, but I pointed out why this wasn't much of an advantage in the rest of
the posting: lack of support, training, upgrade path etc.

What is more, many UK dealers are giving away stuff like Ami Pro with their
machines. The local Mac dealer here does very good PageMaker 4 deals with
new machines...

>Erlend.

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

6791. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 23:31:21 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec8.233121.14244@elroy.jpl.nasa.gov>
Source record: 213546

In article <1992Dec8.203920.16285@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>Howard, you seem to know what you're talking about here, perhaps you can
>enlighten us as to the whole Falcon monitor thing. :)

I have certainly been *trying* do just that....
>
>1) If the Falcon's hardware is the reason why you can't get 640x480x16bpp on
>a VGA monitor, then how can it do 768x480x16bpp on a SC1224/TV? Does it have
>to do more stuff to output to a VGA monitor or something?

The 1224 and TV use interlaced video. That means that it only has to output half as much data per video frame.

>2) Will a VGA (standard, like the $240 kind) monitor do overscan? Will a
>multisync?

The Atari docs say overscan is not supported on the VGA. I haven't found any way to try it. You can do anything you want with a multiscan monitor that supports the correct frequency range. To work correctly with the Falcon or any ST, a multiscan monitor has to support vertical refresh rates from 50 to 70 hertz and horizontal scan rates from 15.75khz to 35.7h khz. However, when using a multiscan monitor with the Falcon, you still have to use an adaptor plug, which will be set for either 1224 mode or VGA mode. When set to VGA mode it will behave exactly like a VGA monitor, i.e., 640x480 noninterlaced, no overscan. When set to SC1224 mode it will do interlace and overscan.

>3) Is there any monitor out there besides the SC1224/SC1436/TV which can do
>80 column 65536 color mode without interlace?

If you mean, besides a multiscan monitor, I don't know.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6792. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 23:37:52 UTC
From: dogman@micromed.com
Message-ID: <T6LHVB2w165w@micromed.com>
Source record: 213460

phammond@cs.tcd.ie (Paul Hammond) writes:

> I don't live in the U.S. but have considered the option of purchasing a
> Falcon there by mail order. Can anyone tell me the price of a Falcon 30
> with 4 megs of RAM and internal hard drive with #1 a 12 inch mono monitor
> and #2 a 19" mono monitor.
>
> Cheers
>
> Paul

prices, and a 4 meg model with HD is $1199.00 US. A VGA color monitor
runs about $200.00. You can't use the 19" mono on the falcon, so the
price is irrelevant.

--
dogman@micromed.com (Lee Petty)

6793. Re: auto arc?

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 23:40:53 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec8.234053.14516@elroy.jpl.nasa.gov>
Source record: 213548

In article <1992Dec8.121234.4991@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <1992Dec8.012030.23030@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>Unfortunately, you can only get data in and out of the DSP at 1MB/sec. That
>>means that any such real-time compressor will still run slower than a fast
>>SCSI-2 drive.
>
>About the SCSI-2 port, some pinouts I looked at showed it to be an 8-bit
>interface, but I always thought SCSI-2 was a 16-bit interface - is the only
>difference between SCSI-1 and 2 the driver software? I know you can get
>16-bit SCSI-1 interfaces with some computers. Is it the case that SCSI can
>use 8 or 16 bits (or more?), and if so how do you tell devices connected to
>the bus it's size. Finally, what is the maximum speed of the SCSI-2 port on
>the Falcon?

SCSI-2 has both a 16 and 32 bit option, but the basic implementation is still 8 bit data. What you've probably seen are 8 and 16 bit controllers for PCs. The distinction there is how wide a data port the controller presents to the PC's ISA bus, and is of no relevance on real computers.

SCSI-2 also has a "fast" option, which doubles the maximum clock speed on the data bus. All of these options are interchangeable and are negotiated independently by a particular SCSI device and the host adapter (or other target device) that is being addressed. Currently there are a few devices out that support 16 bit "wide" SCSI, and some that support "fast" SCSI, but very few devices that support both 32 bit "wide" mode and "fast" mode.

I haven't been able to benchmark the Falcon SCSI-2 port yet, and Atari doesn't explicitly state the bus speed. However, judging from some other access times they list, I'd expect it to max out around 4 MB/sec. This is just a guess, tho.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6794. Re: NTSC from SVGA

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 23:52:32 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec8.235232.14810@elroy.jpl.nasa.gov>
Source record: 213549

In article <1992Dec5.044255.11088@news.ysu.edu> ac742@yfn.ysu.edu (Joe Perkins) writes:
>I will need to convert some SVGA graphics to NTSC video for recording
>on broadcast quality BETA tape. Someone mentioned to me that the Atari
>ST sported some soert of built in RGB to Video encoder and that I
>would be able to export several IBM graphic file types to the ST...
>and record them from the ST video outputs.
>I know know at all about the Atari ST platform. Can someone tell me
>if this information is true?
>If so, what would be required to set up a working system for computer
>to videotape transfers, using an ST (what hardware/software). How
>much would such a setup cost?

The STm's, STfm's, STe's, Mega STe, TT(?) and Falcon all have the RGB to composite and RF modulator circuitry you require. However, you really need the TT or Falcon to be able to display SVGA quality graphics. The Falcon is not yet available in the US.

You could handle this problem more easily by buying an external encoder. There was also a project in Radio-Electronics magazine that would handle this conversion. (Don't remember the issue, check the 1991 index.)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6795. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-08 23:55:28 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Dec8.235528.16507@sfu.ca>
Source record: 213453

In article <1g1jhjINNgd9@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>FSMGDOS has never been available to the Public, and you know this, Atari stated
>for 3 years a lot of excuses why not, they were all lies..??
>
>It was bundled with WordFlair, but never came out on its own...

While yes, it's true that FSM has never been released on its own, this really comes as no great surprise to me. The original GDOS was relesed in the same manner: you had to buy application X, Y, or Z in order to get it.

Now don't misunderstand me. I'm not saying I support this form of distribution, I'm just saying that a precedent has been set. I wish FSM was made available to the general public, or, better yet, included with every machine for free. As least Atari seems to have wised up to some degree, releasing FONT GDOS for free.

As for the delays, well, this IS Atari we're talking about (not that other companies are much better. How late was System 7? Any sign of Windows NT?). As for Atari lying, I think that's a bit harsh. I don't think Atari was deliberatly trying to decieve people.

>Facts Man or Boy...!!!

If those ain't the facts, somebody please correct me.

>Roger.............. sheppard_r@kosmos.wcc.govt.nz

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

6796. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 00:29:18 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <Byyuou.BKB@ccu.umanitoba.ca>
Source record: 213456

In <1fip72INN9mq@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>Only if you NEED a useless paperweight in 10 years is a closed
>architecture worhtwhile. What's WRONG with an expandable machine?
>How is a closed architecture BETTER? Don't say they're cheaper,
>because they're not anymore.

What's wrong with open architectures is that they promote an alphabet soup of 'standards' for graphics, disk interfaces, printer drivers etc. They converge eventually but it has taken the IBM world years to get to where the _closed_ Mac was when it was introduced. And I still see people using word processors on IBMs that give output that looks like it came from a typewriter. "Proportional spacing... what's that?"

All the various standards and configurations make it necessary for developers to support a wide variety of drivers, and make software installation much more complicated. There's a reason the average number of applications used by most people with clones is only slightly higher than 1; on the mac it's higher than 4.

>Yes, but will it satsify your needs in 1999, when ISDN is ubiquitous,
>terabyte writable storage is common, 500 mips computing is typical,
>etc.? How long will you want to ignore the advance of the state of the
>art? With every new technology comes some imrpovement in the way we
>use computers, or what we can accomplish with them. In the long run
>no one stays satisified with a closed archiecture. You could argue
>that in 1900 you didn't have a phone, so you certainly don't need
>one now. Walking to people's houses to give them messages works
>JUST FINE. But this argument clearly becomes more and more absurd
>as time goes on. Computers are even more poignant examples because
>the whole world changes every 5 years. 18 months = a double in
>computing power.

If this is true of all computer components, everything on your desk (save the case perhaps) is exchanged every five years. Why not just do it all at once every five years instead of continuously. Come to think of it, every PC owner I know has done just that; nobody actually upgrades from an XT to a '386/486 and you know it.

Werner

6797. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 00:36:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11375@uqcspe.cs.uq.oz.au>
Source record: 213451

dmb@case.ai.mit.edu (David Baggett) writes:

>Fact: libraries make authors virtually NO money

Are we talking about GW or Books :-)?

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6798. Re: Hello, GW! (was Re: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 01:10:25 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1g3h21INNpie@life.ai.mit.edu>
Source record: 213457

In article <greg.723853140@duke> greg@Quotron.COM (Greg "Maddog" Knauss) writes:
>neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>Right but as Dave said, Atari didn't seem to have that view.
>>They're weird bunch of guys there.
>
>What exactly did Atari say? I'm curious to hear their raction to GW.

I can't actually post a transcript without violating major Usenet
etiquette rules. :-|

>Dave said that he got yelled at for three hours. I'd be surprised at
>any Atari official respond negatively to software for the ST, unless
>the Tramiels really _are_ morons... Which could very well be.

Since you asked, and since I've recently been accused of being "too
hard" on Atari, I'll give the details of our visit.

There is no exaggeration in the following -- I had (and have) no reason
to make anything up here, and I certainly have no desire to incur a
libel suit (see below about Leonard the Atari Legal Attack Dog). I
went out there feeling very optimistic, and I still have many fond
memories of the Atari world and ST hacking.

But I was completely and utterly astonished by their utter idiocy. My
fears about Atari's future increased 100-fold just because of that
visit.

Example of technical idiocy: We told them weeks in advance that we
were bringing a Syquest cart, and "Would there be a cart drive there?"
They assured us there would be. And, lo and behold, there was! But
they spent about an hour cobbling it together, and then proclaimed that
my cart couldn't be read because it was formatted with "shitty third
party software." (I'm sure ICD would be pleased to hear their
opinion.) They scrambled all around and found something else, which
they claimed would "fix the problem." I went along with this, assuming
they knew what was going home.

After our meeting they cited our bringing "incompatible third party
media" as a reason they were unimpressed with our "presentation" (which
we couldn't actually give for all the heckling). I was a bit
dumbfounded, but I didn't say much in response, thinking it best to
just let it go. But I found later that there AREN'T any problems
reading ICD formatted carts in other Syquest drives. They had simply
booted up C drive and looked in it, found it empty, and proclaimed some
problem in ICD's software. But the C partition WAS blank -- I didn't
put anything on it -- I put everything on D! It had been working just

fine -- they wasted an hour of our (and their) time for nothing.

When they finally got things set up, people just wandered in and out randomly, like we were at some holiday party or something. We were told that one of the employees was "really mad at having to come in that day so we'd better do a good job." (And, indeed, he bitched *non-stop* and asked obviously irritating questions over and over, even after we'd given a simple answer like, "Yes.")

What the hell kind of treatment is that for developers that have paid their *own way* out to Sunnyvale to show you some game development software for your new machine which you want to pitch to GAME COMPANIES. They told us all about their grand plans. All about how they'd be moving 30,000 Falcons a month in August. All about how EA, etc. were going to write games for it. (With no game development system, of course.) We were horrified at their naivete. We were furious at their rudeness and lack of professionalism. They actually told us that some of the peons from the Lynx group were "angry that we'd wasted their time." That WE'D wasted THEIR time?!?! Wanna reimburse us for the $3000 it cost DC to make that trip, Atari? How about the 5 days WE wasted flying our butts out to be abused by you?

Bill Rehbock was the only person that behaved in an even slightly professional manner. (The TT dev people, whom we knew already, weren't involved in the "meeting," but they were also very supportive) I have got to give Bill credit; he was the only person who seemed to have any *clue* about the reality of the situation at Atari. He was the only one wouldn't have been perfectly happy with us leaving so angry that we'd never do anything but write malicious viruses for Atari computers again. (No, we never have, and we won't.)

The only questions Leonard Tramiel could think to ask were, "Does your stuff run on the TT?" (Yes, as we explained in detail at the start of "meeting.") and "What would your reaction be if we sued you for copyright infringement for HacMan II?" As Dave Barry says, "I AM NOT MAKING THIS UP." What POSSIBLE relevance did THAT have?!?! Aside from being completely absurd (as if pacman has any sales potential anymore anyway, and as if I made any money off it), it was totally unrelated to the matters at hand.

To give you an idea of the kinds of criticisms they had, they were *very* hung up on the fact that Animatic had 16 palette boxes, and hence "obviously could never be made to work with 256 colors." As if the screen layout is impossible to change. (And as if we were supposed to develop a system that supported the Falcon before we ever even saw a Falcon!) They were also very mad that Animatic won't import Deluxe Paint images, because THEY only use Deluxe Paint on the Amiga. (As if it would really be hard to add an IFF loader. Come on, it's not like I don't have the format -- grin.)

They complained that we didn't have real-time sprite scaling and rotation, an omission which they felt made the system terribly

technically inferior because "the Lynx has it and it's only a 6502-based machine." But the Lynx has *hardware scaling and rotation bulit in*. I was amazed to find that I knew more about the Lynx hardware than the Lynx programmers! (I was also amazed that they thought you could actually do real-time rotation and scaling on the ST without massive precalculated tables in anything but a specially-coded demo. No commercial ST games do that, that I know of.)

The real kicker is that GW does have image scaling and rotation routines, so if you *really* feel the urge to try making a game that runs fast enough to be playable using real-time scaling and rotation, you can do so easily, by hooking your own image manipulation code (that just calls the GW scaling/rotation routines) into the GW kernel using a simple technique they *refused* to let me describe! I just never bothered to hook scaling and rotation into the sprite code because it would probably never get used.

They then proceeded to show us their beloved Lynx development system, which they think is the best thing ever. It runs on an Amiga. THERE WERE NO Atari machines being used by the game developers at Atari. And they groused that the management had been asking them to start trying to work with TT's, saying that if they moved to Atari machines they'd lose their favorite Amiga text editor, and that they just WOULDN'T BE ABLE TO PROGRAM WITHOUT IT.

I just wanted to grab them by the lapels and shake them. (This all not even cosidering the fact that the "awesome" Lynx system doesn't even have the concept of a "film" or "sprite" -- you have to tack frames together "by hand" by drawing them on the screen in the right order. Give me a *break* guys -- arrays and linked lists are NOT new concepts.)

I guess Bill gave us a Falcon to make us feel less like ripping the heads off every Atari employee we dealt with there. But that doesn't change the facts of the day.

Did I mention that they BET us that we couldn't finish the ST version of Vindicators before they could? Dave Staugas had been working on it for about 6 months, and when we commented that the game would be fairly straightforward with GW, their response was not, "Really? Then tell us how you'd do it, wise guy" but instead "Oh yeah, well Dave Staugas just sucked anyway, so it's no surprise he took so long. *I* could write it in a week."

Kind words for the guy who wrote NEOchrome, huh? I suppose we can only hope for his sake that "Bea" hasn't stabbed him in the back too. (Whoever she is.)

So there you go. That's the way it was. Atari, RIP.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!

dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6799. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 01:13:16 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1g3h7clNNq7d@life.ai.mit.edu>
Source record: 213458

In article <1992Dec8.233121.14244@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1992Dec8.203920.16285@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>>Howard, you seem to know what you're talking about here, perhaps you can
>>enlighten us as to the whole Falcon monitor thing. :)
>
>I have certainly been *trying* do just that....

Yes, Howard, but is this a because of the Falcon's hardware, or because of a limitation with the monitors themselves, or the connector between the monitor and the computer, etc. I ask not because I want to bash the Falcon (really), but because I think there are boards for the PC that do 32K colors ("HiColor boards"), and I don't know how to reconcile this with your claims.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6800. Re: Freezedried Term: What's the latest version?

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 01:35:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1g3ihgINNnu7@golem.wcc.govt.nz>
Source record: 213461

Hmmm... Is my sig' too large is it? Right, I'll rectify that ASAP!!

I'm also a registered FZDSTerm owner, and I'd say that there is a fairly good chance of Aaron managing to get v3.0 (or whatever) of FZDSTerm out. But, by the looks of things, he had some of the vital bits 'n' pieces on HD, and not on Floppy, so, he's got to replace them first!!

Time - I have no idea!!

==========
"Mr Arnold isn't even his name. His name's 'Rimmer' or 'Smeghead' or 'Dinosaur Breath' or 'Molecule Mind'. And if you want to be really mega-polite to him, Kryten -- we're talking mega-mega-polite -- on those rare and exceptional occassions, you can call him Arsehole." - Lister to Kryten
==========WELLS_S@KOSMOS.WCC.GOVT.NZ==========

6801. Re: Big name hype

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 02:06:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71267@cup.portal.com>
Source record: 213462

Regarding the "failure" of WordPerfect and Borland in the Atari marketplace...

There was a long history of friction between WordPerfect Corp and Atari Corp. Atari development people claim the Atari programmer at WP was a "prima donna" and hard to get along with. The WP people say they never got much cooperation fro the Atari people who were supposed to be helping them.

Now, if YOU were trying to get a major software company (one of the largest in the world) to port their product to your computer so that you could sell untold thousands more computers, don't you think you could get along with an individual during the hours of 9 to 5..?

With failing sales and the difficulty of working with Atari, I don't blame WordPerfect Corp for cutting their losses and dropping the axe on further development.

As for Borland, they did what a lot of companies are faced with doing.. they decided not to distribute a product in the face of almost certain losses.

Consider this.. if a company like Spectrum Holobyte can only sell 700 copies of a very popular game like "Flight of the Intruder", how can Borland even hope to make back the cost of printing the manuals for a "specialty" product like their C compiler..?

They're not in it for the "fun" of it, or because of any misguided "loyalty" to a computer line, but to sell their products for a profit. If they can't do that, or if selling their products will incur a loss, they get out.

Atari has done it too.. look at the products they've either dropped, or never sold, because of the same kinds of things.

BobR

6802. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 02:16:30 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.ea.7AZ9V_bn3Xg@harvee.billerica.ma.us>
Source record: 213410

In <3788@isgtec.isgtec.com>, Ken Newman writes:
>In article <1992Dec3.052759.28950@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>> Keep the copyleft aspect, kill the profit aspect of
>> the "market," and all the money-grubbers will go somewhere else leaving only
>> the dedicated purists to turn out decent work.
>> ...
>> At this point you could say "that's totally naive" and I'd be hard-pressed to
>> provide a counter-argument. I guess the main point is that getting rich
>> shouldn't be your only motive in any pursuit, doing a good job should be the
>> primary motivation.
>
>The flaw in this reasoning, IMO, is that it is an "all or nothing"
>argument. Sure, it's bad when your *only* motivation is making money.
>It's also bad when you have absolutely no interest in making something
>commercially successful. I think there is a realistic middleground,
>where highly motivated programmers can produce art yet still make
>money, without either extreme winning out. If it turns out that
>you can't make money from your art, you just give up and do something
>else.

an additional flaw in the all or nothing catagory is the assumption that
you can make money only by selling software. you can make money off of
sw by:
selling hardware with pirated software
selling support for sw (1.900.cant.rtfm)
selling books on how to use a package.
giving classes on how to use a package.

I'm sure you can think up more if you are clever enough to program or
post articles on the net.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

6803. Re: HELP! TOS Error 35! Augggh!

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 02:27:57 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71268@cup.portal.com>
Source record: 213463

Problems running some programs after upgrading an ST to 4 Megs..

As Steve Wells mentioned, TOS Error 35 is not likely to be caused by memory problems (unless something about the upgrade is scrambling something.. unlikely, since other programs still run consistently).

There ARE some ill-behaved programs that were never tested on 4 Meg machines that will bomb with a bus error (er.. I forget how many bombs) when they try to go over the 4 Meg limit.

One solution might be to try a utility called MAKE512.TOS which works like that RAM EATER TSR on the PC.. it should be available at atari.archive...

BobR

6804. Falcon Screens & TOS 4.0

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 02:34:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1g3m09INNoca@golem.wcc.govt.nz>
Source record: 213466

Could some kind person, owning a Falcon - gives us folks some screen shots of TOS v4.0, or even MultiTOS if you are one of the rare couple who has a copy. ST-Medium Resolution, or monochrome modes would probably be the best, (Using TT res's could be a problem 8-)

If this isn't 'illegal' or any such problem - many locals, (and probably prospective buyers etc.) would probably interested in seeing what this new Desktop looks like! (preferably with plenty of assortment on the screen 8-)

Please!?

Also, is there any chance of someone LZH'ing/ZOOing, (or whatever) the files:/

giftoppm (in the file ppm.zoo)
pnmscale ("" pnm.zoo)
ppmtoraw ("" ppmtoraw.zoo)

As, the entire files are a little on the large side! (over 1meg of downloading to get them, *if* I'm looking at the right files!)

filenames may vary, but the first converts GIF to PPM format, the second scales the pictures, and the third converts the scaled (or not if you want) PPM pictures into RAW format.

or if someone can tell me where I can get these files!

(The ppm-bin.zoo file and pnm-bin.zoo files on atari archive are somewhat huge, and without a Hard-Drive (sob) it's pretty awkward to extract ZOO files that large! (without a lot of disk swapping)

Again, Please!?

Thank-you in advance!
(Now with a smaller signature 8-)
==
| Mercenary Software makers of only the finest garbage | Where's my Falcon? |
| Lets face it - They have the marketing skill of a doberman called Jeff!! |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ=========================

6805. Re: Falcon Screens & TOS 4.0

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 02:36:51 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1g3m43INNoca@golem.wcc.govt.nz>
Source record: 213465

I forgot to add to my last message - about LZHing/ZOOing those files,
and then perhaps UUencoding them & mailling them to me! 8-)

Or, if as I said, someone can redirect my search!!

Thanks again, in advance!

==
| Mercenary Software makers of only the finest garbage | Where's my Falcon? |
| Lets face it - They have the marketing skill of a doberman called Jeff!! |
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

6806. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 02:51:17 UTC
From: ada@tacky.cs.olemiss.edu
Message-ID: <1992Dec9.025117.1788@ra.msstate.edu>
Source record: 213467
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <runehy.23.723807995@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
>�
>
>Amiga people write: Falcon sucks!
>
>Does it? Is it any good I mean... it better be since it costs that much,
>normal mastubating equipment doesn`t cost �499, does it? But you nerds
>obviously know more about it than we Atarians do. When you NERDS say that
>the Falcon sucks, you just give the other Amiga-fantatics another reason to
>buy it. I mean you are to DUMB and to UGLY to get the REAL THING.

YOU STUPID!! YOUN ONE IS UGLY!!! FALCON IS BIRD-DOODOO!!!! IS YOU SO
NERD AND IS AN UGLY TOO! HA! REAL THING VAPOIR!!!!!

GO HOME DUMB BOY!

WHAT SAY NOW YO DUMB FALCUNT!

SLU ASPIKS SLU@NU.FSY.REK.COM

6807. Atari 520St for sale

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 02:57:32 UTC
From: briningj@sage.cc.purdue.edu
Message-ID: <Byz1K1.8LD@mentor.cc.purdue.edu>
Source record: 213464

For Sale:

- Atari 520St, expanded to 1 Meg Ram, with mouse

- Atari sc1224 color monitor

- 2 DS disk drives (sc314??)

- Epson LX-80 printer

- Supra Modem (2400bd) with Flash 1.6 software

Prefer to send it all to one lucky customer, but willing to sell each
object individualy if necessary. Please make an offer and E-Mail me at

briningj@sage.cc.purdue.edu

6808. IMG files in LaTex? (Or: CSG - how to use?)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 03:16:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11377@uqcspe.cs.uq.oz.au>
Source record: 213468

When I installed CS-TeX, I didn't have much room on my puny 30M harddrive, some I deleted some of the files... including, it would seem, that which described how to include IMG files in a CS-TeX document, I presume by using the "CSG" DVI-extension.

I would *REALLY* appreciate any info on this.

[I'm getting sick of using DTP programs just because I want an image in the document]

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6809. Re: STOS stuff ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 03:40:00 UTC
From: dillenbu@bert.eecs.uic.edu
Message-ID: <1992Dec9.034000.20502@bert.eecs.uic.edu>
Source record: 213469

scott@sfi.santafe.edu (Scott D. Yelich) writes:

>> STOS v2.6 is (from memory) the latest version, and works with all TOS
>> versions up to and including v1.62

>> Compiler v2.7 is (as far as I know) the latest version - why it is
>> 2.7 and not 2.6, I don't know, but it's the version I have!!

>> Somewhere around was a program to upgrade STOS and the Compiler to
>> version/s 2.6 - If I can't find it on FTP, I'll see if I can find
>> it locally and upload it to atari archive!!

>I used to know my version numbers... but, alas, it's been so long I
>forgot. There was a time when I was going to port all of my games to
>STOS... but after a year of trying to get the compiler to work, I'll
>just program for UNIX instead.

>Scott

A while back I tried to upgrade STOS myself to work with TOS3.06 (TT TOS)
It took a while but I finally ended up with a version of STOS that
worked on my TT without bombing. Unfortunately, STOS does naughty
things when accessing VDI that I couldn't fix. The result: none of
the VDI type commands work (i.e. circle, line, earc, etc...)
I wrote Mandarin pleading for help. They told me Francios Lionet (sp?)
the program author, was doing AMOS professional and would get around
to STOS when he was off vacation (this was 3 months ago). I'm not
holding my breath waiting for a TOS independent STOS.

--
+---+---------------------+
John Dillenburg	"You can't keep a
Univ. of Illinois at Chicago	man down without
Dept. of Electrical Engineering and Computer Science	staying down with

6810. Re: Falcon Screens & TOS 4.0

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 04:09:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11378@uqcspe.cs.uq.oz.au>
Source record: 213470

wells_s@kosmos.wcc.govt.nz (steve wells) writes:

>Could some kind person, owning a Falcon - gives us folks some screen shots
>of TOS v4.0, or even MultiTOS if you are one of the rare couple who has
>a copy. ST-Medium Resolution, or monochrome modes would probably be the
>best, (Using TT res's could be a problem 8-)

Oh PLEASE. I'd imagine 640x480x16colours is the most realistice mode to
use/view. Please send a [degas] image of the top-left corner of the
screen, in ST-low format, or simply use ST-low on the Falcon - uglier,
but maybe easier.

BTW, have we all looked at the pre-release screen snap-shots of
MultiTos at a.a - interesting (but of course, in monochrome, since
it was just a pre-release version, probably running on an TT!).

-
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6811. HELP CLA_R1V1

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 04:44:04 UTC
From: rmsara@ecst.csuchico.edu
Message-ID: <1g3tikINN3fj@charnel.ecst.csuchico.edu>
Source record: 213471

I just downloaded cla_r1v1 from ftp.cs.ruu.nl. Does anyone out
there know why I'm getting a TOS error #53? I'm using a one-meg 1040stf
with TOS 1.4, FONTGDOS, and Omni-Res. Also, is there any chance that
this program could be ported over for color monitor users?

Thanx

Robert M. Sara :-[
email: rmsara@CSCIHP.ECST.CSUCHICO.EDU

6812. Re: HELP! TOS Error 35! Augggh!

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 05:29:28 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1992Dec8.232928.456@rivers>
Source record: 213442

In article <1992Dec8.143700.14113@cbfsb.cb.att.com>, dud@cbnewsf.cb.att.com (William F. Dudley Jr.) writes:
> Help!
> Ever since I souped up my 520ST to have 4Meg of memory, I get TOS
> Error 35 for many programs that used to run just fine. On the other
> hand, many programs still run just fine, so I don't believe that there
> is a hardware problem.
>
> Here is an abbreviated list of:
> What works What doesn't
> Llamatron (color) Runner (lode runner clone) (mono)
> Drachen (mono) Monopool (mono)
> Tanks (color) Monolife (mono)
> Jumble (mono)
>

Take a look at a November 30 article in this newsgroup titled
welcome to comp.sys.atari.st, and in the section labelled ERR (about line
396 or so...) you should see a list of errors that TOS gives. TOS error 35
is a problem I've had when the file has become corrupted, since the program's
basepage contains information on how the file is set up.

Lawrence Imm
larry.o.imm@uwrf.edu

6813. Re: 94 ARCADE JOYSTICKS -- LEFT SIDE?

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 05:29:51 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1992Dec9.053522.4607@umr.edu>
Source record: 213472

---------- Original Article ----------

>I've talked with some people that prefer joysticks on the right
>side instead of the standard left side.

>Why do all arcade machines have the joystick on the left side and
>the buttons on the right side?

>since 90% of people are right handers, why wouldn't the joystick
>(something that needs great control) be on the left side?

>Could it be that 90% of the engineers are left handed? :)

>Len STyys (aa399@cleveland.freenet.edu)

They certainly not in here!(Dumb Brutes).
--

6814. Re: Hotz Translator

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 06:29:00 UTC
From: sevenup@netcom.com
Message-ID: <1992Dec9.062900.2919@netcom.com>
Source record: 213477

I would also be interested in this info on the Hotz Box/Translator software. I read about it in Mondo 2000 and have not had the chance to see if any local music stores (Bay area) carry it.

--later

--

^^
Mark W. Moorcroft -- sevenup@netcom.COM -- C.I.S. 70741,325

"I speak for myself and those who agree with me !" ;-)

6815. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 06:55:38 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec9.065538.26291@elroy.jpl.nasa.gov>
Source record: 213476

In article <1g3h7cINNq7d@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>Yes, Howard, but is this a because of the Falcon's hardware, or because
>of a limitation with the monitors themselves, or the connector between
>the monitor and the computer, etc. I ask not because I want to bash
>the Falcon (really), but because I think there are boards for the PC
>that do 32K colors ("HiColor boards"), and I don't know how to
>reconcile this with your claims.

To my knowledge there's no reason a VGA monitor cannot display as many colors as you want in its full resolution. The limitation is obviously in the Falcon, and as I mentioned before, the true-color mode on the Falcon would consume too much memory bandwidth in 640x480 resolution, noninterlaced. I thought I had made that pretty clear by now. You are either not receiving half of my posts, or you're just not reading them carefully...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6816. Re: DSPs

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 07:31:19 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Dec9.073119.10845@beaver.cs.washington.edu>
Source record: 213478

In article <ByxMC4.Grn@undergrad.math.waterloo.edu> papresco@cantor.math.uwaterloo.ca (Paul Prescod) writes:
>With all this talk about DSPs on the motherboard, I have a few
>questions:
>
>1.Can a DSP do anything that a fax/modem/soundcard combination can't?

Yes. The DSP is a general purpose coprocessor, with the main focus of its instruction set on mathematical operations. See point #5 below. As to the instructions, to give you a general idea :
24x24 bit multiply
56 bit addition
two data moves
two address pointer updates
instruction prefetch
* these can be executed in one instruction cycle, by the way.

>2.Does a DSP need the high-bandwith motherboard bus?

Well, I think that depends on what you want to use it for. Many DSP programs will probably be able to work just on external data (ie what they get from the DSP port itself), but then some will also need to swap lots of stuff to and from main memory. As many people have pointed out, the DSP has its own bus and 96Kbytes (32Kwords, and each DSP word is 24 bits). The DSP subsystem is driven at 32 MHz, yielding 16 MIPS for the 56001. The interface between the DSP and the CPU can transfer data at about 1 MB/s.

>3.What Falcon applications exist that take advantage of the DSP?

Well there's that Voicemail thing that keeps popping up. :) I don't know that any applications can be said to _really_ exist beyond that, but likely applications include a low-cost FAXmodem, an external box to provide full 8-channel audio inputs and outputs, and probably some video digitizers and effects boxes. Oh, also Atari's Audio Fun Machine probably uses the DSP to do its real time sound effects. This ships with every Falcon030.

>4.Can existing applications use it for anything?

Applications have to be specifically designed with the DSP in mind. Of course, you could write a program to autodetect the DSP and use it if present, but programs not written with the DSP in mind will not benefit from it.

>5.Can it be used for anything outside of multimedia? i.e. speeding up
>number crunching?
>

Indeed. The DSP can be used for anything you want to use it for. Atari has shipped the DSP development system which includes a separate compiler and tools for writing DSP code. I assume this code is then somehow linked with your 68030 code and your program then calls the DSP routine as it chooses. Here's some possible applications of the DSP :
Sound compression/effects/noise reduction, etc.
Virtual FAXmodem
Speech recognition/synthesis
Vector processing/3-D graphics calculations/ray-tracing

Of course, DSP is still fairly new I think so it will take a while to figure out just what can be done with it (speaking generally, not just for the Falcon).

And, a general comment : I don't see how having an onboard DSP can be seen as disadvantageous -- frankly, I'm astounded by the recent posts of some people claiming as much. I think Atari is making a good move putting a DSP in their next computer, especially since most people agree DSP will soon become commonplace in computers. Whatever the Falcon030's flaws are, the DSP is definitely not one of them.

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

6817. Re: Networking a ST to a SUN.

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 08:19:20 UTC
From: wb@arb-phys.uni-dortmund.de
Message-ID: <1992Dec9.081920.22492@arb-phys.uni-dortmund.de>
Source record: 213479
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1g3ar1INNalh@katmandu.solbourne.com> stevem@solbourne.com (Stephen Matson) writes:
>
> I have a SUN SPARCstation clone at home and was thinking about
>dusting off the old 520 ST and somehow networking it to my SPARC.
>
> So is there a NFS type program for the ST? We have PC's and MAC's
>networked to our SPARC's here at work so I'm sure I could get a MAC
>emulator and run that software, but I'd rather not. If all else
>fails I could hook up a null modem connection but that is really
>a jerry rig and not I'm looking for.
You may look for the KA9Q port to the ST. It does SLIP, and you can use
ftp and some other TCP/IP utilities. Porting NFS for MiNT should be
possible, but I don't know that anyone has done it.
--
Dipl.-Math. Wilhelm Bernhard Kloke,
Institut fuer Arbeitsphysiologie an der Universitaet Dortmund
Ardeystrasse 67, D-4600 Dortmund 1, Tel. 0231-1084-257

6818. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 11:04:21 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Dec9.110421.5214@cs.hw.ac.uk>
Source record: 213484

In article <77393@hydra.gatech.EDU> gt1448b@prism.gatech.EDU
(David P. Forrai) writes:
>So? I've seen ads for it in magazines as long ago as a year, seen
>numerous posts about it by its authors (of which I believe Mr. Baggett
>is one), and seen and heard how many people would love to get their
>hands on it. It too is vaporware and its name is Game Workbench.

Ooooh! That gets my goat! Mike Vederman jerks us around for a year after
he was supposed to release Game Workbench and here's Dave and me getting the
flak and the blame. Rest assured people if I could have got GW out in the
past year I would have. You don't work that long on something then joyfully
toss it in the toilet.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

6819. Re: Ideas for new MiNT/MultiTOS specific Desktop replacement, PLEASE.

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 11:11:16 UTC
From: sanders@sci.kun.nl
Message-ID: <ByzoEt.28C@sci.kun.nl>
Source record: 213492

In <3_800_842_fidonet2b1dc447@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>Original to: warwick@cs.uq.oz.au
>In a message of <27 Nov 92 05:40:15>, warwick@cs.uq.oz.au (3:713/602)
>writes:

> w> Sure, tricky, but what's the problem? Do we want the UGLY X-windows
> w> and MS-Windows view of things where windows are all there is?

>No - I think that one, possibly highly-desirable option would be to provide
>some form of configuration option that allows an application to take over
>the entire screen. - When run, a new block of screen memory is allocated,
>and the application uses this screen as opposed to the 'default' screen.
>(You'd need some form of hotkey option to swap back to the 'default' screen
>- but, presuming the AES/VDI are flexible enough, you could run this new
>screen in a different resolution even. (maybe start a new copy of the
>desktop in it, or whatever...)

Nice, a bit like the way the Amiga does it (as I'm told), but remember
that a 880x608x16 screen would consume quite a lot of memory. I'm
wondering whether AES still keeps the quarter-of-a-screen buffer; in
that case 1Meg Falcons would definitely NOT be a good idea...

> w> Warwick

>\`miff` /|\

Sander STOks
sanders@sci.kun.nl

6820. Error #52

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 11:27:25 UTC
From: jpa@cs.bham.ac.uk
Message-ID: <Byzp5p.BoF@cs.bham.ac.uk>
Source record: 213482

I have recently got my hands on several PD products, and when I load a few of these I get the message "Error #52 - Press any key" (or something similar). Could someone email me and tell me why the error is occurring, and more importantly how I can avoid it (I have an STFM with 2.5 megs if thats any help).

Thanks in advance.

Jonathan Alma J.P.Alma@cs.bham.ac.uk
School of Computer Science
University of Birmingham, UK, B15 2TT.

6821. Re: Monochrome monitor woes

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 11:51:27 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <gwmiVB3w165w@dogbox.acme.gen.nz>
Source record: 213391
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone have a service manual for the SM124 at all?

The local Atari distributor refuses to sell me one, despite the fact
that I'm probably more qualified to work on them than their own service
staff!
(Lots of stories of equipment coming back unfixed, or with new faults
won't be repeated here)

If someone has scanned the circuit diagrams, etc I'd be more than happy
to use them, if I can't get it on paper.

--
Alan B See Janet's ball. See John's chainsaw
Dogbowl@dogbox.acme.gen.nz See Spot run. Run, Spot, run!
Dawghaus BBS +64 6 357-9245 Far too slow! [Bzzzzzzzzz! Yelp yelp!]
Palmerston North, New Zealand Spot's in bits. Run Janet Run!

6822. Re: Motherboard prices

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 11:51:38 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Dec9.115138.7109@email.tuwien.ac.at>
Source record: 213483

Bob_BobR_Retelle@cup.portal.com writes:
: Hey Dave - could you include a telephone number next time?
:
: We think you're lying to us all, and we'd like to check out your
: prices..
:
: By the way, turns out *I* lied in my last message.. the '386/33Mhz/64K
: board is only $175, and it's now a 40 Mhz board..
:
: Also, the '386SX/16Mhz board for $115 is now a 25Mhz board for $94...
:
: [ad deleted]

Hmm... It looks as if a 386-board for the Falcon would be VERY cheap! :-)

-MY

6823. "DiskDoubler" type program (Was: Re: Goodbye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 12:07:17 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Dec9.120717.2547@olymp.informatik.uni-bonn.de>
Source record: 213406

In article <1992Dec5.145643.2734@mnemosyne.cs.du.edu> brayl@nyx.cs.du.edu (Bill Rayl) writes:
> Double Click did not go out of business because of bad decisions --
>they wre the only company with a "diskDoubler" type program on the ST,
>Such programs on the Mac and PC can maintain a company with lots of
>staff;not true on the Atari side of the world.

I cannot believe why people insist on the fact that DataDiet is the only program of its kind for the ST. I know of several attempts in the PD, and a very successful commercial package called DataLight (the name was coined *before* DataLight). This program compresses the whole partition in one go and then packs/unpacks on the fly, thus working much more like Stacker et al than the file-oriented DataDiet.

DataLight 2.0 costs DM 129 if I remember correctly.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

6824. Re: DSPs

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 12:19:31 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1992Dec9.121931.15382@eng.cam.ac.uk>
Source record: 213485

papresco@cantor.math.uwaterloo.ca (Paul Prescod) writes:

>With all this talk about DSPs on the motherboard, I have a few
>questions:

>1.Can a DSP do anything that a fax/modem/soundcard combination can't?

The 56001 is a fully programmable processor, with all the flexibility that this implies. It has been particularly optimised for signal processing by the implementation of such features as multiple busses, single cycle multiply and accumulate, and zero-overhead looping etc.

>2.Does a DSP need the high-bandwith motherboard bus?

The DSP has its own busses, separate from the 68030, and yes, they are high bandwidth (30ns RAM, 32MHz I believe)

>3.What Falcon applications exist that take advantage of the DSP?

See postings from Howard Chu about fax, voicemail, modem applications. Also expect to see lots of software for musical applications (effects, digital mixing, surround-sound decoding). When I get a Falcon I will be writing these and releasing as shareware... (I am an experienced DSP programmer, though mostly on 25MFLOP DSP32c floating point processors :-)

>4.Can existing applications use it for anything?

No - it needs specifically written software to be any use.

>5.Can it be used for anything outside of multimedia? i.e. speeding up
>number crunching?

Number-crunching is probably best left to the 68882, though in principle the answer is yes. You do, however, have an overhead of getting the data into, and back from the DSP RAM. Anyone know how big this overhead is?

Christopher Hicks

--

==
|
Christopher Hicks | If it doesn't fit...
cmh@uk.ac.cam.eng | ...you need a bigger hammer.
|
==
--

```
================================================================================
|
Christopher Hicks | If it doesn't fit...
```

6825. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 12:26:11 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Byzrvo.EqK@newcastle.ac.uk>
Source record: 213487

In article <1g1jhjINNgd9@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>
>FSMGDOS has never been available to the Public, and you know this, Atari stated
>for 3 years a lot of excuses why not, they were all lies..??
>
>It was bundled with WordFlair, but never came out on its own...

But if FSM was (& still is) included with WordFlair2, and the public can buy this,
doesn't that mean that it is available to the public ?
>
>Facts Man or Boy...!!!

Slim on the ground, but not being helped here.....

>Roger.............. sheppard_r@kosmos.wcc.govt.nz

Appending to author .kill list.........

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6826. Re: 1040 Atari ST FORSALE.

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 12:30:09 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Dec9.123009.2621@dcs.warwick.ac.uk>
Source record: 213486

In article <92343.101559JC5LSANU@MIAMIU.BITNET> <JC5LSANU@MIAMIU.BITNET> writes:
> I am selling my 1040 ST in hopes to get some X-MAS money.
>Here is what you get for the low low price of $500 (OBO).
>
> Atari ST console and mouse
^^^^^^^
Console? *CONSOLE*? *FUME* You'll need F*!?ing consoling if I get hold
of you! I think you mean:
Professional Atari ST personal computer complete with mouse.

Seriously, I think people will want to know exactly which model it is
(STF, STFM, STe etc).

- Leo

6827. Re: Griping at Languages (was: copywrong & all that jazz)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 12:45:04 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.723905104@rw8.urc.tue.nl>
Source record: 213401

cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>inference being "Grow up, and use a REAL language!") should keep in
>mind the factoid that even in the I*M market, they've been upgrading
>BASIC.
Hah, and last week this 486 machine (3 months old) here at our
university spit out the message (in those big 40 column characters, on
this expensive Philips SVGA monitor with Tsenglab card....):
NO ROM BASIC
SYSTEM HALTED.
and then nothing. So the I*M market has been upgrading ??? :)

>Microsoft actually has TWO notable products; the "standard" QuickBasic
>that's an upgrade (a BIG upgrade) from the classic GW-Basic. It's not
Great, it doesn't even come with a manual. The only thing you have are
the few example programs....

>The more notable thing is the recent "Visual Basic," which seems to be
>a GUI rapid-prototyper.
Great program. I tried using it. But it still lacks some access to the
GUI. And programs cannot really be compiled as they rely on a dll
(dynamically linkable library), so something like the runtime libraries
required for the older GW-basic programs.

Erlend.
(By the way, I am a real BASIC fan, although I only use it occasionally
now.)

6828. Re: d postscript to ascii code

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 12:49:14 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1992Dec9.124914@cs.bham.ac.uk>
Source record: 213488

Postscript is ASCII. It's actually quite related to FORTH source code, and a year or two ago I wrote a quite impressive program in PostScript to draw a 3D graph. Took ages to write, but watching a Qume Crystalwriter stop for 15 minutes working out a massive loop and then produce a shaded 3D image at full 300x300 resolution was worth it.

The problem with most commercial products that output PostScript is that to save on transfer time they get rid of all the CR/LF codes so reading it is impossible...

David.

David Oakley *
Software Engineering **_**
University of Birmingham */ *
_/
***
** ** ***
****** ** **** ***
****

6829. Piracy of software

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 13:13:59 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Dec9.131359.23979@crc.ac.uk>
Source record: 213489

I have heard a lot about PC users (and sometimes others) copying software.
Just imagine if we actually told the software companies (or whoever does it)
the names of everyone who has illegal copies of software. This would probably
be at least 90% of PC users and most of all computer users everywhere.
I know for a fact that a lot of businesses buy 1 copy of a program and then
copy it onto all their other machines.

This would almost certainly force a lot of people to BUY their software and
probably register for shareware etc. (it's a similar sort of thing. "Why should
I send off money for what I have already?)

This would mean a huge leap in profits for dealers, software producers etc
and probably reduce the number of PC's being sold. (If I buy one of these PC's
then just look at all the software I can get for free from work, friends...)

Personally, I have not got any illegal copies of programs from anywhere else,
but I do like to make a backup copy in case my 100+ pound disk suddenly goes
wrong.

I am considering phoning companies with names of people who have these copies
but to have any effect lots of others will have to do the same.
(there's no reason why you can't do it anonymously!)

Just a wild idea I came up with after sifting through all those posts...
Phil
(E-mail naffara@uk.ac.crc)
(Sig changing soon when I get around to doing it!)

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

6830. Re: STOS stuff ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 13:24:53 UTC
From: cdw@dcs.ed.ac.uk
Message-ID: <ByzuLI.IHE@dcs.ed.ac.uk>
Source record: 213491

In article <19921208.070952.941@almaden.ibm.com>, evilandi@vnet.ibm.com (Andrew Oakley) writes:
> In <SCOTT.92Dec7155345@sfi.santafe.edu>, scott@sfi.santafe.edu (Scott D. Yelich) wrote:
>
> :> Has the world abandoned STOS - I have been unable to find any FTP sites
> :> or boards devoted to this rather nice (my opinion) language.
> :> Any info greatly received,
>
> :Yes.
>
> :I have been asking since the STe's came out about getting a fix or a
> :working version of the basic that will compile. In over a year, I've
> :had one response that said it should work (gee, thanx).
>
> :There is 0 support for STOS. There is no one who knows anything about
> :STOS.
>
> :Scott
> :ps: perhaps this will get'm
>
> Well, "Yes" for the moment, anyway.
>
> The word from Mike Goodman (proprietor of Goodman Enterprises PDL which is
> the Official STOS Shareware Service) is that STOS author Francios Lionet is
> waiting for the Falcon to settle in before a new version of STOS comes out.
>
> Last versions were V2.6 for the interpreter (for TOS1.62) and V2.7 for the
> compiler (which gave AMOS tracker compatibility).
>
> Andrew Oakley <evilandi@vnet.ibm.com> (JANET: <evilandi@com.ibm.vnet>)
> IBM Warwick, UK (I speak FROM IBM, not FOR IBM)
> --
> "Stand not on the precipiece with the dross of matter,
> for there is a place for thy image in a realm ever splendid"
> (Quote from Childean Oracles of Zoroaster on Fields of the Nephilim album)
> (Look out for Carl McCoy's new band, The Nefilim, and ignore Rubicon)

So is there going to be a Falcon enhanced version of STOS then ???
I might even consider buying one!

Chris (cdw@dcs.ed.ac.uk) "All in the name of ..."

6831. Re: Big name hype

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 13:58:35 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1g4u2blNNs8f@rs1.rrz.Uni-Koeln.DE>
Source record: 213493

In <71267@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>There was a long history of friction between WordPerfect Corp
>and Atari Corp. [...]

>With failing sales and the difficulty of working with Atari,
>I don't blame WordPerfect Corp for cutting their losses and
>dropping the axe on further development.

I think the main reason for WP to discontinuing the Atari line
was that they figured they wouldn't make much sales with WP for
Atari. Why didn't WP for ATaris sell? Because it simply could not
compete with other Atari word processors.
The friction between Atari and WP may heve prevented optimal
support and technical information flow from Atari to WP, but this
alone cannot account for the immeasurably low quality of WP for
Ataris. Any hobbyist can do better, as proven by the amount of
decent PD or shareware editors around.
IMHO, a more sensible way for WP to cut their losses would have
been to get a competent programming staff. It seems to me that
their discontinuing of the Atari line will also harm their sales
on other systems, since a main argument of theirs for their
product is the availability of WP on many platforms.

>As for Borland, they did what a lot of companies are faced with
>doing.. they decided not to distribute a product in the face
>of almost certain losses.

>Consider this.. if a company like Spectrum Holobyte can only sell
>700 copies of a very popular game like "Flight of the Intruder",
>how can Borland even hope to make back the cost of printing the
>manuals for a "specialty" product like their C compiler..?

Hmmm... I think the pirate/legal copy ration is much higher with
games than it is with products like compilers. Firstly, a serious
compiler user will typically have a larger budget than a typical
game player (think of all those kids). Secondly, a serious
compiler user will want a manual, telephone support, and contact
to other programmers in user groups of some sort. All these
reasons lead to a much increased motivation to buy a compiler
than to buy a game.

>They're not in it for the "fun" of it, or because of any misguided
>"loyalty" to a computer line, but to sell their products for a
>profit. If they can't do that, or if selling their products will
>incur a loss, they get out.

ASH seems to do quite well with the Pure languages, therefore I
fail to see why Borland shouldn't have been able to sell their
compilers for a profit themselves.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6832. Re: DSPs (New use of....)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 14:01:50 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <ByzwB3.KH8@newcastle.ac.uk>
Source record: 213497

In article <1992Dec8.163812.17412@bnr.ca>, smiller@bnr.ca (Scott Miller) writes:
>
>Yes! This is the nicest thing about the Falcons DSP. It's there on every
>machine. It's use is limited only by imagination. (and 96K RAM!)
>Who knows what uses it could be put to?
>

Well one use that it IS going to be put to is fast digital circuit simulation.
We're working on the extensions to our logic net compiler at the moment, but will
have to wait for a Falcon to integrate this into the main code of CLA.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6833. Re: Virus killer

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 14:08:35 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1g4ul3INN1fnp@rs1.rrz.Uni-Koeln.DE>
Source record: 213494

In <1347@se.alcbel.be> cgra@btma74.nohost.nodomain writes:

>Sorry to put what looks like advertising in here, but I've lost the
>email address of the guy who originally asked me about the anti-virus
>program Sagrotan.

>The author's address is: Henrik Alt, Kirgelweg 25, 7160 Gaildorf, Germany.
>No email address on the "info" box, but he must be on maus somewhere. The
>program is shareware 9registration ca. DM30).

I think the last known version of Sagrotan is 4.14. I don't think
there will be any more updates, since I read an ad for a
commercial virus killer called toXis, written by Henrik Alt, in
the november issue of the German mag ST magazin.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

6834. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 14:18:48 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1g4v88INNmg5@life.ai.mit.edu>
Source record: 213496

In article <1992Dec9.065538.26291@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1g3h7cINNq7d@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>To my knowledge there's no reason a VGA monitor cannot display as many
>colors as you want in its full resolution. The limitation is obviously
>in the Falcon, and as I mentioned before, the true-color mode on the
>Falcon would consume too much memory bandwidth in 640x480 resolution,
>noninterlaced. I thought I had made that pretty clear by now. You are
>either not receiving half of my posts, or you're just not reading them
>carefully...

I did read your posts carefully, and there's no reason to insult my intelligence, particularly when at least one other person had no idea what you were saying either. Your last post said something along the lines of, "You can't do 640x480x16 because there's not enough bandwith -- you'd have 2% left over for the CPU." I just wanted to know what, exactly, you meant by "bandwidth," and whether there was something inhernently nasty about VGA monitors that required such "bandwidth." (I doubted it, but then I doubted your original claim in the first place.)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6835. Re: Falcon Screens & TOS 4.0

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 14:35:30 UTC
From: sanders@sci.kun.nl
Message-ID: <Byzxv7.6oC@sci.kun.nl>
Source record: 213403

In <11378@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>wells_s@kosmos.wcc.govt.nz (steve wells) writes:

>>Could some kind person, owning a Falcon - gives us folks some screen shots
>>of TOS v4.0, or even MultiTOS if you are one of the rare couple who has
>>a copy. ST-Medium Resolution, or monochrome modes would probably be the
>>best, (Using TT res's could be a problem 8-)

>Oh PLEASE. I'd imagine 640x480x16colours is the most realistice mode to
>use/view. Please send a [degas] image of the top-left corner of the
>screen, in ST-low format, or simply use ST-low on the Falcon - uglier,
>but maybe easier.

>BTW, have we all looked at the pre-release screen snap-shots of
>MultiTos at a.a - interesting (but of course, in monochrome, since
>it was just a pre-release version, probably running on an TT!).

Well, I imagine degas images would certainly not give a good
impression. Just post a uuencoded GIF or something, that'd be nice. I
have seen Falcon desktop screenshots in Atari Journal, a German
magaine (of course) who had exclusive pictures. Looked nice.

>-
>Warwick

Sander STOks
sanders@sci.kun.nl

6836. STe FOR SALE -- motivated seller!

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 14:35:49 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1g5085INN6ln@crcnis1.unl.edu>
Source record: 213495

I've got an Atari STe with SC1224 monitor, complete with 2 mice
and 2 joysticks I'd like to sell. I'm selling my software
separately, but whatever goes unclaimed I'll include with the
computer. The equipment is like new -- maybe 4 months of use.

Make me an offer, and we'll discuss shipping!

Gary Anderson
ganderso@unlinfo.unl.edu

6837. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 14:41:51 UTC
From: wintermi@cs.aston.ac.uk
Message-ID: <1992Dec9.144151.2483@aston.ac.uk>
Source record: 213498

Well to everybody out there, the true, and this is correct.

The speed of the falcon is 3.8 MIPs and it does have a true 32 bit BUS.

The FALCON is going to be the new machine, the machine of the future. It has a slot inside on the mother board which is
capable of holding a 386SX processor which means that it shall be able to directly emulate a SuperVGA IBM PC compatible
machine with no truble what so ever.

Get the FALCON, support the FALCON, it is the new machine, it is the future.

If you want to now more about the FALCON write to my mail address and I shall send you the latest word of the FALCON.

MI WINTER.
E-Mail : wintermi@cs.aston.ac.uk

6838. Re: The Great Falcon Debate

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 14:58:28 UTC
From: wintermi@cs.aston.ac.uk
Message-ID: <1992Dec9.145828.2736@aston.ac.uk>
Source record: 213402

Well let me tell you something, the FALCON is an excellent machine, and does not have a 16 bit bus as you said, it has a full
32 bit bus. The machine if you wait is having a re-design. The casing is being completely re-designed. Wait for the end of
January, you shall see that I am right.

The FALCON has loads of excellent reasons for buying it.

1. It has an excellent graphics capability.
2. It has breath taking 16 bit stereo 8 channel sound.
3. It has a built in 16 bit sampler, and output to headphones or an amplifier.
4. It will be capable of full genlocking video titling etc...
5. It will have a multi-tasking operating system. (Out in the next year)
6. It has a SCSII II port enabling any peripheral including a CD ROM drive to be connected to it.
7. In the Autumn of next year you will see the full use of the FALCON in CD-I drives.
8. The price is absolutely amazing for all of these goodies.
9. A 386SX processor can be directly plugged in enabling emulation of a SuperVGA IBM PC compatible with no
trouble at all.
10. It has a DSP chip inside running in parallel which will enable sound and image processing to be done directly
with input from the DSP port at the rear. Also this chip could be used to perform breath taking 3D graphics,
with raytracing and shading done to produce the best graphics in TRUE colour at a speed unknown to any other
home computer. As the DSP chip runs at an astonishing 16 MIPs in speed. Combine the two processors, running
in parallel and you have an amazing speed possible for all aplications where mathematics, graphics or shear
speed are needed in processing.

Buy one as soon as possible, support the FALCON.

MI WINTER.
E-Mail : wintermi@cs.aston.ac.uk

6839. Weird harddisk-driver error

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 15:12:56 UTC
From: ms@lehre25.informatik.Uni-Bremen.DE
Message-ID: <1992Dec9.151256.10158@informatik.uni-bremen.de>
Source record: 213404

I have problems with my harddisk-driver: It is unable to read SOME files.
If you use the following combination of Hard- and Software:
Seagate ST 277N SCSI Harddisk
AliaSCSI SCSI Adapter (from c't)
AliaSCSI V 1.6 Harddisk-driver (from c't)
Atari 520ST+

then LZH is unable to READ LZH files from the Harddisk (but able to WRITE them), CS-TeX TeX can't
read SOME format files and CS-TEX GFtoPK can't read SOME PK-files.
The problems are reproducible and don't occure if you use an Atari 1040ST or another harddisk-driver
(AHDI works very well, but it is slow).

Since this problem occures only in a certain combination of harddisk and computer, my questions are:
- Has anybody a solution for my problem? I have the source code of the driver and are in contact
with the developer.
- Are there any differences in the DMA-Chips in the 520 and the 1040?

Hope somebody has an answer.


```
___
___...-----'---`-----...___
========================================= Martin Schr"oder
___`---..._______..---'___ L15D@ALF.ZFN.UNI-BREMEN.DE
(___) _|_|_|_ (___)
\\____.-'_.---._`-.____//
`~~~~`.__`---'__.'~~~~'
~~~~~
```

6840. Re: Good Bye Atari (was Re: Good Bye Doubl

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 15:19:19 UTC
From: pjj@cs.man.ac.uk
Message-ID: <6989@m1.cs.man.ac.uk>
Source record: 213434

sheppard_r@kosmos.wcc.govt.nz writes:
>...
>From what I know a lot of BIG Atari support companies the pushed the
>Atari have gone belly up.
>Kuma, Signa Publishing and some otheres that I don't have a name handy,
>...

I don't know about Signa, but Kuma at least are still in business. They are concentrating on books (including some for the ST) - I just got some junk mail from them. They have handed their software onto Hisoft, who now have an even bigger range of ST programs than before.

By the way, did you ever find out what the difference between an SM144 and an SM146 is? It does not seem to be that the SM146 has no speakers, as you suggested in an earlier message.

6841. Re: Closed Architectures Considered Harmfu

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 15:39:17 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Dec9.153917.17006@exu.ericsson.se>
Source record: 213369

Something which has been bugging me about this thread is all the talking about how easy it is to upgrade a PC by just swapping the motherboard, etc. You don't just pop out the MB and stick in another one. You have to disconnect the power supply, hard disk, floppy drives (completely removing the latter two), etc. Yes, you can do it. But it is analagous to the discussion about gcc; it is something that tecchie types might have no qualms about, but not general users. Me, I don't feel comfortable performing major surgery like this, knowing that if I hook up the power supply the wrong way or zap a chip somewhere that I just blew a $150 to $500 investment. If something does go wrong, I won't have any idea where to look for it. I helped a friend do a simple memory upgrade and the end result was a seemingly dead computer. It took hours of messing around to get it straightened out. Reading through comp.sys.ibm.pc.hardware it seems I'm not alone.

--
James Hague
exuhag@exu.ericsson.se

6842. Re: Piracy of software

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 15:53:54 UTC
From: max@neumann.cba.csuohio.edu
Message-ID: <1992Dec9.155354.10173@news.csuohio.edu>
Source record: 213405

naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>Just imagine if we actually told the software companies (or whoever does it)
>the names of everyone who has illegal copies of software.
>...
>This would mean a huge leap in profits for dealers, software producers etc

After taking four years of classes with other computer science students at Cleveland State University, I have determined that most if not all of the capable students have a double major: computer science and piracy.

The rationalization of piracy seems to be as follows:
1. "As long as I don't charge any money for it, it's okay."
2. "I'm just learning the language. When I sell the programs for money, then I'll pay for it."
3. "Who will ever catch you?"
4. "Pay for it? Are you crazy? I'll never be able to come up with $200 for that!"
5. "Everyone else does it, so why shouldn't I?"

Each time that I have spoken about this, and stated my belief that it is wrong, students quickly give their rationalization to defend themselves. On occasion, there is ridicule and rejection.

The students are from various religions, or none at all, and yet the attitudes and rationalization are the same.

What will prevent a person from becoming a pirate is either a strong external force that successfully catches the pirate and penalizes him in court, or a strong internal belief that it is wrong, and that the consequences of doing wrong far outweigh any benefit the pirated software may bring.

I am of the latter persuasion, and will respond privately to anyone who wishes to discuss life's intricate laws of cause-and-effect.

6843. Re: Virus killer

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 15:59:09 UTC
From: schaerer@isi.ethz.ch
Message-ID: <1992Dec9.155909.16706@bernina.ethz.ch>
Source record: 213407

Jan T. Kim (aeg03@rrz.uni-koeln.de) wrote:

: I think the last known version of Sagrotan is 4.14.

That's wrong! The last known version is 4.17 !
==

Bye Thomas

6844. Re: DSPs

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 16:38:36 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1992Dec9.163836.10172@unix.brighton.ac.uk>
Source record: 213408

papresco@cantor.math.uwaterloo.ca (Paul Prescod) writes:
> With all this talk about DSPs on the motherboard, I have a few
> questions:
>
> 1.Can a DSP do anything that a fax/modem/soundcard combination can't?
> 2.Does a DSP need the high-bandwith motherboard bus?
> 3.What Falcon applications exist that take advantage of the DSP?
> 4.Can existing applications use it for anything?
> 5.Can it be used for anything outside of multimedia? i.e. speeding up
> number crunching?
>
1. Yes
2. No
3. Lots.
4. No.
5. Yes.

6845. Re: Piracy of software

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 16:54:51 UTC
From: rost@tecrus.dec.com
Message-ID: <1992Dec9.135910.7358@ryn.mro4.dec.com>
Source record: 213409

In article <1992Dec9.131359.23979@crc.ac.uk>, naffara@crc.ac.uk (Dr. N.A. Affara) writes...
>
>Personally, I have not got any illegal copies of programs from anywhere else,
>but I do like to make a backup copy in case my 100+ pound disk suddenly goes
>wrong.
>

A few months back I ordered a copy of PrintMaster Plus for the ST. The box contained three floppies, a 3.5" ST floppy, a 3.5" DOS floppy and a 5.25" DOS floppy. Turns out the ST one was copy protected (so I had to borrow a Blitz cable to back it up) but the DOS versions are *not* so if I wanted to I could:

1. give them away

2. sell them

3. copy them and give multiple copies away

4. copy them and sell multiple copies

So why is the version that *I paid for* protected, yet they throw in unproteced versions that are of no use to me (therefore prime candidates for piracy). I'm sure piracy of the ST version would be pretty insignificant versus the DOS version anyway. Why do software companies do this sort of stupid stuff, anyway?

Brian Rost @tecrus.enet.dec.com

508-568-6115

****
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
****

6846. Re: d postscript to ascii code

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 17:01:01 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bz04Lp.A6n@newcastle.ac.uk>
Source record: 213412

In article <1992Dec9.124914@cs.bham.ac.uk>, dxo@cs.bham.ac.uk (David Oakley) writes:

>PostScript to draw a 3D graph. Took ages to write, but watching a
>Qume Crystalwriter stop for 15 minutes working out a massive loop
>and then produce a shaded 3D image at full 300x300 resolution was
>worth it.

As a passing point of style, from a person who has produced Post-Script programs for in house use @ BAe SSL, a well written program to output Postscript will NOT output files which make intense use of the printers processor. This causes large backlogs on the office PS laser (expensive), where-as the majority of the processing should be done one the computer PRIOR to outputing a PS file (cheap).

>The problem with most commercial products that output PostScript
>is that to save on transfer time they get rid of all the CR/LF
>codes so reading it is impossible...

This is because they aren't intended to be read by anything but other machines.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6847. GS MIDI Editor??

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 17:10:22 UTC
From: c91frean@odalix.ida.liu.se
Message-ID: <1992Dec9.171022.10361@ida.liu.se>
Source record: 213416

I am looking for a MIDI editor for the GS format.
I'm thinking of writing one myself but if there
is one in the Public Domain/ShareWare I would like to see it first.

So if you know something, please mail me or post a letter here.

Thank you!

~~~~~~
				Name : Fredrik Andersson
				Snail : Kungsberget 2
				582 53 Link&#65533;ping
)	(	SWEDEN
)	(	Email : c91frean@und.ida.liu.se
)	(	frean@lysator.liu.se
))	((	Telephone: +46-(0)13-123651
A T A R I	
~~~~~~

--

				Name : Fredrik Andersson
				Snail : Kungsberget 2
				582 53 Link&#65533;ping
)	(	SWEDEN
)	(	Internet : c91frean@und.ida.liu.se
)	(	frean@lysator.liu.se
))	((	Telephone: +46-(0)13-123651

6848. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 17:50:24 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bz06w0.D0J@newcastle.ac.uk>
Source record: 213414
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

Children, children, behave yourselves or your mummys will smack your botties
and send you to bed without any supper.....

....now time for your hot milk & bedtime story.

I think perhaps it's time we imposed a (mental) age restriction on this group.

Craig.

6849. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 17:56:06 UTC
From: marks@castle.ed.ac.uk
Message-ID: <29330@castle.ed.ac.uk>
Source record: 213411
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

runehy@dhhalden.no (RUNE HYLDMO) writes:

>Amiga people write: Falcon sucks!

>Does it? Is it any good I mean... it better be since it costs that much,
>normal mastubating equipment doesn`t cost 499, does it? But you nerds
>obviously know more about it than we Atarians do. When you NERDS say that
>the Falcon sucks, you just give the other Amiga-fantatics another reason to
>buy it. I mean you are to DUMB and to UGLY to get the REAL THING.

Is it any wonder "Amiga people" write "Falcon sucks!" when
this is the intellectual level that they reply to?

I cannot believe that this poster had any other intention
than to try to rile the people who own Amigas and read this
group.

Please in future refrain from posting this infantile
drivel.

Mark

--
"A little nonsense now and then, \ Mark Steyn : \
Is relished by the wisest men" \ marks@castle.ed.ac.uk \
Willy Wonka \ mpjs@dcs.ed.ac.uk \

6850. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 17:56:14 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.ea.JFdhVcRRqik@harvee.billerica.ma.us>
Source record: 213361

In <11367@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>dmb@xbar.ai.mit.edu (David Baggett) writes:
>
>>matches up to good commercial offerings in practice. TeX is JUST like
>>GCC in that its guts are powerful but as a whole it's completely
>>unusable by mere mortals. You know what secretaries do when you tell
>>them they have to put "mystery codes" in a text file and can't see what
>>they're going to get on the screen?
>
>LaTeX/TeX is designed to remove the NEED to know "what they're going to
>get on the screen". That's the WHOLE POINT of LaTeX - to remove that
>burden.

an interesting side note: some english department (I know, I know,
tell it to a.f.u :-) looked at student papers to see if how the
papers were produced had an effect on content. they found that
students using wysiwyg WP packages created *great* looking papers
that didn't say anything. it appears the students spent most of
their brain power on the form instead of the content of the papers.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

6851. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 17:59:34 UTC
From: dave@admiral.uucp
Message-ID: <1992Dec09.175934.19636@admiral.uucp>
Source record: 213363
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1992Dec9.025117.1788@ra.msstate.edu> ada@tacky.cs.olemiss.edu (Slu Aspiks) writes:
>In article <runehy.23.723807995@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
>>&#65533;
>>
>>Amiga people write: Falcon sucks!
>>
>>Does it? Is it any good I mean... it better be since it costs that much,
>>normal mastubating equipment doesn`t cost &#65533;499, does it? But you nerds
>>obviously know more about it than we Atarians do. When you NERDS say that
>>the Falcon sucks, you just give the other Amiga-fantatics another reason to
>>buy it. I mean you are to DUMB and to UGLY to get the REAL THING.
>
>
>YOU STUPID!! YOUN ONE IS UGLY!!! FALCON IS BIRD-DOODOO!!!! IS YOU SO
>NERD AND IS AN UGLY TOO! HA! REAL THING VAPOIR!!!!!
>
>GO HOME DUMB BOY!
>
>WHAT SAY NOW YO DUMB FALCUNT!
>
>SLU ASPIKS SLU@NU.FSY.REK.COM
>

That's telling him!

(Are all Amiga users like this? Maybe somebody should call the FCC, have them investigate the strange mind-controlling radiation emitted from this guy's computer...)

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

6852. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 18:01:00 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.ea.a2me1jplRks@harvee.billerica.ma.us>
Source record: 213362

In <1992Dec7.223006.15722@csi.uottawa.ca>, Christopher Browne writes:
>There has been some discussion on sci.crypt on how cryptographic equipment
>(considered "munitions" under US export laws) is rather distinct from
>firearms, even though both are treated similarly by US law. It's clear
>that there are some similarities, but that the differences are very marked.
>(For instance, it's a little difficult to pistol-whip someone with a
>83C852 microcontroller chip :-)).

hey, shouldn't this be posted on alt.sex.bondage.cryptography???

--- eric

I couldn't resist :-)
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

6853. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Future)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 18:28:31 UTC
From: ewal235@chpc.utexas.edu
Message-ID: <1992Dec9.182831.13117@chpc.utexas.edu>
Source record: 213413

In article <77393@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>So? I've seen ads for it in magazines as long ago as a year, seen
>numerous posts about it by its authors (of which I believe Mr. Baggett
>is one), and seen and heard how many people would love to get their
>hands on it. It too is vaporware and its name is Game Workbench.
>
>Nobody ever sees or uses vaporware.
>--
>David P. Forrai
>uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
>Internet: gt1448b@prism.gatech.edu

This is nonsense. Dave and Neil have absolutely tried their best to
get GW released, and are not to be blamed for the failure of Double
Click Software to bring it to the market.

GW is the best thing to happen to game design for us mere mortal
programmers, who don't have years to design, code, debug, and test
commercial quality game engines. Neil and Dave have spent a good portion
of their otherwise free time working on the project, and deserve only
praise for their efforts. All of us involved with the beta testing of
GW were very, very happy with the results that we were able to achieve
using this game library.

To give you an example: I was able to create an Asteroids game in about
20 hours worth of work. That includes the time I spent coding, drawing
the sprites, mucking about with sound samples, and playtesting. (Mostly
playtesting. :) And, that was the first time I used GW.

Rob

Rob McMullen ewal235@hermes.chpc.utexas.edu
"In Gods We Trust. All Others Pay Cash." -- Steven Brust

6854. Pure Pascal

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 18:51:54 UTC
From: dja_gow@csd.uwe.ac.uk
Message-ID: <1992Dec9.185154.13737@csd.uwe.ac.uk>
Source record: 213415

Hi chaps,
Does anyone know from where and how much it will cost to get Pure Pascal.
I currently using Hispeed Pas, but I require something a little much
acquianted with Turbo Pas.

Can anyone help?, I'll glad for the info.

Thanks in advance

Jonathan

--
dja_gow@uk.ac.uwe-bristol.csd

Fairlight

"Therefore I think..."
Sigmund Freud.

"Therefore I pipeline"
Jonathan Gow.

6855. Re: "DiskDoubler" type program (Was: Re: Goodbye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 18:54:04 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Dec9.185404.10075@olymp.informatik.uni-bonn.de>
Source record: 213422

In article <1992Dec9.120717.2547@olymp.informatik.uni-bonn.de> I write:
>... a very successful commercial package called DataLight (the name was coined
>*before* DataLight).

That's what I said. What I meant was that the name DataLight was coined before
DataDiet.

Sorry.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

6856. Re: Falcon specs and price wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 18:59:32 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340108@hpfcso.FC.HP.COM>
Source record: 213449

Anyone heard of MPEG?

6857. Re: HELP: No idea how to unarc files

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 19:11:45 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340109@hpfcso.FC.HP.COM>
Source record: 213450

You can run it from a shell like msh or gulam and enter -? to get the usage. or you can just enter the name of the file to unarc in the window that pops up. The ttp extension stands for TOS Takes Parameters. If the extension is .arc I beleive all you need to enter is the name of the file.

I can send the usage pages to you through email if want.

Ted Rossin

6858. Re: Re: DSPs (New use of....)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 19:18:23 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340110@hpfcso.FC.HP.COM>
Source record: 213351

How are you going to keep a reasonable working set in a tiny piece of RAM like 96K? When we run Verilog on our workstations we need to have 196 Meg of RAM to do a chip.

6859. Re: Hello, GW! (was Re: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 20:09:18 UTC
From: morrison@ee.ualberta.ca
Message-ID: <morrison.723931758@ee.ualberta.ca>
Source record: 213417

greg@Quotron.COM (Greg "Maddog" Knauss) writes:

>neil@cs.hw.ac.uk (Neil Forsyth) writes:

>>> With the F030 coming out, it's more essential than ever that there be a
>>>good graphics/game/sound toolkit, so it's easy to make new software that
>>>works on it.
>>
>>Right but as Dave said, Atari didn't seem to have that view.
>>They're weird bunch of guys there.

> Put me down for someone who would buy GW, at just about any price
>and any level of support. The beta version is the best thing that ever
>happened to my ST.
>--
>Greg Knauss (greg@quotron.com) "Llamas, dammit! Llamas!"

I would also be interested in purchasing the Game Workbench system. Are
you guys (Dave and Neil) giving any serious consideration to a way of
releasing it yourselves? I can see that support would be a terrific
headache, so I can't make any judgements on the practicality of it, but
I would very much like to see perhaps a small demonstration program, and
hear about some prices you fellows consider realistic.

~~~~~~
| Robert Morrison morrison@bode.ee.ualberta.ca |
| Edmonton, Alberta, Canada |
| IBM Canada Ltd. Ph: (403) 439-9372 |
~~~~~~
| Mathematics is the gate and key of the sciences. |
| Roger Bacon (c. 1214-c. 1294) |
~~~~~~
~~~~~~

6860. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 20:23:42 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.AgRrsGNjylU@fredrik.atari.no>
Source record: 213295

In <H.eg.g71SMBJfrqY@jonh.wimsey.bc.ca>, John Henders writes:
>In <1g1jhjINNgd9@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>
>>FSMGDOS has never been available to the Public, and you know this,
>>Atari stated for 3 years a lot of excuses why not, they were all
>>lies..??
>
>>It was bundled with WordFlair, but never came out on its own...
>
> Appearantly, Atari now claims to have never given the Wordflair
>peeople permission to ditribute FSM, but I think the best quote from an
>Atari online rep is still from Bill Rehbock, where he said FSM would
>ship by Xmas if he had to do the packaging himself with Crayons. That
>was last November. I guess there was a Crayon shortage or something. ;-}
>

To clear this up a bit: The delay (and abandoning) of FSMGDOS is due to
conflicts with patented algorythms used in it. I do not know exactly
what it was, but the legal claims the patentholder came up with just was
to hard to deal with.

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

6861. Harddiskproblem

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 20:34:31 UTC
From: jonord@solace.hsh.se
Message-ID: <1992Dec9.203431.9149@solace.hsh.se>
Source record: 213419

I have a friend which has some harddiskproblem. He has a Megafile-20 controller and a Seagate ST-125-HD. The text obn the ROM on the board reads SH-205 or SH-225. He also wants to know what the DIP's are for...

/Jocke

6862. Re: Piracy of software

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 20:44:42 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1g5lrqINNp3t@rs1.rrz.Uni-Koeln.DE>
Source record: 213418

In <1992Dec9.131359.23979@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:

[...]

>I am considering phoning companies with names of people who have these copies
>but to have any effect lots of others will have to do the same.
>(there's no reason why you can't do it anonymously!)

Really no reason?? I can think of many. To say the least, I'd
feel rather uncomfortable if I met someone again who had to pay a
terrible indemnity for having pirateware because I called some
company anonymously.
Besides that, I doubt that a software company can make much use
from such anonymously given information. If they want to sue
someone for pirating their stuff, they need hard proofs for that,
and I strongly hope they can't have someone's house searched by
the police or something if the only reason for suspecting that
person is an anonymous call or letter.

>Just a wild idea I came up with after sifting through all those posts...

Your idea is based on the assumption/point of view that people
who have pirated software are the bad guys and software companies
that own the rights on this software are the good guys.
Completely black & white, completely one-sided.
I don't subscribe to this point of view at all. This way of
looking at things overlooks the central fact that software piracy
is tightly coupled to software overpricing, and that these two
form a dynamical system (commonly known as a vicious circle or
a catch-22) in which amplification of one part tends to amplify
the other part.
Viewing things in this light, it immediately becomes clear that
defining one side as the good guys and the other side as the
villains will not help solving the problem at all.
Suppose we all rushed to our phones and told software houses
about people we knew who use their stuff illegally. You say this
will boost the profit of the companies. Most probable result?
Bill Gates will spend his next holiday on the moon :-). More
seriously, many people would not be able to afford computing
anymore, thus the computer community would shrink in size. The
overall creative power of the computer community would be
substantially reduced, and the "alternative" computer culture
would be completely destroyed.

The sensible thing to do in order to get out of a vicious circle
is to get all who are involved to cooperate to develop a new

concept that is free from the forces on which the vicious circle
feeds. Thus, what everyone can do and should do is to be open to
such new concepts, to support them, and to contribute ideas.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6863. What exactly are the pbm binaries on a.a?

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 21:12:18 UTC
From: selick@csa.bu.edu
Message-ID: <104432@bu.edu>
Source record: 213420

I'm having a really tough time getting imgtoppm and ppmtops to work on either my atari ste or my sun 4.1.2 system. Does anybody have the binaries for either system?

Help!
-Steve

6864. Re: Oxyd (was Re: Good Bye Atari (was Re: Good Bye Double Click))

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 21:36:04 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <T7aJVB1w165w@sys6626.bison.mb.ca>
Source record: 213441

piet@cs.ruu.nl (Piet van Oostrum) writes:

> It is DM 50. I tried to use Oxyd to see if I should obtain the book. I am
> not able to play any level however. I have heard that the first 10 levels
> should be playable without the "dongle", but can't find out how. Does
> anybody know?

OXYD is great! It's so popular on our local BBS that we might ask the
authors to give us a cut on a bulk purchase of books. How far have you
progressed in the game?

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

6865. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 21:44:10 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec9.214410.1764@elroy.jpl.nasa.gov>
Source record: 213421

In article <1g4v88INNmg5@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>I did read your posts carefully, and there's no reason to insult my
>intelligence, particularly when at least one other person had no idea
>what you were saying either. Your last post said something along the
>lines of, "You can't do 640x480x16 because there's not enough bandwith
>-- you'd have 2% left over for the CPU." I just wanted to know what,
>exactly, you meant by "bandwidth," and whether there was something
>inhernently nasty about VGA monitors that required such "bandwidth." (I
>doubted it, but then I doubted your original claim in the first place.)

Sorry, I had no intent (nor any reason) to insult you. However, in my other post, I specifically said, that at 640x480x16 resolution on VGA, the video hardware would consume 90% of the available *memory* bandwidth of the Falcon, leaving the 68030 to operate at an effective speed of 2 MHz. It seemed pretty obvious to me that there is no memory bus to speak of in a VGA monitor so it should have been pretty clear.

Meanwhile - I have no reason to lie, and I am not exactly hardware illiterate, so I don't understand what there was to doubt about my information...

Just going thru the numbers, the 640x480x8 mode uses 300KB/screen, and in noninterlaced video that means the video bus has to deliver 18 MB/second. As you may recall, this mode slows the 68030 down by about 50% (compared to the "cheapest" video mode). Now, double the color resolution to 16 bits, and that video bus needs a bandwidth of at least 36 MB/second. Even using 32 bit accesses, that means it has to deliver 9 million words per second, and if the bus is only clocked at 16 MHz then you're really out of bandwidth already. (Because it will usually take more than 1 cycle to fetch one word...) (Although, if it only takes 3 cycles to set up the first access and then the next 3 words are read in burst mode, then you can get 4 words in 6 cycles, and still squeeze under the wire.) The point being, you will either have no time left, or very very little, and in either case, it's not enough for the CPU to do anything significant.

Obviously the reason 640x480x16 works on the 1224/TV is because it's an interlaced mode there, so even though the size of the screen is doubled, only half of it is displayed on every 60 hertz frame, so the effective memory bandwidth used is the same as for 640x480x8 noninterlaced.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6866. Re: Cleared Harddisk...Help.

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 21:53:00 UTC
From: Gerhard_Oppenhorst@bn.maus.de
Message-ID: <A12878@BN.maus.de>
Source record: 213388

Gerald Greenberg on Dec 5th, 1992:

> Short version:
> I did something really stupid. When using ICD Format to try
> and redo a partition on a removeable, I accidentally hit
> CLEAR. Now the entire syquest platter shows no programs...I
> believe the programs are still there. Is there any way to get
> the directory to them back?
>
> Anyway, is there a way for me to fisk the drive? i.e. recover
> the directory (or whatever it is that was cleared)? Or do I
> just bite the bullet and start reloading everything?

You cleard FAT and ROOT-DIRECTORY. You have only very little chance to restore the data and this will be a manualy job!

At first you should remeber all DIRECTORY-Entries in the ROOT-DIRECTORY ans search for them on the disk (Folders and Files) and note the SECTOR-No and create a new ENTRY in the ROOT-DIRECTORY. Then you should try a Tool which allowes to restore this Folders and Files. But you have to use a Tool wich allows you to collect the sectors because the FAT can give no information. So you only might be able to restore TEXT-Files.

Having done that you should continue with this in any of the restored folders and so on ... :-((.

As you see this job will take you weeks!

Better bite the bullet wich will save you time :-).

Gerhard (LogiLex - Germany)

6867. Christmas Wish List (<$100 US)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 22:26:54 UTC
From: kllove@avenger.ecn.uoknor.edu
Message-ID: <Bz0Jow.97C@constellation.ecn.uoknor.edu>
Source record: 213435

I have $100-$110 (US) to buy myself a Christmas present. I've decided to get something for my Mega 2ST (w/ TOS 1.02, 2 MBs RAM, 105 MB HD, SC1224, SM??? [monochrome monitor], 720K floppy) system. I'm looking for suggestions.

It can be hardware, software, or a combination of both. However, I can't go over $110 (this is an extreme upper limit).

Here are some of the major packages that I already have:
PageStream 2.2
Lattice C v5
UIS III v3.1
LDW Power v1.?
Word Writer ST
GFA BASIC v3.0
I'm sure there are more, but I'm drawing blanks at the moment
Lots and lots of games

I'm not terribly interested in more games (though Populous II would be an exception if the right offer was made :).

So if you had this system, what you get for $100?

Sending replies by e-mail will be the most likely to be seen, but post if you must.

adTHANKSvance,
Kenneth Love

6868. Re: Re: Falcon sucks! (Oh! What Fun!)

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 22:31:02 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1992Dec9.223915.16698@umr.edu>
Source record: 213423

Anyone else think AMIGA users havetwo cell brains out there?(You're
wrong they have 0.5 cell brains). How do I get this !@$ kill file to
work, so I don't waste time on articles like this?
------------------------ Original Article ------------------------
Xref: usenet-feed.cc.umr.edu comp.sys.amiga.advocacy:37079 comp.sys.atari.st:441
Newsgroups: comp.sys.amiga.advocacy,comp.sys.atari.st
Path: usenet-feed.cc.umr.edu!moe.ksu.ksu.edu!zaphod.mps.ohio-state.edu!saimiri.p
From: ada@tacky.cs.olemiss.edu (Slu Aspiks)
Subject: Re: Falcon sucks!
Message-ID: <1992Dec9.025117.1788@ra.msstate.edu>
Sender: news@ra.msstate.edu
Nntp-Posting-Host: tacky.cs.olemiss.edu
Organization: Ren, Woag, Imala, Citan, & Naf, Ltd.
References: <92338.155529IO92257@MAINE.MAINE.EDU> <1fmq1cINNbbb@golem.wcc.govt.n
Date: Wed, 9 Dec 1992 02:51:17 GMT
Lines: 21

In article <runehy.23.723807995@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) wr
>[
>
>Amiga people write: Falcon sucks!
>
>Does it? Is it any good I mean... it better be since it costs that much,
>normal mastubating equipment doesn`t cost 499, does it? But you nerds
>obviously know more about it than we Atarians do. When you NERDS say that
>the Falcon sucks, you just give the other Amiga-fantatics another reason to
>buy it. I mean you are to DUMB and to UGLY to get the REAL THING.

YOU STUPID!! YOUN ONE IS UGLY!!! FALCON IS BIRD-DOODOO!!!! IS YOU SO
NERD AND IS AN UGLY TOO! HA! REAL THING VAPOIR!!!!!

GO HOME DUMB BOY!

WHAT SAY NOW YO DUMB FALCUNT!

SLU ASPIKS SLU@NU.FSY.REK.COM

6869. Re: auto arc?

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 22:37:06 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <723940625.27345@minster.york.ac.uk>
Source record: 213439

In article <1992Dec8.203118.15995@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>In article <1992Dec7.4514.27241@dosgate> "calvin bruner" <calvin.bruner@canrem.com> writes:
>>I was just considering that the DSP could allow the compression of files
>>on the fly. Instead of having to ZIP, ZOO, ARC or LZH my term program
>>could send it throught the DSP automatically if it hasn't been
>>compressed already. If communicating with another Falcon, it would be
>>automatically uncompressed at the other end. In fact, programs like
>>Data Diet could become much faster (not that it isn't plenty fast now).
>>
>>Hmmm...would also seem to me that DSP could be an ideal crypto device
>>for encoding/decoding messages...with the right algorythm we could all
>>use are Falcons to drive the NSA nuts.

Not really -- encryption (as opposed to compression) algorithms are specifically designed to stop people cracking them by using fast number crunchers. They reply on the fact that breaking the code involves lots of algorithms that are NP complete (i.e. computable, but take longer than your lifetime to run!)

> This brings up an interesting point about the DSP - it should be possible
>to modify a lot of existing programs to run faster or better than they
>currently do on other Atari machines. Anything that does lots of
>number-crunching should be able to take advantage of a well-written DSP
>algorithm. For example, fractal programs, FFT calculations, vector/3D
>viewing calculations, etc.

Yes, yes, yes! I can finally have that fast fractal performance on a cheap machine...

>>Canada Remote Systems - Toronto, Ontario
>>World's Largest PCBOARD System - 416-629-7000/629-7044
>
>Ben Gilbert e-mail : bgilbert@cs.washington.edu
>Department of Computer Science
>University of Washington

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

6870. Re: Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 22:42:56 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1992Dec9.224755.16808@umr.edu>
Source record: 213424

```
------------------------ Original Article ------------------------
Xref: usenet-feed.cc.umr.edu comp.sys.amiga.advocacy:37123 comp.sys.atari.st:442
Path: usenet-feed.cc.umr.edu!moe.ksu.ksu.edu!crcnis1.unl.edu!wupost!cs.utexas.ed
From: marks@castle.ed.ac.uk (Mark Steyn)
Newsgroups: comp.sys.amiga.advocacy,comp.sys.atari.st
Subject: Re: Falcon sucks!
Message-ID: <29330@castle.ed.ac.uk>
Date: 9 Dec 92 17:56:06 GMT
References: <92338.155529IO92257@MAINE.MAINE.EDU> <1fmq1cINNbbb@golem.wcc.govt.n
Organization: Edinburgh University
Lines: 26

runehy@dhhalden.no (RUNE HYLDMO) writes:

>>Amiga people write: Falcon sucks!

>>Does it? Is it any good I mean... it better be since it costs that much,
>>normal mastubating equipment doesn`t cost 499, does it? But you nerds
>>obviously know more about it than we Atarians do. When you NERDS say that
>>the Falcon sucks, you just give the other Amiga-fantatics another reason to
>>buy it. I mean you are to DUMB and to UGLY to get the REAL THING.

>Is it any wonder "Amiga people" write "Falcon sucks!" when
>this is the intellectual level that they reply to?

>I cannot believe that this poster had any other intention
>than to try to rile the people who own Amigas and read this
>group.

>Please in future refrain from posting this infantile
>drivel.^^^^^^^^^
^^^^^^
Gee, I wonder what level your intellect is using to write this?
>Mark

>--
>"A little nonsense now and then,\ Mark Steyn : \
> Is relished by the wisest men" \ marks@castle.ed.ac.uk \
> Willy Wonka \ mpjs@dcs.ed.ac.uk \
```

6871. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 23:06:58 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <723942418.28353@minster.york.ac.uk>
Source record: 213440
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1992Dec9.025117.1788@ra.msstate.edu> ada@tacky.cs.olemiss.edu (Slu Aspiks) writes:
>YOU STUPID!! YOUN ONE IS UGLY!!! FALCON IS BIRD-DOODOO!!!! IS YOU SO
>NERD AND IS AN UGLY TOO! HA! REAL THING VAPOIR!!!!!
>
>GO HOME DUMB BOY!
>
>WHAT SAY NOW YO DUMB FALCUNT!

Ah, at last! A cogent and comprehensive argument, so eloquently written. I will now rush out and buy an Amiga 1200.

>SLU ASPIKS SLU@NU.FSY.REK.COM

Mat

Mathew Lodge	"I don't care how many times they go
mjl-b@minster.york.ac.uk	up-tiddly-up-up. They're still gits."
Langwith College, Uni of York, UK	-- Blackadder Goes Forth

6872. Re: QuickBBS on MegaSTE?

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 23:08:00 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <memo.799213@cix.compulink.co.uk>
Source record: 213426

In article <1992Dec4.232424.11796@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>What all can the newest version of QBBS do, where can I get it from,
>and does it work on MegaSTE? Oh, and can it handle multiple nodes?
>Thanks in advance!

The latest version is 1.08 and if you can't get it from anywhere else you can get it from the support BBS in The Netherlands. It's number is:

(Your international code)3158153849.

It costs 150 guilders to register but you can get a demo key which lasts for 60 days. I've just registered and I think it's worth every penny. It doesn't handle multiple nodes, I'm afraid.

```
**********************************************************
* Keith Jackson - kjackson@cix.compulink.co.uk *
* - 2:250/413.4@fidonet.org *
* -90:104/109.0@nest.ftn *
**********************************************************
* Rock testing is a smashing job. *
**********************************************************
```

6873. WANTED: Universal Military Simulator

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 23:25:18 UTC
From: stevem@solbourne.com
Message-ID: <1g5v8uINN13u@katmandu.solbourne.com>
Source record: 213425

I am looking for a game I saw years ago (when I used to use my system).
It is called the Universal Military Simulator. I don't know who made it.

Anyway if you have it and would like to sell for a reasonable price
let me know, I'll pay shipping also.

If no one has UMS then I would also be interested in any tactical/strategic
level military games. Let me know.

Thanks...

Stevem

6874. Keyboard Problem

Newsgroup: comp.sys.atari.st
Date: 1992-12-09 23:48:28 UTC
From: xepama@usbk03.bk5001.chevron.com
Message-ID: <1992Dec9.234828.24046@nntpserver.chevron.com>
Source record: 213427

The rightmost 8 keys on my 1040ST (3,6,9, on the numeric pad; ENTER, etc.) have begun to work intermittently. Lately, the times they do not work are beginning to outnumber the they do. Originally, a reboot usually solved the problem but now they may work for a short time and then quit.

Are there any educated guesses as whether this (A) an easily fixable problem which could be solved by reseating a connection, (B) something more difficult which would require professional intervention, or (C) the beginning of the end for my machine?

Thanks.

--
Parker Mann xepama@usbk03.bk5001.chevron.com
Chevron Petroleum Technology Company, Bakersfield, CA.

6875. Mail Order Phone Number

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 00:03:43 UTC
From: mfallero@doc.bmd.trw.com
Message-ID: <1992Dec9.170343.518@doc.bmd.trw.com>
Source record: 213428

Would some kind soul post the number of a reputable U.S. mail order
firm that sells Sierra games?

Thanks,
Mark Falleroni
Ogden Engineering Office
TRW Defense Systems
Ogden, Ut 84403

6876. Re: Piracy of software

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 00:08:00 UTC
From: renfro@crchh610.BNR.CA
Message-ID: <1992Dec10.000800.29595@bnr.ca>
Source record: 213431

In article <1g5lrqINNp3t@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

|>Your idea is based on the assumption/point of view that people
|>who have pirated software are the bad guys and software companies
|>that own the rights on this software are the good guys.
|>Completely black & white, completely one-sided.
|>I don't subscribe to this point of view at all. This way of
|>looking at things overlooks the central fact that software piracy
|>is tightly coupled to software overpricing, and that these two
|>form a dynamical system (commonly known as a vicious circle or
|>a catch-22) in which amplification of one part tends to amplify
|>the other part.

First of all, it is black and white. The software companies own the rights to the software and can sell at any price they like. You either pay for it or you are stealing it from them.

What you seem to be suggesting is that if the software wasn't that good, or if you felt you were overcharged for it, then it is okay to distribute copies of it. Sorry, two wrongs do not make a right. Regardless of the quality, they can charge whatever they like and if you think it is too much then you do without. What is needed is more information about the quality of a software product before it is purchased so you can make an intelligent decision whether or not you want to pay the asking price. That way, good stuff would sell and good developers would make money and bad stuff would not sell and the bad developers would go out of business.

In any case, you can not justify pirating software!

Randy

6877. Re: What I would do if I was running Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 00:43:45 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11385@uqcspe.cs.uq.oz.au>
Source record: 213430

>Scott Miller writes:
>>
>>7) Atari Program Exchange (APX)

James Hague writes:

>A terrific idea!

>Somebody send Scott's posting to the the Tramiels. Sure, they'll
>either ignore or screw up everything, but that's to be expected...

YES,
YES,
YES.

The Tramiels just might listen, you know. I get the impression that
they're trying there best with limited resources.

They gave Jeff Minter a Falcon, good move but small.

They hired Eric Smith, GREAT move. I'm ALL FOR the delayed Falcon waiting
for MultiTOS. When I saw Eric's question to the net in c.s.a.st.tech, I
thought "Yes, they want to do things RIGHT". They don't want to be the
IBM-Motorola-Golf-Intel story of future history.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6878. SILENT SERVICE

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 00:44:00 UTC
From: judy.ranelli@the-matrix.com
Message-ID: <4947.405.uupcb@the-matrix.com>
Source record: 213371

OK... I'm the one who didn't know how to fire those pesky aft torpedoes.

Well, I turned the periscope fully backwards and it worked; however,
what do you do when you are submerged too deep to use the periscope?

Thanks,
judy

6879. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 00:45:54 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1g6402INNn8t@life.ai.mit.edu>
Source record: 213436

In article <1992Dec9.214410.1764@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>Meanwhile - I have no reason to lie, and I am not exactly hardware illiterate,
>so I don't understand what there was to doubt about my information...

I doubted your information becuase (I thought) I'd seen cards for the
PC that displayed 32K colors, which you simply mentioned "was impossible
for VGA," without having clarified what that meant. You have now. Thanks.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6880. Re: Warp 9 Upgrade pricing

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 00:48:24 UTC
From: an375@cleveland.Freenet.Edu
Message-ID: <1g644oINNm31@usenet.INS.CWRU.Edu>
Source record: 213429

In a previous article, dud@hardy.u.washington.edu (Daniel Aylward) says:

>
>Warp 9 does work with MiNT and TOSwin.
>
But does it work with chameleon? Chameleon only works when MiNT starts after
gem, whereas Quickst 2's demo must load after MiNT but before gem.
--
"I dont want to erad this sick s**t what the hell is wrong with people who
think theyre elves?" I'm not sure which way to interpret that.
" I can type and I will not be judged by tping skills"
"cross yourself. scream once more. move yourself across the floor."

6881. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 00:54:59 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11387@uqcspe.cs.uq.oz.au>
Source record: 213432

dmb@rice-chex.ai.mit.edu (David Baggett) writes:
>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>
>>They were probably staring blankly trying to comprehend your arithmetic.
>>640x480x16 only requires 153KB per screen. (Or more precisely, 1.5K * 100).

>Hello, McFly, anybody home?

>640x480 = 307,200 pixels
>16 bitplanes -> 2 bytes per pixel -> 307,200 * 2 = 614,400 bytes.

>This is the incorrectly-called "true color" mode. That's the mode they
>wanted games written for.

Hello, Biff, anybody home?

They DO NOT "want games written for" the 640x480x16bit mode [note the
unambiguous "bit" addition]. Why would they? non-VGA, interlaced?

That mode is a novelty item only.

Somehow, it seems Dave just wants to slam Atari.

The modes appropriate for games are:

320x240x256col 75K
320x240x65536bit 150K
640x240x256col 150K, maybe (not 1:1 aspect ratio)
640x240x65536bit 300K, maybe (not 1:1 aspect ratio)

Some games will use 480-line modes, or have that as an option - since many
people will use VGA monitors with the Falcon (since they are cheap). But
then they can't use 640x480x16bit mode anyway. No games will exist for
that mode. Maybe an optional title-screen, nothing more (just like on the
Amigas - no-one minds an interlaced, HAM title screen, but TO PLAY ON???
doubtful, Dave).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6882. Re: Falcon screen

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 01:09:38 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11388@uqcspe.cs.uq.oz.au>
Source record: 213433

dmb@rice-chex.ai.mit.edu (David Baggett) writes:

>I'm sure you will get flooded with responses to this, but the most
>interesting new mode by far is the 640x480x16 (Dammit, Jim, 16 BITS, not
>16 COLORS!) which is actually superior to any standard VGA or SVGA mode.
>(Hmmm, I'm not sure what the new "VGA HiColor" cards do. I know they
>do 32K colors, but I'm not sure of details. Anyway.)

Dammit Dave, it's INTERLACED (except perhaps on a MultiSync, in which case it
really would slow the computer down).

640x480x16bit PAL(interlaced) = 640x240x16bit VGA

... as far as slow down is concerned (since interlaced is effectively 30Hz).

640x480x16bit PAL(interlaced) is USELESS, except for title screens, which
are non-essential.

16 bitplane modes are great for some things, but seriously, 256 colours
is heaps for games (you know this Dave, you've got a PC - almost all games
use 320x240x256colours).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6883. RE: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 02:26:57 UTC
From: qsi@contrast.wlink.nl
Message-ID: <724011081.AA00655@contrast.wlink.nl>
Source record: 213282

Gordon Farrell wrote in a message on 08 Dec 92 to All

GF> As for the delays, well, this IS Atari we're talking about
GF> (not that other companies are much better. How late was System
GF> 7? Any sign of Windows NT?). As for Atari lying, I think that's
GF> a bit harsh. I don't think Atari was deliberatly trying to
GF> decieve people.

I do seem to remember an RTC transcript from GEnie (or something) in Z-Net about a year ago, when Sam Tramiel said that FSM was ready for shipping, and that they were just waiting for the designer packaging. I don't keep old issues of Z-Net (or was it STR?) so I cannot check this, but this is what I remember.

YHS:QSI!

6884. RE: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 02:51:44 UTC
From: qsi@contrast.wlink.nl
Message-ID: <724011081.AA00656@contrast.wlink.nl>
Source record: 213283

Mi Winter,,,, wrote in a message on 09 Dec 92 to All

MW> Well to everybody out there, the true, and this is correct.
MW>
MW> The speed of the falcon is 3.8 MIPs and it does have a true
MW> 32 bit BUS.

So much for your credibility... I have just seen today a confirmation from
Atari Benelux, that the bus between the 68030 and memory is 16 bits.

YHS:QSI!

6885. RE: The Great Falcon Debate

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 02:58:33 UTC
From: qsi@contrast.wlink.nl
Message-ID: <724011081.AA00657@contrast.wlink.nl>
Source record: 213284

Mi Winter,,,, wrote in a message on 09 Dec 92 to All

MW> Well let me tell you something, the FALCON is an excellent
MW> machine, and does not have a 16 bit bus as you said, it has
MW> a full 32 bit bus. The machine if you wait is having a re-design.

Nonsense. See my previous post. The redesign has been officially denied by
Atari Benelux.

MW> The casing is being completely re-designed. Wait for the end
MW> of January, you shall see that I am right.

More likely the oppposite.

MW> The FALCON has loads of excellent reasons for buying it.

[lots of stuff deleted]

MW> 9.A 386SX processor can be directly plugged in enabling emulation
MW> of a SuperVGA IBM PC compatible with no trouble at all. 10.It

This too is nonsense. The expansion port in the Falcon is an A24/D16 bus,
and you can most certainly NOT plug a 386SX in directly. You need a AT
Speed-like adapter board to do it.

[more evangelizing deleted]

MW> Buy one as soon as possible, support the FALCON.

Trying to convince people that the Falcon is a good computer is one thing,
but resorting to telling outright lies about the Falcon's capabilities is
extremely counterproductive. Atari is just a computer company, not a
religion.

YHS:QSI!

6886. Re: NTSC from SVGA

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 03:06:03 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Dec10.030603.2229@vpnet.chi.il.us>
Source record: 213379

In article <1992Dec8.235232.14810@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
> ......
>
>The STm's, STfm's, STe's, Mega STe, TT(?) and Falcon all have the RGB to
>composite and RF modulator circuitry you require. However, you really need
>the TT or Falcon to be able to display SVGA quality graphics. The Falcon is
>not yet available in the US.
> ......

The TT does _not_ have composite (NTSC) video or RF outputs. (This is one of the few things I dislike about my TT.) You would need an RGB-to-NTSC converter. My Atari dealer says that the old Video Key will not work with the TT, or at least not in the TT resolutions (which provide VGA-quality graphics). JRI is supposed to be working on a genlock board for the TT, which will do the conversion.

I don't think that the Mega STe has NTSC or RF outputs, either (at least not the one I looked at).

Nick DiMasi nickd@vpnet.chi.il.us Delphi:TURBONICK

6887. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 04:58:03 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1g6iorINN3ob@life.ai.mit.edu>
Source record: 213446

In article <11387@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>They DO NOT "want games written for" the 640x480x16bit mode [note the
>unambiguous "bit" addition]. Why would they? non-VGA, interlaced?

Just telling you what they told me when I was out there, Warwick.

>Somehow, it seems Dave just wants to slam Atari.

I have no reason, and never have had any reason, to say anything to
slam Atari. They've been generating their own bad press quite well
on their own.

If people seem to be deluded, I may feel obliged to correct
misconceptions since I've been "on the inside." It's simply not true
that I've been posting criticisms of Atari because I want to slam
them. By assuming that, you're attributing an awful lot of nastiness
to me. I'm not nasty -- stubborn perhaps, but not nasty.

>The modes appropriate for games are:
>
> 320x240x256col 75K
> 320x240x65536bit 150K
> 640x240x256col 150K, maybe (not 1:1 aspect ratio)
> 640x240x65536bit 300K, maybe (not 1:1 aspect ratio)

Your expertise with game development notwithstanding, this is only
your opinion. The fact that you do indeed have some clue about what
you're talking about probably means you're not arriving at the same
conclusions as the game development people at Atari HQ. (See my
previous post "Re: Hello, GW").

They rightly realized that the only modes unavailable on other machines
were the 64K color modes. The Atari game development people therefore
saw these modes as their best bet. I've already mentioned that I pointed
out at least one significant technical problem with using 640x480x64K
as a game mode (RAM), and Howard has now explained another in enough
detail for even ingnorant bastards like me to understand. :-P

What I haven't even mentioned yet is that they informed me that they
NOT ONLY wanted to run in that mode; they wanted to run in that mode
with overscan.

>No games will exist for that mode.

Perhaps if you try to tell them this you will get a better response
than I did.

>Maybe an optional title-screen, nothing more (just like on the Amigas -
>no-one minds an interlaced, HAM title screen, but TO PLAY ON???
>doubtful, Dave).

Damn right it's doubtful. You're in violent agreement with me. (Just
not with Atari.)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6888. Re: Falcon screen

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 05:00:09 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1g6ispINN3pp@life.ai.mit.edu>
Source record: 213445

In article <11388@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>16 bitplane modes are great for some things, but seriously, 256 colours
>is heaps for games (you know this Dave, you've got a PC - almost all games
>use 320x240x256colours).

Again, you're not arguing with me; I was only giving Atari's "wishes"
with regard to Falcon games. (And we certainly did hear a lot of
wishes.)

I think the 64K color modes are interesting, but not very useful for
anything but still images.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6889. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 05:30:36 UTC
From: mrysdorp@sdcc13.ucsd.edu
Message-ID: <42299@sdcc12.ucsd.edu>
Source record: 213364
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <Bz06w0.D0J@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>I think perhaps it's time we imposed a (mental) age restriction on this group.

Well, if you really think it's necessary, Craig....

Awright, everyone with an IQ over 60 clear out to c.s.a.misc NOW!!!
MOVE!!!!

6890. NN Newsreader Installation -- Help!?!

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 06:23:38 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.FnXttfyi6xA@elfhaven.ersys.edmonton.ab.ca>
Source record: 213309

Hi!

I just got a copy of the NN Newsreader (6.4.x.x 1.3) and I need some help installing it.

I am currently using Hermes 1.00 to get my news and mail, and GUS to read it. My directory structure is the one recommended in the Hermes documentation (at least I think it was):

E:\BIN\ Hermes binary files.
E:\ETC\ Hermes support files. (CONFIG.SYS, XHOSTS, PASSWD, Etc.)
E:\DOCS\ Hermes documentation.
E:\USR\BIN\ Mupfel/Hush command line interpreters.
E:\USR\LIB\MAIL Mail routings (not really used on my system).
E:\USR\LIB\NEWS Active file, SYS file.
E:\USR\ADM\ Hermes administration files.
E:\USR\SPOOL\NEWS Where the articles for the newsgroups are stored.
E:\USR\SPOOL\MQUEUE Outgoing news/mail.

The NN folder structure looked the same. The NN binary files were in USR\BIN\ so that is where I put them on my system. There were also other binary files in BIN\ (UNSHAR.TTP, SED.TTP, GREP.TTP, Etc.) which I moved to my BIN\ folder. There was a folder called NN in \USR\LIB so I moved that folder to my own \USR\LIB\ folder.

From here on, things stopped going well. For lack of other ideas, the first thing I did was type "nn.ttp". The system responded with something along the lines of:

"Can't open e:\usr\spool\news\.nn\MASTER Mode 0x280 Errno=2"

I created the .nn folder (what kind of a name is that?!) and tried again. I got the same result. From there, I tried to run NNADMIN and got the same response.

Can anyone tell me what I am doing wrong? NN looks like a great newsreader to use. I also noticed that no mention is ever made of Hermes. Can I even use NN with Hermes? As I mentioned, the version I have is NN 6.4.x.x 3.1 ST.

Any help would be appreciated. (Hermes UUCP is great, and if I ever get some money, I'll be registering it so that I can get the newer version.)

In dire need of help,

--
<< -- >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>

<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

6891. Re: Warp 9 Upgrade pricing

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 06:34:58 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Dec10.063458.21272@u.washington.edu>
Source record: 213444

an375@cleveland.Freenet.Edu (Jason Baker) writes:

>In a previous article, dud@hardy.u.washington.edu (Daniel Aylward) says:

>>
>>Warp 9 does work with MiNT and TOSwin.
>>
>But does it work with chameleon? Chameleon only works when MiNT starts after
>gem, whereas Quickst 2's demo must load after MiNT but before gem.

I don't know; I haven't used Chameleon in a long time... But Warp 9 is
much more advanced than QuickST 2.

Dan Aylward

6892. Re: Big name hype

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 07:11:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71389@cup.portal.com>
Source record: 213447

Jan Kim writes:

>ASH seems to do quite well with the Pure languages, therefore I
>fail to see why Borland shouldn't have been able to sell their
>compilers for a profit themselves.

Oh well.. tell you what.. you try it..

Then come back and tell us all about how you can make millions of
dollars in the Atari market...

I guess everyone who's tried to support Atari have just been total
morons and didn't have a clue as to how to survive in any market..

Couldn't have anything to do with how badly Atari has screwed up their
marketplace, could it..?

BobR

6893. Best Llamatron Score

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 07:13:19 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1g6qmfINN7r8@flop.ENGR.ORST.EDU>
Source record: 213448

I just ftp'd Llamatron, and it's excellent. If any of you haven't yet picked this up, you ought to.

Anyway, I'll get to the point. This is a tough game. What kind of high scores have you managed? My roommate is becoming quite skilled at this game. He thinks he can beat anybody. He's up in the 2.5 million point area (way ahead of me) can anybody top this?

Please respond by email. I've had a tough time keeping up with news lately.

Thanks,

--
********** John Thaanum thaanuj@prism.cs.orst.edu **********
Devoted fan of American musclecars, Atari computers, large caliber weapons, and similarly unfashionable persuits.

6894. Re: DSPs

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 07:28:09 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71391@cup.portal.com>
Source record: 213352

Christopher Hicks writes:

>When I get a Falcon I will be writing these
>and releasing as shareware... (I am an experienced DSP programmer, though
>mostly on 25MFLOP DSP32c floating point processors :-)

Christopher..! Why hasn't Atari *sent* you a Falcon...???

Wouldn't it make sense to have as many DSP applications ready to go
once the Falcon is ready to ship as possible..?

What are they going to be able to point to as available
applications if you don't write anything for them..?

Gosh.. if I ran a company trying to break into the DSP
applications market, I think I'd certainly seek out anyone who
had experience in the market I was trying to move into..

Then again, talk to David Baggett about how Atari treats anyone
who *dares* to try to support them...

BobR

6895. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 07:32:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71392@cup.portal.com>
Source record: 213353

Craig Grahm mumbles about FSM GDOS being "available"...

Golly, Craig.. if having to buy someone else's product is
a prerequisite to getting part of the Atari Operating System,
what does that say to you about their marketing..?

Plus, someone just posted that Atari now says that Goldleaf
really *didn't* have "permission" to distribute FSM GDOS..

So who do we believe *this week*..?

BobR

6896. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 07:46:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71394@cup.portal.com>
Source record: 213354

Hmm.. "Michael Smith" (I think that must be his name) blathers about PCs..

Sheesh.. get a clue and join the "real world", Michael..

PC motherboards are ALL standard.. they ALL have their holes in the same places.. they ALL have their slots in the same places.

Geesh.. make me go into my Flash buffer to find more blather..

8bit cards will work just fine with upgraded motherboards.. maybe not as fast as more expensive 16 bit cards, but they WILL work..

"Mauling" metalwork (or plastic, actually) seems to be more related to "upgrading" STs than PCs.. the openings in PC cases are all standardized.. not so with Atari stuff.

I dunno why I'd want to put a "real" AT sized motherboard in my XT case, when there are "zillions" of "mini '386" motherboards that will fit.. I guess you just don't have the background to understand to make it worthwhile explaining THAT to you..

Guess what, Michael.. for $65, I not only got a nice "mini tower" case with digital speed readout, but also a 220 Watt power supply... do you think Howard's claims will invalidate a 220 Watt supply..?

Maybe someday when they have time, the girls in the Terminals department where I work will have time to explain things to you..

BobR

6897. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 07:52:39 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71396@cup.portal.com>
Source record: 213355

Hi Warwick..! So.. you were there at Atari when they talked about what resolutions they wanted games written for..??

Cool.. I didn't know that..!

So.. tell us all what Atari told you..!

What did Leonard say to you..? How about the rest of the Atari games development staff..?

You seem to know ALL about Falcon games development.. how about spilling it all to us, eh..?

BobR

6898. Re: Griping at Languages (was: copywrong & all that jazz)

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 07:58:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71397@cup.portal.com>
Source record: 213356

Of course, if you acually BUY QuickBASIC, you get a manual..

If you just run the version that comes (FREE) with DOS 5.0,
you get no printed manual, just the online help..

More than Atari gives you for free, eh..?

BobR

6899. Re: "DiskDoubler" type program (Was: Re: Goodbye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 08:08:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71398@cup.portal.com>
Source record: 213357

Volker Brandt told us about a "Data Diet" type compression program...

That's great.. but.. how come no one else has ever heard of "DataLight"..?

Wouldn't you think that in a "world class" market like Atari wants us to think of them as being a part of.. that a program like that would have world-wide recognition..?

How about a little "marketing..?"

BobR

6900. Falcon: Nothing yet...

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 08:15:32 UTC
From: anamr@cats.ucsc.edu
Message-ID: <1g6ub4INNjg1@darkstar.UCSC.EDU>
Source record: 213358

Acording to Atari Corp head office in Sunnyvale, CA: The Falcon is not shipping yet!!!!

They say that the machines may ship as early as Dec. 21st! Don't count on it. Most likely the shipping will be delayed till after the Holiday Break. Look for the Falcon in early January.

Atari is said to be reworking the RF shielding on the first units...

More delays, argh!!!

When we get the word, you will see it here.

Chow.

6901. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 08:18:31 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71399@cup.portal.com>
Source record: 213359

wintermi@cs.aston.ac.uk (MI WINTER,,,,) writes:

>Get the FALCON, support the FALCON, it is the new machine, it is the future.

>If you want to now more about the FALCON write to my mail address and I shal

That's great..! I guess Atari Corp figured you were more worth
sending a Falcon to than CodeHead Technologies, so you must have
a lot of ideas about how the Falcon works with your currently
available software, right..??

What can you tell us about available TODAY Falcon applications??

BobR

6902. Re: STOS stuff ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 08:34:33 UTC
From: anamr@cats.ucsc.edu
Message-ID: <1g6vepINNjlh@darkstar.UCSC.EDU>
Source record: 213360

This information has been kicking around on my system HD for ages, but this club does exist! A friend of mine sent the guy some money and did get some real nice stuff more STOS. Mainly quite a few enhancments for STE users. There was Sound Tracker support files, you know those Amiga MOD files. Scrolling routines for mapped games...

The guy was in a major accident so he was out of the picture for quite some time, but he is back now. Drop him a line.

Here's the data...

There are some major changes for STOS Canada Club members where you can get 100 new commands added to STOS for your pleasure including 6 joystick port routines, Stereo sound commands, and much much more. If you are interested you can join Stos Canada for $25 a year Issue Six has just been sent out with source to the Big Stos Demo. We provide new 1991 subscribers with the new STOS commands and if you wish to join send and money order or cheque to STOS CANADA CLUB
P.O. Box 2083, Station B
Kitchener, Ontario
N2H 6K8

Hope that helps anyone programming in STOS as we have a 200 disc Library of files available to Club Members. A STOS sig and extra STOS programs are available via the Super BBS (519) 749-1206.
Only 250 Megs now but we are getting an optical drive soon

Dave Tomesch

~ QNet 2.04: NaNet *System EX-10 Canada* Kitchener Ont (519) 725-4400

That's all for now. It's not so sunny in Northern California today.

6903. Japanese Language Tutor

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 09:09:47 UTC
From: jmtech@board8.uucp
Message-ID: <1992Dec10.090947.3997@board8.uucp>
Source record: 213367

Well after a complete rewrite of the original program that I wrote nearly two years ago, JM's Learn to read Hiragana & Katakana game is ready. Yes could you believe that I actually had the program written then by accident I wiped it out. It was more than a year before I finally re-wrote the program. Now it is better than ever, with large easy to read basic Japanese characters. This program is coded in STOS, and seems to work on most ST's. I might rewrite it in GFA basic latter. The program is shareware and I hope to get it on the Atari.archive soon.

If there are any questions please forward them to my E-mail Address:

jmtech@gorn.echo.com or jmtech@deeptht.armory.com

I want my Atari Falcon :>

6904. DSP Modem & Voice transmission

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 09:51:26 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b271448@p12.f202.n281.z2.fidonet>
Source record: 213251

In a message of <Tue 8 Dec 92 21:53>, Ben Gilbert (2:281/202.0) writes:

BG> Imagine using the Falcon as a operator's switchboard thing -- you
BG> could have a headset, receive calls on one line, transfer them to
BG> other lines, whatever, all via a nice graphical interface. For
BG> computer users, it would be handy to be able to switch from modem to
BG> voice transmission on the fly.
BG> I think there are a LOT of possibilities in this thread for
BG> integrating digital and analog phone signals (well yes they're all
BG> analog but you get the picture), and the possibility of using the
BG> Falcon for a phone controller is great also.

Wouldn't it even be possible to this simultaneously? So, modeming and
speaking voice (using a microphone) at the same time? I guess the DSP can
do that, but could it be done using today's telephone lines?

Greetings... - Jan -
--- Bermuda v1.00
* Origin: UseNet Address: jan@nextjk.wlink.nl (2:281/202.12)

6905. Re: Piracy of software

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 11:25:24 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1g79f4INN144u@rs1.rrz.Uni-Koeln.DE>
Source record: 213366

In <1992Dec10.000800.29595@bnr.ca> renfro@crchh610.BNR.CA (Randy Hoekstra) writes:

>In article <1g5lrqINNp3t@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de
>(Jan T. Kim) writes:

>|>I don't subscribe to this point of view at all. This way of
>|>looking at things overlooks the central fact that software piracy
>|>is tightly coupled to software overpricing, and that these two
>|>form a dynamical system (commonly known as a vicious circle or
>|>a catch-22) in which amplification of one part tends to amplify
>|>the other part.

>First of all, it is black and white. The software companies own the
>rights to the software and can sell at any price they like. You either
>pay for it or you are stealing it from them.

Legally speaking, this is absolutely correct, of course. But this finding doesn't help to resolve the vicious circle described above. Strict enforcement of the relevant laws would give software companies a boost in profit, but at the same time, it would stifle the creativity of the computer community, and destroy its culture. Therefore, it would actually be harmful for the companies themselves in the long run, as it would lead, among other things, to a shrinking of the size of the installed user base.
Unfortunately, the laws that are supposed to organize the software market have given rise to the vicious circle, and they don't offer any way to get out of it. Therefore, it is necessary to develop new concepts for software distribution.

>What you seem to be suggesting is that if the software wasn't that
>good, or if you felt you were overcharged for it, then it is okay
>to distribute copies of it. Sorry, two wrongs do not make a right.

Right. However, the fact that one part does something wrong implies by no means that the other part is doing something right. What I'm saying is that two wrongs make a vicious circle, which is, of course, by no means a right. In this situation, blaming either side for their wrongs doesn't get you anywhere. The way to get out of the vicious circle is that all who are caught in it cooperate to get out, and blaming each other is certainly not a good way to foster a spirit of cooperation.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |

```
| |
*----=< hierarchical systems are for files, not for humans >=-----*
```

6906. Re: Piracy of software

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 11:31:53 UTC
From: richard@star.ic.ac.uk
Message-ID: <1992Dec10.113153.1879@sol.ctr.columbia.edu>
Source record: 213365

In article <1992Dec10.000800.29595@bnr.ca>, renfro@crchh610.BNR.CA (Randy Hoekstra) writes:
|> In article <1g5lrqINNp3t@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de
|> (Jan T. Kim) writes:
|>
|> |>Your idea is based on the assumption/point of view that people
|> |>who have pirated software are the bad guys and software companies
|> |>that own the rights on this software are the good guys.
|> |>Completely black & white, completely one-sided.
|> |>I don't subscribe to this point of view at all. This way of
|> |>looking at things overlooks the central fact that software piracy
|> |>is tightly coupled to software overpricing, and that these two
|> |>form a dynamical system (commonly known as a vicious circle or
|> |>a catch-22) in which amplification of one part tends to amplify
|> |>the other part.
|>
|> First of all, it is black and white. The software companies own the
|> rights to the software and can sell at any price they like. You either
|> pay for it or you are stealing it from them.

Yep, totally agree, also an increase in profits SHOULD result in
a lowering of price - competition, market forces etc. so you'd be
doing yourself a favour by increasing the companies profits. Or
maybe the companies would pay the programmers more... Nah, maybe not,
not if they already work well enough for what they get.
How about singling out the companies you like and only informing them of
pirated software? Even more consumer control!
Somehow though, unless the victim (of your wrath :-) is a large company,
it won't be worth the software company's while to prosecute - consumer relations
etc., big bad company against poor little individual - cost shouldn't
matter much - being a criminal action it should be covered by the state.

|>
|> What you seem to be suggesting is that if the software wasn't that
|> good, or if you felt you were overcharged for it, then it is okay
|> to distribute copies of it. Sorry, two wrongs do not make a right.
|> Regardless of the quality, they can charge whatever they like and
|> if you think it is too much then you do without. What is needed is
|> more information about the quality of a software product before it
|> is purchased so you can make an intelligent decision whether or not
|> you want to pay the asking price. That way, good stuff would sell
|> and good developers would make money and bad stuff would not sell
|> and the bad developers would go out of business.
|>
|> In any case, you can not justify pirating software!

|>
|> Randy
|>

Does any one know much about FAST and other similar organisations - they're probably the people to contact if you're really miffed.

Richard

6907. Re: LHarc's SFX 1.13L

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 12:45:53 UTC
From: opalla@issan.informatik.uni-dortmund.de
Message-ID: <1g7e61INN36f@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 213368
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I have been given binary data files that begin with, among other things,
> "LHarc's SFX 1.13L (c) Yoshi, 1989".

> These files seem to be self-extracting compressed archives for the IBM PC.

> Running lharc (in Unix) on them gives nonsense and corrupt archive info.

On my UNIX-machine there is a program called "lha", try this
instead of "lharc".

____
| |
| Rudolf Opalla - opalla@owl.informatik.uni-dortmund.de |
|____|

6908. Re: HELP! TOS Error 35! Augggh!

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 13:24:19 UTC
From: csg022@cch.coventry.ac.uk
Message-ID: <Bz1p8L.8x1@cck.coventry.ac.uk>
Source record: 213384

In article <1992Dec8.143700.14113@cbfsb.cb.att.com> dud@cbnewsf.cb.att.com (William F. Dudley Jr.) writes:

>Ever since I souped up my 520ST to have 4Meg of memory, I get TOS
>Error 35 for many programs that used to run just fine. On the other
>hand, many programs still run just fine, so I don't believe that there
>is a hardware problem.
>I have a funny feeling that this problem is due to the load address,
>or the amount of free ram, or something like that. Surely someone
>has found a fix for this problem? How about a program that consumes memory,
>like the EATMEM TSR available on MSDOS machines.

Why not try sticking a 2-3Mb RAM disk in before you try to
run the programs?

--
+---+
| csg022 is M B Procter | Sincerity, if you can fake that you've got it made. |
| Coventry Uni. England | Whoever said that was thinking of Anne Diamond |
+---+

6909. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 13:33:02 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Dec10.133302.1102@oz.plymouth.edu>
Source record: 213370

In article <H.ea.JFdhVcRRqik@harvee.billerica.ma.us> esj@harvee.billerica.ma.us writes:

>an interesting side note: some english department (I know, I know,
>tell it to a.f.u :-) looked at student papers to see if how the
>papers were produced had an effect on content. they found that
>students using wysiwyg WP packages created *great* looking papers
>that didn't say anything. it appears the students spent most of
>their brain power on the form instead of the content of the papers.
The actual study compared the "quality" (A very subjective thing) of
student writing given that one group of students used MS-DOS word
processors (NOT MS-Windows) and the other group used Macs.

This discussion really belongs elsewhere but if anybody is interested
I can dig up a reference to the actual article that this was said in.

I'll just say here that there were serious problems with that study
that make the results very questionable. Even the author of the study
admitted that & decided to continue looking into it.

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

6910. Re: HELP! TOS Error 35! Augggh!

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 14:35:11 UTC
From: dud@cbnewsf.cb.att.com
Message-ID: <1992Dec10.143511.3623@cbfsb.cb.att.com>
Source record: 213372

From article <1992Dec8.232928.456@rivers>, by ph9991_imm@rivers.acc.uwrf.edu:
> In article <1992Dec8.143700.14113@cbfsb.cb.att.com>, dud@cbnewsf.cb.att.com (William F. Dudley Jr.) writes:
>> Help!
>> Ever since I souped up my 520ST to have 4Meg of memory, I get TOS
>> Error 35 for many programs that used to run just fine. On the other
>
> Take a look at a November 30 article in this newsgroup titled
> welcome to comp.sys.atari.st, and in the section labelled ERR (about line
> 396 or so...) you should see a list of errors that TOS gives. TOS error 35
> is a problem I've had when the file has become corrupted, since the program's
> basepage contains information on how the file is set up.
>
> Lawrence Imm
> larry.o.imm@uwrf.edu
>
I've gotten a number of responses like this, and folks, you're missing the point. There has been no damage done to the files that give tos error 35, they just suddenly stopped working when I added more memory. The stupid floppies were in a box in another room when I soldered the memory in, so the files haven't been corrupted! You could almost convince me that subtle memory flakies are causing the load image to be corrupted at load time, but I have trouble buying that since so many programs work correctly, and I assume that, for a given machine with a given set of accessories loaded, all "transient" (to borrow a term from CPM days) programs load at the same address.

Someone suggested I try a program called "make512.tos" that attempts to solve this problem, but it doesn't seem to be on umich.

HELP! Does anyone have make512.tos that they can send me or upload to umich, or even tell me where on Earth I can ftp it from?

Thanks again,

Bill Dudley
AT&T Bell Labs
dud@hocpa.ho.att.com

P.S. the FAQ's information on this point is nearly worthless, to whit:

' Invalid program load format....-66.....35

The last code is the infamous "TOS error 35"! '

One wonders why it is so infamous if it is due to corrupted executable files. Surely there can't be so much damage to files in the Atari world?

dud

6911. RE: GIF/RAW/RCS/SPC ETC.

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 15:08:00 UTC
From: diane.karagian@idcbbs.uu.holonet.net
Message-ID: <1281.1019.uupcb@idcbbs.uu.holonet.net>
Source record: 213256

SK> >Has anyone registered their 'Photo-Chrome' and gotten the GIF conversion
SK> >function? Any good?
SK>
SK> I don't think Douglas Little has added that function yet - he was
SK> wrestling with the Compuserve GIF documents last I heard. They don't
SK> give the LZW compression algorithm which makes writing a GIF converter a
SK> bit difficult. I think Falcon stuff is taking up a lot of his time too.

The latest version of Photochrome (posted to GEnie a week or so ago)
includes GIF and (I think) Targa support.

DK

. KingQWK 1.05 # 666 .

6912. Re: "DiskDoubler" type program (Was: Re: Goodbye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 15:19:37 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Dec10.151937.24207@email.tuwien.ac.at>
Source record: 213373

Bob_BobR_Retelle@cup.portal.com writes:
: Volker Brandt told us about a "Data Diet" type compression
: program...
:
: That's great.. but.. how come no one else has ever heard of
: "DataLight"..?
:
: Wouldn't you think that in a "world class" market like Atari
: wants us to think of them as being a part of.. that a program
: like that would have world-wide recognition..?
:
: How about a little "marketing..?"
:

For your information, over here in Europe probably more people know about DataLight than about Data Diet... It's being advertised in almost every issue of ST Computer on a full page if I remember well... And as far as I know, ST Computer is the most popular German ST magazine... Also, there is a program called "ddd-compress" that is sold together with harddisks by a company called "ddd" and does the same task...

-MY

6913. Real-time compression programs?????

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 15:26:15 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1992Dec10.112615.1@sscl.uwo.ca>
Source record: 213376

Okay, so I undrstand the concept behind real-time compression...sort of! I've seen some of the IBM programs...from afar! Anyone know the dope on these programs? Do they really do what they claim...effectively? What is the uncompression delay like on an 8Mhz machine like an old ST? What kinds of files benefit most from the compression (I assume it can't compress all equally)? Does it just compress data files as they are saved/written or does it compress ALL files on disk? I realize these may be old hat to many ST'ers but they are questions I have always had about these kinds of programs...so maybe others have also. Reply if necessary, but posting may be more beneficial. Thanks muchly in advance :^)

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

6914. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 15:34:24 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <61627@aurs01.UUCP>
Source record: 213375

In article <71392@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Craig Grahm mumbles about FSM GDOS being "available"...
>
>Golly, Craig.. if having to buy someone else's product is
>a prerequisite to getting part of the Atari Operating System,
>what does that say to you about their marketing..?
>
>Plus, someone just posted that Atari now says that Goldleaf
>really *didn't* have "permission" to distribute FSM GDOS..
>
>So who do we believe *this week*..?
>
>BobR

Hey Bob,

In the past you've contributed quite a bit to this group with your experience and insight into the Atari community. However most of your recent posts have been scornful and devoid of any useful information. Would you please refrain from your recent trend of sneering at anyone in the group who shows signs of optimism for Atari and return to the quality of your previous, informative posts? I'm all for lively and informative debates, but when it breaks down into a whining contest the group is not well served.

Please, Bob, I don't want to add you to my kill file and miss your occasional informative posts.

Thanks.

-Jonathan Whitcomb
****
Jonathan Whitcomb UUCP: whitcomb%aurgate@mcnc.org
Alcatel Network Systems
Raleigh, North Carolina GEnie: J.WHITCOMB3

6915. Unix windows early version

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 15:37:26 UTC
From: ea121@city.ac.uk
Message-ID: <ea121.724001846@Balcombe>
Source record: 213377

Does anyone have or know where I can get the early version of Unix
Windows for the Atari ST that was produced and released by
Hans-Martin Mosner who was at the University Dortmund
West Germany. This is the version before that released
by Brad Bosch and Brain katzung of Lachman Associates inc.,
USA.

Both sources and binarys are wanted.

Any replies to ea121@uk.ac.city. Thanks

6916. Re: Falcon Screens & TOS 4.0

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 15:42:13 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <3gPkVB1w165w@ersys.edmonton.ab.ca>
Source record: 213389

wells_s@kosmos.wcc.govt.nz (steve wells) writes:

- I forgot to add to my last message - about LZHing/ZOOing those files,
- and then perhaps UUencoding them & mailling them to me! 8-)
-
- Or, if as I said, someone can redirect my search!!
-
- Thanks again, in advance!
-
- ==
- | Mercenary Software makers of only the finest garbage | Where's my Falcon?
- | Lets face it - They have the marketing skill of a doberman called Jeff!!
- ========================WELLS_S@KOSMOS.WCC.GOVT.NZ=========================

Please send a copy to me as well c/o "ggranger@ersys.edmonton.ab.ca".

```
==========================================================================
| Gregeory C. Granger (GGranger@ersys.edmonton.ab.ca) | "Greed |
| 5516-190 A Street Edmonton, Alberta, Canada T6M-2L3 | is |
| Phone: +1 (403) 483-2049 OR +1 (403) 481-5110 | good!" |
==========================================================================
```

6917. Re: Game Workbench

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 15:48:12 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Dec10.154812.1418@cs.mcgill.ca>
Source record: 213374

Well, although I probably won't use it (I just love to work out those interrupts myself ;-), it's the kind of program I would have loved to get my hands on when I started programming. So you got a yes vote here too, on behalf of all the potential future programmers who want to learn.

I've just caught up on all the fighting that has been going around. There was a lot of talk about how rotten most people are the they never pay the shareware fees, and don't even give any feedback on the program. But those who said that are the same ones who never gave ME any feedback from my first shareware game : wargame. And there are a lot. No, I don't expect a fee or anything. I put it on shareware (in contrast to freeware) because freeware gets viewed as low quality software, no matter what it is, just because it happens to be marked as free, and many would think "If it's free, it can't be any good". What I *really* wanted was people telling me how good (Or bad) the thing is, whether it works on a TT, etc ...
And what do I get ? Zip.

I understand that Dave is getting tired of this. He wrote so much stuff, and probably got no more than 1 or maybe 2 acknoledgement that his work got even looked at ! Hardly anything to go for !
The only time he got any word for blox was now, when everyone told him why it didn't have as much success as Llamatron. Maybe, just maybe, it would have made a difference if he would have been told that earlier. It would have given him an idea of what atarians like, and he could have come up with a hit, and DC would not have had to close doors.

Atari Corp may be screwing up the Falcon, just like it did the TT, but does that mean we atarians have to screw up the ST too ? Fine, we may not have all the software other platforms have. But whose fault is it? We all agree that we cannot count on the Tramiels to make it better, so it's up to us.

If the good programmers around got some incentive, we could have the best software library available. The ST is a pretty good machine, even if it's some 7 years old. Just look at those many megs large programs for IBM that do less than than the 300K one we can have for the ST. Even a game as simple as tetris costs a fortune on IBM. Mine is 70K large with some stuff added that you will not see anywhere else (I thought of putting it on a.a, but why? I probably would hear as much from it as for wargame). What did it cost me ? one week's work along with school assignments. Maybe 20 hours or so. Can other platforms say they are as easy to program as that !?!

Sure, we all have a lot of things to do (university for most of us, right?). But I'll tell you what : next term, my course load will be a lot lighter than it was those last few month. That means I'll try to start a "programming guide". GEM, GEMDOS, MFP, etc ... Something like the "proGEM" series for those

of you who saw them. Anyone interested to help me out on this, or is the atari community forever dead ?

Patrick.
bpat@binkley.cs.mcgill.ca

6918. Re: Falcon Screens & TOS 4.0

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 15:56:18 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340111@hpfcso.FC.HP.COM>
Source record: 213394

You should check out 3D animations in "true color" on an HP workstation with a CRX48Z head. This graphics accelerator has 48 image planes so you can do 24-bit color double buffered. It looks damn nice compared to 12-12 double buffered (24 image plane) system. All those great looking animations are using as many bits as they can get their hands on (The Lawn Mower Man).

People have done studies that show that the human eye can detect about 8-bits of resolution per color. This is why most of the RAMDACs that you can buy have 8-bits per color out of their look up tables. Therefore with 24-bits per buffer, you can store in the frame buffer all the resolution that most eyes can detect. The Falcon will only support at most 6-bits per color (5 of red 6 of green and 5 of blue for example). To say that 256 colors is enough is like saying 8-bit audio is enough. This digital thing is an approximation to a continuous signal. You can always wish for more bits of resolution.

Ted Rossin

6919. Re: Christmas Wish List (<$100 US)

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 16:20:20 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Dec10.112020.14193@umiami.ir.miami.edu>
Source record: 213378

In article <Bz0Jow.97C@constellation.ecn.uoknor.edu>, kllove@avenger.ecn.uoknor.edu (Kenneth L Love) writes:

> I have $100-$110 (US) to buy myself a Christmas present. I've decided
> to get something for my Mega 2ST (w/ TOS 1.02, 2 MBs RAM, 105 MB HD,
> SC1224, SM??? [monochrome monitor], 720K floppy) system. I'm looking for
> suggestions.
>
> It can be hardware, software, or a combination of both. However, I can't
> go over $110 (this is an extreme upper limit).
>
> Here are some of the major packages that I already have:
> PageStream 2.2
> Lattice C v5
> UIS III v3.1
> LDW Power v1.?
> Word Writer ST
> GFA BASIC v3.0
> I'm sure there are more, but I'm drawing blanks at the moment
> Lots and lots of games
>
> I'm not terribly interested in more games (though Populous II would be
> an exception if the right offer was made :).
>
> So if you had this system, what you get for $100?
>
> Sending replies by e-mail will be the most likely to be seen, but post if
> you must.
>
> adTHANKSvance,
> Kenneth Love

If you are looking into DTP the ONLY suggestion I have is that you get CALAMUS 1.09N. It is a phenominal package for ANY system. It rivals any b/w DTP program on Mac/IBM. From 1.09N you can upgrade for $210 to the new CALAMUS SL DTP program which has FULL color seperation as well as a modular design. I use both programs dutifully. I use 1.09N when I need something done in two minutes. WHen I have more time I use SL.

Pagestream is just TOO slow. I have that too. Best DTP, Calamus - hands down.

But if you are looking to spend a little more, I would suggest a 16Mhz accelerator. Any program will signifigantly speed up.

Mark Santora

6920. MegaSTe - any interest?

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 16:22:25 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Dec10.162225.10768@newshost.lanl.gov>
Source record: 213380

While I'm awaiting arrival of my Falcon (like everyone else) it came to me that now might be a good time to clear out some room for it. As such, I'm curious to find if there is anyone interested in buying my MegaSTe. It's a 4Mb unit with DSDD, 50Mb internal hard drive, TOS 2.05 and all the other MSTE goodies. It would be available with or without monitor (mono or color) and an external SF314 DSDD. No price quotes just yet, but it would be cheap, of course. :)

Hate to give it up as in many ways, it's a lot better development machine than the Falcon will be but...

If you think you might be interested, email me for more info. Thanx!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6921. Re: Piracy of software

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 16:32:08 UTC
From: jejones@microware.com
Message-ID: <1992Dec10.163208.17015@microware.com>
Source record: 213268

In article <1g5lrqINNp3t@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>I don't subscribe to this point of view at all. This way of
>looking at things overlooks the central fact that software piracy
>is tightly coupled to software overpricing...

Overpricing according to whom? According to the people trying to rationalize
software theft?

James Jones

6922. Re: Piracy of software

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 17:12:54 UTC
From: healy@nosc.mil
Message-ID: <1992Dec10.171254.23031@nosc.mil>
Source record: 213386

Maybe a good way to break the catch 22 cycle is for people to stop stealing software. Personally, I think theft is rather black and white. If I steal something, I can make excuses, but it doesn't change the fact that I stole something. The people I see stealing pc software are usually honest enough to admit that their motive is greed, not some lofty aspiration to make the world a better place :-)

Mike

6923. 1040 STf, etc. for sale

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 17:22:02 UTC
From: (unknown)
Message-ID: <1992Dec10.172202.7856@linus.mitre.org>
Source record: 213382

For Sale:

Atari 1040 ST with
Color Monitor
B/W Monitor
External disc drive (1040 has internal as well)
FaST 80 Meg Hard drive
Joppa 2400 Baud Fax Modem
Signalman 1200 Baud Modem
VIDI video digital interface
Michtron (?) video digitalizer interface
2 joysticks
a trackball
a spare mouse (a little ill but works)

Plus Software (all legal)
Wordwriter ST (Timeworks)
Publisher ST (Timeworks)
Dungeon Master
Chaos Strikes Back
Empire
Bridge
Shanghai
Tetris
Blockout
Algebra and Biology tuturials
Loom
Ultima II and III
Silent Service
all but one STart disc since Spring 1987
misc other magazine discs
nearly 80 Public domain discs
plus other I can't remember right now

Plus misc books, manuals, notebooks with articles from STart and other
mags,
cables, etc.

No, I didn't forget to mention a printer. I've a Panasonic 1124. Its
rather new (about 6 months) and I haven't decide whether or not to sell it.

I figure this represents over $3000 ($3500 if you count the printer) worth
of stuff if bought new. My wife says to sell it because she needs the
room and I don't have the time to enjoy it anymore (never had this problem
before we were married). Everything works great (except one old mouse).
I'm not looking to make a killing so make an offer. I'd prefer to sell the

system as a system rather than in pieces however don't let that stop you. I can deliver system to almost anywhere in the N.Va, Md, DC area and help set system up. I've still most, not all, of the original boxes.

Again, make a deal. Its the holiday season and the system is great for kids and adults alike.

day number: 703 883-7138

ed casey

(insert standard disclaimer here)

6924. Re: What I would do if I was running Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 17:37:11 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Dec10.173711.3983@cs.mcgill.ca>
Source record: 213381

Is it just me, or does everyone else think that, for some reason, all those at top positions (Government, company leaders, etc...) are really, and I mean *really*, dumb these days ? These ideas seem just so plain simple that I wonder why the Tramiels can't figure them out by themselves !!!

Patrick.

6925. intellectual property and shit

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 18:37:30 UTC
From: an375@cleveland.Freenet.Edu
Message-ID: <1g82paINNgc2@usenet.INS.CWRU.Edu>
Source record: 213383

This seems to be a popular subject here. I haven't bothered to read
all the posts, but one really bothered me. David Bagget said that if writers
and musicians weren't paid for their work, they simply wouldn't do it. No
great literature or music would be produced. Well, lets look at some
conctrete examples: Kathy Acker had one of her short stories killed by the
hack Harold Robbins. De La Soul had a song censored by the Hermits.
Negativeland lost their record contract and could lose everything they
personaly own thanks to Atlantic records. CSRG and BSDI may be shut down by
AT&T's lawyers.
Kathy Acker does teach, but the University system wouldn't have given
her the time of day until she was able to support herself writing. How is it
she spent years doing something she loved without getting paid? How is it
that hundreds of poetry magazines run at a loss, yet people still submit work
to be paid only with a copy of the magazine? If you love something you are
compelled to do it in spite of the cost.
--
"I dont want to erad this sick s**t what the hell is wrong with people who
think theyre elves?" I'm not sure which way to interpret that.
" I can type and I will not be judged by tping skills"
"cross yourself. scream once more. move yourself across the floor."

6926. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 19:57:17 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1992Dec10.195717.9007@ugle.unit.no>
Source record: 213385
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <723942418.28353@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
> In article <1992Dec9.025117.1788@ra.msstate.edu> ada@tacky.cs.olemiss.edu (Slu Aspiks)
writes:
> >YOU STUPID!! YOUN ONE IS UGLY!!! FALCON IS BIRD-DOODOO!!!! IS YOU SO
> >NERD AND IS AN UGLY TOO! HA! REAL THING VAPOIR!!!!!
> >
> >GO HOME DUMB BOY!
> >
> >WHAT SAY NOW YO DUMB FALCUNT!
>
> Ah, at last! A cogent and comprehensive argument, so eloquently written. I
> will now rush out and buy an Amiga 1200.

See? See why Amiga users say things like this? It WORKS! ;)

> >SLU ASPIKS SLU@NU.FSY.REK.COM

Hmm... Take a look at that name... Could it be - naah, no way... ;)

> Mat
>
> | Mathew Lodge | "I don't care how many times they go |
> | mjl-b@minster.york.ac.uk | up-tiddly-up-up. They're still gits." |
> | Langwith College, Uni of York, UK | -- Blackadder Goes Forth |

-Eyvind

--
//| | DISCLAIMER: I don't HAVE opinions.
// | | I just repeat what everyone else says!
\\ //--|miga: There can be only one. |
\X/ | eyvind@lise.unit.no | Aaaaaaaaaaaaaaaaaaaaaaaaargh! Ackpth!

6927. Re: Hello, GW! (was Re: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 19:58:42 UTC
From: greg@Quotron.COM
Message-ID: <greg.724017522@duke>
Source record: 213393

I'm stunned. I had always kinda figured that Atari was run by incompetents, but I'd never dreamt that anybody in a company floundering so badly could be so arrogant. Atari's reaction to _any_ software for the ST should be enthusiastic encouragement, much less something as powerful and complete as GW. And to belittle it so quickly and easily shows not only a company that's economically sick, but a company that doesn't understand its market, its product or its audience.
Man, if Atari reacted that way to me, I'd not only program for the PC, but consider going back to Sunnyvale with a gun.
--
Greg Knauss (greg@quotron.com) "Llamas, dammit! Llamas!"

6928. WANTED: Hardware/Software

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 20:06:53 UTC
From: barothwe@floyd.cca.cr.rockwell.com
Message-ID: <9212102006.AA17914@floyd.cca.cr.rockwell.com>
Source record: 213397

I am co-chairman of the "PTF Education Committee" (PTF is
Parent-Teacher-Fellowship) for a private, non-profit, Christian elementary/
middle school in Cedar Rapids, Iowa. We have two known-to-be-working Apples
and one IBM PC. We also have an Apple that I have not looked at yet. The
school's name is Isaac Newton Christian Academy. Money is tight, and
the roof needs repair, so usually fund raising tends to be directed towards
things other than computers. :-(

We are, right now, working on establishing a "Computer Lab", and have
been talking about soliciting donations.

We ask that if you have ANY Apple, Atari ST, Amiga or MS-DOS
hardware/ software items, partial systems, or complete systems, you
would SERIOUSLY consider donating these to our school. Even if it is an
item that needs repair, we'd be happy to accept it IF we know the
repair costs involved before it is
shipped to us.

You'd definitly get a receipt for tax purposes!

REMEMBER... this is a BONA FIDE non-profit organization!

Thank you for your consideration and support,

Bruce Rothwell

==
Bruce Rothwell \ /~~~~~~\ Opinions expressed
barothwe@floyd.cca.cr.rockwell.com X) are mine, but they
Rockwell Int'l - CCA / ______/ might be shared by
Cedar Rapids, IA multitudes !!
==

6929. You Could Win Big Money...

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 20:25:25 UTC
From: barothwe@floyd.cca.cr.rockwell.com
Message-ID: <9212102025.AA17950@floyd.cca.cr.rockwell.com>
Source record: 213398

IF you rush home today, and fill out and return that junk mail!

But now that you're here...

I'm a heck-I-know-nothin-bout-atariST's-yet kinda guy.

I'm considering buying one used from someone here on the net, and I
need a couple of answers...

1. Is Lemmings out for the Atari ST?
2. What's the difference between a 520 and a 1040?
3. Is there a "catalog" of software that's available
for the ST somewhere on the net?
4. Where is the best place to buy software by mail
(I prefer 800 numbers)?
5. Is there a FAQ that recommends the best software for
various applications?

Thanks,

==
Bruce Rothwell \ /~~~~~~\ Opinions expressed
barothwe@floyd.cca.cr.rockwell.com X) are mine, but they
Rockwell Int'l - CCA / ______/ might be shared by
Cedar Rapids, IA multitudes !!
==

6930. computer for sale

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 20:32:32 UTC
From: 6069050@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <92345.44896.6069050@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 213387

For sale - Atari Mega STe 4 meg RAM w/50MB HD, two monitors (C/BW), 1.44 meg floppy, monitor switch, Spectre GCR, tons of software. Like new. Make an offer. VERY CHEAP|| Call Mark (USA) - (408) 739-0541. Leave message.

6931. Re: Big name hype

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 20:49:22 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Dec10.204922.13008@exu.ericsson.se>
Source record: 213262

Jan T. Kim writes:
>
>>As for Borland, they did what a lot of companies are faced with
>>doing.. they decided not to distribute a product in the face
>>of almost certain losses.
>
>ASH seems to do quite well with the Pure languages, therefore I
>fail to see why Borland shouldn't have been able to sell their
>compilers for a profit themselves.

Something to keep in mind is that Borland has also given up
on their Macintosh products--and there are a lot more Macs
than STs. Apparently, they want to concentrate on The Big Market.

--
James Hague
exuhag@exu.ericsson.se

6932. Is Software Development Systems still around?

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 20:53:41 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <7V4kVB1w164w@oneb.almanac.bc.ca>
Source record: 213390

I have a question that someone in netland should be able to answer.
Is SDS (Software Development Systems) still doing business? Have they
moved perhaps?

I sent a money order along with the original DeskJet Utilities Pak disk
to SDS last May in order to upgrade to the Printer Utilities Pak. After
several months of no response, and a couple unanswered phone calls to
Scott Sanders, I finally sent a letter. It was answered by Scott, very
politely informing me that the finishing touches were just being applied
to the software and that it would ship soon. In September, a card was
mailed to me from SDS stating the software would arrive by the first
week of October.

The third week of Oct. went by without the long awaited arrival, so I
once again phoned the number on the card, and was assured by the SDS
rep. that if I received the card, then I was in the database and would
soon see the software. November came and went. I mailed another letter
to Scott... no response.

December... two tries at phoning the number that used to work in Oct. and
I just get a computerized voice message that "The number is no longer in
service"!!

Anyone know what gives??? I would truly like to get this upgrade for all
the wonderful things I could do with my DeskJet!

Sittin' in the dark in beautiful Canada,
Bruce.... :-)

bhawker@oneb.almanac.bc.ca (Bruce Hawker)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

6933. Warp 9 and Chameleon work together....Re: Warp 9 Upgrade pricing

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 21:34:24 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <Bz2BxC.60o@ucunix.san.uc.edu>
Source record: 213311

In article <1g644oINNm31@usenet.INS.CWRU.Edu> an375@cleveland.Freenet.Edu (Jason Baker) writes:
>
>In a previous article, dud@hardy.u.washington.edu (Daniel Aylward) says:
>
>>
>>Warp 9 does work with MiNT and TOSwin.
>>
>But does it work with chameleon? Chameleon only works when MiNT starts after
>gem, whereas Quickst 2's demo must load after MiNT but before gem.
>--

There is no comparison between Quick ST 2 and WARP 9.....

You should have no trouble running The Chameleon. BUT, for best results w/ THE Chameleon, return to the same status you were when you loaded an ACC before you UNload the ACC.

--Kevin
klasmekj@ucunix.san.uc.edu

6934. Re: TT and llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 21:56:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.801778@cix.compulink.co.uk>
Source record: 213396

```
>I can quite confidently vouch for the fact that Llamatron (the 1meg version)
>runs fine on a TT with 8M and Tos 3.05
I believe if you register Llamatron, you can ask for the TT version.
Jeff Minter develops on one so he always has a TT version available
of his stuff.

--------------------------------------------------------------------
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
------------------------------+---------------+----------------------
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user
```

6935. Emulator (ZX-Spectrum - wow!)

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 22:03:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1g8erflNNc1b@golem.wcc.govt.nz>
Source record: 213395

I've just managed to find a ZX-Spectrum emulator (German or English), and
have found out that There is very little software around for the thing,
does anyone know of any FTP sites that would have any??
(Our local Archie is useless, it only recognises about 20 sites).

Or, can anyone recommend a GOOD Archie-server thing?

(Our local one doesn't even recognise atari-archie!)
^v
==
| If I told you how much I needed this, I wouldn't have time to eat it! ZB |
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

6936. Re: intellectual property and shit

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 22:08:32 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1g8f50INNdle@life.ai.mit.edu>
Source record: 213400

In article <1g82paINNgc2@usenet.INS.CWRU.Edu> an375@cleveland.Freenet.Edu (Jason Baker) writes:
>This seems to be a popular subject here. I haven't bothered to read
>all the posts, but one really bothered me. David Bagget said that if
>writers and musicians weren't paid for their work, they simply wouldn't
>do it. No great literature or music would be produced.

Obviously there will remain a few diehards, but if you take away the ability for someone to make a living doing something, they'll stop doing it (full time at least). This is just so amazingly obvious I can't believe I have to keep pointing it out.

You want food? You need money. You do something that doesn't make any money? You don't get food. Unless you either support yourself on something else (thereby relgating your "real" work to a mere hobby), or you get money from someone else to live off of. (As is typical of the programmers who write free software.)

>Well, lets look at some conctrete examples: Kathy Acker had one of
>her short stories killed by the hack Harold Robbins. De La Soul had a
>song censored by the Hermits. Negativeland lost their record contract
>and could lose everything they personaly own thanks to Atlantic
>records. CSRG and BSDI may be shut down by AT&T's lawyers.

You're confusing "being able to sue people left and right for copyright infringement" with "being able to make money off what you're doing." I'm not saying I like the fact that giant companies can intimidate (or send into debt) smaller companies or individuals becuase court costs are so high. I don't like that at all. If you'd read some of my other postings you'd know that I've been personally threatened for copyright infringement by a behemoth. (I didn't like it.)

I think the copyright and patent laws need to be revised so that do what they were originally intended to do: protect the *small businessman* from having his work stolen by giant behemoths. Patents shouldn't cost $20,000 to get.

> Kathy Acker does teach, but the University system wouldn't have given
>her the time of day until she was able to support herself writing. How is it
>she spent years doing something she loved without getting paid?

I don't know, why don't you ask her, and then tell us? It probably wasn't a very pleasant existance if the the struggling authors I know are any indication. There will always be people who will put up with just about anything to continue writing, hacking, painting, etc. but it is far from obvious that such people are 1) in the majority, 2) the

best people in their fields, or 3) enough to sustain and industry.

If you changed the software industry overnight and lost the William Shakespeare of applications programming, would that be all right? Do you really think ol' Bill would have written for the theatre if he couldn't have supported himself on it? You may not be talking about losing *everyone*, but to think that the only great artists are the most dedicated ones is naive. You don't know the personal lives of all the great programmers out there -- how do you know which of them could stick it out in a profitless field?

>How is it that hundreds of poetry magazines run at a loss, yet people
>still submit work to be paid only with a copy of the magazine?

Mainly becuase there's no choice, frankly. How many people actually think they can make a living writing poetry? Hopefully none, otherwise they need to do a serious reality check.

Don't try to tell me what an author's life is like; I know very well what it's like from personal experience. My mother's an author and it's the shittiest business I've ever encountered. The only way you can do something like freelance writing full time is if you have someone to support you. (Fortunately we could get along on my father's salary alone until, after 15 years, she started running a positive cashflow.) This is not a matter of quality; she's one of the best in her business (won book of the year in the baking category at the IACP convention for the International Chocolate Cookbook -- buy one) -- it's just a really tough business to survive in.

Sure, there will be people who stick it out. But only if they have someone else helping with the bills. (Like a university or spouse.) You cannot assume that this will be possible for everyone. (It's not for me, I'll tell you that.)

>If you love something you are compelled to do it in spite of the cost.

I got news for you: I've been writing software for years. I love doing it. I can't even count the number of times I've hacked compulsively for 24 or 48 hour periods without a break. But if you think I can continue doing it for free when I have $18,000 tuition bills to pay (and if it's not me it'll be my kids, right?), you're *totally* unrealistic.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6937. Re: The Great Falcon Debate

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 22:10:41 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1992Dec10.221041.28151@dcs.warwick.ac.uk>
Source record: 213392

In article <1992Dec9.145828.2736@aston.ac.uk> wintermi@cs.aston.ac.uk writes:
>Well let me tell you something, the FALCON is an excellent machine, and does not have a 16 bit bus as you said, it has a full
>32 bit bus. The machine if you wait is having a re-design. The casing is
Ahh, but the standard memory is not 32-bit. If 3rd party 32-bit memory upgrades using the 68882 socket can be made then you are right, but I have not been convinced than this is possible.

>January, you shall see that I am right.

Do you mean a one-piece or two-piece casing (or are you talking about the Falcon040).

>
>The FALCON has loads of excellent reasons for buying it.
>
> 1. It has an excellent graphics capability.

It would need a 960x480 graphics mode to be called excellent. You can not get anything like this (overscan cannot be used in non-interlaced modes and therefore doesn't help).

I agree with points 2-9.
> 10. It has a DSP chip inside running in parallel which will enable sound and image processing to be done directly

Yes.

> with input from the DSP port at the rear. Also this chip could be used to perform breath taking 3D graphics,

No. The DSP is not really suitable for 3D graphics because they involve the processing of large amounts of data and the DSP has only 48K data memory and a very slow (1MB/s) link with main memory.

> with raytracing and shading done to produce the best graphics in TRUE colour at a speed unknown to any other
> home computer. As the DSP chip runs at an astonishing 16
Raytracing is a better example of a DSP application.

MIPs in speed. Combine the two processors, running
> in parallel and you have an amazing speed possible for all aplications where mathematics, graphics or shear
> speed are needed in processing.

Again, the DSP is not so useful for general processing because of it's limited memory.

>
>Buy one as soon as possible, support the FALCON.

I think a lot of people are trying to buy one as soon as possible, but are finding they are not available yet (Have you been able to buy one?).

>
>MI WINTER.
>E-Mail : wintermi@cs.aston.ac.uk

-Leo

6938. Re: 94 ARCADE JOYSTICKS -- LEFT SIDE?

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 22:56:52 UTC
From: jopi@stekt.oulu.fi
Message-ID: <JOPI.92Dec11005652@stekt6.oulu.fi>
Source record: 213254

In article <1992Dec9.053522.4607@umr.edu> S112397@UMRVMA.umr.edu writes:

> ------------------------ Original Article ------------------------

> >I've talked with some people that prefer joysticks on the right
> >side instead of the standard left side.

> >Why do all arcade machines have the joystick on the left side and
> >the buttons on the right side?

> >since 90% of people are right handers, why wouldn't the joystick
> >(something that needs great control) be on the left side?

Huh ? That was still 92% last time I heard ... beware ! (-:

> >Could it be that 90% of the engineers are left handed? :)

No, since the numerical keypad is on the wrong side.

> They certainly not in here!

But how about the designers ?

BTW: I'm going to be an engineer ;)

```
*(a++)+=--jopi(); /* jopi@{stekt,zombie}.oulu.fi */
/* -- the most disoriented user */
```

NFS server brain_left not responding, still trying ...
IPM: Permission error in input file: syntax error denied.

6939. Re: Falcon Screens & TOS 4.0

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 23:28:32 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1g8jr0INNd61@golem.wcc.govt.nz>
Source record: 213399

So - is anyone going to upload any TOS 4.0 screen-shots to atari
archive or any such thing?

I'm sure a low-res PI2 or IMG screen shot would do wonders!

We have to know what to complain/not complain about! 8-)

Yours in anticipation:/

```
================================================================================
| If I told you how much I needed this, I wouldn't have time to eat it! ZB |
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
```

6940. Re: Virus killer

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 23:29:24 UTC
From: postmaster@nasim.sta.sub.org
Message-ID: <H.ea.aQyjrL6MSKU@nasim.sta.sub.org>
Source record: 213314

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>In <1347@se.alcbel.be> cgra@btma74.nohost.nodomain writes:

>>Sorry to put what looks like advertising in here, but I've lost the
>>email address of the guy who originally asked me about the anti-virus
>>program Sagrotan.

>>The author's address is: Henrik Alt, Kirgelweg 25, 7160 Gaildorf, Germany.
>>No email address on the "info" box, but he must be on maus somewhere. The
>>program is shareware 9registration ca. DM30).

>I think the last known version of Sagrotan is 4.14. I don't think
>there will be any more updates, since I read an ad for a
>commercial virus killer called toXis, written by Henrik Alt, in
>the november issue of the German mag ST magazin.

The last version of Sagrotan (sometimes called Sakrotan, too) is the
very old 4.17. There will be no newer version of this slow
viruskiller. The product name has changed to 'ToXis' and it's commercial
now.

Try to use other viruskillers:

Poison (newest: 2.0, commercial)
Virendetektor 3.1g (Shareware, good Support!)
AVK 5.6 (commercial)

>Greetinx, Jan

There is a new virus included in some demos distributed in the MausNet.
It sometimes renames *all* the Files of a partition to 'ARSCHnnn.xxx'!
(Arsch is German and means ass :-( ). No viruskiller is able to detect
this virus, because the programmer of the demo included it!

Be careful!

(Sorry I don't know the name of the program(s), I'm not in MausNet)

Knarf
==========

6941. Re: Best Llamatron Score

Newsgroup: comp.sys.atari.st
Date: 1992-12-10 23:45:48 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1992Dec10.164600.4097@arizona.edu>
Source record: 213255

In article 1g6qmfINN7r8@flop.ENGR.ORST.EDU, thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:
> I just ftp'd Llamatron, and it's excellent. If any of you haven't yet
> picked this up, you ought to.
>
> Anyway, I'll get to the point. This is a tough game. What kind of high
> scores have you managed? My roommate is becoming quite skilled at this game.
> He thinks he can beat anybody. He's up in the 2.5 million point area (way
> ahead of me) can anybody top this?
>

Aaaahhh!! *sigh*. And I was happy when I passed 300k......

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

6942. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 00:05:46 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec11.000546.27632@elroy.jpl.nasa.gov>
Source record: 213252

Geeze Bob, what's with all this baiting anyway?

In article <71396@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Hi Warwick..! So.. you were there at Atari when they talked
>about what resolutions they wanted games written for..??

The Falcon doc book says (page 7, Game/Entertainment Software Guidelines)
to expect 640x480x256 color mode as the most commonly used video resolution.
(The entire manual is copyright 1992 by Atari Corporation, otherwise I would
have reproduced the entire page here.) They also say to make the games
launchable from any resolution, and to return the user to the same desktop
mode as they left on program exit, etc. etc.

My personal favorite tho - make the games installable on harddisk. I'll be
really peeved at any game that ignores this one...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6943. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 00:28:45 UTC
From: bloc1469@ee.ee.uwm.edu
Message-ID: <1g8nbtlNN71d@uwm.edu>
Source record: 213253
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1992Dec10.195717.9007@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>In article <723942418.28353@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
> > In article <1992Dec9.025117.1788@ra.msstate.edu> ada@tacky.cs.olemiss.edu (Slu Aspiks) writes:
> > SLU ASPIKS SLU@NU.FSY.REK.COM

>Hmm... Take a look at that name... Could it be - naah, no way... ;)

I like the machinename, personally. Should be SLU@NU.FSI.YREK.COM,
though. Then again, nobody ever said that Slu knew how to spell
complex words like "is". ;)

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "AAAAAAAAAAAAAAARRRRRRRRRRRRGGGGGGGGGGGGGGHHHHHHHHHHHHHH!!!!!!!" :)
(: -Bobby Blazebleeder, BLAZEMONGER INC. :)
(: (: (: (: (: (: (: (: (: (: (: (: () :) :) :) Wubba, the Dark Angel :)

6944. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 02:15:41 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71459@cup.portal.com>
Source record: 213257

Jonathan Whitcomb writes:

>Would you please refrain from your recent trend of sneering at anyone in
>the group who shows signs of optimism for Atari and return to the
>quality of your previous, informative posts?

Sorry, Jonathan, but I don't see where telling someone that they
must be screwed up because THEY don't have a copy of FSM GDOS,
and YOU do (omitting the part about having to buy an expensive
third-party program to get it) is "showing optimism for Atari"..

Nor does telling anyone they somehow owe it to us and Atari to
remain in the Atari marketplace and starve show any kind of
"optimism for Atari"..

Spreading misinformation about other computer makes might give
a false sense of "optimism", and indeed, it might not be
especially hurtful, but I normally don't feel particularly good
about building up esteem for my computer by lying about someone
else's...

As for "optimism for Atari", you might have noted that I've had
very little to say about the Falcon one way or the other, except
that I don't have one, and see no immediate prospect of being
able to buy one. It doesn't matter to me whether it has a
16 bit bus or 32 bit bus, as long as Atari gets it onto the
market, MARKETs it, and actively encourages development of
software for it.

It almost seems that topics of discussion have wandered pretty
widely to fill in the vacuum of real Falcon information.
Until we can actually get them and work with them, most of what
can be said about Falcons is purely theoretical.

It sure would be great if we had something concrete to
talk about..

BobR

6945. Not Good Enough to Program for Free (was Re: intellectual ... shit)

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 02:28:43 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1g8ucrlNNnsl@life.ai.mit.edu>
Source record: 213258

In article <1g8ds1INNbuc@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>If composers/music writers etc. Didn't do anything without pay, then
>why are the music's of Bach, Mozart, Schubert, etc. etc. Around?!

Because they got paid to write music? Read even a 5 page leaflet on music history; these guys spent their lives grubbing for sponsors and brown-nosing every baron in Europe.

>Much, if not all of such music was written because people enjoyed
>doing it.

Virtually all their major works were comissioned. Bach was employed by various churches to write music for the services. Since you obviously haven't read any music history, I'll use an example from a popular film: did you see "Amadeus?" Remember that scene where the guy in the funny outfit says, "I didn't like it -- it had too many notes?" What was happening there was the *SPONSOR* was bitching about the work done. (And was also totally clueless about the work he comissioned; I see more and more parallels between music and software every day. But I digress.)

>Many people enjoy programming, and as such don't care much
>if they don't get any response (although it's always nice to get
>compliments 8-)

Look, I happen to be one of those people that enjoy programing -- what is this, some kind of holier-than-thou attitude you've got? You enjoy programming MORE than I do? You're MORE NOBLE about it?

Gee whiz. If you DON'T CARE as much as I do about response, perhaps you just haven't put enough hours of programming in, had enough of your software ignored, gotten enough "if you add this custom feature which will surely only take about 40 hours of work, I'll send in the $10 registration instead of buying a sandwhich today" letters, made enough long-distance "technical support" calls to people who never sent you any compensation, etc., or for that matter, gotten your ass flamed off for even DARING to criticize an Atari machine in this newsgroup enough times to START CARING.

"This is REALLY starting to annoy me." -- Rudy

Dave Baggett

Major thanks, however, to the 150+ people who sent me supportive email over the last week or so. And not one emailed flame -- I'm really impressed! (I hope answering them all didn't give me carpal tunnel syndrome...) :)

--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6946. Re: Hello, GW! (was Re: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 02:30:50 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1g8ugqlNNnt7@life.ai.mit.edu>
Source record: 213259

In article <greg.724017522@duke> greg@Quotron.COM (Greg "Maddog" Knauss) writes:
>I'm stunned. I had always kinda figured that Atari was run by incompetents,
> Man, if Atari reacted that way to me, I'd not only program for the
>PC, but consider going back to Sunnyvale with a gun.

You wouldn't need to bring a gun; you'd need only spin the barrel on
their own.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

6947. Sun Sparc <-> Atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 03:06:31 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <18342@mindlink.bc.ca>
Source record: 213260

I hope this isn't a FAQ (I read it awhile back and I'm pretty sure it isn't), but does anyone remember the name of the utility that allows me to use MS-DOS disks on my Sun Sparcstation 1+ at work? I want to move files between my ST and the Sparcstation. Also, I need the name of the directory where it can be found on atari.archive.umich.edu, if it exists at all. Thanks in advance.

Desmond Liu, B.Sc. in Comp. Science UUCP: a3148@mindlink.UUCP
Vancouver B.C., Canada (Go Canucks!) Bang: ...!van-bc!rsoft!mindlink!a3148
Internet: a3148@mindlink.bc.ca

6948. Hi!

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 03:08:08 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1992Dec11.034027.3190@umr.edu>
Source record: 213263

Hi! I'm new to this group(well, almost new) and was wondering if someone could help me with a few problems.
1.) I've had my 520STfm for a lonnnnng time now, about a year or two ago my disk drive quit(it was the original sigle-sidedand everything) I went to the Atari serviceman where I lived at the time to get it fixed. He gave me the choice of replacing the drive with a single-sided or double-sided drive, I (being a young-not even out of high-school-person who did not have much money at all) choose the single-sided drive. After he got it into the store he *found* out that he couldn't get sinlge-sided drives anymore and gave me a double-sided instead, also (quite nicely, I thought at the time) he only charged for a single-sided drive. But after I got my computer back, I discovered the drive would not work the way it was suppose to work. Unfortunatly, I allowed myself to forget about that, as my family was moving to Missouri. Now I've called up the friendly people(they seem to be friendly) at Toad Computers and they said I needed yet anouther disc drive as this one does not have a ?Media-change? line.
My question is(you're waiting for it right?) is there a less expensive alternitive? These are the sypmtoms: Will not recognize disc changesfor double sided discs, *Will* sometime automaticly recognize single-sided disc changes(if it doesn't it does the same thing it does for double sided discs, i.e. it shows the old directory), if a show info is done on the disk after the change the correct info is displayed *AND* the directory is updated when I press ESC. I have no idea on what type(or how to find out) of TOS I have. I have done no modifications to the computer (other than the drives).
My second question is are the majority of Atari sevicemen this, shall we say, competent(sp?)?
My third question isdoes anyone know how good those nice people at Toad are(i.e. if I send it to them, is it likely it will come back working?), I'm sorry if this sounds like a derogatory question, but I've been bitten twice and $100+ is alot to spend on a computer that has cost me $700+ so far(and judgingfrom the ads in here I wouldn't even be able to get a fourth of what I've paid for it).

Thanks
Sam Groves S112397@UMRVMA.UMR.EDU (I thinkthis is my E-Mail address)

6949. Me Again

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 03:39:18 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1992Dec11.035531.3353@umr.edu>
Source record: 213264

Hi! It's me Sam the Long-Winded. This time I'll make it short.
1.) Any one ever finish these games?
Time Bandit, Universe II, Sundog(without cheating), or Chaos Strikes
Back.
2.) If you have would you be kind enough to tell me any hints or where
to find hints (I'm kinda shaky on FTPing(Never done it yet) so if
you can help me out I'd appreciate it.
3.) When I fix my computer, I'm planing on buying a cheap(<$200) printer
it would need to be able to do a ALT-HELP screen dump without doing
anything other than simply installing it with install printer, and
it would need to load and eject paper so I don't waste a sheet every
time I print something. Any help on this is appreciated(I almost forgot
I have a 520STfm withit's orginial setup(all but a newish disc-drive).

Thanks a million(maybe even two).

Sam Groves S112397@UMRVMA.umr.edu

6950. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 03:40:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11405@uqcspe.cs.uq.oz.au>
Source record: 213261

ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>with GCC your input file is identicle to
>that you use with commercial "user-friendly" C compilers. TeX is totally
>different. I'd put TeX in the same class as Postscript, ie a document
>description language. It's just that no-one's written a word processor which
>outputs TeX yet.

Yes they have.

It's called LaTeX. I use the "Elvis" front-end module. Others use the "Emacs"
front-end module. Someone even uses FirstWord, outputting in ASCII as
the front-end module.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6951. Re: Piracy of software

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 03:46:53 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1g92vdINN1em5@rs1.rrz.Uni-Koeln.DE>
Source record: 213265

In <1992Dec10.171254.23031@nosc.mil> healy@nosc.mil (Mike Healy) writes:

>Maybe a good way to break the catch 22 cycle is for people to stop
>stealing software. Personally, I think theft is rather black and
>white. If I steal something, I can make excuses, but it doesn't
>change the fact that I stole something.

Theft in a traditional sense is wrong, at least if property is
distributed and organized on a fair basis. The main reason why it
is wrong is because theft means doing damage to the person that
something is stolen from. E.g. if somebody steals my bike, I'll
have to get around without it for a while, which will cost me
time, and I'll have to buy another one, which will cost me money.
However, this reason for prohibiting stealing applies in no way
to software. If someone copies my disk, I still have the
original. I neither have to spend a significant amount of time
without my program, nor do I have to spend any money for getting
another disk.
Thus far, there's no reason for anyone not pass copies of their
disks around freely. The sole reason for people not to do so is
that they would not get any money for their work if they did.
Preventing others from getting their stuff for free is the
sole way the concept of software property provides programmers
with for turning their work into money.
Now, since the concept of software property exists only to allow
programmers to make money out of their work, and not to protect
anyone against disadvantages and losses from theft, all other
concepts that provide programmers with a way to make money is at
least as appropriate as the concept of software property. I have
already mentioned that the unavoidable hampering of information
flow is a severe problem of software property. It is absurd that
a programmer writes software so people can use it, and then he
has to prevent most people from using it in order to turn it into
money.
One should be aware of the fact that the concept of property is
designed to organize the rights to use limited resources. It
won't work with stuff of which arbitrary amounts are available.
By prohibiting free copying, the availability of software is
artificially limited in order to allow the concept of software
property to work. I have serious doubts that such a kludge will
work for long.

>The people I see stealing
>pc software are usually honest enough to admit that their motive is
>greed, not some lofty aspiration to make the world a better place :-)

Most people I see selling software are honest enough to admit
exactly the same...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6952. Me Once More (This is the last time *I PROMISE* <grin>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 03:54:15 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1992Dec11.040038.3451@umr.edu>
Source record: 213267

Ok. You've read the posts. Ducked under the flames. Now tell me
is the Falcon suppose to be between the TT and the STs or above
the TT?This confusion is brought to you by the igorenant SAM GROVES.

6953. Re: What I would do if I was running Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 04:45:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1g96cmINN88h@usenet.INS.CWRU.Edu>
Source record: 213266

In a previous article, greg@Quotron.COM (Greg "Maddog" Knauss) says:

>exuhag@exu.ericsson.se (James Hague) writes:
>
>>Somebody send Scott's posting to the the Tramiels.
>
>Heck, send it to the Tramiels, the magazines, the developers, the users
>groups. Those were some of the most level-headed ideas I've seen
>concerning Atari in a long, long time. I don't think it's a users job
>to advertise the computer he owns (a la "The Revolution") but Scott's
>points just make too much sense to ignore. If you're an Atari evalgelist,
>don't flame me for not being one, make the company so exciting that I'll
>_become_ one.
>

Well, I hope all of you that feel the same way is participating in
OPERATION: A.C.T. NOW.

One of the main campaigns is to send the Board of Directors listings
of what everyone feels that they are doing right and the things that
they should be improving.

Many people have been sending in their registration forms with their
lists, but there are many people that have great ideas but will
never get heard because they didn't send these ideas to the campaign
leaders.

These lists are being compiled and they will be released soon.

There are other campaigns that are being worked on as well.

If you haven't heard of OPERATION: A.C.T. NOW, you'll have to check
it out in an ST Report that is about four or five weeks old.

Len

--

6954. Re: The Great Falcon Debate

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 05:05:11 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1g97i7INNhfr@golem.wcc.govt.nz>
Source record: 213270

```
Leo, try getting your numbers right - the Falcons DSP has a bit more
than 48k of memory to use!
================================================================================
| If I told you how much I needed this, I wouldn't have time to eat it! ZB |
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
```

6955. Re: What I would do if I was running Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 05:27:38 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1g98saINNd75@usenet.INS.CWRU.Edu>
Source record: 213269

In a previous article, smiller@bnr.ca (Scott Miller) says:

>My previous post, about making a math coprocessor standard on the Falcon, got
>me thinking: What would I do?

If anyone CARES to throw ideas around and you can TELNET, try
logging onto the Cleveland Free-Net Atari SIG.

freenet-in-{a,b,c}.cwru.edu = hela.ins.cwru.edu = 129.22.8.38

Type "go atari" at any menu.

Then type "12" for "OPERATION: A.C.T. NOW"

A list is being compiled that will be sent to the Board of Directors
at Atari consisting of "things that people see Atari doing right" and
"things that needs improvement".

To all those that sent in registration forms and your lists of
what Atari needs to continue doing and needs to improve, etc., they
are being compiled and will be posted.

BUT IF YOU HAVE GOOD IDEAS, THIS IS THE PLACE TO DISCUSS THEM.

>
>1) Populate the math coprocessor socket from the very beginning.

How much does a math coprocessor cost anyways?

Maybe it would have just cost too much to include it.

>
>2) Bundle in a capable and bug-free 'Atari-works' package. This will give people
> something reasonable, but shouldn't inhibit big-name software houses from
> porting their stuff.

YES, but just as long as the software isn't TOO GOOD. If it is a major
competitor to other software, it will just discourage developers if
the software is sold with it.

>
>2) Make sure the Falcon040 isn't TOO far behind, with at least the capabilities
> of the TT/030. (1280x960 graphics, VME slot) In the new case, of course.
> You don't want to stifle Falcon030 sales, but you want people to get a warm
> feeling that you plan to be around for a while. Introduce it early, but
> price it initially such that it doesn't hurt the 030. (Remember the
> C64 and the VIC, Jack?) Evolve the machine. Look at what's going to be
> the price/performance leader NEXT year, not LAST year.

AND OF COURSE, make sure that the system is in a PC/tower case.

I'm also sure everyone will be wondering what happened to the Falcon030
with a Motorola 68030 at 33 MHz.

The Falcon030 (33 MHz) and Falcon040 (33 MHz +) is the next step.

The next step isn't a Falcon 8 MHz.

>
>3) Maybe, later, introduce a Falcon/030 II, with 33mhz 030 and 882, in a new
> case, if it is cost effective compared to the 040. (It might be cheaper
> to slap in a slow 68040 instead of speeding up the bus to 33Mhz)

Maybe at the SAME time.

I did not notice you stating anything about adding more DSP chips or ports.

If Atari really wants to get into multi-media, they need to really
make the machine a multi-media system.

The voice-mail system is great, but you won't be able to use a video phone
if the voice-mail system is running.

You also won't be able to run a home security or home control program
if another great DSP product is hogging the machine.

I also didn't see you mention greater EXPANSION or perhaps an easy way
to upgrade a 68030 (33 MHz) to a 68040.

>
>4) Make damn sure there is AT LEAST SOME big name software for the Falcon/030
> early in it's life. A little productivity (WordPerfect 5.1), a few games
> (Falcon 3.0, Chuck Yeager, Stunt Island) would help. If the companies are
> reluctant (because of past Atari failures) - DO THE PORT FOR THEM. Lend
> them Falcon030 experts for a while. Do what it takes to get a few big
> titles on the shelves.

UNFORTUNATELY, Atari does not have complete control over this.

Or at least not anymore.

About five years ago, Atari may have been able to go to Word Perfect and
say, "Hey, we are releasing this new system and we are planning to
launch a major advertising campaign for it so you may want to release
an updated version." AND THEY WOULD HAVE CONSIDERED IT.

Now, they know better. They know to wait and see what Atari does
(6 months) before working on new software or products.

That is another reason "OPERATION: A.C.T. NOW" was started.

So that we can maybe help PUSH the big names to make some new software
for the ST/Falcon computers. That is if we are actually serious
about buying it.

>
>5) For the software developers who have been supporting the Atari all along,
> (Like Spectrum Holobyte, with Falcon and Flight of the Intruder) - don't
> SELL them development machines - GIVE THEM A FEW!! Each program that they
> come up with will sell hundreds of machines. A BIG return on a few free
> computers. As above, support them with FREE EXPERTISE.

I can't agree with you more. Atari is in DESPERATE need of developers.

If they gave around 100 machines a way, they would be losing:

Let's say it costs them $200 to make each Falcon...

They'd lose $20,000. But this would be made up by the increased sales
due to the tons of wonderful software.

You also have to look at it this way, if you are a developer and a
company GAVE you the machine, you may feel better about developing for it,
thus creating better software.

>
>7) Atari Program Exchange (APX), via which all dealers have access to a broad
> range of *very inexpensive* software (cheap enough that nobody would bother
> to pirate it, and cheap enough that dealers can throw it in for free to
> sweeten a deal) A not-quite-free alternative to shareware, and the
> small-time developers would get a few bucks, as opposed to none. But keep
> the quality high.

Yeah, that is another good idea. THAT'S EXACTLY WHY WE SHOULD ALL
BE DISCUSSING IT ON THE CLEVELAND FREE-NET'S OPERATION ACT NOW BOARD!

If united, we can get Atari to implement these ideas.

Even if dealers charged $10 for a program, $5 for the author and
$5 for the dealer, there would still be money to be made for everyone.

Sell 5,000 of those pograms, you have $25,000. Not bad.

And worth it.

>
>8) Sell packages in North America like those I see advertised in the UK. For
> example, a 'games package' with the F030, joysticks, and a handful of
> first-rate commercial software. In large quantities, you should be able to
> do this pretty cheap, since the developers know that every copy bundled is
> one less copy to be pirated.

Yeah, and let's go as far as INCLUDING an International Software Catalog
for free!

And how about a deal for a free "ATARI" t-shirt.

And maybe, just maybe information on ATARI publications that you can
subscribe to!

I'm going to repost this on the cleveland free-net, so if anyone
wants to join the conversation there, you know where its at.

>
>9) Market the machines with 'Not just another boring PC clone', and 'you don't
> have to rip it open to give it decent sound and graphics'. Remember, Atari's
> home is the MASS MARKET. Get a 1-800 number so Mom and Pop can call for
> (where do I plug in the mouse?) support.

EXACTLY. Advertise it as "the EXCITING home computer" that is easy use!
You'll be enjoying yourself instead of stressing yourself.

>
>Ah, there I go dreaming again.

That's the only way to get something to AIM for.

>
>Oops, another one:
>
>10) Buy a Falcon030, get a Lynx for free! You make the money selling the software
> with those, remember.

Now, I kind of don't like this one, but the rest of them were pretty good.

Maybe, BUY A JAGUAR, get a LYNX. Hahahahahah.

>
>(P.S. to Atari: Give me a call if you want me to run your North American
> marketing. :-) I'll even quit my day job. It'd be fun!)
>
>I'd LOVE to see followups on this.

I WOULD TO, at the CLEVELAND FREE-NET.

The reason I'm pushing it so much over there is so that we don't
lose anyone's message and there is no expiration date on postings
(the SysOps delete them).

telnet freenet-in-a.cwru.edu
freenet-in-b.cwru.edu
freenet-in-c.cwru.edu
hela.ins.cwru.edu
129.22.8.38

Also, we can have REAL online conferences there in the multi-user chat area.

>
>--
>***
>Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
>.signature USES DISCLAIMER Ottawa, Ontario, Canada (No email access.)
>***
>

--

6956. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 05:32:48 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11406@uqcspe.cs.uq.oz.au>
Source record: 213271

dmb@xbar.ai.mit.edu (David Baggett) writes:

>IF someone WERE to add a Borland C-ish front end to GCC,
>then SURE, it would be better, provided it was done as well. But
>no one's done that yet, and that's exactly my point: These things
>take time, and they're hideously boring for techno's like the FSF
>and you and me. So for copylefted software they never get done.
>That's why copylefted software taking over the mainstream is
>a pipe dream.

There are three reasons why "wizz-bang" front-ends don't exist for GCC:

1. Wizz-bang interfaces are usually machine specific (but see 3)
2. People don't really want them (I don't use the wizz-bang
interface to CS-TeX either [though the CLI level is WONDERFUL!])
3. There is a wizz-bang interface - if you like emacs.

>To really this back in to the topic at hand: The claim that people
>will contribute enough to copylefted software (i.e., for free) so that
>such software will become competetive in the mainstream is unrealistic,
>as we have seen in the GCC case.

The fact that the contributors contribute "for free" has nothing to
do with it - the reasons above are all.

Does Dave think that people will contribute an optimising compiler
because it is more fun to write that a GUI????

As we have seen in ALL the free software examples... they all exist,
and they each represent a very LARGE contribution.

You want a GUI? Well, there's the CS-TeX gui, for example - it's not
a TIGHTTY integrated gui - yet it is an example of a non-proprietary
gui.

>If someone does as you describe, and adds easy-to-use whiz-bang front
>ends to Emacs, GCC, TeX, etc. then I won't have nearly as much ammo
>to aruge my point with, admitted. Fair?

Fair - but why bother?

Dave continues to tell us ow "typical computer user" need to be pampered
by flashy UI's... but ignores the fact that all this Free software EXISTS
and that REAL PEOPLE (Like me, himself, and 95% (?) of the others in this
group also use it... IN PREFERENCE TO COMMERICAL PRODUCTS). I switched
from a commercial highly integrated Modula-2 compiler (TDI) to a commercial,
loosely integrated, but more powerful Modula-2 compiler (FTL), to a Free,
VERY powerful C++ compiler (G++).

So the argument has really boiled down to NOT "what does the typical computer user want", but "what IS the typical computer user want".

I challenge ANYONE to show me ANY document preparation system that I would find more useful than running LaTeX. (CS-TeX in particular, as it is a VERY good implementation).

>>Myself, note this is a personal comment, find the sort of HPI's which you
>>prefer get in my way.

>Me too, generally, though I really do like Borland's source level
>debugger.

I like Borland's debugger too. But IMO, GDB is better - and I haven't even seen GDB running via emacs. [Apparently, under emacs, GDB uses the split-window facilities to give a very high-productivity UI]

>>Give me a nice clean command line and a standard set of programs and
>>arguments any day. :-)

>Ditto. But I don't think we're typical.

Ditto. Maybe we are - there's a pattern developing.

How can we argue that the "typical user" doesn't use all the powerful tools that "expert users" do... yet in the same breath say that these "typical users" need to be able to pull boards in and out of their machines, run config s/w, etc.

I am a "typical user" when it comes to, say playing GAMES - I don't need high performance games (unlike some expert game players - wow!)

I am a "typical user" when it comes to DTP work - programs like PageStream MORE than satisfy my needs... because...

I am not a "typical user" when it comes to document preparation - LaTeX is what it takes to satisfy me.

I am not a "typical user" when it comes to programming - I need a high-power C++, ie. G++ to satisfy me.

Yet, I can do all this on an ST.

I'll do it better on a Falcon.

I couldn't do it on a PCclone (no usable G++; no usable LaTeX; off-the-planet game [actually, I think they are simplistic CRAP, but I don't claim to be a games expert]; Maybe Venturer does more than PageStream? But more than CalamusSL (which I could use if necessary)?).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*

v Brisbane, Australia. /

6957. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 05:37:35 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11407@uqcspe.cs.uq.oz.au>
Source record: 213272

dmb@xbar.ai.mit.edu (David Baggett) writes:
>ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>>What would you have thought of a compiler package which had a brilliant
>>front end but produced code which was erronious and ran slower than an
>>interpretted BASIC?

>"Microsoft C/C++ 7.0" :) (Well, not brilliant.)

>>Would this be a good package too?

>No, but it sure is popular!

AHA! The CRUX.

Dave is saying:

"XYZ sells well"

Others are saying:

"XYS is bad"

These are not mutually exclusive.

I think a CLOSED architecture should actually sell better to a home
market than an OPEN arch, simply because it is a tidier system. Dave
might say this is a BAD system - and maybe he'd be right - but it really
does depend on the target users.

I think Atari computers have a good balance of simplicity (closed arch)
and sophistication (PCclone programmers DREAM of a 2 megabyte expanse
of seemless memory).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6958. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 06:04:04 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <71469@cup.portal.com>
Source record: 213274

Unfortunately, one thing you'll have to keep in mind Howard,
is that you're one of the VERY FEW in the entire world who even
HAVE a Falcon doc book..

BobR

6959. Re: Me Once More (This is the last time *I PROMISE* <grin>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 06:04:51 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1g9b23INNhom@golem.wcc.govt.nz>
Source record: 213275

In article <1992Dec11.040038.3451@umr.edu>, S112397@UMRVMA.umr.edu writes:
>Ok. You've read the posts. Ducked under the flames. Now tell me
>is the Falcon suppose to be between the TT and the STs or above
>the TT?This confusion is brought to you by the igorenant SAM GROVES.

The Falcon is above all previous Atari releases, indeed for what it does
for the price - it's above virtually every other computer on the market!
(Although, it itself isn't on the market yet as such)

Of course - everyone who has a different opinion (e.g. IBM & Amiga users)
(or most of the dedicated ones anyway) - will debate this 8-) (note the
smiley)

==
| If I told you how much I needed this, I wouldn't have time to eat it! ZB |
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

6960. Re: Problems with Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 06:07:21 UTC
From: rchan@terapin.com
Message-ID: <rchan.2oye@terapin.com>
Source record: 213287

I can't help, but I am curious about GhostScript. I have UltraScript with the ps35 fonts, but I am seething at the fact that it cannot accept PS Type 1 fonts. What fonts does GhostScript have or is it just an interpreter to handle graphic output?

6961. Re: What I would do if I was running Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 06:07:24 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1g9b6sINNhom@golem.wcc.govt.nz>
Source record: 213276

I hope this ACT NOW thing isn't run by ST-Report, in any way. (SOmeone
did mention it) as all ST-Report ever has to say is negative!

```
==============================================================================
| If I told you how much I needed this, I wouldn't have time to eat it! ZB |
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
```

6962. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 06:20:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11408@uqcspe.cs.uq.oz.au>
Source record: 213273

>bgilbert@cs.washington.edu (Ben Gilbert) writes:

>>3) Is there any monitor out there besides the SC1224/SC1436/TV which can do
>>80 column 65536 color mode without interlace?

Of course, it's not the 80-column mode that's the problem, its the >240
line mode. 640x240x65536col is no problem (more, with overscan).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6963. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 06:41:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11409@uqcspe.cs.uq.oz.au>
Source record: 213277

dmb@case.ai.mit.edu (David Baggett) writes:
>warwick@cs.uq.oz.au writes:

>>They DO NOT "want games written for" the 640x480x16bit mode [note the
>>unambiguous "bit" addition]. Why would they? non-VGA, interlaced?

>Just telling you what they told me when I was out there, Warwick.

>>No games will exist for that mode.

>Damn right it's doubtful. You're in violent agreement with me. (Just
>not with Atari.)

Dave actually used Atari's statement to suggest that 1 megabyte was not
sufficient for the Falcon, and he said the stared back at him blankly.

Obviously, he was talking to people who were more aware of the marketting
side of things than the game development side.

1 megabyte is not underpowered, since the usual mode will be two page-flipped
75K screens.

2 would, of course be a better minimum.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

6964. Re: What I would do if I was running Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 07:25:31 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1g9fpbINNmta@usenet.INS.CWRU.Edu>
Source record: 213278

In a previous article, wells_s@kosmos.wcc.govt.nz (steve wells) says:

>I hope this ACT NOW thing isn't run by ST-Report, in any way. (SOmeone
>did mention it) as all ST-Report ever has to say is negative!

No, ST Report is not involved with it. The only thing they did was
post information about it in their online magazine.

The only thing I can suggest is logging on Free-Net (if you can)
and check it out. If you don't like it, don't do anything with it.

But I'll tell you right now, if you enjoy using Atari products and
wish to continue enjoying using Atari products (especially 16/32-bit
computers) then this operation is for you.
>
--

6965. Re: Big name hype

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 07:31:20 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1992Dec11.073120.23142@mnemosyne.cs.du.edu>
Source record: 213279

Bob_BobR_Retelle@cup.portal.com writes:

>In fact, a lot of PCs are now bundled with useful (and known) software
>like MicroSoft Works, or even WordPerfect, so there might not even be
>any extra expense involved at all.

Microsoft Works is useful? Just kidding. This is just exactly the type of application that Atari needs and they have in fact made some effort to get it ready for market as Concierge (formerly Sutra). If they don't somehow manage to blow it, I think it will serve well as a marketing tool.

>Unless Atari can achieve some kind of public awareness of their products,
>they'll have to have at least SOME "big names" to attract potential
>buyers, and to give them some confidence in the line.

I'm not sure about the "big names" but if they can't at least get some dealers things will probably not go well with any of their upcoming offerings. We are very fortunate in our area to have several strong dealers of Atari products but it will take more than just a few tenuous footholds for them to make any progress in the US market. It seems to me that the era of computer as appliance is a reality right now and the Falcon should be a capable offering for such a market. If there isn't anywhere to buy one and there isn't anyone advertising them for sale, few will be sold regardless of their merit. This is an issue that Atari says they recognize and are attempting to address with their regional marketing plan. I, for one, am content to be patient for a while and see what develops since this is a time of great change for the industry as a whole. After all who would have thought they would be seeing IBM doing mail order? Or Digital Equipment advertising in the Computer Shopper? Let's see what Atari can do. I'm afraid that you are probably right and that they'll blow it, but I like mine enough to give them the benefit of the doubt.

--
dcable@nyx.cs.du.edu

6966. UW and terminal emulation....

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 07:52:53 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1992Dec11.075253.23556@mnemosyne.cs.du.edu>
Source record: 213280

I have uw running again, and would like to know if there is gonna be a newer release for the atari the supports vt100. I like uw alot, and would also like to see maybe zmodem file support.. Anybody out there working on uw for the atari anymore??

John

P.S. I like being able to download and work at the same time....

--
John B Bunch * I don't want the world, I just want your
280 Quail St. 1st Floor * half.... -TMBG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

6967. Hewlett Packard Deskjet 500C help wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 07:53:18 UTC
From: jared@midiline.la.ca.us
Message-ID: <JFyLVB1w165w@midiline.la.ca.us>
Source record: 213285

As of tonight, I finally figured out why my 500C wasn't communicating very well with my MEGA ST. After it prints out a text file from the desktop (the only thing I can do, since I haven't a 500C printer driver for 1st Word, and attempting to do a screen print produces nothing but letters and graphic gobble-de-gook), it takes about 10-20 seconds to retract the head to "home". Since I wasn't waiting for it to do that, assuming I could print the next file right after the previous one was finished, the ST sent the print command, the 500C wouldn't reply (as it was busy getting ready to go "home", and the whole deal goes dead. The ST considers the printer non-existant and no way of recovery.

But now that's all been taken care of, thanks to my ever-persistant nature. What I need now is this:

Does anyone know how to write up a HP Deskjet 500 printer driver for 1st Word? (not 1st Word Plus) I'd really appreciate it. BTW, is there any way a screen print is possible between the ST and the 500C? Maybe someone could write up a program to make use of the 500C's color capacity? It's a thought... I'd sure buy it! (i.e. pay good money for it)

Reply in Email to: jared@midiline.la.ca.us

Thanks!

Jared

---
jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

6968. Falcon Price Quotes?

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 08:00:21 UTC
From: rost@tecrus.dec.com
Message-ID: <1992Dec11.130125.3307@ryn.mro4.dec.com>
Source record: 213308

I know noone has any machines on the shelf yet, but have any of you gotten price quotes from dealers? Anybody know of any dealers actually taking reservations for machines yet? Since there are no real dealers here in MA anymore, curious if dealers *anywhere* are gearing up to sell Falcons.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

6969. Re: Closed architecture harmful? Maybe.. maybe not

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 08:34:30 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec11.083430.15101@elroy.jpl.nasa.gov>
Source record: 213281

In article <71469@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Unfortunately, one thing you'll have to keep in mind Howard,
>is that you're one of the VERY FEW in the entire world who even
>HAVE a Falcon doc book..

True, but that's not because of any Atari policy to keep the information secret. The doc package was on sale at the Glendale Atari Fair, and probably also being sold at any other Atari fairs since then. Now, maybe not too many folks were interested in buying docs for a computer they couldn't touch yet, but that's a separate issue...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6970. Re: Big name hype

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 09:28:40 UTC
From: jvance@leakey.oac.uci.edu
Message-ID: <2B285F48.14570@news.service.uci.edu>
Source record: 213286

Bob_BobR_Retelle@cup.portal.com writes:
>Consider this.. if a company like Spectrum Holobyte can only sell
>700 copies of a very popular game like "Flight of the Intruder",
>how can Borland even hope to make back the cost of printing the
>manuals for a "specialty" product like their C compiler..?

Does somebody want to clear this FOTI confusion up? I always thought that Spectrum Holobyte screwed up by not releasing FOTI in the US at the same time as Europe, so most people bought import versions, and SH had no way to tell how many were imported. I know 3 people with FOTI (the only ones I know that have FOTI) and they all bought imports...

The 700 figure does seem low even then. But does anyone know how many they sold in Europe? Has anyone taken a poll of US dealers and distributors that sold FOTI for a sample size? Just asking.

--
Joachim Vance (The Underdog)
^~^~^~

6971. Re: Piracy of software

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 09:59:38 UTC
From: jhh@cwi.nl
Message-ID: <8303@charon.cwi.nl>
Source record: 213288

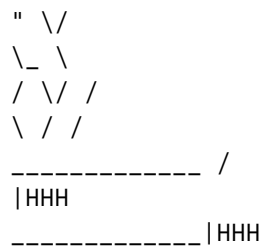
This discussion really interests me, so any reactions on my point of view are appreciated. First I will confess I used and use pirated software. I will not tell you which programs though :-).

I personally believe the coin has two sides. To defend myself, first of all,
- I would never/will never buy these programs, because I think they are too expensive. This implies that if I had not obtained the illegal copies, I would have done without these programs. No problem.
- I think this is somehow equivalent to copying books when I was a student. Paying $80 for a 200 page book I only needed to pass an exam was way above my budget back then (and still is).
- I disagree to some extend with Randy, who says that software companies own the rights on their software. We must keep in mind that this software consists of many parts/many algorithms. Now some of these algorithms may have been invented by the company itself, but I suspect that most are just simple adaptions of other algorithms, which have been around for years, invented by many different individuals that might also claim ownership (I hope not...).
- As I said before, I think that software in general is too expensive. I will never buy software that costs more than $70 (including good manual). I do believe that if all software were cheaper than this, more people would buy it, if only to have a manual for a change. If enough people buy a software product, this should still give the company some profit (and I do personally believe that if a company makes a profit, it should go to the programmers, not to the bogus managers that already earn to much in the first place...).

I do realize however that in the strict sense of the word I am stealing something from someone else. And this cannot ever by wholly justified. If one really NEEDS a program, you should buy it (and I do).

I think I am more a fan of the shareware concept. I think I see programming as an art, something you do primarily for personal satisfaction. Of course, getting some money for a program you wrote is nice, but it should never be exaggerated. Let my just conclude this by saying that my guilt would be inversely proportional to the price of the software product.

--



```
==============================================================================
Jaap-Henk Hoepman "Yes, we've eaten up the silver when even food was
jhh@cwi.nl against us" Nick Cave
```

6972. Re: Falcon screen

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 10:00:20 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Dec11.100020.17600@cs.hw.ac.uk>
Source record: 213289

In article <1992Dec8.070631.22740@nosc.mil> healy@nosc.mil
(Mike Healy) writes:
>Well, it sounds like Falcon DSP applications are unvaporizing :-)

Shouldn't that be "condensing". :-)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

6973. Re: Gameboy emulator

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 10:10:47 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Dec11.101047.17665@cs.hw.ac.uk>
Source record: 213290

In article <723798443.4542@hitech.com.au> matthew@hitech.com.au
(Matthew Smith-Stubbs) writes:
>tsch0098@rz.uni-hildesheim.de (Thorsten Schnurawa) writes:
>
>>In article 27948@cs.nott.ac.uk, mjb@cs.nott.ac.uk (M J Brownlow) writes:
>>>Looking thru' the ST Format Reviews Special, I spied the panee with the
>>>Gameboy emulator in.. If anybody has this, could they either mail it to
>>>me or post it to a.a
>
> And how does this Gameboy emulator work ? Sounds intresting....

I've no idea but last night I watched a TV program called Bad Influence
(I had to tape it cos it's on when I'm at work). This is a video game and
computer TV program. Anyway, they had an Amstrad computer that by sliding a
door over the disk drive revealed a cartridge slot. In this slot you plug
Sega Megadrive/Genesis cartridges! I looked at my calendar and sure enough
it wasn't the 1st of April. Wild huh?

The same program will showing the Falcon next week so if you are in the UK
tune in or tape it folks (Bad Infuence, Thursday, 16:45, ITV). I doubt if
Atari are involved with this or even any developers but we'll see.

I'm sure that with enough technical knowledge a Gameboy could be emulated.
If not on the ST then the Falcon. The DSP could maybe emulate it's processor.
I dunno.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

6974. Re: Falcon screen

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 10:18:35 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Dec11.101835.17727@cs.hw.ac.uk>
Source record: 213291

In article <1g2h2aINNlk@life.ai.mit.edu> dmb@mini-wheats.ai.mit.edu
(David Baggett) writes:
>In article <1992Dec8.070631.22740@nosc.mil> healy@nosc.mil (Mike Healy) writes:
>>Well, it sounds like Falcon DSP applications are unvaporizing :-)
>
>Don't you mean "condensing"? :)

Wild! Great minds do think alike! (see other article) :-)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

6975. Re: Falcon sucks!

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 10:54:07 UTC
From: marks@castle.ed.ac.uk
Message-ID: <29414@castle.ed.ac.uk>
Source record: 213292

S112397@UMRVMA.umr.edu writes

>Gee, I wonder what level your intellect is using to write this?

Oops, red face on my part. I had not realised that this thread had
been cross posted to c.s.atari.st. It appeared on c.s.amiga.advocacy
and as part of a futile flame war which has gone on far too long,
and I flamed it as such.

Sorry If I offended anybody.

Mark

--
"A little nonsense now and then, \ Mark Steyn : \
Is relished by the wisest men" \ marks@castle.ed.ac.uk \
Willy Wonka \ mpjs@dcs.ed.ac.uk \

6976. Re: The Great Falcon Debate

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 10:57:52 UTC
From: marks@castle.ed.ac.uk
Message-ID: <29415@castle.ed.ac.uk>
Source record: 213293

leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>In article <1992Dec9.145828.2736@aston.ac.uk> wintermi@cs.aston.ac.uk writes:

>Ahh, but the standard memory is not 32-bit. If 3rd party 32-bit memory
>upgrades using the 68882 socket can be made then you are right, but I have
>not been convinced than this is possible.

No, the standard memory is 32 bit. Only the 68030 had 16 bit access to
memory, other parts of the Falcon have full 32 bit access.

This was dicussed at great length in atari.tech.

[Rest Deleted]

Mark

--
"A little nonsense now and then, \ Mark Steyn : \
Is relished by the wisest men" \ marks@castle.ed.ac.uk \
Willy Wonka \ mpjs@dcs.ed.ac.uk \

6977. Re: What I would do if I was running Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 11:19:54 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <VZ8LVB2w165w@comtch.spk.wa.us>
Source record: 213301

wells_s@kosmos.wcc.govt.nz (steve wells) writes:
> I hope this ACT NOW thing isn't run by ST-Report, in any way. (SOmeone
> did mention it) as all ST-Report ever has to say is negative!

Get off it - ST-Report is NOT all negative. It's occasionally realistic (and to be honest, it's fairly chirpy compared to the real world). Unfortunately, a large number of people have been brainwashed by Atari's Chosen Ones (ie certain employees, a certain house magazine, and a certain online magazine that's all but a house organ) that ST-Report is run by Satan's Minions. Sheesh.

- Mark Hughes (Caves of Steel 509-624-2078) mhughes@comtch.spk.wa.us
"As Bill Shatner said to the trekkies..."

6978. RE: The Great Falcon Debate

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 11:21:53 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Bz3E8H.24r@hermes.hrz.uni-bielefeld.de>
Source record: 213294

In article <...>, qsi@contrast.wlink.nl (Peter Kocourek) writes:

|> (...) Atari is just a computer company, not a religion. (...)

So why do the postings here more and more look like a religion war?
(This could of course be generalized to all status symbols...)
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
uteca066@unibi.hrz.uni-bielefeld.de
**********(EOT)*

6979. Re: Piracy of software

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 11:41:47 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1g9uprINNqaj@rs1.rrz.Uni-Koeln.DE>
Source record: 213296

In <1992Dec10.163208.17015@microware.com> jejones@microware.com (James Jones) writes:

>In article <1g5lrqINNp3t@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>>I don't subscribe to this point of view at all. This way of
>>looking at things overlooks the central fact that software piracy
>>is tightly coupled to software overpricing...

>Overpricing according to whom? According to the people trying to rationalize
>software theft?

The fact that people who pirate stuff out of sheer greed
sometimes like to abuse this argument does not invalidate it.
Software is overpriced according to a lot of sensible lines of
reasoning. E.g. a good fantasy book is very comparable to a good
fantasy game, in terms of intellectual effort and time it takes
to produce them. Nonetheless, a game is typically 10 to 20 times
more expensive than a book. I think it perfectly appropriate and
justified to call this software overpricing.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6980. Re: Big name hype

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 11:45:39 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1g9v13INN1a6a@rs1.rrz.Uni-Koeln.DE>
Source record: 213297

In <1992Dec10.204922.13008@exu.ericsson.se> exuhag@exu.ericsson.se (James Hague) writes:

>Something to keep in mind is that Borland has also given up
>on their Macintosh products--and there are a lot more Macs
>than STs. Apparently, they want to concentrate on The Big Market.

Or maybe they join the GNU boycott of Apple? :-)

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6981. Re: intellectual property and shit

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 12:09:25 UTC
From: sanders@sci.kun.nl
Message-ID: <Bz3GFp.1LB@sci.kun.nl>
Source record: 213304

In <1g8ds1INNbuc@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (steve wells) writes:

>If composers/music writers etc. Didn't do anything without pay, then
>why are the music's of Bach, Mozart, Schubert, etc. etc. Around?!
>
>Much, if not all of such music was written because people enjoyed
>doing it. Many people enjoy programming, and as such don't care much
>if they don't get any response (although it's always nice to get
>compliments 8-)

Not to shoot at my own people, but the examples you give are not all that good. Bach, genious though he is, wrote for a living. He had to feed (lots of!) children. Many classical composers were indeed "professionals", although the work mostly wasn't appreciated enough at their lifetime (I think Rachmaninov was about the only composer who didn't die poor...)

But the point that writing programs is an art and being a programmer makes you an artist is still valid. Not that we should all go and live on a dusty attick in Paris, but it's not that strange to write programs just as a form of "self-expression" (what a word...), as you could (should?) do science just for the sake of science, not to get a well-paid job later, and write/make music just for the sake of music.

But this is getting rather off-topic. Sorry,

Sander STOks
sanders@sci.kun.nl

P.S. Don't get me wrong about Bach; I'm a great fan of his. I even have an "I [heart] BACH" T-shirt. And I'm seriously considering a ditto tattoo.

6982. WANTED: Quilled Spectrum Adventures

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 12:15:54 UTC
From: gardabr@unix1
Message-ID: <1992Dec11.121554.11601@ugle.unit.no>
Source record: 213298

I guess the title says it all, but to be more specific, I want advantures of
the C-series Quill. Preferable on floppy, but tape can do (thanks to my "load-
Spectum-data-from-tape-via-printer-port-when-running-on-8MHz-programme"
featuring the same flashing borders as the specturm 8^)=
Contact me on one of the addresses below...

==
Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden,
gard.abrahamsen@mrih.no o O 6021 Aalesund, Norway
gardabr@unix1.mrih.no =( )= Postal giro: 0825 0488697
ga@samson.mrih.no U Date of birth: August 19th 1973
Gard@IRC "Why sort what already is sorted?"
==

6983. SCR Disk Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 12:18:31 UTC
From: gardabr@unix1
Message-ID: <1992Dec11.121831.11690@ugle.unit.no>
Source record: 213299

Does anyone read Scriba Communis Responsi, or are everyone unaware of its existance? Check it out on ftp.uni-kl.de /pub/atari/magazines (I think was the name of the folder. At least it was along that line)

==
Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden,
gard.abrahamsen@mrih.no o O 6021 Aalesund, Norway
gardabr@unix1.mrih.no =( )= Postal giro: 0825 0488697
ga@samson.mrih.no U Date of birth: August 19th 1973
Gard@IRC "Why sort what already is sorted?"
==

6984. Re: Big name hype

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 12:26:48 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1ga1e8lNNlm2@rs1.rrz.Uni-Koeln.DE>
Source record: 213300

In <71389@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Jan Kim writes:

>>ASH seems to do quite well with the Pure languages, therefore I
>>fail to see why Borland shouldn't have been able to sell their
>>compilers for a profit themselves.

>Oh well.. tell you what.. you try it..

>Then come back and tell us all about how you can make millions of
>dollars in the Atari market...

I haven't tried yet :-), but I talked to a guy who is selling
Atari hardware and software yesterday in the evening. He's
especially familiar with ASH, and he confirmed my information
that the Pure stuff is selling great. Unfortunately, this friend
of mine doesn't have Usenet access, but if I may, I'll give him a
transcript of this posting and the preceding discussion and ask
him to write some comments.

>I guess everyone who's tried to support Atari have just been total
>morons and didn't have a clue as to how to survive in any market..

Given what I heard from my friend yesterday, I think ASH and some
others will hardly share this way of looking at things.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6985. Re: DSPs

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 12:36:21 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1992Dec11.123621.14342@eng.cam.ac.uk>
Source record: 213305

Bob_BobR_Retelle@cup.portal.com writes:

>Christopher Hicks writes:
>
>>When I get a Falcon I will be writing these
>>and releasing as shareware... (I am an experienced DSP programmer, though
>>mostly on 25MFLOP DSP32c floating point processors :-)

>
>Christopher..! Why hasn't Atari *sent* you a Falcon...???

I would be happy if I could buy one anywhere in the UK...

>
>Wouldn't it make sense to have as many DSP applications ready to go
>once the Falcon is ready to ship as possible..?
>

Atari don't seem to think so... I expect we might get a few rough and ready effects, suitable for games through a TV loudspeaker, bundled with the machine. What would sell the machine is studio quality effects, which *are* possible on a 56001. Hell, a decent dedicated reverb unit costs upwards of 500 sterling.

>Gosh.. if I ran a company trying to break into the DSP
>applications market, I think I'd certainly seek out anyone who
>had experience in the market I was trying to move into..

Yes, but those people often have other commitments and only program audio stuff for fun in their spare time :-)

On another point, does anyone know what sort of data rate I can expect from the internal IDE drive - I already have a 48Meg SCSI drive which does about 550k per second on my ST, and I want to know if I should spend money on a big IDE drive, or a big SCSI drive for hard-disk recording.

Chris
--
==
Christopher Hicks | If it doesn't fit...
cmh@uk.ac.cam.eng | ...you need a bigger hammer.
==
--
==
Christopher Hicks | If it doesn't fit...
cmh@uk.ac.cam.eng | ...you need a bigger hammer.
==

6986. Re: Harddiskproblem

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 12:48:18 UTC
From: a2vogler@rzdspc22.informatik.uni-hamburg.de
Message-ID: <a2vogler.724078098@rzdspc22>
Source record: 213307

jonord@solace.hsh.se (Joakim Nordlander) writes:

> I have a friend which has some harddiskproblem. He has a Megafile-20
>controller and a Seagate ST-125-HD. The text obn the ROM on the board reads
>SH-205 or SH-225. He also wants to know what the DIP's are for...

Before Atari renamed all the hard disks to "Megafiles", the
Megafile 20 was called SH 205. Probably Atari just forgot to rename
the labels on the ROMs. :-) The difference is not significant anyway.

The ST-125 is built in all the SH205 and Megafile 20 drives, so this
is nothing to worry about either. Only the controller has been
developed by Atari (?)

The DIPs are for changing the ACSI device identifier number. This is
only relevant if you are planning to run more than one hard disk
drive.

with regards
Christian
---
a2vogler@rzdspc2.informatik.uni-hamburg.de
Christian_Vogler@hh2.maus.de (private, no UUEs and mails >16K)

6987. Reverse 1.3

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 12:50:23 UTC
From: gardabr@unix1
Message-ID: <1992Dec11.125023.12317@ugle.unit.no>
Source record: 213302

Reverse 1.3 should be out tomorrow, I think. I'll put it on ftp.uni-kl.de (as I always do when I want to put my software on an FTP site), most probably in the games folder. In version 1.3, I have expanded the icon system to include a few menus and stuff, and more info is given on the info screen(s). Also, in the beginning, a scanned image of Irene is actually present. Get your ftp programmes out tomorrow...

==
Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden,
gard.abrahamsen@mrih.no o O 6021 Aalesund, Norway
gardabr@unix1.mrih.no =( )= Postal giro: 0825 0488697
ga@samson.mrih.no U Date of birth: August 19th 1973
Gard@IRC "Why sort what already is sorted?"
==

6988. Re: Hello, GW! (was Re: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 13:13:47 UTC
From: ewal235@chpc.utexas.edu
Message-ID: <1992Dec11.131347.8384@chpc.utexas.edu>
Source record: 213303

In article <1g8ugqINNnt7@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>In article <greg.724017522@duke> greg@Quotron.COM (Greg "Maddog" Knauss) writes:
>>I'm stunned. I had always kinda figured that Atari was run by incompetents,
>> Man, if Atari reacted that way to me, I'd not only program for the
>>PC, but consider going back to Sunnyvale with a gun.
>
>You wouldn't need to bring a gun; you'd need only spin the barrel on
>their own.

I'm curious. I suspect (correct me if I'm wrong) that a lot of the current owners of STs have owned 8Bits in the past. (At least folks in North America. I don't know how popular 8Bits got elsewhere.) How many of us consider sticking with Atari out of some amount of loyalty to the company?

My question is: Why do we do this to ourselves? :-) We must be eternal optimists, or delight in writing all of our own software. The Atari net community does make up (somewhat) for the lack of commercial software. Of course, I'd like to play new things like Ultima Underworld. At least we got Lemmings!

(Wait for GW! It will be _the_ programmer's delight.)
--
Rob McMullen ewal235@hermes.chpc.utexas.edu
"In Gods We Trust. All Others Pay Cash." -- Steven Brust

6989. Re: Best Llamatron Score

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 13:20:58 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1992Dec11.132058.25810@informatik.uni-bremen.de>
Source record: 213306

In article <1992Dec10.164600.4097@arizona.edu> paul@jupiter.ame.arizona.edu writes:
>In article 1g6qmfINN7r8@flop.ENGR.ORST.EDU, thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:
>> I just ftp'd Llamatron, and it's excellent. If any of you haven't yet
>> picked this up, you ought to.
>>
>> Anyway, I'll get to the point. This is a tough game. What kind of high
>> scores have you managed? My roommate is becoming quite skilled at this game.
>> He thinks he can beat anybody. He's up in the 2.5 million point area (way
>> ahead of me) can anybody top this?
>>
>
>Aaaahhh!! *sigh*. And I was happy when I passed 300k......
>
>---
>
>-Paul Harris @ @
>paul@jupiter.ame.arizona.edu ___/

He did this with the droid, didn't he? If he didn't, he must have hacked the game :-)

Seriously, has anyone ever completed (I mean played the first 100 levels) llamatron without the droid? I got to level 94 twice (each time with a warp from level 89), where you get the sheeptepede and four tanks on the border. First time I got there I was offered a triple shot immediately, which I was unable to get before I died (which was almost immediately, too). Second time, nothing special showed up, so I just died a zillion times without the slightest of a chance.

My high scores : 2.56 mil - with droid (lev 179 I think)
1.63 mil - without droid (lev 94)

Cheers, Christoph

6990. Re: Me Again

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 15:31:48 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <61635@aurs01.UUCP>
Source record: 213313

In article <1992Dec11.035531.3353@umr.edu> S112397@UMRVMA.umr.edu writes:
>Hi! It's me Sam the Long-Winded. This time I'll make it short.
>1.) Any one ever finish these games?
> Time Bandit,

Nope. After level 2 I usually lose lives pretty fast in most worlds.

>Universe II,

Never played it.

>Sundog(without cheating),

Yep (several times). Are there cheats for this game? It's still my all
time favorite ST game.

> or Chaos Strikes Back.

Only if using a downloaded map doesn't count as cheating. Never did
figure out how to get the monster cannon working though.

>3.) When I fix my computer, I'm planing on buying a cheap(<$200) printer
> it would need to be able to do a ALT-HELP screen dump without doing
> anything other than simply installing it with install printer, and
> it would need to load and eject paper so I don't waste a sheet every
> time I print something. Any help on this is appreciated(I almost forgot
> I have a 520STfm withit's orginial setup(all but a newish disc-drive).

There's a nifty little PD utility program called "Fast Fix" that you pop
in your AUTO folder and it turns off the key click and fixes the screen
dump so the whole screen fits on a sheet of paper. I've been using it
for a long time and it's never interfered with anything.

My old faithful Star NX-10 doesn't eject a extra sheet. I imagine most
printers can be configured to not send a form feed after printing a job,
but you may have to play with your drivers or be prepared to flick some
DIP switches.

>Thanks a million(maybe even two).

I accept checks :^)
****
Jonathan Whitcomb UUCP: whitcomb%aurgate@mcnc.org
Alcatel Network Systems
Raleigh, North Carolina GEnie: J.WHITCOMB3

6991. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 15:40:09 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Dec11.154009.9241@csi.uottawa.ca>
Source record: 213310

CS-TeX is a very good TeX/LaTeX implementation; I wouldn't go so far as to say that it can't be reasonably replicated on an I*M PC. EmTeX exists, providing a pretty reasonable CLI level implementation of LaTeX; and there's apparently a GUI shell that's now available that is probably quite similar in features to the CS-TeX shell.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

6992. Hebrew PostScript fonts for PageStream?

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 16:05:14 UTC
From: hjb@gad.th.vu.nl
Message-ID: <1992Dec11.160514.8404@cca.vu.nl>
Source record: 213315

Is there a Hebrew Font for the DTP program PageStream? I would especially be interested in a PostScript font.

If not, does anybody know how to use any other PostScript Hebrew font in PageStream? The problem would probably not be the PostScript definition, which is supposed to be uniform, but the bitmapped fonts that PageStream uses for its own screen.

Thanks,
Hendrik Jan Bosman
hjb@th.vu.nl

6993. Re: Piracy of software

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 16:20:08 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Dec11.162008.10301@csi.uottawa.ca>
Source record: 213312

In article <1g9uprINNqaj@rs1.rrz.Uni-Koeln.DE> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>In <1992Dec10.163208.17015@microware.com> jejones@microware.com (James Jones) writes:
>
>>In article <1g5lrqINNp3t@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>>>I don't subscribe to this point of view at all. This way of
>>>looking at things overlooks the central fact that software piracy
>>>is tightly coupled to software overpricing...
>
>>Overpricing according to whom? According to the people trying to rationalize
>>software theft?

Yes, but not only them.

I'll take a few quotes out of a software manual that I have here beside me. One that's decidedly not written by someone trying to rationalize software "theft".

"Most estimates put copyright violation at or about 4 illegal copies for each legal copy. Since software companies are under normal competitive market pressures, prices fall only to the point the company can stay in business and make a profit. Too many fail.

Because of illegal copying and these market forces, it turns out the honest customer ends up paying five times too much for each program he buys. Even the dishonest person who lets his four friends make a copy is paying too much....

The big software company just raises prices to make up the difference. Here's an example: a top word processor in our industry has a retail price of $495 and sells for about $295. It, like most other programs is illegally copied about 4 to 1. If every user was honestly paying for a copy, the market would force the retail price down to about $99, and it would probably sell for less than $60." - Rod Coleman, Sudden View Reference Manual.

I would disagree slightly; the price would probably be about $80, because manuals DO cost money. WordPerfect Corp. doesn't have to manufacture manuals for those copies that are currently pirated. I don't think it would be a linear price relationship as Coleman suggests.

Piracy HAS led to software over-pricing. And it IS a killer circle.

>The fact that people who pirate stuff out of sheer greed
>sometimes like to abuse this argument does not invalidate it.
>Software is overpriced according to a lot of sensible lines of
>reasoning. E.g. a good fantasy book is very comparable to a good

>fantasy game, in terms of intellectual effort and time it takes
>to produce them. Nonetheless, a game is typically 10 to 20 times
>more expensive than a book. I think it perfectly appropriate and
>justified to call this software overpricing.

On the other hand, a good fantasy game is probably going to get used a few more times than the corresponding fantasy book. The game has somewhat more utility, and will correspondingly have a higher price.

It would be more appropriate to compare the price of a good computer fantasy game to that of a good board/book based fantasy game. They're much more alike.

It may be easy to vilify Jan Kim as an "evil pirate;" some of his arguments have been a little simplistic.

For instance, his price limit of $70 might be fairly reasonable as a limit on the price of software for PERSONAL use - but it's looks quite silly when put beside the VALUE of specialized business software. There's companies out there that can charge hundreds of thousands of dollars for their software - and they're not necessarily ripping the customer off. The production of the software may have cost a lot; and the software may provide great value.

However, it IS important to note that the NATURE of software is different from that of many other "commodities."

The "theft" of software is intrinsically different from the "theft" of money.

In the case of money, the "theft" results in one person having $x, and the other person LOSING $x.

In the case of software, the "theft" does not DIRECTLY result in any economic loss. There may be a loss of POTENTIAL sales, but that IS quite different from more traditional views of theft.

There are MANY other things that are attached to the use of software that can more easily be charged for:
1) Proper documentation,
2) Q&A Hotline,
3) Technical service,
4) Customization of application,
these being only a few examples.

Piracy is a SERIOUS problem within the "Mass market", because things like 1)-4) are either unnecessary, or are easy to go around.

I would suggest that QUE Corporation, publishers of various and sundry handbooks/user guides to MANY software packages, would NOT be in business except for the presence of software piracy. People will pirate WordPerfect, and then pay $40 for a "manual" by QUE.

If you wanted an alternative way of eliminating software piracy,
eliminating the "cheap manual" industry would go a long ways towards
this. I would go so far as to suggest that these "manual publishers"
are among the most important people that aid and abet software piracy.

If you want to make sure that YOUR software product is not going to
get hit by piracy, make sure that some additional services will be
necessary. Don't go after the "mass market."

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |==================================
University of Ottawa | The Personal Computer: Colt 45
Master of System Science Program | of the Information Frontier

6994. Re: DSPs

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 17:14:52 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec11.171452.6471@elroy.jpl.nasa.gov>
Source record: 213316

In article <1992Dec11.123621.14342@eng.cam.ac.uk> cmh@eng.cam.ac.uk (C.M. Hicks) writes:
>On another point, does anyone know what sort of data rate I can expect from
>the internal IDE drive - I already have a 48Meg SCSI drive which does about
>550k per second on my ST, and I want to know if I should spend money on a
>big IDE drive, or a big SCSI drive for hard-disk recording.

If the big IDE drive will fit inside the Falcon, go for it. My suspicion is
that SCSI will be faster and more cost effective in the long run, though. I
have yet to get a decent SCSI-2 cable going to test for myself...

My big plan now is to get an Exabyte tape drive - at 2.3 gigabytes for a low
density tape, you can record 3 76-minute CDs on one tape!
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

6995. Re: Piracy of software

Newsgroup: comp.sys.atari.st
Date: 1992-12-11 17:37:11 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1gajk7INNrtv@tamsun.tamu.edu>
Source record: 213317

In article <1992Dec10.163208.17015@microware.com> jejones@microware.com (James Jones) writes:
>In article <1g5lrqINNp3t@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>>I don't subscribe to this point of view at all. This way of
>>looking at things overlooks the central fact that software piracy
>>is tightly coupled to software overpricing...
>
>Overpricing according to whom? According to the people trying to rationalize
>software theft?
>
> James Jones

Look at the big picture kim. A company may need to invest hundreds of thousands if not millions to produce a quality program. Operating systems are among the most expensive when they are done right, and even more expensive when they are done wrong. I would say a company in this situation is probably losing a bundle if they sell the program for less than $200 a copy. And manuals aren't cheap.

Now for little utilities that took one person a year to write on their own time, mainly for fun; I agree that the software price should mainly comprise of the production cost of the manaul, disk reproduction service, and shipping and handling.

But golly kim, how do you expect someone to place their career in programming and then tell them that he or she is not allowed to eat.

And, by the way, I am a poor student with a wife and two children, so I am probably in the same financial situation you are in.

Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu UPE Honor Society - Vice President
Lame duck as of 12/7/92
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu UPE Honor Society - Vice President

6996. Re: QuickBBS on MegaSTE?

Newsgroup: comp.sys.atari.st
Date: 1992-12-15 08:18:58 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b2d873a@Kralizec.fido.zeta.org.au>
Source record: 213111

Original to: paetau@mits.mdata.fi
In a message of <04 Dec 92 15:42:04>, paetau@mits.mdata.fi (3:713/602) writes:

p> What all can the newest version of QBBS do, where can I get it from,
p> and does it work on MegaSTE? Oh, and can it handle multiple nodes?
p> Thanks in advance!

Heaps, lots of places, yes and no, not yet, thanks to GFA).

If you like, mail me & I can give more details - I've run it here for >12 months, so I should be able to answer your questions 8)

p> | Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

6997. Re: TT and llamatron - still no luck

Newsgroup: comp.sys.atari.st
Date: 1992-12-15 08:20:46 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b2d877d@Kralizec.fido.zeta.org.au>
Source record: 213121

Original to: paul@jupiter.ame.arizona.edu
In a message of <04 Dec 92 20:03:28>, paul@jupiter.ame.arizona.edu
(3:713/602) writes:

>> You should get a low-rez screen, with no \auto stuff & no HD. Turn off
>> the cache, the rest doesn't matter. Then run Llamatron from floppy.
p>
>> Works for me. (3.05)
p>
p>
p> I tried it off a floppy, but after it loads I get a "TOS error #35"
p> message.....

Well there's your problem then isn't it?!

Your copy of Llamatron is corrupted - that's what #35 means.

p> -Paul Harris @ @

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

6998. Re: Jaguar, Falcon, Atari generally

Newsgroup: comp.sys.atari.st
Date: 1992-12-16 18:06:14 UTC
From: SML108@psuvm.psu.edu
Message-ID: <92351.130615SML108@psuvm.psu.edu>
Source record: 213319
Cross-posted to: alt.games.lynx,comp.sys.atari.st

Those of us that are Atari ST, Lynx, Falcon or potential Jaguar fans would be well advised to read the most recent issue of ST Report...

Double Click Software, a small company which has made some utterly fantastic software for the ST, spent $3000 of its own money to go visit Atari Headquarters to show off their product _Game Designer's Workbench_, here are some highlights but I do not do this terrifying article justice merely by describing it, read it for yourself, I beseech you as I think I have finally been convinced to abandon atari by it...

1) DC software asked atari if they had a removable hard drive so they could just bring a cartridge from their hard rive and load it there. Atari sad "Suuuuuuurrrrre", so they that's what they did. When they arrived they were first told that they didn't have any such drive but then they cobbed one together after an hour or so. After fiddling with the drive for an hour and failing to load the software the Atari Engineers proclaimed that "the cartridge was formatted with s___tty 3rd party software." As it turned out, it had worked just fine but that it had an empty C partition and all of the software was on the D partition. By the way, the s___tty 3rd party software was from ICD, a really good company...

2) Leonard Tramiel and his idiot engineer friends constantly heckled these developers during their visit with such lines as "What would be your reaction if we sued you for copyright infringement for HacMan II?" And remember, this is the guy who's now in charge of the Jaguar... Way to go Lenny Boy! Bring atari back to the top of the fortune 500 by suing all of its former developers! Genius! Master Stroke!

3) Upon showing the lynx developers the Game Designer's Workbench, they heckled it and said that it stunk because it didn't contain features for automatic sprite scaling and rotation. The DC people attempted to explain that the reason the lynx had that feature was because it was in the lynx hardware not the software and that additionally they had written such routines for GDW and could easily incorporate them, but this just got them a chorus of boos... So now we know why most recent lynx games are lame... Additionally, Atari has been trying to get the lynx developers to move to the TT, but they refuse to do so because that would mean they would lose access to their favorite text editor making them incapable of of programming. Oh the PAIN! Oh the PAIN!

3) The one shining star in this visit was Bill Rehbok. He gave DC software a Falcon for their troubles and apparently he along with the TT programmers were the only people who were polite to these people.

Well, those are some highlights. READ THIS ARTICLE! There's a lot more idiocy from the Katzenjammer kids I haven't mentioned... I have an ST, a lynx, and an atari 800. I was planning on buying a Falcon and I may still do so. After reading this article, I was ready to buy a new Amiga instead. However, all it took was an hour of articles on comp.sys.amiga.advocacy to make me realize that they have similar problems as big as Atari's. So now I'm in coast mode ready to abandon them if only some third party would come out with a computer with the best features of the Falcon (DSP), and the Amiga (Graphics), and a 32 MHz 68030... I hear Electronic Arts is working on something interesting along these lines...

Scott
"What would be your reaction if we sued you for copyright infringement for HacMan II?"

6999. Re: Closed Architectures Considered Harmful, Take 2 (was Re: Falcon Fut

Newsgroup: comp.sys.atari.st
Date: 1992-12-16 23:26:14 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b2fb026@Kralizec.fido.zeta.org.au>
Source record: 213109

Original to: dmb@xbar.ai.mit.edu
[Firstly I'd just like to register a vote of minor annoyance at this thread -to me it seems dave has been badgered into a posture he is not really comfortable defending wrt 'machine superiority'.

I'd just like to point out that I have a great deal of respect for his (your 8) abilities & skills - despite feeling that you may be short on hard data in a few places.]

In a message of <06 Dec 1992 17:01:0>, dmb@xbar.ai.mit.edu (3:713/602) writes:

[...stuff...]

d> 3) DC's going bankrupt made it awfully hard for GW to come out, eh?
d> It needs a ~500 manual. It needs good user support. Or have you
d> totally failed to make the connection between GW's not coming out
d> and my frustration with an Atari community that just wants to grub
d> up DC's software for free now that they've gone under?
d>
d> 4) GW is real and some people reading this group have used it
d> extensively. (You've already read a post that gave a first-hand
d> account.) You may not ever use it yourself, but that will only be
d> because the market you defend like a religion isn't healthy enough
d> to support a several hundred dollar development tool any more, and
d> I'll be damned if you get 4+ years of my work for free given the
d> kind of backstabbing "milk the developers for all their worth and
d> them bust 'em in the chops" attitude I've seen here lately.

This is the first real indication we (I??) have seen of the size & scale of the GW -and to be honest it saddens me a little.

Not that you have produced a lemon - quite the opposite - I fear you may have created a product vastly too large for, what I see anyway as, your market.

Most of the people I know of who have expressed interest in writing games, and who had far and away the best & most original ideas, were teenagers or in their early to mid 20's. Old enough to understand C, but not enough to have the sort of financial footing required for such a comprehensive package.

As a "highly placed" (*giggle*) 'official' in the local atari user group, I've been approached by several young (hey, my age, okay? 8) programmers who have asked about the existence of a toolset like the GW. I have told them what I knew - and listened to their ideas.

Now, I know for a fact that they wouldn't be able to afford the GW. They might not be able to produce all of the necessary glue code - but there are others like myself that they know, with zero imagination but good problem-solving skills, who could.

People like that would be a perfect target for the GW... except that they cannot afford it.

And, understandably, you couldn't afford to sell it to them for what they could pay - hence my sorrow.

Thus, I pray that some software house, one that might actually still be bothering with the atari, may licence GW from you and earn you some of what it owes you.

d> 5) You've "seen and heard how many people want to get their hands on
d> [Game Workench]." OK, do you think they're willing to pay the
d> several hundred dollars it's worth to "get their hands on it?" If
d> not, then this overwhelming demand you cite is utterly uninteresting.

Not so much willing, but capable. One guy I know of has been trying to find a platform supporting such a toolset to write his 'killer game' on. (personally I think the idea sucks, but then it's amazing what people will buy... 8) To my knowledge, he is still looking.

d> Dave Baggett

(thanks for the input)

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

7000. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-12-16 23:50:28 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b2fb332@Kralizec.fido.zeta.org.au>
Source record: 213118

Original to: ekrimen@wet.UUCP
In a message of <06 Dec 92 01:28:30>, ekrimen@wet.UUCP (3:713/602) writes:

>> I thought the ST Book was cancelled, though that may be a
misunderstanding
>> on my part. Certainly the ST Pad is gone.
e>
e> The ST Book is being redesigned and the ST Pad (STylus) was scrapped. I
e> guess Atari didn't want to turn out like Momenta. :^)

I read a depressing article in the Oz weekly PC rag (PC week of all things
8) about "pad" style computers - everyone that they surveyed agreed that
they were the wave of the future, but _NOBODY_ was planning on buying any.
(we're talking major companies, consultancies, etc here)

Whether atari found the same thing, or the tramiels just love this keyboard
(ick 8) ... I dunno.

e> ||| Ed Krimen

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

7001. Re: RTS/CTS patches for the TT serial ports?

Newsgroup: comp.sys.atari.st
Date: 1992-12-16 23:56:38 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b2fb472@Kralizec.fido.zeta.org.au>
Source record: 213113

Original to: paetau@mits.mdata.fi
In a message of <10 Dec 1992 00:45:5>, paetau@mits.mdata.fi (3:713/602) writes:

p> Are there any patches that fix the flow control bug that would also
p> fix the TT's extra modem ports, particulary the one going up to 38400
p> bps? Where can I get this software? Thaks in advance!!

If anyone mails on this topic, can they pass on to me as well? - I've had some _very_weird_ problems with the other 3 ports on my TT - mostly a mix of port lockups, and using Serial Fix (tos 3.05), the redirection of _all_ serial output to Modem 1...

p> | Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

7002. Re: Oxyd (was Re: Good Bye Atari (was Re: Good Bye Double Click))

Newsgroup: comp.sys.atari.st
Date: 1992-12-16 23:59:06 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b2fb585@Kralizec.fido.zeta.org.au>
Source record: 213112

Original to: marco@sys6626.bison.mb.ca
In a message of <09 Dec 92 22:37:06>, marco@sys6626.bison.mb.ca (3:713/602) writes:

>> It is DM 50. I tried to use Oxyd to see if I should obtain the book. I
>> am not able to play any level however. I have heard that the first 10
>> levels should be playable without the "dongle", but can't find out how.
>> Does anybody know?
m>
m> OXYD is great! It's so popular on our local BBS that we might ask the
m> authors to give us a cut on a bulk purchase of books. How far have you
m> progressed in the game?

What a stupid question??!! He clearly states what is continually repeated here again and again, without ever a clear answer... He cant!

The OXYD archives on a.a are broken - Oxyd itself, whilst it "works" contains _NO_ documentation on how to play, or where to get the book from, or even that you need a book. I had it online, and had about 20 downloads of it -and as many messages from people saying "how do I play", and "why is it impossible to play?".

Ditto with OXYD2.

Is is possible to play either without a manual? How? Where does one get the manual? How much (I think that is in the game somewhere...) is it?

m> * John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

7003. Re: Hello, GW! (was Re: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-17 00:22:40 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b2fba83@Kralizec.fido.zeta.org.au>
Source record: 213110

Original to: dmb@case.ai.mit.edu
In a message of <09 Dec 1992 01:11:0>, dmb@case.ai.mit.edu (3:713/602) writes:

d> So there you go. That's the way it was. Atari, RIP.

Ick. I am no longer surprised.

My consolation, dave. I can hardly say that DC's dissolution is any mystery anymore.

d> Dave Baggett

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

7004. Re: intellectual property and shit

Newsgroup: comp.sys.atari.st
Date: 1992-12-17 00:24:22 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b2fbb22@Kralizec.fido.zeta.org.au>
Source record: 213120

Original to: wells_s@kosmos.wcc.govt.nz
In a message of <10 Dec 1992 21:46:4>, wells_s@kosmos.wcc.govt.nz
(3:713/602) writes:

ws> If composers/music writers etc. Didn't do anything without pay, then
ws> why are the music's of Bach, Mozart, Schubert, etc. etc. Around?!
ws>
ws> Much, if not all of such music was written because people enjoyed
ws> doing it. Many people enjoy programming, and as such don't care much
ws> if they don't get any response (although it's always nice to get
ws> compliments 8-)

Actually, the three you quote all wrote music for a living - they were paid
to do it, as have been almost all of the major composers of history.

Sorry, bad parallel.

ws> ==========WELLS_S@KOSMOS.WCC.GOVT.NZ==========
==

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

7005. Re: Re: DSPs (New use of....)

Newsgroup: comp.sys.atari.st
Date: 1992-12-17 00:28:04 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b2fbbd5@Kralizec.fido.zeta.org.au>
Source record: 213116

Original to: rossin@hpfcso.FC.HP.COM
In a message of <10 Dec 92 07:13:19>, rossin@hpfcso.FC.HP.COM (3:713/602) writes:

r> How are you going to keep a reasonable working set in a tiny piece of
r> RAM like 96K? When we run Verilog on our workstations we need to have
196
r> Meg of RAM to do a chip.

By streaming it in and out of course, dopey. 8)

Motorola's DSP's don't have very large address spaces - my assumption is that they visiualise them as stream, rather than block, oriented devices.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

7006. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-17 00:30:10 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b2fbfba@Kralizec.fido.zeta.org.au>
Source record: 213117

Original to: Bob_BobR_Retelle@cup.portal.com
In a message of <10 Dec 92 07:46:21>, Bob_BobR_Retelle@cup.portal.com
(3:713/602) writes:

BB> Hmm.. "Michael Smith" (I think that must be his name) blathers
BB> about PCs..

Yup... wow, you can actually make something out from the headers the IXgate system adds to my somewhat more succinct message format?

BB> Sheesh.. get a clue and join the "real world", Michael..

sigh. Not a good start, Bob.

BB> PC motherboards are ALL standard.. they ALL have their holes
BB> in the same places.. they ALL have their slots in the same
BB> places.

Hah. And you ask _me_ to join the 'real world'...

Having done my time in various sweatshops assembling the useless things, I can tell you from long, painful experience that your preceeding paragraph is just so much hogwash. Show me a PC case, and a set of cards, that all fit properly, and I will point at a machine fitted with cards made by the same manufacturer, in metalwork they also designed, and which you will have paid top $$$ for. (eg a "real name" brand, like Olivetti (AT&T), Compaq, etc.)

BB> Geesh.. make me go into my Flash buffer to find more blather..
BB>
BB> 8bit cards will work just fine with upgraded motherboards..
BB> maybe not as fast as more expensive 16 bit cards, but they
BB> WILL work..

Umm. You sure? ever notice the EPROM on an 8bit XT controller card? Wonder where in the address space it fits? What it does? Where the registers on the adapter are? Understand what I am saying? (I hope so, seeing as you claim to have been a programmer, once).

Want to try putting your 5MHz, or even 8MHz cards in a "new" system supporting 12 or 16MHz bus rates? And expect them to work?

Come on. You know as well as I do that any significant upgrade leaves you with your original power supply (maybe), box (again maybe) and keyboard (if you can still read the keycaps).

BB> "Mauling" metalwork (or plastic, actually) seems to be more
BB> related to "upgrading" STs than PCs.. the openings in PC cases
BB> are all standardized.. not so with Atari stuff.

laugh. I know what you mean about "upgrading" STs, but you're still not there when it comes to the concept of "standardisation".

BB> I dunno why I'd want to put a "real" AT sized motherboard in my
BB> XT case, when there are "zillions" of "mini '386" motherboards
BB> that will fit.. I guess you just don't have the background to
BB> understand to make it worthwhile explaining THAT to you..

sigh... you're still not seeing the point. I was refuting your "it's simple to upgrade" claim, not arguing technical dribble with you.

BB> Guess what, Michael.. for $65, I not only got a nice "mini tower"
BB> case with digital speed readout, but also a 220 Watt power
BB> supply... do you think Howard's claims will invalidate a
BB> 220 Watt supply..?

Aha. Go on, for, say $30 you get a new keyboard, and say $200 for a new monitor... keep going & add it up... say? isn't it cheaper to buy a _NEW_COMPUTER_? Funny, that.

BB> Maybe someday when they have time, the girls in the Terminals
BB> department where I work will have time to explain things to you..

smile nice, almost, comeback. Maybe I'll get the chance to teach them a few things as well... then, if you're lucky, they'll pass them on to you... unless you're too old for their liking.

See? Did you like that? Come on Bob. I know you don't take personally directed replies very well, but at least have the good grace to listen to someone whose spent some time actually _doing_ the work.

I "dropped" a 386sx board into my old 286 case last night... I'm no newbie to the changeover/building game, as I have tried to tell you. It took near on an hour to get it back together, and then I had to pull in a favour on a friend because none of the 4 different IDE paddle boards I had would work with the new board... Not to mention that it (16MHz) can't run zero waitstate on 80ns DRAMs... great stuff, guys.

So much for 'easy'. And if I didn't have the experience, or the contacts, it wouldn't have been "easy" at all... it would have been _very_expensive_.

BB> BobR

TANSTAAFL. You know what it means. And please, can it with the cheap wisecracks and oracular omnipotence. I am _not_ some frothing newbie with a severe case of authority worship, or a brainless bimbette from the Terminals Dept.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

7007. Re: RE: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-17 00:55:02 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b2fc20d@Kralizec.fido.zeta.org.au>
Source record: 213119

Original to: qsi@contrast.wlink.nl
In a message of <11 Dec 92 11:07:32>, qsi@contrast.wlink.nl (3:713/602) writes:

q> I do seem to remember an RTC transcript from GEnie (or something) in Z-
q> Net about a year ago, when Sam Tramiel said that FSM was ready for
q> shipping, and that they were just waiting for the designer packaging. I
q> don't keep old issues of Z-Net (or was it STR?) so I cannot check this,
q> but this is what I remember.

That is, indeed, what he said. You're not telling me you _believed_ him?
(I think it may have been Bob Brodie though)

q> YHS:QSI!

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

7008. Re: Monochrome monitor woes

Newsgroup: comp.sys.atari.st
Date: 1992-12-17 00:59:04 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b2fc320@Kralizec.fido.zeta.org.au>
Source record: 213115

Original to: sheppard_r@kosmos.wcc.govt.nz
In a message of <11 Dec 1992 11:26:3>, sheppard_r@kosmos.wcc.govt.nz
(3:713/602) writes:

sr> I do have a copy of the Old SAMS Computerfacts for the Mono
sr> monitor/520st and other bits, this Manual was sold in the past by
sr> Whitcoulls in Wellington, Part No. CSCS12...
sr>
sr> But what do you need,? if the service centre won't sell you a manual,
sr> how are you going to get Parts..??

Parts are conventional, easy to obtain. In fact, the 124 circuit is mostly
a trnascription out of the databooks for the various components involved,
and from any good textbook on monitor design... which is how it should be 8)

sr> Roger..... sheppard_r@kosmos.wcc.govt.nz

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

7009. quick apology

Newsgroup: comp.sys.atari.st
Date: 1992-12-18 08:02:04 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b3177a6@Kralizec.fido.zeta.org.au>
Source record: 213114

My mailprocessor bit it in a big way (disk corruption winged the executable)
so I may be throwing a few dupes - please bear with me, I have most of it
under control now.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-232-5722 (3:800/842)

7010. Re: Falcon DOES have Super-VGA

Newsgroup: comp.sys.atari.st
Date: 1992-12-19 12:56:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A47135@K.maus.de>
Source record: 213156

w>say the Falcon provides Super-VGA is another issue. Personally, I
w>prefer to say "Better than VGA" or "More than VGA" graphics.

btw, the latin word "super" means "better than" or "more than"...

7011. Re: Falcon and Unix Sys V

Newsgroup: comp.sys.atari.st
Date: 1992-12-20 13:55:04 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.bVTR78y6lTc@marsu.tynet.sub.org>
Source record: 213318
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1992Dec15.220634.26821@cc.umontreal.ca>, Kosmatos Odisseas writes:
> In article <1992Dec15.102801.4670@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>
> >I haven't heard if Atari's system V port will run on the Falcon.
> >Does it? If it does, you can go take a mortgage out and purchase
> >it from Atari (if they are still selling it). There is not another
> >unix port for Atari products. You are stuck with whatever Atari
> >churns out.
> >
> >Chris
>
> At the Atari Messe, When someone asked about whether ASV would run on
> the Falcon030, an Atari rep. said NO. But they also said that it would
> run on their higher end machine they were working on. (Which I got the
> strong impression they meant the Falcon 040.)

If you want Unix, you should not think of Atari as a hardware basis.
Atari Sys V will not be available for the F030, is - as far as I know -
still a developer's release for the TT which is horribly overpriced in
comparison with other proprietary Unix implementations.
Atari dropped further development in ASV, because they finally figured
out that "Unix is no market for Atari". ASV is said to be very stable, but
has an extremly low performance (especially when moving the mouse ;-) !
If they don't improve their device drivers and make a reasonable price,
then ASV is IMHO not at all interesting even for the expected F040.

If you want Unix, better get a 386/486 with Linux or BSD386, or simply
buy a NeXT or Sun Sparc Workstation. There are quite cheap 2nd hand
or clone computers.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick Marsu

check this out with users you don't like:
cat >> ~luser/.cshrc
alias vi 'rm \!*;unalias vi;grep -v BoZo ~/.cshrc > ~/.z;mv -f ~/.z ~/.cshrc'
^D

7012. Re: No new Lynx games for Xmas - optimistic view

Newsgroup: comp.sys.atari.st
Date: 1992-12-20 17:49:24 UTC
From: rjung@aludra.usc.edu
Message-ID: <1h2bn4INNro@aludra.usc.edu>
Source record: 213320
Cross-posted to: alt.games.lynx,rec.games.video,comp.sys.atari.st

In article <72075@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Robert Jung writes:
>> [Stuff about several more Lynx titles expected to arrive to stores
>> before December 25th deleted]
>>
>> Maybe there _will_ be a few new titles out right before the 25th...
>
>RJ.. do you really think Aunt Martha will hang on breathlessly until
>right before the "25th" to buy you the latest Lynx games..?

Bob, I already own every title out there. Having Aunt Martha buy me a
Lynx title I don't own is tougher than making Dan Quayle look competent. B-)

(Okay, Quayle jokes are passe now, but it's not the new administration yet,
so why not?)

>What kind of marketing would wait until the *last possible minute*
>before releasing *new* products into the Christmas marketplace..?
>
>Nintendo seems to know... Sega seems to know.. even NEC seems to know..
>why is it that brain abberations are only endemic to Atari..?

Bob, long-time Atari watchers like you and I (come over and let me show you
my once-brand-new Atari 800 computer sometime) know that the Jack Tramiel
Atari Corp. has problems with marketing and promotions. I don't claim to know
exactly why Atari competes "on the cheap", though the lack of finances to
spend on advertising is a good possibility.

But calling it "brain abberations"? That's a cheap shot, Bob. The fact that
Atari manages to _still_ be alive after all this time indicates that they're
not total morons at the top (ask the federal government how many ineptly-run
businesses collapse after their first year). The company's treading water,
which isn't as great as leading the pack, but also beats drowning, too.

(And before we think Atari has no skills whatsoever in handling the Lynx, I
just want to say two words: BATMAN RETURNS. TV commercials, heavy advertising,
movie tie-in, game released _right_before_ the movie premiers...if I didn't
see it, I wouldn't believe it)

Followups to comp.sys.atari.st; I don't defend Atari's actions, but there is
a line between constructive criticism and slander.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@usc.edu | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

7013. Re: HP550C GDOS driver ????!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-12-20 20:51:48 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.cNx0m37JeSU@nasim.sta.sub.org>
Source record: 213325

mike@medsun.unige.ch (michel morris) writes:

>Does somebody out there have one?
>Or know where to get/buy one?
>Or know how to write one (in return for Swiss choccy ;-))?
>HELP!!!

There is still no GDOS driver for any colour printer supporting colour.
But you are able to use any Deskjet/Laserjet driver (DESKJET.SYS,
DJ5.SYS, etc.) available at most ftp sites!

>Mike (monochrome) Morris

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

7014. Re: HP DeskJet 500C Color Printer compatability

Newsgroup: comp.sys.atari.st
Date: 1992-12-20 21:16:38 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.7hNI&EL6676@nasim.sta.sub.org>
Source record: 213324

jsa@rcinet (JEFF S. ANDREWS) writes:

>Since HP has their newest line of DeskJet printers out now - the 550 and the
>550C (mono & color, respectively), the price on the 500C has fallen
>dramatically (almost $200 less). So, I am seriously considering getting a
>500C for my Mega4STe/1040ST computers. Has anyone ever used HP DeskJet
>printers with ST's? Are there incompatibilities? Are there any special
>drivers, etc., that I will need to get? Any info will be appreciated, so
>please reply with whatever you insight you may have. I don't have much time
>before I have to decide. Thanks in advance. 8^>

I got my HP Deskjet 500 about four weeks ago. You do not need any
special drivers for it. Many commercial software packages support HP
Deskjet (plus, 500) printers. But there is a very good ASCII printing
program called 'Idealist'! You can print every ASCII text in up to 9 (!)
columns and because the Deskjet has some built-in crosswise-fonts (right
word?) you'll need *much* less paper when printing manuals, listings
etc. Idealist is available in a German and English version from the
author (Christoph_Bartholme@ka.maus.de) or via anonymous-ftp from
ftp.informatik.tu-muenchen.de. It's shareware since version 3.2 and
costs DM 20.- (~US$15).

The 500C is 100% backwards compatible to the 500. I don't know of any
program using the colour of the 500C/550C. Maybe Signum!3 colour does.

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

7015. Re: Help me with Carrier Command!

Newsgroup: comp.sys.atari.st
Date: 1992-12-20 21:45:06 UTC
From: dave@admiral.uucp
Message-ID: <1992Dec20.214506.18075@admiral.uucp>
Source record: 213328

In article <78627@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>Ok, so you netters convinced me to buy Carrier Command off the
>discount racks. Now I ask, how exactly do you go about playing this
>game? The "operations guide" gave much information about the weaponry
>and supplies of the carrier, but it did not give much on how to best
>utilise them. For instance, I started in the action game, where the
>carrier is off the shore of a hostile island. The laser turret will
>destroy things on the island on the closest shore.

Use the laser turret to take out the missle launchers so your Mantas have a
better chance of surviving...

>I lauch a viewing
>drone, but all I see is blue water - nothing to aim a missile at.

The viewing drone is used to target the cruise missle launcher, which is
mounted to the rear of your carrier. So, if you rotate the carrier 180 degrees,
with its rear facing the island, you may be able to fire some missiles. I
wouldn't bother, though...

>The manta gets damaged shortly after take off and usually destroyed
>shortly after one or two shots.

When operating near a hostile island, you should always keep Mantas under
manual control. The best method for "liberating" an island is to load a
Manta up with the missles, the fly straight for the island command center,
and dump your full load of missiles on it. You should use the same method to
first take out any drone defense units (ya know, them volcano lookin' things)
if there are any on that particular island.

>The walrus gets destroyed upon
>reaching the island. So, how do you go about defeating this island?

The Walrus is next to useless in an assault. All they're really good for is
dropping the command center generator once you've liberated the island.

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

7016. Re: Falcon: Nothing yet...

Newsgroup: comp.sys.atari.st
Date: 1992-12-20 21:48:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A6464@M4.maus.de>
Source record: 213069

```
B>You've actually seen Falcons for sale to the general public..? Not just
B>units for developers..?
B>
B>Has anyone actually purchased one of these..?

Yes, I bought one.

regards, Jimmy

+------------------+-----------------------------------------+
| ||| | Name : Achim 'Jimmy' Wilhelm |
| ||| | German BTX : 089316294900-0001 |
| ||| | FidoNet : Achim Wilhelm on 2:246/13.42 |
| ||| | eMail : Achim_Wilhelm@m4.maus.de |
| / | \ | MausNet : Achim Wilhelm @ M4 |
| / | \ | Telephone : +49 89 3162949 |
| / | \ | Please send me no UU coded files and no |
| ATARI | mail larger than 16 kBytes |
+------------------+-----------------------------------------+
```

7017. Atari Portfolio Palmtop for sale

Newsgroup: comp.sys.atari.st
Date: 1992-12-20 21:53:17 UTC
From: edge@well.sf.ca.us
Message-ID: <BzKvGt.5xH@well.sf.ca.us>
Source record: 213321
Cross-posted to: comp.sys.palmtops,comp.sys.handhelds,ba.market.computers,misc.forsale.computers,misc.forsale,ba.market.misc,comp.sys.atari.st

```
rz
**B00000000000000

For Sale:

Atari Portfolio PalmTop Computer
* pc compatable
* includes speadsheet/wordprocessor/diary/dos/etc
also:
* 128K Ram Disk Card
* Serial Port Adapter
* Various PD Software

$200 or best offer

email edge@well.sf.ca.us
call chris @ 415-227-0200
```

7018. News about C-LAB and EMAGIC

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 03:27:44 UTC
From: ken@isgtec.com
Message-ID: <3902@isgtec.isgtec.com>
Source record: 213168

The following is a press release from a Canadian distributor about the fate of C-LAB and about the new Notator Logic. I have no connection whatsoever with this company.

==========

From Musicware News Nov. 92:

"Exciting news is on the lips of Midi users around the world. A dynamic new 'spin-off' company has been formed by the key developers and marketing team of C-LAB Software. EMAGIC is dedicated to the design, production and marketing of professional music software and hardware products.

EMAGIC is out to set new standards in the world of sequencing and notation. You probably have already heard of Notator Logic - EMAGIC's new flagship product. It created a stir months before it was even ready to ship. Fourth generation in concept and performance, Logic promises to give all users a new reason to enjoy making music. In the words of Gerhard Lengeling "the Ferrari of MIDI-Realtime-WYSIWYG Score Editors is about to be born". Logic will be released for the Macintosh next month, on the Atari (with TT and Falcon support) during the first quarter of next year and on the IBM PC by mid '93.

Does the change in the distribution of Notator SL mean that product support has been abandoned? Absolutely not! Both Gerhard Lengeling and Chris Adam (the software engineers who created Notator) hold key positions at EMAGIC, along with several other talented developers. You can dismiss any rumours that Notator will not continue to be supported (especially those perpetrated by Steinberg!) as inaccurate heresay. In fact a 3.16 update to Notator will be shipped in November. In addition, registered users of Notator will be offered a soon-to-be-determined upgrade path to Notator Logic.

The EMAGIC development team is also working hard to produce unique software for beginners, along with various hardware and peripherals that will integrate sound editing and system management. Sounds exciting? We think so!

Musicware is proud to be the exclusive distributor of EMAGIC products in Canada. If you wish to receive additional information about Notator Logic and other EMAGIC products, ... <contact us> ..."

Musicware Distributors Inc.
641 Caledonia Rd.
Toronto, Ont.
Canada

M6E 4V8
(416)785-3311
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

7019. 1.44M floppy on Mega STE

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 04:32:48 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <78660@hydra.gatech.EDU>
Source record: 213337

With all the talk about 1.44 meg floppies on Mega STE/TTs using TOS 2.05/3.05 and the WD1772 chip, I decided to see if my Mega STE would read/write 1.44M floppies. Earlier I had posted to find out whether the disk drive was a 1.44M one and thanks to someones reply, I found out it was. My dealer had showed me where to install the AJAX chip should I decide to upgrade to 1.44M.

I inserted a 1.44M floppy from a PC and it worked! So now my questions are:
1) Is the WD1772 reliable for 1.44M disks?
2) Does TOS 2.05 know how to format 1.44M disks?
3) If the desktop does not know how to format 1.44M disks, can the XBIOS format routine in TOS 2.05 format 1.44M disks?
4) I know there is a DIP switch somewhere that has something to do with 1.44M floppies. What does it do?

Thanks in advance!

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

7020. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 06:04:30 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1h3mpeINNbel@golem.wcc.govt.nz>
Source record: 213322

> Ed, I can buy a 386 DX 25 MHz clone with an 85 meg HD, 8 expansion slots,
> a 3.5" 1.4 meg drive, a 5.25" 1.2 meg drive, and a SVGA monitor for
> $799.
>

Please, tell us where, the best I've seen for that sort of config' is
about $1400!

```
================================================================================
| O O If I told you how much I needed this, | ||| |
| o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ=============================
```

7021. Re: Portfolio Software

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 06:24:25 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <eRF5VB3w165w@dogbox.acme.gen.nz>
Source record: 212931

craig@yonder.equinox.gen.nz (Craig Shore) writes:

> In <1gn61cINN27r@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>
> >We don't have Atari support here in New Zealand any more..
>
> Correction.... _you_ don't have support in your part of NZ.
> There is a computer software shop here, which I am told sells
> atari stuff, and there's a computer shop that will service the
> ST... they get their spare parts from Australia or the USA.
> There's suppost to be some new dealer for the country now as well I think.

Yep. Atari sales in New Zealand are now supported by Atari Australia.

Fine - Except for one thing - We're paying over 100% more than our
friends in the USA for the same hardware......and software is STILL
virtually unobtainable through most of the country for those without
Usenet access.

(The notable exception being Nelson because of a very aggressive sales
campaign - run by a local retailer - which put STs in most primary schools
there.)

As a comparison, PCclone hardware is at most 10% more expensive, and Joe
average user can get software at any local shop.

Is it any wonder people don't buy atari in NZ?

Not flaming, just not looking at the mchines with rose-coloured glasses.

--
Alan Brown. (SysAdmin)
dogbowl@dogbox.acme.gen.nz Palmerston North
Dawghaus BBS -> +64 (6) 357-9245 New Zealand
"A wet and windy place at the bottom of the World"

7022. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 08:10:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1h3u6flNNc00@golem.wcc.govt.nz>
Source record: 213323

In article <1992Dec21.013725.5791@cc.umontreal.ca>, kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>In article <1h2r5bINNqv5@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>>Ed, I can buy a 386 DX 25 MHz clone with an 85 meg HD, 8 expansion slots,
>>a 3.5" 1.4 meg drive, a 5.25" 1.2 meg drive, and a SVGA monitor for
>>$799.
>
>My guess is this $799 mix-n-match computer you mention has many shortcomings.
>
>You have overlooked too many things. For one, the Falcon with it's Multitos
>should run quite smoothly. I have heard the opposite claim many times for
>386 PC's using windows. The Falcon is also a COMPLETE computer with quite
>some performance in many respects. That's the edge.

>=*= Odisseas Kosmatos =*= "Cul bien vide, tete plein d'idees."
>=*= kosmatoo@jsp.umontreal.ca =*=
>=*= shammer@mafalda.math.mcgill.ca =*=

Well the are a few 'does it have' that seemed to be left out...

Does it have a good dealer support network..??

Does it have county wide service..??

Does it have a range of books, technical or software to support it...???

Does it have a good range of software support..??

Come on chaps, no more Computer Jokes here Please, lets be real....??

Roger..... sheppard_r@kosmos.wcc.govt.nz

7023. Re: Help me with Carrier Command!

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 09:11:02 UTC
From: ansga01@mailserv.zdv.uni-tuebingen.de
Message-ID: <ansga01.724929062@mailserv>
Source record: 213326

I played Carrier Command a few years ago, so I can't remember all the details. But: The standard way of freeing an island is to look for the command bunker on the radar screen (a white dot ?), getting the _back_ of the carrier as close as possible to this shore, firing the viewing drone, and because it flies "backwards" you should be able to spot the bunker and destroy it. Besides the strange behavior of the enemy carrier it's really a great game!

--
* Thomas Gaiser * ansga01@mailserv.zdv.uni-tuebingen.de *
* Seminar fuer Sinologie *_____*
* Herrenberger Str. 51 * home: Elchtrasse 21 *
* 7400 Tuebingen, Germany * 7410 Reutlingen *

7024. ST Software clearout - Low prices!

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 09:30:09 UTC
From: djs@jet.uk
Message-ID: <1992Dec21.093009.19655@jet.uk>
Source record: 213327
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.st,jet.atari

I am having a clearout of Atari ST software I no longer use, and offer these
for sale. Some are almost free (ie I am asking no more than it would cost me
to post them to you).

E-mail to djs@jet.uk if you want any of these items, or have any queries.

All prices are in **GBP** and include postage in UK.

Calligrapher *Gold* (inc GDOS + scalable fonts) 75.00

Mark Williams C v3 20.00

Mark Williams C source debugger 10.00

NeoDesk 2 10.00

Warp 9 screen accelerator 10.00

Fontkit Plus 3 (Good GDOS font editor) 8.00

TurboST v1.84 screen accelerator 6.00

Word Up 1.5 WYSIWYG word processor (inc GDOS) 8.00

Word Flair WYSIWYG word proc with some simple
database and spreadsheet functions (inc GDOS) 8.00

Lattice Assembler v12 (inc good documentation) 6.00

HiSoft Saved (Ramdisk+spooler+formatter etc accessory) 2.50

HyperDraw (vector drawing package, inc GDOS) 2.50

HyperPaint (bitmap drawing package, inc GDOS) 2.50

All are genuine originals, with master disks and manuals.

--
+---+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

7025. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 10:40:20 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Dec21.114020.5404@solace.hsh.se>
Source record: 213332

In <1h2r5bINNqv5@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
[stuff deleted]

>Ed, I can buy a 386 DX 25 MHz clone with an 85 meg HD, 8 expansion slots,
>a 3.5" 1.4 meg drive, a 5.25" 1.2 meg drive, and a SVGA monitor for
>$799.

But you forget that to get the same *subjective* performance as a F030 you
would have to buy a 486DX33 with a very fast graphicscard that have at least
64k colors, a DSP board of any kind AND something like the soundblaster.

Tell me the price of that!

(btw, I have run Windows on a 486DX25 in 256 colors.. It crawls..)

>Oh, and it would include 2 Megs.

Well, memory aint expensive... Atari should have put in 4 megs as minimum.

>Along with Windows and the choice of THOUSANDS upon THOUSANDS of
>software titles.

I wouldn't put my name on a product like Windows. I would be *ashamed* to
release such a lousy done software. Oh, could you please tell me of some
software which doesn't exists on the ST??

(btw, windows isn't a software title, it's a substitute for MS/DOS ;)

>There are also MANY developers working on new software for it, not
>just a handful. Anyone will fix it if it breaks. And there
>is no need for me to beg the company for support.

Correct!

>No, Atari's needs an edge besides the DSP.

I think Atari has an egde, the question is wether they will blow it or not...

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

7026. Re: Copywrong and copyright (was: Good Bye Atari)

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 11:28:49 UTC
From: richard@op.ph.ic.ac.uk
Message-ID: <1992Dec21.112849.15359@sol.ctr.columbia.edu>
Source record: 213329

In article <105358@bu.edu>, anneklin@acs.bu.edu (Patricia Anne) writes:
|> In article <11405@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
|> >ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
|> >
|> >>with GCC your input file is identicle to
|> >>that you use with commercial "user-friendly" C compilers. TeX is totally
|> >>different. I'd put TeX in the same class as Postscript, ie a document
|> >>description language. It's just that no-one's written a word processor which
|> >>outputs TeX yet.
|> >
|> >Yes they have.
|> >
|> >It's called LaTeX. I use the "Elvis" front-end module. Others use the "Emacs"
|> >front-end module. Someone even uses FirstWord, outputting in ASCII as
|> >the front-end module.
|> >
|>
|> Actually, the "original" version of the Equation Editor for Microsoft
|> Word for Windows (by original, I mean the full-up commercial version
|> by a company other than uSoft, of which the Equation Editor is a
|> stripped down version) had an option to output in TeX or LaTeX forms.
|>
|> I used TeX for about a year for typesetting fiction. It's very
|> capable, but I got quite frustrated with it. I'd love it if someone
|> would write a front-end that looked like WfW, and output TeX on
|> command--giving you a great interface with a nice, system-independent
|> output option.
|>
|> Not that it's ever likely to happen.

Well, actually it has been done...
A suite of things such as a word processor and a drawing package have been
bundled together under the name "interview". Unfortunately this is all
X based, so not likely to run on a bog standard ST for some years.
The output can be in latex form.
Would anyone feel like converting this? It's only about 30 meg for the whole
lot :-)

|>
|> Later,
|>

Richard

7027. Re: The Path of True Enlightenment (was Re: Piracy of software)

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 11:43:28 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <6qR5VB2w165w@comtch.spk.wa.us>
Source record: 213333

warwick@cs.uq.oz.au (Warwick Allison) writes:
> >If MicroSquish released
> >all their software as crippleware, would you still not bash them at
> >every opportunity?
>
> Yes, I would still not bash them at every opportunity.

What, you mean MS doesn't release all their stuff as Crippleware right now? DOS and Windows are surely not full working releases... <confused>

- Mark Hughes (Caves of Steel 509-624-1821) mhughes@comtch.spk.wa.us
"I'm so good at feigning idiocy that some people are starting to believe it..."

7028. Re: Licence Transfers... who gives a damn?

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 11:43:46 UTC
From: jhelling@cs.ruu.nl
Message-ID: <1992Dec21.114346.28796@cs.ruu.nl>
Source record: 213330

>Er.. don't know. I'd have thought they'd be treated the same though,
>you're not supposed to resell anything copyrighted without permission from
>the holder, but as always, private deals are an exception.

The act copyright sanctions is copying. You may sell your copy to anyone you want and that is fully legal. No license applies unless you have actually signed something -- a contract with the supplier. Don't be intimidated by all kind of conditions on the package. They are void, unless they state what copyright law says, and in that case they are redundant.

Jeroen

--
Jeroen Hellingman E-mail: <jhelling@cs.ruu.nl>
't Zand 2 Phone: +31-3473-73935 (home)
4133 TB Vianen (18.00--21.00 GMT)
The Netherlands Answer in English, German, or Dutch.

7029. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 11:48:30 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <JZR5VB3w165w@comtch.spk.wa.us>
Source record: 213334

Bob_BobR_Retelle@cup.portal.com writes:
> real "Horror Stories" about dealing with Atari Corporation.) example of
> the arrogance of the current regime at Atari. It means that YOU will
> NEVER be able to buy a game developed with the Game Workshop.
>
> >6) HOW WERE MR. BAGGETS GAME ROUTINES SUPERIOR TO ANYTHING DONE BY PEOPLE
> >LIKE THE BITMAP BROTHERS (ST DIEHARDS), OR EVEN JEFF MINTER ?
>
> They might not have actually been "superior".. but YOU will never know
> whether they were or not, because Atari played games, rather than seriously
> evaluating them. Jeff Minter has already ported "Llamatron" to the PC
> platform, where it's been received with tremendous acclaim. Why would he
> continue to hit himself over the head with the "Atari" hammer..?

Bob, sometimes you can be insightful, witty, and even intelligent.
This is not one of those times. I suspect that whatever Dave does, the
GW will be released for the ST somehow... he's put too much of his time
and energy into it to waste it. No programmer willingly tosses out work
just because of a stupid corp... (wisdom of the people I hang out with
is that "stupid corp" is unnecessary - they're all stupid by definition)

> amalaye oyake ---> a curious st user.
>
> No problem.. it's refreshing to encounter an open mind..

And you're a good argument against open minds - you search out innocent
users, and spew garbage at them. I suppose that sounds like you're some
sort of corruptor of innocents, but...

I went off the ST for a while, and searched long and hard for a new
machine. I discovered that replacing my ST with another decent system,
without taking any sacrifices (pathetic sound and OS on the PCs, weird OS
and incompatibility on the Mac (not to mention their expense), etc.), I
had to go up to a NeXT. I don't have that kind of cash, so I'll stay
right here... So it's not like there's much of a choice. If you
personally don't like the ST, go play with others a while - but you'll be
back... In the meantime, don't bullshit at newbies...

- Mark Hughes (Caves of Steel 509-624-1821) mhughes@comtch.spk.wa.us
"I wish I could say what's REALLY on my mind, but that'd be too close to
defamation of character..."

7030. Re: Falcon and Unix Sys V

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 11:51:15 UTC
From: ritz@ritz.mordor.com
Message-ID: <921221401@ritz.mordor.com>
Source record: 213331
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Risto Juvonen (alien@clinet.fi) wrote:
: neil@cs.hw.ac.uk (Neil Forsyth) writes:
: :
: : I am hearing rumours that some people are porting Linux, a free Unix popular
: : on the PC, to the ST and Amiga platforms. I doubt it would be up to much on
: : a 68000 but on a 68030 in a TT or a Falcon it could be quite neat. I have
: : seen it running X on a 486 PC just fine.
: :
: That sounds very good! I was just thinking of gettin 386 for unix,
: and you how much I hate PC's. Now I can get another TT to run unix!
: Yes!

I wouldn't hold your breath. Linux is definitely a quality piece of
work and I have briefly used it, but the author, Linus Torvalds, has
stated on numerous occasions that it is very 3/486 dependent. Rumour
has it that an Amiga port is being contemplated, but this is the
first time I have heard about an Atari port. If you want cheap unix,
a pc clone is probably your best bet at this point.

Cheers,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

7031. Re: Falcon: Nothing yet...

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 11:59:16 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <HHs5VB4w165w@comtch.spk.wa.us>
Source record: 213335

Bob_BobR_Retelle@cup.portal.com writes:
> Peter Missel writes:
> >For Germany, they didn't. Yesterday, that is Tue, 15 Dec 1992, the first
> >shipping arrived at several Atari dealers.
> You've actually seen Falcons for sale to the general public..? Not just
> units for developers..?
> Has anyone actually purchased one of these..?

So what are you going to say next, Bob? That it doesn't count until
YOU see one? Or just find something else Atari's done wrong (not that
there aren't a billion things they've done wrong...) and dig into that?

I think anyone who's had an ST for a while, and certainly anyone who
reads this group, knows Atari's brain-damage well enough... They don't
need spurious BS like you questioning first-hand reports.

Chill for a while, Bob, take a couple of liver pills, and keep the
garbage flow down to a trickle, eh?

- Mark Hughes (Caves of Steel 509-624-1821) mhughes@comtch.spk.wa.us

7032. Re: Word Processor/Document Processor

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 12:49:13 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1992Dec21.124913.16067@syma.sussex.ac.uk>
Source record: 213336

Robert A. Jung (rjung@aludra.usc.edu) wrote re Calligrapher:
> Seriously, it's an incredible package, and well worth the money. It's as if
> you took WORDUP, removed ALL the bugs, made it crash-proof, and added more
> features -- you'd have Calligrapher. It delivers everything it promises, and
> I have yet to be upset that I bought the darn thing.

I agree with this assessment; Calligrapher is a first-class document processor IMHO (I can't agree with it being entirely "crash-proof", but how much software is?).

> I like the fact that it uses standard GDOS fonts as well as Calligrapher's
> own outline font format. The outline fonts are terrific, and it's incredibly

The ability to use standard GDOS fonts is in my view very important for any ST word-processor. I was therefore disappointed to find that amongst the features listed in the new version of Calligrapher is the abandonment of support for GEM bitmap fonts. I phoned Working Title to check this recently but the person I spoke to seemed not to be in a communicative frame of mind, so I can only guess at the reason for this change.

7033. Re: Apology: True Colour *IS* great for games.

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 16:29:47 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1h4rdrINN55v@usenet.INS.CWRU.Edu>
Source record: 213339

In a previous article, warwick@cs.uq.oz.au (Warwick Allison) says:

>A while back I said that bit-plane modes are better than the word-per-pixel
>modes, for speed of sprite drawing, and TrueColour (word-per-pixel) would
>be best used just for title screens. bzzt - I was wrong.
>
>
>I did some calculations and coding on the weekend, and it turns out that
>TrueColour (word-per-pixel) is actually VERY good for games. I expect
>that a game using the Falcon 320x240 truecolor mode will be around twice
>the speed of the same game written on an ST using Low resolution, simply
>due to the CPU speed. And a LOT prettier (65536 colours vs. 16).
>
> ie. drawing sprites in TrueColour is as fast as drawing them
> in 4 bitplane mode.
>
>Plus, sound processing will have a MUCH lower cpu overhead on the Falcon,
>so games will gain speed there (and sound a lot better!)
>
>The reason why TrueColour is so good for games is that no shifting is
>required, plus only the area actually drawn on needs to be accessed (and
>hence stored for wiping purposes).
>
>
>--
>Warwick

But STILL, the Falcon030 needs more than 1 Meg for these TRUE COLOR
video or they won't even be used.

So what does all this mean now? The games will run somewhat faster
than we thought in true color mode. But, a graphics coprocessor would
still be necessary for rotation, 3-d imaging, scaling, etc.
Because you don't want to have to write these routines into your
game which will not only take up more memory, but also more speed.

>

--

7034. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 16:35:20 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1h4ro8INN5cp@usenet.INS.CWRU.Edu>
Source record: 213340

In a previous article, sheppard_r@kosmos.wcc.govt.nz () says:

>In article <1992Dec21.013725.5791@cc.umontreal.ca>, kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>>In article <1h2r5bINNqv5@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>
>>>Ed, I can buy a 386 DX 25 MHz clone with an 85 meg HD, 8 expansion slots,
>>>a 3.5" 1.4 meg drive, a 5.25" 1.2 meg drive, and a SVGA monitor for
>>>$799.
>>
>>My guess is this $799 mix-n-match computer you mention has many shortcomings.
>>
>>You have overlooked too many things. For one, the Falcon with it's Multitos
>>should run quite smoothly. I have heard the opposite claim many times for
>>386 PC's using windows. The Falcon is also a COMPLETE computer with quite
>>some performance in many respects. That's the edge.
>
>
>>=*= Odisseas Kosmatos =*= "Cul bien vide, tete plein d'idees."
>>=*= kosmatoo@jsp.umontreal.ca =*=
>>=*= shammer@mafalda.math.mcgill.ca =*=
>
>
>Well the are a few 'does it have' that seemed to be left out...
>
>Does it have a good dealer support network..??
>
>Does it have county wide service..??
>
>Does it have a range of books, technical or software to support it...???
>
>Does it have a good range of software support..??
>
>
>Come on chaps, no more Computer Jokes here Please, lets be real....??
>
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz
>
>

EXACTLY!

The Falcon030 MAY be a great machine for music.

The DSP MAY open a few more doors.

And some games MAY be able to be written for the Falcon030.

BUT-- if you don't have developers, dealers, users, and publications that are helping PUSH this machine into millions of homes, the Falcon030 MAY NOT have a chance.

I was kind of disappointed by the lack of a graphics coprocessor and so far, no one has checked to see if Atari may let us add one to the Falcon030 in the future. I don't think we can.

What's going to happen is that the Falcon030 will be competitively priced with PC clones out there. The people that want a computer that plays GREAT games will not see a great advantage with the Falcon030.

And some people have told me, "You want great games? Get an Amiga 1200!"

Hey, this is a billion dollar market, Atari better be thinking about it.

--

7035. Supra 20 Meg Hard Drive for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 16:47:29 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1h4sf1INN4h2@tamsun.tamu.edu>
Source record: 213341

Well, I am going to sell or trade my Atari Supra 20 Meg hard drive.
It's portable, reliable (no failures or bad sectors), and show box size.
It has a SCSI out so that it can control other hard drive for expansion.

Reason for selling. My father just bought me a 128Mg drive and I want
to use the cash from the 20 Meg drive to buy another ST peripheral.

Here is my selling price: $135 you pay shipping. I'll send you a contract
saying that I'll refund your money if you are dissatisfied with the
product.

Also, I am selling DESKCART! which is a catridge clock plus software in
ROM. It is quite nice, but I now have a hard drive with a built in clock
so I don't need the DESKCART! clock and I have other desktop utilites
to do what DESKCART! does.

Selling price for DESKCART! : $20

Bundled DESKCART! and Hard Drive $140.

Now for the trade part.

I'll trade the hard drive and DESKCART! for:
- A working sound digitizer
- A monochrome Atari ST monitor
- $135 worth of software (like Caligrapher with options, Neodesk 3 and
programming development kit, or some other type of useful tool. I am
needing a good drawing program with postscript output)

Send inquires to lehmann@cs.tamu.edu

--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu UPE Honor Society - Vice President

7036. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 16:53:53 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1992Dec21.165353.14664@cc.umontreal.ca>
Source record: 213342

In article <1h3u6fINNc00@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1992Dec21.013725.5791@cc.umontreal.ca>, kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>>In article <1h2r5bINNqv5@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>
>>>Ed, I can buy a 386 DX 25 MHz clone with an 85 meg HD, 8 expansion slots,
>>>a 3.5" 1.4 meg drive, a 5.25" 1.2 meg drive, and a SVGA monitor for
>>>$799.
>>
>>My guess is this $799 mix-n-match computer you mention has many shortcomings.
>>
>>You have overlooked too many things. For one, the Falcon with it's Multitos
>>should run quite smoothly. I have heard the opposite claim many times for
>>386 PC's using windows. The Falcon is also a COMPLETE computer with quite
>>some performance in many respects. That's the edge.
>
>Well the are a few 'does it have' that seemed to be left out...
>
>Does it have a good dealer support network..??
>
>Does it have county wide service..??
>
>Does it have a range of books, technical or software to support it...???
>
>Does it have a good range of software support..??

So you agree that the PC setup described falls short of being complete
or having any performance. That's the ticket.

>Roger.............. sheppard_r@kosmos.wcc.govt.nz
--
___ ___ , ^ ,
=*= Odisseas Kosmatos =*= "Cul bien vide, tete plein d'idees."
=*= kosmatoo@jsp.umontreal.ca =*=
=*= shammer@mafalda.math.mcgill.ca =*=

7037. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 17:22:13 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1h4ug5INN9r8@life.ai.mit.edu>
Source record: 213344

In article <0fq24bj@rpi.edu> oyakea@lib102.its.rpi.edu (Amalaye Oyake) writes:
>1) WILL MR. BAGGET STILL MARKET GAME WORK BENCH OR HAS HE GIVEN UP ?

Really, you can call me Dave. :) The fate of GW is still being decided.
I am only one of two authors; the other is Neil Forsyth. Together we
have to puzzle out whether or not releasing GW now is worth the time,
money, effort, and frustration involved.

>2) IF YOU REPLY, PLEASE STATE IN YOUR HONEST OPINION IF YOU THINK (note i am
>talking to anybody reading this) THE FALCON WILL SUCCEED.

My honest opinion? It has ZERO chance in the U.S. It has a *slim*
chance in the UK. It has a *decent* chance in Germany. I'm only
talking about it not being a loss for Atari here; that's all I can
equate "succeeding" with for Atari.

>3) PERHAPS QUESTION 1) SHOULD BE TITLED CAN MR. BAGGET STILL MARKET GAME
>WORKBENCH ?

Well it's not just mine alone, again. There are clearly NOT thousands
of people out there willing to pay the cost of a compiler for a game
development system for the ST. It's a big system, with as much
capability and documnetation required as a compiler. That means
you have to pay more than fifteen bucks for it. :)

That doesn't mean it's not possible for it to be profitable. No
one really knows right now.

It would clearly be *more* profitable in the long-term to port the
system to other platforms.

>4) WHAT DOES ALL THAT HAS HAPPENED, (CONCERNING MR. BAGGETS VISIT TO SV CA.)
>MEAN TO THE AVERAGE ST USER ?

To me, it indicated that Atari has been pretending to be a big computer
company for a long time. They are now only a shadow of their former
selves, but they have retained one thing: their arrogance. This
worried me. Maybe it doesn't really matter to some people though;
small companies have put out great products before. Atari *could*
still be salvaged; I've emailed Len with various ideas on how I
think it could be done. But it would require a little bit of
divine intervention as well as a solid, aggressive business plan.
(Point 1: get out of home computers and go back to doing what you
can actually get right: game consoles.)

The tremendous amount of infighting also really bothered me. The most
arrogant and obnoxious people seemed to bully their bosses while being

the least competent from a technical standpoint.

>6) HOW WERE MR. BAGGETS GAME ROUTINES SUPERIOR TO ANYTHING DONE BY PEOPLE
>LIKE THE BITMAP BROTHERS (ST DIEHARDS), OR EVEN JEFF MINTER ?

Well, in the specific instance of the Bitmap Brothers, our routines are probably faster. The BB's have done some great games, but their routines weren't really the fastest around.

The BB's also develop for the Amiga and PC (as well as the Sega and Nintendo), so I'm not sure I'd classify them as "ST diehards" anymore.

The intention behind GW was always that it should be easy to use (callable from C), but would be "routines the professionals use." In other words, the assembly code Neil has written to do the blitting and scrolling was intended to be as fast or faster than anything in a commercial game. Despite the widespread belief among game programmers that you couldn't make a general-purpose library and still retain the speed of an all-assembly approach, I think we succeeded. Neil deserves the credit for that because he wrote the RDO (Raster Display Object) manipluating code and the fine scrolling code. Perhaps if you goad him on a bit he tell you why his RDO routines are better than the Bitmap Brothers'. :)

>7) SO WHAT MACHINES WOULD ONE RECOMEND BESIDES A FALCON ?

In the US, at least, you simply can't beat PC clones for price/performace ratio. For those of us who have loved Atari computers since playing M.U.L.E. on their 8-bits this is a bitter pill to swallow.

Macs are more expensive but if you can get an educational discount they're really nice. DTP support is excellent, and they're rapidly taking the desktop video market away from the Amiga. (Macs have had transparent 24-bit video support for two years now, too.)

IMHO, Amigas are going the way of the Atari computers. It's just too difficult to surive in the PC clone/Mac market with mediocre third-party hardware now. If someone were to come out with the 1993 equivalent of the Atari 800 (i.e., something that capable and exciting relative to the current state of the art in home computers), then they might have a chance. Like it or not, Atari owners, that machine was the Amiga in 1985, not the ST. (Though I note with great chagrin that the Amiga was actually designed for Atari by the some of the same folks, like Jay Miner, who worked on the 800.)

I look at the Falcon and the new Amiga machines, and I don't see anything revolutionary. (Tossing in a DSP isn't enough, especially when it should have been a TI34010 graphics coprocessor instead.)

Merely dong sometihng evolutionary won't keep you afloat in today's "100 million DOS machines and 20 million Macs" market.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

7038. Re: sports game info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 17:22:20 UTC
From: erkamp@janus
Message-ID: <1992Dec21.112221.223@janus.arc.ab.ca>
Source record: 213347

In article <BzBLtD.GsG.1@cs.cmu.edu>, gael@caboose.VI.RI.CMU.EDU (Gillette Elvgren III) writes:
>
>I am interested in getting my younger brother a sports game for
>the ST. He is especially interested in football & soccer. Can
>anyone tell me what is available? I would be interested in reviews
>of such games if possible.
>
> Also is BattleZone available for the ST, and is it any good?
>

I have BattleZone for the Atari and find it to be very similar to the arcade version. I think it is acutually put out by Atari (can't recall).

Bob

7039. Atari SS/DD Disk Drive (SF354) - $25 + Shipping

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 17:31:00 UTC
From: v5914ane@ubvmsd.cc.buffalo.edu
Message-ID: <BzMDzB.1IA@acsu.buffalo.edu>
Source record: 213343

I have an Atari 354 SS/DD Disk Drive For Sale for only $25 + Shipping.

If you are interested Reply to this account.

7040. Re: Need Miracle Piano-type software

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 17:31:41 UTC
From: erkamp@janus
Message-ID: <1992Dec21.113142.224@janus.arc.ab.ca>
Source record: 213348

In article <mbernar-151292192837@macnet2_03.erenj.com>, mbernar@erenj.com (Marcelino Bernardo) writes:
>In article <mbernar-141292201706@esemac.erenj.com>, mbernar@erenj.com
>(Marcelino Bernardo) wrote:
>>
>> My wife and I are planning to get a midi-compatible keyboard (budget:
>> <$300,
>> probably a Casio or a Yamaha) for the family (includes 2 kids 5 and 6.5).
>> First, we would like to find a MIDI software for the ST (1040STf) that
>> teaches the piano like the Miracle Piano system. Any recommendations would
>> be appreciated.
>>
>I got some information from Atari Explorer, Feb. 92. It looks like
>Electronic Courseware Systems, (217)-359-7099 and Midi-Mouse Music (503)
>622-4034 have some software that might be what I need. I would appreciate
>hearing about other people's opinion of their software or a reference to a
>review.
>

I believe that Midi-Mouse is no longer in business. I have their software (Chord Magic, Note Wizard, Scale Master). It's not bad but nothing great either. A friend of mine bought a copy of Note Wizard and it wouldn't work. He tried to get in touch with Midi-Mouse and had no luck whatsoever. I tried every piece of copy software/hardware that I had access to and was unable to make a workable copy for him from mine. He was not impressed. It has strange copy protection requiring that the key disk be in the drive when you run it (from the hard drive) and this key disk CANNOT BE WRITE PROTECTED or it won't work.

Bob

7041. GIF convertors

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 17:50:55 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1992Dec21.175055.20273@cs.nott.ac.uk>
Source record: 213346

Does anyone know of a program to convert GIF files to ST formats
(Neo or Degas preferably) - I know that information will be lost,
but I want to be able to load stuff up quickly, and as long as
the picture looks vaguely OK it doesn't matter.

I know of several programs that can display GIF's, so it must be possible
to `dump' the screen image in another format.

Thanks,
Keith.
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

7042. Re: HELP! Hermes 1.03B problems

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 17:57:28 UTC
From: herby@danubix.ulm.sub.org
Message-ID: <H.ea.7uxbTVmluCI@danubix.ulm.sub.org>
Source record: 213349

In <1992Dec19.053514.19965@debug.cuc.ab.ca>, Conan Ford writes:
>I am having problems with the 'login' and 'gus' programs of Hermes 1.03B.
>Both prompt with a 'login: ', and after accepting the user name, they do
>about a 1 second disk access and lock up. I do not think that they are
>having problems finding the shell program or user directory, as if I chang
>change the names of these it reports an error first.

1. Do you have a \etc\passwd -File ?
2. If you have, have you writen comments into the file ? DONT !!!
3. Is your config.sys setup right ?

cu l8ter mfG herby@danubix.ulm.sub.org

--
* E-Mail: herby@danubix.ulm.sub.org ccc_damp@rzmain.rz.uni-ulm.de *
* herby@danubix.ul.open.de Fido: 2:241/7902.1 *
* Forchenweg 14 W-7900 Ulm/Donau Voice: 0731-6021657 *
* ULM: Letzte Stadt vor Bayern Don't marry, beer happy *

7043. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 18:28:49 UTC
From: alien@clinet.fi
Message-ID: <1h52d1INN7cq@clinet.fi>
Source record: 213345

aa399@cleveland.Freenet.Edu (Len Stys) writes:
: By the time they get the productions flowing, you bet they will need
: that graphics chip!
:
: Atari is already BEHIND in technology with the Falcon030. The only thing
: that the Falcon has over ANY other system is the DSP chip.
:
Just asking: why do you even look for falcon, if you really need
64-bit graphics? If you're prof., go with Silicon and live Falcon
alone. If not, it really doesn't matter is there 16 or 64 bit
graphics...

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VISUAL ART PRODUCTION

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
---------- Generation X ----------

7044. Re: More about the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 19:10:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1h54qclNNge3@golem.wcc.govt.nz>
Source record: 213350

Are you impling that the Falcon cant sample at 48 Khz? Or at standard CD rate (44.7 I think)? That's bad. What if you want to edit DAT tapes at
--

If the software supports it, it will handle anything from about 5Khz, to 50Khz, 8-bit, or 16-bit sampling!

(50Khz, 16-bit samples sound PRETTY good, use this Falcon 'Dolby' effect, it sound better than pretty much anything else available!) Unfortunately it also gets pretty large! (1meg every 20sec's of sampling, or probably more....)

```
==============================================================================
| O O If I told you how much I needed this, | ||| |
| o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
========================WELLS_S@KOSMOS.WCC.GOVT.NZ=========================
```

7045. Re: Help getting a new modem

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 19:11:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1h54tuINNge3@golem.wcc.govt.nz>
Source record: 213151

> What is it that the serial patch you mentioned do exactly?
>

I have no idea! 8-)

But, all I do know about it is, you need it on 9600bps, and faster modems
on TOS versions before 4.xx (ALL versions except Falcon TOS apparently).

It stops bits getting lost when the ST can't keep up with them or some
such thing!

==
O O If I told you how much I needed this,				
o I wouldn't have time to eat it. Zaphod B.				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

7046. Re: Email... Internet > GEnie .. how?

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 19:14:10 UTC
From: bill@mwca.UUCP
Message-ID: <2009@mwca.UUCP>
Source record: 213172

In <18DEC199210272966@robots> abjod@robots (Jim O'Donnell) writes:

> I use GEnie for Atari-related stuff, and CIS for e-mail (though I do
>most of that from work, now) and Eaasy Sabre (airline and other travel
>reservations). GEnie offers access to Eaasy Sabre as well, but the last
>time I checked they charged connect time for it, while CIS did not.
>Does anyone know if this has changed?

Since going to their "flat-rate" plan GEnie has never charged for Eaasy Sabre
(it may appear they are charging due to the dual-door number system GEnie
uses, but once you enter Sabre itself you'll not be charged).

--
##
Bill Sheppard -- Western Regional Sales Manager -- bills@microware.com
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
################ Opinions expressed are my own and usually wrong ################

7047. RE: GIF/RAW/RCS/SPC ETC.

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 19:15:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1h554sINNge3@golem.wcc.govt.nz>
Source record: 213152

I haven't used it with GIFs that were less than 320x200, so I was unaware of this problem. As for the quality of pictures on my humble STE, it is excellent.

>>>

If the GIF's are below 320*200, just use the 'select area' option in Pchrome, it will keep it's original resolution, but the colors will improve.

(In past experience, it's a bad idea to stretch GIF's to larger than original size on the ST, it makes them look odd).

Saw this *incredible* Black&White GIF viewer for the mac', amazing, you could have a 320*200 GIF, expand it to around 500*400 or some such thing, and lose no noticable quality AT ALL! You could also shrink it, save it, and reload it, then stretch it again, and the quality would be almost identical.
I think it was M-GIF or something (not the ST version of course), but I can't remember. Amazing program! (It would of course convert color GIF's into grey-shades)

```
==============================================================================
| O O If I told you how much I needed this, | ||| |
| o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
```

7048. Re: I am NOT making this up, OK? (was Re: Closed ... <ho hum>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 19:31:16 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec21.193116.22635@news2.cis.umn.edu>
Source record: 213153

In article <72014@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>I reiterate: You have never dealt with Atari.

So ... ???

-- David Paschall-Zimbel

7049. Re: I am NOT making this up, OK? (was Re: Closed ... <ho hum>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 19:46:23 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec21.194623.23026@news2.cis.umn.edu>
Source record: 213154

In article <1h00msINNaou@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>And, as you answered for yourself, it's because we were too stupid to
>make sure the right people would be in the meeting. Our fault.
>Right?

Well, in one sense, that is as good an answer as any. The $3,000 you estimated it cost you is not small money for a software development firm. Unless you were VERY clear on who you were going to speak with and what you could expect to happen as a result of the meeting, there was little justification for spending that much to meet Atari's wishes.

By the by, you failed to mention in your first posting that Atari asked YOU to come out .. just what was the objective of this 'meeting'? Atari hasn't promoted any third-party software in four years or so. They haven't published anything under the Atari label since about that time either. All of the software which they've been rumored as having purchased has never left Sunnyvale again. Given this basic understanding of Atari Corporation, why did you decide to go in the first place?

-- David Paschall-Zimbel

7050. Re: X-Mas Game!

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 20:21:44 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.pH_35LgJkYk@jonh.wimsey.bc.ca>
Source record: 213169

In <afonseca.2uzw@terapin.com> afonseca@terapin.com (Alberto Fonseca) writes:

>Hi, I want to know what the BEST game for the STE out there is so far.. I'm
>looking for something that can keep me happy for a while.. A good, possibly
>adventure/arcade type game, or a really good adventure. I don't buy many
>games, so I don't know whats out there.. Whats a real good one?

One of the best games for the STe I know of would be Captive. I
don't have an STe, but a friend who does says the stereo sound effects
add a lot to the game. It'll definately keep you going for a long time,
if you decide to try to play it to the end, but it starts to get pretty
same-like after about 20 levels. Each 10th level is basically a complete
round, so you can finish at anytime you feel like. Knightmare is also
good, as of course, is Dungeon Master and Chaos Strikes Back,
appearantly available now as a set for cheap.
One of the newest games available that is getting a lot of raves
from the few game players left on the ST is Amberstar, which is a good
copy of all the best parts of the Ultima games, with a lot of tricky
puzzles thrown in. It's also the start of a trilogy, so once you finish
the first, there'll be more to come.
On another note, the latest ST Gamers Digest reports Mindscape has
dropped the ST. Has anyone in Britain heard what this means to the
expected release of Captive II, as this was due out on Mindscape?

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

7051. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 20:33:08 UTC
From: ekrimen@wet.UUCP
Message-ID: <4895@wet.UUCP>
Source record: 213158

In article <1h2r5bINNqv5@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>Ed, I can buy a 386 DX 25 MHz clone with an 85 meg HD, 8 expansion slots,
>a 3.5" 1.4 meg drive, a 5.25" 1.2 meg drive, and a SVGA monitor for
>$799.

Deja vu?

Wow, a 386 clone is about as exciting as watching re-runs of "Designing Women."

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

7052. Re: I am NOT making this up, OK? (was Re: Closed ... <ho hum>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 20:49:06 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec21.204906.24038@news2.cis.umn.edu>
Source record: 213155

In article <1h008iINNam6@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>I'm not sure of what you're faulting me for here; I expressed amazement
>that after reading the gory details of the visit you place the blame on us
>instead of Atari (this is what I've written above),

The fault, sir, is that given the context of the whole article, it should have been apparent to you (as it was to other readers) that I was NOT finding fault with you at this point. You had misinterpreted the writing. It is as though you have decided that anything which I might say in response to your writing is an attempt to find fault, criticize, or denigrate you.

> but the whole rest of
>this message outlines our blunders, and details how it's our fault that
>GW didn't impesss Atari, didn't make it to market, etc.

The message says nothing about your failure to impress Atari. It does say a thing or two about how I would have responded (and, indeed, have responded) in a similar situation.

It is entirely Double-Click's fault that GW did not make it to market, if, as you've said, the libraries were completed and all that remained to be done was to come up with a manual and market the thing.

>Why should I be your personal secretary?

Did I ask you to be my personal secretary? No. I asked for some COMPANY NAMES. It takes as much time to type 'reply' as it does to type 'follow' in News software. I wanted those names for a reason, which had nothing to do with any desire to show you up for a lying fool (which I don't believe you to be in the first place, so don't try to bring it up in a future post).

>What would that possibly have gained?

Self-esteem. Knowledge that you have higher standards than one of the sons of the owner of a computer manufacturing corporation. A few hours to do something more constructive.

>Would we have made the cost of the trip back?

No. Then again, DID you make the cost of the trip back? One of the hardest things about being in business is knowing when to cut your losses.

>Would we have had a better chance of making a successful deal with them after
>storming out of the meeting?

Was a 'successful deal' one of the clearly held goals of this meeting? From what you have written, it looks as though someone at Atari wrote to you saying "Hi. I hear you've written something neat for game programmers? Would you

like to show us what you're doing?" It's a great ego-booster, but hardly the sort of thing one where one expects a written contract at the end of the day.

>We were entirely professional the whole time. Once we realized that we
>had no hope of striking some deal with Atari,

See above. I would imagine your realization of this occurred sometime within the first few minutes of the encounter -- say, immediately after Mr. Tramiel's quip about lawsuits...

[regarding the Syquest cartridge]

You brought a cartridge with a blank C partition and no desktop.inf to indicate there was a D partition where all of your work was waiting to be shown. If I've misunderstood that, please let me know. It is a simple task to hook up a Syquest drive, and to mount a C partition. If you did not EXPRESSLY tell the technician that the C partition was blank, I do not pity you for the time and trouble Atari had getting the software up and running. It is NOT a 'simple task' when you fail to tell someone that you have a non-standard practice with regard to disk partitions.

>Atari invited us to come out and show us GW. We didn't ask them.

Crucial bit of information here, missing from your earlier posts. As I was reading your other posts, it was a case of Double-Click REQUESTING A MEETING WITH ATARI.

>They weren't going to pay our way, but why would we refuse when they were
>talking about the possibility of bundling GW with the Falcon?

Another crucial bit of information here, missing from your earlier posts.

Then again, given the fact that Atari hasn't bundled any third-party software with the ST in the United States, and given the presumption that Atari is probably not going to bundle a compiler with the Falcon, are you sure Double-Click had a clear set of goals for this meeting?

>We had a contract with DC. Generally speaking, you can't sign on with
>a company and then go looking for someone else. What happened in the
>end is unfortunate. But it was entirely out of our hands once the
>contract was signed. This is the way freelance software works.

Right. And since the origin of all of these threads dealt with the demise of Double-Click, and the 'poor victims of Atari Corporation' was the leading theme, it just goes to show that Double-Click was as responsible for their demise as Atari could possibly have been.

We have only Double-Click Software to blame for the non-release of GW. They could have put the product out there on the market long before the Falcon was officially announced. It is not the fault of David Baggett that GW isn't out there, but then again, it is not the fault of Atari Corporation either. No one prohibited Double-Click from marketing GW when it was first available.

-- David Paschall-Zimbel

7053. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 20:59:32 UTC
From: greg@Quotron.COM
Message-ID: <greg.724971572@duke>
Source record: 213157

>6) HOW WERE MR. BAGGETS GAME ROUTINES SUPERIOR TO ANYTHING DONE BY PEOPLE
>LIKE THE BITMAP BROTHERS (ST DIEHARDS), OR EVEN JEFF MINTER ?

Better? I dunno. I've never seen anybody else's routines. But Dave
and Neil's stuff was (and, heck, I hope is) going to be publicly available.
The Bitmap Brothers, I would expect, have a great graphics engine, but it
doesn't do me a lick of good if they won't sell it to me. By using Game
Workbench, I got to do all the spiffy stuff the BB and Jeff Minter do, but
without the pain of writing my own library. If that's a way to be better,
then they're better.
(And as a side note, GW is an excellently designed system,
independant of how it runs [but, heh, that's excellent, too]. The calls
are well organized and logically laid out. Similar commands have
similar names and take similar paramaters, overcoming one of the biggest
pitfalls of C -- how to find something in the manual and figuring out
what it does.)
--
Greg Knauss (greg@quotron.com) "Llamas, dammit! Llamas!"

7054. Re: Falcon Botched Board

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 21:28:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A47728@K.maus.de>
Source record: 213066

l>There is alot of rumers flying around about the new Falcon having a botched
l>board. I have also heard that Atari are holding back the Falcon longer now
l>since they saw what the A1200 could do graphically, and that they won't be
l>releasing it until they have caught up with the A1200's graphics
l>capabilities.
l>Can anyone throw some light onto this?

Here in Germany, Falcon 030 are sold for one week now. They are the same type
of machine that could be seen in Duesseldorf, except for TOS, which is 4.01
now.

- Peter -

7055. Re: Falcon: Nothing yet...

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 21:40:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A47729@K.maus.de>
Source record: 213068

B>>For Germany, they didn't. Yesterday, that is Tue, 15 Dec 1992, the first
B>>shipping arrived at several Atari dealers.
B>
B>You've actually seen Falcons for sale to the general public..? Not just
B>units for developers..?

I haven't seen them, I sold them...
I work at an Atari dealer in Augsburg, Germany. We actually got some Falcon 030 for sale to normal customers. Since there are customers whoplaced their orders a long time ago, they were sold out in the second they arrived in the shop.

- Peter -

7056. LLamatron what resolutions?

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 21:41:34 UTC
From: dwford@uswnvg.com
Message-ID: <3010@uswnvg.uswnvg.com>
Source record: 213160

hat resolutions does LLamatron work in? I have a 1040STf with an SM124 (mono monitor) and all I get is darkness with soundeffects when I fire it up. Will it work in 640x400 (hi-res) mode? Is there some other problem that others have had?

Please email and I will post a summary.

Thanks,

Don Ford dwford@uswnvg.com
U S WEST NewVector Group, Inc.
(206) 450-8585

7057. Re: JRI simm upgrade questions

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 21:42:25 UTC
From: randyh@sad.hp.com
Message-ID: <BzMpMq.G49@srgenprp.sr.hp.com>
Source record: 213159

Thanks to everyone who has posted or emailed help on this subject.

Randy Hosler

7058. Re: You Could Win Big Money...

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 22:25:09 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <EM29YKB@heaven7.in-berlin.de>
Source record: 213198

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
> However, the correlation between the number in the system name
> and the amount of RAM does not seem to work 100% -- I once heard
> there was a 520 ST+ with 1 MB of RAM, no disk drive, no
> modulator.

That is correct, I used to have such a machine (in fact, I still do, but it
does have floppies and a hard drive built in because it lives in a desktop
case :-)

The '+' signifies that the RAM spec has to be doubled :-)
--
/\ | Martin P. Ibert, Westendallee 100 d, D-1000 Berlin 19, +4930-3056541
/ o\ | E-Mail: martini@{heaven7.{sub.org|in-berlin.de}|cs.tu-berlin.de} <<<
/o \ |--
/____\ | Frohe Weihachten und ein gli¿½ckliches Neues Jahr **** Merry Christmas
|| | and a Happy New Year **** Hauskaa joulua ja onnelista uutta voutta !

7059. Falcon IBM emul: speed guesses?

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 22:48:35 UTC
From: robert@informix.com
Message-ID: <1992Dec21.224835.1008@informix.com>
Source record: 213133

I use my computer mostly for games and midi applications. Midi was
the reason I got an ST in the first place, and the sound processing
possibilities inherent in the Falcon make an exciting addition to the whole
music processing concept...so I'm seriously thinking about a Falcon.

But I'm not kidding myself; Atari has a history of making poor
marketing decisions. If they promoted this machine right, I think it could
make history...but I don't believe that's gonna happen.

One thing I'm very pessimistic about is whether Atari will be able to
lure games programmers from the PC world into the Atari camp. Will there ever
be a Wing Commander for the Atari? A lot of the reason why some game
producer's dropped the Atari (for instance Sierra's stated reason) was that
it was murder to support Atari graphic standards in addition to VGA, and since
the Falcon can handle VGA, it could just be a matter of dusting off Sierra's
Atari graphics engine (though there's still the matter of sound) to get Sierra
back into the fold.
But again, Wing Commander? I doubt it...and I really want to play
Wing Commander.

So, the Falcon's gonna be able to take a 286, 386, or 486 SX chip
running at 16 mhz. Maybe someone will actually make that happen. My question,
based on a probably faulty understanding of the technology (hint: that's a
plea for no flames, please! I confess ignorance in advance! :-)) is, based
on educated guesses, will a 486SX chip in a Falcon produce a machine that
will run as fast or faster than, say, a 386DX in a "standard" clone at,
say, 33 Mhz (a configuration I've heard is a minimum for playing Wing
Commander without serious slowdown).

It sounds like a dumb question (maybe it is) since a 16 Mhz speed
shouldn't compare with 33Mhz, all other things being equal; but are all other
things equal?

In the limited way I have been able to understand these discussions,
the chip will have a 16 bit bus to memory; the graphics chip will have a full
24 bit access. A "standard" bus (not EISA, or other potential new standard
that's actually 3 years away from becoming a standard) on a PC is 8 bits?
meaning that a 16 bit chip is somewhat crippled in ability regardless on a
"standard" PC, while it can operate at full functionality on a Falcon. Am
I confused in fact or understanding?

Plus, the graphics chip is on a full 24 bit bus? Won't that be
advantageous compared to what can be done with PC graphics boards (a subject
wherein I am completely ignorant) or is graphics technology more bound to
the clock speed of the chip...and what would the clock speed of the Falcon
graphics chip be in comparison to PC graphics boards (average) anyway? Do

any of these questions even make sense?

I understand that I should be able to play a lot of games, of the
sorts I like, such as rpgs and adventure games, with no trouble, regardless.
I'm just curious about games that push the technology, like Wing Commander.

Robert C.
--

Disclaimer: My company has not yet seen fit to
elect me as spokesperson. Hmmpf.

7060. Re: SCSI Floppy Drives

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 23:20:26 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <XN2935B@heaven7.in-berlin.de>
Source record: 213197

dcable@nyx.cs.du.edu (Dan Cable) writes:
> I realize that
> this drive is not really a floppy drive, but it is SCSI and it does read
> and write them so what's the difference?

Maybe that it is removable, and needs re-reading once in a while?
--
/\ | Martin P. Ibert, Westendallee 100 d, D-1000 Berlin 19, +4930-3056541
/ o\ | E-Mail: martini@{heaven7.{sub.org|in-berlin.de}|cs.tu-berlin.de} <<<
/o \ |----------
/____\ | Frohe Weihachten und ein gli¿½ckliches Neues Jahr **** Merry Christmas
|| | and a Happy New Year **** Hauskaa joulua ja onnelista uutta voutta !

7061. Re: intellectual property and shit

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 23:25:59 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <4N29NDC@heaven7.in-berlin.de>
Source record: 213199

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
> Please. To say "Someone's got to feed his children's mouths, so
> he must have a right to get paid for doing X" really doesn't mean
> anything. X, that happens to be programming in this case, could
> as well be working in a factory or being in the mafia. Not that I
> think any of these are comparable in many ways, just to explain
> why I don't see the fact that someone has children to care for
> having any relevance regarding the justification of his way of
> making money.

No, Jan, you're right on target. I want to make money although I have NO CHILD-
REN and no other acceptable excuse for wanting to get rich.

My intellectual property (and, as such, the software I write) is mine ALL MINE
all the same if I f*ck my girlfriend with a rubber or without. Who said a
forgotten rubber makes a difference between copyright and no copyright?
--
/\ | Martin P. Ibert, Westendallee 100 d, D-1000 Berlin 19, +4930-3056541
/ o\ | E-Mail: martini@{heaven7.{sub.org|in-berlin.de}|cs.tu-berlin.de} <<<
/o \ |--
/____\ | Frohe Weihachten und ein gli¿½ckliches Neues Jahr **** Merry Christmas
|| | and a Happy New Year **** Hauskaa joulua ja onnelista uutta voutta !

7062. Atari 8-bit emulator

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 23:28:41 UTC
From: gjschmid@cantor.math.uwaterloo.ca
Message-ID: <BzMuJt.8p2@undergrad.math.waterloo.edu>
Source record: 213164

I just went through >600 articles, but this wasn't mentioned anywhere, so...

Quite a while back, I picked up an Atari 8-bit emulator for my brother's 1040ST. I believe the name was STXF255, but I could be wrong. It seems to have an option to run programmes off of a ramdisk, but we have not been able to get this to work, despite trying about 4 different ramdisks (everything I could find on atari.archive.umich.edu at the time). Is there anyone out there who is using this successfully? If so, what ramdisk are you using (and where can I FTP it from), and what steps do I have to take to get everything smoothed out?

Please reply by email, as I don't normally read this group.


```
_____________________________________________________________________
/ _ \ Greg Schmidt (gjschmidt@undergrad.math.uwaterloo.ca) \
\__) \ \
| "I *am* the prince of Chichester! | __
\ And what did she mean, 'slow of mind'?" \ (_ \
\_____________________________________________________________\___/
```

7063. Re: The Path of True Enlightenment (was Re: Piracy of software)

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 23:38:48 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <FO29YLC@heaven7.in-berlin.de>
Source record: 213200

dmb@case.ai.mit.edu (David Baggett) writes:
> In article <11420@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
> >Piracy is the problem. But it isn't a problem with the users - the
> >problem isn't "People are too dishonest". The problem is "Software
> >is easy to copy". You'll not easily change either of these factors.
> Unfortunately, however, you stray from the True Path of Enlightenment
> here, and begin espousing the virtues of pagan gods and false prophets!

Holy SHIT could it be this doesn't make ANY sense at ALL?

I know no major software vendor could have survived without software piracy,
and you know it too ... so come off it, already.
--
/\ | Martin P. Ibert, Westendallee 100 d, D-1000 Berlin 19, +4930-3056541
/ o\ | E-Mail: martini@{heaven7.{sub.org|in-berlin.de}|cs.tu-berlin.de} <<<
/o \ |--
/____\ | Frohe Weihachten und ein gli¿½ckliches Neues Jahr **** Merry Christmas
|| | and a Happy New Year **** Hauskaa joulua ja onnelista uutta voutta !

7064. Re: Second floppy on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 23:48:28 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec21.234828.28998@elroy.jpl.nasa.gov>
Source record: 213162

In article <72073@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Peter Missel writes:
>j> WHAT??? NO EXTERNAL FLOPPY????
>>Why not connect a Floptical to the SCSI-2 port? Try this on the Amiga 1200..
>
>How about $300 as a reason..?
>
>Given a retail price of $799 for the entire Falcon, do you really think
>it's reasonable to tell people to expect to pay more than 40% of the
>cost of the computer to just add a floppy disk drive..?
>
>How do you explain to someone who would like to add a $42 floppy drive
>that it's going to take a Floptial 21 Meg drive to accomplish what they
>want to do..?

Dunno. Kind of the same as trying to explain why I had to spend $150 for
a 5-1/4" floppy drive for my $79 Atari 800XL way back in 1985. I did it,
nonetheless, and I wasn't the only one in the world to do it...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

7065. Re: Pure Pascal

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 23:53:00 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <UO29DZC@heaven7.in-berlin.de>
Source record: 213201

obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
> P.S. The manual is still in German. I don't know about the online help.

Maybe they do have an English version, but the on-line help of the version
sold here in Germany is in German (I just checked with my copy).

I've only had Pure Pascal for a couple of days, and I didn't have much time
to play with it, but it sure looks like ONE PIECE OF NEAT SOFTWARE. The
development environment is the coolest I have ever seen. (YMMV.)
--
/\ | Martin P. Ibert, Westendallee 100 d, D-1000 Berlin 19, +4930-3056541
/ o\ | E-Mail: martini@{heaven7.{sub.org|in-berlin.de}|cs.tu-berlin.de} <<<
/o \ |--
/____\ | Frohe Weihachten und ein gli¿½ckliches Neues Jahr **** Merry Christmas
|| | and a Happy New Year **** Hauskaa joulua ja onnelista uutta voutta !

7066. Re: Apology: True Colour *IS* great for games.

Newsgroup: comp.sys.atari.st
Date: 1992-12-21 23:58:36 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.L_xbsE5NMjI@fredrik.atari.no>
Source record: 213161

In <1h4rdrINN55v@usenet.INS.CWRU.Edu>, Len Stys writes:
*** Some stuff deleted ***
>
>But STILL, the Falcon030 needs more than 1 Meg for these TRUE COLOR
>video or they won't even be used.
>
>So what does all this mean now? The games will run somewhat faster
>than we thought in true color mode. But, a graphics coprocessor would
>still be necessary for rotation, 3-d imaging, scaling, etc.
>Because you don't want to have to write these routines into your
>game which will not only take up more memory, but also more speed.
>

Actually, the DSP is an exelent 'vector rotation and calculation' engine.
What's left for the CPU&BLiTTER is to draw the vectors and fill the areas
between them! If I got the numbers right, the DSP in the Falcon may multiply
(rotate) some 500.000 vectors/second.. (or 10.000 vectors/frame at 50Hz:^)
Just can't wait to see what a fligtsimulator will look like on this bird!!

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

7067. Re: More about the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 00:10:42 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec22.001042.139@elroy.jpl.nasa.gov>
Source record: 213163

In article <1992Dec21.011708.7093@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>In article <BzL1r7.JMq@unix.amherst.edu> hjwulfso@unix.amherst.edu (Harris Wulfson) writes:
>>Are you impling that the Falcon cant sample at 48 Khz? Or at standard CD
>>rate (44.7 I think)? That's bad. What if you want to edit DAT tapes at
>>48Khz and dump them back to DAT? It better have those sample rates. Please
>>clarify this for me.

Neither of those rates are available with any of the onboard clocks. You need
to feed in an external clock signal thru the DSP port to get 44.1 or 48khz.
>
>CD sampling rate is 44.1 KHz. close.
>
>there are several "popular" sampling rates (in Hz):
>
> 44100 audio CD, some DAT recording
> 48000 DAT (domestic)
> 8000 telephony, with u-LAW or A-LAW (CCITT?)
> 22050 Mac or 1/2 CD rate
> 16000 G.722 standard
> 18900 CD-ROM/XA standard
> 37800 CD-ROM/XA standard for higher quality
> 44056 some pro audio gear
> 32000 digital radio, HDTV, long-play DAT, etc
>
>will the falcon support these (i believe i have read "up to 50 KHz sampling
>rates" implying this is variable)? i think the most common are/will be:
>
> 8000 8-bit u-LAW mono (voice mail)
> 22050 8-bit linear mono/stereo (Mac compatibility)
> 44100 16-bit linear mono/stereo (audio CD)

The standard rates supported by the built-in CODEC are
49170, 32780, 24585, 19668, 16390, 12292, 9834, and 8195 hz.

These are achieved by dividing an internal 25 MHz clock. If no A/D-D/A
conversion is required, the 32 MHz clock is also available for use (the CODEC
cannot be connected to the internal 32 MHz clock, dunno why. You can feed in
up to 32 MHz thru the external port, tho.) Using just the digital subsystem,
bypassing the CODEC, using the 32 MHz clock, you get
62500, 41666, 31250, 25000, 20833, 17857, 15625, 13888, 12500,
11363, and 10416 hz.

(Oh, using the 25 MHz clock, bypassing the CODEC, you also get 14049,
10927, and 8940 hz.)

Since the clock timers are prescaled by 256, you would need an external
clock frequency of 22,579,200 hz (22.58 MHz) to achieve a maximum sample rate
of 44.1 khz, and 24.576 MHz for a maximum rate of 48 khz.
>
>what about atari/third party 8 channel adapter? will this be 8 stereo channels
>or 8 channels or 4 stereo channels? what sampling rates?

The operating system supports 4 stereo channels, not 8 independent channels.
Sampling rates are up to the hardware provider, but I would expect them to
max out at 62.5 khz.
>
>how will the falcon be for realtime recording (like a multitrack recorder)?
>how well would an $800 falcon compete with a $3000 ADAT (Alesis)? other than
>the Alesis now exists, why would i want it over the falcon (assuming i could
>and would write all my own software)?

I think the Falcon would work very well in this role; haven't used anything
like an Alesis so I can't compare.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

7068. Re: Falcon030 Resolutions - 1 Meg not enough?

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 00:54:16 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec22.005416.1893@elroy.jpl.nasa.gov>
Source record: 213165

Hm. Let's try this from the beginning... The Falcon can display graphics in a number of different resolutions. It can also use a variety of devices to display on, e.g., SC1224, TV, or VGA monitor. There is a fundamental difference between a VGA monitor and a TV or SC1224 monitor, though - the VGA monitor scans twice as fast as either of the other two. (I'm going to just say "TV" from now on, since the 1224 and TV are functionally equivalent - same scan rate, same rez.)

Ok. Let's think about how a TV operates - the US NTSC standard puts 525 scan lines per video frame, but only draws half of those scan lines per field. I.e., the TV screen is refreshing at 60 hz, but only one half of the image is drawn during each refresh. One "field" consists of odd scan lines, the other field consists of even-numbered lines. This is just how the interlaced TV video works. So while you have a field rate of 60 hz, you only have complete frames at 30 hz. Each field consists of 262.5 scan lines. The name "interlace" arises because the scan lines are not drawn contiguously in each field, instead they are drawn with a 2:1 interleave....

Of the 262.5 scan lines available in every 60 hz interval, a portion are pretty much invisible because they occur above or below the visible area of the CRT's picture tube face. The exact number available will vary from set to set, so computer-generated displays generally pick a conservative number of lines to use and center that in the 262.5 that are available. (Remember the 8-bit Ataris? 320x192 display, but you could alter the display list and make it 320x200 or 320x208 with no trouble, just by removing black lines from the top and bottom of the display list...) This is the principal behind "overscan". On the STs the number chosen was 200, even though, by tweaking the vertical size control on the monitor, you could easily get 250 or so scan lines drawn onto the screen.

So anyway - with a TV, you can draw 262.5 lines 60 times a second. Or, using interlace, you can draw 525 lines 30 times a second.

In article <1h0uavINN2tt@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>What's the difference between line-doubling & interlace anyway??

As I mentioned before, the VGA standard scans twice as fast as a TV. That works out to something like 480 lines, 60 times per second. In order to get a VGA monitor to display a 200-line screen, you need to either slow down the VGA display, or artificially increase the scan-rate of the video data to match the VGA scan rate. Since VGA uses a fixed frequency (i.e., incapable of multisync) the Falcon uses line-doubling. That means that every scan-line of a 200-line image is sent out twice, at the normal VGA rate.

So, in essence, interlace and line-doubling are completely opposite. Interlace is a technique to display more lines than are possible to display

on a slow display device. Line-doubling is a technique to display fewer lines
than ordinarily possible on a faster display device.

Please note that this is not the same meaning as "line-doubling" applied to
HDTV, IDTV, etc. (In which case, line-doubling means de-interlacing an
image, to get e.g. 525 lines per screen, 60 times per second...)
>
>I think what Len is possibly trying to get at (correct me if I'm wrong
>Len 8-) is this.
>
>is the VGA mode capable of being displayed on a normal TV/colour monitor,
>and is this what the overscan makes possible?

There are no "VGA modes." There are various resolutions, each of which can be
displayed on a VGA or TV display (with the help of various special techniques
like interlace or overscan).
>
>(e.g. the VGA 320*240*256 mode) - is this mode just the falcon
>320*200*256 mode with overscan being used on the vertical resolution
>to get the extra 40-pixels?

The 320x240x256 resolution is displayed using line-doubling on the VGA, and
using overscan on the TV. It is not a "VGA mode" since there is no such thing.
>
>So, basically - is it possible to use a normal TV or monitor (colour
>of course) to displayer the 'normal' resolutions, AND the VGA resolutions,
>or is a VGA monitor *required* for the VGA res's??

As I've said many times before, all of the available resolutions can be
displayed on a TV. You can't use a VGA trick (like line-doubling) on a TV,
but then again, you don't *need* it there anyway. On the other hand, not all
resolutions are available on the VGA. (I.e., no 640 wide true-color resolutions
can be displayed on VGA.) [I don't feel like rehashing the reasons for that...
}-)]
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

7069. Picture formats

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 01:02:47 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Dec21.200247.8712@newstand.syr.edu>
Source record: 213167

How do .spc files differ from .spu files? And which program
(or programs) should be used to view them (can one program
view both types or are separate programs needed for each
type)?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

7070. Re: HP DeskJet 500C Color Printer compatability

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 01:03:47 UTC
From: rchan@terapin.com
Message-ID: <rchan.2vl2@terapin.com>
Source record: 213183

]Since HP has their newest line of DeskJet printers out now - the 550 and the
]550C (mono & color, respectively), the price on the 500C has fallen
]dramatically (almost $200 less). So, I am seriously considering getting a
]500C for my Mega4STe/1040ST computers. Has anyone ever used HP DeskJet
]printers with ST's? Are there incompatibilities? Are there any special
]drivers, etc., that I will need to get? Any info will be appreciated, so
]please reply with whatever you insight you may have. I don't have much time
]before I have to decide. Thanks in advance. 8^>

I have not used a color HP DeskJet, but I have had HPDJ 500 for over a year. It works fine with Atari; just plug it into the parallel port and no problem. However, some computers like mine like the DeskJet to be on BEFORE you boot the computer. If I don't do that, then the Atari (Mega ST) won't even know it's there. If you don't have a DJ driver, you can usually get away with an HP II driver. Color drivers are available for PageStream... I don't know about anyone else.

The drawback is that you have to be picky about paper. What is great for a photocopier or laser may not be the greatest for a inkjet. 25% cotton bond in general gives the best results, but most people won't notice. Hammerhill Laser Print (24#) and Solar Copy paper are pretty good for regular wood pulp stuff. Wilcopy DP is borderline. Strathmore Legacy paper works great when it is new, but seems to get worse as it sits around.

HPDJs are short on internal fonts, but with a DTP or GDOS (yuk) wordprocessor, you should get nice results.

|| Ronald Chan [rchan@terapin.com]
|| A Pocket Knight *-{----------

7071. Falcon030 -- Truth not Fiction

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 01:08:04 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1h5ppkINNp78@usenet.INS.CWRU.Edu>
Source record: 213166

Ok, I'm going to ask a few questions and I only wish for people that know enough about the Falcon030 to answer them.

If you do not believe you can answer the question comfortably, don't answer it.

I'm finding out that many of you THINK you know the answer and reply as you KNOW for SURE, but you really don't know what you are talking about.

IS the Falcon030 with a Motorola 68030 16 MHz CPU powerful enough to produce games that require scaling, rotation, scrolling, and 3-D imaging? I'm talking WITHOUT a blitter and DSP chip.

Is the Falcon030 with a 68030 16 MHz CPU and Blitter 16 MHz powerful enough to produce games that require scaling, rotation, scrolling, and 3-D imaging?

If so, what does the Blitter do to help? And how did Atari manage to make the Blitter faster?

And WHY did Atari make the Blitter faster?

Can the DSP help at ALL in video games such as flight simulators?

I was told that since the DSP can only transfer information at the rate of 1 Mb/sec, it would not help much. Is this true?

How much slower would a game such as "Sonic" run in TRUE color video vs. 256 color video?

How many people believe that 1 Megabyte should be the lowest amount of memory Atari should include with the Falcon030?

How many people believe that 2 Megabytes should be the lowest amount of memory Atari should include with the Falcon030?

How many people believe that 4 Megabytes should be the lowest amount of memory Atari should include with the Falcon030?

Please consider this from a marketing stand-point as well as programmers view.

Also explain WHY you believe it should be sold with this minimum instead of the others.

Should the Falcon030 have had a graphics coprocessor in it?

How much of an advantage would the Falcon030 have with a graphics coprocessor in video games?

How much of an advantage would the Falcon030 have with a graphics coprocessor in video production?

There is a rumor that the Jaguar will be similar to the Falcon030 with a Motorola 68030 16 MHz CPU, but with a 64-bit graphics coprocessor. How many of you believe that this could be possible. Why or why not?

If it was possible for Atari to redesign the Falcon030 and incorporate this graphics processor and then slip it into the production line in the middle of next year, do you think it would be a good idea, why or why not?

How many of you feel that a graphics coprocessor is so important to the success of the Falcon030 that it would be worth delaying the machine another 2 months to include one?

There will be flickering in interlace video mode on TV, how noticeable will this be?

Translation: Will it give you headaches if playing video games on TV in interlace mode?

How many people believe that Atari should concentrate on music with the Falcon030?

How many people believe that Atari should concentrate on entertainment with the Falcon030?

How many people believe that Atari should concentrate on multi-media with the Falcon030?

How many people believe that Atari should concentrate on video production with the Falcon030?

AND WHY DO YOU BELIEVE SO?

Is there any other market that you believe Atari should be going after with the Falcon030?

How many people believe that the Falcon030 will be WAY underpowered as a home computer in Fall, 1993? And why?

How many people believe that the Falcon030 will be WAY underpowered as a home computer in Fall, 1994? And why?

How many people feel that they will be using a Falcon030 in 1995?

How many of you believe that Atari's present keyboard in the Falcon030 should be replaced with a better quality keyboard?

What is your greatest disappointment with the Falcon030?

What do you feel Atari should have included with the Falcon030 that they left out?

What do you think is the greatest advantage that the Falcon030 has?

Do you think Atari will still have this advantage in 1994?

If you were Atari, how would you market this computer?

Are you going to buy a Falcon030?

If so, WHY?

If not, WHY?

If you were the chief designer of the Falcon030 33 MHz computer,
what would you want it to have? Eg: Chips, Case, ports, etc.

What markets would you concentrate with it?

If you were the chief designer of the Falcon040 33 MHz+ computer,
what would you want it to have?

What markets would you concentrate with it?

Do you have a Falcon030 computer already?

Thank you and please keep it to the net if you can, if you can't
post, send me e-mail.

Len (aa399@cleveland.Freenet.edu)

--

7072. Re: Seeking help from UltraScript users

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 01:10:17 UTC
From: rchan@terapin.com
Message-ID: <rchan.2vm8@terapin.com>
Source record: 213182

```
]I bought UltraScript in the hpe that all my PostScript needs will be
]satisfied. It works most of the time but occasionally it just crashes
]on bits of postscipt like " ... variable 1 sub ..." or it complaims
]that the current point is not set. Before I print with UltraScript
]I try it out on 'pageview' on a Sun and fix all the postscipt errors
]there. Hence, it cannot be an error in my postscipt code.

I don't know what the specific error means, but one sure fire way to confuse
UltraScript is to try and send a soft Adobe Type 1 font to it. UltraScript
only supports its own disc fonts and PostScript type 3 fonts (ones sent by
PageStream for non LaserWriter fonts). If you are... stop! Send only fonts
you have on the HD or PageStream fonts... If this is not the case, I have no
idea what it can be. I have had no problems beside this one.

I want to get GhostScript, but I have to arrange to get e-mail downloaded here.
Oh well...

Or... if you have deep pockets, get CompoScript. I heard it's better.

|| Ronald Chan [rchan@terapin.com]
|| A Pocket Knight *-{-----------
```

7073. the "real" Gemulator 2.0 features

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 02:07:41 UTC
From: darekm@microsoft.com
Message-ID: <1992Dec22.020741.23760@microsoft.com>
Source record: 213174

This message is to clear up some confusion. Two German magazines have published rather bogus reviews of Gemulator because they either didn't wait until we shipped them review copies of the product or as in the case of ST Magazin, got a total idiot to do the review which ended up being full of incorrect statements, including incorrect system requirements, incorrect benchmark results, and even listed the wrong price and wrong dealer! The price in Germany is not 555 DM and the distributor is NOT Richter. My sources indicate that Richter is actually cloning the Gemulator boards and selling pirated versions of it. ST Magazin at no time contacted us to verify their facts nor did they inform us that they were even reviewing the product!

ST Nieuws magazine in Holland and Computer Paper magazine in Canada have already published reviews of the 2.0 product and they give more accurate reviews.

THESE are the facts:

Gemulator is the Atari ST emulator for use on 386/486 DOS based computers that provides emulation of color and monochrome screen resolutions, floppy disk and hard disk support, printer support, TOS 1.0 1.2 1.4 1.6 and 2.06 support, and runs such ST programs as Calamus SL, Pagestream, First Word, Prism Paint, Degas Elite, Silhouette, and many others on your DOS or Windows based PC.

Gemulator is available from dealers in the U.S. and Canada. French, German and U.K. versions (with French, German, and U.K. TOS 2.06 ROMs respectively) will be available at Atari dealers in Europe in January. European users need not purchase the North American version since the European prices will actually be lower than the current U.S. price of $299.95.

Gemulator has the following features and improvements when compared to the version that was reviewed in ST Magazin and Atari Journal:

- full speed ST emulation on a 25 Mhz 486SX (formerly required a 33 Mhz 486DX)
- emulation on a 386/33 is 2/3 the speed of an ST
- emulation on a 486/50 or 486/66 is over 2 times the speed of an ST
- read/write access to multiple partitions on the PC's hard disk
- requires 4 Mb of PC RAM (formerly 8 Mb)
- emulates 512K, 1M, 2M, 4M and 8M of ST RAM
- faster load time due to smaller EXE file size (1.7 meg vs. 2.9 meg before)
- real time clock support (file timestamps are now correct)
- smoother and more responsive mouse, and compatible with Maccel 3
- support for TT medium resolution graphics (640x480 in 16 colors)
- one keystroke resolution changes between mono and color
- floppy disk reads are 50% faster than before
- improved compatibility. Now runs GFA Basic 3.6 and other programs.
- automatic configuration using INI file

If anyone is aware of pirated versions of Gemulator being sold anywhere,
please contact us immediately in writing or FAX at 206-885-5893.

- Darek

--

/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

7074. Re: Falcon and Unix Sys V

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 03:46:44 UTC
From: SML108@psuvm.psu.edu
Message-ID: <92356.224644SML108@psuvm.psu.edu>
Source record: 213170
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I may have been the one to mention the Atari ST linux port first so let me clarify EXACTLY what I said. To my knowledge, NO ONE is working on a linux port to the Falcon. I am interesting in working on the port however. Unfortunately, I do not know enough unix guts to do it myself. I am interested in forming and participating in a team effort to do it... I am of course probably biting off way more than I can chew but 500K of my research software runs under X and the thought of being able to run it at home is too intriguing to resist...

I REPEAT NO ONE TO MY KNOWLEDGE IS WORKING ON AN ST LINUX PORT... Do you wish to work on it? Contact me by email. If there is enough interest, we can start a mailing list to decide whether this is feasible and if so, DO IT! I am incapable of doing the port myself...

I believe that such a port would bring the ST back to life despite the Katzenjammer kids... It won't make anyone a millionaire but it'll help keep it alive... As usual, Atari has given us an interesting computer, but now they are going do absolutely nothing to support it so it will survive but hardly prosper. Who cares? The PC still has $h!++y graphics and sound and it seems like it always will... So unless we're willing to sell out we're going to have to do this ourselves...

Scott Le Grand

7075. Re: Need Miracle Piano-type software

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 03:54:26 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.nDytZ&g6S2Q@jonh.wimsey.bc.ca>
Source record: 213185

In <1992Dec21.113142.224@janus.arc.ab.ca> erkamp@janus (Bob Erkamp) writes:

>In article <mbernar-151292192837@macnet2_03.erenj.com>, mbernar@erenj.com (Marcelino Bernardo) writes:

>I believe that Midi-Mouse is no longer in business. I have their software (Chord >Magic, Note Wizard, Scale Master). It's not bad but nothing great either. A >friend of mine bought a copy of Note Wizard and it wouldn't work. He tried to >get in touch with Midi-Mouse and had no luck whatsoever. I tried every piece of >copy software/hardware that I had access to and was unable to make a workable >copy for him from mine. He was not impressed. It has strange copy protection >requiring that the key disk be in the drive when you run it (from the hard >drive) and this key disk CANNOT BE WRITE PROTECTED or it won't work.

A friend of mine used to have his software distributed by Midi Mouse, and actually developed that copy protection. It's a laser hole on the disk, and the program tries to write to the damaged sector, and if it can, won't run. I don't know about the other authors who had programs distributed by Midi Mouse, but my friend does not speak highly of them, and had to have a lawyer phone them to get them to stop selling copies of his software after their contract expired.

--

"If Rush fans were braindead, why are there so Bruce Bufalini many people posting to alt.music.rush?" PSU

7076. Re: Falcon030 -- Truth not Fiction

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 05:02:40 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1992Dec22.050240.29299@cc.umontreal.ca>
Source record: 213171

In article <1h5ppkINNp78@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Ok, I'm going to ask a few questions and I only wish for people that
>know enough about the Falcon030 to answer them.

[millions of questions deleted]

>Are you going to buy a Falcon030?
>
>If so, WHY?
>
>If not, WHY?

You want an individual, personal answer, with an honest opinion?

Yes. I will buy one within the first week they are available, because I suspect I will have a lot of fun with it. I believe that in general, I like the kind of people who buy Atari's. Somehow, we have lots of fun. (really)

Everyone I know who buy's Amiga and Atari ends up having lots of fun with their computers. I'm simply one who opted for Atari at first, a matter of lower cost in the 1985 days. (I was 15 then, a young teenager.)

I'll be frank. For 5 out of 7 years I had my ST, I had lots of fun with it. It cost more money than 'other' computers to upgrade (for example to get a double sided drive, TOS in ROM, 1 Meg ram, etc.) but the people on local BBS's that had ST's were always a lot of fun to chat with and it was worth it. We enjoyed programming weird things, playing games, discovering new software, etc.. Sure, things change, and In the last two years or so I have sorta outgrown my ST, and besides there's not much action in the local Atari community. So I've been saving up, ignoring home computers in general and using the ones in school. But, I'd like to have a new computer at home and the Falcon sounds like more fun than a PC or MAC would be. It is cheap too.

When I get the Falcon, I plan on spending a fair amount of time writing some colorful 3D graphics routines (the Falcon may not be too powerful, but in my case I don't care since for really processing-intensive graphics I will end up using the Iris workstations we have access to for our 2D/3D graphics course in university), I will learn about DSP programming, and try my hand at voice recognition, neural-nets, etc. with the DSP. The Falcon will be a useful learning tool for my general C.S. knowledge.

Also, I like to support the underdogs.

Moreover, I also think the Amiga is very interesting too. If the Falcon didn't have a DSP, I would give the Amiga 1200 a much closer look.

Final clarification: Its not so much the fact that the Falcon is overall much more powerful than the ST is that I will get one, but more that reason also combined with a renewed interest by a given group of people towards a computer. People (at the very least myself) will get more motivation, I think, out of newer, and fancier hardware.

P.s. You realise that I speak as someone who uses their home computer not only for real-life tasks such as Word Processing, etc. but also as a tool to hone my programming, game playing, and .GIF picture admiring skills. Have fun, Len. I hope you understand my point of view, and feel free to reject, accept or ignore it.

>--
>Len (aa399@cleveland.Freenet.edu)
--
___ ___ , ^ ,
=*= Odisseas Kosmatos =*= "Cul bien vide, tete plein d'idees."
=*= kosmatoo@jsp.umontreal.ca =*=
=*= shammer@mafalda.math.mcgill.ca =*=

7077. Re: Second floppy on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 05:35:38 UTC
From: root@uunet!scarrow
Message-ID: <1992Dec22.053538.22848@uunet!scarrow>
Source record: 213173

Bob_BobR_Retelle@cup.portal.com writes: <72073@cup.portal.com>
>j> WHAT??? NO EXTERNAL FLOPPY????
>>Why not connect a Floptical to the SCSI-2 port? Try this on the Amiga 1200..
>
>How about $300 as a reason..?
>

While I don't have a schematic for the Falcon, I assume it still uses a Floppy Controller Chip and still has the Yamaha chip. If this is the case, is there reason a person couldn't just daisy chain one in to the 34 pin cable that goes to the internal floppy drive?

Even if they didn't run the trace from the Yamaha for DS1 (vs. DS0), you could always run one with a wire.

I am assuming that they didn't pull the same trick they did with the XL/XE (concerning Joystick ports 3 & 4 and that "extra" 16K of RAM). The XBIOS and thus GEM probably would still support it just fine, and if it don't, it's in RAM on the Falcon (loaded in from Disk), so thats no problem.

Next subject: The LAN connector.

Does anybody know how to put Ether-Net on a Falcon? (So it can be connected to my Unix Box?) I've never heard of "Local-Talk" before, and I don't own a Mac.
--
+------------------------------+---+
| Have we been here before?... | ...!uunet!scarrow!kirk |
| - Or are we yet to come? +---+
| | DISCLAIMER: My thoghts and views are my own, |
| Dr. Who, 1975 | I subscribe to free will. |
+------------------------------+---+

7078. Re: I am NOT making this up, OK? (was Re: Closed ... <ho hum>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 05:50:03 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1h6aabINNo0a@life.ai.mit.edu>
Source record: 213097

In article <1992Dec21.194623.23026@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1h00msINNaou@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>>And, as you answered for yourself, it's because we were too stupid to
>>make sure the right people would be in the meeting. Our fault.
>>Right?
>
>Well, in one sense, that is as good an answer as any.

I couldn't disagree more. I suppose if we'd walked on water at the meeting you'd say we'd obviously blown it because "Atari wanted to be sure we could swim!"

Sorry, but your defense of Atari in this matter is, as far as I can tell, purely contentious. They screwed up, big time. Wheter or not we spent too much on the trip, blah, blah, blah is irrelevant.

>The $3,000 you estimated it cost you is not small money for a software
>development firm. Unless you were VERY clear on who you were going to
>speak with and what you could expect to happen as a result of the
>meeting, there was little justification for spending that much to meet
>Atari's wishes.

You TOTALLY are not getting the picture here. NO business deal works like you've described here if you're working with trade secret hardware and are under nondisclosure. Atari was going to tell us about their Falcon plans at the meeting -- that was part of what it was for -- and not earlier. That's the way companies do business. Again, you are utterly naive if you think that when a big company like Atari says, "Hey, we like what we've seen of this; come talk to us about bundling it with our new machine" you start laying down all sorts of conditions that you'll walk away from the meeting if you don't get. When you get an offer like that, you assume the company isn't jerking you around. (Why should you assume they are?)

It's a matter of leverage. In a situation like that, you have everything to gain, and they don't really need you. So you comply with their terms to the greatest extent possible; if you bitch and threaten to walk out, and they say, "OK, you lose," then what have you gained? Nothing. You can't be big man on campus when you're dealing with a company that's got a million times your resources.

If you come into deals with the attitude you've described above, then you'll regularly blow deals. And key deals come only very rarely, even for the lucky. You have to seize the good ones and not blow them. Sucking up his pride and dealing sycophantically with IBM eventually

allowed Bill Gates to build a software company big enough to later tell IBM to go screw themselves. Whether or not you like Bill personally, the example shows clearly why your approach doesn't work and his does.

Your demeanor suggests that you believe you know what you're talking about, but I think you should read more about business, and about the software business in particular, if you plan to do any serious negotiating with big computer companies like Atari. Your notions about much of the process are very idealistic.

This kind of idealism is quite common in this group, from the whole "software should be free" thing to the "I just can't program a segmented architecture, so I'll restrict myself to a shrinking, unprofitable market instead" threads we've seen here in the past.

I thought that my post about my experience with Atari would help many people see how unrealistic these ideals are in practice. It wasn't intended to be the nail in the coffin for Atari, or anything like that. Readers of this group are bombarded with so much hype and disinformaton -- from Atari HQ, the Cheerleaders, and others -- that it seemed like it was necessary to inject some unpleasant facts about the "other side" into the discussion. Lord knows it's hard to say anything even slightly negative about Atari or their machines here without getting jumped on (look at all the abuse you've heaped on me here in this latest Atari Zeal vs. dmb@ai.mit.edu thread, for example), it's no wonder the sobering truth about the Atari world is stifled. You can't even post prices out of a magazine without getting accused of fabricating data. Magazines that print negative material are slammed, while the Atari party line rag is praised.

Your assessment that $3,000 was too much to spend seems similar to telling someone, "Yes, you were seriously injued when the drunk driver ran over the median and hit you head on, but 65 mph was too fast to have been going." Who cares? If Atari hadn't acted inappropriately, I wouldn't care if it had been 1, 3, 10 thouand dollars; it would have just been a lost investment, not a fee in a game of "I'd like to buy an Argument ... Abuse is down the hall."

Had we paid the money for a real meeting with Atari, we wouldn't have felt that the money was wasted. But we didn't GET a real meeting with Atari -- we got about 5 hours of non-stop abuse instead. Have you ever had someone tell you to your face, "Why did you work on that for 5 years, it's such a piece of shit, you've wasted my time showing it to me?" If you haven't, think about it how you might feel. Hurt? Mad as hell? Completely astonished?

GW is by far the most successful software project I've ever worked on. (And I've worked on plenty.) I remember back when we were doing prototypes several years ago, we wondered whether it would even be possible to do what we wanted and still retain the speed required for professional games. We were both skeptical about that.

But it worked out, and it worked out even better than we could have hoped. It is a revolutionary system, one that makes writing REAL games orders of magnitude easier. We knew that it would be, since our design was ambitious, but we were really only sure it would all work without major downsizing of the "requirements" towards the end.

Everyone who has used it loves it; you've read the notes from some of the beta-testers -- we aren't paying them to write that stuff. Friends of mine who have been using versions of GW for the last three years say that they can't imagine writing a game without it now. (Which is why they aren't busily writing games for their PC's now.)

It's a good system, and one I'm very proud of. But despite my confidence in its quality, the insults they threw at me for it were very troublesome. Though you love and believe in your child, it still hurts to hear someone rip him apart verbally.

There was no excuse for it. You're wasting your time trying to defend that kind of behavior. Even if GW *were* garbage, there'd have been no excuse. I don't fault Atari for not liking GW, or endorsing it, or bundling it with the Falcon. I *do* fault them for not even bothering to let us tell them about it, and I *do* fault them for not having the strength of character to be professionals (in the case of the peons and Leonard), or enforce professionalism in their ranks (in the case of the rest of the management).

>By the by, you failed to mention in your first posting that Atari asked YOU to
>come out .. just what was the objective of this 'meeting'?

Look, there are dozens of things I "failed to mention in my first posting." That was intentional. I focused on the major points and left it at that. The 25 page diatribe I *could* write about Atari would be neither as interesting to readers of this group nor as incontrovertable.

I'm not going to give you every detail of our business plan, and I don't have to, just like I don't have to email you phone numbers of companies or post an ad for a clone manufacturer here.

There are reasons to keep many aspects of this whole affair in confidence. I have already given you a lot of information on which you can form an opinion. I see no need to further divulge information personal to me to defend my position on the matter; none of the attacks so far have really been substantive anyway.

>Atari hasn't promoted any third-party software in four years or so.

What the hell is MiNT? Think of GW as the MultiTOS of games, OK?
I shouldn't have to spell this out. Where GW would fit into the overall Falcon picture is obvious, particularly given the fact that they told us they wanted the Falcon to be a strong games machine.

They were excited about the Falcon; it was "coming out in August," they're were going to "turn things around" -- everything was going like gangbusters there for a while. It looked like it might work out for

Atari after all. We thought GW would only help, but we had other plans for it anyway, so we weren't betting the farm on Atari taking it on; that was a bolt out of the blue anyway. (One that ended up nearly incinerating us, too. But I digress.)

With perfect hindsight, I wouldn't have done anything different. Despite the fact that it was an emotionally demanding several days, I learned a lot from that meeting. For example, I learned that even when assaulted by a constant barrage of insults from a group of rude, technically incompetent hecklers for several hours, I can still keep from cracking and flying into a berzerker rage. Since, chances are, I'll never be treated as badly as that again in a professional meeting, I've discovered something useful that I can rely on personally. (I think that being on Usenet for seven years helped too. :)

So things were gained. Just not monetarily.

I only wish that we could trade places so that you could see the absurdity of your analysis of the situation. You don't know how good GW is, how bad Atari is; and you have the benefit of both hindsight and a complete lack of emotional investment in this. I have the feeling you'd be quick to say that the Allies should have stormed Germany in 1938 in anticipation of the coming war too. The thing about history is that it's a lot different when it's NOW than when it's THEN. What is reasonable in retrospect is often unrealistic or inappropriate at the time.

>Given this basic understanding of Atari Corporation, why did you
>decide to go in the first place?

You go to such lengths to defend Atari and blame the whole thing on us, yet you conclude by asking me why, given the fact that Atari is so screwed up, we even bothered dealing with them at all!

Why? Because the idea that GW could be made an integral part of the Falcon was entertaining and potentially lucrative. At that point, despite having heard many bad things about Atari, I still thought giving them the benefit of the doubt (and not, for example, totally refusing to talk to them) was prudent.

Dave Baggett
--
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

7079. I am STILL not making this up, OK?

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 07:22:14 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1h6fn6INNqkh@life.ai.mit.edu>
Source record: 213095

In article <1992Dec21.204906.24038@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1h008iINNam6@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>>I'm not sure of what you're faulting me for here; I expressed amazement
>>that after reading the gory details of the visit you place the blame on us
>>instead of Atari (this is what I've written above),
>
>The fault, sir, is that given the context of the whole article, it should have
>been apparent to you (as it was to other readers) that I was NOT finding fault
>with you at this point. You had misinterpreted the writing. It is as though
>you have decided that anything which I might say in response to your writing is
>an attempt to find fault, criticize, or denigrate you.

Oh Jeez, lose the pseudo-polite "sir," will you? Regardless of your original intention, you're certainly "finding fault," "denigrating," and "criticizing" now, so why the semantic games?

You're not really going to suggest that anything you've said so far has been *constructive* are you? Your whole point seems to be to illustrate why DC deserved to go bankrupt, and why my posting of the SunnyVile event is somehow irresponsible.

You go on to place blame on us for this, that, and the other without knowing the whole story, and then bitch at me for not giving you my personal diary on the whole matter. You don't know more than about 5% of the facts here, and that's not going to change, and you're just going to have to deal with it.

>The message says nothing about your failure to impress Atari. It does say a
>thing or two about how I would have responded (and, indeed, have responded)
>in a similar situation.

Ah, so you were just speculating HYPOTHETICALLY. You're back-pedaling. The same guy who wrote

What *I* would have done if *I* were meeting with Atari...

and has being vehemently defending Atari against all reason in every related thread is NOW trying to suggest that he was in NOW WAY criticizing DC or me. Give me a break, you've been flaming my butt off since this thread started! (Not that I mind, but still.)

>It is entirely Double-Click's fault that GW did not make it to market, if, as
>you've said, the libraries were completed and all that remained to be done was
>to come up with a manual and market the thing.

Yes, and I have defended, and will continue to defend DC here because
I think your analysis is overly-simplistic and marred by the fact that
you have only a marginal knowledge of the facts involved. (For example,
you have no real knowledge of how difficult it would be to market GW,
since you have no knowledge of how large or complex a system it is.)

>>Why should I be your personal secretary?
>
>Did I ask you to be my personal secretary? No. I asked for some COMPANY
>NAMES. It takes as much time to type 'reply' as it does to type 'follow' in
>News software. I wanted those names for a reason, which had nothing to do with
>any desire to show you up for a lying fool (which I don't believe you to be in
>the first place, so don't try to bring it up in a future post).

Well, I had put the magazine AWAY and didn't FEEL like dragging it out
again simply because you were too LAZY to get your own information by
walking to a bookstore. As for your complaints about my insinutations,
you never mentioned that you wanted the numbers for any particular
reason, so I had no reason to suspect you weren't just going to use
them to check up on me. (Which would be fine, but I wouldn't go to any
trouble to help you.)

Had you just told me you wanted the information because you were
looking to buy a PC, I might have had more sympathy. At this point I
don't even know what page I was quoting from; I just picked a random
one that had cheap prices. (Besides that, they're already out of date.)

YOU could just as easily have (R)eplied with a non-hostile email note
explaining why you wanted the info as well. YOU could have read my
mind just as easily as I could have read yours.

>>What would that possibly have gained?
>
>Self-esteem. Knowledge that you have higher standards than one of the sons of
>the owner of a computer manufacturing corporation. A few hours to do something
>more constructive.

Actually I left that meeting with more self-esteem, not less. "What
does not kill us makes us stronger." Also, what better ego-booster
than knowing *intimately well* that you could single-handedly run a
computer company better than the half-dozen people who are now running it?

I HAVE the knowledge that I have higher standards than almost everyone
I met with there. Walking out or not would not have changed this,
except that if I'd walked out I'd have felt like I'd actually let them
get under my skin.

A few hours? I suppose I could have seen another movie.

>>Would we have made the cost of the trip back?
>
>No. Then again, DID you make the cost of the trip back? One of the hardest
>things about being in business is knowing when to cut your losses.

Don't you see? Your suggestion would leave us worse off without gaining us anything. All things being equal, you shouldn't storm out of a meeting. That doesn't help your case later when you cry foul, for one thing, and for another, why be a pain in the butt under any circumstances? It's never useful to be a hothead.

Walking out would have left zero chance of success. Waiting it out would still leave us with a possible "let's have you talk to some other people here" option. Or a, "Gee, I'm sorry they treated you badly, why don't you come out and show your stuff to me personally and I'll pay your way" reconciliation from one of the higher-ups.

You're equating the chance of those events with zero just because you know they didn't happen. But such things weren't really that unlikely. Had we walked out in a huff, we could have hardly expected sympathy from the management. (If you hadn't already guessed, Leonard isn't management in anything other than ego.)

>Was a 'successful deal' one of the clearly held goals of this meeting? From
>what you have written, it looks as though someone at Atari wrote to you saying
>"Hi. I hear you've written something neat for game programmers? Would you
>like to show us what you're doing?" It's a great ego-booster, but hardly the
>sort of thing one where one expects a written contract at the end of the day.

Well, yes. We did not go out there just to inflate our egos. There was explicit discussion of how GW might fit into the Falcon plan beforehand. They weren't about to go blabbing details about their top secret machine until we demonstrated we were serious about their offer, but there WAS some discussion.

>>We were entirely professional the whole time. Once we realized that we
>>had no hope of striking some deal with Atari,
>
>See above. I would imagine your realization of this occurred sometime within
>the first few minutes of the encounter -- say, immediately after Mr. Tramiel's
>quip about lawsuits...

Yeah, possibly, but what's your point? That we SHOULD HAVE STROMED OUT, right? You're just wrong about that; that's simply not a defensible position. How can you talk about your business expertise when you advocate such bullheaded behavior?

You ALWAYS try to save the deal. You ALWAYS make concessions with the "big guy" to save the deal. You ALWAYS put up with crap from the "big guy" to save the deal. If you want to be successful in business, you simply cannot care about your ego or moral superiority relative to the other side. Such things are irrelevant.

Only if terms have been discussed and you find the terms to be out of your favor IN AN ABSOLUTE SENSE, and only when negotiation of the terms with the people in charge seems fruitless , do you walk away. In our case, terms were discussed only vaguely. No deal was considered. We were just told to leave (basically). Walking away at any time would have been premature. Sam Tramiel could have walked in at any moment

and said, "What the hell is going on here?" and actually heard us
out. It didn't happen, but it could have. Had it happened, we
would have been able to continue in a positive direction. Had we
followed your policy, we wouldn't have been able to do that.

>It is a simple task to hook up a
>Syquest drive, and to mount a C partition. If you did not EXPRESSLY tell the
>technician that the C partition was blank, I do not pity you for the time and
>trouble Atari had getting the software up and running.

1) It's clear you don't pity us for anything. Just thought we'd get that
one out of the way early.

2) You're right, it is a simple task to hook up a Syquest drive. One
element of this task might be checking to see what's on the cart
before abandoning all hope and cursing third party software. I only
had two partitions on there, for God's sake.

>It is NOT a 'simple
>task' when you fail to tell someone that you have a non-standard practice with
>regard to disk partitions.

A "non-standard practice with regard to disk partitions"? Oh man, this
is like absurdist theatre! I suppose I should have also made sure that
I followed "standard disk partition practice" and sized the partitions
according to the MILSPEC standard, instead of making C 9 megs and D 32.

This is totally bogus. Why didn't they ask me about it? Why did it
take them an hour to cobble together a cart drive system in the first
place, when we told them we were bringing a cartrdige?

>>Atari invited us to come out and show us GW. We didn't ask them.
>
>Crucial bit of information here, missing from your earlier posts. As I was
>reading your other posts, it was a case of Double-Click REQUESTING A MEETING
>WITH ATARI.

Well, you were reading wrong. What can I tell you. My middle name
is McAdams, too, but I left that out.

>>They weren't going to pay our way, but why would we refuse when they were
>>talking about the possibility of bundling GW with the Falcon?
>
>Another crucial bit of information here, missing from your earlier posts.

Yes, crucial, so why are you continuing to waste your time analysing a
situation you don't know any facts about? Just because you're
determined to argue every negative thing I say about Atari, whether
or not you have to stretch reality to its most absurd limits to do it,
that's why.

Look, I don't CARE about Atari. They comprise about .001% of my time
and attention now. I do think that DC deserves better than what you
and the "free software vultures" are giving them, but beyond that you

can just merrily toast Atari's wonderfulness all you want.

>Then again, given the fact that Atari hasn't bundled any third-party software
>with the ST in the United States, and given the presumption that Atari is
>probably not going to bundle a compiler with the Falcon, are you sure
>Double-Click had a clear set of goals for this meeting?

See other message. (Hint: MiNT)

>Right. And since the origin of all of these threads dealt with the demise of
>Double-Click, and the 'poor victims of Atari Corporation' was the leading
>theme, it just goes to show that Double-Click was as responsible for their
>demise as Atari could possibly have been.

Now we're finally cutting through all your smoke screens and finding
the real purpose of this whole silly argument. You think I said it was
Atari's fault DC died and you don't like that, because you don't like
me constantly blaming Atari for all my problems.

Well, why don't you argue that instead of telling me what I should and
shouldn't have done with a product you know nothing about in a situation
you know next to nothing about.

The fact is, Atari has done an enormous amount to contribute to the
lousy ST market in the US. While they're not holding a smoking gun
next to DC's head, they have, simply put, frittered away the resources
and talent that once made them great. Atari was a training company for
Jack's kids -- a toy for them to play with -- and now they've broken
it. The thousands of people who have in myriad ways poured their
life's blood into supporting Atari machines -- from Mike Vederman to
Allan Pratt, from Jay Miner to David Small, from BobR to Ralph --
have every reason to feel betrayed.

I read Dave Small's Atari 8-bit column in Creative Computing; I
practically worshipped Atari for their technical wizardry and
creativity. At one time Atari had ties to all corners of not only the
gaming industry, but to the computer science community as well. Heck,
lots of people who have come through this place (the AI lab at MIT)
have worked there; at one point all three of Marvin Minsky's kids were
working there.

The point is that the current management has gone beyond all reasonable
limits of incompetence; they have done a worse than disgraceful job
over the past few years, and even Atari die-hards must, in their heart
of hearts, admit that. And because of it all, the Mike Vederman's,
Allan Pratt's, and BobR's out there have either quit entirely or still
hang on for inexplicable reasons, bitter to the bitter end.

>We have only Double-Click Software to blame for the non-release of GW. They
>could have put the product out there on the market long before the Falcon was
>officially announced.

Would it have been profitable? Would it have been a viable product in the dreadful market that Atari Corp. produced through its errors? Given the poor sales figures in the ST market, did DC even have the money to market GW properly, get the manuals written and printed, etc.? You have no way of knowing.

>It is not the fault of David Baggett that GW isn't out there, but then
>again, it is not the fault of Atari Corporation either. No one
>prohibited Double-Click from marketing GW when it was first available.

On the contrary, all three are to some extent to blame. It would be wonderful if we could pin it all on one or the other, but it just isn't that simple.

A sinking ship takes everyone with it. In that sense, Atari is very much to blame.

The architects of a plan that is too grand for its audience have themselves to blame for the plan's failure. In that sense, Neil and I overestimated what the market could bear; we made a system that was too large, too powerful, too expensive, too difficult to support ... too much for too few. The market could support STOS. It could not necessarily support a GW. (More simply put: were ST owners in 1991 and beyond willing to pay as much for a game development system as they were for a compiler?)

A guest that overstays his welcome is later uninvited. In that sense, DC should have dropped the ST years ago, before the bad market drove them to bankruptcy. I know Mike. He loved/s Atari computers through and through. Moving to the PC or Mac is/was very difficult because of this. But this emotional attachment to a dying machine impaired his business judgement. Now that I've seen it happen personally, I won't make the same mistake. You can support Atari for as long as you want, but I don't need any more lessons on why Atari developers leave the market.

Dave Baggett
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7080. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 08:10:53 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72174@cup.portal.com>
Source record: 213175

Mark Hughes writes some stuff:

>I discovered that replacing my ST with another decent system,
>without taking any sacrifices (pathetic sound and OS on the PCs, weird OS
>and incompatibility on the Mac (not to mention their expense), etc.), I
>had to go up to a NeXT.

Wow.. now THERE's an open mind for you.. too bad you didn't
actually take a good look at what else is available in the world.

In addition to the terrific sound and operating systems on PCs,
and the smooth operating system on Macs, you also get the
advantages of support from the company that made your computer,
AND the not inconsequential benefit of wonderful software support
from developers who are *happy* to be in the market.

>So it's not like there's much of a choice. If you personally don't like
>the ST, go play with others a while

I see.. you're "stuck" with Atari, so you're going to badmouth
anything else there might be..

By the way, you must be new here.. go back and actually READ
the things I've posted. Find where I said I don't like my ST..
please...

>In the meantime, don't bullshit at newbies...

I might suggest you do the same.. don't lie to them..
don't tell them everything is rosy in the world of Atariland..
don't tell them that people like David Baggett will always be
around, no matter what abuse Atari Corp may dish out to them.

If David decided to bulk-erase his masters of the Game Workbench
and say "screw Atari", I wouldn't be surprised.

You may consider the truth to be "garbage", but then again,
you're stuck with Atari, come hell or high water, and you have
to reconcile yourself to that. If the truth hurts, then maybe
something's wrong with your slavish devotion to the company..?
Ever give that any thought..?

>No programmer willingly tosses out work just because of a stupid corp...

Don't bet your life on that... you get spit on enough, and you'll
finally say "enough".

BobR

7081. Re: I am NOT making this up, OK? (was Re: Closed ... <ho hum>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 08:19:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72175@cup.portal.com>
Source record: 213176

David Paschall-Zimbel writes: (and eleqouently too, I might add)

>So ... ???

So.. your real world experience in dealing with medical
software companies has absolutely nothing at all to do with
dealing with Atari Corp.

You've dealt with people who are in business to succeed, and
to sell their products.

I reiterate: You have never dealt with Atari.

Thus: Your arguments are completely invalid.

When: You deal with Atari, come back and tell us about it.

Then: You can tell David Baggett that he screwed up.

BobR

7082. Re: I am NOT making this up, OK? (was Re: Closed ... <ho hum>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 08:44:57 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72176@cup.portal.com>
Source record: 213177

David Paschall-Zimbel writes:

>It is entirely Double-Click's fault that GW did not make it to market

(Sheesh.. I don't have time to go through his posting line by
line and point out all his naive and "perfect world" ideas..
I've got new messages from the Indigo Girls mailing list to
read, and "Short Bikers" mail to get to.. things that are
infinately more important than bothering with his naivete`)

Grow up, David... taking pot-shots from the sidelines is
certainly a lot easier than being on the "firing line" as
Dave Baggett is, but it doesn't add much to your credibility.

Go to Sunnyvale and get trashed by Atari like Dave did, and
THEN come back and talk to us.

Talk to Mike Vederman, who had to take a second job to keep
Double Click alive in the wasteland that Atari has created,
and THEN come back and tell us all how it *should* be.

Talk to Charles F. Johnson and John Eidsvoog, and find out what
platform they're developing their newest programs for, and WHY..
and then tell us what terrible businessmen they must be.

By the way.. you seem to have definate ideas as to how people
who try to support Atari with their lives and families should
conduct their business... can you tell us just what part of
your income is from your efforts to support Atari..?

If David Baggett is a lousy businessman for not *demanding*
that Atari talk to him on *his* terms, and Double Click are
"responsible for their own demise", then tell us.. just how
are you able to make a living in the Atari marketplace..?

BobR

(I don't actually expect that you'll read all this.. and fully
expect some kind of "what's yur problemz with Atari, eh?"
response... but it's fun to poke you now and then..)

7083. Re: Falcon030 -- Truth not Fiction

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 08:49:08 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1h6kq4INNsuc@life.ai.mit.edu>
Source record: 213096

In article <1h5ppkINNp78@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>IS the Falcon030 with a Motorola 68030 16 MHz CPU powerful enough
>to produce games that require scaling, rotation, scrolling, and 3-D imaging?
>I'm talking WITHOUT a blitter and DSP chip.

In some video modes, yes. In others, no. It's probably fast enough to handle any of the 320x200 modes.

>How much slower would a game such as "Sonic" run in TRUE color video
>vs. 256 color video?

This raises an interesting point. You couldn't write a faithful Sonic the Hedgehog for the Falcon, because Sonic relies heavily on the Sega's hardware support for multiple scrolling planes. Put simply, you can have two "screens" that are overlapped and can be scrolled at different rates.

A DSP won't help you do that kind of thing. The blitter could help, but probably not enough to make such things doable with a 16Mhz '030.

This is an example of why Atari needed to put a graphics coprocessor like the TI34010 on board. Had they done that, the machine might actually be competitive in the games market (though more as a game console than a computer).

Fortunately for any would-be Sonic writers, the game runs in 320x200 (or the overlaced derivative; I'm not sure if they overlace it).

>How many people believe that 4 Megabytes should be the lowest amount
>of memory Atari should include with the Falcon030?

I vote for 4 megs as the minimum.

>Also explain WHY you believe it should be sold with this minimum
>instead of the others.

You should be able to do double-buffered animation in the 640x480 "true color" mode. This requires at least 2 megs; 4 megs for heavy-duty stuff.

>Should the Falcon030 have had a graphics coprocessor in it?

Yes, a 34010 or 34020. The companion floating point unit might be handy too. (Gotta love having a SPLINE opcode in your instruction set.)

>How much of an advantage would the Falcon030 have with a graphics
>coprocessor in video games?

A *real* graphics coprocessor would make 90's games *possible*. Things like Steel Talons, Virtua Racing, and even Sonic the Hedgehog require hardware support. The 340x0 series have hardware for drawing lines, copying screen regions (= sprites), etc. The situation is similar to that of virutal memory: you can do it without hardware support, but you wouldn't want to, and it would be really slow. I don't care how fast your DSP chip is; you're still going to have to write code for Bresenham lines. With a 34010 you'd just load a few registers and then do a LINE instruction.

Consider that the late 80's tank game Assault had at least one 34010 in it to do the rotation and scaling. (Rumor has it that there are two in there, but I'm not sure if that's correct.)

>There is a rumor that the Jaguar will be similar to the Falcon030
>with a Motorola 68030 16 MHz CPU, but with a 64-bit graphics coprocessor.
>How many of you believe that this could be possible. Why or why not?

Possible? Anything's possible. I have my doubts about the existance of this mythical beast, but "a 64-bit graphics corprocessor" is not hard to imagine. If they're designing a custom chip when there are already awesome off-the-shelf parts, though, I think they're being very foolish.

>If it was possible for Atari to redesign the Falcon030 and incorporate
>this graphics processor and then slip it into the production line
>in the middle of next year, do you think it would be a good idea,
>why or why not?

Yes, they might actually have a prayer if they put a graphics coprocessor (not just a silly blitter) in there and marketed a game console version of it. (If they could get the game companies to write titles for it, of course.)

>How many of you feel that a graphics coprocessor is so important to
>the success of the Falcon030 that it would be worth delaying the machine
>another 2 months to include one?

I doubt they could pull that off in 2 months since they've made the Falcon a closed architecture (sorry), but if they can, they should.

>How many people believe that Atari should concentrate on music with
>the Falcon030?

They better do something; they're rapdily losing their MIDI market to the Mac and PC. (For which top-of-the-line music software is still being written.)

>How many people believe that Atari should concentrate on entertainment
>with the Falcon030?

I do. But I submit that Atari should drop out of the computer market entirely and focus on game consoles, for three reasons:

1. It's the only thing they can do right, historically speaking.
2. There's more money in the console games market than in the home computer market.
3. The Atari name has been so defiled that it is now a joke in the computer industry. It does, however, still carry weight in the home video games market in the minds of the moms and pops out there who will be buying Junior a game console. Game consoles don't require a "company you trust" backing them up like computers do.

>How many people believe that the Falcon030 will be WAY underpowered
>as a home computer in Fall, 1993? And why?

It's way underpowered NOW. Comparison shoppers will look at "16" vs. "66" and "50" and "33" and laugh. Programs expand to fill all available memory and CPU cycles. Today's "perfectly good" applications are tomorrow's "pitifully underpowered" or "difficult to use" applications.

>How many people feel that they will be using a Falcon030 in 1995?

Question: How many people feel that Atari will exist in 1995?

>What is your greatest disappointment with the Falcon030?

It is 2-3 years too late, and it is yet ANOTHER Atari machine that is a bitch to write games for because it doesn't have the CPU power to drive its best games modes.

>What do you think is the greatest advantage that the Falcon030
>has?

A collection of rabid fans who will buy whatever comes out of Atari, regardless of its quality.

>Are you going to buy a Falcon030?
>
>If not, WHY?

"Yesterday's hardware at today's prices."

>Do you have a Falcon030 computer already?

No, but I pretend to use one on TV. :)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

7084. Re: Falcon: Nothing yet...

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 08:51:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72177@cup.portal.com>
Source record: 213178

Mark Hughes writes:

[A bunch of stuff]

Hi Mark..

Is the second grade computer class accessing UseNet now..?

Try learning to read first.. and then maybe try a post or two..

If there wasn't any reason for *anyone* to worry about what
Atari was going to do wrong NEXT, then there wouldn't be any
reason for anyone to worry about whether or not Falcons had been
sighted anywhere in the world...

So..have YOU seen a Falcon at your (giggle) "local Atari dealer"?

That's really all I was getting at.. if you want to make up
further content in my messages, that's up to you.. but please
keep your own nightmares about the future of Atari to yourself..

BobR

7085. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 08:55:27 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72178@cup.portal.com>
Source record: 213179

Ed Krimen writes:

>You forget, it's an entry-level machine. It's not supposed to have the
>latest technology.

You forget.. it has the PRICE of a "latest technology" machine,
without the features..

For $799, you can get a heck of a PC.. *including* RAM and
a hard disk drive...

An "entry level" computer should be priced a lot lower, or at
least include the basics..

BobR

7086. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 09:10:56 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72179@cup.portal.com>
Source record: 213180

Odisseas Kosmatos lists lots of "reasons" why PCs are the
Scum of the Earth..

Sure.. but can your Falcon do *anything*...?

Without software, you've got a high-tech (and expensive)
paperweight..

Meanwhile, that poor, misguided PC owner is happily computing
using his lousy, clunky, "everyone knows" has problems PC to
do exactly what he wants it to do.

He had to pay $89 more to get 11 voice FM synthesis music, with
VOC sampled voice support.. so what..? It works.. NOW..

He had to pay $19 more to get a mouse.. so what..? It works..
NOW...

He's got an IDE drive.. so what? That's what the Falcon has too!

The point that seems to be universally missed here is that if
someone decides that they want to use a computer *NOW*, instead
of waiting for the ever present Atari "RSN", they CAN do it..

If someone decides they want to get some actual work done NOW
instead of waiting continually for the NEXT broken promise,
why shouldn't they..?

Why wait forever for the "ultimate" pie in the sky dream, when
you can get a REAL computer NOW..?

(OK, maybe some of us can afford to wait forever for Atari to get
their act together.. maybe someday they'll actually come up with
a killer machine that *everybody* just HAS to HAVE... but until
then, why spite yourself just to make Atari feel good...????)

BobR

7087. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 09:17:14 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72180@cup.portal.com>
Source record: 213181

Ed Krimen writes:
>Wow, a 386 clone is about as exciting as watching re-runs of "Designing Wome

Tell me about it Ed.. tell me about 16 Mhz. 16 bit bus 68030s..

Tell me about yesterday's technology while you're at it...

BobR

7088. Re: Falcon DOES have Super-VGA

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 09:38:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A54449@MS.maus.de>
Source record: 213070

ken@isgtec.com wrote:

K>There are however also higher resolutions in SuperVGA as well, which to my
K>great disappointment the Falcon can't do. :(

It does by using the OverScan Screenblaster (costs DM 149) which is an adaptor
to be plugged between the Falcon an the monitor.

Examples:
880*608, 61Hz
768*496, 72Hz
640*480, >80Hz

Regards

Patrick

7089. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 09:53:32 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Dec22094742@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 213188

>And some people have told me, "You want great games? Get an Amiga 1200!"
How about someone writing an A500 emulator for the Falcon? Then I could finally
play a decent version of Battletech (Mech Warrior) on my Atari.

Kev

7090. Re: sports game info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 10:37:23 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Dec22.103723.23349@cs.hw.ac.uk>
Source record: 213184

In article <1992Dec21.112221.223@janus.arc.ab.ca> erkamp@janus writes:
>I have BattleZone for the Atari and find it to be very similar to the arcade
>version. I think it is acutually put out by Atari (can't recall).

Andromeda produced Battlezone and in their heyday produced a lot of quality
arcade conversions for the ST. They all worked in monochrome too!
They also did Crystal Castles, an excellent Moon Patrol and Robotron.
Anyone else know of any others?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

7091. Re: Success with memory upgrade!

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 10:48:58 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.725021338@rw8.urc.tue.nl>
Source record: 213186

Well as it happens I have bought the Xtra Ram deluxe ram upgrade too.
But I have had some problems with it. THe first problem was that the
MMU adaptor wouldn't fit. Well finally it would fit, but at that time I
had already damaged the MMU-socket. Well I went back to the shop where
I had bought my Xtra Ram deluxe (Data Skip in Tilburg, the Netherlands)
and they repaired the socket completely free of charge (actually they
just put in a new socket). But the upgrade still wouldn;t work. The
problem was in my ST that refused 0.5 meg in bank 1 and 2 meg in bank 2
(or 0 and 1 if you like that better) with 2 banks of 2 meg or the other
way around it would work, but it took a lot of time to find that out.
So just so you know when installing. The problem really was that
the disabling of one of the banks did not work very well. Sometimes the
ST still seemed to see the old 512 Kbytes. I have no clue why this is
but everything works GREAT now.
SO I recommend Xtra Ram Deluxe too!

Erlend.

7092. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 10:49:25 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Dec22.104925.23469@cs.hw.ac.uk>
Source record: 213189

In article <greg.724971572@duke> greg@Quotron.COM (Greg "Maddog" Knauss) writes:
>... Better? I dunno. I've never seen anybody else's routines. But Dave
>and Neil's stuff was (and, heck, I hope is) going to be publicly available.
>The Bitmap Brothers, I would expect, have a great graphics engine, but it
>doesn't do me a lick of good if they won't sell it to me. By using Game
>Workbench, I got to do all the spiffy stuff the BB and Jeff Minter do, but
>without the pain of writing my own library. If that's a way to be better,
>then they're better.
> (And as a side note, GW is an excellently designed system,
>independant of how it runs [but, heh, that's excellent, too]. The calls
>are well organized and logically laid out. Similar commands have
>similar names and take similar paramaters, overcoming one of the biggest
>pitfalls of C -- how to find something in the manual and figuring out
>what it does.)

<BLUSH> Aw gee thanks Greg. I hope many more people will be as impressed with
and enjoy Game Workbench too when it comes out.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

7093. Re: More about the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 11:16:27 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.725022987@rw8.urc.tue.nl>
Source record: 213187

kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:

>Before I reply to the first question, let's clarify something else: Your
>DAT tape deck will output digital information which the Falcon will be able to
>receive and directly digitally manipulate, then send back to the DAT, this
>through the DSP port or something. You will not need to sample anything.
Hey, so I could use the falcon to make direct digital copies of DAT
tapes??? And of compact disks??? Without the problem of the copy
protection??? Sounds *great* then I would finally be able to make my
own compilation of best songs on tape!!! And copies of it for my
friends of course. Yes it is illegal to give them to my friends but I
hate it that I cannot even make more than one copy for my own use, so
that is totally absurd!

Erlend.

7094. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 11:37:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1h6umaINNmgi@golem.wcc.govt.nz>
Source record: 213190

>>Merely dong sometihng evolutionary won't keep you afloat in today's
>"100 million DOS machines and 20 million Macs" market.
>
>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
>ADVENTIONS: interactive fiction (text adventures) for the 90's!
>dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

Dave one thing Atari should have done was to produce the 'Mindset'
I did read that Atari did have a option on it..??

Also there is this Great U.K Computer called the Archemides
by Acorn, its a Risc machine, there risc chips are being use in the Apple
Newton...

Sort of leaves the A1200 for dead and the Falcon here, mainly on price,
comes with a lot of software built in, has a 2 meg byte Rom, uses a 10 sector
1.4 meg disk, giving 1.6 megs, uses IDE Hard Drives, PC type keyboard, but
there are lower grade models like the ST, and they come with a monitor, the Top
model (A540) has Svga, plus 1152 * 900 mono, the lower ones
are 640 * 480 256 colours...

There notepad called the A4 was in Byte some months back, they stated that
Acorn had the first multi-tasking windowing machines...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

7095. Re: Word Processor/Document Processor

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 11:59:52 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.725025592@rw8.urc.tue.nl>
Source record: 213192

So Calligrapher will no longer use GDOS bitmap fonts???
But will it be able to use the new SpeedoGDOS???
That is the important question, because when SpeedoGDOS comes out in
two weeks GDOS bitmap fonts will die out fast.

Erlend.

7096. Re: Apology: True Colour *IS* great for games.

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 12:06:14 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.725025974@rw8.urc.tue.nl>
Source record: 213191

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>But STILL, the Falcon030 needs more than 1 Meg for these TRUE COLOR
>video or they won't even be used.

Ha, but it is too soon now to make assumptions about this, as all
falcons sold up to now have had 65 Meg HD and 4 Meg internal memory,
Sounds like plenty for games.

Erlend.

7097. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 12:50:05 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1992Dec22.125005.3874@cc.umontreal.ca>
Source record: 213193

In article <72179@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Odisseas Kosmatos lists lots of "reasons" why PCs are the
>Scum of the Earth..
>
>Sure.. but can your Falcon do *anything*...?
>
>Without software, you've got a high-tech (and expensive)
>paperweight..
>
>Meanwhile, that poor, misguided PC owner is happily computing
>using his lousy, clunky, "everyone knows" has problems PC to
>do exactly what he wants it to do.
>
>He had to pay $89 more to get 11 voice FM synthesis music, with
>VOC sampled voice support.. so what..? It works.. NOW..
>
>He had to pay $19 more to get a mouse.. so what..? It works..
>NOW...

I understand your narrow-minded point of view, and cannot flat out say
it is a load of rubbish, but let's not get off the original topic, which
was that the Falcon has nothing going for it. I've shown at least twice
my reasons for why I think so, and we've seen your opposite reasoning too.

The original point was that the $799 PC was not much of a performer,
and that you would have to spend more money to get it to do
anything, whenever the need arose.

>He's got an IDE drive.. so what? That's what the Falcon has too!
>
>The point that seems to be universally missed here is that if
>someone decides that they want to use a computer *NOW*, instead
>of waiting for the ever present Atari "RSN", they CAN do it..
>
>If someone decides they want to get some actual work done NOW
>instead of waiting continually for the NEXT broken promise,
>why shouldn't they..?
>
>Why wait forever for the "ultimate" pie in the sky dream, when
>you can get a REAL computer NOW..?
>
>(OK, maybe some of us can afford to wait forever for Atari to get
>their act together.. maybe someday they'll actually come up with
>a killer machine that *everybody* just HAS to HAVE... but until
>then, why spite yourself just to make Atari feel good...????)

>
>BobR

--
___ ___ , ^ ,
=*= Odisseas Kosmatos =*= "Cul bien vide, tete plein d'idees."
=*= kosmatoo@jsp.umontreal.ca =*=
=*= shammer@mafalda.math.mcgill.ca =*=

7098. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 12:55:39 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1992Dec22.125539.4044@cc.umontreal.ca>
Source record: 213194

In article <72180@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Ed Krimen writes:
>>Wow, a 386 clone is about as exciting as watching re-runs of "Designing Wome
>
>Tell me about it Ed.. tell me about 16 Mhz. 16 bit bus 68030s..
>
>Tell me about yesterday's technology while you're at it...

3 lessons to be learned...

1. A processor is not the only thing that makes a good computer.
2. A 486/66Mhz does'nt necessarily mean 'loads of fun'
3. Yesterdays technology was only 24 hours ago. :-)

>BobR
--
___ ___ , ^ ,
=*= Odisseas Kosmatos =*= "Cul bien vide, tete plein d'idees."
=*= kosmatoo@jsp.umontreal.ca =*=
=*= shammer@mafalda.math.mcgill.ca =*=

7099. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 13:12:24 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1h747olNNe6u@rs1.rrz.Uni-Koeln.DE>
Source record: 213195

In <72178@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>For $799, you can get a heck of a PC.. *including* RAM and
>a hard disk drive...
>
>An "entry level" computer should be priced a lot lower, or at
>least include the basics..

Hmmm... the question is, isn't that "heck of a PC" just another
instance of an "entry level machine"?

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

7100. Re: 1.44M floppy on Mega STE

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 13:15:26 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Bznwtr.A6I@hermes.hrz.uni-bielefeld.de>
Source record: 213196

In article <...>, gt1448b@prism.gatech.EDU (David P. Forrai) writes:

|> (...) So my questions are:
|> 1) Is the WD1772 reliable for 1.44M disks?
|> 2) Does TOS 2.05 know how to format 1.44M disks?
|> 3) If the desktop does not know how to format 1.44M disks, can the
|> XBIOS format routine in TOS 2.05 format 1.44M disks?
|> 4) I know there is a DIP switch somewhere that has something to do
|> with 1.44M floppies. What does it do?

1) dunno
2) yep, see 3 & 4
3) yep, I'm using one of these HD-Modules and it works, just having some
problems with the drive itself...
4) it's dip switch #7 (?!) and if it's turned on there's a box "high-density"
in the desktop format utility

TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
uteca066@unibi.hrz.uni-bielefeld.de
**********(EOT)*

7101. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 14:28:53 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1h78n5INNohd@rs1.rrz.Uni-Koeln.DE>
Source record: 213202

In <72174@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Mark Hughes writes some stuff:

>>I discovered that replacing my ST with another decent system,
>>without taking any sacrifices (pathetic sound and OS on the PCs, weird OS
>>and incompatibility on the Mac (not to mention their expense), etc.), I
>>had to go up to a NeXT.

>Wow.. now THERE's an open mind for you.. too bad you didn't
>actually take a good look at what else is available in the world.

>In addition to the terrific sound and operating systems on PCs,
>and the smooth operating system on Macs, you also get the
>advantages of support from the company that made your computer,
>AND the not inconsequential benefit of wonderful software support
>from developers who are *happy* to be in the market.

You may well be able to claim that there are excellent operating
systems for PCs, no problem so far. However, MS DOS, Windows,
Windows NoThanx etc. are not among them. Regarding Macs, if you
say their OS is smooth you must have taken a very superficial
look at it. I agree, the OS "looks and feels" rather neat, but
beyond that surface there are nightmares and loads of weird stuff
buried. Beware.
Also, remember that there are a lot of different things pepole
may want to do with their computer. If someone just wants to run
a word processor, a spreadsheet and a graphics program, he can do
that on a PC running Windows or on a Mac, despite all the horrors
buried in them. Even more, a Mac or PC may actually suit such a
person's need better than an Atari. But if someone wants to do
some programming too, he will probably be much better off with an
Atari.

What I'd like to point out is, there are problems with all
systems you can get right now, with Ataris, PCs Macs, Amigas
etc.etc. That's what life is like. Each system has its strengths,
and each has its weaknesses. There's no point in making generals
statements about how great or how rotten the Atari computers are.
They have their problems and they have their merits, and there
are enough advantages Ataris have over other systems to justify
the claim that one can't move to another system without taking
any sacrifices unless he moves to a system that belongs to
another league price-wise and performance-wise altogether.

Greetinx, Jan

```
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
*-----=< hierarchical systems are for files, not for humans >=-----*
```

7102. Laser C for the Atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 15:12:27 UTC
From: keiths@Cadence.COM
Message-ID: <1992Dec22.151227.5154@Cadence.COM>
Source record: 213211

Does anyone know if Megamax still exist, and if they are still
supporting the Laser C compiler?

I bought this a few years ago and the last update I have is V2.1
with the 1.0 Laser debugger. I still use it a lot as it is a
great environment, but no-one in the UK seems to offer support
any more... what happened?

If Megamax ARE still there, will it be ported to the Falcon? :-)

Thanx,

Keith.

--
* Keith Sabine Phone: (44)-344-360333 *
* Cadence Design Systems UK Ltd, Fax: (44)-344-360324 *
* Bagshot Road, Email: keiths@cadence.com *
* Bracknell, *
* England RG12 3PH Standard Disclaimer: *
* 'Ahem, this is my theory, *
* which is mine, all mine...' *
--

7103. Re: Falcon030 -- Truth not Fiction

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 15:30:09 UTC
From: vicb@clark.edu
Message-ID: <1992Dec22.153009.282@clark.edu>
Source record: 213204

In article <1h5ppkINNp78@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>Ok, I'm going to ask a few questions and I only wish for people that
>know enough about the Falcon030 to answer them.

Well, I assume that this doesn't apply to all the non-tech questions...

>And WHY did Atari make the Blitter faster?

Progress???
>
>I was told that since the DSP can only transfer information at the
>rate of 1 Mb/sec, it would not help much. Is this true?

I don't program scrolling, scaling/rotation type stuff, but I would kill for an independent processor in the game I'm working on; that processor doesn't necessarily need to transfer huge amounts of data to be useful- If I could just pass it a small amount of data and then after a short time (during which the main proc was chugging along on something else) have it pass me back some sort of result, I would be a _really_ happy camper.
>
>How many people believe that 4 Megabytes should be the lowest amount
>of memory Atari should include with the Falcon030?

I think I'll say 'Aye' to this. 1 or 2 MB is certainly enough for many good things, but memory isn't expensive so let's not be cheap about it; Atari needs to kill any reasons anyone might have for looking down on their product, no matter how stupid or tiny those reasons might be. Let's generate a bit of class by having a competent basic configuration. From another view, if they want to sell non-HD versions, having 4 MB and a bundled RAMdisk would be a good combination. My STe has no HD, but being able to use HSC (or other stuff) out of a sizeable RAMdisk at least lets me work fairly quickly once everything is transferred at the start.

>Should the Falcon030 have had a graphics coprocessor in it?

Given the choice between a graphics co-proc and DSP, I think they made the right choice. Both would probably drive the price out of my range (actually it already is :-)

>How many people believe that Atari should concentrate on music with
>the Falcon030?

'Aye'...not good to leave your main market. Without music, Atari dies.

>How many people believe that Atari should concentrate on entertainment
>with the Falcon030?

No. Entertainment will follow on it's own, although it wouldn't be a
bad idea to take a few steps (SUCH AS BUNDLING GW WITH DEVELOPER
PACKAGES OR MAKING IT AVAILABLE! THIS WOULD BE A SMART MOVE, ARE
YOU LISTENING, ATARI? I'm sure Dave and Neil would accept your apology.)
to cultivate some support from outside.

>
>How many of you believe that Atari's present keyboard in the Falcon030
>should be replaced with a better quality keyboard?

'Aye', see my reasoning above about class and basic configurations. A
cheap keyboard shows a lack of refinement IMHO.

>If you were Atari, how would you market this computer?

Advertise heavily in music and publishing mags, advertise what you can
in large-circulation mags (to generate general exposure), and let's see
some stuff in BYTE on a consistent basis. Then, advertise fairly big in
all those magazines that people who are starting to think about getting
a computer look at. Then bundle as much software as you can with all units,
to make it easy on people who are just getting started; it probably wouldn't
be a bad thing to include some of the best shareware from the ST world,
either. My STe came with nothing, and the manual was an ST manual, for
crimeny's sake! If I weren't an ST user already, I would have been
seriously turned off. Don't let this sort of thing happen, Atari- make
it as friendly as possible right from the start! This is really stupid,
I know, but I think it counts: some consumer mag, in their home computer
section of their yearly buying guide, gave the STe a so-so report, largely
because it came so bare-bones. Well, I'll bet they lost at least a few
sales because of that very review. Let's have some class! It can't be
that expensive to ship each unit with 5 or 10 disks, or with 10 or 20
megs of hard drive space used!

>
>Len (aa399@cleveland.Freenet.edu)

Victor Bruhn
vicb@clark.edu

7104. BART adress wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 15:35:12 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Bzo3Ao.C2D@hermes.hrz.uni-bielefeld.de>
Source record: 213203

Silly me,
I've forgotten BART's email adress! Tried several stuff but can't remember.
Things like mail-server@archive.umich.edu don't work... help!

TeSche

--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
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uteca066@unibi.hrz.uni-bielefeld.de
**********(EOT)*

7105. Big bad BobR

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 16:12:15 UTC
From: SML108@psuvm.psu.edu
Message-ID: <92357.111215SML108@psuvm.psu.edu>
Source record: 213205

Bob, what you say about Atari the company is true. The Tramiels are bunch of idiotic geeks, Atari would be a number one company if it didn't have the management problems it is experiencing (as would Commodore), Dave Bagget was utterly screwed by Atari and I cannot believe the *morons* who think what happened to him was his fault, and finally, I don't think that the Falcon will be a very successful computer nor will any of the new Amigas.

However, there comes a point when you just walk away and forget about fights you *CANNOT* win. You will not be able to change atari, they're very happy with the way they are and will remain that way for many years. They are *not* going out of business any time soon (nor is commodore) because of their European market. When you post here, you are either preaching to the choir in my case when you slam atari or you are yelling at the equivalent of atari drug addicts who cannot believe atari can do wrong. Give it up, buy yourself a PC or a mac and be *HAPPY*... Atari is not worth a heart attack...

I myself don't give a flying you-know-what about software availability for the ST. Spectre will be converted to it so it will have the mac software library for many years to come. And I utterly refuse to buy a PC until they pack them standard with a real memory mapped graphics board or SGI like graphics co-processor, and a real soundboard. It's been 10 years since those things were developed and all they have managed to do is up the processor speed and memory capacity and the graphics rez. BFD...
They still suck and will probably remain that way for some time... Middle class america might be happy with such schlock but I wouldn't be...

This means that despite my *MANY* misgivings with Atari and Commodore my next computer will be an Amiga or a Falcon unless someone comes out with something else. A 32 MHz board in the Falcon would make me a very happy man... After watching a slew of European demos last night, I realized why I will never buy a PC. You will never see the graphics in those things on the PC in anytime soon... I'm sure there are equally if not more impressive pieces of work on the Amiga. Finally, Bill Gates is a weenie, remains a weenie, and most likely always will be a weenie (a rich weenie though). he doesn't need my money...

Scott

7106. Re: Falcon with 68882.

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 16:35:40 UTC
From: keiths@Cadence.COM
Message-ID: <1992Dec22.163540.12372@Cadence.COM>
Source record: 213212

In article <1f09bnINNkbo@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>In <1992Nov24.184524.3830@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
>
>>The addition of an FPU such as the 68882 does not speed up a machine. It
>>only helps crunch floating point math operations _if_ the software is
>>written so as to address an FPU if one exists.
>
>True, the mere addition of an FPU doesn't speed up anything, the
>FPU has to be used by the software, otherwise it's utterly
>useless. But if the software using the FPU ist the OS itself, the
>addition of an FPU can very well lead to a general speedup.

A FPU like the 68881/68882 does what the name says, i.e. floating point (number crunching to you) calculations. Now what does an OS do? It manages directories, files etc, all pretty mundane stuff, and all character or integer - based. So if the OS doesn't do floating point calculations (and lots of them) them you won't get any speed up.

So what sort of things would benefit from a FPU? Well, 3D graphics (where you need to calculate trig functions which are a LOT faster with the FPU), CAD packages and the like. Unless you are interested in these sort of things (I am), then a 68881/2 is a waste of money.

Keith.

--
* Keith Sabine Phone: (44)-344-360333 *
* Cadence Design Systems UK Ltd, Fax: (44)-344-360324 *
* Bagshot Road, Email: keiths@cadence.com *
* Bracknell, *
* England RG12 3PH Standard Disclaimer: *
* 'Ahem, this is my theory, *
* which is mine, all mine...' *
--

7107. Wanted: Ram and faster mother board.

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 16:45:23 UTC
From: tevans@unislc.uucp
Message-ID: <1992Dec22.164523.5058@unislc.uucp>
Source record: 213207

I am looking to upgrade my Mega2 ST to 4 megs ram and a faster cpu.
I am thinking of getting the 030 cpu. I would appreciate it if you could
lend any information about where I can get the above items and at what
prices. (Used is okay also.)

Thanks in advance!

tevans@cs.utah.edu

7108. Re: BART adress wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 17:04:04 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Bzo7Es.DG5@hermes.hrz.uni-bielefeld.de>
Source record: 213206

```
In article <...>, I wrote:
|> Silly me,
|> I've forgotten BART's email adress! Tried several stuff but can't remember.
|> Things like mail-server@archive.umich.edu don't work... help!

just forget this one, got it back again...
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
********************************************************************************
paper mail: Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
internet e-mail : itschere@techfak.uni-bielefeld.de
uteca066@unibi.hrz.uni-bielefeld.de
********************************************************************************(EOT)*
```

7109. Re: Falcon030 -- Truth not Fiction

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 17:14:32 UTC
From: chang@adelphi-assb01.army.mil
Message-ID: <9212221706.AA28368@adelphi-assb01.army.mil>
Source record: 213208

>Are you going to buy a Falcon030?
>
>If so, WHY?
>
>If not, WHY?

Maybe, depends primarily on the direct to disk multitracking
ability, secondly on graphics and desktop video.

If the rumors turn out to be true that the 8 track direct to
disk will be a couple hundred bux, we might have something here.

The alesis ADAT -- modular, SVHS based digital multitrack recorder
is the rage and also next on my expensive toy list. It lists for about
$4K and lowest price I've heard was $3K. I'll spare those people not
interested in recording the details, but it's kicking, and very modular
(need 8 more tracks, add another adat).

Well, if I can buy a falcon for 1200 dollars or so (gotta have
more than 1 meg and a HD) and the 8 track attachment for say $400,
a huge HD for $800 and a tape drive to store the songs on say $300, lets
say I'll have spent $2700 -- pretty close to adat.

Hmm... well if I can chain together multiple falcons for up to
128 tracks (which what the adat is capable with the BRC -- another $2K
tho') then I have the side benefits of running my ST software.

Since atari is looking at niche market, esp. music/midi it would
be a good move to take market an "alesis adat killer" (I actually like
this company not and laud it's service and products -- but as far as
digital multitracking they are current the people to beat.)

Take the thing out of the carpal tunnel syndrome inducing (ask
me about it), non ergonomic, looks like a game machine, isn't really
all that much more portable for those midi musicians on the move, box
and place it in a rack mountable box which includes a HUGE HD for
multitracking and a tape drive to back up your precious work.

Then make an optional keyboard about the size and config of
the apple power book, i.e. small functional keyboard with the track
ball attached. Then with a long cord or better yet an infrared remote
on the keyboard you can control everything from the various locations.
I've got a 1040 as my sequencer/smpte chaser. I have to constantly get
up from my various equipment/racks and go to type on the the non detachable
keyboard. I use a cordless mouse to help so I can operate parts of the
the sequencer, but still it's not too convenient.

With this we could have a true professional music recording workstation..

1) rack mountable -- goes in the rack w/ the rest of the music equipment. And were I to take in on the road with me, you put it in a rack case.
2) functional portable keyboard -- control of everything from any place in the room.
3) central control of virtually everything in one unit.

Midi and D2D this can control the bulk of what's being recorded, disk for analog signals, midi for synths, effects. Pep up the machine and you could probably display animation at the same time -- you could make a whole video on one machine..

If someone can make this for the same price as an alesis ADAT, then you've got something. Esp. if they were to make slave rack mount devices to be controlled by the master one for modular addition of digital tracks. These slave boxes you could probably make for the $700 falcon box, no keyboard, no peripherals expept i/o to the master and disks.

If atari could make this, studios and musicians alike would snatch the thing up, like they are with the ADAT, but in this case it would be more flexible and and cost less to come up with a 128 track digital studio.

Fo

7110. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 17:34:31 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec22.173431.5972@news2.cis.umn.edu>
Source record: 213209

In article <72174@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>In addition to the terrific sound and operating systems on PCs,
>and the smooth operating system on Macs, you also get the
>advantages of support from the company that made your computer,

Provided that it is still in business next year. Also provided that you don't take the 'upgrade' route and pay $185 for a 386 motherboard to stick into your AT clone machine. (This applies only to the PC market. Apple still supports their own machines, although any dealer will tell you that if you are still using a Mac 512KE/Plus/SE you should 'upgrade' by purchasing a new machine).

>AND the not inconsequential benefit of wonderful software support
>from developers who are *happy* to be in the market.

Generally for a price. Borland, for example, will be more than happy to support their software over the phone for $2.00/minute. Shareware authors are a bit easier to get hold of, but it is no more difficult to get answers from ST shareware developers than for the PC/Apple markets.

>If David decided to bulk-erase his masters of the Game Workbench
>and say "screw Atari", I wouldn't be surprised.

Of course it would have to be a joint decision between him and Neil. And it wasn't Atari that screwed David -- if you want to point the finger of blame at the people MOST reponsible for the non-release of Game Workbench, point it at Double-Click Software.

-- David Paschall-Zimbel

7111. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 17:43:53 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <u437VB1w165w@comtch.spk.wa.us>
Source record: 213216

Bob_BobR_Retelle@cup.portal.com writes:
> Mark Hughes writes some stuff:
> >I discovered that replacing my ST with another decent system,
> >without taking any sacrifices (pathetic sound and OS on the PCs, weird OS
> >and incompatibility on the Mac (not to mention their expense), etc.), I
> >had to go up to a NeXT.
>
> Wow.. now THERE's an open mind for you.. too bad you didn't
> actually take a good look at what else is available in the world.
> In addition to the terrific sound and operating systems on PCs,
> and the smooth operating system on Macs, you also get the
> advantages of support from the company that made your computer,
> AND the not inconsequential benefit of wonderful software support
> from developers who are *happy* to be in the market.

Actually, I did. I've used PCs, Macs, NeXTs, HP & Sun Unix boxen, etc.
I do programming, tutoring, or system installation or whatever anyone
wants to pay me for on just about any system... It may be a variable
income, but it's given me a lot of exposure to different systems.

The sound support on the PCs is pathetic. A tinny little speaker on
most of them, and then the rich ones have either non-standard ones that
are supported by perhaps 3 applications or they have a SB, which has a
slightly larger stable, but not by much - and it has some major
limitations. No way. The OS's on the PC are even worse - I might
consider a 386/486 Unix box, but that costs as much as a NeXT, and the
NeXT is better integrated... The Mac is the most incompatible thing I've
ever had the misfortune to use. I came > < THIS close to buying one, at
one point, but I ran far far away after working with them.

Ditto for the Unix systems - for the price range I can afford, there's
nothing worth buying... I've got a very open mind on this, but I will
NOT accept a crippled computer.

> I see.. you're "stuck" with Atari, so you're going to badmouth
> anything else there might be..
> By the way, you must be new here.. go back and actually READ
> the things I've posted. Find where I said I don't like my ST..
> please...

I'm hardly badmouthing everything else - just providing my honest view.
If you can live with their limitations and annoyances, then that's your
own situation - but I suspect most ST owners can't.

As for your liking or not liking the ST, I never said you didn't - but
you certainly don't seem to notice the defects the others have (and while

the ST does have a few of its own defects, mainly the difficulty in multitasking - MiNT is spiffy, but I like running multiple GEM programs, and MultiGEM dislikes NeoDesk <sigh>, they're not particularly crippling defects, as with the Mac and PC...)

> >In the meantime, don't bullshit at newbies...
> I might suggest you do the same.. don't lie to them..
> don't tell them everything is rosy in the world of Atariland..
> don't tell them that people like David Baggett will always be
> around, no matter what abuse Atari Corp may dish out to them.

It's hardly rosy. I just don't think it's the end of the world (and it seems to me that I've heard exactly the same kind of "Atari Will Die" predictions for the past 7 years. Heck, even before that with the 8-bit..) Atari is a small company, and will probably always be on the edge of completely losing it all... And so far they've managed to avoid going completely over the edge, and I suspect they will for a long time to come. While I despise their corp policies, and their horrid lack of advertising, and the platitudes they give out to cover over it, that doesn't change the fact that it's the only computer and software that really works properly at anywhere near its price.

> If David decided to bulk-erase his masters of the Game Workbench
> and say "screw Atari", I wouldn't be surprised.

Given Dave's Type-A personality, it's always a possibility <grin>, but I have a hard time seeing any programmer destroy code... He may move on to other platforms, but he'll probably release the GW for the ST, and I suspect he'll keep coding for it.

> you're stuck with Atari, come hell or high water, and you have
> You may consider the truth to be "garbage", but then again,
> to reconcile yourself to that. If the truth hurts, then maybe
> something's wrong with your slavish devotion to the company..?
> Ever give that any thought..?

It's hardly devotion to Atari Corp, Bob. Don't spew more garbage, eh/ What you're giving out isn't "Truth". It's just your opinions, just as this post is just my opinions...

As I've indicated, if I had lots of money, I'd probably be hacking some other machine, probably a NeXT or a Unix box. But I don't, and neither do a lot of other people. Telling them that a PC is a better platform is just garbage, because it's not...

- Mark Hughes (Caves of Steel 509-624-1821) mhughes@comtch.spk.wa.us

7112. Re: I am NOT making this up, OK? (was Re: Closed ... <ho hum>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 17:46:55 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec22.174655.6341@news2.cis.umn.edu>
Source record: 213210

In article <72175@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>So.. your real world experience in dealing with medical
>software companies has absolutely nothing at all to do with
>dealing with Atari Corp.

Bullshit. How one engages in business is applicable across the board, whether the company you're dealing with wants to succeed or (in your estimation) whether they want to fail. I don't NEED to deal with Atari Corporation in order to know what standards I set for myself with regard to business meetings. I don't NEED to personally deal with Atari Corporation in order to know that if I don't have a clear set of goals going into a business meeting, I am surely not going to come out of that meeting having met any goals. I don't NEED to deal with Atari Corporation to have enough sense to ask for an agenda and a list of the people with whom I am going to meet.

Your suggestion that one has to have dealt directly with Atari before one is capable of issuing any judgement upon practical business tactics is ludicrous.

Your assertion that until I have actually dealt with Atari I am in no position to state how I WOULD deal with Atari is yet another example of the extent your apparent PERSONAL hatred for that particular corporation extends.

-- David Paschall-Zimbel

7113. Re: Falcon: Nothing yet...

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 18:13:48 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <PH57VB2w165w@comtch.spk.wa.us>
Source record: 213217

Bob_BobR_Retelle@cup.portal.com writes:
[A bunch of garbage]

Y'know, Bob, I used to notice your occasional post on DELPHI at one time, and you always struck me as the kind who'd sink to personal attacks, mainly the kind 7th-graders make in locker rooms... Now do you feel better, with the same BS you direct at me coming back? Good...

Here's what I saw in the content of your msg: You see a report that the F030s are in stock at dealers in Germany, and you decide that it must be a lie, because Atari's done something almost right (a little late, but not as late as usual), for once. This is incompatible with your religion, or some such, and therefore must be wrong.

I don't really know why I bothered replying, Bob, but I guess I like beating my head against a brick wall. There must be a deep streak of masochism in me...

- Mark Hughes (Caves of Steel 509-624-1821) mhughes@comtch.spk.wa.us

7114. Re: I am NOT making this up, OK? (was Re: Closed ... <ho hum>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 18:26:04 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec22.182604.6784@news2.cis.umn.edu>
Source record: 213213

In article <72176@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:

WEll, it was amusing the first fifty times he's said it, but it's getting less and less amusing.

For the record:

I do not produce software or hardware for the Atari ST. I *have* several software projects I'd like to do, but working 70+ hours a week does not leave me with time to sit down and write the programs. I *do* support Atari ST users through our local user group, and have done so consistently for the past six years. I maintain an ST-oriented DOM library, and have been an officer in the local user group for five years. I was the newsletter editor for the group for several years as well. I purchased a 1040ST in September 1986, and a Mega4 ST in March of 1989. I wrote a series of articles on programming in OSS Personal Pascal, back when it was still a viable language.

I've been doing my share to support Atari ST =users= for quite some time now, even though I don't happen to take money for my services.

I have owned my own computer-software business. It did well enough to get me through graduate school. Over the years, I've had my share of meetings and interviews with clients. I feel that experience can be transferred to any sort of business meetings I might have in the future. I know how to conduct myself with troublesome clients, how to set up an agenda for a business meeting, how to discern when a meeting is not going to be fruitful, and when to walk away.

I don't recommend Atari computers to everyone I meet. I don't think about the Tramiel family on a daily basis. I don't have a reason to hate Atari Corporation, nor a reason to love Atari Corporation. I feel comfortable using their computers. Once my house is built, I plan on purchasing a Falcon, not from any loyalty to Atari Corporation, but because I know what to expect from their computer systems. I also know what else is available -- currently I have access to most of the Macintosh line (with the exception of the Quadra), as well as to standard 486DX-33 Intel machines with $800 monitors. Not to mention the minicomputers and workstations we have which run circles around the smaller micros. I even have a copy of the book _Build_Your_Own_486/486SX_and_Save_ _a_Bundle_.

It's a pity that Michael Vederman couldn't keep Double-Click together. Then again, there is more to the non-release of GW than a single visit to Sunnyvale. DC was operated by several folks, and unless one of them wants to speak up about the turmoils within the business (for which I only have rumors which I won't repeat), we'll never know the entire story.

-- David Paschall-Zimbel

7115. Re: Laser C for the Atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 18:26:50 UTC
From: healy@nosc.mil
Message-ID: <1992Dec22.182650.11345@nosc.mil>
Source record: 213219

In article <1992Dec22.151227.5154@Cadence.COM> keiths@Cadence.COM (Keith Sabine) writes:
>
>Does anyone know if Megamax still exist, and if they are still
>supporting the Laser C compiler?
>
>I bought this a few years ago and the last update I have is V2.1
>with the 1.0 Laser debugger. I still use it a lot as it is a
>great environment, but no-one in the UK seems to offer support
>any more... what happened?
>
>If Megamax ARE still there, will it be ported to the Falcon? :-)
>
>Thanx,
>
>Keith.
>
>

I upgraded to V2.1 about a year ago. The number didn't even give the name Megamax, but the name of another company. I ordered my upgrade and he said it would take a week. After two weeks went by I started calling them but all I got was an answering machine. I left several messages, then it occurred to me that perhaps he misplaced my address so I left my address on the last message and received my upgrade a few days later. It didn't sound like further upgrades are in the works.

Have you gotten Laser C to make under gulam? I wasn't able to get Megamax's environment variables initialized, but I didn't work on it too much.

Mike Healy

healy@nosc.mil

>*--*
>* Keith Sabine Phone: (44)-344-360333 *
>* Cadence Design Systems UK Ltd, Fax: (44)-344-360324 *
>* Bagshot Road, Email: keiths@cadence.com *
>* Bracknell, *
>* England RG12 3PH Standard Disclaimer: *
>* 'Ahem, this is my theory, *
>* which is mine, all mine...' *
>*--*

7116. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 18:28:41 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec22.182841.6935@news2.cis.umn.edu>
Source record: 213214

In article <72179@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>If someone decides they want to get some actual work done NOW
>instead of waiting continually for the NEXT broken promise,
>why shouldn't they..?

Just a quick question here, Bob. What computer do you use most of the time? This includes those times you're online answering CompuServe questions about the Atari ST line...

-- David Paschall-Zimbel

7117. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 18:30:48 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec22.183048.7034@news2.cis.umn.edu>
Source record: 213215

In article <72180@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>Tell me about it Ed.. tell me about 16 Mhz. 16 bit bus 68030s..

Bob, please tell us about all the non-EISA 486DX-33 machines out there with 16-bit buses...

-- David Paschall-Zimbel

7118. Re: Big bad BobR

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 19:06:19 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec22.190619.7542@news2.cis.umn.edu>
Source record: 213218

In article <92357.111215SML108@psuvm.psu.edu>, <SML108@psuvm.psu.edu> writes:
>Dave Bagget was utterly screwed by Atari and I cannot believe the *morons* who
>think what happened to him was his fault

For the record:

Dave Baggett was not 'utterly screwed' by Atari. He was treated unprofessionally. Nothing "happened to him" which may be construed to be his own fault, with the exception of the handling of the media which they brought to demonstrate (this assuming that I correctly read his first posting about the setup on his Syquest cartridge).

I have my own opinion on how such a meeting *should have been* arranged, and have stated those opinions. Much of that opinion was based upon the presumption that Double-Click sought the interview with little more than the idea of showing Atari what Game Workbench could do, which is what the initial postings appeared to state.

Dave Baggett was also bound by a contract with a software house which apparently did not have the resources remaining to produce the software in a timely manner. I own several of Double-Click's products, and would not have thought that there were problems over the past year, given their advertising and announcements about the soon-to-be-released Game Workbench.

I think that blame for the non-release of Game Workbench is misdirected at Atari Corporation. It certainly cannot be directed at Dave Baggett.

>and finally, I don't think that the Falcon will be a very successful computer
>nor will any of the new Amigas.

If by success you mean "millions sold here", I will agree. Then again, I don't think that any of the current computer systems will ever be truly integrated into every household either. I'd certainly watch Phillips' attempts at entering the Interactive CD market -- after all, consumer machines are what people purchase. (There are more game consoles in homes than computer systems.)

-- David Paschall-Zimbel

7119. UPDATE: Tax DEDUCTIONS for 1992

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 19:07:59 UTC
From: barothwe@floyd.cca.cr.rockwell.com
Message-ID: <9212221908.AA05902@floyd.cca.cr.rockwell.com>
Source record: 213338
Cross-posted to: comp.sys.amiga.marketplace,misc.forsale.computers,comp.sys.atari.st,misc.computers.forsale.other,misc.computers.forsale.pc-clone

I have received about a 1/2 dozen positive responses to my original
request for computer equipment for Isaac Newton Christian Academy
(a non-profit private school located in Cedar Rapids).

We are going to be getting:

- Misc. hardware/software items for both IBM clones
and Apples including:

- 1meg ram board for Apple
- generic EGA card for IBM clone
- 1200 baud modem

- A complete Panasonic XT clone system + software
- A complete Epson QX-10 CP/M system + software
- An Amiga 2000 system minus the 3-1/2 floppy and monitor
but does include:

- 40meg harddrive
- XT Bridgeboard

If anyone has any misc. items that they could donate, here are some
specific needs (but we'll put to use almost anything):

- EGA card/monitor display for IBM clone
- Hercules monochrome card/monitor in lieu of an EGA
card/monitor
- Amiga color monitor
- Amiga 3-1/2 floppy drive
- Educational/Application software for Amiga

Thank you... and keep those donations coming. My goal is to have 12
complete functioning computers by the 1993 Fall semester... we now have 4.

Contact me via email at "barothwe@floyd.cca.cr.rockwell.com"
and I will give the school's address!

Later,

==
Bruce Rothwell \ /~~~~~~\ Opinions expressed
barothwe@floyd.cca.cr.rockwell.com X) are mine, but they
Rockwell Int'l - CCA / ______/ might be shared by
Cedar Rapids, IA multitudes !!
==

7120. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 20:06:53 UTC
From: ekrimen@wet.UUCP
Message-ID: <4898@wet.UUCP>
Source record: 213220

In article <72178@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Ed Krimen writes:
>
>>You forget, it's an entry-level machine. It's not supposed to have the
>>latest technology.
>
>You forget.. it has the PRICE of a "latest technology" machine,
>without the features..
>
>For $799, you can get a heck of a PC.. *including* RAM and
>a hard disk drive...
>
>BobR

Oh, forgive me lord BobR, for I have ruffled ye feathers. I beg of you
a thousand pardons so that I may continue to read and post on this newsgroup.

You are unequivocably correct, lord BobR. I do not understand how I could have
ever misunderstood and have been led away from your teachings, oh lord BobR.

I plead with you once more, lord BobR, to forgive me for I have not believed
and followed what you have preached. I promise to respectfully obey your
every thought and desire, even if it spells doom and gloom of the entity for
which we know as Atari.

Once again, lord BobR, please forgive me for I have sinned.

(geez...)
--
BobR Ed Krimen
BobR ekrimen@wet.uucp
BobR E.KRIMEN (GEnie)

7121. Internals of an ST keyboard

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 20:46:16 UTC
From: geoffc@zebedee.uucp
Message-ID: <H.q&CXAby59KY@zebedee.uucp>
Source record: 213234

Help !

I've had a problem with the '*' key on the keypad of my ST whereby the keytop snapped off (ie: the leg that the keytop is part of snapped). I made the fatal mistake of gluing the keytop leg back together without taking the rest of the keyboard appart - the result of this was that I glued the key solidly in place !

I then dismanteled the keyboard, unstuck the key and cut away the plastic so that the key mechanism worked properly. The problem is that when I came to put the keyboard together afterwards I discovered that I was one little rubber 'bit' missing. The piece I am missing is about 1cm accross and contains a small graphite block which makes the contact on the PCB.

In cross section it looks like this:

```
ttttttttt
t KKK t
KKK
KKKKKKK
KKKKKKK
/X\
/ \
-------------------------------------PCB
```

where the ttt bit is the keytop and the KKKK bit is the key leg. The rubber bit I am missing is the /X\ bit above.

Does anyone have any of these (or the whole key mechanism) (eg: from a defunct ST they may have lying around) ? Any help gratefully received as I am having to push a screwdriver through the hole in the keyboard to make contact below whenever I want to use the '*' on the keypad (which I need quite a lot as it is 'escape function' when connected to the computer at work).

Thanks

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!ibmpcug!jshark!zebedee!geoffc

7122. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 22:05:00 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <8804@orbit.cts.com>
Source record: 213245

aa399@cleveland.Freenet.Edu (Len Stys) writes:
>First of all, I'm told that 640x480 TRUE COLOR would require 4 Megs
>of memory for NICE games. I'm told that 2 Megs would not really be
>enough since there must be room for other stuff like sound.

Except that the falcon only allows 3 memory configurations. 1M, 4M, and
14M. You can't have only 2M of memory.

>Secondly, no one seems to know if this resolution (interlaced of course)
>could be displayed on TV without flicker. Does anyone know?

If this is interlaced, it SHOULD work, it'll have SOME flicker, but TV's use
slow phosphor, so it won't be as noticable on a TV as a monitor.

>Thirdly, I have talked with someone that said that 640x200 (I'm not sure
>if you can get true color in this resolution) would also produce some
>pretty good games. I guess that could be pushed to 640x240, but
>anyways, I'm told that 300k for ONE screen. And you'll need at least
>TWO screens. This would allow this game to produce with only 2 Megs
>easily--MAYBE even 1 Meg.

Again, there is no 2 meg configuration. Though 640x400 should give too much
display contention to get good frame speed, 640x200 might be usable.

>I have been also informed that the Blitter REALLY would not be fast
>enough to move graphics around. And someone suggested that Atari should
>have used the TI30410. My question is, would the DSP work just as well?
>The Atari Advantage article states these things:

It's probably fast enough to do simple graphic moves, but nothing complex.
The DSP doesn't really have the "oomph" to pretend to be a blitter.

>Image management: Shapes, sizes, contours, shading, highlights
>Vector manipulation; grahics "engines"
>CAD/CAM workstations' 3-D image generators
>Flight (and other transportation) simulators; arts and film sequences
>
>If anyone knows anything about the 56001 DSP, please join in and
>say something!

I've seen posts from people that work for Motorola and know EXACTLY what the
56001 can do. They tell me the 56001 is not powerful, or precise enough to do
large graphical computations. The 96001 is supposed to be much better for
this. In any case, you lose the DSP to do audio things if you attempt to do
graphics with it.

>Will the DSP be able to produce CD quality sound AND generate graphics
>in a game?

The DSP doesn't give you the sound, the DAC's do, however, i'm sure the DSP feeds the DAC's so you will probably lose your sound.

>What is the 32Kx24 bit (96K bytes) of local zero wait state SRAM for?
>What does the DSP do with it?

Well, it's program and data have to be stored somewhere..

>And lastly, the Jaguar is rumored to run off of a RISC 64-bit chip.
>We don't know what type of chip this is.
>
>Could the Jaguar POSSIBLY be a Motorola 68030 at 16 MHz and have a
>RISC DSP?

Well, knowing Atari's penchant for being dishonest, and alluding to things that aren't so, I'd say it's a possibility, but, for those that buy a jaguar (if it ever sees the light of day) I hope not. That would be one SLOW game system.

7123. Re: More about the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 22:15:24 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec22.221524.15911@elroy.jpl.nasa.gov>
Source record: 213221

In article <wmtwen.725022987@rw8.urc.tue.nl> wmtwen@urc.tue.nl writes:
>kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>
>>Before I reply to the first question, let's clarify something else: Your
>>DAT tape deck will output digital information which the Falcon will be able to
>>receive and directly digitally manipulate, then send back to the DAT, this
>>through the DSP port or something. You will not need to sample anything.
>Hey, so I could use the falcon to make direct digital copies of DAT
>tapes??? And of compact disks??? Without the problem of the copy
>protection??? Sounds *great* then I would finally be able to make my
>own compilation of best songs on tape!!! And copies of it for my
>friends of course. Yes it is illegal to give them to my friends but I
>hate it that I cannot even make more than one copy for my own use, so
>that is totally absurd!

You sure could do this, but what kind of media would you record onto? At
around 760 MB for a 76 minute CD, you're probably not going to be making
a lot of digital copies on your hard drives, anyway. You'd have to just
record back onto a DAT, or maybe onto an Exabyte drive. Of course, it still
may be a good idea to send the digital straight into the Falcon, and have
the Falcon remove the copy-protection bits, then feed into your DAT...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

All true wisdom is conveyed in one-line witticisms.

7124. Re: Falcon030 -- Truth not Fiction

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 23:01:10 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Dec22.230110.9970@sfu.ca>
Source record: 213222

In article <1h5ppkINNp78@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
[...]
>
>How many people believe that Atari should concentrate on music with
>the Falcon030?

They would be insane not to!

>
>How many people believe that Atari should concentrate on entertainment
>with the Falcon030?

They would be insane to! :-)
Seriously, I don't believe entertainment is a viable concentration market for a computer. To be successful in this market would require a SERIOUS marketing effort aimed at Saturday mornings and weekday afternoons on TV when all the kids would see it, decide they can't live without it, and whine at Mommy and Daddy until they get it. Even this might not help, considering the huge market share and Draconian marketing practices of Nintendo.

>
>How many people believe that Atari should concentrate on multi-media
>with the Falcon030?

Good idea. With Kodak on board, Atari has a good chance here, provided they don't blow it (read: ADVERTISE!).

>
>How many of you believe that Atari's present keyboard in the Falcon030
>should be replaced with a better quality keyboard?

If it is the original ST keyboard (and it sure looks like one), YES.
One of the happiest days of my life was when I put aside my ST keyboard for a TT one.

>
>What do you think is the greatest advantage that the Falcon030
>has?

DSP.

>
>Do you think Atari will still have this advantage in 1994?

I don't know. All depends on how many other machines have one.

>
>If you were Atari, how would you market this computer?

I would market this computer :-).
Seriously, I'd go for print ads in major computer magazines, such as BYTE.
A couple of TV ads wouldn't hurt, either.

>
>Are you going to buy a Falcon030?

No. I bought a TT last year, and I'm not done with it yet.

>
>Len (aa399@cleveland.Freenet.edu)
>
>--
>

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

7125. The flaming of BobR (Was Re: Falcon030, resolutions, ...)

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 23:13:43 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1992Dec22.231343.10431@sfu.ca>
Source record: 213223

In article <4898@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
[the firey flames of hell deleted]
>

Ouch! That hurt just to read :-). Not to say BobR didn't have it coming.

This interminable flame war has forced me to ask a question of BobR that
I once asked of Darek Mihocka a few months back: What's the problem?
What did Atari ever do to you to get you so rabid?

I got a polite, enlightening response from Darek, and look forward to yours.

>(geez...)
>--
> BobR Ed Krimen
> BobR ekrimen@wet.uucp
> BobR E.KRIMEN (GEnie)
^^^^ (Nice touch...)

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

7126. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-22 23:51:12 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11507@uqcspe.cs.uq.oz.au>
Source record: 213224

Bob_BobR_Retelle@cup.portal.com writes:

>amalaye oyake ---> a curious st user.

>No problem.. it's refreshing to encounter an open mind..

That's the shovel calling the spade a spade.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

7127. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 00:01:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11508@uqcspe.cs.uq.oz.au>
Source record: 213225

dmb@case.ai.mit.edu (David Baggett) writes:

>I look at the Falcon and the new Amiga machines, and I don't see
>anything revolutionary. (Tossing in a DSP isn't enough, especially
>when it should have been a TI34010 graphics coprocessor instead.)

The DSP is a sound processor, making the Falcon very attractive to
musicians. And Dave already told us how other machines had captivated
the graphics market.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

7128. Re: Falcon DOES have Super-VGA

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 00:07:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11509@uqcspe.cs.uq.oz.au>
Source record: 213226

ken@isgtec.com (Ken Newman) writes:
>warwick@cs.uq.oz.au writes:
>> Actually, the term "Super-VGA" is even less defined than "True Colour".
>> All a graphics system needs to claim "Super-VGA" is better than 640*480
>> resolution.

>As far as I'm aware, this is wrong. SuperVGA is anything better than
>VGA. It does NOT mean just resolution.

Yes, my statement was logically incorrect. I meant "any graphics system
with better than 640*480 resolution can claim "Super-VGA".

>Original VGA maxed out at
>640x480x16 colours, and could not do 640x480x256 colours, while
>SuperVGA can.

>Therefore 640x480x256 colours is indeed in the range
>of SuperVGA by virtue of the number of simultaneous colours. There
>are however also higher resolutions in SuperVGA as well...

SOME Super-VGA. And SOME monitors.

From my limited experience, PC games don't use Super-VGA anyway.
Some "Applications" programs do however.

But hey, we've been forgetting that the Falcon has another graphics
mode - the 32768 colour mode, with overlay bit - allowing video
titling. Can't do that with your average Super-VGA.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

7129. Re: Falcon030 -- Truth not Fiction

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 00:14:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1h8b1clNNt5m@golem.wcc.govt.nz>
Source record: 213227

Yeah right anyone is going to answer all those questions!

Just sound like another non-Falcon supporter.

(As for the bits about making things faster, it's pretty obvious, they have the ability to make things better, faster, cheaper, and smaller these days, so everyone is doing so! You'd be pretty stupid not to if you could!)

```
==============================================================================
| O O If I told you how much I needed this, | ||| |
| o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

7130. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 00:20:29 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1h8bcdINNt5m@golem.wcc.govt.nz>
Source record: 213228

All computers have to start somewhere, when the MS-Doze machines were released, just about all that was available for them, was the nice slow Operating System (PC-DOS or something similar it was called back then). and a couple of spread-sheets etc.

The Falcon is basically a new-beginning for Atari, and there is already a lot of software currently available that will work okay on the Falcon. (A lot won't, but that's the price you pay for advancement).

If the thing takes off, you can bet your a** that people *will* write software for the thing!

Comparing computers is a pointless waste of time, people will buy the computer which has the features that *they* are most interested in, or which will be of most use to them.

As someone so well stated previously, they are only computers anyway, it's not as if they were relations, or (as said) a religion!). Jset seen /thread

Just lumps of plastic, metal and silicon.

```
==============================================================================
| O O If I told you how much I needed this, | ||| |
| o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

7131. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 00:24:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1h8bk8INNt5m@golem.wcc.govt.nz>
Source record: 213229

In article <ABADDON.92Dec22094742@suprenum.uk.ac.liverpool.scm.suprenum>,
abaddon@uk.ac.liverpool.scm.suprenum (Kevin o donovan) writes:
>>And some people have told me, "You want great games? Get an Amiga 1200!"
>How about someone writing an A500 emulator for the Falcon? Then I could finally
>play a decent version of Battletech (Mech Warrior) on my Atari.
>
>Kev

Wait for the Falcon, and then write an Am*ga 600, (or evern 1200) emulator.

Even with emulation slow-downs, the speed should be pretty close!
(Except if the a1200 has a 32Mhz... But the ST's disk drive is a LOT
faster than the amiga's so, speed is just about made up there 8-)

```
==============================================================================
| O O If I told you how much I needed this, | ||| |
| o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

7132. Re: BART adress wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 00:27:26 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1h8bpeINNt5m@golem.wcc.govt.nz>
Source record: 213230

> I've forgotten BART's email adress! Tried several stuff but can't remember
> Things like mail-server@archive.umich.edu don't work... help!

Presuming you want atari-archive.

atari@atari.archive.umich.edu

is the address. Then, put whatever you want in the subject line, and
then assume that you are in the atari/ directory.

Remember to use

sendb [path/s]/[filename.ext]

for binary files, and

send
(filename etc.)

for ascii files!

```
==============================================================================
| O O If I told you how much I needed this, | ||| |
| o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

7133. Re: Big bad BobR

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 00:28:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1h8broINNt5m@golem.wcc.govt.nz>
Source record: 213231

Hear-Hear that man! 8-)

```
================================================================================
| O O If I told you how much I needed this, | ||| |
| o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ=============================
```

7134. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 02:33:53 UTC
From: ritz@ritz.mordor.com
Message-ID: <9212222830@ritz.mordor.com>
Source record: 213232

Jan T. Kim (aeg03@rrz.uni-koeln.de) wrote:
OS/2> In <72174@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
OS/2>
OS/2> >Mark Hughes writes some stuff:
OS/2>
OS/2> >>I discovered that replacing my ST with another decent system,
OS/2> >>without taking any sacrifices (pathetic sound and OS on the PCs, weird OS
OS/2> >>and incompatibility on the Mac (not to mention their expense), etc.), I
OS/2> >>had to go up to a NeXT.
OS/2>
OS/2> >Wow.. now THERE's an open mind for you.. too bad you didn't
OS/2> >actually take a good look at what else is available in the world.
OS/2>
OS/2> >In addition to the terrific sound and operating systems on PCs,
OS/2> >and the smooth operating system on Macs, you also get the
OS/2> >advantages of support from the company that made your computer,
OS/2> >AND the not inconsequential benefit of wonderful software support
OS/2> >from developers who are *happy* to be in the market.
OS/2>
OS/2> You may well be able to claim that there are excellent operating
OS/2> systems for PCs, no problem so far. However, MS DOS, Windows,

Try OS/2, it works just fine for me. When that doesn't work, I fire
up Coherent or linux for a unix environment (with X windows) all on
my lowly 486.

OS/2> Windows NoThanx etc. are not among them. Regarding Macs, if you
OS/2> say their OS is smooth you must have taken a very superficial
OS/2> look at it. I agree, the OS "looks and feels" rather neat, but
OS/2> beyond that surface there are nightmares and loads of weird stuff
OS/2> buried. Beware.

More than TOS??? Hehe, let's get some perspective here. MacOS is
a dream compared to the daggers you'll find hidden all over TOS.

OS/2> Also, remember that there are a lot of different things pepole
OS/2> may want to do with their computer. If someone just wants to run
OS/2> a word processor, a spreadsheet and a graphics program, he can do
OS/2> that on a PC running Windows or on a Mac, despite all the horrors
OS/2> buried in them. Even more, a Mac or PC may actually suit such a
OS/2> person's need better than an Atari. But if someone wants to do
OS/2> some programming too, he will probably be much better off with an
OS/2> Atari.

And use what development tools?

Cheers,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

7135. ICD Fast Tape Backup unit For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 02:38:47 UTC
From: jcochran@nyx.cs.du.edu
Message-ID: <1992Dec23.023847.26190@mnemosyne.cs.du.edu>
Source record: 213233

I apologize if this is the wrong newsgroup for a for sale post
(and if so, I'd appreciate email as to an appropriate group for this).

ICD Fast Tape Backup unit for the Atari St. Purchased in 1989 for
around $800. The unit works fine and is in good condition. I haven't
used it for about a year and a half or more -- since my hard drive died
(my main machine is now a 80486). 30-day money back guarantee. $200.

If interested, you can email me at:
jcochran@nyx.cs.du.edu

or call me at:
303-449-3315

Jim Cochrane

In case anyone is interested, some of the specs. from the manual
are listed below:

typical transfer rate: 6.5 MB/min.
average time for 155 Mb backup: less than 23 min.
recording format: 17 track serpentine
formatted capacity: 155.7 Mb per tape
write verify: full read after write and ecc
retries: write up to 15, read up to 16
tape speed: 90 ips (288.6 cm/sec)
maximum rewind time: 80 seconds (approx.)
MTBF: 10,000 POH
magnetic tape: ICD CT-600XLN, TEAC
CT-600N, Maxell
CS-600XDN or equivalent

7136. RE: sports game info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 03:12:28 UTC
From: mackie@meena.cc.uregina.ca
Message-ID: <23DEC92.03122834@meena.cc.uregina.ca>
Source record: 213108

There is painfully little in the Football field - TV Sports is probably the best. Soccer, however is another story. Kick Off 2, Sensible Soccer and Striker are all excellent games.

Also, I have a personal fondness for Wayne Gretzky Hockey.

Brook

7137. Re: SCSI Floppy Drives

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 04:10:33 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1992Dec23.041033.28511@mnemosyne.cs.du.edu>
Source record: 213235

martini@heaven7.in-berlin.de (Martin P. Ibert) writes:

>dcable@nyx.cs.du.edu (Dan Cable) writes:
>> I realize that
>> this drive is not really a floppy drive, but it is SCSI and it does read
>> and write them so what's the difference?

>Maybe that it is removable, and needs re-reading once in a while?

If the ICD software is used it will detect the media change and force a
re-reading with no intervention on the part of the operator.

--
dcable@nyx.cs.du.edu

7138. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 05:39:29 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1h8u2hINNdbb@usenet.INS.CWRU.Edu>
Source record: 213236

In a previous article, davidli@simvax.labmed.umn.edu () says:

>In article <72180@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>>Tell me about it Ed.. tell me about 16 Mhz. 16 bit bus 68030s..
>
>Bob, please tell us about all the non-EISA 486DX-33 machines out there with
>16-bit buses...
>
>-- David Paschall-Zimbel
>

Hey, hey...

I'll be first to admit that the Falcon030 even with a Motorola 68030 CPU
at 16 MHz is a good machine.

If Atari could produce say, 500,000 next year and sell them all over
the world, this would definitely work for the company.

But in the back of my mind, I'm afraid that ATARI will only produce
around 50,000 by November of next year.

And in the back of my mind, I'm afraid that ATARI will not advertise
anywhere about this system.

The problem isn't quite with the Falcon030, it is a good computer.
The problem is that the company producing them will need to REALLY
get off their butts and produce and market it.

That's what worries me.

And there is no doubt in my mind that a 16 MHz home computer will
be obsolete BY mid'94.

Can Atari really do anything with the system in less than a year?
I don't know.

--

7139. Re: I am NOT making this up, OK? (was Re: Closed ... <ho hum>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 06:41:33 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72247@cup.portal.com>
Source record: 213237

David Paschall-Zimbel writes:

>Your suggestion that one has to have dealt directly with Atari before one is
>capable of issuing any judgement upon practical business tactics is ludicrou

You're letting the point slide right over your head again, David.

Dealing with Atari has nothing at all to do with "practical
business tactics". What you would do to deal with any other
company is completely inapplicable to dealing with Atari Corp.

You seem to be avoiding the matter of practical experience.
Have you talked to anyone else who has had experience dealing
with Atari, since David Baggett is obviously a poor businessman?
You don't seem to think you need to have any direct experience
experience with Atari to know all about it. Call up Patrick Bass
and ask him about his experiences, or Charles F. Johnson, or
Lee Seiler, or Darek Mihocka, or any of the others who have
actually dealt with Atari. Tell them what you would do in
dealing with Atari.. they could probably use a good laugh.

>Your assertion that until I have actually dealt with Atari I am in no positi
>to state how I WOULD deal with Atari is yet another example of the extent yo
>apparent PERSONAL hatred for that particular corporation extends.

That's one thing I really do like about you David.. you're SO
predictable.. :)

BobR

7140. What makes a computer "exciting"..?

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 07:13:26 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72251@cup.portal.com>
Source record: 213238

>>Wow, a 386 clone is about as exciting as watching re-runs of "Designing Wom
>Tell me about yesterday's technology while you're at it...

3 lessons to be learned...

1. A processor is not the only thing that makes a good computer.
2. A 486/66Mhz does'nt necessarily mean 'loads of fun'
3. Yesterdays technology was only 24 hours ago. :-)

Very good points..!

Ok.. for a somewhat different discussion.. what exactly is it that
makes a computer "exciting"..?

Pattie Rayl doesn't like PCs because of the way they look. She
likes the looks of the Mac, so I guess that for her, the physical
appearance of a computer would be what is "exciting"..

A lot of people like to compare specifications.. is a 32 bit bus
better or worse than a 16 bit bus running with a CPU that can
implement "look ahead" caching.. in that respect, the internal
aspects of a computer are what are "exciting"..

Others are excited by what the computer can actually do in
"real world" applications..

The Falcon is "exciting" because it combines a lot of features
that are either "leading edge" or have the potential for unusual
applications.

A VAXcluster might even be "exciting" for some people because of the
idea of multitasking a lot of processes and the system resources associated
with a large system.

To me, a '386 clone IS exciting, because I can use it to play
Red Baron on the Sierra Network and shoot down (or get shot down
by) friends from all over the country, something that can't
be done with any other kind of computer at the moment.

So, what is it that makes a computer "exciting"...?

BobR

7141. Entry level systems

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 07:18:17 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72253@cup.portal.com>
Source record: 213239

Jan Kim writes:

>Hmmm... the question is, isn't that "heck of a PC" just another
>instance of an "entry level machine"?

Yes.. thinking about how fast the PC market is moving, you're probably right that a '386SX with VGA or SVGA monitor, 2 High Density floppy drives and a 100+ Meg hard drive would probably be considered as an "Entry Level" system today.

BobR

7142. Re: More about the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 07:18:23 UTC
From: healy@nosc.mil
Message-ID: <1992Dec23.071823.17739@nosc.mil>
Source record: 213246

In article <1992Dec22.221524.15911@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>You sure could do this, but what kind of media would you record onto? At
>around 760 MB for a 76 minute CD, you're probably not going to be making
>a lot of digital copies on your hard drives, anyway. You'd have to just
>record back onto a DAT, or maybe onto an Exabyte drive. Of course, it still
>may be a good idea to send the digital straight into the Falcon, and have
>the Falcon remove the copy-protection bits, then feed into your DAT...
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>All true wisdom is conveyed in one-line witticisms.

And while you're removing those bits, perhaps you could throw in some
reverb or chorus?

Mike Healy

healy@nosc.mil

7143. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 07:37:11 UTC
From: healy@nosc.mil
Message-ID: <1992Dec23.073711.18529@nosc.mil>
Source record: 213247

In article <11508@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>The DSP is a sound processor, making the Falcon very attractive to
>musicians. And Dave already told us how other machines had captivated
>the graphics market.
>
>
>--
>Warwick
>--

Amen! Music was the reason I got my Atari in the first place, and music
is the reason I will get a Falcon (but wait for a 68040 version). It
sounds like a nice upgrade to me, being that I'm still happy with my
1040stf (I got it in '87 I think). And I work with Sun, SGI, etc.
including pcs (I'm sorry, but pcs turn me off), so my opinion is
not based on no exposure to different platforms.

And thank you Howard for providing the useful factual info about the
Falcon that you have provided.

7144. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 07:42:57 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72256@cup.portal.com>
Source record: 213240

David Paschall-Zimbel writes:

>Just a quick question here, Bob. What computer do you use most of the time?
>This includes those times you're online answering CompuServe questions about
>the Atari ST line...

Gotta wonder a little about the relevance of the question.. but
as David is so predictable, I can just hear the "must be personal
problems with Atari Corp" comments coming...

Well, the answer is.. it depends on what I want to do..
(the classic "decide what you want a computer to do before you
decide on what computer to get")

Right now my XT is re-compressing some GIF pictures, the PS/2
is waiting for me to get back to playing Eye of the Beholder II,
and my ST is busy composing this message.

When I want to display those GIFs, I'll use the VGA of the PS/2,
and when I want to program a little, I'll use the Hercules XT
system for its larger hard drive. Llamatron belongs to the ST..
I played it on the PS/2, and it truely sucks.

Then there's the mini-tower with its '286 motherboard and pieces
all over the room, waiting to be assembled. What it doesn't know
is that the '286 board will never be installed, since '386DX
boards have dropped in price so much. When that one is done,
I'll be able to play Ultima Underworld and the other games that
require the speed and memory.

CompuServe..? That belongs to the ST.. I still haven't found
a telecommunications program for any other computer platform
that works as well, or meets my needs like Flash does. In fact,
my ST is seldom ever turned off, since the capture buffer in
Flash usually holds a megabyte or more of online sessions from
all the boards and services I use. (The only exception is the
Sierra Network, which only works with PCs for the time being).

Oh.. and when I want to print out huge doc files, I use a VAX
8550 in a cluster of a dozen VAXes to use their high-speed
lineprinters..

But.. since most of my time is spent online somewhere, the
answer to the original question would have to be that I use my
ST more often than any of the others..

Any other questions..?

BobR

7145. Out of context quoting

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 07:48:16 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72257@cup.portal.com>
Source record: 213241

David Paschall-Zimbel writes:
>In article <72180@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>>Tell me about it Ed.. tell me about 16 Mhz. 16 bit bus 68030s..

>Bob, please tell us about all the non-EISA 486DX-33 machines out there with
>16-bit buses...

>-- David Paschall-Zimbel

Nice try, David.. by quoting a line of my message out of context,
you've once again managed to twist it into something it wasn't
and attempted to give it a completely different meaning.

Sorry.. I don't play that game.. try again.

BobR

7146. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 07:50:01 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72258@cup.portal.com>
Source record: 213242

Hey, Ed.. that was cute..!

Yeah, you're forgiven... just don't let it happen again..

BobR

7147. Re: The flaming of BobR (Was Re: Falcon030, resolutions, ...)

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 08:06:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72259@cup.portal.com>
Source record: 213243

Gordon Farrell asks:

>What did Atari ever do to you to get you so rabid?

Basically, and essentially, Atari Corporation, under the management of the Tramiel family took a promising, leading-edge, fresh approach, user friendly, and very hopeful computer system, and for all intents and purposes, ruined it.

In the process, they also affected the lives and livelihoods of a lot of people who tried very hard to support the Atari computer line, a lot of whom were, and are, my friends.

Perhaps one of the worst things they've done, again and again, is to raise false hopes among those who still support them and their computers.

I've been involved with Atari computers since the Warner days, and I've supported Atari computer users all that time. I'll be among the last group out the door when they turn out the lights whenever that might be, too.

I like my 520ST best of all the computers I've owned over the years and use it daily. It makes me awfully sad to think of what it might have become, if only its parents had cared about it.

BobR

7148. Re: Big bad BobR

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 08:32:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72262@cup.portal.com>
Source record: 213244

Scott, the realization that NO one is going to change anything about Atari hit some time ago.. most of what you see is more along the lines of trying to correct misconceptions or misrepresentations.. (ie:inexpensive PC motherboards are usually sold without CPUs)

Then again, it's fun to poke some people in the eye with their ignorance to watch them jump.

Incidentally, (not to start any flame-wars.. please!), a lot of those "European demo writers" have moved on to the PC platform. They're doing sound and graphics which used to be exclusively the domain of the ST and Amiga. You could disguise the monitor and not be able to tell them from the ST demos of years past.

BobR

7149. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 09:07:07 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1h9a7rINN1ar7@rs1.rrz.Uni-Koeln.DE>
Source record: 213248

Christopher, why do you use "OS/2> " as a quote string? I don't
think it's a good idea to use quote strings which are six (!)
characters long. It's an utterly useless waste of bandwidth, and
it considerably lowers the signal to noise ratio of your
postings, as those nonsense strings are 100% noise. Plus, if many
people developed such habits, line lengths would rapidly approach
infinity after being quoted for a few times...

In <9212222830@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:

>Jan T. Kim (aeg03@rrz.uni-koeln.de) wrote:

>OS/2> Windows NoThanx etc. are not among them. Regarding Macs, if you
>OS/2> say their OS is smooth you must have taken a very superficial
>OS/2> look at it. I agree, the OS "looks and feels" rather neat, but
>OS/2> beyond that surface there are nightmares and loads of weird stuff
>OS/2> buried. Beware.

>More than TOS??? Hehe, let's get some perspective here. MacOS is
>a dream compared to the daggers you'll find hidden all over TOS.

A dream, maybe. A nightmare, to be more precise. At least, that's
what I call an OS which doesn't provide anything like a function
to save the desktop, but instead insists on presenting you with
the mess you left last time. I don't want an OS that will
suddenly ask me to insert a disk which I have forgotten about
since long. I hate to be constantly worried about large amounts
of data that may not yet have been written to disks and will be
lost should the system hang. On a more "expert" level, the weird
shuffling about and purging the Mac does with its resources is
utterly brain-damaged, and actually even worse than a garbage
collection on a C64. And so on and so on... this much may suffice
for now.

>OS/2> Also, remember that there are a lot of different things pepole
>OS/2> may want to do with their computer. If someone just wants to run
>OS/2> a word processor, a spreadsheet and a graphics program, he can do
>OS/2> that on a PC running Windows or on a Mac, despite all the horrors
>OS/2> buried in them. Even more, a Mac or PC may actually suit such a
>OS/2> person's need better than an Atari. But if someone wants to do
>OS/2> some programming too, he will probably be much better off with an
>OS/2> Atari.

>And use what development tools?

For me, GFA basic has worked well until now. Other than that,
there's Pure C, Pure pascal, gcc, g++...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

7150. Re: Falcon030 -- Truth not Fiction

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 09:38:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A6622@M4.maus.de>
Source record: 213082

a>IS the Falcon030 with a Motorola 68030 16 MHz CPU powerful enough
a>to produce games that require scaling, rotation, scrolling, and 3-D imaging?
a>I'm talking WITHOUT a blitter and DSP chip.

My opinion: No.

a>Is the Falcon030 with a 68030 16 MHz CPU and Blitter 16 MHz powerful
a>enough to produce games that require scaling, rotation, scrolling, and
a>3-D imaging?

My opinion: Yes.

a>If so, what does the Blitter do to help? And how did Atari manage
a>to make the Blitter faster?

Fast bitblock-transfer. It's new designed and layouted. Old Blitter runs only
with 8 Mhz, the new Blitter with 16 MHz.

a>And WHY did Atari make the Blitter faster?

Because the old one was buggy. The removed the bugs, and because the FALCON
runs with 16 MHz, the blitter runs with 16 MHz, too.

a>Can the DSP help at ALL in video games such as flight simulators?

My opinion: Yes.

a>I was told that since the DSP can only transfer information at the
a>rate of 1 Mb/sec, it would not help much. Is this true?

No. I calculated a fraktal with CPU (38 seconds) and with DSP (8 seconds).
Iterations: 32. About 70x70 pixels.

a>How much slower would a game such as "Sonic" run in TRUE color video
a>vs. 256 color video?

I don't know.

a>How many people believe that 1 Megabyte should be the lowest amount
a>of memory Atari should include with the Falcon030?

Me not.

a>How many people believe that 2 Megabytes should be the lowest amount
a>of memory Atari should include with the Falcon030?

FALCON has only 1, 4 or 14 MBytes.

a>How many people believe that 4 Megabytes should be the lowest amount
a>of memory Atari should include with the Falcon030?

Me.

a>Also explain WHY you believe it should be sold with this minimum
a>instead of the others.

I think, 4 Megs should be the delivered minimum, because the graphics-memory
is about 200 kBytes on 256 colors. Multiplied by 2 for logical and physical
screenmemory makes abot 400 kBytes. Good sound (for DMA and CODEC) and good
graphics will cost about 300 kBytes of memory. So there will be not enough
memory for the game.

Other case: You do DTP or CAD. One Meg is really not enough.

Next case: You like MultiTOS (if it's available).

a>Should the Falcon030 have had a graphics coprocessor in it?

Why not?

a>How much of an advantage would the Falcon030 have with a graphics
a>coprocessor in video games?

I don't know.

a>How much of an advantage would the Falcon030 have with a graphics
a>coprocessor in video production?

I don't know.

a>There is a rumor that the Jaguar will be similar to the Falcon030
a>with a Motorola 68030 16 MHz CPU, but with a 64-bit graphics coprocessor.
a>How many of you believe that this could be possible. Why or why not?

??

a>If it was possible for Atari to redesign the Falcon030 and incorporate
a>this graphics processor and then slip it into the production line
a>in the middle of next year, do you think it would be a good idea,
a>why or why not?

No good idea. Better idea is to deliver a add-on-graphic-card for the expansion
slot. Normen Kowalewski from ATARI Germany gave us on the MausNet some rumors.

a>How many of you feel that a graphics coprocessor is so important to
a>the success of the Falcon030 that it would be worth delaying the machine
a>another 2 months to include one?

Me not. I bought one 4 days ago.

a>There will be flickering in interlace video mode on TV, how noticeable
a>will this be?

Very noticable. It's really awfull to work with this flickering.

a>Translation: Will it give you headaches if playing video games on TV
a> in interlace mode?

Shure.

a>How many people believe that Atari should concentrate on music with
a>the Falcon030?

Me.

a>How many people believe that Atari should concentrate on entertainment
a>with the Falcon030?

No comment.

a>How many people believe that Atari should concentrate on multi-media
a>with the Falcon030?

Me.

a>How many people believe that Atari should concentrate on video production
a>with the Falcon030?

No comment.

a>Is there any other market that you believe Atari should be going
a>after with the Falcon030?

No.

a>How many people believe that the Falcon030 will be WAY underpowered
a>as a home computer in Fall, 1993? And why?

Me not.

a>How many people believe that the Falcon030 will be WAY underpowered
a>as a home computer in Fall, 1994? And why?

No comment.

a>How many people feel that they will be using a Falcon030 in 1995?

Me.

a>How many of you believe that Atari's present keyboard in the Falcon030
a>should be replaced with a better quality keyboard?

ME!!

a>What is your greatest disappointment with the Falcon030?

No Comment.

a>What do you feel Atari should have included with the Falcon030
a>that they left out?

No idea.

a>What do you think is the greatest advantage that the Falcon030
a>has?

DSP and CODEC.

a>Do you think Atari will still have this advantage in 1994?

No.

a>Are you going to buy a Falcon030?

No.

a>If not, WHY?

I have one.

a>Do you have a Falcon030 computer already?

Yes. :-)

regards, Jimmy

7151. Re: TIFF viewer

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 10:17:12 UTC
From: cbvetter@rbg.informatik.th-darmstadt.de
Message-ID: <1992Dec23.111712@rbg.informatik.th-darmstadt.de>
Source record: 213249

In article <Dec17.081035.36273@yuma.ACNS.ColoState.EDU>, kfason@lamar.ColoState.EDU (Kevin Fason) writes:
> I havea .TIF(F) and am looking for a viewer for it. I have a Mega/STE
> and want it to use the colors. The TIFF is of the Falcon. I looked at it
> on a 386/33, but want to see it on my machine. thanx!
>

Try GEMView 2.00

sincerely,
Chris

7152. Re: Seeking help from UltraScript users

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 10:31:14 UTC
From: raju@inso.pr.net.ch
Message-ID: <1992Dec23.103114.20290@inso.pr.net.ch>
Source record: 213122

rchan@terapin.com (Ronald Chan) writes:

>]I bought UltraScript in the hpe that all my PostScript needs will be
>]satisfied. It works most of the time but occasionally it just crashes
>]on bits of postscipt like " ... variable 1 sub ..." or it complains...

>I don't know what the specific error means, but one sure fire way to confuse
>UltraScript is to try and send a soft Adobe Type 1 font to it. UltraScript
>only supports its own disc fonts and PostScript type 3 fonts (ones sent by
>PageStream for non LaserWriter fonts). If you are... stop! Send only fonts
>you have on the HD or PageStream fonts... If this is not the case, I have no
>idea what it can be. I have had no problems beside this one.

I am using it with the UltraScript fonts I bought it with. I have printed
real complicated stuff with it without a hitch but at times simple text
printing causes the screen to go black and out comes a sheet of paper with
a 1 cm. gray band and nothing else.

Does anyone know if QMS/Imagen are still supporing the Atari version?

>Or... if you have deep pockets, get CompoScript. I heard it's better.

I don't want to spend some more money and run the same risk again; I'd rather
go out and buy a real postscript printer.

Raju raju@inso.pr.net.ch

7153. Re: GIF convertors

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 10:36:38 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.hdbGC7L3utk@yonder.equinox.gen.nz>
Source record: 213102

In <1992Dec21.175055.20273@cs.nott.ac.uk>, K.R.Marshall writes:

>Does anyone know of a program to convert GIF files to ST formats
>(Neo or Degas preferably) - I know that information will be lost,
>but I want to be able to load stuff up quickly, and as long as
>the picture looks vaguely OK it doesn't matter.

Try ViewGif. As long as the GIF is no bigger than the ST's
screen. Otherwise you have to select an area of the GIF the
size of the screen.

Craig.

--
* Craig Shore | Phone (voice) | Internet:craig@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

7154. Re: Help getting a new modem

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 10:40:46 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.&SzFEPLnfPs@yonder.equinox.gen.nz>
Source record: 213103

In <1h54tuINNge3@golem.wcc.govt.nz>, steve wells writes:
>> What is it that the serial patch you mentioned do exactly?
>>
>
>I have no idea! 8-)
>
>But, all I do know about it is, you need it on 9600bps, and faster modems
>on TOS versions before 4.xx (ALL versions except Falcon TOS apparently).
>
>It stops bits getting lost when the ST can't keep up with them or some
>such thing!

It's a bug fix for the RTS/CTS flow control in the computer.
In the effected versions of TOS, it doesn't work, so you
need this program. What it's for is so that one computer can tell
the other one to stop & start sending data...

BTW: Isn't Poolfix for something else??????

the one for the serial port for high speed modems is SERIALFX.PRG

Craig.

--
* Craig Shore | Phone (voice) | Internet:craig@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

7155. Re: Falcon030 -- Truth not Fiction

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 10:44:16 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.92Dec23103823@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 213139

>>>>> On 22 Dec 92 01:08:04 GMT, aa399@cleveland.Freenet.Edu (Len Stys) said:
> NNTP-Posting-Host: thor.ins.cwru.edu

> I'm finding out that many of you THINK you know the answer and reply
> as you KNOW for SURE, but you really don't know what you are talking about.

A nice strong start, unfortunately all the questions you asked were rather
subjective, so the above doesn't really apply 8-)

Kev

7156. Re: Picture formats

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 10:50:06 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.3KzJWZhYw1A@yonder.equinox.gen.nz>
Source record: 213104

In <1992Dec21.200247.8712@newstand.syr.edu>, Gerald Greenberg writes:

>How do .spc files differ from .spu files? And which program
>(or programs) should be used to view them (can one program
>view both types or are separate programs needed for each
>type)?

I could be wrong, ... SPC is a compressed spectrum 512 picture,
and spu is an uncompressed one.

Spectrum 512 is a commercial package, not PD , but however,
there are some public domain viewers around.

--
* Craig Shore | Phone (voice) | Internet:craig@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

7157. Re: BART adress wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 11:27:00 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.&o_sEPkaqkA@yonder.equinox.gen.nz>
Source record: 213105

In <Bzo3Ao.C2D@hermes.hrz.uni-bielefeld.de>, Torsten Scherer writes:
>Silly me,
>I've forgotten BART's email adress! Tried several stuff but can't remember.
>Things like mail-server@archive.umich.edu don't work... help!

atari@atari.archive.umich.edu

send a message with either..

help - for help
index - for the index

or commands to send you the files, if you don't know em, send for help !!!

(note these commands must be in the message, the subject doesn't matter)

Craig.

--
* Craig Shore | Phone (voice) | Internet:craig@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

7158. Re: More about the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 11:38:45 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1992Dec23.113845.24559@eng.cam.ac.uk>
Source record: 213250

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>
>>how will the falcon be for realtime recording (like a multitrack recorder)?
>>how well would an $800 falcon compete with a $3000 ADAT (Alesis)? other than
>>the Alesis now exists, why would i want it over the falcon (assuming i could
>>and would write all my own software)?

>I think the Falcon would work very well in this role; haven't used anything
>like an Alesis so I can't compare.

The Alesis ADAT has 8 DAC and 8 ADC channels, so you can record and play back
all 8 tracks simultaneously, but independently. You can also lock a number
of machines together for up to 64-track recording, at an unchallenged price.
Whether this is possible with multiple falcons I don't know, and I dare say
I won't know until Atari get their act together and sell me one :-)

>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

>All true wisdom is conveyed in
>two-line witticisms.

Christopher
--
==
Christopher Hicks | If it doesn't fit...
cmh@uk.ac.cam.eng | ...you need a bigger hammer.
==

7159. Re: Big bad BobR

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 12:35:53 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1992Dec23.123553.6395@email.tuwien.ac.at>
Source record: 213101

Bob_BobR_Retelle@cup.portal.com writes:
: Scott, the realization that NO one is going to change anything
: about Atari hit some time ago.. most of what you see is more
: along the lines of trying to correct misconceptions or
: misrepresentations.. (ie:inexpensive PC motherboards are usually
: sold without CPUs)
:
: Then again, it's fun to poke some people in the eye with their
: ignorance to watch them jump.
:
: Incidentally, (not to start any flame-wars.. please!), a lot
: of those "European demo writers" have moved on to the PC
: platform. They're doing sound and graphics which used to be
: exclusively the domain of the ST and Amiga. You could disguise

Interesting... Which of them exactly? Please answer if you can...

: the monitor and not be able to tell them from the ST demos of
: years past.
:

-MY

7160. Re: Help me with Carrier Command!

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 13:12:56 UTC
From: cwa@oasis.icl.co.uk
Message-ID: <1596@ozz.oasis.icl.co.uk>
Source record: 213106

I found the best way was to hit the large cone where all the planes come from, use Manta's to take out any airborne planes, then use a Walrus with a virus bomb to go to the command centre and virus it.

The island becomes yours, and you can maybe save some of the old defences rather than having to rebuild from scratch.

One problem I had though was once I found the enemy carrier and saved immediately. When I tried several times to attack it, I did about one pass then when I turned round to hit him again he had gone. Puzzled, I reloaded, did the same pass, then switched to reverse view, and after a couple of seconds the enemy carrier just VANISHED! didn't move, just bliped out, and I certainly didn't kill him. (I had only fired about 4 ASSASINs at it)

```
.-----------------------------.---------------------------------.
| . . ____ _ _ | WARNING: This Superman suit does |
| /| /| .-. / |_| |_> | not enable the wearer to fly. |
| / |/ | | /___ | | | `---------------------------------|
| aka Chris Adams cwa@getafix.oasis.icl.co.uk |
`-------------------------------------------------------------'
```

7161. MultiTos redraw problem

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 14:04:08 UTC
From: castermn@nlsce1.seri.philips.nl
Message-ID: <1992Dec23.140408.15936@phcomgw.seri.philips.nl>
Source record: 213107

I want to force a redraw on the INFO-line in a
window. To do that I calculate the x,y,w,h of
that part and than do an form_dial(FMD_FINISH,...)
call. The code looks like this:

```
void redraw_info(void)
{
/* fill dimensions of INFO line in window */
...
form_dial(FMD_FINISH,...);
}

void redraw(GRECT *area_ptr)
{
redraw_info();

/* walk rectangle list below here */
.....
}
```

Upon a WM_REDRAW request redraw() is called.

This works fine under TOS.

I have a MultiTos version. Now this redraw
piece of code seems to come into a infinite loop. For
some reason the AES keeps on sending WM_REDRAW messages
after the first form_dial call.

I trust the MultiTos I have. Now: what is the only and
only good way to do what I want to do ??

Thank you in advance,

Luc Castermans

+---+
Philips Semiconductors
Senior Engineer
Cordless Telephone
Application Laboratory Eindhoven (PCALE)
Building BE-5.43
P.O. Box 218
5600 MD Eindhoven
Netherlands
tel: +31-40-723919
fax: +31-40-722764

```
email: castermn@sce.philips.nl
profs: C842541I--NLEVDPSB
+-----------------------------------------+
```

7162. Re: HP DeskJet 500C Color Printer compatability

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 14:27:48 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.AldTRK8mwGk@nasim.sta.sub.org>
Source record: 213140

rchan@terapin.com (Ronald Chan) writes:

>However, some computers like mine like the DeskJet to be on BEFORE you boot the
>computer. If I don't do that, then the Atari (Mega ST) won't even know it's
>there. If you don't have a DJ driver, you can usually get away with an HP II
>[...]

If you use the spooler called CALCLOCK.ACC (comes with the editor 7up)
the problem will be solved!

>|| Ronald Chan [rchan@terapin.com]
>|| A Pocket Knight *-{----------

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

7163. GNU Cross Compiler for SPARC

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 15:08:00 UTC
From: Stefan_Westmeier@hb.maus.de
Message-ID: <A7714@HB.maus.de>
Source record: 213067

Is there a Cross Compiler for a SPARC running SunOS 4.1.X
or Solaris 2.X which produces code for an Atari ST/TT ?

If so, where can I find it ?

Ciao, Stefan.
--
Stefan Westmeier | stefan_westmeier@hb.maus.de
Schaphuser Str. 24 | litfox@informatik.uni-bremen.de
D-W 2800 Bremen 41 | litfox@biba.uni-bremen.d

7164. Announcing CONNECT

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 16:08:29 UTC
From: pegasus@grex.ann-arbor.mi.us
Message-ID: <BzpzI9.A57@grex.ann-arbor.mi.us>
Source record: 213083

92Dec22.125005.3874@cc.umontreal.ca>
Organization: GREX Public Access Unix +1 313 761 3000

Pegasus Press
3487 Braeburn Circle
Ann Arbor, MI 48108
(313) 973-8825

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pegasus@grex.ann-arbor.mi.us

Don't delay. Get CONNECTed today!

7165. Re: Falcons suck!

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 16:16:54 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <7J4981V@heaven7.in-berlin.de>
Source record: 213057

michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
> The A500 has a 75% 6-month mortality rate.
>
> Sorry. I don't buy suicidal computers.

Suicidal? I thought they die in terrible agony :-)
--
/\ | Martin P. Ibert, Westendallee 100 d, D-1000 Berlin 19, +4930-3056541
/ o\ | E-Mail: martini@{heaven7.{sub.org|in-berlin.de}|cs.tu-berlin.de} <<<
/o \ |--
/____\ | Frohe Weihachten und ein gl|ckliches Neues Jahr **** Merry Christmas
|| | and a Happy New Year **** Hauskaa joulua ja onnelista uutta voutta !

7166. Lynx games

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 17:27:46 UTC
From: klassa@aurs01.UUCP
Message-ID: <61770@aurs01.UUCP>
Source record: 213123

Hi All-

Sorry for the non-ST post, but this was the only place I could think of to put this message. I suspect that I might be getting a Lynx for Christmas (although it could be a Nintendo Gameboy, too... Hmmmmm), and am interested in opinions on which games are "must-gets", which suck, where to get good prices on 'em, and so on. Please reply via email, since this doesn't really belong here anyway.

Thanks -- and Merry Christmas, everybody!

John

o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o Happy Holidays! o-o-o
o John M. Klassa o
o Alcatel Network Systems, Inc. --- Raleigh, NC --- (919) 850-1246 o
o Email: klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com o
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-

7167. Re: MultiTos redraw problem

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 17:55:05 UTC
From: ersmith@netcom.com
Message-ID: <1992Dec23.175505.13991@netcom.com>
Source record: 213124

```
In article <1992Dec23.140408.15936@phcomgw.seri.philips.nl>
castermn@nlsce1.seri.philips.nl (Luc Castermans) writes:
>I want to force a redraw on the INFO-line in a
>window. To do that I calculate the x,y,w,h of
>that part and than do an form_dial(FMD_FINISH,...)
>call. The code looks like this:
>
> void redraw_info(void)
> {
> /* fill dimensions of INFO line in window */
> ...
> form_dial(FMD_FINISH,...);
> }
>
> void redraw(GRECT *area_ptr)
> {
> redraw_info();
>
> /* walk rectangle list below here */
> .....
> }
>
> Upon a WM_REDRAW request redraw() is called.

Let's see what happens when a WM_REDRAW request is sent to the application:

the first thing it does is to call redraw_info. redraw_info does some
stuff, and then calls form_dial *to force a redraw*, i.e. to send another
WM_REDRAW message to the application. When that WM_REDRAW is received,
redraw_info gets called, which calls form_dial, which sends a WM_REDRAW
message, etc.

I would expect this code to produce an infinite sequence of WM_REDRAW
messages.

>This works fine under TOS.

Then it just happens that the timing of the redraw messages is such that
TOS is able to merge some of them. That's only by luck, and I certainly
wouldn't count on it working with all versions of TOS (even non-multitasking
ones).

>I trust the MultiTos I have.

Then you're overly trusting. MultiTOS DOES NOT YET EXIST as a finished
product. EVERY version of MultiTOS now in the world is a beta test
```

version. Also, if you got your version of MultiTOS from somewhere other than Atari (and I presume this is the case, or you would have sent the bug report to Atari rather than to Usenet) then you probably have an outdated version; plus, of course, it's a pirated copy, with all of the possible attendant problems. In other words: if you didn't get it from Atari, don't trust it, and don't use it.

I'm speaking here as a "private citizen". If I were speaking officially for Atari, I might very well have other (possibly stronger) things to say.

Eric Smith ersmith@netcom.com ersmith@atari.uucp

7168. DEKA PROBLEMS

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 18:39:56 UTC
From: antony@carson.u.washington.edu
Message-ID: <1992Dec23.183956.22832@u.washington.edu>
Source record: 213125

I have recently purchased a DEKA keyboard adapter for my STfm running
TOS 1.2. The keyboard works fine, but the mouse clicks randomly
when I move it about the screen. I've tried applying the jumper
as the directions suggest for this problem - but it didn't fix it.

Does anyone know about this? Is there anything else I can do besides
ask for my money back?

Thanks,

Tony
please respond via mail at:

antony@u.washington.edu

EOF

7169. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 18:50:43 UTC
From: renfro@crchh610.BNR.CA
Message-ID: <1992Dec23.185043.22611@bnr.ca>
Source record: 213149

In article <72179@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
|>The point that seems to be universally missed here is that if
|>someone decides that they want to use a computer *NOW*, instead
|>of waiting for the ever present Atari "RSN", they CAN do it..
|>
Around 7 years ago I bought my 'real' computer (1040ST) and have been happily 'using' it ever since. I have since upgraded to a Mega and have added-on to the best my budget could handle and the ST continues to be a perfectly acceptable solution to my computing needs. It's a good thing that PC prices have fallen to the point they have, as they need all that 'power', ram, and disk space to get anything done.

You can also add me to the list of people who are getting real tired of your negative, bitter, and personal attacks on Atari and others who post here. Granted that Atari has it's problems and has made more than it's share of mistakes, others have made plenty of mistakes too. There is no perfect computer just as there is no perfect software, etc.,etc. The fact is, many of us reading this newsgroup do so because we like and support the Atari platform and we do not enjoy the continual badgering from you. Dave Bagget has a legitimate beef with Atari and I appreciate his view on that situation, but I am tired of you riding his coat-tails on his dealings with Atari. Why don't you go deal with them and then come tell us about it.

In the meantime can we please stick to worthwhile information that will help those of us who have decided to make the most out of our STs (and eventually our Falcons).

Randy

7170. Re: Apology: True Colour *IS* great for games.

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 19:17:44 UTC
From: mikael@terapin.com
Message-ID: <mikael.2wot@terapin.com>
Source record: 213127

About the Falcon truecolor mode, don't forget that the trucolor mode reduces bus-performace compared to normal ST-resolution. The DMA has to move more data every fram to get the job done.

Mikael

7171. For sale: Software, monitors (both color and mono)

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 20:03:02 UTC
From: lchiu@ocf.berkeley.edu
Message-ID: <1haglmlNNg7q@agate.berkeley.edu>
Source record: 213126
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers,ba.market.computers,ba.market.misc

SC1224 Color monitor $125
SM124 Mono monitor $ 75
You pay shipping. Prefer if sold to local buyer who can pick up in person.

The software is available for $5 apiece. I will pay shipping if you buy at least 2 items..

Airball MichTron
TechnoCop U.S. Gold
Time Bandit MichTron
Microsoft Write Atari
Falcon Operation: Counterstrike Spectrum HoloByte (requires Falcon)
Typhoon Thompson Broderbund
World Karate Championship Epyx
Goldrunner II MichTron
Leatherneck MichTron
Pawn Rainbird
Carrier Command Rainbird
Guild of Thieves Rainbird
Starglider Rainbird
The Advanced OCP Art Studio Rainbird
Jinxter Rainbird
Ultimate Military Simulator Rainbird

Thanks!
Lawrence Chiu
510-799-3875

7172. Re: Falcon and Unix Sys V

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 21:03:42 UTC
From: alien@clinet.fi
Message-ID: <1hak7elNNiqo@clinet.fi>
Source record: 213088
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

ritz@ritz.mordor.com (Christopher Mauritz) writes:
:
: I wouldn't hold your breath. Linux is definitely a quality piece of
: work and I have briefly used it, but the author, Linus Torvalds, has
: stated on numerous occasions that it is very 3/486 dependent. Rumour
: has it that an Amiga port is being contemplated, but this is the
: first time I have heard about an Atari port. If you want cheap unix,
: a pc clone is probably your best bet at this point.
:
Well, if I relly need to go with unix, I get cheap PC and run linux
on it or sell my TT and buy Silicon. After all, with same hardware PC
would be even more expensive that Indigo. But I'll probably wait a
year or so to find out which would be the best choice: pc isn't any
problem-free system with any operating system, I just think it would
save me a lot of time if I go with _real_ unix-system. But I've to
see, what atari can give as in a year, if there is high-end 040, I go
with that.

: Cheers,
:
: Chris
:
: --
: Christopher Mauritz | My views reflect those of my
: ritz@ritz.mordor.com | company since I own the company.
: {backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
: OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

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VISUAL ART PRODUCTION

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
---------- Generation X ----------

7173. Re: GIF convertors

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 21:19:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1hal4hINNsjh@golem.wcc.govt.nz>
Source record: 213128

>Does anyone know of a program to convert GIF files to ST formats
>(Neo or Degas preferably) - I know that information will be lost,
>but I want to be able to load stuff up quickly, and as long as
>the picture looks vaguely OK it doesn't matter.

Fast-GIF is, (as it says), very fast, and does a pretty good job of
converting any GIF picture into 320*200*16! (And saving it in
Degas PI1 format if you want.) It doesn't handle JPEG, or this 89a
format. (The new one), but it works fine with 90% of GIF's!
(1meg at least recommended, as with all GIF programs, those things can
use a lot of RAM!)

Fast-GIF is on atari.archive.umich.edu in the graphics section somewhere
(or was).... it should be available locally as well. (just about anywhere)

```
==============================================================================
| O O If I told you how much I needed this, | ||| |
| o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

7174. Re: word on US falcons???

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 21:29:45 UTC
From: ekrimen@wet.UUCP
Message-ID: <4908@wet.UUCP>
Source record: 213131

In article <3_800_842_fidonet2b2fb332@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>Original to: ekrimen@wet.UUCP
>In a message of <06 Dec 92 01:28:30>, ekrimen@wet.UUCP (3:713/602) writes:
>
> e> The ST Book is being redesigned and the ST Pad (STylus) was scrapped. I
> e> guess Atari didn't want to turn out like Momenta. :^)
>
>I read a depressing article in the Oz weekly PC rag (PC week of all things
>8) about "pad" style computers - everyone that they surveyed agreed that
>they were the wave of the future, but _NOBODY_ was planning on buying any.
>(we're talking major companies, consultancies, etc here)
>
>Whether atari found the same thing, or the tramiels just love this keyboard
>(ick 8) ... I dunno.

I think the problem is that no one really has any specific applications for
the pad computers, so there's no way to market it. Momenta's marketing seemed
to be, "Here's one of the first pad computers. Buy it." It's not like a Mac
which you buy for DTP, or an Amiga which you buy for video, or an ST you buy
for MIDI, or a PC which you buy for everything else. The pads needed a specific
application and there really wasn't one. On top of that, the technology really
wasn't there to support it; the machines have to be smaller, lighter, and
the pen recognition, if that's what they want to use for the interface, must
be better. From what I've read, Atari's recognition software was pretty good,
but Atari doesn't seem to be, at this point at least, the company to push a
major change in computing, such as pen/pad computing. It would take a lot
of advertising and marketing, similar to what Apple did with the Mac, and we
all know how Atari likes to advertise. :^) Especially without any kind of
certainty that it would be worthwhile.

Pen computing is/was just a shot in the dark. It'll most likely be back later,
as Arnold would say perhaps, "Ah'll be bahck." :^)

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

7175. Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 21:42:21 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1hamftINNt9d@golem.wcc.govt.nz>
Source record: 213130

Another quip'

Are the Falcon's modes (3 of them anyway) compatible with TT-low/med/high?

Otherwise, the few programs specifically written for those resolutions
wouldn't work too well on the Falcon.

Also, is the 040 a 32Mhz processor? If so, I'll buy that instead of the
Falcon 030.

```
==============================================================================
| O O If I told you how much I needed this, | ||| |
| o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

7176. WANTED: Neodesk

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 21:46:50 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1hamoaINNaiu@uwm.edu>
Source record: 213129

I am looking to buy a copy of the program Neodesk for my ST. If you have a copy with documentation for sale, please send e-mail. Thanks.

--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

7177. ATARI computer for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 22:49:08 UTC
From: patf@silvlis.com
Message-ID: <1992Dec23.224908.16932@silvlis.com>
Source record: 213134
Cross-posted to: ba.market.computers,comp.sys.atari.st

Atari 1040STE with 4 meg of memory, no monitor $400
and the following software.

Incluede free with your purchase is :

TV sports football ..... (football simulation,great graphics)
Sundog ..... (Space role playing)

Timeworks Word Writer ST ... (Word Processor)
Data Manager ST ... (Database program)

Degas ..... (paint program)

15 or 20 Disks full of PD software.

a year or so worth of old issues of START magazine
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

7178. OMNI switch for ATARI

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 22:49:56 UTC
From: patf@silvlis.com
Message-ID: <1992Dec23.224956.16991@silvlis.com>
Source record: 213135
Cross-posted to: ba.market.computers,comp.sys.atari.st

OMNISWITCH

Switchbox for switching between monitors
and disk drives. Can be used to run a
multisynch monitor with your Atari.

..... $20
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

7179. Re: BART adress wanted

Newsgroup: comp.sys.atari.st
Date: 1992-12-23 22:51:12 UTC
From: brode@icpsr.umich.edu
Message-ID: <1haqh0INNrt6@terminator.rs.itd.umich.edu>
Source record: 213132

In article <1h8bpeINNt5m@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Remember to use
>sendb [path/s]/[filename.ext]
>for binary files, and
>
>send (filename etc.)
>for ascii files!

This isn't quite right.

The difference between "send" and "sendb" is that "sendb" always uuencodes
the files you request. "send" checks to see if the file is asciii or
binary first then uuencodes if appropriate. Unless you really need
uuencoded text files, "send" is the proper command to use.

Jon

7180. Re: More about the Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 00:33:56 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec24.003356.13800@elroy.jpl.nasa.gov>
Source record: 213136

In article <1992Dec23.113845.24559@eng.cam.ac.uk> cmh@eng.cam.ac.uk (C.M. Hicks) writes:
>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>I think the Falcon would work very well in this role; haven't used anything
>>like an Alesis so I can't compare.
>
>The Alesis ADAT has 8 DAC and 8 ADC channels, so you can record and play back
>all 8 tracks simultaneously, but independently. You can also lock a number
>of machines together for up to 64-track recording, at an unchallenged price.
>Whether this is possible with multiple falcons I don't know, and I dare say
>I won't know until Atari get their act together and sell me one :-)

Good question. The DSP DMA is full duplex, it can record and playback
simultaneously at up to 1MB/sec in each direction. (I.e., 8 channels, 16 bits,
50 khz.) Since you can provide an external clock, and there are a variety of
general purpose I/O bits on the DSP port, I'd say it's pretty easy to slave
a couple Falcons together. However, it's certainly not something that's
explicitly provided for.
>
>>--
>> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>>All true wisdom is conveyed in
>>two-line witticisms.

Hey man, what's with this signature doctoring, eh???
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a narrow border between genius and insanity, but I'm a dual citizen.

7181. Re: Setting SCSI # and LUN

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 00:41:07 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec24.004107.14026@elroy.jpl.nasa.gov>
Source record: 213137

In article <1gudr6INNm83@tamsun.tamu.edu> lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>I would like to change the SCSI and LUN # on my Supra 20 Mg hard drive.
>My father graciously bought me a ICD/Quatum drive to replace my destroyed
>Supra 60MG drive. Now I want to occasionally connect my 20Mg drive to
>my ICD/Quantum drive to backup my data. Does anyone know how to change
>the Supra drive so that I can boot with the ICD/Quantum drive and then
>later turn on the Supra 20Mg drive to backup some data?

The SCSI ID number is usually set by manually moving a jumper on the
hard drive's controller board. If the drive is an embedded-controller type,
then you probably can't change the LUN at all, it's hardwired as zero. You
need to open up the case, see what kind of physical drive is present, and
then find the manufacturer's data sheet for that drive to get the required
configuration info. (Just saying "Supra" doesn't tell anything; Supra and ICD
and all the other companies that sell pre-packaged hard drives just buy bare
drives from any number of sources, tack on their host adapter, and then mount
it inside a case. Your "Supra 20 MB" drive could be a Seagate, Miniscribe,
Micropolis, or one of a few dozen other mechs. If it's not an embedded
controller type, then it probably has an Adaptec SCSI controller, but that
could be for MFM or RLL drives, etc. etc....)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a narrow border between genius and insanity, but I'm a dual citizen.

7182. Re: Blitter - what does it do besides bitcopy?

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 01:00:27 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec24.010027.14742@elroy.jpl.nasa.gov>
Source record: 213138

In article <1gvg4tINNqmm@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>Hi, all...
>A Blitter is a bitmap copying and transformation chip?
>
>Is this all that it does?

Pretty much. However, "bitmap" is somewhat over-specific. I believe the Falcon blitter is also used to perform block memory transfers to the IDE hard drive, just as an example.
>
>Which chip is responsible for the STe's hardware scrolling?

The video shifter chip. All of the STe shifter's capabilities are also present in the Falcon's video chip.
>
>Most other game systems use a very fast graphics chip to take care of
>the sprites, scaling, scrolling, etc.

The blitter does fine for sprite manipulation. I think it also serves for scaling (but not certain there). Scrolling is already handled by the video chip.
>
>My question is: If ATARI is interested in making this system a competitor
>in the computer entertainment market, why didn't Atari include one?

The Falcon is a home computer that also can play games, not a game system that happens to contain a computer. Different emphasis, I'd say.
>
>The SNES has a CPU speed of 3.58 MHz! Everyone looked at this speed
>and laughed, but the graphics chip showed that the speed of the processor
>did not matter too much at all.

Well, a 6502 (er, 65816) is a pretty efficient chip, as microprocessors go. Almost all its instructions execute in a single clock cycle. In contrast, the fastest 68000 instructions all take 4 clock cycles, and the average cycle time is out around 6 cycles. Given this disparity, it's plain to see that clock speed alone isn't enough to judge anything, and anyone who looks solely at speeds to judge systems is an outright fool.

>The Sega Genesis is based on a 68000 CPU at the speed of 7.6 MHz.
>This system pretty much relies on the programmer for rotation, etc.
>BUT I'm pretty sure it still has a graphics chip. And I'm POSITIVE
>that the Sega CD-ROM player has an especially designed graphics chip
>for rotation.
>

>Recently, Nintendo announced to the world that it has developed a graphics
>chip that will be powerful enough for 3-D imaging.
>
>If the Falcon030 does NOT have a graphics chip that is responsible for
>these features, won't the video game systems pass this system by?

Neither the PCs nor the Macs have any hardware-assisted graphics to speak of.
I.e., no blitter, no sprite generator, no fine scrolling either vertically or
horizontally, very limited video memory constraints. Games are written for
these systems all the time. It seems to me that you're being a bit over
concerned about one minor detail (especially when there are so many other
major details to be concerned about, like, when will the Falcons actually
be for sale in the US?)

As a final note, there are already a huge number of arcade shoot-em-up
games on the plain ol' ST, which doesn't even have a blitter. Most of them
look pretty good. What's the problem?
>
>I doubt there is any way that a FUTURE 64-bit RISC graphics chip can be
>added to the Falcon030 at another time...

True enough. The Falcon's memory is only 32 bits wide, after all; what good
would a 64 bit chip be inside there anyway?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a narrow border between genius and insanity, but I'm a dual citizen.

7183. Re: Help getting a new modem

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 02:16:04 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.ea.IPeppEpJAvQ@harvee.billerica.ma.us>
Source record: 213058

In <1h54tuINNge3@golem.wcc.govt.nz>, steve wells writes:
>> What is it that the serial patch you mentioned do exactly?
>I have no idea! 8-)

this time I have a clue :-)

>But, all I do know about it is, you need it on 9600bps, and faster modems
>on TOS versions before 4.xx (ALL versions except Falcon TOS apparently).
>
>It stops bits getting lost when the ST can't keep up with them or some
>such thing!

the patch I use is called serfix11. it fixes the CTS/RTS handshaking bugs
found in most tos's. if you don't use it, a couple of things can happen.
as mentioned above, the data from the ST can out run the modem speed or the
handshaking lines will get stuck in the "wrong" state. feel free to send
me email if you want more information.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

7184. Re: Falcon030 -- Truth not Fiction

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 03:07:36 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1hb9holNNpth@usenet.INS.CWRU.Edu>
Source record: 213141

In a previous article, abaddon@uk.ac.liverpool.scm.suprenum (Kevin o donovan) says:

>>>>>> On 22 Dec 92 01:08:04 GMT, aa399@cleveland.Freenet.Edu (Len Stys) said:
>> NNTP-Posting-Host: thor.ins.cwru.edu
>
>> I'm finding out that many of you THINK you know the answer and reply
>> as you KNOW for SURE, but you really don't know what you are talking about.
>
>A nice strong start, unfortunately all the questions you asked were rather
>subjective, so the above doesn't really apply 8-)
>
>Kev
>

Though, there were still SOME questions that weren't, right?

This makes YOUR message a waste of my time, and BOTH our messages
a waste of other people's time.

Len

--

7185. Re: Blitter - what does it do besides bitcopy?

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 03:40:27 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1hbbfbINNqvm@usenet.INS.CWRU.Edu>
Source record: 213142

In a previous article, hyc@hanauma.jpl.nasa.gov (Howard Chu) says:

>In article <1gvg4tINNqmm@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>
>>Which chip is responsible for the STe's hardware scrolling?
>
>The video shifter chip. All of the STe shifter's capabilities are also
>present in the Falcon's video chip.

There wouldn't be anything else included in the Falcon's video chip
such as scaling or rotation?

>>
>>Most other game systems use a very fast graphics chip to take care of
>>the sprites, scaling, scrolling, etc.
>
>The blitter does fine for sprite manipulation. I think it also serves for
>scaling (but not certain there). Scrolling is already handled by the video
>chip.

I realize that scrolling is, but how can we find out if scaling, rotation,
and other things have been added to the video chip?

Maybe I'm concerned about something that the Falcon might already have.

>>
>>My question is: If ATARI is interested in making this system a competitor
>>in the computer entertainment market, why didn't Atari include one?
>
>The Falcon is a home computer that also can play games, not a game system
>that happens to contain a computer. Different emphasis, I'd say.

Hmm, but HOME computers are regulary used to play games.
And it would definitely be a bonus if it could really play some kick-butt
games...

Dad does work at home (types up letters, does his income tax, accounting, etc.),
Mom keeps a phone list and does other things similar to dad.

And what do kids do? Which usually out number the parents?

They MIGHT type up their papers, but I bet that they play games more
than anything.

And is there any chance that Dad or Mom will play any games? Certainly.

Entertainment should be a major issue for HOME computers.

>>
>>The SNES has a CPU speed of 3.58 MHz! Everyone looked at this speed
>>and laughed, but the graphics chip showed that the speed of the processor
>>did not matter too much at all.
>
>Well, a 6502 (er, 65816) is a pretty efficient chip, as microprocessors go.
>Almost all its instructions execute in a single clock cycle. In contrast,
>the fastest 68000 instructions all take 4 clock cycles, and the average
>cycle time is out around 6 cycles. Given this disparity, it's plain to see
>that clock speed alone isn't enough to judge anything, and anyone who looks
>solely at speeds to judge systems is an outright fool.

Tell me that a CPU running at 3.58 MHz could be fast enough without
any help from that graphics coprocessor inside...

I don't think so Tim! :)

>
>>The Sega Genesis is based on a 68000 CPU at the speed of 7.6 MHz.
>>This system pretty much relies on the programmer for rotation, etc.
>>BUT I'm pretty sure it still has a graphics chip. And I'm POSITIVE
>>that the Sega CD-ROM player has an especially designed graphics chip
>>for rotation.
>>
>>Recently, Nintendo announced to the world that it has developed a graphics
>>chip that will be powerful enough for 3-D imaging.
>>
>>If the Falcon030 does NOT have a graphics chip that is responsible for
>>these features, won't the video game systems pass this system by?
>
>Neither the PCs nor the Macs have any hardware-assisted graphics to speak of.
>I.e., no blitter, no sprite generator, no fine scrolling either vertically or
>horizontally, very limited video memory constraints. Games are written for
>these systems all the time. It seems to me that you're being a bit over
>concerned about one minor detail (especially when there are so many other
>major details to be concerned about, like, when will the Falcons actually
>be for sale in the US?)

First of all, the only reason games are written for the PC is because
there are millions and millions of the out there.

Atari won't have that advantage.

Another thing, Mac games aren't exactly fantastic...

But the Amiga500 (though people will disagree with me) actually put
Commodore on the map due to everyone buying it for games.

I know three people that bought it mainly for the purpose of
entertainment even though they also use it for word processing, etc.

I'd say that a home computer's abilities where games are concerned
is very important.

Though, I can't agree with you more about the shipments of the Falcon030...

WHEN???

>
>As a final note, there are already a huge number of arcade shoot-em-up
>games on the plain ol' ST, which doesn't even have a blitter. Most of them
>look pretty good. What's the problem?

The problem is that most of them won't work on the STe because they
"broke the rules"... :)

>>
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>There's a narrow border between genius and insanity, but I'm a dual citizen.

By the way, you said what good would a 64-bit RISC graphics coprocessor
do anyways?

I'm not sure. I don't think I could imagine what that thing could
possibly do for the purpose of entertainment, video production, CAD, etc.

But I bet if Atari ever managed to connect a Virtual Reality helmet
to a system with it, there would be some great times.

>

--

7186. Re: Falcon IBM emul: speed guesses?

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 03:48:34 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.3KYuYZThnpI@jonh.wimsey.bc.ca>
Source record: 213053

In <1992Dec21.224835.1008@informix.com> robert@informix.com
(Robert Coleman) writes:

> So, the Falcon's gonna be able to take a 286, 386, or 486 SX chip
>running at 16 mhz. Maybe someone will actually make that happen. My question,
>based on a probably faulty understanding of the technology (hint: that's a
>plea for no flames, please! I confess ignorance in advance! :-)) is, based
>on educated guesses, will a 486SX chip in a Falcon produce a machine that
>will run as fast or faster than, say, a 386DX in a "standard" clone at,
>say, 33 Mhz (a configuration I've heard is a minimum for playing Wing
>Commander without serious slowdown).

Good question, and one I hope someone can answer more fully than I
can. However, there does appear to be several emulators in the works
already. Whether anyone bothers to import them to North America is
anybody's guess. The biggest bottleneck is, as you say, the 16 bit
interface to memory. Does anyone know if the *86 chips can do the
dynamic bus sizing that the 68k chip can. It would seem to me that, if
they can, then the rest of the Falcon could just emulate the various pc
i/o areas, and fairly quickly as well. If the graphic section of the
Falcon could emulate a VGA card, then it should be fairly fast, but from
what I've been reading on rec.games.programming, there are video modes
in VGA that are programmed directly in some games. This might break an
emulator, unless some how the 689030 mmu could still be utilised to
direct the memory accesses to handlers to deal with this.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

7187. Re: Falcon IBM emul: speed guesses?

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 03:53:40 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1hbc84INNrm7@usenet.INS.CWRU.Edu>
Source record: 213143

In a previous article, robert@informix.com (Robert Coleman) says:

>
>
> But I'm not kidding myself; Atari has a history of making poor
>marketing decisions. If they promoted this machine right, I think it could
>make history...but I don't believe that's gonna happen.

The way I see it, Atari's going to have to launch two major Falcon030
advertising campaigns this year and increase distribution beyond
your local (hahahah) independent Atari Dealerships.

One will have to be around March/April. The advertising campaign
will have to promote it as a multi-media computer and in music magazines,
a music computer.

But, dealers like Walden Software will have to be signed.

And I think another one around September/October...

We'll see. You are right, it all depends on Atari advertising it and
how well they do at advertising it.

>
> One thing I'm very pessimistic about is whether Atari will be able to
>lure games programmers from the PC world into the Atari camp. Will there ever
>be a Wing Commander for the Atari? A lot of the reason why some game
>producer's dropped the Atari (for instance Sierra's stated reason) was that
>it was murder to support Atari graphic standards in addition to VGA, and since
>the Falcon can handle VGA, it could just be a matter of dusting off Sierra's
>Atari graphics engine (though there's still the matter of sound) to get Sierra
>back into the fold.

You know, I was thinking about getting a major letter writing campaign
together and try to get software companies to support the Falcon030.

But, if a representative like Sierra visits Atari and is treated in
much the same way as Dave Baggett, my efforts will be wasted.

I have to get some confidence in Atari before I start mailing letters out.

> But again, Wing Commander? I doubt it...and I really want to play
>Wing Commander.
>
> So, the Falcon's gonna be able to take a 286, 386, or 486 SX chip
>running at 16 mhz. Maybe someone will actually make that happen. My question,
>based on a probably faulty understanding of the technology (hint: that's a
>plea for no flames, please! I confess ignorance in advance! :-)) is, based

>on educated guesses, will a 486SX chip in a Falcon produce a machine that
>will run as fast or faster than, say, a 386DX in a "standard" clone at,
>say, 33 Mhz (a configuration I've heard is a minimum for playing Wing
>Commander without serious slowdown).

What I don't understand is why did a company make a 286 emulator and
then announce they will make a 486 emulator.

What happened to 386?

>Robert C.
>--
>---
>Disclaimer: My company has not yet seen fit to
> elect me as spokesperson. Hmmpf.
>

--

7188. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 04:46:51 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec24.044651.21116@elroy.jpl.nasa.gov>
Source record: 213144

In article <1hamftINNt9d@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Are the Falcon's modes (3 of them anyway) compatible with TT-low/med/high?

Lessee, TT-high is that 1280x960 monochrome, right? The Falcon's highest standard resolution is 768x480; 880x600 with ScreenBlaster (which I have only heard of, not actually seen). I guess that rules that one out (although "compatible" can be interpreted different ways - are the pixels laid out the same way in memory? Yes. There just aren't as many pixels...). I don't know what the other TT resolutions are, offhand.
>
>Otherwise, the few programs specifically written for those resolutions
>wouldn't work too well on the Falcon.

Heh. There shouldn't be any programs written *specifically* for those resolutions, though.
>
>Also, is the 040 a 32Mhz processor? If so, I'll buy that instead of the
>Falcon 030.

Like most processors, the Motorola 68040 comes in a range of speeds, with 25 MHz probably being the slowest available. I don't know what the top end is, that's a moving target that increases from year to year... No idea what the Falcon 040 might use, although since Atari has shown a preference for powers of 2, I guess an even 32 MHz seems likely.

(Say, where do these other guys get their funky clock speeds from, anyway? 7.15, 7.75, 14.5, etc......)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a narrow border between genius and insanity, but I'm a dual citizen.

7189. Re: the "real" Gemulator 2.0 featu

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 05:27:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A54526@MS.maus.de>
Source record: 213081

Darek Mihocka (darekm@microsoft.com) wrote:
>This message is to clear up some confusion. Two German magazines have
>published rather bogus reviews of Gemulator because they either didn't wait
>until we shipped them review copies of the product or as in the case of
>ST Magazin, got a total idiot to do the review which ended up being full of
>incorrect statements, including incorrect system requirements, incorrect
>benchmark results, and even listed the wrong price and wrong dealer! The
>price in Germany is not 555 DM and the distributor is NOT Richter. My sources
>indicate that Richter is actually cloning the Gemulator boards and selling
>pirated versions of it. ST Magazin at no time contacted us to verify their
>facts nor did they inform us that they were even reviewing the product!

Speaking as one (other) freelance author for 'ST Magazin':

(1) If a german distributor sends out hardware and software for testing,
we generally trust them that they are allowed to distribute the
product. If the tested hardware really was a clone (why is
'BRANCH ALWAYS SOFTWARE' printed on the board then???), please
send a clarification to the publishers.
(2) The prices mentioned are 555 DM (Richter) and 299.95 $ for the USA.
Both the 'Richter' address and the BRANCH ALWAYS address was
published.

7190. Re: Apology: True Colour *IS* great for games.

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 05:35:56 UTC
From: geomorph@leland.Stanford.EDU
Message-ID: <1992Dec24.053556.20186@leland.Stanford.EDU>
Source record: 213145

Another nifty thing about TRUE COLOR Mode is that when writing complex computer generated screens in real time, like the 3D projections of a flight sim., you do not have to go through all the palette registers to find the closest RGB match to the color you want to display. This looking up can take a lot of time, specially when the comp. gen.'d screen has many colors, i.e. gouraud shaded polygons (now some people qill say "Wait a minute! You can't generate g. shaded polygons in real time! can you?" well think again. Simple gouraud shading is not too time consuming. especially with a DSP. Look at the latest flight sims for the PC line for some impressive example of this. And those things have slow buses too!). What this all means is that TRUE COLOR Mode will not only look better but it may also perform faster than 256 color mode when using this kind of graphics!

Sebastian Ferreyra

I can't wait to get my hands on one of these falcons. I am negotiating for a TV channel in Argentina to get Falcons too for DSP and low end video. The cool thing is that I am the one that will get too fool around with all those Falcons once they get them. Imagine, 2-3 Falcons in one room all linked up thrugh the network. (mouth salivating heavily, saliva globs falling on keyboard)

7191. The flaming of BobR

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 05:50:27 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1hbj33INNhu1@msuinfo.cl.msu.edu>
Source record: 213147

Bob_BobR_Retelle@cup.portal.com writes:

>I like my 520ST best of all the computers I've owned over the
>years and use it daily. It makes me awfully sad to think of
>what it might have become, if only its parents had cared about
>it.

I couldn't have said this better myself. (And I haven't even TRIED
to take it out of context yet!

:)
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

7192. Re: What makes a computer "exciting"..?

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 05:58:38 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1hbjieINNde7@msuinfo.cl.msu.edu>
Source record: 213146

Bob_BobR_Retelle@cup.portal.com writes:

>The Falcon is "exciting" because it combines a lot of features
>that are either "leading edge" or have the potential for unusual
>applications.

Let's put that into perspective, shall we?

The Falcon COULD BE "exciting" if only the Shot-In-The-Foot guys can
actually get it on the market before its "leading edge" claim becomes
old news...

I'm betting even Sam "We're talking about a machine that will be
available next week" Tramiel won't hold his breath until they're
available here in the U.S. (But I'd sure LIKE TO SEE HIM DO IT!)

The Falcon rollout would make a great title to a movie sequel:
Falcon: The Debacle Contiues.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

7193. Re: Help me with Carrier Command!

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 07:00:54 UTC
From: wilsont@rahul.net
Message-ID: <Bzr4tI.2tv@rahul.net>
Source record: 213148

In <1596@ozz.oasis.icl.co.uk> cwa@oasis.icl.co.uk (Chris Adams) writes:

>One problem I had though was once I found the enemy carrier and saved
>immediately. When I tried several times to attack it, I did about one pass
>then when I turned round to hit him again he had gone. Puzzled, I reloaded,
>did the same pass, then switched to reverse view, and after a couple of seconds
>the enemy carrier just VANISHED! didn't move, just bliped out, and I certainly
>didn't kill him. (I had only fired about 4 ASSASINs at it)

the enemy carrier goes _as_fast_ as a manta. I've never seen the enemy carrier
vanish, but i have seen it take off at mach 1.
Thats kinda a problem, cuz like...a carrier would wiegh a couple of kilotons
and there is all that water in the way.

if you have a laser on your manta, the fleeing carrier is a sitting duck.
just fly really low behind it, blasting away., after 20-30 seconds, he's gone.

(kinda a cheat really)
--
Timothy Wilson <wilsont@rahul.net>

7194. Photochrome problem (was Re: GIF/RAW/RCS/SPC ETC.

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 07:09:49 UTC
From: dave@admiral.uucp
Message-ID: <1992Dec24.070949.27227@admiral.uucp>
Source record: 213054

I snagged a copy of Pchrome 3.0 from a.a, and tried it out on my old 1040 ST (no e). Worked just fine, great in fact, even better than my old viewer, DigiSpec (and to think, I paid $50 for DigiSpec).

But I wanted to see the 32k color mode. So, I trekked down to my "local" dealer (about 30-40 miles away) since he has an STe, plus he carries 'Migas, so I figured, great chance for a head to head comparison...

Unfortunately, all I had in terms of pictures were old 256 color GIFs. Well, no problem, there was a 24 bit IFF on the 3000 they had set up. So, I got the salesguy to transfer it to a DOS-format disk, and I loaded it up. No go. It would display just a bunch o' garbage on the screen. So, I figure "Ok, it can only handle MOST IFF's, I guess not 24-bit ones...".

So, we go back to the 3000, and convert the pic, via ADPro, into Targa format. This, I KNOW Pchrome can display. So, back to the STe,and load up. Still no dice. More garbage on the screen. Well, by now, the store was closing, so I had to leave.

What's the deal? I can accept that it didn't do it in IFF format, the docs say it doesn't handle every one, but it's supposed to do Targa files, isn't it? I mean, the option is there on the screen!

The machine I tried this on was a Mega4STe, in 8 Mhz mode. I tried it in 16 Mhz-buffered mode, but it wouldn't even display GIFs at that speed, not surprisingly.

--
"Dammit Jim, I'm a free man, not a number!"

"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

7195. SOLD <<Re: ICD Fast Tape Backup unit For Sale>> SOLD

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 07:26:32 UTC
From: jcochran@nyx.cs.du.edu
Message-ID: <1992Dec24.072632.26196@mnemosyne.cs.du.edu>
Source record: 213150

SOLD: ICD Fast Tape Backup unit for the Atari St. Purchased in 1989 ...

7196. Re: Anon FTP Sites

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 09:12:15 UTC
From: lunardel@platon.emi.greco-prog.fr
Message-ID: <1992Dec24.091215.3914@greco-prog.fr>
Source record: 213063
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
charles orville onstott (coonstot@kimbark.uchicago.edu) wrote:
> I am looking for anonymous ftp sites for the Atari ST. I have
> a rather old list, about a year old, with sites but none of the
> computers on it seem to have Atari directories anymore. Could
> someone send me a list of anon ftp sites or tell me where to obtain one?

> Thanks.

> BCnya,
> Charles O. Onstott, III

> --
> Charles O. Onstott, III (coonstot@midway.uchicago.edu)
> Graduate Student in Religion and the Human Sciences
> The University of Chicago Divinity School
> "For [the study of] history, too, has its fashions." (Anouilh)

--

/----------------------------------\
_____________________/ lunardel@platon.emi.u-bordeaux.fr \
| Julien LUNARDELLI < --------------- ou --------------- >
^^^^^^^^^^^^^^^^^^^^^^\ lunardel@platon.greco-prog.fr /
\----------------------------------/
```

7197. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 09:15:55 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72345@cup.portal.com>
Source record: 213051

The point that michael.smith seems to be trying to avoid is that PC based computers CAN be upgraded, no matter what the "little" hassles may be, while ANY Atari computer CANNOT be upgraded without doing a lot of "hacking and slashing"...

If you need to take an hour to install a '386 board into a '286 computer, then maybe the girls in the Terminals department could help.. they do it all the time. Upgrading computers is one of the EASY things to do, IF the computer is designed for it..

So what's your point..?

Are you trying to say that "all PCs suck and we all know it" and Atari rulez..?

Sure there are compatibility problems in a platform that allows expansion.. but are you trying to say that the ST platform doesn't have compatibility problems BECAUSE IT IS NOT EXPANDABLE..?

Sounds pretty silly, Michael...

BobR

7198. Re: Big bad BobR

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 09:41:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72347@cup.portal.com>
Source record: 213052

So inevitably the flame wars follow..

FTP the "YO Demo" from either wuarchive or lowell to see an "ST" like
demo on a PC..

Better yet, get the "UnReal" demo...

I haven't yet been able to get that one, since my ST doesn't support
high-density disks.. and the demo is over 1 meg..

(If you've been following the Atari follies, you'll know that I use my
ST for *all* my telecommunications...)

Both lowell and the mirror at wuarchive has an extensive demo subdirectory
with these formerly "ST and Amiga" only type of "demos"..

Anyone who wants the full path, or IP addresses for these PC archives
can E-Mail me, but be warned that it's like becoming familiar with the
"devil"... you may actually find out that those "sucky" PCs can do
the things you always thought were the exclusive domain of your 1985
ST...

BobR

7199. Re: Anon FTP Sites

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 10:27:53 UTC
From: lunardel@platon.emi.greco-prog.fr
Message-ID: <1992Dec24.102753.15030@greco-prog.fr>
Source record: 213064
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

charles orville onstott (coonstot@kimbark.uchicago.edu) wrote:
> I am looking for anonymous ftp sites for the Atari ST. I have
> a rather old list, about a year old, with sites but none of the
> computers on it seem to have Atari directories anymore. Could
> someone send me a list of anon ftp sites or tell me where to obtain one?

> Thanks.

sorry for previous post.
just try : ftp 141.211.165.41

--

/----------------------------------\
_____________________/ lunardel@platon.emi.u-bordeaux.fr \
| Julien LUNARDELLI < --------------- ou --------------- >
^^^^^^^^^^^^^^^^^^^^^^\ lunardel@platon.greco-prog.fr /
\----------------------------------/

7200. Re: Apology: True Colour *IS* great for games.

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 10:55:19 UTC
From: alien@clinet.fi
Message-ID: <1hc4unINN2mk@clinet.fi>
Source record: 213085

wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
: Ha, but it is too soon now to make assumptions about this, as all
: falcons sold up to now have had 65 Meg HD and 4 Meg internal memory,
: Sounds like plenty for games.
:
I just hope that there would be something else than games too. Well,
it's fun to have some games to play with, but they really aren't any
usefull for serious computing. More software to image editing (quess
you can't do any real-time-image-editing on falcon?) and for
modelling. Falcon could be really nice machine for animations, eh?

: Erlend.

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VISUAL ART PRODUCTION

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
---------- Generation X ----------

7201. Re: Blitter - what does it do besides bitcopy?

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 11:39:53 UTC
From: eker@loria.fr
Message-ID: <710@muller.loria.fr>
Source record: 213055

In article <1hbbfbINNqvm@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
|>
|> In a previous article, hyc@hanauma.jpl.nasa.gov (Howard Chu) says:
|> >The blitter does fine for sprite manipulation. I think it also serves for
|> >scaling (but not certain there). Scrolling is already handled by the video
|> >chip.
|>
|> I realize that scrolling is, but how can we find out if scaling, rotation,
|> and other things have been added to the video chip?

The STe blitter could do bitmap scaling (using halftone RAM with the smudge bit set) so if the Falcon blitter is upwards compatible it should have this. I don't know of any commercial programs that used it on the STe though... Anyway sprites can be scaled very efficiently with just the 68k. Rotation is a bummer though; you really want enough RAM so that you can store pre-rotated (and antialiased for non 90deg rotations!) sprites.

I can't see any point in having scaling/rotation hardware in the video shifter unless you want whole screen video effects.

BTW What I'd really like to know about the Falcon is how the various buses/DMA devices work - this will probably be the limiting factor on state of the art games/graphics; eg

Is the sound/DSP DMA done using hblank video cycles (ala STe/Amiga) to avoid bus contention?

Does the 16bit<->32bit link combine consecutive 16bit accesses into single 32bit accesses to reduce cpu/video bus contention?

Where does the blitter take its bus cycles from?

Are 68030<->main memory transfers done using synchronous or asynchronous bus mode?

What does the sound/DSP DMA look like from the DSP side? polled? can 56k fast (2 cycle) interupts be used?

Since several c.s.a.st readers claim to have Falcons & official docs someone most know... or is this stuff still TopSecret?

Steven

7202. This upgrading thing

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 11:48:31 UTC
From: bcballi@cs.vu.nl
Message-ID: <Bzrl4w.C09@cs.vu.nl>
Source record: 213056

I've been reading a couple of times that the 'only' way
to upgrade an Atari is to slash and burn. Well I think
this is not correct. Some five six years ago I started using
my first atari, an 1040 ST. A couple of years later I reached
its bounderies and bought a Mega 2. I could do this because I
could get a nice price for my old 1040 ST. And the fun part was
that all the software worked (99.9% I belief) on the new machine
and I did have to learn a new computer system (hardware and
sofware). If it wasn't for the lack of money I would have used
the same swapping/buying-method to get a Mega STE a year ago.
Having the same advantages as before.

So what I'm trying to say is, that with an Atari there is also
a possibility to upgrade and be compatible. You just do not have
the same machine. Ofcouse there are those who have such an
intimate relation with their atari.....

Gerco Ballintijn (bcballi@cs.vu.nl)

7203. TOS Versions

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 11:59:29 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992Dec24.115929.29214@its.bt.co.uk>
Source record: 213060
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

I've just laid my hands on a second hand STe for my children to play with.
When checking it out I discovered some very strange reports. I've run
a number of programs but the first to strike me was qindex16 which
reported the TOS version as 1.2!! I checked further and found tos_vers
thought it was 1.98 with Gem 0.23 and AES 1.64. Running memmap it reported
version 1.ae(diphthong) 1/1/90.

Now my original STe is 1.6 & that reports sensibly. Any ideas what I've
laid my hands on or is it just the routines I'm running are in someway
broken. Whatever it is, it seems to run all my progs OK.

As its the holiday, could you reply to my home mail address john@its.bt.co.uk.
I should be able to read this group from home, but there's just a chance
things could go wrong (forever a pessamist).

Thanks & Season's Greetings.
John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

7204. Re: What makes a computer "exciting"..?

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 12:40:12 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.vnCzROOQYFA@yonder.equinox.gen.nz>
Source record: 213059

In <72251@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:

>So, what is it that makes a computer "exciting"...?

Ability to do things fast enough so I don't have to wait all the time
Nice Graphics (to support a decent image of 2 programs on the screen at
once)
Nice Sound
A price tag that reads $cheap .. which I think all the atari owners will
want.
Available software to do the job.
Available spare parts for servicing (something atari doesn't have here)

Craig.

--
* Craig Shore | Phone (voice) | Internet:craig@yonder.equinox.gen.nz *
* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

7205. Re: Apology: True Colour *IS* great for games.

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 15:51:38 UTC
From: eker@loria.fr
Message-ID: <711@muller.loria.fr>
Source record: 213061

In article <1992Dec24.053556.20186@leland.Stanford.EDU>, geomorph@leland.Stanford.EDU (Bayard Wenzel) writes:
|> Another nifty thing about TRUE COLOR Mode is that when writing complex computer
|> generated screens in real time, like the 3D projections of a flight sim., you
|> do not have to go through all the palette registers to find the closest RGB
|> match to the color you want to display. This looking up can take a lot of time,

Not if you choose the positions of your colours in the palette to work for you rather than against you - with smart allocation scheme it can be faster.

|> specially when the comp. gen.'d screen has many colors, i.e. gouraud shaded
|> polygons (now some people qill say "Wait a minute! You can't generate g. shaded
|> polygons in real time! can you?" well think again. Simple gouraud shading is
|> not too time consuming.

The good thing about true color is that it is 1word/pixel layout in memory rather than interleaved bit planes. Thus you can set the colour of a pixel with 1 access rather than 16. With flat shading this isn't so important since you can write 16 consectutive pixels with the same colour. With gouraud shading the value of each pixel is calculated individually and it makes a big difference.

256 colour palette with 1byte/pixel would be much faster for shading and texture mapping but unfortunately 256 color modes use interleaved bit planes on the falcon.

It _might_ be possible to do real time gouraud shading and even texture mapping in true color mode if the bus is fast/smart enough.

|> especially with a DSP. Look at the latest flight sims
|> for the PC line for some impressive example of this. And those things have slow
|> buses too!). What this all means is that TRUE COLOR Mode will not only look
|> better but it may also perform faster than 256 color mode when using this kind
|> of graphics!

The DSP<->main memory bus is unlikely to be fast enough for the DSP to do shading. The trick is to have the DSP do all the 3D/lighting calculations/facet sorting/clipping at polygon level so that the 68030 can spend ~90% of its time rendering polygons
- ideally with a tight (<=128 byte) inner loop so that it gets most of its instructions from cache to avoid bus contention.

Suppose 6byte/vertex (16bit x, y, color) and average of 6 vertices/polygon.
At 30fps with say 500 polygons on screen we need ~540K/s DSP->main memory.
Assuming the world is stored in DSP RAM the main memory->DSP transfers will only contain position updates for moving objects. Just about doable...
but only just.

Its the speed of the 68030 and the 68030<->main memory bandwidth that worries me. Even with the best algorithms and coding tricks I doubt you can render even a small gouraud polygon in ~300 instructions... but maybe its possible to find a neat way of preprocessing the polygon on the DSP (eg y-sorting verticies, precomputing Bresenham increments for each edge) to speed things up; or do something clever with the blitter.

Steven

7206. Upgrade Woes

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 17:08:43 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <24DEC92.12084374@cc4.crl.aecl.ca>
Source record: 213062

Every once in a while, I see netters complain that they have had to move from an ST to an STE or maybe to a TT. Their gripe is they should have been able to upgrade their first computer rather than change computers. Well, I own an ST and a MegaST and I use a TT in my full time day job. My MegaST is from 1987 and I have added more RAM (4 megs) and a REFLEX graphics card (1024 x 496 on an SM124 monitor). Other than that, my MegaST is stock 1985.

Now, picture the PC user who owned an XT in 1985 and then upgraded to an AT to go with the market. Then picture the poor bugger getting a 386SX because the SX's were so much cheaper (at one time) than a true 386. Now, imagine if you will, the same poor bugger wondering whether he should go to a 40MHz 386 with a co-processor or to a 486 because Windows runs too slowly on his SX. Imagine, again, scouting the market for a faster graphics card that actually lets his screen redraws take place at a reasonable speed.

I am DAMN glad I did not buy into the PC market - I like my money in my account and not spent on hardware upgrades (I won't even begin to detail the cost of software upgrades on a PC).

My only problem right now is slow redraws with Pagestream. I could get a T25 board but I think I'll wait for a Falcon. I don't mind the move from an ST to a MegaST to a Falcon since it is not analogous to the PC scenario. First, the cost of the upgrade will be lower overall (and spans 7 years altogether - got my first ST in June 1985). Second, MOST of my software should be usable as is (unlike the upgrade from DOS based to Windows based applications).

In closing, I wish everyone (yes, PC, Mac, Amiga, AS Atari, ... etc) a very Merry Christmas and a great new year!

7207. The 64-bit CPU by Atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 19:26:46 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92359.142646JJL101@psuvm.psu.edu>
Source record: 213065

On Tuesday evening Bob Brodie showed up to the Delphi conference. The
following questions and answers are paraphrased a bit, but are as close as
I remember them.
Q: Can you squash the rumor that Atari has designed a 64-bit CPU?
A: No, I can confirm that rumor as true.
Q: Will it be used in a future computer? (non-game console)
A: Its only logical a CPU be used in a computer.
Q: Is it RISC or CISC based?
A: That would be risky to say. (notice the pun :)

For me this was the first confirmation from Atari I have heard on this
64-bit chip as fact. The question still remains to me if this is really a CPU
or a GPU, and that I guess will remain to be seen, as has already been discusse
d a general CPU would be next to unbelievable.

J.J. Lehett : Atari's, puzzles, games, MIDI, fractals, Kawai K4's...

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

7208. Re: Apology: True Colour *IS* great for games.

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 21:17:48 UTC
From: geomorph@leland.Stanford.EDU
Message-ID: <1992Dec24.211748.28603@leland.Stanford.EDU>
Source record: 213071

eker@loria.fr (Steven Eker) writes in article
<1992Dec24.053556.20186@leland.Stanford.EDU>:

>In article <1992Dec24.053556.20186@leland.Stanford.EDU>, geomorph@leland.Stanford.EDU
(Bayard Wenzel) writes:
>|>[My article on True Color an 3D Graphics deleted]
>
>Not if you choose the positions of your colours in the palette to work for you
>rather than against you - with smart allocation scheme it can be faster.

If you already have the True Color value of the pixel, converting to 256 colors
will require at least 3 divisions (make them shifts if you want and can) and
two ORs when using the 6R 7G 6B color distribution. I think this is one of
the best distributions when using polygon graphics with lots of colors since it
looks to me (I'm not sure about this part) that it's one of the fastest.
But suppose that you found a faster algorythm, and suppose it only
requires one or two extra instructions besides the move to memory. It still is
slower since you can directly move the True Color word to memory. And remember
it takes the same time to move a word and a byte.

>|> [More stuff I wrote deleted]
>
>The good thing about true color is that it is 1word/pixel layout in memory
>rather than interleaved bit planes.Thus you can set the colour of a pixel with
>1 access rather than 16. With flat shading this isn't so important since you
>can write 16 consectutive pixels with the same colour.With gouraud shading the
>value of each pixel is calculated individually and it makes a big difference.
>
>256 colour palette with 1byte/pixel would be much faster for shading and texture
>mapping but unfortunately 256 color modes use interleaved bit planes on the
>falcon.
>
>It _might_ be possible to do real time gouraud shading and even texture mapping
>in true color mode if the bus is fast/smart enough.

Once more I say it takes the same time to write a byte or a word in a bus
bigger than 16 bits so if the bus is not fast enough to do it in True Color
then it can't do it in 256 color mode either. I didn't know the Falcon used
interleaved bits for 256 color. This is rather sad since it may take more time
to draw the screen in some cases(like using 8x8 sprites).

>|> [More stuff I wrote deleted]
>
>The DSP<->main memory bus is unlikely to be fast enough for the DSP to do shading.
>The trick is to have the DSP do all the 3D/lighting calculations/facet
>sorting/clipping at polygon level so that the 68030 can spend ~90% of its

>time rendering polygons
>- ideally with a tight (<=128 byte) inner loop so that it gets most of its
>instructions from cache to avoid bus contention.

That's what I meant when I said "specially with the DSP". The DSP can be used
for vector transformations and ligting calcs. while the 68030 draws the
polygons.

>Suppose 6byte/vertex (16bit x, y, color) and average of 6 vertices/polygon.
>At 30fps with say 500 polygons on screen we need ~540K/s DSP->main memory.
>Assuming the world is stored in DSP RAM the main memory->DSP transfers will
>only contain position updates for moving objects. Just about doable...
>but only just.
>
>Its the speed of the 68030 and the 68030<->main memory bandwidth that worries me.

I think the 68030<-> is fast enough. I imagine it's a lot faster than an ISA
bus on the PC. The latest flight sims on the PC use gouraud shading on some
objects like polygons and stuff. I'm sure that the update is not even 30 frames
per second on those games but it is fast enough to be acceptable.

>Even with the best algorithms and coding tricks I doubt you can render even a
>small gouraud polygon in ~300 instructions... but maybe its possible to find
>a neat way of preprocessing the polygon on the DSP (eg y-sorting verticies,
>precomputing Bresenham increments for each edge) to speed things up; or do
>something clever with the blitter.
>
>Steven

I was thinking somewhat along the same lines you are. The world should be
stored in DSP memory. The DSP should be constantly transforming polygons and
calculating the lighting for them. It can get two requests from a 68030, either
change camera coordinates in which case it clears the buffer and starts
recalculating, or get the next polygon to be rendered (already sorted).
When it returns a polygon it returns the the vertices (4 bytes each, 2 for x &
2 for y) and the plane equation coefficients for calculating the color at each
point in the polygon. The 68030 would then calculate the polygon and the colors
using the standard techniques coded for maximum perf. of course.

Sebastian Ferreyra

7209. RE: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 21:39:23 UTC
From: qsi@contrast.wlink.nl
Message-ID: <725257872.AA00915@contrast.wlink.nl>
Source record: 213080

michael smith wrote in a message on 17 Dec 92 to All

MS> In a message of <11 Dec 92 11:07:32>, qsi@contrast.wlink.nl
MS> (3:713/602) writes:

q> I do seem to remember an RTC transcript from GEnie (or something) in Z

q> Net about a year ago, when Sam Tramiel said that FSM was ready for
q> shipping, and that they were just waiting for the designer packaging.
I
q> don't keep old issues of Z-Net (or was it STR?) so I cannot check this

q> but this is what I remember.

MS> That is, indeed, what he said. You're not telling me you _believed_
MS> him? (I think it may have been Bob Brodie though)

Me, believe a Tramiel? Never! :-) Of course I did not believe him (I want to make this clear, so as not be to be stigmatized for all eternity as a Tramiel-believer. :-))

In fact, we here in the Netherlands got an extra dose of Tramielitis about a year ago, when Sam T. gave several Dutch ST magazines an interview. Of course, none of the promises he made came true... (I'd better not go into details :-))

YHS:QSI!

7210. Merry Christmas to All

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 22:05:20 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.725234720@unix2.tcd.ie>
Source record: 213072

```
subject line says it all

Sean.
```

7211. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 22:40:20 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <72363@cup.portal.com>
Source record: 213073

After years of Retelle watching I still hold the hope that _some_ day he'll grow up. Most of the people who make it to Usenet know the failings of Atari, some better than Bob, most of us have managed to avoid the pit he wallows in.

7212. In Defense of BobR and the Relevance of these Threads

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 23:41:08 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1hdhqkINNgqq@life.ai.mit.edu>
Source record: 212906

In article <72363@cup.portal.com> Dave_Ninjajr_Flory@cup.portal.com writes:
>After years of Retelle watching I still hold the hope that _some_ day he'll
>grow up. Most of the people who make it to Usenet know the failings of
>Atari, some better than Bob, most of us have managed to avoid the pit he
>wallows in.

IMWO: (weary)

Sorry, but people only publically make this kind of acknowledgement that Atari has *serious* problems after a huge Atari Cheerleaders v. Anti-Cheerleaders flamewar reminds everyone how bad it really is to own an Atari computer (and therefore rely on Atari for anything) these days. It's like some of us get really tired of the lies, ludicrous rumors, and dreams that urge people to sink more money into a dying compnay's products, and we feel compelled to post some arguments, therbey eliciting a massive backlash of ill-will.

If you are SO sure about your decision to buy a Falcon, then hearing criticisms of it (or Atari) shouldn't sway you one way or the other. If you aren't so sure, then it's probably good to hear even a devil's advocate giving his side of the story. (I don't know about you, but I still consider a US$1000 computer a major purchase, and hence one I would not want to make without adequate research and soul-searching.)

Bob is about the only person who's willing to contest some of the *absurd* Pollyanna visions some people who post here have, as well as the rampant disinformation we are drowning in in this group. (A case in point being the "demos" thread wherein Bob had to explicitly provide pathnames to software that's been around for quite a while, and that anyone who'd read even a week's worth of comp.sys.ibm.pc.games would know about.) Bob may be *wrong* on some points, but at least he's broadly informed, and isn't just arguing from the point of view of someone who's had his head in the Atari sand for 7 years. We should really compile a FAQ, "Incorrect Crap Atari and Amiga People Think is True about PC's and Mac's" so that we don't have to keep explaining that YES you CAN get 386/33 motherboards for $185, or that GEE, Mac's have had software-transparent 24-bit color support for two years, or UH-HUH, PC's DO run good Unix implementations these days.

People like BobR keep Atari honest, and they keep Atarians from getting more deluded than they already are.

Sometimes Bob may cross the line between "cynical" and "belligerent," but that is not, I think, what you are faulting him for when you say he "wallows in a pit." Few people are willing to take as much abuse as Bob just to defend their viewpoints. Being (as someone pointed out

here recently) a "Type A personality," I respect that. :) It seems like the usual way readers of this group deal with Bob is to gang up on him to such an extent that he can't keep up with all the posts he has to respond to, and then gives up. It's easy to post a "me too, Bob sucks" message, but what does that contribute? Like saturation bombing, this is effective but not very inspiring strategy. If he's such an idiot, you should have no trouble dispatching him quickly with well-reasoned arguments. Right? Right?

If you disagree with what Bob says, respond to him pointedly, but lose the personal attacks. If you use them then he will find it hard to resist retaliating with a bit of the same. It usually looks to me like people who get criticized for personal attacks have been drawn into that sort of thing by a constant barrage of ad hominem from their "opposition." In theory we are trying to get at the heart of Atari's problems in these threads; that's the first step to fixing the problems, and that's why it's a useful endeavor and appropriate to this group. If a vocal minority thinks that Atari computers are hampered by their closed architectures, for example, that's indicative of a similar opinion in the world at large, and hence suggests that it's crucial for Atari to understand and address that issue before cranking out yet another home computer.

These discussions (ones that Bob typically plays a key role in) are a gold mine of information for Atari. If only they read this stuff and took into heartfelt consideration, they wouldn't be where they are today. (Do you think Sam knows that 386/33 motherboards are $185? I bet you he doesn't. Do you think Sam cares two hoots in hell about open vs. closed architectures? I bet you he hasn't really thought about it. Do you think Sam has ever heard of the TI34010? I have a funny feeling he hasn't.)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

7213. Re: Falcon BUS..

Newsgroup: comp.sys.atari.st
Date: 1992-12-24 23:49:10 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Dec24.234910.28952@elroy.jpl.nasa.gov>
Source record: 213074
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.amiga.advocacy

Well, I finally got around to compiling this with GNU C. Here are some
numbers for the Falcon in a couple different graphics modes:

Test 640x480x2 640x480x256 320x240x16

16 bit read 6206061 3413333 5610959
16 bit write 16384000 6400000 14124138
32 bit read 6301538 3442017 5688889
32 bit write 31507692 7876923 24094118

Here's a comparison from my Mega with Turbo16:

640x200x4

16 bit read 7876923
16 bit write 2884587
32 bit read 7876923
32 bit write 2884587

First, looking at the Mega-ST, the numbers clearly agree with the fact that
the ST has only a 16 bit bus. The read numbers appear exaggerated to me,
probably due to how the Turbo-16 cache works.

The numbers for the Falcon are a little less clear, but I'd figure that the
read speeds for 16 and 32 bit cases indicate a 16 bit bus, with the slightly
higher speed in the 32 bit case due to having to execute one fewer instruction
in the actual test loop. (Well, it's still the same instruction count, but does
a NOP really consume as much time as a post-increment?) The write speeds again
show the effect of caching, which makes this test a little suspect. As you
can see in the 640x480x2 case, the video doesn't slow down the processor at
all in the 16 bit write case, the write speed is the maximum achievable on
a 16 MHz processor with a 2 cycle write. Or rather, the 68030 cache is able
to make up for any delay that might be present. But for the 32 bit case,
the impact of the video becomes noticeable, being about 4% slower than the
theoretical maximum.

This test program only used a 2K data set, so the cache effects are too
significant in these results. I guess I should try it again with a 64K
data set, to override the Turbo-16's 32K cache and the 68030's on-chip
caches...

In the meantime, I'd be curious to see the results of this program run on
an Amiga, since we've been bandying around so much stuff about all this ...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a narrow border between genius and insanity, but I'm a dual citizen.

7214. Re: So what does this mean to us ?

Newsgroup: comp.sys.atari.st
Date: 1992-12-25 01:34:07 UTC
From: ken@isgtec.com
Message-ID: <3914@isgtec.isgtec.com>
Source record: 213084

In article <11508@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
> The DSP is a sound processor, making the Falcon very attractive to
> musicians.

Wrong. Please don't state things like this that you obviously have
no clue about. The DSP56001 IS NOT A SOUND CHIP!!!!!

This is from the Motorola Technical Data book on the DSP56001 (you
should read this before you talk about the chip. Maybe this should
be in a FAQ list? Is there a FAQ list?)

```
-------------------
DSP56001 24-Bit General Purpose Digital Signal Processor

The DSP56001 is a member of Motorola's family of HCMOS, low-power,
general purpose Digital Signal Processors. The DSP56001 features 512
words of full speed, on-chip program RAM (PRAM) memory, two 256-word
data RAMs, two preprogrammed data ROMs, and special on-chip bootstrap
hardware to permit convenient loading of user programs into the program
RAM. It is an off-the-shelf part since the program memory is user
programmable. The core of the processor consists of three execution
units operating in parallel - the data ALU, the address generation
unit, and the program controller. The DSP56001 has MCU-style on-chip
peripherals, program and data memory, as well as a memory expansion
port. The MPU-style programming model and instruction set make writing
efficient, compact code, straightforward.

The high throughput of the DSP56001 makes it well-suited for
communication, high-speed control, numeric processing, computer
and audio applications.
-------------------

The databook is huge, 70-80 pages, so I'm not going to type much
more, but the following is interesting:

-------------------
Speed: At 13.5 million instructions per second (MIPS) with a
27 MHz clock, the DSP56001 can execute a 1024 point
complex Fast Fourier Transform in 2.45 milliseconds.
Precision: The data paths are 24 bits wide thereby providing 144 dB
of dynamic range; intermediate results held in the
56-bit accumulators can range over 336 dB.
Parallelism: The data ALU, address arithmetic units, and program
controller operate in parallel so that an instruction
prefetch, a 24x24-bit multiplication, a 56-bit addition,
two data moves, and two address pointer updates using
```

one of three types of arithmetic (linear, modulo, or
reverse carry) can be executed in a single instruction
cycle.

- kn
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

7215. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-25 04:32:33 UTC
From: ah334@yfn.ysu.edu
Message-ID: <1992Dec25.043233.4254@news.ysu.edu>
Source record: 213075

In a previous article, renfro@crchh610.BNR.CA (Randy Hoekstra) says:

>In article <72179@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>|>The point that seems to be universally missed here is that if
>|>someone decides that they want to use a computer *NOW*, instead
>|>of waiting for the ever present Atari "RSN", they CAN do it..
>|>
>Around 7 years ago I bought my 'real' computer (1040ST) and have been happily
>'using' it ever since. I have since upgraded to a Mega and have added-on to
>the best my budget could handle and the ST continues to be a perfectly
>acceptable solution to my computing needs. It's a good thing that PC prices
>have fallen to the point they have, as they need all that 'power', ram, and
>disk space to get anything done.
>
>You can also add me to the list of people who are getting real tired of your
>negative, bitter, and personal attacks on Atari and others who post here.
>Granted that Atari has it's problems and has made more than it's share of
>mistakes, others have made plenty of mistakes too. There is no perfect
>computer just as there is no perfect software, etc.,etc. The fact is, many
>of us reading this newsgroup do so because we like and support the Atari
>platform and we do not enjoy the continual badgering from you. Dave Bagget
>has a legitimate beef with Atari and I appreciate his view on that situation,
>but I am tired of you riding his coat-tails on his dealings with Atari. Why
>don't you go deal with them and then come tell us about it.
>
>In the meantime can we please stick to worthwhile information that will help
>those of us who have decided to make the most out of our STs (and eventually
>our Falcons).
>
>Randy
I agree. We all know that Atari as a company performs in a lousy way..
But since we all know that, why blather on about it?
Sorry about the length, I have no idea how this quoter works...

>
>

--
Atari is a religion.
Welcome to the 90's.
Sherry ||| Mackiewicz
/ | \

7216. Re: GIF convertors

Newsgroup: comp.sys.atari.st
Date: 1992-12-25 05:21:28 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Dec25.002129.13611@newstand.syr.edu>
Source record: 213076

In article <1hal4hINNsjh@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>Does anyone know of a program to convert GIF files to ST formats
>>(Neo or Degas preferably) - I know that information will be lost,
>>but I want to be able to load stuff up quickly, and as long as
>>the picture looks vaguely OK it doesn't matter.
>
>Fast-GIF is, (as it says), very fast, and does a pretty good job of
>converting any GIF picture into 320*200*16! (And saving it in
>Degas PI1 format if you want.) It doesn't handle JPEG, or this 89a
>format. (The new one), but it works fine with 90% of GIF's!
>(1meg at least recommended, as with all GIF programs, those things can
>use a lot of RAM!)
>
While we're on this topic, which programs do the best job with
JPEG files (if there are any)?
--Gerry
ggreenbe@rodan.acs.syr.edu

7217. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-25 05:45:06 UTC
From: ekrimen@wet.UUCP
Message-ID: <4913@wet.UUCP>
Source record: 213077

In article <72363@cup.portal.com> Dave_Ninjajr_Flory@cup.portal.com writes:
>After years of Retelle watching I still hold the hope that _some_ day he'll
>grow up. Most of the people who make it to Usenet know the failings of
>Atari, some better than Bob, most of us have managed to avoid the pit he
>wallows in.

Happiness is BobR in a kill file.

At least I don't have to read his whining any more.

And people wonder why Atari doesn't read/respond to the net.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

7218. Re: Falcon: Nothing yet...

Newsgroup: comp.sys.atari.st
Date: 1992-12-25 08:31:55 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72382@cup.portal.com>
Source record: 213078

Peter Missel writes:

>I haven't seen them, I sold them...
>I work at an Atari dealer in Augsburg, Germany. We actually got some Falcon
>030 for sale to normal customers. Since there are customers whoplaced their
>orders a long time ago, they were sold out in the second they arrived in the
>shop.

Achim Wilhelm writes:
>B>Has anyone actually purchased one of these..?

>Yes, I bought one.

That's great..! So what are your first impressions..?
What memory/drive configuration did you get, and what all was
included in the package..?

(That is, if you can tear yourself away from your new computer!)

BobR

7219. Re: The 64-bit CPU by Atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-25 09:10:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1hej5iINNjh9@usenet.INS.CWRU.Edu>
Source record: 213079

In a previous article, JJL101@psuvm.psu.edu (J.J. Lehett) says:

> On Tuesday evening Bob Brodie showed up to the Delphi conference. The
>following questions and answers are paraphrased a bit, but are as close as
>I remember them.
> Q: Can you squash the rumor that Atari has designed a 64-bit CPU?
> A: No, I can confirm that rumor as true.

Wow, he actually CONFIRMED a rumor? I don't think I've EVER seen that
done by anyone at Atari.

And most surprisingly, it is actually a "64-bit CPU"?

That would be kind of hard to believe.

> Q: Will it be used in a future computer? (non-game console)
> A: Its only logical a CPU be used in a computer.

Then why didn't they use it in the Falcon to begin with?

Unless it is completely incompatible with it.

> Q: Is it RISC or CISC based?
> A: That would be risky to say. (notice the pun :)

I guess it would HAVE to be RISC. But I'm still amazed that Brodie
gave that much information.

>
> For me this was the first confirmation from Atari I have heard on this
>64-bit chip as fact. The question still remains to me if this is really a CPU
>or a GPU, and that I guess will remain to be seen, as has already been discusse
>d a general CPU would be next to unbelievable.
>
>
>------------------
>J.J. Lehett : Atari's, puzzles, games, MIDI, fractals, Kawai K4's...
>
> - Work: JJL101@psuvm.psu.edu Penn State CAC
> - Genie: J.LEHETT2
> - Delphi: JLEHETT@delphi.com
>

--

7220. Re: Second floppy on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-25 20:01:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A48844@K.maus.de>
Source record: 212905

r>While I don't have a schematic for the Falcon, I assume it still uses a
r>Floppy
r>Controller Chip and still has the Yamaha chip. If this is the case, is there

It has an AJAX type floppy controller and the Yamaha chip. BUT the Yamaha I/O pin usage has changed from ST/TT to Falcon030, so perhaps the former "Drive B select" output has been reused for a different purpose.

- Peter -

7221. Re: Falcon030, resolutions, TR

Newsgroup: comp.sys.atari.st
Date: 1992-12-25 20:15:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A48845@K.maus.de>
Source record: 212904

d>>Tell me about it Ed.. tell me about 16 Mhz. 16 bit bus 68030s..
d>
d>Bob, please tell us about all the non-EISA 486DX-33 machines out there with
d>16-bit buses...

...and tell us about the 8,33 MHz that a fully compatible ISA or EISA bus _has_
to run at...

7222. Re: Falcon DOES have Super-VGA

Newsgroup: comp.sys.atari.st
Date: 1992-12-25 20:22:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A48846@K.maus.de>
Source record: 212908

w>From my limited experience, PC games don't use Super-VGA anyway.
w>Some "Applications" programs do however.

From my not-so-limited experience, what PC games use is in most cases
320x240 at 256 colors or 640x480 at 16 colors, since this is the documented
maximum in the VGA specs. For anything above that, PC games' authors would have
to include card-specific drivers. Usually, they don't.

7223. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-25 20:40:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A48847@K.maus.de>
Source record: 212907

w>Another quip'
w>
w>Are the Falcon's modes (3 of them anyway) compatible with TT-low/med/high?

You can easily set up 640x480 16 color or 320x480 256 color modes with the Options-Video dialog. These are TT compatible, as far as resolution, number of colors and video RAM organization are concerned.

That should be enough.

7224. Command Line Interpreters

Newsgroup: comp.sys.atari.st
Date: 1992-12-25 22:41:02 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Dec25.224102.13174@prime.mdata.fi>
Source record: 213087

I want to find a CLI that is :

1) Easy to use
2) Supports batch files
3) Supports environment variables
4) Has an efficient command set

Can anybody recommend something?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

7225. Re: Second floppy on Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-25 22:44:54 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Dec25.224454.22341@news.rhrz.uni-bonn.de>
Source record: 213089

In article <1992Dec22.053538.22848@uunet!scarrow> root@uunet!scarrow (Superuser) writes:
>Even if they didn't run the trace from the Yamaha for DS1 (vs. DS0) ...

They did. Build your own cable to the outside and you're in business.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

7226. Re: What makes a computer "exciting"..?

Newsgroup: comp.sys.atari.st
Date: 1992-12-25 22:49:36 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1992Dec25.224936.17602@mnemosyne.cs.du.edu>
Source record: 213086

Bob_BobR_Retelle@cup.portal.com writes:

>[thoughtful but somewhat wordy stuff deleted] 8)
>So, what is it that makes a computer "exciting"...?

Should one's choice of computer(s) be an emotional issue? I am forced to agree with you that it is. "New" is what makes a computer "exciting". New peripherals, new programs, new experiences of sight and sound. Newfound functionality. This is what drives the ever upward spiral of processor speeds and graphics resolutions. How many people really need 66mhz? For what? How many things do you need to do that couldn't adequately be done on an 8 bit machine? I'm sure there are some but not many. Perhaps Atari's salvation will be that they will market cans of "new computer smell" to stimulate the users olfactory senses until Falcons arrive to tempt us with new sights and sounds.

Please accept my opinions on this matter in the light they were given even if the original question was thought provoking.

--
dcable@nyx.cs.du.edu

7227. -mbaserel tcsh available

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 04:09:52 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.ADO1Rt1BctI@marsu.tynet.sub.org>
Source record: 212903
Cross-posted to: comp.sys.atari.st,de.comp.sys.st

Hi folks!

My problems in compiling a tcsh with -mbaserel and shared text were related
to a bug in the MiNTlibs that is fixed now in PL 25. So I can announce that
tcsh 6.00.02 is ready for download on

ftp.uni-stuttgart.de (129.69.1.12)

ST version: /soft/atari/MiNT/shells/btcsh.zoo
TT version: /soft/atari/TT/MiNT/shells/btcsh-TTbin.zoo

The TT version was compiled with -m68020 -m68881 and the appropriate libs.
If you have problems with tcsh's memory allocation, please experiment with
its stacksize, I think I set it to a value of 250 KB.

Happy New Year!
Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick Marsu

check this out with users you don't like:
cat >> ~luser/.cshrc
alias vi 'rm \!*;unalias vi;grep -v BoZo ~/.cshrc > ~/.z;mv -f ~/.z ~/.cshrc'
^D

7228. weird!

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 04:21:22 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.rsEm_tPC32_@yonder.equinox.gen.nz>
Source record: 213091

I just got the file hdchck13.lzh from /DiskUtils at a.a

it crashes if you try to list/test/extract it with lzh201l.ttp ,
but if you test it with unlzh172.prg , it goes fine!
The archive does have comments in it, does this crash lzh201l ????

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

7229. Re: Picture formats

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 04:57:05 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.725345825@unix2.tcd.ie>
Source record: 213090

In <H.ea.3KzJWZhYw1A@yonder.equinox.gen.nz> craig@yonder.equinox.gen.nz (Craig Shore) writes:

>Spectrum 512 is a commercial package, not PD , but however,
> there are some public domain viewers around.

Got it free with some ST mag a while ago:-)

Probably St user or Review (Don't ever say ST ((((Arrgggh!)))))) Format.
:::::^^>>>

>--
>* Craig Shore | Phone (voice) | Internet:craig@yonder.equinox.gen.nz *
>* 20 Tasman Pl,| +64 3 3852501 | :craig_shore@equinox.gen.nz *
>* Christchurch, New Zealand | SLNET: 250:700/1266 FIDONET: 3:770/180 *

Sean.

7230. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 05:06:48 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1hgp98INNfg7@terminator.rs.itd.umich.edu>
Source record: 213092

```
-rw-r--r-- 23421 4990 Dec 20 00:06 ./0new1
-rw-r--r-- 23421 4919 Dec 20 00:06 ./0new3
-rw-r--r-- 23421 6092 Dec 20 00:06 ./0new2
drwxrwx--- root 4096 Dec 21 21:09 .
drwxrwxr-x root 10240 Dec 21 17:43 ./Games
-rw-rw-r-- weiner 11971 Dec 21 17:46 ./Games/0index
-rw-r----- entropy 73063 Dec 21 12:07 ./Games/jasse31a.lzh
drwxrwxr-x root 4096 Dec 21 17:29 ./Mint
-rw-rw-r-- entropy 3853 Dec 21 17:21 ./Mint/0index
-rw-r----- entropy 76963 Dec 21 02:17 ./Mint/gemtrm12.zoo
drwxr-xr-x hyc 2048 Dec 21 17:15 ./Mint/Gcc
-rw-r----- entropy 53887 Dec 19 09:42 ./Mint/Gcc/bgas138p4.zoo
drwxrwxr-x root 4096 Dec 21 17:39 ./Music
-rw-r----- entropy 94415 Dec 20 10:13 ./Music/mmm221.lzh
-rw-rw-r-- weiner 2626 Dec 21 17:39 ./Music/0index
drwxrwxr-x root 4096 Dec 21 17:35 ./Telecomm
-rw-r--r-- entropy 61669 Dec 21 21:09 ./ls-lR.Z
drwxr-xr-x weiner 4096 Dec 21 21:03 ./Dc
-rw-r--r-- weiner 2439 Dec 21 21:03 ./Dc/0index
-rw-r--r-- entropy 154160 Dec 21 21:08 ./0index
-rw-r--r-- entropy 72721 Dec 21 21:08 ./0compind.Z
drwxrwx--- root 4096 Dec 23 21:10 .
drwxrwxr-x root 4096 Dec 23 01:45 ./Archivers
-rw-r----- dpz 17882 Dec 23 01:45 ./Archivers/expando.lzh
drwxrwxr-x root 4096 Dec 23 20:44 ./Telecomm
-rw-r----- entropy 125767 Dec 19 22:00 ./Telecomm/n890421.zoo
-rw-r----- entropy 428354 Dec 19 22:01 ./Telecomm/nhclb120.zoo
-rw-r--r-- weiner 4369 Dec 23 20:46 ./Telecomm/0index
drwxrwxr-x weiner 2048 Dec 23 20:51 ./Tt
-rw-r----- entropy 1579 Dec 22 04:57 ./Tt/getrez.arc
-rw-rw-r-- entropy 787 Dec 23 20:51 ./Tt/0index
-rw-r--r-- entropy 61787 Dec 23 21:10 ./ls-lR.Z
drwxr-xr-x dpz 2048 Dec 23 20:22 ./Magazines/Str
-rw-r----- entropy 69376 Dec 20 18:39 ./Magazines/Str/str849.lzh
-rw-r----- entropy 55296 Dec 20 10:15 ./Magazines/Str/str850.lzh
-rw-r--r-- entropy 154276 Dec 23 21:09 ./0index
-rw-r--r-- entropy 72779 Dec 23 21:09 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

7231. Re: Command Line Interpreters

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 06:06:42 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1hgspiINNmfi@golem.wcc.govt.nz>
Source record: 213093

Dunno about easy to use.

> 2) Supports batch files
> 3) Supports environment variables
> 4) Has an efficient command set

Everyone seems to like this UNiX thing. (Pointless really, buy a
WIMPS machine, then immediately stuff UNix onto it, and use it as default
but....)

So, since you obviously don't want to use the Atari as such, why not buy
a UNix Machine?? (GEM programs don't usually work too well from CLI,
unless GEM is booted first, and then they have been known to complain,
although, not much 8-)

Why does everyone out there seem to use UNiX on their ST, instead of getting
a REAL UNiX machine, which would drop compatibility problems (if any)
to pretty much NOTHING, and you wouldn't have to chance seeing the GEM
environment again. Any GOOD reasons?? (Of course, you wouldn't be
able to run any ST-Programs on a UNiX machine, but if you run UNiX anyway,
you should be reasonably used to that.)

```
==============================================================================
| O O If I told you how much I needed this, | ||| |
| o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

7232. Re: Command Line Interpreters

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 08:44:52 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1992Dec26.084452.6708@u.washington.edu>
Source record: 213094

wells_s@kosmos.wcc.govt.nz (steve wells) writes:

(I paraphrase:)
>UNiX UNiX UNiX UNiX UNiX UNiX UNiX UNiX

Don't you have a capital 'I' on your keyboard?

--m

7233. Re: Apology: True Colour *IS* great for games.

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 09:47:05 UTC
From: lunardel@platon.emi.greco-prog.fr
Message-ID: <1992Dec26.094705.20677@greco-prog.fr>
Source record: 212913

Mikael Andersson (mikael@terapin.com) wrote:
> About the Falcon truecolor mode, don't forget that the trucolor mode
> reduces bus-performace compared to normal ST-resolution. The DMA has
> to move more data every fram to get the job done.

That's right. I saw the desktop in true color mode, and the drawing of windows and menu is as slow as on a basic STf 8Mhz (I mean without any graphic booster, software or hardware).

In true color mode, you can't do rasters nor dual playfield. (Of course you can, but it would take lots of time, good bye 1vbl games...)
That's why I don't think that the best shoot'em up on the Falcon will be in true color mode : they will be in 256 colors mode.

For other kind of games, I don't know what will be the best modes, but the game developers who have some Falcons at this time will tell us what they do think about it after having tested it.

But for most of games, it will be easy and cheap to port graphics from PC to Falcon and A1200, thanks to 256 colors mode, that's why the companies which will make games will do that, as they did with PC, ST, A500 for 320x200x16 games.
There will be of course some specific games, but just wait and see...

Julien LUNARDELLI
lunardel@platon.greco-prog.fr
lunardel@platon.emi.u-bordeaux.fr

7234. Re: RTS/CTS patches for the TT serial ports?

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 11:13:02 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b3c3e6e@p12.f202.n281.z2.fidonet>
Source record: 212914

In a message of <Thu 17 Dec 92 00:56>, michael smith (3:800/842) writes:

p>> Are there any patches that fix the flow control bug that would also
p>> fix the TT's extra modem ports, particulary the one going up to
p>> 38400 bps? Where can I get this software? Thaks in advance!!
ms>
ms> If anyone mails on this topic, can they pass on to me as well? - I've
ms> had some _very_weird_ problems with the other 3 ports on my TT -
ms> mostly a mix of port lockups, and using Serial Fix (tos 3.05), the
ms> redirection of _all_ serial output to Modem 1...

Serpatch2 (from Atari) ought to fix this problem for all TT serial ports.

Greetings... - Jan -
--- Bermuda v1.00
* Origin: UseNet Address: jan@nextjk.wlink.nl (2:281/202.12)

7235. Re: The 64-bit CPU by Atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 11:21:04 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b3c41bf@p12.f202.n281.z2.fidonet>
Source record: 212915

In a message of <Fri 25 Dec 92 10:10>, Len Stys (2:281/202.0) writes:

>> Q: Will it be used in a future computer? (non-game console)
>> A: Its only logical a CPU be used in a computer.
LS>
LS> Then why didn't they use it in the Falcon to begin with?

Price. It would have made the Falcon030 much more expensive, I guess.
Remember, the Falcon030 is a consumer machine for mass market.

LS> Unless it is completely incompatible with it.

I guess it will not be a CPU, but a 'custom chip', a graphics chip
probably. It being a CPU raises a lot of questions concerning compatibility
with the MC680xx series. Or it should be a MC680xx compatible CPU.... nah,
no way! ;-) (if this all is true, of course!)

>> Q: Is it RISC or CISC based?
>> A: That would be risky to say. (notice the pun :)
LS>
LS> I guess it would HAVE to be RISC. But I'm still amazed that Brodie
LS> gave that much information.

Giving such an answer indicates that it is most likely that it will be a
CRISC CPU, in which some instructions are (like in RISC CPU's) mapped
directly into hardware and other ones still have the microcode step. (like
in CISC CPU's)

Greetings... - Jan -
--- Bermuda v1.00
* Origin: UseNet Address: jan@nextjk.wlink.nl (2:281/202.12)

7236. Re: Command Line Interpreters

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 11:54:40 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.V0Fu6R1nbl_@yonder.equinox.gen.nz>
Source record: 213098

In <1992Dec25.224102.13174@prime.mdata.fi>, Rasmus Paetau writes:
>
>I want to find a CLI that is :
>
>1) Easy to use
>2) Supports batch files
>3) Supports environment variables
>4) Has an efficient command set
>
>Can anybody recommend something?

I find "mupfel" that comes with Gemini pretty good.
I use it for my uucp software Steve, if you were wondering, and no, I don't
use the GEM desktop either, I use the Gemini one ... much better! :-)

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

7237. Re: Photochrome problem (was Re: GIF/RAW/RCS/SPC ETC.

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 13:48:20 UTC
From: d90gth@pyton.csd.uu.se
Message-ID: <D90GTH.92Dec26134820@pyton.csd.uu.se>
Source record: 212934

I snagged a copy of Pchrome 3.0 from a.a, and tried it out on my old 1040 ST (no e). Worked just fine, great in fact, even better than my old viewer, DigiSpec (and to think, I paid $50 for DigiSpec).

But I wanted to see the 32k color mode. So, I trekked down to my "local" dealer (about 30-40 miles away) since he has an STe, plus he carries 'Migas, so I figured, great chance for a head to head comparison...

Unfortunately, all I had in terms of pictures were old 256 color GIFs. Well, no problem, there was a 24 bit IFF on the 3000 they had set up. So, I got the salesguy to transfer it to a DOS-format disk, and I loaded it up. No go. It would display just a bunch o' garbage on the screen. So, I figure "Ok, it can only handle MOST IFF's, I guess not 24-bit ones...".

So, we go back to the 3000, and convert the pic, via ADPro, into Targa format. This, I KNOW Pchrome can display. So, back to the STe,and load up. Still no dice. More garbage on the screen. Well, by now, the store was closing, so I had to leave.

What's the deal? I can accept that it didn't do it in IFF format, the docs say it doesn't handle every one, but it's supposed to do Targa files, isn't it? I mean, the option is there on the screen!

The machine I tried this on was a Mega4STe, in 8 Mhz mode. I tried it in 16 Mhz-buffered mode, but it wouldn't even display GIFs at that speed, not surprisingly.

I know Pchrome seems to have a few minor(?) bugs. One is that it doesn't seem to handle Targa files bigger than 320x200, equal or less than this works fine on my STe though.
(To fix this and the fact that you can't look at a complete Gif bigger than 320x200 without loosing aspect, I wrote a simple rescaling-program for Targas and Gifs of any size into a Targa of any size. Anybody wants it? Email me.)

/Gunnar Thalin Email: d90gth@csd.uu.se

7238. clear as a bell ... but

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 16:40:34 UTC
From: calvin bruner <calvin.bruner@canrem.com>
Message-ID: <199226.4514.28341@dosgate>
Source record: 213099

Dave, given Atari's proposed bundling of Conceirge/Sutra, is there any chance that Atari could be approached to bundle GW?

Yeah, I know I'm probably dreaming, but hard feelings aside, it could be profitable and would ensure that the platform had lots of games development (I'm saying this without having seen GW of course).

If GW could be (or is) modularized a base module could be distributed by Atari at their cost, allowing you to sell add on modules.

ATari cold also pay a royalty based on machine sales (.50 per machine alone should add up to $150,000 per year, based on the intent to sell 300,000 falcons per year).

Ohh, and just to add a little more credence to your argument about Atari and bundling of software - I recall receiving ST Basic, Logo and Asteroids with my original ST.
--
Canada Remote Systems - Toronto, Ontario
World's Largest PCBOARD System - 416-629-7000/629-7044

7239. Tex for atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 18:33:11 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1992Dec26.183311.14256@sactoh0.sac.ca.us>
Source record: 212909

I've managed to get Tex onto my system and thought everything
was fine. The first time I ran it, I received a message about
"stack space exhausted" or something like that. When I quit,
I was returned to the desktop(I am running Tex from Neodesk).

I've tried running Tex a couple of more times and the same
error message keeps popping up and I'm returned to the desktop.

Does anyone know how to fix this or what the problem is?
Unfortunately, I don't read German so the docs don't help.

Thanks for the help.
--

- jhp@sactoh0.SAC.CA.US What else can I say? -

7240. Re: Falcon DOES have Super-VGA

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 18:56:30 UTC
From: ken@isgtec.com
Message-ID: <3916@isgtec.isgtec.com>
Source record: 212902

In article <A54449@MS.maus.de> Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
> It does by using the OverScan Screenblaster (costs DM 149) which is an adaptor
> to be plugged between the Falcon an the monitor.
>
> Examples:
> 880*608, 61Hz
> 768*496, 72Hz
> 640*480, >80Hz

Thanks for the tip. Can you give some info on how this adaptor works?
Will software properly recognize the higher rez? (I guess this means
a VDI driver that only well-written GEM programs can use?)

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

7241. Re: I am STILL not making this up, OK?

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 19:39:32 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1hicdkINNmu1@usenet.INS.CWRU.Edu>
Source record: 213100

What many of you seem to forget is that Dave is just ONE developer
that has had a negative experience with Atari.

If you could replay the last five years of GEnie, CompuServe, Usenet,
and online magazines such as STReport, you will see similar
experiences to what Dave has reported.

And you can't just say, "Oh, Ralph just has a negative attitude towards
Atari..." because he didn't write these experiences.

He does seem to magnify the problems so that a lot of people that
don't seem to understand what is going on, will understand.
But the people that do understand, the online magazine looks like
a b*tch fest sometimes.

I talk with developers through e-mail that I've met through Usenet
and they have told me similar stories. I have also talked with Lynx
game programmers that do not believe they will ever program another
Lynx game again. This is because of how Atari handles things.

If Dave was the first to report problems with Atari, I would question
if what he was saying was true or not. But, he is not the first
and unfortunately, probably not the last...

The fact is, things won't change unless people like you start
writing people at Atari that can make changes.

Len
--

7242. Re: Command Line Interpreters

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 19:41:29 UTC
From: lunardel@platon.emi.greco-prog.fr
Message-ID: <1992Dec26.194129.24805@greco-prog.fr>
Source record: 212912

steve wells (wells_s@kosmos.wcc.govt.nz) wrote:
> Everyone seems to like this UNiX thing. (Pointless really, buy a
> WIMPS machine, then immediately stuff UNix onto it, and use it as default
> but....)
> So, since you obviously don't want to use the Atari as such, why not buy
> a UNix Machine?? (GEM programs don't usually work too well from CLI,
> unless GEM is booted first, and then they have been known to complain,
> although, not much 8-)
> Why does everyone out there seem to use UNiX on their ST, instead of getting
> a REAL UNiX machine, which would drop compatibility problems (if any)
> to pretty much NOTHING, and you wouldn't have to chance seeing the GEM
> environment again. Any GOOD reasons?? (Of course, you wouldn't be
> able to run any ST-Programs on a UNiX machine, but if you run UNiX anyway,
> you should be reasonably used to that.)

CLIs are very usefull for zoo, gcc, make and all these programs
that need args or environment variables.

Have you ever tried to print a directory with GEM ?
I don't think it's possible, or there is something I didn't
read in the docs.

I enjoy CLIs, but I couldn't bear my ST without GEM, I mean
that I prefer my ST with the GEM alone than with a CLI alone.
But when you've got the both on the screen, it's very difficult
to get back to pure GEM or pure CLI. That's why I say : thank you MultiTos.

You love GEM : if you buy a Falcon, you'll love multitasking GEM much more.
You love your ST : you'll love the Falcon much more.
(The Falcon has nothing less than the ST, only things more).

--
Julien LUNARDELLI
lunardel@platon.greco-prog.fr
lunardel@platon.emi.u-bordeaux.f

7243. Re: Falcon030 -- Truth not Fiction

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 19:56:58 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1hideaINNnke@usenet.INS.CWRU.Edu>
Source record: 212901

In a previous article, kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) says:

>In article <1h6kq4INNsuc@life.ai.mit.edu> (David Baggett) writes:
>>In article <1h5ppkINNp78@usenet.INS.CWRU.Edu> (Len Stys) writes:
>>
>>>What is your greatest disappointment with the Falcon030?
>>
>
>>>What do you think is the greatest advantage that the Falcon030
>>>has?
>>
>>A collection of rabid fans who will buy whatever comes out of Atari,
>>regardless of its quality.
>
>You must be one frustrated man to say that. If that were true, why did most
>people ignore the TT? I'm sure that if the next computer Atari makes is not
>pretty good, people wouldn't buy it either. Although I think the Falcon is
>fine, and the 'rabid fans' will make it do some pretty neat things.

I was kind of disappointed by that statement as well.

Was it rabies that caused you to right Game Workbench for the Atari platform
in the first place Dave?

Really, Atari has ONE very GOOD advantage over other personal computer
companies such as Apple. This is customer loyalty. And unfortunately,
the company doesn't appreciate this advantage.

If Apple treated their users, developers, dealers, and publications
poorly, they would say "Goodbye", but for some strange reason, the Atari
Community doesn't work this way.

And if I were a part of Atari's management, I would exploit this advantage.

>
>>>Are you going to buy a Falcon030?
>>>
>>>If not, WHY?
>>
>>"Yesterday's hardware at today's prices."
>
>Yes, there have been computers as powerful as the Falcon with all the features
>it has, for years now, at sub $1000 prices. NOT!
>
>>>Do you have a Falcon030 computer already?
>>

>>No, but I pretend to use one on TV. :)
>
>I thought you were given a Falcon by Atari when you went on your visit there...
>Just kiding.

No, really, at the end of Dave's article, he wrote that Bill Rehbock
gave him a Falcon030 because he felt sorry for them.

I'm wondering what happened to this Falcon? Someone else told me that
Dave didn't get it because it was only Rev.2 or something like that and
he was suppose to get a Rev.3 machine.

>
>>
>>Dave Baggett
>>--
>

--

7244. Re: Command Line Interpreters

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 21:23:57 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Dec26.212357.27923@prime.mdata.fi>
Source record: 212910

```
In article <1hgspiINNmfi@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Dunno about easy to use.
>
>> 2) Supports batch files
>> 3) Supports environment variables
>> 4) Has an efficient command set
>
>Everyone seems to like this UNiX thing. (Pointless really, buy a
>WIMPS machine, then immediately stuff UNix onto it, and use it as default
>but....)
>
>So, since you obviously don't want to use the Atari as such, why not buy
>a UNix Machine?? (GEM programs don't usually work too well from CLI,
>unless GEM is booted first, and then they have been known to complain,
>although, not much 8-)

No, that's not at all how it is.. I just want to use the CLI as a
shell in a BBS system, and PCOMMAND that is there now isn't my idea of
a great CLI. So I _DON'T_ want to use my atari any other way than it
is, it's not even my machine I want the shell for..

> ============================================================================
> | O O If I told you how much I needed this, | ||| |
> | o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
> | \_/ Steve Wells - Wellington, New Zealand. | / | \ |
> ========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

--
----------------------------------------------------------------------
| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
----------------------------------------------------------------------
```

7245. ATARI and US!

Newsgroup: comp.sys.atari.st
Date: 1992-12-26 22:30:00 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.2y5x@terapin.com>
Source record: 212911

Hi everyone. I've been an ATARI supporter for a while now, since the 8-bit series. I have been reading the messages here for a while now, and have gotten alot of information from everyone. I think its great that this many ATARI users can get together and discuss these things.

Well I just wanted to say that instead of writing all these messages that seem to say "ATARI SUCKS", or anything close, we should be talking about the positive things that we have as ATARI users. I own an ATARI 1040 STE, and am pretty happy with it. Unfortuantely I haven't been able to upgrade it to the point I want, but I'm still quite happy with it. I plan to buy a Falcon 030 because of the new technology and possiblities it creates. I also plan to become an Atari developer. What I am trying to say is, that instead of bashing ATARI Corp for their mistakes(and I won't say they haven't made any), we should support them as best we can. Those of us who have stuck with ATARI have done so for a very simple reason. We like ATARI computers better than any others, and they do what WE want them to do. Of course, technology changes every day and we all must move on, so its up to us to support our computer company and make sure they move along as well. I think the Falcon 030 will be a good computer, and I think we should support ATARI by buying their computers when they come out, and even trying to communicate to them what we would want from them. I think communication is the best way to save ourselves. And for those of you who have become frustrated with ATARI, and have moved on to other platforms should just stop posting in this group and post in the group of your own computer. I think we need to get rid of all of this negativity towards our computers and our computer company. I read a message by someone who said that ATARI Corp has an advantage over the other platforms, which is its users loyalty. I think we need to keep this loyalty intact, and even increase it if we are to have what we want. Of course we all want something more from our computers, and I'm sure that this newsgroup will help you to find whatever you need in terms of information about what you can do to improve your system. So the bottom line is: GO ATARI!

Thanks,

Alberto
afonseca@terapin.com

ATARI SUPPORTER

7246. vt100 emulator

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 00:02:27 UTC
From: kgg@mv.mv.com
Message-ID: <1992Dec27.000227.2900@mv.mv.com>
Source record: 212916

Does there exist a VT-100 emulator for the ST?
I have a 1040 ST (F), and there is a service to which I have just
subscribed that doesn't understand about the VT-52, only VT-100 and later.
Product, shareware, free hack, I will appreciate any leads.

For the time being, I cannot subscribe to this newsgroup,
so I'd appreciate any answers via e-mail, at the address below.

Many thanks,
-- Kenn Goutal
kenn@rr.mv.com

7247. RE: I am NOT making this up, OK? (was Re: Closed ... <ho hum>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 05:00:37 UTC
From: mackie@meena.cc.uregina.ca
Message-ID: <27DEC92.05003748@meena.cc.uregina.ca>
Source record: 212920

Please, no flames. I just don't understand.

Why would Atari invite you to a meeting to show off something that they were obviously interested in, only to treat you the way you've described?

Is it at all possible that you've misunderstood them? Maybe they thought they were being funny? You are certain that they meant to insult you? There was malice aforethought? There was malice?

If these are all true, and you would know better than I, I wasn't there, then why did they provide you with a Falcon?

Just make sense of it all for me, please. I haven't read all the posts in the past, so if this has already been hashed out, please just give me the condensed version.

Thanks.

Brook

7248. Jacal1a0 symbolic math program

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 06:32:32 UTC
From: dont@klic.rain.com
Message-ID: <1992Dec27.063232.21086@klic.rain.com>
Source record: 212918

If someone compiles the Scheme interpreter and gets the Jacal1a0 symbolic math program working on an ST I would greatly appreciate a copy.

It would be terrific if it would fit in 512k but if 1024 is needed I can probably handle that too.

It was announced that it was available via ftp from

altdorf.ai.mit.edu:archive/scm/jacal1a0.tar.Z

with the scheme interpreter in

altdorf.ai.mit.edu:archive/scm/scm4a15.tar.Z

and library in

altdorf.ai.mit.edu:archive/scm/slib1c3.tar.Z

Please reply by email if possible

Thanks
dont@pdaxs.techbook.com

7249. Atari MegaSTE4 for sale. *CHEAP!*

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 07:04:56 UTC
From: chan@pyramid.unr.edu
Message-ID: <5157@equinox.unr.edu>
Source record: 212917

Hello everybody!

After thinking this through (and after a few unsuccessful tries...)...
I've broken down and decided to sell my system at an unbelievably LOoooowww
price.

Last few times I asked for $1500... then went to $1300... then (you get the
picture)...

Here it is in B&W... $800 (w/out printer) + S&H, COD, UPS. $900 (w/printer)
+ S&H, COD, UPS (plus insurance if so desired).

This is a whole system. The printer may be separated.
Everything is close to mint for I value my things with high regard.
The internal HD is backed up! My setup is based on NeoDesk... nice setup
with software accelerators and other enhancements.

MegaSTe4/50MBHD with SC1435 monitor was bought 8/91 after sale of my 1040ST.
I bought those two items alone for $1800.
I bought the printer for $200.
I bought the modem for $200.

Note: software accumulated for over 6 years (when I had my 1040ST). Value
is hard to judge... retail (estimated) > $3500 (???) +++.

Please reply by email to:

_____ _______
/ ________() Kaho Chan(man) / /
/ /______ University of /* /
/ /_/_____() Nevada, Reno \ /
/_________ Internet: \ /
L________() chan@cs.unr.edu \/^

OR CALL (702)-331-3093 PST.

Items:

Mega STe: 16 MHz 68000 Motorola processor, (optional) 68881/2 floating point
coprocessor, 4 megabytes of RAM, ST LOW/ST MED/ST HIGH resolutions, 4096 colors,Midi I/O,
WME-compatible Eurocard expansion slot, monitor port, RF modulator
(TV) port, parallel port, serial port, (2) RS232 modem ports, floppy disk port,
LAN interface, ACSI DMA port, ROM cartridge port, mouse/joystick & joystick,
stereo R/L ports, detachable 95-key intelligent keyboard (own microprocessor),
50 MB hard drive (internal), double density floppy, mouse.

ATARI SC1435: 14" diagonal, ST LOW, ST MEDIUM, internal stereo speakers,
headphone port, monochrome (green), swival base.

CITIZEN 200GX: color on command, 3 built in fonts, manual load, form feed, Epson compatible, many options, (included: ~800 pcs. printer paper, ribbons).

SUPRAModem 2400: 2400 baud rate, external compact unit.

SOFTWARE (most on 50 MB hard drive):

NeoDesk 3.02, Flash, Procopy (all versions), Word Writer ST 2.0, Print Master, Typing Tutor, Mark William's C, Art and Film Director, Music Studio, Quick ST, Desk Manager, etc...

Public Domain: tons of .MOD files (amiga stereo sound files) => ~ 12 MB's worth, tons of games, tons of picture viewers, MOD players!!!, tons of pictures (SPC, GIF, PI?, NEO, TNY), tons of utilities, tons of this/that, tons of demos (ST/STE/excellent sound/graphics), tons of everything of hard drive/backed up/and disks.

Commercial: 10th Frame, Airball, Arkanoid, Balance of Power, Elevator Mission, Barbarian (2 versions), Battleships, Beyond the Ice Palace, Captain Blood, Buggy Boy, Carrier Command, Championship Basketball, Championship Wrestling, Chessmaster 2000, Falcon, Flight Simulator II, Hardball, Hollywood Poker, Strip Poker, Ikari Warriors, Jet, Karate Kid II, Leisure Suit Larry in the Land of the Lounge Lizards, Live and Let Die, Lost Duchman Mine, Manhunter: New York,Marble Madness, Match Point, MidiMaze, Temple of Doom, Metrocross, Millipede, Joust, Floid the Droid, Oids, Paperboy, Pinball Wizard, Prohibition, Psion Chess, Road Runner, Star Trek: The Rebel Universe, Space Harrier, Space Station Oblivion, Speedball, ST Vegas, ST Pool, Leather Goddesses of Phobos, StarGlider,Super Cycle, Super Sprint, Temple of Apshai Trilogy, Terrorpods, Test Drive, Tetris, The Guild of Thieves, Tower Toppler, Typhoon Thompson in Search for the Sea Child, Winter Games, Zany Golf.

7250. Re: Falcon: Nothing yet...

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 07:38:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A6721@M4.maus.de>
Source record: 212946

Bob_BobR_Retelle@cup.portal.com wrote on 25.12.92 09:31 in CS.ATARI.COMP.SYS:

B>That's great..! So what are your first impressions..?

Good. It works fine. The hardest incompatibility is the serial port. It's now a
SCC-Port.

B>What memory/drive configuration did you get, and what all was
B>included in the package..?

4 MBytes/60 MBytes

newest AHDI
a line drawing demo
Talking clock
CALAPPT (appointment scheduler)
newest XCONTROL
BREAKOUT
LANDMINE
MACCEL 3.4

a mouse

1.44 MByte floppy

regards, Jimmy

```
+------------------+-----------------------------------------+
| ||| | Name : Achim 'Jimmy' Wilhelm |
| ||| | German BTX : 089316294900-0001 |
| ||| | FidoNet : Achim Wilhelm on 2:246/13.42 |
| ||| | eMail : Achim_Wilhelm@m4.maus.de |
| / | \ | MausNet : Achim Wilhelm @ M4 |
| / | \ | Telephone : +49 89 3162949 |
| / | \ | Please send me no UU coded files and no |
| ATARI | mail larger than 16 kBytes |
+------------------+-----------------------------------------+
```

7251. Re: ATARI and US!

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 09:31:29 UTC
From: jonord@solace.hsh.se
Message-ID: <1992Dec27.103129.21294@solace.hsh.se>
Source record: 212919

In <afonseca.2y5x@terapin.com> afonseca@terapin.com (Alberto Fonseca) writes:

>Hi everyone. I've been an ATARI supporter for a while now, since the 8-bit
>series. I have been reading the messages here for a while now, and have gotten
>alot of information from everyone. I think its great that this many ATARI
>users can get together and discuss these things.

>Well I just wanted to say that instead of writing all these messages that seem
>to say "ATARI SUCKS", or anything close, we should be talking about the
.
.
.
>we are to have what we want. Of course we all want something more from our
>computers, and I'm sure that this newsgroup will help you to find whatever you
>need in terms of information about what you can do to improve your system. So
>the bottom line is: GO ATARI!

>Thanks,

>Alberto
>afonseca@terapin.com
>---------------------
>ATARI SUPPORTER

Well, I agree in all points. I have an old, almost worthless 1040 STfm and a
Megafile 30. And the only reason I have kept this old computer is that I likes
it... It do what I want it to do, and it does that in a satisfying way.
Right now, I am sitting at home with Uniterm and uses a Unix-machine down in
Sundsvall (about 50 km from me) with VT200 and I haven't seen any program which
emulates VT200 like Uniterm, not to the PC or the amiga...

/Jocke

7252. Re: What makes a computer "exciting"..?

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 09:48:38 UTC
From: hank@longus.north.de
Message-ID: <H.TWt_L7dwxD_@longus.north.de>
Source record: 212980

In <1992Dec25.224936.17602@mnemosyne.cs.du.edu>, Dan Cable writes:
>Bob_BobR_Retelle@cup.portal.com writes:
>
>>[thoughtful but somewhat wordy stuff deleted] 8)
>>So, what is it that makes a computer "exciting"...?
>
>Should one's choice of computer(s) be an emotional issue? I am forced to
>agree with you that it is. "New" is what makes a computer "exciting". New
>peripherals, new programs, new experiences of sight and sound. Newfound
>functionality. This is what drives the ever upward spiral of processor
>speeds and graphics resolutions. How many people really need 66mhz? For what?
>How many things do you need to do that couldn't adequately be done on an 8
>bit machine? I'm sure there are some but not many. Perhaps Atari's
>salvation will be that they will market cans of "new computer smell" to
>stimulate the users olfactory senses until Falcons arrive to tempt us with
>new sights and sounds.
>
I've bought my Computer, because of the SM124 flickerfree-monochromemode!
The many things I can do with my old MST 4 / TOS 1.2 serve me well, but
since I do a lot of DTP now, I'd love to get a faster Computer, without
changing the Software ;-)

>Please accept my opinions on this matter in the light they were given even
>if the original question was thought provoking.

I hate postings like 'I have the best computer'. People who know, what they
want to do with their computer, should buy the machine, on which they can
do anything they want.

Excuse my bad English HANK
--
hank@longus.north.de
Derk Haendel, Ostpreussenstrasse 17, 2887 Elsfleth, Tel. 04404 - 3294

7253. Re: weird!

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 11:58:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1hk5q3INN3md@golem.wcc.govt.nz>
Source record: 212921

In article <H.ea.rsEm_tPC32_@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
>I just got the file hdchck13.lzh from /DiskUtils at a.a
>
>it crashes if you try to list/test/extract it with lzh201l.ttp ,
> but if you test it with unlzh172.prg , it goes fine!
>The archive does have comments in it, does this crash lzh201l ????
>
>--
>* Craig Shore. Phone +64 3 3852501 *
>* Email: from in NZ - craig@yonder.equinox.gen.nz *

Have you tried the -k option, skip bad headers.?.

Also I don't think LZH201 supported comments at all..??

I don't have problems with LZH201L at all, well there was one file I cound not extract, there was somthing wrong with the header, but then I have been told that the Unix version of LZH201 generates incompatible archives..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

7254. Re: Lynx games

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 12:56:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.830265@cix.compulink.co.uk>
Source record: 212922

>to put this message. I suspect that I might be getting a Lynx for
>Christmas (although it could be a Nintendo Gameboy, too... Hmmmmm), and
>am interested in opinions on which games are "must-gets", which suck,
I'd recommend Toki, Klax, Blue Lightning and Gates of Zendocon.

IMHO, steer clear of Electrocop and Guantlet 3.

There are many more cartridges available than most shops tend to carry.
I find mail order (in the UK) is the best way to buy. The carts are a
lot cheaper in the US now I believe. I wish the UK prices would drop
to the same levels. Some games cost as much as #35UKP with cheapest
being #20UKP.

I believe there are some files available for FTP with cart reviews
and other info. I'm not sure where from.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

7255. Re: MultiTos redraw problem

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 17:27:04 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b3de82c@p15.f202.n281.z2.fidonet>
Source record: 212966

In a message of <Wed 23 Dec 92 15:04>, Luc Castermans (2:281/202.0) writes:

```
LC> I want to force a redraw on the INFO-line in a
LC> window. To do that I calculate the x,y,w,h of
LC> that part and than do an form_dial(FMD_FINISH,...)
LC> call. The code looks like this:
LC>
LC> void redraw_info(void)
LC> {
LC> /* fill dimensions of INFO line in window */
LC> ...
LC> form_dial(FMD_FINISH,...);
LC> }
LC>
LC> void redraw(GRECT *area_ptr)
LC> {
LC> redraw_info();
LC>
LC> /* walk rectangle list below here */
LC> .....
LC> }
LC>
LC> Upon a WM_REDRAW request redraw() is called.
LC>
LC>
LC> This works fine under TOS.
LC>
LC> I have a MultiTos version. Now this redraw
LC> piece of code seems to come into a infinite loop. For
LC> some reason the AES keeps on sending WM_REDRAW messages
LC> after the first form_dial call.
LC>
LC> I trust the MultiTos I have. Now: what is the only and
LC> only good way to do what I want to do ??
```

Obviously TOS sends you redraw-messages even when you (think you) only requested a redraw for the infobar. But how do you calculate the coordinates for the infobar? Maybe you're a pixel of and then a WM_REDRAW message get sent and then ouy request a redraw etc. etc.
But WHY would you want to force a redraw of the infobar? It gets redrawn automatically? Or do you change the contents of the string containing the info-line? The only good way to change the info-line is using wind_set(wh, WF_INFO, ...). This will also force a redraw of the info-line. And I suggest NOT doing this in the redraw-handling but when you actually change the info-line.

Hope it helps.

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15 <-- NEW ADDRESS!!!
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: For the best host-mode, use Jekyll (2:281/202.15)

7256. Re: In Defense of BobR and the Relevance of these Threads

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 18:51:38 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Dec27.185138.18344@mnemosyne.cs.du.edu>
Source record: 212923

HOORAY Dave! I don't think anyone could have said it any better!

Pattie Rayl *Unicorn Publications*

7257. Re: weird!

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 19:22:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1hkvq4INN5k2@golem.wcc.govt.nz>
Source record: 212926

Some MS-DOS versions of LHarc generate slightly odd LZH files, but just
putting the -k or /k switch in usually seems to over-ride any problems
I've ever had with the thing!

(My command line usually consists of)

/mh a:\dl\[filename.lzh] D:\[newdirectory to create]\

Oops, add a k after the /mh!

This works for 99.9% of LZH archives I've come across! (I've not had
any major problems that a bit of alteration hasn't cured)

```
==============================================================================
| O O If I told you how much I needed this, | ||| |
| o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

7258. Captive!

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 19:55:28 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <BzxooH.Gp2@ecf.toronto.edu>
Source record: 212925

Hi guys!!
Sorry to bother one and all of you (distrib:world) but I really do have to know: How the $%&$& do I advance in Captive??
From a lot of the posts here, I know that Captive is supposed to be a good game, but I have had quite a bit of troubler in it!!
OOps, sorry about the spelling mistakes - I'm on really cheap computers at themoment (ones with no backspace keys! - incredible huh?) as the good computers are all locked up, this being christmas and all... B^D
Anyway...these are the problems:
1) On Butre - the ABCSSI HQ - I can't seem to get out of the HQ itself. This is the room with the dynamite in it (and the little electricity outlet) The wall at the far end has a little row of small circles running atthe bottom so I knowits gotta be of SOME use...
2) I've come across other places with walls having that row of circles at the bottom so I reeeely need to know the way to get around this!
3) I've been to quite a few planets and moons, but all of these seem to have nothing on them??!? Anybody know any places I should go to?
4) Interesting thing to know: If you land on Suigel (planet) And kill all the dinosaurs, then take off and come back down again... killing all the dinosaurs again gives a lot of XP. Just thought ya might wanna know...
5) There is no number 5...(*smirk*)
WEEeeeel that seems to be it. Oh yeah, pllleeeezzzeee don't send me complete solutions! I justneed a helping hand to get started!! Thanx!!

AcEzE.

--
********** WHO AM I, YOU SAY? ********** "If time is money,
********** SHAHIR AL RASHID**aka**ACEZE ********** we are all in debt!"
******* Alrashi@ecf.toronto.edu *** GO RIN NO SHO ******* ----------
*** This message brought to you by the Bollocks Bros. *** "Ii otenki desu ne??"

7259. *.Z compression

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 20:07:24 UTC
From: rchan@terapin.com
Message-ID: <rchan.2yl7@terapin.com>
Source record: 212924

Does anyone know if there is a utility that will extract *.Z compressed files on the ST? I see a few of them on umich archives. I am a total novice about the Internet, so bear with me while I ask dumb questions okay?

|| Ronald Chan [rchan@terapin.com]
|| A Pocket Knight *-{----------

7260. Re: Falcon DOES have Super-VGA

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 21:36:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A54650@MS.maus.de>
Source record: 212945

ken@isgtec.com wrote about the Overscan Screenblaster:

K>Thanks for the tip. Can you give some info on how this adaptor works? Will
K>software properly recognize the higher rez? (I guess this means a VDI driver
K>that only well-written GEM programs can use?)

Screenblaster does not need any kind of driver. Every well written GEM-software
will profit by the increase of resolution!

Regards

Patrick

7261. Re: Captive!

Newsgroup: comp.sys.atari.st
Date: 1992-12-27 23:03:14 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72478@cup.portal.com>
Source record: 212927

AL RASHID SHAHIR asked about Captive:

The instruction manual isn't very clear about this, so I don't feel too bad about "giving it away"..

The walls with "circles" at the bottom are "rollerwalls".. the wall is mounted on wheels and can be pushed out of the way.

Face the wall and RIGHT CLICK on the "up arrow" on the screen.

Be careful though.. Captive is a game that lets you accidentally get yourself in spots that you can't get out of. For example, most of these "rollerwalls" need only be pushed one space. If you push them too far, you can block off areas you need to get into later.

BobR

7262. *I* an NOT making THIS up either...

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 00:33:10 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72481@cup.portal.com>
Source record: 212928

Brook (mackie@meena.cc.uregina.ca) asks:

>Please, no flames. I just don't understand.

>Why would Atari invite you to a meeting to show off something that they were
>obviously interested in, only to treat you the way you've described?

>Is it at all possible that you've misunderstood them?

Well, I don't understand either.. but just to show that David Baggett
is NOT an isolated case, here are two messages from prominent Atari
developers which recently appeared in the Atari Productivity Forum
on CompuServe. I'm assuming everyone here knows who GST Software and
CodeHead Technologies are.

And remember please.. *I* am not making this up..

#: 78078 S17/Community Square
23-Dec-92 09:01:42
Sb: #77942-#Falcon: Flies or Dies
Fm: GST Software 71351,332
To: CodeHead Software 76004,2232 (X)

Yup - classic moments at a developers conference - Leonard and I had
arrived at this thing never having met but already having managed to develop
a deep dislike of each other via fax.

Halfway through the meeting he moves onto the topic about which we had
been faxing him and says

"Unlike what some people here think, we are not idiots, I will say that
again, we are not idiots".

before I could respond another developer who had *no* idea about what was
going on behind the scenes of all this happily chips in with "But you've got
to admit you've done some bloody silly things in your time."

Cue Leonard going nuclear.

I always handle such meetings now by reminding myself that a reject dwarf
from Tolkiens Lord of the Rings isn't worth getting that hung up about.

Whereas we have nothing really but praise for Bill Rehbock.

Tony

*** There is a reply: 78108

#: 78108 S17/Community Square
23-Dec-92 13:38:53
Sb: #78078-Falcon: Flies or Dies
Fm: CodeHead Software 76004,2232
To: GST Software 71351,332 (X)

Tony,

>> a reject dwarf from Tolkiens Lord of the Rings...

Thanks for the first good laugh of the day! :)

Since we're trading stories, here's a good one. One day, we got a call from L_____, who promptly started belittling us (in an extremely condescending and obnoxious manner) for "not following the rules" in MultiDesk. The actual issue in question was rather technical, hinging on whether or not it was permissible to rely on register D1 to retain its value through a Trap #2 call. When we pointed out that Atari's own documentation does _not_ state that D1 is unsafe to rely upon, we got an immediate blustery "Yes it does!" response. (It doesn't.) When we pointed out that TOS itself saves and restores _all_ registers during Trap #2 calls, we got a short silence, and then a hang-up.

About an hour later, we got a call from someone else (not L_____, he'd never admit to a mistake), acknowledging that we were correct. And yet, to this day, FSMGDOS (and probably SpeedoGDOS too) trashes register D1 during its Trap #2 processing.

Unfortunately, this sort of thing isn't unusual at all; it's very routine treatment for Atari developers.

- Charles

7263. Telnet to TU-BERLIN.DE

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 01:14:37 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1hlkdtINN71v@golem.wcc.govt.nz>
Source record: 212929

Well as we have lost our FTP option on this site, to many
14 year olds getting loads of software each day, it was costing
the council to much, Note: this was a free service, but we could
get it back later next year, but with restrictions..

We still have free E-Mail and Telneting..

So is it possible to Telnet to any Internet site and get software
down..?? like tu-berlin.de...

I have tried to get onto there but it looks like I need a login,
how do I get one..??

Thanks..!

Roger..... sheppard_r@kosmos.wcc.govt.nz

7264. Can we all just get along? (long)

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 03:56:50 UTC
From: chu@acsu.buffalo.edu
Message-ID: <BzyAyq.3vq@acsu.buffalo.edu>
Source record: 212930

I was just wondering, is it possible for anyone to say something positive about Atari without instantly being branded an Atari Cheerleader (with his/her "Pollyannaish visions of Atari")? Also, is it possible for anyone to say something critical of Atari without being branding an Atari Nay-sayer?

The thing that strikes me as I read the threads is that the views all seem to be so polarized and they all eventually degrade into personal attacks. Judging from what I've read, it seems that people seem either desparately ardent in their support of Atari, as if their sheer will could bring Atari into profitability or adamant in their belief of emminent failure.

I think the truth is somewhere in the middle. For some reason which I still haven't figured out, Atari is still in business. The only reason mentioned that might make any sense is that for some other unexplained reason, Atari seems to have this immense customer loyalty. If you think about this, it makes absolutely no sense. Who in his or her right mind would support and be loyal to a company for whom there is little 3rd party support, which doesn't support its customers one bit, and continually fails to deliver on its promises? Yet, there is a small masochistic bunch (myself included, I'm doing this on a 4Meg 1040STe) that does.

This probably isn't the case in general, but for me, the net is the reason why I'm still using an Atari (and why I replaced my ST with an STe when I blew up my ST installing a memory upgrade. I don't think I was properly grounded. Silly me...) If it weren't for the selfless dedication of those who port TeX, gcc and the like (also especially Eric Smith for writing MiNT and freely distributing it) I don't think I would enjoy using my ST as much as I do. It fills the customer support vacuum left by Atari.

Anyways, I'd like to think that those who critise Atari (usually deservedly) do so because they think the computers are pretty decent but the company is running itself to the ground. How close am I?
I'd also like to think that those who proudly proclaim themselves as Atari Supporters feel that perhaps that this is The Big One. The chance for Atari to succeed. (Personally though, it reminds me trying to bring Tinkerbell back to life, "Now if everyone claps really hard..." :-))

My opinion is this:
If Falcon is Atari's attempt to target the mainstream, it will fail miserably. Atari has little name credibility and its possible to get a PC for the same price that will be more useful to the average user.

Yes, I read the a tech spec flame thread. It really doesn't matter that a similarly equipped PC will cost more. That's not the way people shop for computers (at least, I don't know any one that shops like that). They look at existing packages rather than setting up their own. I think software availability will be more important than DSP to the average buyer. Also, no matter what its performance is relative to a PC, it loses in the numbers game. Even if it calculates FFTs faster than a 486DX/66 EISA PC clone (note: I'm not saying it does. I have no idea how fast it would actually work), given most people's penchant for comparing only CPU clock rates to judge computer speed, people are going to think it's a slow machine.

If Falcon is Atari's attempt to target the music industry, then, well, at least there is a chance. I'm not very up on the electronic music industry but I know it was doing well in it at one point so the name Atari might still mean something there (i.e., people don't laugh when you mention it). Plus, Keyboard magazine gave it a favorable overview. Then again, they also have the Apple IIGS a favorable overview when it first came out. Still, this machine does seem to be somewhat tailored towards those sort of applications (although that is not all it is capable of).

Anyways, I think this is possibly Atari's last chance to Get It Right in the computer business. If they play it right, they might actually do fairly well. Given their track record, I have my doubts.
(I would love to see them do well though.)

So, I sit here with the realization that should Atari Corp. fall off the face of the earth, the computers themselves will keep working and the community, which could never depend on Atari Corp. anyways, will go along just as it always has. The Atari community doesn't depend on Atari as much as it does on Howard Chu, Eric Smith (yes, I know he's working for them now), Dave Baggett and everyone else whose names I can't think of right now, to keep it alive. To those guys, I don't think you hear this as much as you should: Thank you very much for keeping this platform interesting and viable.

I've finally gotten the chance to set up emacs and gcc on my STe and if I ever find some time to do some programming that isn't school-related, I hope I can follow in their footsteps. It's not a platform that I would recommend to anyone, but I still feel that it's a platform that deserves to live. Perhaps it's because for the time being, I'm stuck here. (Even if I had the money, I really didn't like my stint developing on PCs and for some reason I find Macs more annoying than user-friendly. Maybe its because I've never had a chance to use one for an extended period of time so that I could get used to it.) However, as long as I'm stuck here I might as well enjoy it and make it as useful as possible.

So, three cheers to those who keep Atari alive!!

Also, a cheer to BobR and the other Nay-Sayers who keep us in line by not letting us get too rosy a picture of Atari.

Finally, a cheer to the Perpetual Optimists who keep BobR in line! :-)

(background music:"I'm Still Here" from _Follies_ Music and Lyrics by Stephen Sondheim, Book by James Goldman)

john
chu@acsu.buffalo.edu

7265. How do I make a PC mouse work on my ST?

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 06:59:48 UTC
From: cctony@sun1.mcsr.olemiss.edu
Message-ID: <1992Dec28.065948.15771@ra.msstate.edu>
Source record: 212932

Ummm, my ST's 5 year old mouse finally died...
When it wouldn't move to the left without fighting it, I took it apart. My efforts to figure out what was wrong with it resulting in one of the plastic tabs that holds the spinning disk's axle in place broken. Thus my spinning disk no longer stays in... I have a couple of PC Mice laying around that I might be able to convert if I can get a schematic or a textfile explaining the conversion. I'm kinda handy with a soldering iron so I think I can do the changeout.

I checked out atari.archive for a textfile, but either it ain't there or I couldn't find it.

Thanks!

--
Tony Reynolds Have you hugged cctony@sun1.mcsr.olemiss.edu
Cray Network Intern your Washburn today? (601)232-7206

7266. GFA Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 08:03:00 UTC
From: Lars-Thorsten_Sudmann@rs.maus.de
Message-ID: <A6659@RS.maus.de>
Source record: 212955

```
--------------------------------------------------------------------------------
Infos about GFA Basic 4.0
-------------------------
GFA Basic will now develope by Richter Distributor germany. It will become
some new features:
- clear all known bugs
- adapt on new TOS Versions and new programming ideas
- new developing system with interpreter, compiler, editor, ...
- ...

The update/upgrade is for each GFA Basic User and will be for 70 to 100.- DM.

All registered User will become Informations about GFA Basic 4.0 for the
Atari computer system.
We are at the CEBIT 1993 in Hannover/germany.
If you don't regist by us you must do this now.

Bye,
LTS

Please send all messages as e-mail to Lars-Thorsten Sudmann @ RS.maus.de
```

7267. Re: *I* an NOT making THIS up either...

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 08:16:25 UTC
From: SML108@psuvm.psu.edu
Message-ID: <92363.031625SML108@psuvm.psu.edu>
Source record: 212933

Hey you forgot to post the bit about L_____ refusing to talk to someone
because he pronounced his last name TRA-MEEL instead of the proper
TRA-MELL saying something like "I give everybody one chance to pronounce
it TRA-MELL etc."

More more, this stuff's great, depressing, but great...

Scott
"What would be your reaction if we sued you for copyright infringement
for HacMan II?" - Baron Len von Tramhammer (pronounced Throatwarbler Mangrove)

7268. Re: Setting SCSI # and LUN

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 09:06:58 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.725533618@gideon>
Source record: 212935

RE: SCSI Lun#

I do not know about Supra but the drives I have seen from ICD all contain
an easy way to change LUN number. There is a scwitch back of drive whre
you can select any number (1-5,7 6 is for the clock). ICD can also boot
from any drive, so you could connect both drives on-line. The
only thing you must do is run HDUTIL to configure the boot-drive.
Perhaps it is necessary first to turn off the supra-boot.

Kimmo

--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

7269. Re: the "real" Gemulator 2.0 featu

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 09:35:19 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Dec28.093519.326@news.rhrz.uni-bonn.de>
Source record: 213001

In article <A54526@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>Darek Mihocka (darekm@microsoft.com) wrote:
>>... in the case of
>>ST Magazin, got a total idiot to do the review which ended up being full of
>>incorrect statements ...
>
>Speaking as one (other) freelance author for 'ST Magazin'

Well, Julian, in my personal biased one-sided opinion, YOU are the only one
of ST-Magazin's authors who is NOT a complete idiot. (Well, maybe Laurenz
Pruessner on one of his better days :-)

The Jan 93 issue is so bad that I'm thinking of cancelling my subscription.

-- Volker
--
Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

7270. Need ST-to-NEC Multisync cable

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 09:35:28 UTC
From: bbs.ruscal@tsoft.net
Message-ID: <THkHwB3w165w@tsoft.net>
Source record: 212936

Looking for a source to connect an ST (just color, though color+mono would be keen) to the original NEC Multisync.

The cable I had has mysteriously crapped out, and the Atari connector end is potted with goop so I can't see what the guy did inside. Of course I wasted about 4 hours cutting up the cable trying to find where the intermittent was; OF COURSE, it is somewhere in the Atari connector.

Sigh.

If there are instructions floating around, I can certainly make one, but I'll buy one if there's one available. The store I bought the cable from said it was a one shot deal.

Thanks.

--
Russel Mar (bbs.ruscal@tsoft.net)

7271. ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 12:55:24 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Dec28.125524.24664@irscscm.UUCP>
Source record: 213016

ST Software for sale (all items come with original disks and docs):

The Games '92, Espana 15
Daily Double Horseracing 5
Vampire's Empire 5
C.O.L.R. Object Editor 3
RBI Baseball 2 10
Steve McQueen Westphaser 10
Knight Force (*NOT* STe) 5
Targhan 10
California Games 10
Hard Drivin' 10
Black Lamp 8
Blockbuster 10
Time Bandit 10
Flood 10
Blood Money 10

Please add $1 per order to help cover shipping.

Marshall Lake
POB 7332
Washington, DC 20044-7332
Tel 703-533-2132 (evenings)
202-927-2928 (daytime, weekdays)
Fax 703-538-4598
uucp ...!uunet!{media,mimsy!bogart}!irscscm!mlake
Internet mlake@irscscm.UUCP
CIS 73717,3174
GEnie MLAKE

--
Marshall Lake
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

7272. Re: *.Z compression

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 13:20:32 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.fClFERhBqHQ@yonder.equinox.gen.nz>
Source record: 212962

In <rchan.2yl7@terapin.com>, Ronald Chan writes:
>Does anyone know if there is a utility that will extract *.Z compressed files
>on the ST? I see a few of them on umich archives. I am a total novice about
>the Internet, so bear with me while I ask dumb questions okay?

It means it's been compressed with the program "compress".
Usually programs that have been compressed with "compress" have been done
with "tar" first.
Tar put several files into one file, as compress can only compress the one
file, it doesn't group a few files into one archive.
Tar does no compression, hence then putting the files through compress.

The above answer is based on my personal experience only, and may be wrong.

If you can't find compress on it's own, then you'll find it in
one of the uucp archives (either hermes or mercury (rodneys uucp modules))

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

7273. Re: Portfolio Software

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 14:19:32 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.bHrcbA2coZs@yonder.equinox.gen.nz>
Source record: 212963

In <eRF5VB3w165w@dogbox.acme.gen.nz>, Kennelmeister writes:

>Fine - Except for one thing - We're paying over 100% more than our
>friends in the USA for the same hardware.....and software is STILL
>virtually unobtainable through most of the country for those without
>Usenet access.

Yeah, hardware wise I would just ring up a company in the states, quote
my Visa number, and have it in anything from 5-12 days.
That's not too long to wait in your lifetime is it????
(oh yeah, get them to write "warentee replacement" or "gift" on it for you,
it avoids paying duty, but I never told you that trick ok!! :-))

>As a comparison, PCclone hardware is at most 10% more expensive, and Joe
>average user can get software at any local shop.
>
>Is it any wonder people don't buy atari in NZ?

Sure isn't. The people that own atari's are on the lower end of
the income bracket. The atari has an advantage that software is generally
small, and will run on the bottom of the range machine, single 2 sided
drive & 512K of ram using a TV. With a PC you need a lot more than
that for the basic machine.
This is now changing though, especially with the falcon.

For about US$1000 I could get myself a 386dx 40mhz, 80meg HD, 1.44 floppy,
SVGA card & monitor, mouse, case, 200W power supply, and I could
walk into _any_ computer shop for servicing, parts, or software.

The falcon has got sweet fa chance over here.... unfortunatly.

BTW: I'm not a supporter of any computer system over another, I remain
completly nutral, none of this message is intended as a flame, just the
facts. I don't think the new amiga's will have a lot of luck here either.

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

7274. Re: Jacal1a0 symbolic math program

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 15:01:00 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Dec28.110100.9785@ac.dal.ca>
Source record: 212937

In article <1992Dec27.063232.21086@klic.rain.com>, dont@klic.rain.com (Don taylor) writes:
> If someone compiles the Scheme interpreter and gets the Jacal1a0 symbolic
> math program working on an ST I would greatly appreciate a copy.
>
> It would be terrific if it would fit in 512k but if 1024 is needed I can
> probably handle that too.
>
> It was announced that it was available via ftp from
>
> altdorf.ai.mit.edu:archive/scm/jacal1a0.tar.Z
>
> with the scheme interpreter in
>
> altdorf.ai.mit.edu:archive/scm/scm4a15.tar.Z
>
> and library in
>
> altdorf.ai.mit.edu:archive/scm/slib1c3.tar.Z
>
> Please reply by email if possible
>
> Thanks
> dont@pdaxs.techbook.com

Please also post any info about this. Thanks!

7275. Re: *I* an NOT making THIS up either...

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 15:50:07 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1hn7nfINN4sa@usenet.INS.CWRU.Edu>
Source record: 212938

In a previous article, SML108@psuvm.psu.edu () says:

>Hey you forgot to post the bit about L______ refusing to talk to someone
>because he pronounced his last name TRA-MEEL instead of the proper
>TRA-MELL saying something like "I give everybody one chance to pronounce
>it TRA-MELL etc."

That was BobR! He said that!

L_____ said that to him!

>
>More more, this stuff's great, depressing, but great...
>
>Scott
>"What would be your reaction if we sued you for copyright infringement
> for HacMan II?" - Baron Len von Tramhammer (pronounced Throatwarbler Mangrove)

Yea, isn't it funny to see what kind of stuff is happening?

This kind of information makes Dave's story pretty mild.

>

--

7276. ST & other equiptment FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 17:17:29 UTC
From: jkrakover@sma2.rain.com
Message-ID: <1992Dec28.171729.2515@sma2.rain.com>
Source record: 213012

This is a repost of what is left to sell from my previous post.
NOTE: For those of you who have send me mail and I haven't gotten back
to you, it's because my access to internet is through a 486 simulating
UNIX (It does a horrible job). Sometimes mail will go through, sometimes
it won't, but I have tried to return every letter about 3 times. If there
was an item listed that you wanted but is not in this following list then
it has been sold to someone that called via phone. Sorry

STILL FOR SALE:

Spectre CGR with 128K ROMS----------$240/OBO
Atari SM124 mono monitor------------$80/OBO
Sysdyne color monitor---------------$150/OBO

If interested, please CALL, or send a message with your phone number.
Thanks,
Jonathan
503-666-8568

If interested, please call

7277. Re: *I* an NOT making THIS up either...

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 18:49:13 UTC
From: ron@zooid.guild.org
Message-ID: <725568553.20233@zooid.guild.org>
Source record: 212947

From: Bob_BobR_Retelle@cup.portal.com
>
> ...
> Unfortunately, this sort of thing isn't unusual at all; it's very
>routine treatment for Atari developers.
>
>- Charles

Those experiences with L_____ jib with the stories from the former Batteries
Included people that I work with.

- Ron Sharp.

7278. About that $185 386 motherboard

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 19:08:01 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec28.190801.29867@news2.cis.umn.edu>
Source record: 212939

How did you manage to fit it into the MegaST case?

- DPZ

7279. 16-bit data bus a problem for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 19:10:20 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec28.191020.203@news2.cis.umn.edu>
Source record: 212940

How is this data-bus thing any different from upgrading an XT to a 386 using a motherboard? All of the memory boards in our XT/AT clones only have 16 bit data buses ... or is this one of those peripherals which we won't be able to fully use? (Like the 10 megabyte hard drive ...)

- DPZ

7280. Re: ST & other equiptment FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 19:17:36 UTC
From: jkrakover@sma2.rain.com
Message-ID: <1992Dec28.191736.3135@sma2.rain.com>
Source record: 213013

Whoops, Add to my previous list

16Mhz accelerator------------------$120/OBO
Bridge 5.0-------------------------$10/OBO

Thanks,
Jonathan
503-666-8568

7281. MiNT Distribution Kit

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 19:41:50 UTC
From: mal5781@tamuts.tamu.edu
Message-ID: <1hnl9uINNsq3@tamsun.tamu.edu>
Source record: 212943

I was delighted to see the MiNT distribution kit on the Atari archive.
I download all the zoo'ed disks. I read all of the installation documentation.

However, when I try to use the SETUP.PRG program, it fails with 2 bombs.
I have been careful to clean out my AUTO folder and turn off every single
accesory. I am aware that AUTO programs and accessories cannot be used
with MiNT. After I have done all of that work, I still cannot get the
program to work.

Here is the advice I need:

I have TOS 1.00 and 2.5 Mbytes of memory (will be 4.0 Mbytes in a few
hours). I have an ICD cotroller for a 127Mbyte Quatum embedded SCSI drive
and a 65Mbyte Control-Data RLL (Adapter Controller) drive. IS MiNT or the
installation supposed to work with this setup?

What should I do to manually install the kit? How do I get the atari
to the point where I can use the MINIX file system for my partition F: and
install the software with a UNIX style user name?

Any and all help will be appreciated. I wrote the TeX installation manual
two years ago (everyone seemed to like it but CS-TeX's ease of use killed
the desire to manually install TeX), and I would not mind writing some
type of professional looking document to go along with manually installing
this kit. The best thing would be to have a working SETUP.PRG program for
all versios of TOS and the ICD device driver.
Mark Lehmann
tamuts.tamu.edu!mal5781

7282. A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 19:42:41 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec28.194241.1001@news2.cis.umn.edu>
Source record: 212941

Hi Dave. You are, of course, right. Atari stinks. Those people who have purchased an ST and who have hopes about the Falcon are lunatics. There will never be a release of Game Workbench for the Atari computer. The Intel-clone market is the only sane market for a programmer.

One of the converted.

- DPZ

7283. P.S. A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 19:44:12 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Dec28.194412.1079@news2.cis.umn.edu>
Source record: 212942

P.S. When will we have the chance to learn about the new programs you're currently writing for the Intel-clone market? Should I subscribe to comp.sys.ibm.pc now, or wait for an announcement from you in this newsgroup first?

- DPZ

7284. Re: What makes a computer "exciting"..?

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 19:44:58 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Dec28.194458.8582@exu.ericsson.se>
Source record: 212944

Bob_BobR_Retelle@cup.portal.com writes:
>
>So, what is it that makes a computer "exciting"...?

IMO "exciting" computers are the ones that let the user be in charge. You buy a machine and you can decide what to do with it. That was one of the big principles of the home computer revolution. Rather than having to put up with annoying MIS-oids and system administrators, you could type in a word processor from a magazine--the key being that you could do whatever you wanted yourself. You had choice. That's where all the religious computer wars came from, people were defending their choices.

The mainstream PC market puts users back in the subservient position, or at least very far behind corporate interests. You have to upgrade your computer when you are told or you won't be able to run the latest software. You get tied to particular companies and have to respond to their every move. There is less competition--only two or three real choices when it comes to Windows word processors, for example.

You can dodge this nonsense, of course, making things a bit brighter. You can look into alternative products from smaller companies that give you more freedom. But if you choose this route you are basically in the same boat as ST users. You rarely find write-ups of smaller products in magazines. The companies don't have flashy four-color ads, etc.

--
James Hague
exuhag@exu.ericsson.se

7285. Re: Photochrome problem (was Re: GIF/RAW/RCS/SPC ETC.

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 20:19:05 UTC
From: gregs@eskimo.com
Message-ID: <1992Dec28.201905.19331@eskimo.com>
Source record: 212950

dave@admiral.uucp (Dave Litchman) writes:

>I snagged a copy of Pchrome 3.0 from a.a, and tried it out on my old 1040 ST
>(no e). Worked just fine, great in fact, even better than my old viewer,
>DigiSpec (and to think, I paid $50 for DigiSpec).

>What's the deal? I can accept that it didn't do it in IFF format, the docs
>say it doesn't handle every one, but it's supposed to do Targa files, isn't
>it? I mean, the option is there on the screen!

Well, I had a GIF that Pchrome 3.0 would not load, so I converted it to
a Targa file. Pchrome loaded it perfectly. I would say the problem was
with your conversion, or that you have discovered a new bug in the
program. (At least that I didn't know about.) It seems to have trouble
with certain images for reasons nobody understands. Guess it applies to
the Targa pictures too.

--
Gregory Sumner * gregs@eskimo.com
Yoyodyne Propulsion Systems, Inc.
Seattle, Wa.

7286. file transfers

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 21:04:05 UTC
From: wayne@bragg.bio.purdue.edu
Message-ID: <BzzMIu.5qy@mentor.cc.purdue.edu>
Source record: 212948

Hello to all,
Our lab needs to transfer files from Atari ST
(STe) machines to Mac II ci. The files are large and
are on 44MB syquest drives (250 -300 MB worth of info),
so using DOS formatted 720 K floppies is NOT AN OPTION.
We can take care of converting the data files to a format
usable on the Mac, the $64 question is how to port the data
from the Atari to the Mac.
So far we see two options.
1) Direct serial transfer via a lan or a null modem on the
Atari and the serial port on the Mac. For this we need and
information on modems and where to get terminal SW for the
Atari (preferably PD).

2) Create a DOS partition on the Syquest (any hints?) and
writing the data to that partition. The data could then be
retrieved by a Mac using Raccess PCS once a Syquest is
converted over to use for the Mac. The question here is,
can TOS recognize the Syquest partition and write to it?

If anyone out there has any ideas, information
(or better yet) practical experience with this sort of an
operation please E-MAIL me (wayne@bilbo.bio.purdue.edu).

Thanks in advance
Wayne
(wayne@bilbo.bio.purdue.edu)

7287. Re: Falcon: Nothing yet...

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 21:45:17 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <1992Dec28.214517.12810@nntp.hut.fi>
Source record: 212949

```
In article <A6721@M4.maus.de> Achim_Wilhelm@m4.maus.de (Achim Wilhelm) writes:
>Bob_BobR_Retelle@cup.portal.com wrote on 25.12.92 09:31 in CS.ATARI.COMP.SYS:
>
>B>That's great..! So what are your first impressions..?
>
>Good. It works fine. ....................................
>..........................................................

Does it have a fan? If yes, is it loud? Is the hard disk noisy? I still
remember how _quiet_ my 520ST was...
--
------------------------------------------------------------------------
Sakari Aaltonen Email: sakaria@vipunen.hut.fi
"... implementing hardware interrupts in a PC peripheral interface is like
falling off a log." Horowitz and Hill, The Art of Electronics
```

7288. Thanks

Newsgroup: comp.sys.atari.st
Date: 1992-12-28 23:48:48 UTC
From: rchan@terapin.com
Message-ID: <rchan.2z9g@terapin.com>
Source record: 213011

Well, so many people wrote about the .Z compression, I think it would be best to thank everyone at once. THANKS.

7289. RE: I am NOT making this up, OK? (was Re: Closed ... <ho hum>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 04:05:53 UTC
From: mackie@meena.cc.uregina.ca
Message-ID: <29DEC92.04055339@meena.cc.uregina.ca>
Source record: 213014

I have another question...

What do you think of the A1200? I am a games player (I won't apologize for it - in fact in some sort of weird way I'm proud of it) and I think the IBM clone sucks as a games machine. If none ever get written for the Falcon, then it too, will suck. Is the A1200 the answer to my needs?

BTW - I don't especially like console games, and I do use my computer for other things, so I don't want a console.

THanks in advance for the info!

7290. Hard Drive (wierd) Problem - Help!

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 06:13:42 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.8xoBXXa8KAU@elfhaven.ersys.edmonton.ab.ca>
Source record: 212884
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

I think I might be having a problem with my hard drive. It used to only happen when it was cold in the room where the hard drive is, but now it seems to happen every time I turn the drive on.

The problem itself is this; after a few minutes of operating normally, it suddenly gets louder and sounds like it is working harder/going into Warp. It usually stops (then again sometimes it doesn't) if I tilt the front of the hard drive up.

The hard drive is an Atari MegaFile 30, by the way.

Do I need to clean the inside of the drive, or is it something else? Should I worry about this? The difference in sound is very noticeable (and there is a slight hissing as well).

Please help!

--
--
Regards,

<< -- >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

7291. Re: 16-bit data bus a problem for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 06:14:43 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72530@cup.portal.com>
Source record: 213002

You know, David.. probably the easiest and simplest thing for you to do would be to find an IBM users group in Milwaukee, and let them SHOW you...

If you can't find one, I've got a list of hundreds of them from all over the US.. I'm sure it must include some there.

I doubt that explaining to you the finer points of upgrading an IBM XT are all that interesting to the rest of the Atari newsgroup.

BobR

7292. KnifeST

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 06:58:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1hostpINN1km@golem.wcc.govt.nz>
Source record: 213003

Some mentioned that a Magazine had KnifeST on it,
can you Please restate witch one...??

I do have a real copy of KnifeST but its version 1.07..

I do hope that the later version has fixed the limitations
that I have found with it...

No Insert or Delete in the edit buffer, also Backspace and delete keys not
used..

Unable to print a page of the FAT table, you must print the lot..!!

Does not show cluster links for Directories, only files..

Does any one know if these faults have been fixed...??

I did write to HiSoft about the buffer problem, soon after I had brought
the software, but there reply was more or less they were not interested,
not what I would call good customer support..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

7293. Re: MultiTos redraw problem

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 07:27:31 UTC
From: hohmuth@freia.sax.de
Message-ID: <GT09IGO@math.fu-berlin.de>
Source record: 213004

In article <1992Dec23.140408.15936@phcomgw.seri.philips.nl>,
castermn@nlsce1.seri.philips.nl (Luc Castermans) writes:

> I want to force a redraw on the INFO-line in a
> window. [...]

> [...] Now: what is the only and
> only good way to do what I want to do ??

Usually, the info line will be redrawn by the AES when needed. You can force
a redraw by installing a new (or even the same) string into a window's info line
with wind_set(WF_INFO, ...).

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

7294. Re: Falcon030 -- Truth not Fiction

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 07:48:49 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1hovt1INNngu@life.ai.mit.edu>
Source record: 213005

In article <1hideaINNnke@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>In a previous article, kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) says:
>>In article <1h6kq4INNsuc@life.ai.mit.edu> (David Baggett) writes:
>>>In article <1h5ppkINNp78@usenet.INS.CWRU.Edu> (Len Stys) writes:
>>
>>>>What do you think is the greatest advantage that the Falcon030
>>>>has?
>>>
>>>A collection of rabid fans who will buy whatever comes out of Atari,
>>>regardless of its quality.
>>
>>You must be one frustrated man to say that. If that were true, why did most
>>people ignore the TT? I'm sure that if the next computer Atari makes is not
>>pretty good, people wouldn't buy it either. Although I think the Falcon is
>>fine, and the 'rabid fans' will make it do some pretty neat things.
>
>I was kind of disappointed by that statement as well.
>
>Was it rabies that caused you to right Game Workbench for the Atari platform
>in the first place Dave?

No, it was a combination of good and bad luck. The key event was ownership of an ST in 1985. This was good (as far as GW goes) in that I would never have met Neil without owning one, and without Neil there would have been no GW for any computer. (Besides that Neil is an inspiring individual all around.)

It was bad in that it should have been a PC clone and not an ST. GW should have been written for the PC; had it been it would have been out months and months ago, and we might actually have gotten some return on our invested time (whether finanically or just in terms of the satisfaction of seeing people use it).

If I could do it all over again, I'd be tempted to replace that ST back in 1985 with a PC. (The money wasn't there to buy a PC system until much later.) The only reason I wouldn't is that it would cost me a friend.

Had I never met Neil, I'd probably wish I'd never even SEEN an ST.

>Really, Atari has ONE very GOOD advantage over other personal computer
>companies such as Apple. This is customer loyalty. And unfortunately,
>the company doesn't appreciate this advantage.

Yes, loyalty bordering on insanity. I'm getting flames from BOTH
extremes now (in email) -- the ones who say, "you idiot, why are you
bothering to try to convert these weenies," and the ones who say, "how
dare you tell me my computer's not great!" The irony is almost killing
me.

>>>"Yesterday's hardware at today's prices."
>>
>>Yes, there have been computers as powerful as the Falcon with all the features
>>it has, for years now, at sub $1000 prices. NOT!

Did I say that? No, I just said (and I still think it's a better
slogan for Atari now), "Yesterday's hardware at today's prices."

>>
>>>>Do you have a Falcon030 computer already?
>>>
>>>No, but I pretend to use one on TV. :)
>>
>>I thought you were given a Falcon by Atari when you went on your visit there...
>>Just kiding.

Well I WAS given a Falcon when I was there (OK, it was mailed later),
but NEIL has that one now, OK? Jeez.

>No, really, at the end of Dave's article, he wrote that Bill Rehbock
>gave him a Falcon030 because he felt sorry for them.

Ah-ah, I didn't say that was necessarily true; the fact is that I
have NO IDEA why Bill gave us a Falcon. That was only a theory
of mine.

>I'm wondering what happened to this Falcon? Someone else told me that
>Dave didn't get it because it was only Rev.2 or something like that and
>he was suppose to get a Rev.3 machine.

Look, Neil has had the silly thing since, what, August?

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

7295. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 07:52:59 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1hp04rINNo83@life.ai.mit.edu>
Source record: 213006

In article <4913@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>Happiness is BobR in a kill file.

It sure works great for beasts of bruden. (Blinders, I mean.)
It keeps them from getting spooked.

>At least I don't have to read his whining any more.

Instead you have to read meta-whining about his whining!

>And people wonder why Atari doesn't read/respond to the net.

For the same reason they don't do everything else that might
put them in touch with their user base -- they don't give
a damn about the people who own their computers.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

7296. Re: I am NOT making this up, OK? (was Re: Closed ... <ho hum>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 07:56:33 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1hp0bhINNo8r@life.ai.mit.edu>
Source record: 213007

In article <27DEC92.05003748@meena.cc.uregina.ca> mackie@meena.cc.uregina.ca writes:
>Why would Atari invite you to a meeting to show off something that they were
>obviously interested in, only to treat you the way you've described?

That is an *excellent* question, isn't it? The only way to know is to
ask someone REALLY in charge there; for example, the Lynx programmers.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

7297. Re: ATARI and US!

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 08:07:03 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1hp0v7INNobf@life.ai.mit.edu>
Source record: 213009

In article <afonseca.2y5x@terapin.com> afonseca@terapin.com (Alberto Fonseca) writes:
>Well I just wanted to say that instead of writing all these messages that seem
>to say "ATARI SUCKS", or anything close, we should be talking about the
>positive things that we have as ATARI users.

What's wrong with doing both? Why should we pretend that Atari is
doing fine? Why should we allow more people to be deluded? Why should
we alloe Atari to get away with murder?

>And for
>those of you who have become frustrated with ATARI, and have moved on to other
>platforms should just stop posting in this group and post in the group of your
>own computer. I think we need to get rid of all of this negativity towards our
>computers and our computer company.

As long as there are people here with this fascist notion, I'll NEVER
stop posting the truth about Atari here. It is exactly when people
start painting a ridiculous rosy picture -- trying to rewrite history
and suck more suckers into a losing market -- that "those of us who
have become frustrated with Atari" feel compelled to inject some
sobering reality into the newsgroup. Sorry, but it's a free net.
I will NOT censor myself just because YOU can't stand to read bad
things about your company/computer/religion/etc.

>I read a message by someone who said that
>ATARI Corp has an advantage over the other platforms, which is its users
>loyalty. I think we need to keep this loyalty intact, and even increase it if
>we are to have what we want.

No, what you NEED to do is stop tolerating CRAP from Atari, thereby
forcing them to shape up or, as the the saying goes, ship out.

>Of course we all want something more from our
>computers, and I'm sure that this newsgroup will help you to find whatever you
>need in terms of information about what you can do to improve your system.

Right, and some of us who have strayed from the Rightous Atari Way have
contributed a lot of the help, information and software you refer to
here.

>So the bottom line is: GO ATARI!

I would LOVE to see Atari thrive again. If they could turn it all
around (e.g., by selling the company to competent management), I'd be
their biggest fan again.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

7298. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 08:17:40 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1hp1j4INNoee@life.ai.mit.edu>
Source record: 213008

In article <1992Dec28.194241.1001@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>Hi Dave. You are, of course, right. Atari stinks. Those people who have
>purchased an ST and who have hopes about the Falcon are lunatics. There
>will never be a release of Game Workbench for the Atari computer. The
>Intel-clone market is the only sane market for a programmer.

Well at least you're beginning to sound reasonable.

>One of the converted.

Now that wasn't so bad, was it?

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

7299. Re: P.S. A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 08:23:11 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1hp1tfINNoj8@life.ai.mit.edu>
Source record: 213010

In article <1992Dec28.194412.1079@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>P.S. When will we have the chance to learn about the new programs you're
>currently writing for the Intel-clone market? Should I subscribe to
>comp.sys.ibm.pc now, or wait for an announcement from you in this newsgroup
>first?

Why don't you just post messages here every few weeks asking about
them? It's much better than email!

Dave Baggett

PS> You can read rec.games.int-fiction to find out more about the
text adventure I've been working on. (They run on PC's, Mac's,
and, once I finish the ST port of TADS 2.0, Atari's.)

And don't you worry yourself about Game Workbench.
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

7300. Re: *.Z compression

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 09:48:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A6780@M4.maus.de>
Source record: 212956

*.Z is a FREEZEd file. So, use FREEZE for decompress it.

regards, Jimmy


```
+------------------+-----------------------------------------+
| ||| | Name : Achim 'Jimmy' Wilhelm |
| ||| | German BTX : 089316294900-0001 |
| ||| | FidoNet : Achim Wilhelm on 2:246/13.42 |
| ||| | eMail : Achim_Wilhelm@m4.maus.de |
| / | \ | MausNet : Achim Wilhelm @ M4 |
| / | \ | Telephone : +49 89 3162949 |
| / | \ | Please send me no UU coded files and no |
| ATARI | mail larger than 16 kBytes |
+------------------+-----------------------------------------+
```

7301. Re: *.Z compression

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 10:38:00 UTC
From: Stefan_Westmeier@hb.maus.de
Message-ID: <A11918@HB.maus.de>
Source record: 213032

```
I guess *.Z ist Unix-usual *.tar.Z . To get it uncompressed
you have to get compress.ttp and tar.ttp. Then do the following:

compress -d file.z // to uncompress it
mv file file.tar
tar tvf file.tar // to list contents
tar xvf file.tar // to extract it

Ciao, Stefan.
--
Stefan Westmeier | stefan_westmeier@hb.maus.de
Schaphuser Str. 24 | litfox@informatik.uni-bremen.de
D-W 2800 Bremen 41 | litfox@biba.uni-bremen.d
```

7302. Re: Serial Connection

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 12:52:08 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.&N7AagtXvVU@yonder.equinox.gen.nz>
Source record: 212964

Forwarded message.....

==========

In <Win_J_Moore.6df5@equinox.gen.nz>, Win J Moore writes:

My brouther wants to know how to write to the RS 232/ centronics ports
Using his Atari with pascal. The program he is using is Personal pascal, it
is not shareware so should be pretty standard, I guess.
I have left the rest of this message intacked as it is very closley related
to what I have just asked. Brother should pay the money he's the one
wanting the info.

==========

Reply in this newsgroup.

Thanks,
Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

7303. Re: P.S. A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 12:52:44 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1176@usdtsg.DaytonOH.NCR.COM>
Source record: 213015

In article <1992Dec28.194412.1079@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>P.S. When will we have the chance to learn about the new programs you're
>currently writing for the Intel-clone market? Should I subscribe to
>comp.sys.ibm.pc now, or wait for an announcement from you in this newsgroup
>first?
>
>- DPZ

Considering that this is the comp.sys.atari.st newsgroup, it would
seem rather strange if you were waiting here for announcements on
intel-related stuff. You may wish to unsubscribe here and subscribe to
comp.sys.ibm.pc, as they would more suit your needs. Why waste
time reading all this Atari stuff if you are obviously not interested
in it anyways. Oh well, back to reality...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"There's nothing sure in life but Death and Texas..." - Kelly Bundy

7304. Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 13:24:57 UTC
From: treno@dist.dist.unige.it
Message-ID: <1hpjj9INNna3@sgi.iunet.it>
Source record: 213022
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
Is there anyone who can e-mail me a list of ST-Software that
can run on Falcon030?

Thanx,
Roberto Bertucci.

7305. Re: The Eagle has landed

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 16:21:38 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1hptuiEINNg3f@uni-erlangen.de>
Source record: 213017

Mark Kovarski <kovarski@zooid.guild.org> writes:

>mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>>The first hard disk recording program was written in about 1 or
>>2 hours and works perfectly with 50kHz 16Bit stereo. So forget all
>>the PC SoundCards (with 25kHz that are only 6kHz in reality - as
>>revealed by the German magazin ct last week :-))

>What do you mean? Gravis Ultrasound, PAS-16, and the TB Multisound are all
>16-Bit/44.1 Khz cards. No 25 KHz, no 6 KHz. For your information, TB uses
>the DSP 56001. Your statement is more than misleading unless you can
>prove that the cards mentioned above are not 16-Bit with 44.1 Khz capabilties.

>Mark K.

One of the best selling Soundcards on PC are the SoundBlaster 3 and 4.
Both claim to be able of doing samples with 25kHz or more - that does
not matter. Fact is:

SoundBlaster 3 cuts of frequencies at about 6kHz (at least they are
down 10 db!). SoundBlaster 4 does the same at about 10 kHz.
They may need as much RAM for their samples as for 44.1kHz, but they sound like
using only 6kHz.

I'm only quoting c't. This sould be a good source for information.

Certainly there are also some good cards, like the one for about DM 1500
using a DSP and M68000. The problem is: It is as expensive as the
whole FALCON :-)

The cheap cards are also not able to do harddisk recording and I don't
think they have DMA access to the RAM, to a DSP and so on. And you
won't find build-in DOS routines for using theses cards easyly.

--
Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)

7306. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 16:32:17 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1hpuihEINNgca@uni-erlangen.de>
Source record: 213018

wells_s@kosmos.wcc.govt.nz (steve wells) writes:

>Are the Falcon's modes (3 of them anyway) compatible with TT-low/med/high?

You don't have TT-low and TT-high on the Falcon 030.

>Also, is the 040 a 32Mhz processor? If so, I'll buy that instead of the
>Falcon 030.

Normally the 68040 runs at 25MHz. But there exists a version for 32MHz.

--
Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)

7307. Re: I am NOT making this up, OK? (was Re: Closed ... <ho hum>)

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 16:34:52 UTC
From: ron@zooid.guild.org
Message-ID: <725646892.8310@zooid.guild.org>
Source record: 213023

From: dmb@case.ai.mit.edu (David Baggett)
>In article <27DEC92.05003748@meena.cc.uregina.ca> mackie@meena.cc.uregina.ca writes:
>>Why would Atari invite you to a meeting to show off something that they were
>>obviously interested in, only to treat you the way you've described?
>
>That is an *excellent* question, isn't it? The only way to know is to
>ask someone REALLY in charge there; for example, the Lynx programmers.
>
>Dave Baggett
>--

No wonder the meeting had problems. Those Lynx developers are actually an
Amiga fifth column devoted to the distruction of Atari. ;)

- Ron Sharp.

7308. A1200 Compatability (was Re: I am NOT making this up, OK?)

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 17:22:28 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <6R1JwB2w165w@ersys.edmonton.ab.ca>
Source record: 213020

mackie@meena.cc.uregina.ca writes:

- I have another question...
-
- What do you think of the A1200? I am a games player (I won't apologize for
- it - in fact in some sort of weird way I'm proud of it) and I think the IBM
- clone sucks as a games machine. If none ever get written for the Falcon, the
- it too, will suck. Is the A1200 the answer to my needs?
-
- BTW - I don't especially like console games, and I do use my computer for
- other things, so I don't want a console.
-
- THanks in advance for the info!

Stay away from the A1200 like the plague!!!!! Preliminary reports from
Europe say that a lot of the software written for the A500 is trashed on
the A1200. There are lots of compatability problems with the A1200, so
it is not a viable machine to buy. If you don't believe me, check out
COMP.SYS.AMIGA.* for yourself.

```
=============================================================================
| Gregeory C. Granger (GGranger@ersys.edmonton.ab.ca) | "All these |
| 5516-190A Street Edmonton, Alberta, Canada T6M-2L3 | memories will|
| Phone: +1 (403) 483-2049 OR +1 (403) 481-5110 | be lost in |
=========================================================| time, like |
| tears in the |
| rain." |
| - Roy Batty |
================
```

7309. BlackMail for Falcon030

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 17:44:03 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Dec29.174403.11525@irscscm.UUCP>
Source record: 212978

Anyone interested can get information concerning BlackMail, a Voice
Mail System for the Atari Falcon030 by sending email to info@doa.com

--
Marshall Lake
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

7310. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 17:49:16 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1hq32sINNsuv@usenet.INS.CWRU.Edu>
Source record: 213019

In a previous article, dmb@case.ai.mit.edu (David Baggett) says:

>In article <1992Dec28.194241.1001@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu
writes:
>>Hi Dave. You are, of course, right. Atari stinks. Those people who have
>>purchased an ST and who have hopes about the Falcon are lunatics. There
>>will never be a release of Game Workbench for the Atari computer. The
>>Intel-clone market is the only sane market for a programmer.
>
>Well at least you're beginning to sound reasonable.

Dave, why don't you just leave it alone?

About 80% of the people here realize the problems with Atari, etc.

I don't own my Atari because of the Tramiels. I don't own it because
of Atari's management.

I really own it because of people within the Atari Community.
They just can't be beat.

I have a lot of good friends that own Atari computers and I find them
to be very spirited and enthusiastic. I can't say the same for
those that seem to think completely with logic saying,

"If Atari's management is getting themselves together, sell your
computer and go with the flow--IBM compatibles."

I also tend to like Atari developers. They too seem to be very
special people.

I also own my Atari because the machine isn't really a bad machine.

If Atari had very GOOD management with a poor Atari Community, I'd sell,
of course it would be nice for both...

>
>>One of the converted.
>
>Now that wasn't so bad, was it?

I still think that clones are pretty damn boring.
Len

>
>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory

>ADVENTIONS: interactive fiction (text adventures) for the 90's!
>dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS
>

--

7311. Re: the "real" Gemulator 2.0 features

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 18:07:42 UTC
From: carsten@seki.toppoint.de
Message-ID: <1812.12.92@seki.toppoint.de>
Source record: 212967

darekm@microsoft.com (Darek Mihocka) writes:
> - full speed ST emulation on a 25 Mhz 486SX (formerly required a 33 Mhz 486DX)
> - emulation on a 386/33 is 2/3 the speed of an ST
> - emulation on a 486/50 or 486/66 is over 2 times the speed of an ST
[...]

Is it possible to run Gemulator on a PC-Notebook ? That would be really great!

--
Carsten Setje-Eilers 2300 Kiel-Kronshagen Germany
uucp:carsten@seki.toppoint.de zer:carsten@kbbs

7312. Re: KnifeST

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 18:59:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1hq767INN5r1@golem.wcc.govt.nz>
Source record: 213021

The ST-Format January Issue has that on it's cover disk.

Knowing ST-Format, it will be Knife-ST version 1.0

```
================================================================================
| O O If I told you how much I needed this, | ||| |
| o I wouldn't have time to eat it. Zaphod B. | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ=============================
```

7313. QUESTION: Syquest 44 boot

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 20:42:26 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Dec29.154226.14260@umiami.ir.miami.edu>
Source record: 213024
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Question:

I just got a Syquest 44 removable HD for Xmas and I am running into a curiosity. When the drive gets up to speed and I turn on the ST, it boots to floppy, but from then if I reset it, it boots from the 44! It is strange and I have no problem with it, I just find it a little confusing. Oh, by the way, it is a SCSI 44 with the LINK attached.

Any help in this querry isgreatly appreciated.

Mark Santora
Dlk0ms9s@umiami.ir.miami.edu

7314. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 20:47:36 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Dec29.204736.12843@exu.ericsson.se>
Source record: 213025

Len Stys writes:
>
>I really own it because of people within the Atari Community.
>They just can't be beat.

Well said. Right now, I don't even own a working ST (don't
throw things, please!), but I still like to keep up with the
ST community because it is fun and I like the general Atari
owner spirit. I subscribed to _Atari Classics_, the started-in-1992
magazine supporting Atari *8-bit* computers for the same
reason. (Yeah, it's outdated technology but I don't care.)

>I also tend to like Atari developers. They too seem to be very
>special people.

People like Charles F. Johnson, David Small, and Dave Baggett
are well-known developers--people, not just faceless corporations.
They tend to listen, to care about their products; you feel that
when you purchase something from them you are supporting a good
cause and making a difference. (I know, making money ain't
easy; working PC territory would be more profitable.)

>I still think that clones are pretty damn boring.

I think a subset of clone owners are similar to Atari owners,
but they are buried beneath all the nonsense and consequently
much less visible--and they don't have any kind of impact on
the market.

--
James Hague
exuhag@exu.ericsson.se

7315. Need mor ehelp with Lattice C 5.0

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 21:33:10 UTC
From: wilsont@rahul.net
Message-ID: <C01IJB.339@rahul.net>
Source record: 213026

I just got lattice installed on my system, and there are a few questions
i'd like to know from people who've successfully got this thing to work.

I've been using sozobon 1.44i (heat n' serve) since the beginning, works
great. but i have lots a problems with lattice.

1. I can't seem to get what i want out of lattice,
i would like to have: 16 bit ints, 32bit adressing.
i'm using make.ttp and so i have it compile with -b0 -r0,-w flags.
then i have to clink.ttp csnrb.o and lcsnrb.lib to it right?
so far, nothing has compiled correctly!

2. i also tried 32bit ints, stuff compiles, but bus errors and other nasty
things occur when i pass big ints to vdi calls and such.

3. i converted a program of mine from 'int' to 'short' declarations
and used -b0 -r0, everything compiles, but the linker bombs out!! (bus error)

also, the docs are very vague when it comes to multiple module programs,
so maybe i'm getting something wrong.

is lattice written for small one module programs? why does it default to
relative adressing? (thats intel crapola!)

lastly, what about GNU c? what are its deafults?

thanks for the help!
--
Timothy Wilson <wilsont@rahul.net>

7316. Re: the "real" Gemulator 2.0 featu

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 21:52:08 UTC
From: maze@cs.tu-berlin.de
Message-ID: <1992Dec29.215208.13459@cs.tu-berlin.de>
Source record: 213027

volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:

> In article <A54526@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
> >Darek Mihocka (darekm@microsoft.com) wrote:
> >>... in the case of
> >>ST Magazin, got a total idiot to do the review which ended up being full of
> >>incorrect statements ...
> >
> >Speaking as one (other) freelance author for 'ST Magazin'
>
> Well, Julian, in my personal biased one-sided opinion, YOU are the only one
> of ST-Magazin's authors who is NOT a complete idiot. (Well, maybe Laurenz
> Pruessner on one of his better days :-)

This is not only your opinion!

Michael

--


```
-------------------------------------------------------------------------
| Michael Zuhl | maze@cs.tu-berlin.de |##.#.####.##...#...##|
| Transvaalstr. 16 |----------------------------|#.#.#.#...##.##..####|
| D-1000 Berlin 65 | In dubio pro Romeo! |#.####.#.#.#...#...##|
```

7317. Re: KnifeST

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 22:05:06 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Dec29.220506.332@csi.uottawa.ca>
Source record: 213028

In article <1hq767INN5r1@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>The ST-Format January Issue has that on it's cover disk.
>
>Knowing ST-Format, it will be Knife-ST version 1.0

It's version 1.10, according to the screen dumps on the copy that's
sitting in the back seat of my car, waiting to be installed on the
drive that comes in tomorrow...

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

7318. PD or Shareware source for driving simulator

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 22:17:10 UTC
From: FIEL000 <FIEL@UNB.CA>
Message-ID: <29DEC92.19749073.0193@UNBVM1.CSD.UNB.CA>
Source record: 213029

I am trying to setup a research project for a student interested in driver/operator drowziness or fatique. We would like to use a real-time activity such as driving, radar scope monitoring or some such to make the task credible to subjects over a period of several hours. I have done some programming on 8bit Ataris and have GFA Basic 3.0 but do not have time to build a programme from scratch. However the project require us to be able to insert various "events" into the process for us to detect the subjects vigilance. Thus, I am asking for help in finding appropriate source code that I can have permission to alter for this experiment.

I tried ftping trucker from a.a but can't unlzh it. Any ideas or suggestions will be gratefully received. Thanks in advance

Don Fields, UNB Sleep Lab
Psychology Department
University of New Brunswick
Fredericton NB Canada E3B 6E4

7319. SLM804 Troubles--------H E L P

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 22:41:49 UTC
From: jkrakover@sma2.rain.com
Message-ID: <1992Dec29.224149.2525@sma2.rain.com>
Source record: 213041

P L E A S E H E L P.....

Just yesterday, for no reason, my SLM804 Laser Printer decided to print
shadows to the left of everything. A straight line down the page looks
like two lines about 1/2mm apart with the left one being very inconsistant.
It happens regardless of whats being printed or where its located on the
page, a very sloppy, ionconsistant, smuge of a shadow to the left of every-
thing.
Please respond with any advise you might have,
Thanks,
Jonathan

7320. ftp.tu-clausthal.de now on 139.174.2.10

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 22:48:43 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <168CC14EDC.BWWL@ibm.rz.tu-clausthal.de>
Source record: 213031

```
ftp.tu-clausthal.de now on 139.174.2.10

The IP-address of the anonymous-FTP-server 'ftp.tu-clausthal.de' has
changed from 139.174.1.3 to 139.174.2.10. If you are using the name
'ftp.tu-clausthal.de' instead of the IP-number you should not have
any problems.

archives: atari amiga tex msdos systems(Linux) unix docs os2 gnu
specials: mail-server (mail-server@ftp.tu-clausthal.de)
commented contents of dirs (Index, Index.complete)
directories with links to new files (Newitems)
online compression (and uncompression) of files

For further information read the README-file /pub/README.

The mail-server is still under construction. To test the mail-server
drop a note to 'mail-server@ftp.tu-clausthal.de' with the word
'HELP' in the body of the message.

-------------------------------------------------------------------------
Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de
-------------------------------------------------------------------------
```

7321. new Mail-Server on ftp.tu-clausthal.de

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 22:55:14 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <168CC15062.BWWL@ibm.rz.tu-clausthal.de>
Source record: 213033
Cross-posted to: alt.internet.services,comp.sys.atari.st

```
Hello!

A new Mail-Server "mail-server@ftp.tu-clausthal.de" is available.
Drop a note with the word "HELP" in the body to obtain further information.

Bye,
Wolfgang.
--------------------------------------------------------------------------
Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de
--------------------------------------------------------------------------
```

7322. Captive Revisited...

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 23:07:02 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C01Mvq.BGz@ecf.toronto.edu>
Source record: 213030

Hi guys!!!

Anyway, just wanted to say thanks to all the guys out there who replied my thread on Captive! The mail (quite a bit of it) I received have answered all my quiestions (and then some!!) So thanx and don't write anymore! (I'm still back-logged on my thank you notes B^D)

AcEzE.

--
****************** WHO AM I, YOU SAY? ****************** "If time is money,
************* SHAHIR AL RASHID**aka**ACEZE ************** we are all in debt!"
******* Alrashi@ecf.toronto.edu *** GO RIN NO SHO ******* ----------
*** This message brought to you by the Bollocks Bros. *** "Ii otenki desu ne??"

7323. Re: Falcon DOES have Super-VGA

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 23:25:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A49561@K.maus.de>
Source record: 212957

k>Thanks for the tip. Can you give some info on how this adaptor works?
k>Will software properly recognize the higher rez? (I guess this means
k>a VDI driver that only well-written GEM programs can use?)

It supplies a higher pixel clock rate into the Falcon030, thus making higher scan rates possible. The Falcon's VDI will use the higher resolution, and programs that use AES and VDI also will.
(Programs that do not use AES and VDI very probably won't run on normal Falcons anyway...)

- Peter -

7324. Re: Falcon: Nothing yet...

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 23:32:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A49562@K.maus.de>
Source record: 212958

AW>B>What memory/drive configuration did you get, and what all was
AW>B>included in the package..?
AW>
AW>4 MBytes/60 MBytes
AW>
AW>newest AHDI
AW>a line drawing demo
AW>Talking clock
AW>CALAPPT (appointment scheduler)
AW>newest XCONTROL
AW>BREAKOUT
AW>LANDMINE
AW>MACCEL 3.4
AW>
AW>a mouse
AW>
AW>1.44 MByte floppy

...plus an adaptor for VGA monitors, manuals for the machine and CALAPPT, a how-to-install sheet and disks with the above software.

and: the machine is ready-to-go out of the box, with the harddisk being formatted and booting and the software installed.

- Peter -

7325. Falcon needs....

Newsgroup: comp.sys.atari.st
Date: 1992-12-29 23:39:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1hqnj7INN7jq@golem.wcc.govt.nz>
Source record: 213034

Okay, the falcon needs:/ (and can easilly do - so get to work guys 8-)

16-colour ANSI emulation. (With all the standard extras, bold, blinking etc.)

MS-Doze compatible Super-Z-Modem, Bi-Modem & HS-Link Transfer Protocols. (Not difficult these days, especially with the Falcon's DSP, which should be able to happily handle data going in & out at the same time....)

Answer Phone. (Plays a pre-recorded sample when someone calls 'I am not home... etc.' - and then records (samples) the callers message, at a low rate to keep filesize down!)

VGA art package, supporting GOOD picture resizing & dithering, so as to expand SpeCtrum 512 320*200*512 pictures up to 640*480 etc. resolution, (this CAN be done with virtually no loss of detail whatsoever, the OLD mac-plus has software which does it with INCREDIBLE results - and it's shareware!). Should support GIF, IFF, maybe TIFF, and the standard ST-assortment (Degas, Neof r
ST-assortment, (Degas, Neochrome, SPectrum 512 etc.)

Comms with DSP data-compression/decompression/error correction. (e.g. MNP 1-5). Using the DSP to compress/decompress data, and perform Error correction, and then send the data to the modem, or to the rest of the computer. Disablable in case of real Modem-based MNP being present! This would REALLY hit the spot!!

Also - has anyone done any DECENT compatibility tests with the new Falcon 030, e.g. testing a reasonably wide variety of Public-Domain/ Shareware and commercial software. Particularly programs using the sound-chip, which apparently has problems.

Also, can anyone give us a good description of the software packaged with the Falcon, not just what it is, but what it does!

C'mon you people, if you own it - let us hear about it!!

And, why isn't there a comp.sys.atari.falcon message base?? Amoeba games machine has around 10 message bases! Surely 4 atari bases wouldn't hurt! (1 8-bit, 2 st (tech and this base), and falcon). Pretty harmless, considering the other assortments of pointless message bases around, many of which have never had anything posted in them!!

7326. For Sale Tos 1.04

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 00:51:33 UTC
From: ce830@cleveland.Freenet.Edu
Message-ID: <1hqrqlINNfi6@usenet.INS.CWRU.Edu>
Source record: 213035

I have a set of Tos 1.04 chips for sale at $40.00 .
This is the 6 chip kind NOT the 2 chip.
They are marked with the U numbers 2-7 so easy to install.
I also have a Beetle mouse for sale Make a offer on the Mouse.
--
Ron Field ce830@cleveland.freenet.edu (or) ron@mchome.santa-cruz.
ca.us 514 Margaret Av Aptos Ca 95003 (408)688-1508
Waiting for a Falcon

7327. Re: Falcon needs....

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 01:25:13 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1hqtpqlNNgpq@usenet.INS.CWRU.Edu>
Source record: 213036

I'd like to see an IBM emulator run with TOS...

I think it would be great to have an IBM emulator inside of the
Falcon030 and double-click on a clone file and have it run.

Who wants Windows? :)

--

7328. LodeRunner's Revenge (lodeclon on atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 01:38:57 UTC
From: John.Klassa@launchpad.unc.edu
Message-ID: <1992Dec30.013857.12330@samba.oit.unc.edu>
Source record: 213037

Hi-

I just downloaded lodeclon.arc from atari.archive... It's a LodeRunner-like game. It seems like a decent game except for the fact that it takes _forever_ to get from one screen to the next, and it takes forever to start the game. Example: when your player dies, the game sits for about 10 or 15 seconds -- doing absolutely nothing. Then, finally, it clears the screen and draws the next one. Likewise, when you start the game, it sits for many, many seconds before throwing up the game screen. None of the keys seemed to have any effect. Has anybody else noticed this? Is there anything I can do to circumvent the delay?

Thanks!

John

P.S. PLEASE reply to klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com instead of replying directly to this address (john.klassa @ bbs.oit.unc.edu). I'd have posted from the aur.alcatel.com machine except that ours news server died. I'm still able to receive mail that way, though, and would appreciate getting responses there instead of here.

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

7329. Re: Falcon needs....

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 03:35:26 UTC
From: ekrimen@wet.UUCP
Message-ID: <4922@wet.UUCP>
Source record: 213038

In article <1hqnj7INN7jq@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>
>Also - has anyone done any DECENT compatibility tests with the new
>Falcon 030, e.g. testing a reasonably wide variety of Public-Domain/
>Shareware and commercial software. Particularly programs using the
>sound-chip, which apparently has problems.
>
>Also, can anyone give us a good description of the software packaged with
>the Falcon, not just what it is, but what it does!

The latest Z*Net has some GEnie messages in which Ron Robinson, who is reviewing a Falcon for Atari Explorer, explains some of his experiences with it. He mentions software compatibility and some of the software that was bundled with it.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

7330. Re: KnifeST

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 04:44:23 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1hr9f7INN9c0@golem.wcc.govt.nz>
Source record: 213039

Version 1.10? It's still a very old version - although, I'm not sure
if it was the *last* version or any such thing....

7331. Re: KnifeST

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 08:10:27 UTC
From: s19184@seb.se
Message-ID: <1992Dec30.091027.1@seb.se>
Source record: 213040

In article <1hr9f7INN9c0@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz writes:
> Version 1.10? It's still a very old version - although, I'm not sure
> if it was the *last* version or any such thing....

The mag contains a offer to buy the KnifeSt manual plus "a coupon
which enables you to upgrade to KnifeST 2 when it becomes available"
for 14.95 pounds.

To answer Roger's earlier question, I enclose part of the REAME.TXT
file which was on the diskette.

```
------------------------------------------------------------
KnifeST version 1.10 Read Me 23 May 91
==============================

Please state the above version number on your registration card.

New features of version 1.10
============================
This version fixes a problem with incorrectly generated 'Media
Change Errors' when searching on some floppy disks.

New features of version 1.09
============================
The Disk Info command from the Show menu now supports volumes bigger
than 16 Megabytes.

New features of version 1.08
============================
Certain non-standard floppy disk formats with a particular FAT usage
caused incorrect calculations in all the analysis functions resulting
in an internal error *3* alert to be generated. This has been corrected.

Logical Sectors > 512
---------------------
These are now handled correctly.

There is a new program for some hard disk owners AESPATH. See the
text file in its folder for details.

New feature of version 1.07
===========================

....
------------------------------------------------------------
```

/Mike
--

Michael Evans Skandinaviska Enskilda Banken (S-E-Banken)
SEB Data R Telephone: +46-8-639 33 70
S-106 40 Stockholm Fax: +46-8-639 37 62
Sweden Internet: mike@seb.se

7332. Re: TeX for atari

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 13:07:46 UTC
From: y0000028@rzab0.rz.tu-bs.de
Message-ID: <1992Dec30.130746.5827@ibr.cs.tu-bs.de>
Source record: 213042

Sorry, I need more specific information about the TeX-Version.
There are at least 3 different TeX-implementation available:

Lindner-TeX, Version 3.141 / 2.2
CS-TeX Version 4.05 ?
Multi-TeX Version 5.04 ?

If you use Lindner-Tex, there is a nice shell which controlls everything.
You 'll have to start IniTeX at least two times with PLAIN/ENGLISH and
LATEX/ENGLISH to get the format (.fmt) files which contain essential
informations for TeX.

Axel Kielhorn
TU-Braunschweig

7333. Re: *.Z compression

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 13:12:00 UTC
From: y0000028@rzab0.rz.tu-bs.de
Message-ID: <1992Dec30.131200.5960@ibr.cs.tu-bs.de>
Source record: 213043

In article <rchan.2yl7@terapin.com>, rchan@terapin.com (Ronald Chan) writes:
|> Does anyone know if there is a utility that will extract *.Z compressed files
|> on the ST? I see a few of them on umich archives. I am a total novice about
|> the Internet, so bear with me while I ask dumb questions okay?
|>
|>
|> || Ronald Chan [rchan@terapin.com]
|> || A Pocket Knight *-{-----------

The required utility is compress. It should be available on a.a.e.u
Compress is the standard UNIX compression-tool (and not very efficient).

Axel Kielhorn
TU-Braunschweig

7334. Re: Game Workbench

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 16:49:52 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Dec30.164952.10741@newshost.lanl.gov>
Source record: 213045

In article p@rpi.edu, oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
>
> I recently read a reply from a Mr. Bob_BobR_Retelle, when I asked questions
>concerning Game Workbench, and what it means to the common st user like me
>
.. stuff deleted ...

>I would really like to know how Mr. Bagget feels about this.
Why not ask him? Dave is at dmb@case.ai.mit.edu

>How atari employees who frequent the net feel about this.
Very few Atari employees, if any, frequent the Internet anymore.

>Ataris position on game workbench (did we ever get thier opinion)
Atari wasn't enthused, according to Dave's visit to Atari HQ.

>And if this product will be available
Game Workbench is *not* dead, only delayed due to troubles at DC.
My guess is that the public will see Game Workbench, in one form or another
in the not-too-distant future. ;-)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7335. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 17:17:43 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1hsljnINN8as@life.ai.mit.edu>
Source record: 213046

In article <1hq32sINNsuv@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>Dave, why don't you just leave it alone?

Because people still say things like:

>I really own it because of people within the Atari Community.
>They just can't be beat.

Those people are leaving! Your developers are jumping ship! Your shareware authors are getting sick of Atari and going to other platforms. Jeff Minter's done Llamatron for the PC -- that's a bad sign for the community right there, isn't it?

The number of Atari owners is dwindling at a steady rate. If those of you who can still find it within your hearts to support Atari to the death don't find any way to make Atari get a grip, you will see your community shrink to almost nothing.

It's a lot less fun when no one's left to write ambitious new software.

>I have a lot of good friends that own Atari computers and I find them
>to be very spirited and enthusiastic. I can't say the same for
>those that seem to think completely with logic saying,
>
>"If Atari's management is getting themselves together, sell your
>computer and go with the flow--IBM compatibles."

See? You ask why I contuinue to argue about this stuff, and then write things that indicate you have an overly optimisitc view of the situation. The fate of Atari machines is in Atari's hands, not yours. If Atari allows themselves to self-destruct, there won't be any commercial devlopers left. What percantage of the group is going to stick around once the Atari is REALLY an orphan machine?

>If Atari had very GOOD management with a poor Atari Community, I'd sell,
>of course it would be nice for both...

You are typcasting. Atari owners are as diverse a lot as PC owners. Do you think all PC owners are mindless droids? All Amiga owners are childish brats? These stereotypes whiz through this group frighteningly often.

>I still think that clones are pretty damn boring.

With my 486 I can compile things really quickly, run a full Emacs implementation that is considerably faster than Tempus, archive and

unarchive things blindingly quickly, and program it to put pretty pictures on the screen and make neat sounds.

In short, I like it for the same reasons I like my ST, except that it's a lot faster and you can buy 5,000 times as much software for it. Not only that, but there's some chance in hell I might actually be able to make a living writing software for it.

Clones are not boring at all to me. There's exciting new free, shareware (Llamatron!), and commercial software coming out every day that will run on my "boring clone." There are hundreds of neato cards I can put in it, like a studio quality sound board, an ethernet card, a graphics accelerator that supports TIGA (a standard -- imagine that), a RISC coprocessor board, etc.

Atari can't just sit there and watch the world fall apart while their devoted fans make excuses for them. They need to start making competitive machines again, and they need to start selling those machines.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

7336. Re: *.Z compression

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 17:20:00 UTC
From: Steve_Johnson@under.mind.ORG
Message-ID: <2409860@under.mind.ORG>
Source record: 212951

You need the COMPRESS utility for .Z archives. I think there are a
few versions of COMPRESS at umich.

--
via Fortress Gateway at uumind.mind.ORG

7337. Re: Falcon: Nothing yet...

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 17:41:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A6818@M4.maus.de>
Source record: 212606

sakaria@vipunen.hut.fi wrote on 28.12.92 22:45:

s>Does it have a fan? If yes, is it loud? Is the hard disk noisy? I still
s>remember how _quiet_ my 520ST was...

Yes, there is a build-in-fan. It's not loud, harddisk is not loud, too. Sound
of both is quite low. If I think back to my MegaFile...

regards, Jimmy


```
+------------------+-----------------------------------------+
| ||| | Name : Achim 'Jimmy' Wilhelm |
| ||| | German BTX : 089316294900-0001 |
| ||| | FidoNet : Achim Wilhelm on 2:246/13.42 |
| ||| | eMail : Achim_Wilhelm@m4.maus.de |
| / | \ | MausNet : Achim Wilhelm @ M4 |
| / | \ | Telephone : +49 89 3162949 |
| / | \ | Please send me no UU coded files and no |
| ATARI | mail larger than 16 kBytes |
+------------------+-----------------------------------------+
```

7338. ftp.tu-clausthal.de ...again

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 17:46:05 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <168CD107ED.BWWL@ibm.rz.tu-clausthal.de>
Source record: 213044
Cross-posted to: alt.internet.services,comp.sys.atari.st

```
Hello!

The host has been down on Dec 30 from 13:00 to 18:00 local time (GMT+1).
Please do not send any flames anymore...
The mail-server should now work... (mail-server@ftp.tu-clausthal.de)

Bye,
Wolfgang.
------------------------------------------------------------------------
Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de
------------------------------------------------------------------------
```

7339. Re: *I* an NOT making THIS up either...

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 17:49:23 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Dec30.174923.16140@newshost.lanl.gov>
Source record: 213047

In article 031625SML108@psuvm.psu.edu, <SML108@psuvm.psu.edu> () writes:

>
>More more, this stuff's great, depressing, but great...
>

OK, how's this... in preparation for this year's Winter COMDEX in Las Vegas, L_____ came up with the brilliant idea of having the developers (who always help man and populate the Atari COMDEX booth) *pay* for the privilege of helping Atari sell their computers! This would be over and above the expense of transportation to and from Vegas, meals and lodging, the very costly glossy brochures required of each dev in the booth, etc, etc.

Fortunately, someone in Atari convinced him that this probably wasn't too good of an idea and might further "alienate" the few remaining Atari devs. :) Even so, dev support at this year's COMDEX was *very* spartan as compared to previous years. Gee... I wonder why? ;-)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7340. TCP/IP for the ST and LAN Server

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 17:59:09 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1992Dec30.175909.2268@zooid.guild.org>
Source record: 212960

Has anyone out here experiemented with TCP/IP for the Atari ST. I remember seeing a file on a german FTP site that was called, I believe, TCP_IP.LZH. How does it implement TCP/IP? Is it done via the RS-232 port? What I want to eventually do is to network my PCs with the Atari that I have. Is there any product that will allow me to do it? Since I am running OS/2 2.0, I would want to be able to monitor the Atari machine by having a window activated all the time in order to do so. To go even further, any products for the Atari ST that will allow it to network with IBM's LAN Server?

Any information is appreciated...

Mark K.

7341. Gemini and MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 18:02:26 UTC
From: tevans@unislc.uucp
Message-ID: <1992Dec30.180226.22904@unislc.uucp>
Source record: 213048

I just downloaded the recent version of Gemini and I was wondering
if it is able to run with MiNT. Could somebody please let me know
if it is.

advathanksnce

tevans@cs.utah.edu

7342. dont listen to this guy

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 19:08:53 UTC
From: dave tomesch <dave.tomesch@canrem.com>
Message-ID: <1992Dec30.4514.28445@dosgate>
Source record: 212954

Dont bother listening to this guy, he is part of a group that calls themselves the Evil force in the area. The group has over 1000 CDs or pirated software and he wants to know how to hook up Usenet to some of the pirate bbses? Figure that out? Also giving flames of Atari personel while you hand out copies of Ultima 6 doesnt seem quite right! I think if you had any morals you would stop bothering this base and go back to your Fnet message bases.

Dont you hate when users put up a false front for their own means. Oh yeah if you call this slander, all i would have to do is call in several witnesses and I think you would lose right away. STOP PIRATING then maybe someone will listen to you.

Dave
--
Canada Remote Systems - Toronto, Ontario
World's Largest PCBOARD System - 416-629-7000/629-7044

7343. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 19:15:13 UTC
From: healy@nosc.mil
Message-ID: <1992Dec30.191513.3742@nosc.mil>
Source record: 212952

While still an ST supporter (I'd like to get a '40 Falcon if the beast ever is released), I have noticed a lot of people have disappeared from this group over the past few years.

Mike Healy

healy@nosc.mil

7344. Re: Need mor ehelp with Lattice C 5.0

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 19:20:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.834067@cix.compulink.co.uk>
Source record: 213049

>1. I can't seem to get what i want out of lattice,
> i would like to have: 16 bit ints, 32bit adressing.
An int *is* 32 bits. A short is 16 bits.

>also, the docs are very vague when it comes to multiple module programs,
>so maybe i'm getting something wrong.
Why not upgrade to 5.5x? That includes a graphical make facility that's
very easy to use. AFAICR its about 35UKP to upgrade which also
gets you new manuals for the extra bits and new library commands
for TT/STe/MSTe stuff.

>is lattice written for small one module programs? why does it default to
>relative adressing? (thats intel crapola!)
I hope not. Atari use it now :-)

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

7345. Re: Falcon needs....

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 19:20:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.834068@cix.compulink.co.uk>
Source record: 213050

>VGA art package, supporting GOOD picture resizing & dithering, so as
>to expand SpeCtrum 512 320*200*512 pictures up to 640*480 etc. resolution,
>(this CAN be done with virtually no loss of detail whatsoever, the OLD
>mac-plus has software which does it with INCREDIBLE results - and it's
>shareware!). Should support GIF, IFF, maybe TIFF, and the standard
Sounds like True Paint from Hisoft. They have a demo disk for 5UKP.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

7346. Re: *I* an NOT making THIS up either...

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 19:56:40 UTC
From: SML108@psuvm.psu.edu
Message-ID: <92365.145640SML108@psuvm.psu.edu>
Source record: 212953

OK, L_____ must either go or be rendered impotent within Atari's management. I figure J___ is well aware of the problem, but can't do much becaue he's family. From what I've heard, S__ isn't much better, and Rod Bobbie is clearly a compulsive liar. So here's my idea... How many people live near Atari headquarters? I figure the Tramhammers have to go there at least once in a while and if we actualy held a sort of protest outside their headquarters, we might get a message through to J___. Who knows for sure but I think it's worth a try... No trespassing or illegal stuff mind you, just a first amendment guaranteed protected gathering and old-time Atari rally... Whaddya all think? I'll be moving to Calif. in a few months so I would definitely participate...

Scott

7347. Game Workbench, Dave B and other things...

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 21:15:40 UTC
From: sam_s@NeXT.com
Message-ID: <6130@rosie.NeXT.COM>
Source record: 212959

An observation: Game Workbench sounds great. I would love to have it on my PC or my NeXT. A few years back I would have loved to have it on my ST. I would argue that the Atari is a great place to pick up programming experience in graphics and small operating systems; most of the great Atari programmers have been able to use their skills as a basis for lucrative jobs on other platforms. It's also a comparatively painless marketplace to learn nasty business lessons; sure you've wasted your time (haven't we all...) but you're wiser and I doubt you're several hundred thousand dollars in debt, which is the cost of failure in marketplaces with higher expectations.

I'm sure your experience in graphics, engines, and object libraries will serve you well. Perhaps GW-PC? GW-Genesis? Perhaps another product entirely, but the important thing is to pick up the pieces and take advantage of your experience.

I just remembered a great quote from Sam Kinnison (rest his soul):
"Of course you're starving, you live in a $#@*&% desert! Move to where the food is!"

-sam

--
Opinions expressed herein are not those of my employer. They're not even mine. They're probably wrong besides. How did they get in here, anyway?

7348. Re: *.Z compression

Newsgroup: comp.sys.atari.st
Date: 1992-12-30 22:20:38 UTC
From: chanp@ccu.umanitoba.ca
Message-ID: <C03FEF.Ht5@ccu.umanitoba.ca>
Source record: 212961

In article <A6780@M4.maus.de> Achim_Wilhelm@m4.maus.de (Achim Wilhelm) writes:
>*.Z is a FREEZEd file. So, use FREEZE for decompress it.

That's not true.

*.Z --> use uncompress
*.F --> use freeze -d

7349. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 00:04:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1htddqINN69m@usenet.INS.CWRU.Edu>
Source record: 212965

In a previous article, dmb@case.ai.mit.edu (David Baggett) says:

>In article <1hq32sINNsuv@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>Dave, why don't you just leave it alone?
>
>Because people still say things like:
>
>>I really own it because of people within the Atari Community.
>>They just can't be beat.
>
>Those people are leaving! Your developers are jumping ship! Your
>shareware authors are getting sick of Atari and going to other
>platforms. Jeff Minter's done Llamatron for the PC -- that's a
>bad sign for the community right there, isn't it?

Many of them haven't left YET. They are waiting for the "dooms day"
that you claim will be coming soon.

This might be the case. In fact, I agree that it will happen unless
someone else takes over Atari or drastic changes are made.

But, I figure that Atari will be around for at least until 486'
computers become affordable. And I'll wait until then.

>
>The number of Atari owners is dwindling at a steady rate. If those of
>you who can still find it within your hearts to support Atari to the
>death don't find any way to make Atari get a grip, you will see your
>community shrink to almost nothing.

Dave, ATARI is in my blood. And I want to be around for the day that
the company dies.

I'm sure that the others that you are trying to convince feel the same way,
so it is useless.

I'm in no hurry to jump boat unless I'm POSITIVE that there is no
fun or future.

>
>It's a lot less fun when no one's left to write ambitious new software.
>

There will be a few nice products for the Falcon030. I'll wait and
see what Atari does with it before leaving.

>>I have a lot of good friends that own Atari computers and I find them
>>to be very spirited and enthusiastic. I can't say the same for
>>those that seem to think completely with logic saying,
>>
>>"If Atari's management is getting themselves together, sell your
>>computer and go with the flow--IBM compatibles."
>
>See? You ask why I contuinue to argue about this stuff, and then
>write things that indicate you have an overly optimisitc view of
>the situation. The fate of Atari machines is in Atari's hands,
>not yours. If Atari allows themselves to self-destruct, there
>won't be any commercial devlopers left. What percantage of the
>group is going to stick around once the Atari is REALLY an
>orphan machine?

Oh, sorry, I meant to say, "If Atari's management is not getting themselves
together, sell the computer and go with the flow--IBM compatibles."

I deal with IBM clones ALL of the time. The computers aren't that
fantastic--even the 486's.

But that is where your BIG bucks come in and that is the only thing I see
exciting about the 486's for developers.

Besides, nobody will APPRECIATE developers in that big ocean of
the compatible world.

I at least know WHO you are, who Dave Small is, and the other developers.

>
>>If Atari had very GOOD management with a poor Atari Community, I'd sell,
>>of course it would be nice for both...
>
>You are typcasting. Atari owners are as diverse a lot as PC owners.
>Do you think all PC owners are mindless droids? All Amiga owners are
>childish brats? These stereotypes whiz through this group
>frighteningly often.

No I'm not. I'm sure there are SOME spirited and enthusiastic
IBM compatible owners. I just don't know who they are. They are lost
among all those that care more about THEIR productivity than OTHERS.

>
>>I still think that clones are pretty damn boring.
>
>With my 486 I can compile things really quickly, run a full Emacs
>implementation that is considerably faster than Tempus, archive and
>unarchive things blindingly quickly, and program it to put pretty
>pictures on the screen and make neat sounds.
>
>In short, I like it for the same reasons I like my ST, except that it's
>a lot faster and you can buy 5,000 times as much software for it. Not
>only that, but there's some chance in hell I might actually be able to
>make a living writing software for it.

And your 486 cost about $1,500 more than the ST. $1,500 more than
some of us can afford or are willing to pay for a computer.

>
>Clones are not boring at all to me. There's exciting new free,
>shareware (Llamatron!), and commercial software coming out every day
>that will run on my "boring clone." There are hundreds of neato cards
>I can put in it, like a studio quality sound board, an ethernet card, a
>graphics accelerator that supports TIGA (a standard -- imagine that),
>a RISC coprocessor board, etc.
>
>Atari can't just sit there and watch the world fall apart while their
>devoted fans make excuses for them. They need to start making
>competitive machines again, and they need to start selling those
>machines.
>
>Dave Baggett

You are right about Atari's management. Something needs to change.

I've tried my best... We'll see.

>

--

7350. Re: GIF convertors

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 01:19:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.834515@cix.compulink.co.uk>
Source record: 212968

In article <1hal4hINNsjh@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (steve wells) writes:
>>Does anyone know of a program to convert GIF files to ST formats
>>(Neo or Degas preferably) - I know that information will be lost,
>>but I want to be able to load stuff up quickly, and as long as
>>the picture looks vaguely OK it doesn't matter.
>
>Fast-GIF is, (as it says), very fast, and does a pretty good job of
>converting any GIF picture into 320*200*16! (And saving it in
>Degas PI1 format if you want.) It doesn't handle JPEG, or this 89a
>format. (The new one), but it works fine with 90% of GIF's!
>(1meg at least recommended, as with all GIF programs, those things can
>use a lot of RAM!)
>
>Fast-GIF is on atari.archive.umich.edu in the graphics section somewhere
>(or was).... it should be available locally as well. (just about anywhere)

Also it is perfectly acceptable to change the gif signature to 87a. The GIF spec allows this, just some of the 89a features will get skipped. That is of course if it was implemented correctly.
In fact a pedant might argue that GIF is the signature not GIFxxa. A lot of viewers say 'not a gif file' when in fact they mean 'not a fully supported gif file' :-)

Adam.

7351. Fax Modem

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 03:43:12 UTC
From: boucher@ug.cs.dal.ca
Message-ID: <C03uC1.KsB@cs.dal.ca>
Source record: 212969

Does anybody know where I can get some software to run my fax modem. I bought a modem whose included software is for an IBM. Please send email to boucher@ug.cs.dal.ca Thanks.

--
"Well I suppose Pythagoras was yesterday's man also, but two plus two still equals four."
-P.E.Trudeau

7352. Re: Serial Connection

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 04:22:53 UTC
From: MikeD@cup.portal.com
Message-ID: <72664@cup.portal.com>
Source record: 212970

```
They are written to in the same manner as disk files.

REWRITE(file, filename);

where file is of type TEXT and filename is a filename on the disk, OR
one of the following: PRN: AUX: CON: MIDI:

For example, to write 'HELLO' to the serial port,
file: TEXT;

REWRITE(file, 'AUX:');
WRITELN(file, 'hello');

I hope that answered the question.
```

7353. Driver of the 640MB Optical Drive

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 05:50:48 UTC
From: akisujar@nuscc.nus.sg
Message-ID: <1992Dec31.055048.6735@nuscc.nus.sg>
Source record: 212971

Hello from Singapore,

I have tried connecting a Sony 640MB Optical drive to the Atari TT via SCSI port as well as to the Mega4 via DMA/SCSI adapter last night.

I cannot get both computers to recognise the drive with ADHI program, obviously I will need a proper driver to format the Optical Cartridge as well.for .

Is there a Formatter/driver programs available anywhere? Either commercial or shareware is fine for me?

Would the software supplies with the new ICD LINK hard disk adapter support 640MB (5-1/4") Optical drive? I would not mind buying a LINK if it works.

Another possible cause may be that the Optical drive that I have is set with Parity enable. (I know from my pass experiences with connecting Syquest and other hard disk to Atari that I have to disable Parity of the hard disk to get it to work) My next (and last) question is which jumpers on the SONY optical drive is for Parity setting.

Any suggestion would be much appreciative,

Suthipuntha, School of Architecture, National University of Singapore
AKISUJAR@NUSVM.BITNET

7354. We have reignition

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 06:31:07 UTC
From: healy@nosc.mil
Message-ID: <1992Dec31.063107.20359@nosc.mil>
Source record: 212972

I've tried to stay out of the lharc-zoo flamewars, but I need this catharsis. I have been using lharc201i for a while and it has always worked until today. Today I figured that I better upgrade to lzh20ik, just to be on the safe side. Well, lo and behold, my current lharc choked on some files, so I guess my timing was right.

So what happens when I try to extract lzh201k? lharc201i chokes. Now, we're not talking about lharc1.0 or something. There should have been (at most) one minor revision between the two.

Do I really need 201j to unlzh 201k and is 201i too "out of date"? IF this is the case, and my problem wasn't caused by cockpit error, which is entirely possible, then I think that these lzh guys have lost sight of the purpose of utilities in the first place. The idea behind the lzh is to allow people to share files (compression makes it easier to download files). It is a utility. I personally don't care if the version I have will create subdomain crosslistings and hierarchical bitbuckets :-) If -extract will work, I could live with that. I can accept creating newer versions with more bells and whistles as long as the basic functionality is preserved across all versions. But this situation is ridiculous. I want to use lzh to access files. I don't want to spend my time racing to keep up with the latest version which is incompatible with anything that came before.

People that upload .lzh files that they want the st community to see should consider my reaction to a file that uses a newer version of lzh and so I can't uncompress it - you know that trashcan on the corner of the desktop? :-) My point is, if you want a lot of people to access your software, you're better off putting it in a form people can access.

And now my lharc flame:
I have NEVER been unable to uncompress a file with zoo.

Mike Healy

healy@nosc.mil

7355. pc high density disk drive

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 08:10:59 UTC
From: kronos@cyberden.sf.ca.us
Message-ID: <1k1mwB1w165w@cyberden.sf.ca.us>
Source record: 212977

I've been offered a PC compatible high density disk drive. I'm wondering
if it can be adapted for use with my ST. It's a Control Data unit.
If it isn't useable with STs, it's for sale.

"Open head, insert instructions, stir well..."
T Reed aka Kronos@Cyberden.sf.ca.us

7356. 823k compression source

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 09:54:03 UTC
From: jher@wixer.cactus.org
Message-ID: <1992Dec31.095403.15698@wixer.cactus.org>
Source record: 212979

Does anyone happen to have some source code (pref. C) for formatting/
reading Atari double sided 10sectors per track/82 tracks diskettes? I have
a large amount of data that i need to import to a sparc station and all I
have are floppies and a modem. I would like to write a patch mtools or
perhaps a completely seperate program... Thanks for any help

--
There is it. There is nothing you can do about it. PLAY THE GAME. Tag!
YOU'RE IT
jher@sgdreese.arlut.utexas.edu

7357. I'm with Dave (was Re: A letter to Dave Bagget)t

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 10:15:41 UTC
From: kisaacso@nyx.cs.du.edu
Message-ID: <1992Dec31.101541.27640@mnemosyne.cs.du.edu>
Source record: 212973

In article <1992Dec30.191513.3742@nosc.mil>, healy@nosc.mil (Mike Healy) would have us believe:
]
] While still an ST supporter (I'd like to get a '40 Falcon if the beast ever is released),
^^
] I have noticed a lot of people have disappeared from this group over the past few years.
]
] Mike Healy
]
] healy@nosc.mil
]

Your message makes the point that has put me off Atari for a long time now. There is NOBODY in the PC world who is saying "if the 586 (or whatever they are calling it) is released." Its not a worry. I've supported Atari since 1983 when I bought my first Atari 400. They are great computers but I cannot spend the rest of my life wondering if there will be any support for my computer 12 months from now. Granted, the Falcon looks like a great machine, but if it doesn't make it that's basically it for Atari. I don't want to sink $1000+ into a computer when the chance of it being supported in a year is 50/50 at best. For that same $1000 I can buy a PC compatible which will be supported into the next century AT LEAST. The features and capabilities of the Falcon simply do not justify taking that sort of a gamble.

ITS REALLY NOT THAT IMPRESSIVE!

Nifty toys like the DSP are not going to grab the mass market and that is what Atari has got to do to stay in business. Sorry, but my next computer will be an Intel machine. Maybe then I can sleep at night.

--

_____
| kisaacso@nyx.cs.du.edu (Kevin "Zonker" Isaacson) |
| (C) Copyright 1992, All Rights Reserved, Void Where Prohibited |
| Substantial Penalty for Early Withdrawl, Check Your Dealer for Details |

7358. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 10:28:08 UTC
From: sourada@iastate.edu
Message-ID: <sourada.725797688@vincent1.iastate.edu>
Source record: 212975
Cross-posted to: comp.sys.atari.st,news.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
COMP Atari-related companies
IAAD Independent Atari Developers
CREDIT Who has contributed to the FAQ?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
```

comp.sources.atari.st ! uuencoded/shar sources

:EMILY:
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of
humor.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways),
Emily has taken time out of her busy schedule to answer a few commonly
asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.
Flame wars are fun. They're the main reason people creted Usenet,

and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS:
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public. See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &
docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa

(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is based on the 31 articles that Clayton Walnum wrote for Analog. It was written on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very large and takes quite a while to make a hard copy if you desire to do so. The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar (.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV:
How do I become a developer for the Atari ST?
==========

Contact Gail Bacani, Atari Rep Person, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Gail for
more information.

Atari is now selling the developer's kit (or parts of it) seperately. No
project-in-development or non-disclosure agreement is necessary.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5
Invalid handle.....-37.....6
Insufficient memory.....-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46.....15

No more files..................-49...........18
Range error....................-64...........33
Internal error.................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
==
Reset: Initial PC2..............1
Bus Error.....................2
Address Error.................3
Illegal Instruction............4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation............8
Trace.........................9
Line 1010 Emulator...........10
Line 1111 Emulator...........11
[unassigned, reserved].......12
[unassigned, reserved].......13
Format Error.................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt...........24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

:FREE:
What is Free-Net and how can I get access?
==

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG

P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS:
What magazines are available for the Atari ST?
==========

If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so polished. 2 cover disks per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this information, DP-Z]. Hardware and Software reviews, some commercial software reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100 Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Bretonischer Ring 13, 8011 Grasbrunn, West Germany, Phone: ++49 89 456 160

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France
(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

Monthly, includes a cover disk. 11 issues per year. 64 + 16 (separated) pages.
Price: FF38 per issue, subscription: FF360. Subjects: Desktop publishing,
graphics, initiations to C and GFA Basic, survey of outcoming software, music,
folders. Minitel access: 3615 code ATARI. Address: FC Press, 57 rue Danton,
92300 Levallois-Perret, France.

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
---
cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.
60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

START, published by Divo , M. Gijzenburg 14, 2907 HG Capelle a/d IJssel
---
cover price: fl 7,50 (may be more now)
All round magazine, floppy-service available for published programs.
68 pages. 2 color print

6 publications a year. One year subscription fl 39,95
including floppydisk fl 119,95

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format
back in 1986 but from the 6th issue on it included a readerprogram
both for color and monochrome. Even with music.
price is fl 10,00
adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

:TIPS:
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used
with the ST; the custom cable involves no tricks, or commercial ones are
available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are
tricky.

An ST-formatted disk which is not readable by a PC can be made readable by
putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning
of the boot sector (sector 1 of track 0, I believe). This can be done with
either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and
higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced
by ST formatters. On those drives, ST-formatted disks are not readable,
independent of their boot sector contents. The other way, however, does
always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access
a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick
extender cable will make life easier. The Y-cable joystick extenders make
it extremely easy to keep mouse and joystick connected to port 0, and a
joystick extender cable in port 1 makes for easy hookup after you've moved
the machine.

BARREL is a program which can redirect printer-data to a file. It comes in
handy when your printer is unavailable, and the program does not already
have an option to 'print-to-a-file'. (It is available on the atari.archive
server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to
drive B. Handy when a program 'hard-codes' the data drive, and you
wish to use your hard drive instead. (It is available on the atari.archive
server.)

On the Desktop of TOS 1.4 or higher, holding the right mouse button allows
you to manipulate files in other windows. This is useful for a number
of reasons. An example is this: say D:\BLAH.ARC is a file you would
like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then

hold the right button while double-clicking ARC.TTP in an inactive window.
(I've been told this will work on 1.2, and possibly other TOSi.)

:ZNET:
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR:
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can
also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg
Lindahl provides an excellent service to the networking community by sending
these out.

Atari Explorer Online and some information from the Current Notes user
magazine are also available from the atari.archive server under
/atari/magazines.

:PD:
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL:
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu, jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

:COMP:
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that
might be of use to Atari ST users. Please send me addresses for the blank ones
on this list. See also IAAD, it lists many more companies that are not on
this list.

BMS

E.A. Brown
3404 Pawnee Drive
Alexandria

Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem

Supra
7101 Supra Drive
Tangent, Oregon 97389
(503) 967-9075

TKR GmbH & Co. KG
Stadtparkweg 2
W-2300 Kiel 1
Tel. +49-431-3378881
Fax. +49-431-35984

Wittich Computer

:IAAD:
Independent Atari Developers
==========
(Thanks to Ed Krimen (ekrimen@wet.com) for sending this along)
(And to Joachim Vance (jvance@einstein.oac.uci.edu) for reformatting)

The Independent Association of Atari Developers
Member Directory
Compiled 6/7/92

Please note: Most IAAD members support users through the bulletin board areas on GEnie. References in this file to "Cat" or "Top" refer to the ST RT bulletin board area; other RTs are designated by name. We welcome your comments and inquiries!

James C Allen Todd Bane
FAST TECHNOLOGY Soft-Aware Unlimited
P.O. Box 578 334B North Euclid Avenue
Andover, MA 01810 Upland, CA 91786
508 475 3810 (fax) 714 985 2348 (fax)
508 475 3810 714 982 8409
GEnie: J.ALLEN27 GEnie: R.SKRALY
Cat4 Top11 Cat6 Top4

Steve Barker David Beckemeyer
Flying Pigs Software Beckemeyer Development Tools
P.O. Box 688 P.O. Box 21575
St. George, UT 84771 Oakland, CA 94620

801 628 5764 (fax) 510 530 0451 (fax)
801 628 5713 510 530 9637
GEnie: STEVE-B GEnie: D.BECKEMEYER
BBS: 801 628 5773 Intrnt: david@bdt.CO
Cat2 Top34

Robert M Birmingham Dorothy A Brumleve
13630 SW 101 Lane D.A. Brumleve
Miami, FL 33186-2814 P.O. Box 4195
305 385 1942 Urbana, IL 61801-8820
GEnie: R.BIRMINGHA4 217 337 1937
CIS: 73637,1120 GEnie: D.A.BRUMLEVE
Cat25 Delphi: DABRUMLEVE
CIS: 71451,1141
Cat29 Top6

Gilbert Callaghan Phil Comeau
Double Click Software Phil Comeau Software
P.O. Box 741206 43 Rueter Street
Houston, TX 77274-1206 Nepean, Ontario Canada K2J 3Z9
713 977 6520 (fax jack) 613 596 4081 (fax P.C. Soft)
713 977 6520 613 825 6721
GEnie: DOUBLE-CLICK GEnie: P.COMEAU1
CIS: 75300,577 Cat13 Tops7,20
BBS: 713 944 0108
Cat30

Jay Craswell Craig W Daymon
Dover Research Corp. ICD Inc.
321 W. 4th Street 1220 Rock Street
Jordan, MN 55352 Rockford, IL 61101
612 492 3913 815 968 6888 (fax)
GEnie: J.CRASWELL 815 968 2228
CIS: 73016,27 GEnie: C.DAYMON
ICD RT

John Eidsvoog Lauren Flanagan-Sellers
CodeHead Technologies Goldleaf Publishing Inc.
P.O. Box 74090 700 Larkspur Landing Circle, Suite 199
Los Angeles, CA 90004 Larkspur, CA 94939
213 386 5789 (fax) 415 257 3515
213 386 5735 GEnie: WORDFLAIR
GEnie: J.EIDSVOOG1 Cat35
Cat32

Rick Flashman David Fletcher
Gribnif Software Ditek International
P.O. Box 350 2800 John Street, Unit 15
Hadley, MA 01035 Markham, Ontario Canada L3R 0E2
413 584 2565 (fax) 416 479 1882 (fax)
413 584 7887 416 479 1990
GEnie: R.FLASHMAN GEnie: DITEK

Cat17 Cat6 Top9 / Cat7 Top7

George Geczy Keith Gerdes
JMG Software International, Inc. Double Click Software
892 Upper James Street P.O. Box 741206
Hamilton, Ontario Canada L9C 3A5 Houston, TX 77274-1206
416 575 0283 (fax) 713 977 6520 (fax jack)
416 575 3201 713 977 6520
GEnie: JMGSOFT GEnie: DOUBLE-CLICK
BBS: 416 389 9064 CIS: 75300,577
Cat6 Top32 BBS: 713 944 0108
Cat30

Tyson T Gill Tom Harker
GT Software ICD, Inc.
12114 Kirton Avenue 1220 Rock Street
Cleveland, OH 44135-3612 Rockford, IL 61101
216 252 4272 815 968 6888 (fax)
GEnie: T.GILL7 815 968 2228
CIS: 73467,777 GEnie: ICDINC
Cat17 ICD RT

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1018 Quail Creek #303 Clear Thinking
Shreveport, LA 71105 P.O. Box 715
318 869 1292 Ann Arbor, MI 48105
GEnie: D.S.HARRISON 313 971 8671
Cat2 Top15 GEnie: C.HARVEY
BBS: 313 971 6035
Cat2 Top40

John 'Hutch' Hutchinson Hagop Janoyan
Fair Dinkum Technologies PDC, Inc.
P.O. Box 2 515 Wing Street
Los Alamos, NM 87544 Glendale, CA 91205
505 662 7236 206 348 4276 (fax)
GEnie: FAIR-DINKUM 818 242 5692 or 206 745 5980
Cat29 Top4 GEnie: H.JANOYAN3 or PDC.SW
Cat13 Tops12,21,22 / Cat10 Top11 /
others

Charles F Johnson Todd Johnson
CodeHead Technologies Cherry Fonts
P.O. Box 74090 Unit #4, 2250 Tyner Street
Los Angeles, CA 90004 Port Coquitlam, B.C. Canada V3C 2Z1
213 386 5789 (fax) 213 386 5735 (CodeHead)
213 386 5735 GEnie: CHERRY.FONTS
GEnie: C.F.JOHNSON Cat32 Top27
Delphi: CFJ
CIS: 76004,2232
Cat32

Deron Kazmaier Gene Kane
Soft-Logik Publishing Xerox Corp
P.O. Box 290070 101 Continental Blvd. M/S ESC1-945
St. Louis, MO 63129 El Segundo, CA 90245
314 894 8608 310 333 2707
GEnie: DERON.K GEnie: GENEXRX
SOFTLOGIC RT CIS: 70475,440

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HiSoft Managing Director
The Old School, Greenfield ICD Europe GmbH
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GEnie: HISOFT +49 6104 6403
Cat3 Top11,14,15 / Cat2 Top30 GEnie: ICD.GMBH
ICD RT

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Oregon Research Associates MS Design
16200 S.W. Pacific Hwy. Suite 162 611 West Illinois Street
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503 638 6182 (fax) 217 351 6412 (fax)
503 620 4919 217 384 8469
GEnie: B.LUNESKI1 GEnie: H.MURPHY
Cat2 Top42 Cat5 Top2

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GEnie: ESTEEM GEnie: HISOFT
Cat29 Top7 Cat3 Top11,14,15 / Cat2 Top30

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P.O. Box 45 3235 Wright Avenue
Girard, OH 44420 Bremerton, WA 98310
216 539 5623 206 373 4840
GEnie: W.PARKS3 GEnie: BPENNER

Cat7 Top5 BBS: 206 479 2157

Jay Pierstorff Nathan Potechin
Safari Fonts ISD Marketing, Inc.
606 W. Cross Street 2800 John Street, Unit 15
Woodland, CA 95695 Markham, Ontario Canada L3R 0E2
916 666 1813 (fax) 416 479 1882 (fax)
916 666 1813 416 479 1880
GEnie: J.PIERSTORFF GEnie: ISD
CIS: 76004,2246
Delphi: ISDMARKETING
Cat16

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754 N. Bolten Avenue 96 Hoyt Street
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317 231 4158 (fax) 201 998 0932 (fax)
317 356 6946 201 998 4441
GEnie: R.RICHARDS2 GEnie: G.RICHARDSO1
Cat2 Top19

A Ridley Chris Roberts
Canoe Computer Services DragonWare Software Inc.
GEnie: A.RIDLEY1 P.O. Box 1719
Havre, MT 59501-1719
406 265 9609
GEnie: DRAGONWARE
Cat13 Top4

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613 591 1922 310 595 9799
GEnie: E.ROSENQUIST Orders: 800 237 4SDS
CIS: 72711,2503 GEnie: S.SANDERS2
BIX: e rosenquist CIS: 71760,2140
Cat17 Cat2 Top39

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GEnie: L.SEILER New York City, NY 10014
Cat25 212 627 5830
GEnie: NEVIN-S
Cat6 Top23

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Gadgets by Small, Inc. MS Design
40 West Littleton Blvd., #210-211 611 West Illinois Street

Littleton, CO 80120 Urbana, IL 61801
303 791 0253 (fax) 217 351 6412 (fax)
303 791 6098 217 384 8469
GEnie: DAVESMALL GEnie: C.STANFORD
GADGETS RT Cat5 Top2

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612 825 4215 419 529 5197 (fax)
GEnie: JLS 419 529 9797
Internet: jls@dynasoft.mn.org GEnie: DATAQUE.1
CIS: 71777,3223
Delphi: DATAQUE

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604 444 4424 GEnie: CRAIG.S.THOM
GEnie: MINDOVERMIDI ICD RT
Cat 10 Top 15

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416 575 3201 GEnie: J.TRAUTSCHOL
GEnie: D.THOMPSON66 BIX: jtrautschold
BBS: 416 389 9064 CIS: 73250,572
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Melinda Turcsanyi Ralph Turner
MUSICODE Software Index Legalis Publishing Company
5575 Baltimore Drive, Suite 105-127 P.O. Box 1822-3
La Mesa, CA 91942 Fairfield, IA 52556
619 469 7194 515 472 2293
GEnie: M.TURCSANYI GEnie: R.TURNER10

Michael B Vederman Clayton Walnum
Double Click Software Taylor Ridge Books
P.O. Box 741206 P.O. Box 78
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713 977 6520 (fax) 203 643 9673
713 977 6520 GEnie: C.WALNUM1
GEnie: DOUBLE-CLICK Delphi: ANALOG4
CIS: 75300,577
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Cat30

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GEnie: C.WALTERS1 GEnie: N.WEINRESS
Cat7 Top13 Cat4 Top12

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815 968 6888 (fax) GEnie: S.WHITNEY
815 968 2228 Cat13 Top14
GEnie: DOUG.W
ICD RT

Dan Wilga Paul Wu
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P.O. Box 350 One Technology Drive, Bldg 1E, Suite 301
Hadley, MA 01035 Irvine, CA 92718
413 584 2565 (fax) 714 753 9255 (fax)
413 584 7887 714 753 9253
GEnie: GRIBNIF GEnie: WUZTEK.OPI
Cat17 Delphi: OPI
Cat4 Tops12,17,31,32
:CREDIT:
Who has contributed to the FAQ?
==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

Juxtaposer (baffoni@aludra.usc.edu)
Eugen Bauknecht (eugen@hpbbi4.bbn.hp.com)
Ate Brink (ate@cs.ruu.nl)
Kevin Busby (kevinb@syma.sussex.ac.uk)
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Edgar Greuter (edgar@pingu.saar.de)
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Stephen Jacobs (saj@chinet.chi.il.us)
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James Reno (James_Reno.Wbst129@xerox.com)
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Andy Tanenbaum (ast@cs.vu.nl)
Shoou-yu Tang (sytang@lamar.colostate.edu)
Oddvar Tveito FTO (Oddvar.Tveito@nta.no)
Wayne (?) (trek@ihlpb.att.com)
John Townsend
Joachim Vance (jvance@einstein.oac.uci.edu)
Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

7359. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 10:30:48 UTC
From: sourada@iastate.edu
Message-ID: <sourada.725797848@vincent1.iastate.edu>
Source record: 212974
Cross-posted to: comp.sys.atari.st,news.answers

Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
MSA Some info on Magic Shadow Archiver
CLI What Command Line Interpreters are available?
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:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS:
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using zoo21.ttp.

:MSA:
Some info on Magic Shadow Archiver
==================================
(This was provided by Chris Herborth)

MSA Archives

The Magic Shadow Archiver (MSA) is a disk archiving program that allows an entire disk to be compressed into one file for transmission. The Magic Shadow Archiver (in shadow.[arc?|lzh?|zoo?] on atari.archive.umich.edu in ~/Archivers) creates .MSA files, which are often compressed using a normal archiver, such as zoo or lharc.

Magic Shadow is notoriously bad when used on a 1/2 meg ST and only one floppy drive. Its disk access and memory use are very badly thought out, and could result in over 160 disk swaps when unpacking an 80 track, double-sided disk.

Due to the fact that it was the _only_ disk image archiver around for quite a long time, Magic Shadow is the de-facto standard for creating disk images of computer demos and other pieces of software that cannot be easily compressed as files.

Because MSA files are disk images, they can only be used to recreate a floppy disk. There is (currently, see below) no way to extract the files from an MSA archive without writing it to a floppy disk.

Magic Shadow works perfectly with any legal TOS floppy format, even high density disks found in modified STs and most MegaSTes and TTs.

Chris Herborth (herborth@pinot.waterloo.ncr.com at work, cherborth@semprini.tdkcs.waterloo.on.ca at home, C.HERBORTH on GEnie) is writing a much more efficient MSA extractor, called UnMSA. UnMSA will minimize the number of disk swaps, and speed decompression considerably.

Daryl Richards (no email address, yet) is working on an MSA-Mounter, which will allow someone to unpack an MSA archive to RAM or a file on a hard disk. This uncompressed disk image will then be added to the system as a logical drive (much the same way a RAMdisk adds a drive to the system). MountImage on the Mac is an example of the way MSA-Mounter will eventually work (MountImage is so good, you can install new versions of the Mac OS using floppy disk images stored on your hard drive).

:CLI:
What Command Line Interpreters are available?
===

There are a large number of Command Line Interpreters for the Atari ST. Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12

```
Write protect..................-13
Media change...................-14
Unknown device.................-15
Bad sectors on format..........-16
Insert other disk..............-17
Invalid function number.........-32.............1
File not found.................-33.............2
Path not found.................-34.............3
No handles left................-35.............4
Access denied..................-36.............5
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified.........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.....................2
Address Error..................3
Illegal Instruction............4
Zero Divide....................5
CHK Instruction................6
TRAPV Instruction..............7
Privilege Violation............8
Trace..........................9
Line 1010 Emulator............10
Line 1111 Emulator............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error..................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt............24
Level 1 Interrupt Autovector....25
```

Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

:GDOS:
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called FSMGDOS, which should be available commercially from Atari. It is currently included with WordFlair II. FSMGDOS uses scaleable fonts - you do not need to create a font file for every point size. Current word is that the street price for FSMGDOS will be about $50. The Lucida font family comes with FSMGDOS, and the output is very nice, even on a 9-pin Epson printer. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within FSMGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

:GNU:
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.2.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.1 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System
SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM:
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG:
Public Domain/Shareware languages...
====================================

There are a large number of programming languages available for use with the Atari ST. Programmers seem to flock to the Atari ST, and if you know of a language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN
FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME
SIOD
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX:
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386,
and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and
later in 1991, Sun SPARC. It is available with all the source code for
the entire operating system, the libraries, and nearly 200 UNIX-like
utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free
via anonymous FTP for people on the Internet. A Macintosh version will be
online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to
ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME
file describes the contents of the directory and how to use it. Be sure to
fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-
Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T
ask me to send it by email. I have quite enough work already thank you.
The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line,
MINIX itself is copyrighted software and is not available on line. The
demo disks are also copyrighted, but permission is hereby granted to
upload and use them for evaluation purposes. The READ_ME file tells how
MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN
TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix
newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT:
What is MiNT?
==========
MiNT is a free multitasking operating system extension for TOS. It is somewhat
like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM
program along with a lot of character-based programs simultaneously. MGR
and MW2 can both put multiple terminal windows on screen, and bgacc can
put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go
with it can be found at atari.archive.umich.edu:/atari/mint.

TOSWIN is the new replacement for bgacc: it provides lots of nice features like
variable fonts, menus, selectable window gadgets, etc. GEMTERM is a similar

package (it's not part of the standard MiNT distribution) modelled after TOSWIN and XTerm.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now 'MiNT is Now TOS'. :-)

:XWIN:
Is there a version of XWindows for the ST?
==========

Currently, there is no XWindows port for the ST. It is quite unlikely that there will be one, although you are free to port it if you like :-). There does exist a port for the TT (and presumably Falcon) as part of Atari's Unix distribution.

:DEMOS:
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from atari.archive to allow this.

:PAINT:
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett. The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD:
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL:
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a

help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

:TEX:
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the minimum files needed to get a working TeX/LaTeX system up and running on the Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0. This consists of 8 disks full of TeX stuff, plus an installation program that takes care of the details for you.

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

7360. Meta-FAQ

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 10:35:49 UTC
From: sourada@iastate.edu
Message-ID: <sourada.725798149@vincent1.iastate.edu>
Source record: 212976

Sorry I forgot to post two weeks ago, although it doesn't matter a lot since nothing has changed in the last month. I'll try to actively seek some new/different stuff for the next post, just so there is some variety :-)

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

7361. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 13:47:55 UTC
From: ron@zooid.guild.org
Message-ID: <725809675.24154@zooid.guild.org>
Source record: 212981

From: aa399@cleveland.Freenet.Edu (Len Stys)
>
>And your 486 cost about $1,500 more than the ST. $1,500 more than
>some of us can afford or are willing to pay for a computer.
>

Oddly enough, $1500 CDN is *exactly* what a friend paid a couple weeks ago for his 486-33 system. That's including tax, and also including an SVGA monitor, a 105 meg hard disk, 3.5 & 5 1/4" floppies, 4 meg of ram, 512k SVGA card, etc...

The pricing for clones is getting rather scarey, isn't it?

7362. Re: Hard Drive (wierd) Problem - Help!

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 17:41:27 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1992Dec31.114129.236@janus.arc.ab.ca>
Source record: 212987
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.8xoBXXa8KAU@elfhaven.ersys.edmonton.ab.ca>,
mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>Hi!
>
>I think I might be having a problem with my hard drive. It used to only
>happen when it was cold in the room where the hard drive is, but now
>it seems to happen every time I turn the drive on.
>
>The problem itself is this; after a few minutes of operating normally,
>it suddenly gets louder and sounds like it is working harder/going
>into Warp. It usually stops (then again sometimes it doesn't) if I tilt
>the front of the hard drive up.
>
>The hard drive is an Atari MegaFile 30, by the way.
>
>Do I need to clean the inside of the drive, or is it something else?
>Should I worry about this? The difference in sound is very noticeable
>(and there is a slight hissing as well).
>

Well I can't say specifically what is wrong but having talk to service techs
about Atari drives I recall that the MegaFile 30 was not a very reliable drive
and invariably died in about a year. He recommended to stay away from this
drive and get a MegaFile 20 or 60 as they had much more reliable workings (I've
had my 20 for many years). I realise that this doesn't help you much. I would
suggest backing it up immediatly and having it looked at.

Bob

7363. Re: SLM804 Troubles--------H E L P

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 18:51:45 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1992Dec31.185145.5552@syma.sussex.ac.uk>
Source record: 212990

From article <1992Dec29.224149.2525@sma2.rain.com>, by jkrakover@sma2.rain.com (jonathan):
> P L E A S E H E L P.......
>
> Just yesterday, for no reason, my SLM804 Laser Printer decided to print
> shadows to the left of everything. A straight line down the page looks
> like two lines about 1/2mm apart with the left one being very inconsistant.

A friend of mine had a similar problem, which we cured by switching the order of components connectd along the DMA chain - he originally had ST-hard disks-SLM804 controller, and the problem disappeared when we switched it to ST-SLM804-hard disks. (Or it might have been the other way round - can't remember, and from my experience with such setups there's no logic to it.)

No guarantees, but maybe worth a try if all else fails.

Graham

7364. GFA Basic 3.0

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 19:14:33 UTC
From: dgray@menudo.uh.edu
Message-ID: <DGRAY.92Dec31131433@menudo.uh.edu>
Source record: 212982

If you have a copy of 3.0, I might be very interested in buying it
from you. Please let me know if you have one...

-dennis
--
Dennis Gray, Jr. DGray@uh.edu
"You askin' to become a pile of zeros? I could put you away so good
that Peter Norton couldn't find you with his arms unfolded."
- Lincoln Spector

7365. Re: Driver of the 640MB Optical Drive

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 20:01:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.835463@cix.compulink.co.uk>
Source record: 212983

```
>Would the software supplies with the new ICD LINK hard disk adapter
>support 640MB (5-1/4") Optical drive? I would not mind buying a LINK if it
>works.
In the UK they sell a 128Mb optical drive with The Link so I'd guess
that yes, it would work.

--------------------------------------------------------------------
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
------------------------------+---------------+----------------------
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user
```

7366. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 21:18:20 UTC
From: SML108@psuvm.psu.edu
Message-ID: <92366.161820SML108@psuvm.psu.edu>
Source record: 212985

In article <725809675.24154@zooid.guild.org>, ron@zooid.guild.org (Secret Mud)
says:
>
>From: aa399@cleveland.Freenet.Edu (Len Stys)
>>
>>And your 486 cost about $1,500 more than the ST. $1,500 more than
>>some of us can afford or are willing to pay for a computer.
>>
>
>Oddly enough, $1500 CDN is *exactly* what a friend paid a couple weeks ago for
>his 486-33 system. That's including tax, and also including an SVGA monitor,
>a 105 meg hard disk, 3.5 & 5 1/4" floppies, 4 meg of ram, 512k SVGA card,
>etc...
>
>The pricing for clones is getting rather scarey, isn't it?

And right here in America, US $899 will buy you a 20Mhz 486SX, 2 MB memory
SVGA monitor, 85 MByte hard drive from chain store Montgomery Ward...

Today's magic atari password is "tick, tick, tick..."

Scott

7367. Re: What makes a computer "exciting"..?

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 21:28:00 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Dec31.212800.25366@newshost.lanl.gov>
Source record: 212984

In article @longus.north.de, hank@longus.north.de (Derk Haendel) writes:
>
>I've bought my Computer, because of the SM124 flickerfree-monochromemode!
>The many things I can do with my old MST 4 / TOS 1.2 serve me well, but
>since I do a lot of DTP now, I'd love to get a faster Computer, without
>changing the Software ;-)

Why not consider an accelerator board for your MST 4? There are a slew of
options available to you from ICD, Fast Technology, and Gadgets by Small
not to mention some of the European accelerator boards.

>Excuse my bad English HANK

No worries, Hank... your English is great!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7368. Re: GFA Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1992-12-31 21:46:39 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Dec31.214639.26615@newshost.lanl.gov>
Source record: 212986

In article 1hvn3kINN889@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz () writes:
>Is this upgrade fee for *all* previous versions of GFA-Basic?!
>(I have an original of v3.0 and the ST-Format version of 3.5E)
>
>How much is this likely to cost me, and how would I go about getting
>GFA v4.0 (I haven't registered my version 3.0, as I only purchased it
>a couple of days ago!)

There is still a lot of confusion centering around Richter Distribution's
GFA BASIC 4.0 announcement. The U.S. GFA office has announced a version 3.7
of GFA BASIC for the Atari to be released "RSN". How this conflicts with
Richter's 4.0 is a mystery. Wish we could get some straight answers!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____